Characters D6 / Ciddarin Scaleback {Cid} {as



Name: Ciddarin Scaleback "Cid"
Homeworld: Ord Mantell
Species: Trandoshan
Gender: Female
Eye color: Yellow
Skin color: Green
Move: 10

DEXTERITY: 2D
- Archaic Guns: 4D
- Blaster: 4D+2
- Brawling Parry: 5D
- Bow: 5D
- Bowcaster: 4D+1
- Dodge: 6D
- Grenade: 3D+2
- Pick Pocket: 5D+1
- Thrown Weapons: 4D+2

PERCEPTION: 4D
- Bargain: 7D
- Command: 6D
- Con: 5D
- Gambling: 6D+1
- Hide: 5D
- Persuasion: 6D+2
- Search: 6D
- Sneak: 5D+2

KNOWLEDGE: 3D+2
- Alien Races: 5D+2
- Bureaucracy: 6D
- Business: 5D+2
- Intimidation: 4D+2
- Languages: 4D
- Planetary Systems: 5D
- Streetwise: 6D+1
- Tactics: 5D
- Willpower: 6D+1

STRENGTH: 3D
- Brawling: 4D
- Climbing/Jumping: 4D+2

MECHANICAL: 2D+1
- Astrogation: 4D+1
- Beast Riding: 5D
- Repulsorlift Operation: 5D+1

TECHNICAL: 3D

Computer Programming/Repair: 4D+2
Droid Programming/Repair: 4D+1
First Aid: 4D+2
Security: 6D

SPECIAL ABILITIES:

Vision: Trandoshans vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.

Clumsy: Trandoshans have poor manual dexterity. They have considerable difficulty performing actions which require precise finger movement and they suffer a penalty of ?2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster rifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshan's use.

Regeneration: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or stamina roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

FORCE SENSITIVE N
FORCE POINTS 3
DARK SIDE POINTS 2
CHARACTER POINTS 8

Equipment:

Extensive Resources, Cid's Parlor, Heavy Blaster Pistol (5D), Comlink, Jewelleru

Description: Ciddarin Scaleback, also known as "Cid," was a Trandoshan female information broker and smuggler whose career in the underworld spanned from the Clone Wars into the reign of the Galactic Empire, the successor state of the Galactic Republic. In order to keep her parlor on Ord Mantell afloat, Cid sent mercenaries, such as the clones of the Bad Batch, on high-stakes missions to meet with her numerous contacts, which included the Jedi Order. Due to her intel, multiple insurgencies against the Empire occurred, such as the rescue on Ryloth and the skirmishes on Serenno and Kashyyyk. Furthermore, her association with the Bad Batch triggered more havoc, as Scaleback sold the clones out for the sake of her business and Ord Mantell fell under direct Imperial jurisdiction.

During her time with the Jedi, Cid thrived, as they valued her insights. However, when the Empire ordered the annihilation of the Jedi Order, Cid was forced to keep her past affiliation with the religious group concealed and had to move on to other, more lucrative assignments. Early into the Empire's reign, Scaleback met the Bad Batch, who had defected from the Empire after refusing to execute Order 66 not long prior. In exchange for intel on bounty hunter Fennec Shand, the clones completed a mission for her. With a working relationship started, the Batch continued to work as mercenaries for Cid, though their relationship began to fracture. The clones eventually cut ties with Scaleback, but when they returned to Ord Mantell after the death of Tech, one of their members, Cid sold the team out to the Empire, whom they had just escaped.

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