# Characters D6 / Masakene (Alien Chief Stewa



Name: Masakene
Eye color: White
Skin color: Orange
Affiliation(s): Hutt Clan
Move: 10

DEXTERITY: 3D
- Blaster: 5D+1
- Brawling Parry: 6D+1
- Dodge: 5D
- Grenade: 4D
- Melee Combat: 5D+2
- Melee Parry: 5D+1

PERCEPTION: 3D
- Bargain: 4D
- Command: 5D+1
- Gambling: 4D+2
- Search: 5D+2
- Con: 4D+1
- Hide: 4D+2
- Sneak: 5D

KNOWLEDGE: 3D
- Alien Species: 3D
- Bureaucracy: 5D+1
- Business: 4D+2
- Cultures: 4D+1
- Languages: 4D
- Planetary Systems: 3D+2
- Tactics: 4D+1
- Willpower: 7D

STRENGTH: 3D+2
- Brawling: 6D+2
- Climbing/Jumping: 5D+1

MECHANICAL: 2D+2
- Repulsorlift Operation: 4D+1

TECHNICAL: 2D+1
- Computer Programming/Repair: 4D+1
- Security: 4D

SPECIAL ABILITIES:

Mind Slicing: Masakene can read peoples minds and memories much in the same way a slicer can access computers, using his Willpower vs their Willpower (or in the case of Force Users, their Control) to access memories. The target can willingly give in and allow Masakene access to some memories, or if they roll higher than him can resist his attempts completely. This power

requires a full round to use, and touch contact, so cannot be done without the target being aware an attempt is being made.

EQUIPMENT

CREDITS - 750

Blaster Pistol (4D), Armored Clothing (+1D+1 vs Physical Damage, +2 vs Energy Damage), Comlink, Dagger (Str+1D)

FORCE SENSITIVE N
FORCE POINTS 2
DARK SIDE POINTS 4
CHARACTER POINTS 5

Description: Masakene served as the chief steward of Skarabda the Wise, chief diplomatic envoy of the Hutt Clan during the High Republic Era. A year after the destruction of Starlight Beacon, Masakene welcomed Affanar, an envoy of the Nihil, to Ballum for an audience with Skarabda.

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