

## Characters D6 / Cybernetic Convict (H

Name: Cybernetic Convict  
Species: Humanoid  
Skin color: Light  
Cybernetics: Most of body  
Move: 10

DEXTERITY: 2D

Blaster: 4D  
Brawling Parry: 4D+1  
Dodge: 4D+2

PERCEPTION: 3D

Search: 5D

KNOWLEDGE: 2D

Streetwise: 3D+1

STRENGTH: 2D

Brawling: 4D+2

MECHANICAL: 3D

Repulsorlift Operation: 5D  
Communications: 4D+2

TECHNICAL: 4D

Computer Programming/Repair: 6D+1  
Droid Programming/Repair: 5D+2  
Security: 6D

Equipment: 250 Credits

Street Clothes

Cybernetics:

Remote Computer Link (+1D to Computer Programming, can access Computer technology from up to 10 meters)

Enhanced Vision (Infrared)

Vocoder (Can impersonate voices to defeat voice activated locks, +1D to Security/Communications)

Cybernetics throughout rest of body (+1D vs Damage)

FORCE SENSITIVE - N

FORCE POINTS 1



DARK SIDE POINTS 2  
CHARACTER POINTS 3

Description: A cybernetic convict was present on the Palwick, a prison transport, during the High Republic Era. During an escape attempt, the convict managed to disable the pilot droids who controlled the ship.

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