

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)

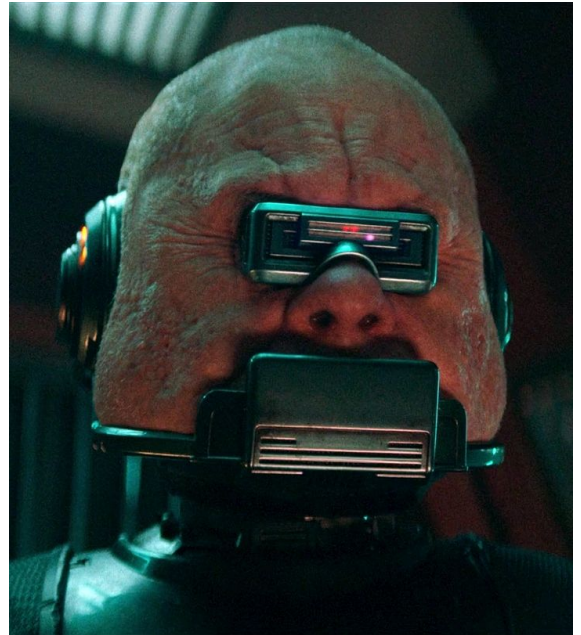
Cybernetics throughout rest of body (+1D vs Damage)

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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