

Name: Garon Borm

Species: Togruta

Gender: Male

Affiliation(s): Mandalorian Neo-Crusaders

Move: 10

DEXTERITY: 3D

Armour Weapons :4D

Blaster: 5D+2

Brawling Parry: 5D

Dodge: 6D

Grenade: 5D

Melee Combat: 5D+1

Melee Parry: 5D

PERCEPTION: 3D

Bargain: 5D

Command: 5D+2

Persuasion: 4D+2

Search: 5D+1

Sneak: 4D+1

KNOWLEDGE: 2D+2

Alien Species: 6D

Bureaucracy: 5D

Cultures: 5D+1

Intimidation: 7D

Languages: 5D+2

Planetary Systems: 6D

Streetwise: 4D

Survival: 5D+2

Tactics: 8D

Willpower: 6D

STRENGTH: 3D

Brawling: 6D

Climbing/Jumping: 4D+1

MECHANICAL: 2D+2

Jet Pack Operation: 4D

Repulsorlift Operation: 5D+2

TECHNICAL: 2D

Armour Repair: 4D

Computer Programming/Repair: 4D+1



Demolitions: 6D+2

Security: 6D

Special Abilities:

Montrals: Togruta can ultrasonically echolocate using the large hollow headbones that project from their skull (called Montrals), allowing them to perceive their location even in full darkness. This gives them +1D to counter all penalties for poor light or darkness.

Team Togruta: Togruta naturally band together for safety and to achieve goals, this natural talent for teamwork gives them a bonus +1D when working with other Togruta.

Story Factors:

Dislike of shoes: Togruta feel a connection to their environment through their feet, and dislike wearing shoes. This is just a dislike, and they will wear shoes when it is practical.

Head tails: Similar to Twi'leks, Togruta have headtails, they are not as dextrous as Twi'lek Lekku, but Togruta can learn to speak Twi'leki in a rudimentary fashion.

EQUIPMENT

Heavy Blaster Pistol (5D), Comlink, Mandalorian Armour (2D vs Physical, 1D vs Energy), Jet Pack

FORCE SENSITIVE - N

FORCE POINTS 2

DARK SIDE POINTS 2

CHARACTER POINTS 6

Description: Garon Borm was a male Togruta Mandalorian Field Marshal who fought during the Mandalorian Wars. He also served as the commander of the Kadosii-type dreadnaught known as Parjai. When he attempted to stop Dorjander Kace's plan to take the Jedi younglings from the planet Dantooine, Zayne Carrick and the rest of the Republic prisoners were able to trick Garon and his crew into thinking that there had been a "Jedi Brain fever", forcing the crew to leave the ship while the Republic prisoners took over it.

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