Characters D6 / Dinghy Driver (Teek Pilot)



Name: Dinghy Driver
Species: Teek
Gender: Male
Hair color: White
Eye color: Blue
Skin color: Brown
Move: 10

DEXTERITY: 2D
- Brawling Parry: 3D+2
- Dodge: 4D+2
- Melee Weapons: 4D

PERCEPTION: 2D
- Bargain: 3D+1
- Con: 4D

KNOWLEDGE: 1D
- Languages: 3D
- Streetwise: 2D

STRENGTH: 2D
- Brawling: 3D+2
- Lifting: 3D+1

MECHANICAL: 2D+2
- Space Transports: 4D+1

TECHNICAL: 2D
- Space Transport Repair: 3D+2

Special Abilities:

Burst of Speed: Teeks are capable of amazing bursts of speed, quadrupling their movement for small periods of time, and performing multiple actions without penalty.

Primitive: Teeks have little knowledge or interest in Technology, and suffer a -1D penalty for using all technology above the very simple (Ranged weapons beyond Bows and Arrows, Vehicles beyond horses and carts, Computers of any kind, etc)

Story Factors:

Pests: Teeks are seen as pests and thieves, producing little and stealing from anyone, they are often chased away from settlements and rarely accepted into any group.

EQUIPMENT
- CREDITS 2
  - Dinghy, Ragged Clothes,

FORCE SENSITIVE: N
FORCE POINTS 1
DARK SIDE POINTS 0

CHARACTER POINTS 2

Description: A male Teek ferryman worked as a dinghy driver at Port Borgo. Around 9 ABY, it offered its service to the young members of the Skeleton Crew, who had become lost in the galaxy after accidentally leaving their homeworld aboard a starship they had found in the woods. The younglings paid the driver with Old Republic credits, a valuable currency it eagerly accepted before scurrying off excitedly.

Biography

A valuable payment

The individual was a male Teek who operated a dinghy at the pirate Port Borgo during the New Republic Era. Around 9 ABY, it docked with the Onyx Cinder and transported the younglings Fern, KB, Neel, and Wim to the port. After dropping off the kids, it jumped on Fern's back, speaking in its language while holding out its hand. Despite not understanding the language, KB figured out that the Teek wanted payment for its ferrying service. Wim handed the pilot an Old Republic credit that his father had given him for lunch money. Knowing the value of that kind of credits, the Teek ran off with the coin it had received.

Skirmish in a bar

With a new coin in hand, the dinghy driver stopped by a noodle bar, coincidentally the same place that the boys Neel and Wim were visiting. The man climbed onto the counter and spotted Wim using the same currency he had previously given to it. The Teek jumped back down just as the fry cook got into a fight with a greasy patron. Undeterred, it scrambled onto the greasy creature's shoulder, watching as the boys excused themselves to other customers. The Teek overheard Wim and Neel claiming to hail from At Attin, a mysterious planet dismissed as a myth in pirate lore. When a scuffle was about to break out, Wim uphanded his bowl of noodles onto the grill, igniting it into flame. Seizing the moment, he and Neel dashed out of the noodle bar together.

Arrested customers

Some time later, the younglings returned to the dinghy, having escaped a pirate crew that had been chasing them after the skirmish in the noodle bar. Fern told Wim to pay the man again, and the boyindeed started talking to it, except it kept speaking its non-Basic language. The transaction, however, never took place, as the pirats arrived for the younglings in the meantime. The Teek subsequently watched as the children argued with pirate Captain Brutus before being arrested and placed in a brig pending further interrogation.

Personality and traits

During its work as a dinghy driver, the Teek had brown skin, long white hair, and blue eyes.

Equipment

During its time piloting the dinghy, the driver wore a dingy brown long-sleeved shirt with gray patches and brown pants in addition to open-toe sandals.

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