Characters D6 / Faniel (Mon Calamari Refuge



Name: Faniel
Homeworld: Dac
Species: Mon Calamari
Move: 10

DEXTERITY: 2D
Blaster: 3D
Brawling Parry: 4D
Dodge: 4D
PERCEPTION: 2D
Bargain: 3D+2
Persuasion: 4D
Search: 3D+2
Sneak: 4D
KNOWLEDGE: 2D
Bureaucracy: 3D
STRENGTH: 3D
Brawling: 4D
Swimming: 5D
MECHANICAL: 2D
Aquatic Vehicle Operation: 4D
Repulsorlift Operation: 3D
TECHNICAL: 3D
Machinery Repair: 4D

Special Abilities:
Moist Environment: When in moist environments, Mon Calamari receive a +1D bonus to all Dexterity, Perception and Strength attribute and skill checks.
Dry Environment: When in a very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all Dexterity, Perception and Strength attribute and skill checks.
Aquatic: Mon Calamari can breathe both air and water and can withstand extreme pressures found in ocean depths.

EQUIPMENT
New Republic Technicians Uniform, Comlink, Datapad, 300 Credits

FORCE SENSITIVE - N
FORCE POINTS: 1
DARK SIDE POINTS: 0
CHARACTER POINTS 2

Description: Faniel was a Mon Calamari who went into hiding from Darth Krayt's Galactic Empire in order to avoid the Genocide on Dac.

Biography

Following Emperor Darth Krayt's decree that the Mon Calamari of Dac were to be exterminated, Faniel and a group of Mon Calamari descended into the depths of their world's oceans to avoid being killed. The group set up a refugee camp in an isolated area, hoping to avoid the Empire. Faniel had a young child to care for during the flight from the Imperials. During this time, another Mon Calamari watched over Faniel and the child, trying to protect them from the dangers of the deep. Eventually, an Acklay Battle Fortress, the Sea Lion, and its squadron of Shark subfighters, Shark Squadron, discovered the refugee group. Faniel's protector, the first to see the incoming Sharks, warned Faniel to flee immediately. The Imperial fighters killed the protector and began slaughtering the settlement. However, Faniel was saved by the arrival of the Mon Calamari Rangers, who attacked the Imperials with their Krakana fighters. The attack was successful, and the Imperials retreated when the Sea Lion was damaged.

The Mon Calamari Rangers brought Faniel and the other surviving refugees back to the Ranger Grotto, their secret base, to recover. Faniel questioned the Rangers' leader, Tanquar, whether the group would be able to stay for their safety. Tanquar initially agreed to allow Faniel and the child to stay, but they were interrupted by Imperial Knight Treis Sinde, who was aiding the Rangers. Sinde would not allow the refugees to stay at the base, as they had no extra food for them and the increased presence of Mon Calamari might inadvertently reveal the secret base to the Empire. Faniel agreed with Sinde's decision and Sinde suggested journeying towards Soheras Trench, a crevasse that the Rangers had used to hide their presence when tracking the Sea Lion. Several of the Rangers agreed to escort Faniel and the rest of the refugees, as there had been readings of demonsquid in the area. Faniel thanked the soldiers for their hospitality, and the group left the base.

However, unknown to Faniel and the Rangers, the readings from the Soheras Trench were not demonsquid. The trench actually contained a Sith creature, the Sea Leviathan, that had been created to help exterminate the Mon Calamari.

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