Characters D6 / Attatag Gosem (Gotal Gladiat



Name: Attatag Gosem
Species: Gotal
Gender: Male
Affiliation(s): One Sith (rumored), The Wheel
Move: 10

DEXTERITY: 2D+2
- Blaster: 5D
- Brawling Parry: 6D+1
- Dodge: 4D+2
- Melee Combat: 4D+2
- Melee Parry: 5D+1
- Vehicle Blasters: 5D

PERCEPTION: 3D
- Bargain: 4D
- Con: 4D
- Gambling: 5D
- Persuasion: 5D
- Search: 4D+2
- Sneak: 4D+1

KNOWLEDGE: 2D
- Bureaucracy: 4D
- Intimidation: 6D
- Languages: 3D
- Planetary Systems: 4D

STRENGTH: 4D
- Brawling: 6D
- Climbing/Jumping: 5D+2

MECHANICAL: 2D+2
- Repulsorlift Operation: 5D+1
- Swoop Operation: 5D

TECHNICAL: 2D+1
- First Aid: 4D
- Repulsorlift Repair: 3D+2

Special Abilities:

Energy Sensitivity: Because Gotals are unusually sensitive to radiation emissions, they receive a +3D to their Search skill when hunting such targest that are within 10 kilometers in open areas (such as deserts and open plains). When in crowded areas (such as cities and dense jungles) the bonus drops to +1D and the range drops to less than one kilometers. However, in areas with intense radiation, Gotals suffer a -1D penalty to Search because their senses are overwhelmed by radiation static.

Mood Detection: Because of their skills at reading the electromagnetic auras of other, Gotals receive bonuses (or penalties) when engaging in interactive skills with other characters. The Gotal

makes a Moderate Perception roll and adds the following bonus to all Perception skills when making opposed rolls for the rest of that encounter.

Roll Misses Difficulty By: ---------- Penalty:
6 or more ---------- -3D
2-5 ---------- -2D
1 ---------- -1D
Roll Beats Difficulty By: ---------- Bonus:
0-7 ---------- +1D
8-14 ---------- +2D
15 or more ---------- +3D

Fast Initiative: Gotals who are not suffering from radiation static receive a +1D when rolling initiative against non-Gotal opponents. This is due to their ability to read the emotions and intentions of others.

Story Factors:
Droid Hate: Gotals dislike droids because the emissions produced by droids overwhelm their special senses. They receive a-1 D to all
Perception-based skill rolls when within three meters of a droid.
Reputation: Because of the Gotal's reputation as being overly sensitive to moods and feelings, other species are uncomfortable dealing with them.. Assign modifiers as appropriate.

EQUIPMENT
CREDITS 500
Armour (+2 vs Physical Damage, +1 vs Energy Damage), Blaster Pistol (4D), Comlink

FORCE SENSITIVE N
FORCE POINTS 3
DARK SIDE POINTS 0
CHARACTER POINTS 6

Description: Attatag Gosem was a Gotal who won the Big Game, a gladiatorial event on The Wheel space station, for three consecutive years around 130 ABY. The competition was abolished when The Wheel changed ownership, and he turned to a life of crime, working as a spy and information broker. Rumors stated that he worked with the One Sith. Gosem became the newest administrator of The Wheel around 138 ABY after the disappearance of the previous one, Pol Temm, and re-instituted the Big Game. Rules were rarely enforced under his leadership, and the station fell into a squalid and rusty state.

Biography
Attatag Gosem was a Gotal who lived around the year 130 ABY. He competed in and won the Big Game—a brutal gladiatorial event that took place on The Wheel, a popular space station in the Besh Gorgon system—for three consecutive years. However, the station passed into the hands of a new administrator, Pol Temm, around 130 ABY, and the Big Game was abolished. Gosem turned to a life of crime and became a known spy and information broker. He was rumored to work with the One Sith.

Around 138 ABY, Temm disappeared after trying to enforce his "no weapons" policy with a Defender-class Star Destroyer against a group of Mandalorian Supremacists, and Gosem took his place, becoming The Wheel's twelfth administrator. His suspected Sith affiliations caused some to

be suspicious of his return, but when he revoked the ban on the Big Game, many were pleased. Gosem largely did away with imposing rules aboard The Wheel, and the station accordingly fell into a decrepit state of squalor and rust.

Personality and traits

Attatag Gosem was a beefy individual who won the Big Game three years running. His return to The Wheel led to both suspicion and praise, respectively due to his rumored allegiance to the Sith and his re-institution of the the Big Game. Gosem carried a blaster pistol, wore dark armor, and sported a microphone headset.

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