

Name: Tilin

Homeworld: Dac

Species: Quarren

Gender: Male

Skin color: Gray

Move: 10



DEXTERITY: 2D+2

Brawling Parry: 4D+2

Dodge: 3D+2

Melee Combat: 4D+1

Melee Parry: 4D

PERCEPTION: 2D

Bargain: 4D+1

Con: 3D

Hide: 3D

Persuasion: 3D+2

Search: 3D+2

Sneak: 4D

KNOWLEDGE: 2D

Languages: 4D

Streetwise: 3D+2

Survival: 3D

STRENGTH: 3D

Brawling: 4D

Climbing/Jumping: 3D+2

Swimming: 4D+2

MECHANICAL: 2D

Repulsorlift Operation: 3D+1

TECHNICAL: 2D+1

Capital Ship Repair: 4D+1

Space Transports Repair: 3D+2

Special Abilities:

Aquatic Survival: At the time of character creation only, characters may place 1D of skill dice in swimming and survival: aquatic and receive 2D in the skill.

Aquatic: Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

FORCE SENSITIVE - Y

FORCE POINTS 1

DARK SIDE POINTS 0

CHARACTER POINTS 2

Equipment: Street Clothing, Tools, Knife (Str+1D)

Description: Tilin was a young male Quarren and Tikin's son. In 138 ABY, the parent and son were lured to the Mon Calamari Orbital Shipyards under a false pretense of a renewed Dac. However, they were instead enslaved by a gang of pirates led by the Sith Lord Darth Luft, who was forcing them and other refugees into building a fleet. Tilin was held captive to ensure Tikin's compliance, and Tikin feared any action that could compromise the boy's safety. The operation was discovered by Ania Solo and Jao Assam, who wished to free the beings there, but Tikin informed Darth Luft of their presence in the hopes of saving Tilin. Instead, Luft killed Tikin and the press-ganged workers began a rebellion. With the aid of Admiral Gar Stazi and the Imperial Knights, the pirates were defeated and the Quarrens and Mon Calamari were free once again. Luen, a Mon Calamari acquaintance of Tikin's father, decided to adopt the orphaned Tilin. They would stay in the Shipyards that were partially flooded during the revolt as a part of Stazi's plan.

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