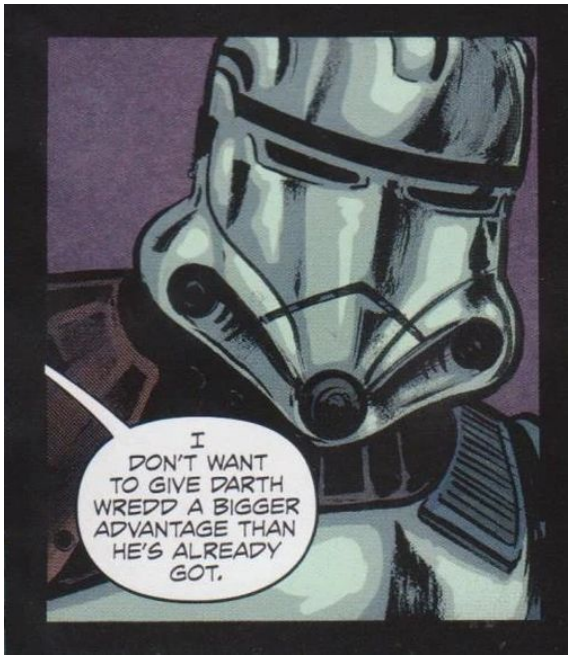
Characters D6 / Blue Two (Trandoshan Storm



Name: Blue Two
Species: Trandoshan
Affiliation(s): Fel Empire, Galactic Federation Triumvirate

Dexterity: 3D+1
- Blaster: 6D
- Dodge: 5D+2
- Brawling Parry: 5D+2
- Vehicle Blasters: 4D+1

Knowledge: 1D+2
- Intimidation: 4D
- Tactics: 3D+2

Perception: 2D+1
- Command: 5D

Strength: 4D+1
- Brawling: 6D+1

Mechanical: 1D+1
- Communications: 3D

Technical: 1D+2

Special Abilities:

Vision: Trandoshan vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.

Clumsy: Trandoshans have poor manual dexterity. They have considerable difficulty performing actions which require precise finger movement and they suffer a penalty of ?2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster rifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshans use.

Regeneration: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or stamina roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

Story Factors:

Wookiee Hate: The long-standing feud between the Wookiees of Kashyyyk and the Trandoshans is deeply ingrained in both species. When encountering Wookiees or known Wookiee associates, Trandoshans must make a Moderate willpower check to keep from attacking.

Hostility: The Trandoshans are known as a belligerent species. They gain +1D to all intimidation rolls against non-Trandoshans.

Force Sensitive: N
Force Points: 3
Dark Side Points: 0

Character Points: 6
Move: 8

Equipment: BlasTech Industries ARC-9965 Blaster Rifle (5D), Imperial Stormtrooper Armour (+1D vs Energy, +2D vs Physical, -1D to Dexterity), Utility Belt

Description: Blue Two was the call-sign for a Trandoshan stormtrooper who served the Fel Empire and the Galactic Federation Triumvirate in 139 ABY. He was loyal to Empress Marasiah Fel and wore an orange pauldron on his stormtrooper armor. Blue Two was part of a platoon sent to accompany Ania Solo, who was tasked by Empress Fel with leading a mission rescue Jao Assam, who had been kidnapped by the rogue Sith Darth Wredd. Despite Ania's orders that her troopers not make any offworld communications following their landing on the floating world of Mala, Blue Two secretly sent Mala's coordinates to Empress Fel, who dispatched a force of Imperial Knights to hunt down Darth Wredd.
His absence was noticed by Ania's Mon Calamari friend Sauk who subsequently accused him of leading the One Sith to them during the Battle of the Floating World. However, Blue Two vehemently denied working for the One Sith and took great pains to stress his loyalty to Empress Fel. Blue Two's story was supported by Darth Wredd, who revealed that his sloppiness with rescuing Jao Assam had led the One Sith to Mala. Blue Two's fate is unknown during the battle, which ended with the apparent destruction of the One Sith and Darth Wredd's death.

Stats by FreddyB, Descriptive Text from WookieePedia.
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