

Characters D6 / Kuruk (Knight of Ren)

Name: Kuruk
Died: 35 ABY, Exegol
Species: Humanoid
Gender: Male
Move: 10

DEXTERITY: 3D

Blaster: 7D
Brawling Parry: 6D
Dodge: 6D
Melee Combat: 5D+2
Melee Parry: 5D+1

PERCEPTION: 3D+2

Hide: 5D+1
Search: 5D
Sneak: 5D+2
Persuasion 4D+1

KNOWLEDGE: 2D+1

Intimidation: 4D
Scholar (Knights of Ren): 3D+1
Survival: 3D

STRENGTH: 3D+1

Brawling: 6D
Climbing/Jumping: 5D+1

MECHANICAL: 2D+2

Communications: 4D
Repulsorlift Operations: 3D+2
Sensors: 4D+1
Space Transports: 6D+1
Starship Gunnery: 5D+2
Starship Shields: 4D+2

TECHNICAL: 2D+1

Computer Programming/Repair: 4D+2
Space Transports Repair: 5D

SPECIAL ABILITIES

Control: 2D
Sense: 2D+1
Alter: 2D



Kuruk was Force-sensitive and an adept of the Dark side of the Force but was untrained which resulted in his powers being stunted.

EQUIPMENT

CREDITS -

Multi-barreled Custom Designed Rifle

Rapid Firing mode (Range: 2-20/60/100, Damage: 5D)

Sniping mode (Fire Rate: 1, Range: 5-50/200/500, Damage: 6D)

Pump Action Plasma Bolt mode (Range: 1-10/30/50, Damage: 6D)

Coat made of sound-dampening Susurra-weave fabric. His boots were soft-soled which gave him a silent tread. (+1D to Sneak/Hide). Kuruk's helmet was equipped with a breath screen and vocoder grid.

FORCE SENSITIVE - Y

FORCE POINTS 6

DARK SIDE POINTS 5

CHARACTER POINTS 12

Description: Kuruk was a humanoid Force-sensitive male who served as a member of the Knights of Ren, under the command of an individual known as Ren.

Skills and abilities

Kuruk was Force-sensitive and an adept of the Dark side of the Force but was untrained which resulted in his powers being stunted. As a Knight of Ren, Kuruk displayed martial prowess few could match. He was the most solitary of the Knights, and served as the group's primary sniper and pilot of the Night Buzzard. During battle, Kuruk would usually stay behind and cover assaults with his precision marksmanship.

Despite his great skill, Kuruk was slain by his redeemed former master, Ben Solo, during the Battle of Exegol.

Equipment

Kuruk and Cardo are the only Knights of Ren not to primarily use bladed weaponry. Instead Kuruk relied on a multi-barreled custom designed rifle. The rifle has three modes across two barrels: rapid firing, sniping, and a pump-action mode designed to fire plasma bolts.

Like all of the Knights of Ren, Kuruk wore all black. He wore a collar that contained plasma bolt shells and a coat made of sound-dampening susurra-weave fabric. His boots were soft-soled which gave him a silent tread. Kuruk's helmet was designed with sides blocking most of his peripheral vision. The helmet instead made him focus on his target and he would sharpen his aim by concentrating with the Force. Kuruk's helmet was equipped with a breath screen and vocoder grid.

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