

Characters D6 / Karre (Human Dark Side War

Name: Karre
Species: Human
Gender: Male
Hair color: Blonde
Eye color: Grey
Skin color: Light
Move: 10



DEXTERITY: 3D+1

Blaster: 5D
Brawling Parry: 5D+2
Dodge: 6D+1
Lightsaber: 8D+1
Melee Combat: 6D
Melee Parry: 5D+2

PERCEPTION: 3D

Bargain: 6D+2
Command: 8D+1
Hide: 5D
Persuasion: 5D+2
Search: 6D+1
Sneak: 7D+1

KNOWLEDGE: 2D+2

Intimidation: 6D
Planetary Systems: 5D+2
Scholar (Jedi Lore): 6D
Scholar (Sith Lore): 7D+2
Streetwise: 4D
Tactics: 6D+1
Value: 4D+1
Willpower: 7D

STRENGTH: 3D

Brawling: 6D+2
Climbing/Jumping: 6D+1
Stamina: 5D

MECHANICAL: 3D

Astrogation: 5D+1
Repulsorlift Operation: 4D+1
Starfighter Piloting: 6D+2
Starship Gunnery: 7D

TECHNICAL: 2D

Armour Repair: 5D+1
Computer Programming/Repair: 4D+2
Droid Programming/Repair: 5D+2

Lightsaber Repair: 6D+1
Security: 5D

SPECIAL ABILITIES

Force Skills:

Control: 9D+2

Sense: 9D

Alter: 8D

Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Pain, Enhance Attribute, Hibernation Trance, Rage, Resist Stun, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Dark Side Web, Telekinesis, Lightsaber Combat, Aura of Uneasiness, Force Lightning, Inflict Pain, Affect Mind, Projected Fighting, Telekinetic Kill, Lesser Force Shield

EQUIPMENT

Dark Armour, Lightsaber (5D), Astromech Droid (R-DUO), X-Wing Starfighter

FORCE SENSITIVE Y

FORCE POINTS 10

DARK SIDE POINTS 5

CHARACTER POINTS 15

Description: Karre was a Force-sensitive human male raised in an Imperial remnant with his older twin sister, Am. Karre and Am were created using the dark side of the Force and raised to use and serve the dark side.

Karre wielded a blue lightsaber as his weapon. Wanting to save his sister from death after the activation of their Gemini-class Star Destroyer, Karre stole its kyber crystal and escaped from his sibling.

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