



Characters D6 / Typical Repulsor Hockey

Typical Repulsor Hockey Player

Repulsor Hockey isn't really as much like hockey, as the ancient game of Lacrosse. It is a combination of the two really, with new twists. The players play in a rink of smooth floors and transparisteel 'boards' to protect the crowd. They wear strong padding and helmets to protect themselves from hits. They use a ball instead of a flat puck. The sticks have tube-like shafts with a fairly wide head with a pocket in it, but it also has flat 'lip' at the end of the pocket. When moving with the ball, you must have it on the ground at all times, moving it with the lip of the stick. You may pass hockey style across the floor, or you can scoop it up and pass it like a lacrosse ball, by flinging it to another player. To shoot on goal though, you must scoop the ball up to shoot it. Once you have scooped the ball up, you can make two strides before releasing the ball. If you take it more than two strides in the pocket, it's called Travelling.

Repulsor Hockey is very much full contact. You can hit an opponent as many times as you wish, so long as it's between their waist and their shoulders and not from behind. A hit from behind is considered a push and a penalty will be called, generally one minute. Tripping with a stick is illegal, however if you slide tackle an opponent it is legal. Slide tackling is when you slide right into the person's legs tangling your feet up with theirs. This is legal because the offending player is sacrificing himself to bring down the other player. Repulsor hockey is admittedly a low scoring game, but it is fast and intense. It was originated on the world of Canuckia where it is the most popular sport.

Type: Typical Repulsor Hockey Player

Species: Canuckian

Gender: Male

DEXTERITY: 3D

Dodge 4D+2

Melee Combat 3D

(S)Hockey Stick 5D

KNOWLEDGE: 2D

MECHANICAL: 2D+2

Repulsorlift Operation 3D

(S)Repulsor Skates 5D+1

PERCEPTION: 2D+1

STRENGTH: 3D

Brawling 5D

Stamina 5D+1

TECHNICAL: 2D

Hockey Equipment Repair 5D

Move: 109(walking); 14(skating normal), 15-18(speed bursts)

Force Sensitive: no

Force Points: 1

Dark Side Points:

Character Points: 1-4

Wounded Status:

Equipment:

Repulsor Hockey Stick (STR+1D+1)

Repulsor Skates

Repulsor Hockey Padding and Helmet (+2D+1 versus physical damage; +1 versus energy damage)

Special Abilities:

Check: A repulsor hockey player is can hit an opponent with their stick, if holding the stick with both hands. This is done with a slight burst of speed from the skates into the person. If the melee combat roll is successful, than the hit does an extra 1D damage.

Poke: this is a basic attack with the stick, it is allowed to be done anywhere between the shoulders and waist.

Body Check: This is a brawling attack using a full burst of speed from the skates. If the brawling check succeeds, then the opponent takes STR+2D damage and must make a moderate dexterity check to stay upright. If they fail it takes them a round to get back up.

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