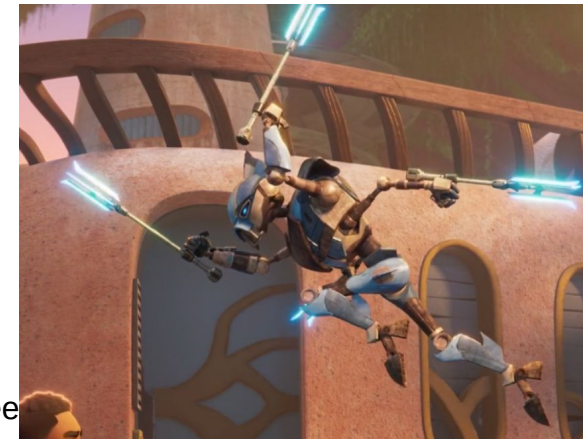
Characters D6 / Apexx (Droid Commander)



Name: Apexx
Date created: Between 232 BBY and 230 BBY
Creator: Rek Minuu
Programming: Male
Sensor color: Blue
Affiliation: Rek Minuu
Move: 10

Dexterity: 3D
Blaster 5D, Dodge 6D, Brawling Parry: 6D, Melee Weapons: 6D, Melee Parry 6D
Knowledge: 1D
Tactics: 4D
Mechanical: 2D
Repulsorlift Operation 5D, Security 4D
Perception: 2D
Search 4D
Strength: 4D
Brawling: 6D
Technical: 1D
Computer Programming/Repair 4D, Droid Programming/Repair 4D

Equipped with:
Humanoid Body (two arms, two legs, head)
Standard visual and auditory sensors – human range
Deployable Extra Arms (Apexx had programming which allowed him to use each of his four arms at the same time with no penalty, allowing him to make 4 attacks each round without penalty, this could of course be used as parries instead or any mix, before extra action penalties were applied for further actions).

Equipment:
Stun Baton (STR+1D (max: 5D), Stunning Shock 5D), Bug Bot Remote, Energy Net Launcher (Fire Rate: 1, Range: 1-2/5/25, Damage: *, Game Notes: A non stun version of the Stun Net. These formed energy nets from a single small generator which can be easily switched off from outside the net. When it hits a target it creates a net with a 6D Strength which restrains the target and stops them moving or acting by pinning them to the ground. Targets inside can struggle against the net, or be released from someone outside. As well as being fired from the gun, the charges may be manually thrown at targets.)

FORCE SENSITIVE: N
FORCE POINTS: 2
DARK SIDE POINTS: 1
CHARACTER POINTS: 14

Description: Apexx was an droid built by Rek Minuu who became sentient. Apexx was strong and fast, and smart enough to outwit and outplan his creator and provide a physical challenge for the three Young Jedi at the same time.

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