Characters D6 / Cylon Imperious Leader



Cylon Imperious Leader

-DEXTERITY 5D
Blaster 6D, Dodge 7D, Pick Pocket 4D.
-KNOWLEDGE 7D
Alien Species 8D+2, Bureaucracy 8D, Bureaucracy (Cylon Empire) 10D, Cultures 8D, Intimidation 8D+1, Languages 10D*, Law Enforcement (Cylon Empire) 8D, Planetary System 8D+1, Scholar 10D, Tactics 8D+2, Willpower 10D. Brainwashing 9D+2, (possesses all Science skills at +2D).
-MECHANICAL 5D
Astrogation 8D, Communications 8D+2, Sensors 7D+1,
-PERCEPTION 6D
Bargain 8D+1, Command 9D+2, Command (Cylon Centurions) 11D+2, Con 8D, Forgery 6D, Hide 6D, Invesigation 9D+1, Persuasion 8D+1, Search 8D+2, Sneak 7D.
-STRENGTH 5D
-TECHNICAL 5D
Droid Programming 8D+2, Droid Repair 8D+1, Security 10D+1, (possesses all Repair skills at +3D)

* The Imperious Leader has the IL-series Cylon's Vocabulator/Speech sound system, which makes the droid capable of reproducing virtually any sound it hears or is programmed to reproduce. Some of the IL-series, such as Lucifer, probably use this in annoying ways.
** The Cylon Imperious Leader also has all other skills possessed by all other Cylon models at +2D. If skills here are weaker than those, use whichever is higher.
*** Because of it's three independant brains, the Imperious Leader can act as three people working together. Because of this, the base skill is rolled for the Leader's actions, and twice the number of dice are added as pips to the roll's result.

Equipped With:
-Humanoid body (two arms, two legs, head with three brains)
-Two Audio and Two Visual sensors, above human range.
-Body armor (+3D to resist Physical, Energy and Ballistic damage)
-Vocabulator speech and sound system.
-Equivilant of THREE of a 3PO Droid's AA-1 VerboBrains.
-Equivilant of a 3PO Droid's TransLang III Communications Module with over seven million languages.

Move: 11
Size: 1.9 meters tall.

DESCRIPTION:
The Imperious Leader is the highest authority of the Cylon Empire. There is only one Imperious

Leader, although there are others to replace it should the Cylon succumb to destruction. Typically, their potential replacements are called IL-series Cylons, and are typically the politicians or viceroys of the Cylon Empire.
-In the original novelization, the Imperious Leader had three brains, all capable of independent or collective, unified thought. In addition, the sitting Imperious Leader could seek telepathic advice from the preserved brains of its predecessors, maintained in the "thought archives." Presumably, Leaders who were killed in action and whose bodies could not be recovered were not represented in these archives.
-Imperious Leaders are also programmed, each one an improvement on the previous generation. In the epilogue of "Saga of a Star World", the Imperious Leader tells Baltar that his predecessor was programmed in a time when Cylons were less tolerant.
-The origin of the Imperious Leader can be traced directly to Count Iblis. In "War of the Gods, part II", Baltar tells Iblis that he recognizes his voice as that of the Cylon Imperious Leader. Iblis balks at this, replying that he would have to be 1,000 yahrens old since the Cylon race is just as old. Additional information from the "Experiment in Terra" telemovie indicates that the onset of the Thousand Yahren War was started by the Imperious Leader, who had a defect in its programming that lead to the annihilation of the serpent Cylons and the subsequent holocausts against humanity.
-A green lizard can be seen sitting on the shoulder of the Imperious Leader in the pilot episode. This reptilian/lizard reference was never fully explored in the Original Series run, except during a scene on Carillon where Apollo explains the origins of the Cylons to Boxey.

BIOGRAPHY:

The Imperious Leader strikes a bargain with Baltar, allowing the Cylons to take control of the Twelve Colonies but leaving Baltar's colony alone (with Baltar in command). When the plan comes to fruition, the Imperious Leader reneges on the bargain and destroys Baltar's colony as well. Baltar is thanked and sentenced to public execution. The Imperious Leader is present at the Battle of Carillon and is killed when his basestar is too close to the planet Carillon when the planet explodes (Saga of a Star World).

The next Imperious Leader is more tolerant, and commutes Baltar's death sentence. The new Imperious Leader explains that his predecessor was programmed in a time when the Cylon Empire was less capable of tolerance. Now that the Cylons are omnipotent, they can afford to be more charitable (Saga of a Star World). Baltar is given command of a basestar, and the assistance of Lucifer in the hope of tracking down the Colonial Fleet (Lost Planet of the Gods, part I).

The Imperious Leader is last seen visiting the planet Gamoray, where he dedicates a Cylon cultural center. The Imperious Leader is present at the Cylon compound when a commando unit disables the planetary defense systems, allowing Vipers to attack freely. It is unknown whether this Imperious Leader survives the Battle of Gamoray (The Living Legend, part II).

NOTES:
-In a deleted scene from "Saga of a Star World", a Centurion is seen communicating with the Imperious Leader through a glass orb. The face of the Imperious Leader is clearly not robotic and possibly provides an insight into the original reptillian concept for the Cylons.
-In the epilogue to "Saga of a Star World", the new Imperious Leader tells Baltar that his mission is to offer peace to the surviving Colonials, as the Empire is now supreme enough to tolerate humanity's existence. This is later retconned in "Lost Planet of the Gods, Part I", where the Imperious Leader does not tell him this, and is then escorted out of the throne room by Lucifer.
-Another Imperious Leader, with a different voice (provided by Dennis Haysbert), appears in the episode "Space Croppers" in the short-lived Galactica 1980. (The sequence utilizes stock footage from the Original Series.)

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