Characters D6 / Elcid Barret (New Republic P

Elcid Barret
Type: New Republic Privateer
Species: Human
Sex: M
Age: 32
Height / Weight: 1.7m / 180lbs
Hair / Eyes: Brown / Blue
Distinguishing Features: long shrapnel scar on left forearm, pronounced hawk-like nose
DEX 2D+2
Blaster 4D, Brawling parry 3D+2, Dodge 5D+1
KNOW 2D+2
Business 3D+1, Intimidation 4D, Planetary systems 3D, Streetwise 4D+1
MECH 3D+1
Astrogation 3D+2, Capital ship gunnery 3D+2, Capital ship piloting:
Antelope Sloop 4D+2, Capital ship shields 4D, Sensors 3D+2
PER 4D
Bargain 4D+2, Command 4D+1, Con 5D+2, Persuasion 6D+2
STR 3D
Brawling 3D+2
TECH 2D+1
Capital ship repair 2D+2, Capital ship weapons repair 2D+2
Force points: 3
Dark side points: 1
Character points: 17
Background: Elcid Barret has spent most of his life drifting from one dead-end job to another, always dreaming of being wealthy and famous, but never able to pick a direction in life, never able to actually find a way to make his dreams come true.

When Barret was 26 his aunt died, and left him her ship. The ship was an Antelope-class Sloop, which had been carefully maintained and modified over the years by Barret's aunt, who was a free trader operating in the mid-rim. Barret decided that the dashing and exciting world of the tramp freighter captain was the life for him, and that it was in this life that he would be able to make his fortune. Unfortunately for him, Barret soon discovered how boring and unprofitable the life of a trader could be. His ship could carry quite a lot of cargo, but not as much as a bulk freighter, and in order to run it he had to hire a crew larger than that of a bulk freighter. As Barret watched his meagre savings dwindle, he decided that there must be a better way to make money with a ship.

Right about this time Barret heard from a drinking buddy that the Rebel Alliance was offering letters of marque to those who wished to become privateers. Well Barret thought about the way he had been treated by Imperial authorities as a free trader, and decided that maybe turning against them wasn't such a bad idea. To be perfectly honest Barret never considered the high ideals of the Rebellion to be practical at all; he was really only interested in himself. Despite this he realized that he simply wasn't equipped to go into business as an independent pirate, since he didn't have any real source of information on possible targets.
This was the main reason that he decided to join up as a Rebel privateer.

Barret, knowing that his current crew wouldn't go for the idea of raiding other ships, let alone

signing on with the Rebellion, told them that he was going to get out of he business and sell his ship. He then searched his favourite shady haunts in the port where he happened to be, and managed to recruit 20 crewmen, all of whom had been crew on freighters, and had no experience with commerce raiding. Barret then renamed his ship the Dagger, contacted the Alliance and received a letter of marque.

Since then Barret, although never receiving the amount of intelligence from the Alliance and then from the New Republic that he had originally expected, has been remarkably successful. His crew, now known as Barret's Privateers, has become notorious amongst their peers for after all this time, and after so many raids remaining so green. Despite this general lack of skill, Barret's Privateers have yet to suffer any serious setbacks, and they still operate with the exact same
crew as when they first started 4 years ago. The different Alliance and New Republic observers who have been assigned to the Dagger have attributed this success largely to Barret's charisma and ability to motivate his crew, but even more importantly they maintain that the man has pure blind luck like they've never seen before. Barret's Privateers have been invaluable to the Alliance and the New Republic, but High Command fears that one day their luck will run out, and they will find themselves seriously outgunned, and outclassed.

Barret himself portrays quite a dashing image and is quite popular. In truth, however, he is very selfish and cares little for anyone other than himself. Barret always makes sure that people don't see his grasping qualities, because he has gained quite a reputation, and he enjoys it greatly, both because of the way people now look at him, and because of the way people are always offering to buy him drinks..... The Dagger was heavily modified before Barret came into possesion of it for enhanced speed and manueverability. Unfortunately Antelope sloops are notorious for the amount of maintenance they require, and Barret and his crew are quite lazy about such things. The ship is virtually falling apart at the seams, it tends to veer to port, the turbolasers occasionally misfire, and it is generally filthy. Because of this it functions with the same speed and manueverability of a standard Antelope sloop despite the modifications, and anytime a 1 is rolled on the wild die when making a starship related roll a mishap automatically occurs. In one memorable raid the shield generator overloaded for no good reason and exploded, sending a chunk of the outer hull flying. The hull plate made a direct hit on the engine compartment of the light freighter the Dagger was persuing, disabling it. Such incredibly unlikely events are typical of Barret's luck

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