Characters D6 / Bardan Jusik (Jedi Knight)

CHARACTER NAME – Bardan Jusik
TEMPLATE TYPE - Jedi Knight
SPECIES - Human
GENDER - Male
HEIGHT - Unknown
MOVE - 10

DEXTERITY: 3D
- Blaster: 4D
- Brawling Parry: 5D
- Dodge: 6D
- Lightsaber: 6D+2
- Melee Combat: 5D
- Melee Parry: 4D+1

PERCEPTION: 2D+2
- Command: 7D+2
- Hide: 3D+1
- Persuasion: 7D+2
- Search: 5D
- Sneak: 3D+2

KNOWLEDGE: 2D+1
- Intimidation: 5D+1
- Languages: 4D+1
- First Aid: 6D
- First Aid: Clones 6D+1
- Streetwise: 5D
- Tactics: 4D+2
- Willpower: 6D+1

STRENGTH: 3D
- Brawling: 5D+1
- Climbing/Jumping: 6D+2
- Stamina: 6D
- Swimming: 5D+2

MECHANICAL: 2D
- Astrogation: 4D+1
- Repulsorlift Operation: 4D+1
- Space Transports: 6D+1
- Starship Gunnery: 3D+2

Straship Shields: 5D

TECHNICAL: 2D+1
Lightsaber Repair: 6D
Security: 5D
Driod Repair: 4D+2

SPECIAL ABILITIES
Control: 6D+1
Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Pain, Enhance Attribute, Hibernation Trance, Resist Stun

Sense: 5D
Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force

Alter: 6D+2
Telekinesis

Control and Sense
Lightsaber Combat, Projective Telepathy

Control and Alter
Accelerate Another's Healing, Control Another's Pain

Control, Sense and Alter
Affect Mind, Projected Fighting

Sense and Alter
Lesser Force Shield, Force Stun

FORCE SENSITIVE – Y
FORCE POINTS 10
DARK SIDE POINTS 0
CHARACTER POINTS 14

EQUIPMENT - Lightsaber 5D (green)
CorusArms Guardian GB-59 Blaster Rifle 5D+1

Mandalorian Heavy Battle Armour (green)
Type: Personal Battle Armour
Game Effects:
Basic Suit:
+4D Physical
+3D Energy
+1D Strength (used for physical activity, not for

resisting damage.)

No DEX penalties

Wrist Lasers:

Skill: Armour Weapons
Ammo: Powered from armour power supply
Range: 3-5/25/50m
Damage: 5D

Flame Projector:

Skill: Armour Weapons
Ammo: 20
Range: 1m diameter 1-5m long
Damage: 5D

Grenade Launcher:

Skill: Missile Weapons
Ammo: 4
Fire Rate: 1/2
Range: 1-50/200/300
Damage: Varies

Jetpack:

Allows 70m horizontal or 50m vertical jumps.
Has 10 charges, may expend one charge every other round.

Turbo-Projected Grapple:

Uses either a physical or magnetic grapple.
0-3/10/20m range.
Mounted on the right arm.
Missile Weapons skill.

Winch:

Attached to grapple, has 100kg capacity (wearer and his equipment).

IR/motion Sensor:

+1D PERC in darkness and/or against moving targets, ahead and to both sides.

Sensor Pod:

+2D Search, 25-100m

Macrobinoculars:

+3D Search, 100-500m

Sound Sensor:

+1D PERC in quite situations only.

Broadband Antenna:

Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.

Environmental Filter:

Filters out most harmful particles from the air or seal with two hours of air.

Charcter Bio - As custom with Jedi initiates, Bardan Jusik was brought to the Jedi Temple on Coruscant when he was very young. Unable to remember his parents, he grew up amongst the Jedi, eventually coming under the training of Master Zey. He had once told Ordo Skirata that he remembered being taken from his parents, but not them. Three months after the Battle of Geonosis, Padawan Jusik helped brief and equip Omega Squad for their mission to Qiilura, where they were tasked to destroy a Separatist nano-virus facility and kidnap the scientist Ovolot Qail Uthan. At the moment Jusik was very unfamiliar with clones looking all the same, and kept staring at them during the squads preparations. Jusik took a liking to a Null ARC Trooper named Ordo, and worshiped him as a hero. Because of his rapport with Ordo, Kal Skirata selected him to be part of a black ops team whose mission was to neutralize CIS terrorist cells operating on Coruscant. For this mission,
Bardan would work with Skirata himself, Ordo, Null ARC trooper Mereel, Delta Squad, Omega Squad, Mandalorian warrior Walon Vau, and fellow Jedi Etain Tur-Mukan.

Throughout the course of the operation, Bardan grew steadily closer to the clones and Skirata, the former often referring to him as "vod'ika" (an affectionate form of the Mando'a word for "brother"), and the latter often calling him "Bard'ika" (Mando'a for "Little Bardan", expressing fatherly affection). By the end of their mission, he had been accepted into the fold as a Mandalorian warrior, even donning borrowed Mandalorian armor from Kal Skirata for the final battle with the terrorists. The armor was Munin Skirata's green armor. Green for duty, black for justice, gold for vengeance.

Bardan fought the terrorists valiantly and he and his comrades won the day. Following the battle, he knew that his affinity for the Mandalorian culture would be viewed by the Jedi Council as attachment, but he did not see it in the same light. He decided that if he were asked to choose, he would be Mando.

Bardan would continue to serve in the GAR, leading troops on several fronts until he was assigned to track Ko Sai with Delta, though he was forced to blow the mission in order to allow Skirata to get to Sai first. After being confronted with increasing amounts of evidence pointing to clone executions by the Republic, Bardan declared to Zey that he would follow his heart; that of a Jedi's, and protect innocents. By doing this he resigned from the Order, stating he couldn't betray his men to death. Zey was sorry to see him go, but allowed him to keep his lightsaber.

Bardan started to don Mandalorian Beskar'gam and joined Clan Skirata and after Order 66 moved to Kyrimorut with his new father, Kal. There, Kal would formally

adopt Jusik.

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