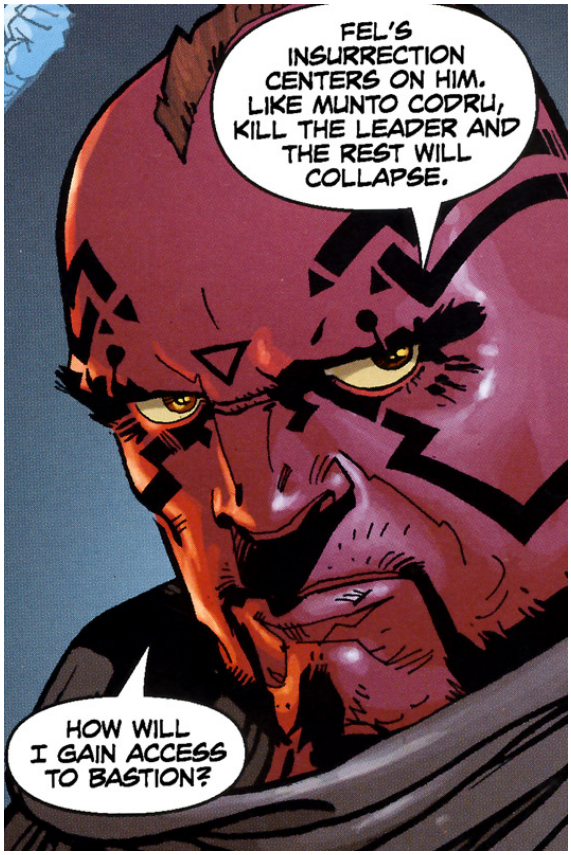
Characters D6 / Darth Kruhl (Human Sith Lor



CHARACTER NAME - Darth Kruhl
TEMPLATE TYPE - Sith Lord
SPECIES - Human
GENDER - Male
HEIGHT - Unknown
MOVE - 10
HOMEWORLD: Korriban

DEXTERITY: 3D+2
- Blaster: 5D+2
- Brawling Parry: 6D+1
- Dodge: 7D
- Melee Combat: 6D+2
- Melee Parry: 6D
- LightSaber: 8D

PERCEPTION: 3D
- Command: 6D+1
- Investigation: 5D
- Persuasion: 5D+1
- Search: 7D

KNOWLEDGE: 3D+1
- Languages: 5D
- Planetary Systems: 7D
- Scholar (Jedi Lore): 5D+2
- Survival: 7D
- Tactics: 6D
- Willpower: 8D

STRENGTH: 3D+1
- Climbing/Jumping: 5D+2
- Swimming: 4D+1
- Brawling: 7D
- Stamina: 6D+2

MECHANICAL: 2D
- Space Transports: 6D+1
- Astrogation: 5D
- Repulsorlift Operation: 4D+2
- Sensors: 5D+1
- Communications: 4D+2
- Starship Gunnery: 5D+1

Starship Shields: 5D+2

TECHNICAL: 2D
First Aid: 6D
Lightsaber Repair: 4D+2
Demolitions: 5D

Equipment: Lightsaber (red) 5D
black short-sleeved robes

SPECIAL ABILITIES
Control: 8D+2
Absorb/Dissipate Energy, Accelerate Healing, Enhance Attribute

Sense: 9D
Lightsaber Combat, Combat Sense,

Alter: 8D+2
Force Lighting, Affect Mind, Telekinesis, Concentration, Force Jump, Force Grip, Force Choke

FORCE SENSITIVE - Y
FORCE POINTS 16
DARK SIDE POINTS 16
CHARACTER POINTS 10

Charcter Bio - Darth Kruhl was a male Sith Lord and assassin in the One Sith Order, being one of many to serve under Dark Lord of the Sith Darth Krayt during his reign as Galactic Emperor. Kruhl was also the direct subordinate of Darth Maladi, acting as one of her operatives in the Sith Intelligence and Assassination department of Krayt's Empire. In 137 ABY, Darth Kruhl was sent to the world of Munto Codru, with instructions to capture the planet for Krayt's Sith Empire. He attempted to peacefully negotiate an agreement with the appointed spokesman of the planet's native Codru-Ji species, Rikkar-du. However, Rikkar-du was uninterested in Imperial domination, and attempted to unite the clans of Munto Codru in rebellion against Kruhl's plan to subjugate them. When Kruhl learned of Rikkar-du's plot, he returned to the planet and confronted the Codru-Ji spokesperson. The two engaged in combat, which resulted in Darth Kruhl slaying both Rikkar-du and his son,
and then garnering the cooperation of another clan leader in Rikkar-du's place.

Kruhl was later dispatched by Darth Maladi to the stronghold of the deposed Emperor Roan Fel on the world of Bastion, where he was tasked with assassinating him, to rid Darth Krayt of any further opposition to his rule. Kruhl infiltrated Fel's sanctuary where he attempted to take the exiled

Emperor by surprise; however, Fel had been expecting one of Krayt's assassins, and the two engaged in a lightsaber duel. Kruhl was killed when Fel withdrew his concealed blaster pistol and shot the Sith Lord in the stomach. After Kruhl's death, Fel returned his lightsaber to Coruscant, to show the usurper Krayt that his assassination attempt had failed.

Darth Kruhl wore short-sleeved robes, and had a strip of hair down the middle of his head, with either side shaved. Like most members of the Order, the visible areas of his body were decorated with Sith tattoos of a red and black design. He adhered to the One Sith's doctrine, which taught unquestioning loyalty to the Dark Lord of the Sith above all else. Kruhl cared not for his personal safety or for his life; his purpose was to serve the will of Darth Krayt.

Kruhl was brutal and ruthless, and was regarded with contempt by his enemies for being so. This was evidenced when he murdered Rikkar-du's son in front of him, and then slew Rikkar-du himself, after the clan leader still refused to yield to the Sith. Kruhl was also known to conspire against his enemies, as he did with Kassek-ka to eliminate Rikkar-du's wife as a potential dissident to Imperial occupation of Munto Codru. He was brash and arrogant, and believed himself to be a better combatant than Roan Fel, who was a seasoned warrior in his own right. Despite his talents, however, he was considered expendable by Darth Maladi, who expressed to Darth Krayt her expectation that Lord Kruhl would not complete his mission.

Lord Kruhl fought with a single red-bladed lightsaber. Different from the coral-like hilts carried by most of his One Sith brethren, Kruhl's saber hilt was smooth, straight, and metallic. The hilt was also adorned with black markings that were similar to those of his tattoo patterns. He was a skilled duelist who fought with an aggressive two-handed style in combat, though he was also able to wield his lightsaber single handedly in an equally aggressive style. Kruhl was also capable in hand-to-hand, close-contact fighting, often employing physical techniques in tandem with his blade work. He was proficient with Force lightning and telekinesis, another set of abilities shared among members of Darth Krayt's One Sith.

Kruhl was well-trained in the arts of assassination, being able to infiltrate enemy territory undetected in order to strike down his targets. He was unable, however, to hide his Force presence from Fel, who sensed Kruhl and prepared for his arrival. Though his skill with a lightsaber was at least on par with that of a fully-trained Imperial Knight such as Fel, he was unable to defeat the Emperor in combat, who first bested Kruhl with cortosis gauntlets, and then with a holdout blaster, the latter of which Fel used to kill the Sith Lord.

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