Characters D6 / Katarn Commando

The Katarn Commandos were a New Republic Special Forces unit.

The unit's origins traced back to a group of guerrilla fighters attached to Major Bren Derlin, serving the Rebel Alliance during the Galactic Civil War. After Derlin accepted a promotion, he handed the unit over to Lieutenant Judder Page. The unit was only christened "Katarn Commandos" at this time, named after the katarn, a stealthy predator from the planet Kashyyyk. They became known as "Page's Commandos" as the unit's reputation grew.
Officially, the unit was attached to the office of the New Republic Chief of State, but in reality it often operated independently for weeks or months at a time. They could operate either as a single unit or broken up into smaller units, and worked in any environment. Each member of the team was a jack-of-all-trades, but also a specialist in a particular field.

Dex: 3D
- Armour Weapons: 5D
- Blaster: 6D+2
- Dodge: 6D
- Brawling Parry: 5D+1
- Grenade: 6D+1
- Missile Weapons: 5D
- Vehicle Blasters: 5D+2

Know: 3D
- Intimidation: 6D
- Survival: 5D+2
- Tactics: 6D
- Tactics; Katarn Commandos: 6D

Mech: 3D
- Jet Pack Operation: 5D
- Repulsorlift Operation: 4D+2
- Starship Gunnery: 6D+2
- Walker Operation: 5D+1

Perc: 3D
- Command: 6D
- Hide: 5D+2
- Search: 7D
- Sneak: 5D+1

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

Tech: 3D
- Armour Repair: 5D
- Blaster Repair: 5D+1
- Computer Programming/Repair: 6D

Demolitions: 6D
First Aid: 4D
First Aid; Katarn Commandos: 6D
Security: 7D

Equipment: Blaster Rifle 6D
Blaster Pistol 5D
Vibro Knife STR+1D
Katarn Commando Armor (+2D physical +1D energy)

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