Characters D6 / Phasma (As of The Last Jedi)



(* has notes below with further details)

CHARACTER NAME - Phasma (As of The Last Jedi)
RANK - Captain
SPECIES - Human
GENDER - Female
HEIGHT - 2m
MOVE - 10
HOMEWORLD - Parnassos

DEXTERITY: 4D
- Blaster: 7D
- Brawling Parry: 6D
- Dodge: 6D+1
- Grenade: 5D+1
- Melee Combat: 6D+2
- Melee Parry: 5D
- Missile Weapons: 5D+1
- Vehicle Blasters: 5D

PERCEPTION: 3D
- Bargain: 6D
- Command: 5D+2
- Command: Storm Troopers 6D+2
- Hide: 4D
- Investigation: 5D
- Persuasion: 4D+2
- Search: 6D
- Sneak: 4D
- *Survival: 6D+1

KNOWLEDGE: 2D+2
- Alien Species: 3D+1
- Bureacracy: 5D
- Cultures: 4D+1
- Intimidation: 5D+2
- Languages: 3D+2
- Planetary Systems: 4D
- Streetwise: 5D+1
- Survival: 5D+2
- Value: 4D

Willpower: 6D
Tactics: 5D+2
Tactics: Storm Troopers 6D+2

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

MECHANICAL: 2D+2
Repulsorlift Operation: 4D+2
Starship Gunnery: 5D+2
Starship Shields: 3D
Sensors: 3D+1
Walker Operation: 5D+1

TECHNICAL: 2D
Armor Repair: 5D
Computer Programming/Repair: 4D+1
Demolition: 6D+2
Droid Programming: 3D
Security: 6D
Space Transport Repair: 4D+1
First Aid: 6D
Explosives: 5D+1

EQUIPMENT - Chromed First Order Blaster Rifle 5D, Chromed First Order StormTrooper Armor (+2D Physical, +1D+1 Energy, -0D+2 Dexterity, +2D to resist Radiation), *Command Armorweave Cape (+1 Physical, +1 Energy), *Command Staff (Str+2D)

Character Bio (As of The Last Jedi) - ...Last we left Captain Phasma, leader of the First Order's stormtrooper divisions, in The Force Awakens, Phasma had been captured by Han Solo, Chewbacca, and Finn, who had infiltrated Starkiller Base looking for Rey and to find a way to allow the Resistance's starfighter corp to assault and destroy the superweapon.

Instead of killing Phasma, however, Solo asked Finn-who had worked in sanitation on the base as a cadet-if the base had a trash compactor, to which Finn replied that it did. Once the trio blasted the consoles in the room beyond repair, they dumped Phasma down a chute into Starkiller Base's sewage system. Ultimately, bringing down the planetary shields allowed the Resistance forces to infiltrate Starkiller Base and destroy its thermal oscillator, crippling the superweapon and causing the icy planet that hosted it to collapse upon itself.

Phasma did not stay in her prison for long, however. Having managed to set herself free by using an anti-armor acidic compound to dissolve the door of the compactor, she returned to the console she had used to lower the shields to erase all traces of her treason. Upon realizing that Lieutenant Sol Rivas had accessed the very same computer mere minutes before her, Phasma decided to make him take the blame. Spotting her scapegoat on Level Two, the captain attempted to shoot him at a distance, but missed due to the many explosions throughout Starkiller Base. She was forced to follow the escaping Rivas on the surface, and then in space after the lieutenant fled in a

TIE starfighter. While pursuing her quarry, she started recording notes on the final moments of Starkiller Base, rewriting history in her own favor.

Phasma and TN-3465 tracked Rivas to the planet Luprora. While tracking him, they ran into a tsw'ells that Phasma was able to kill with a knife. The pair were then greeted by a species named the Lupr'or. After meeting their leader, Jair'i, they set out to find Rivas.

Upon encountering a series of dead-ends, Phasma carefully devised a plan to attack and antagonize the R'ora, a native aquatic species who held Rivas in captivity, whilst convincing the Lupr'or to take up arms and fight for their survival against their aquatic neighbors. While climbing towards her destination into the heart of the R'ora encampment, Phasma briefly recalled a moment from her past, mistakenly referring to TN-3465 as Siv.

Eventually, she managed to find Rivas near death from being tortured by the natives. He pretended to be overjoyed to see her and tried to get her to free him from his shackles. She then asked him to confess in having caused Starkiller Base's destruction. He refused, so she proceeded to kill him as per her original intent. She then proceeded to silence TN-3465 and BB-K8 in order to ensure she left no witnesses to what happened before rejoining the First Order. She then covered her absence to General Hux by explaining she went to deal with the "traitor" Rivas before observing the gathering First Order fleet.

> "FN-2187. So good to have you back."
> ?Phasma "welcomes" Finn upon his capture.

Phasma commanded troopers aboard Snoke's command ship, the Supremacy as she was notified by BB-9E that there was a suspicious group of individuals in a nearby section of the ship. Phasma led a squad of stromtroopers and officers to the location of hacking, where Finn, Rose Tico and DJ were about to sabotage. Phasma held both Finn and Rose in the hangar bay of the ship, revealing to them that their accomplice DJ had traded information with the First Order that allowed the escaping shuttles from the Raddus to be targeted and destroyed. Phasma brought out executioner troopers believing that death by blaster was too painless. She was about to order their execution when the harbor bay suddenly exploded in light and fire, killing most of the personnel stationed in the hangar.

During the aftermath of the Supremacy being split by Vice Admiral Amilyn Holdo sending the Raddus into hyperspace at the ship, Phasma recovered, marching through the flames at the treacherous Finn. Phasma confronted Finn, calling him a "bug in the system". Finn attacked her with a Z6 riot control baton, and after a short duel, Finn delivered a debilitating blow to Phasma's helmet, knocking her into a pit and rendering one of her eyes visible through the damaged helmet. Phasma glared at Finn and told him that he was "always scum", to which Finn triumphantly replied "REBEL scum!", before the floor beneath her gave way, sending the captain plummeting into the burning remains of the ship's interior.

Equipment

> "Even a Wookiee can't crush First Order armor."
> ?Phasma in response to threats from Chewbacca

Phasma wore armor coated in chromium salvaged from a Naboo yacht once owned by the Galactic Empire's Emperor Palpatine. Its polished finish helped reflect harmful radiation and was capable of deflecting weak blaster bolts, although the chromium served primarily as a symbol of past power.

Phasma also believed that stormtrooper armor provided anonymity to an individual's gender, paying little heed to the antiquated belief that female stormtroopers were something new.

Phasma also wore a traditional First Order command armorweave cape in black and red, the colors of the First Order. Her primary weapon, a Sonn-Blas F-11D blaster rifle, was also polished in chromium. She was also known to wield a command staff, again also with a chromium finish, which she used in her final duel with Finn.

GAME NOTES:

*Command Armorweave Cape

The bonus to armor and damage resistance rolls when wearing this cape depends on the amount of coverage it gives. If a character has the cape fully draped around their body, it grants full coverage, thought not for the head against called shots because it has no hood. If the wearer of the cape opens the cape in the front to attack or perfom an action with their arms, or similar revealing activity, the cape does not cover the front area, and the character will not receive its bonus pips to resist damage taken from the front. Same for any other "sides" or "fire arcs" of the wearing character. Such capes are often worn for show, though in Phasma's case, the armorweave cape is always draped across her back and left side. While her front and right side are technically exposed, this makes tactical sense as she keeps the cape out of the way for freedom of movement, but still has ot covering her back and the side of her body she would fire her blaster rifle from, the same side that would be presented towatrds the enemy in a firefight. Armorweave capes could also have a hood, making it an armorweave "cloak" instead of a cape, but often do not as they can be expensive, are usually worn by the wealthy and prestigious, and often worn just as much for show as they are for protection.

*Command Staff

Little is known of Phasma's Command Staff. The damage given is Strength+2D, however this is changeable depending on the GM. If GMs/players see this more as a force pike, the weapon used by the older Imperial Royal Guards, then the damage will instead be Strength+3D. The weapon will be powered to make its blows more damaging, and will cause the same damage no matter what angle it hits the target. If GMs/players see it more as a physical non-powered weapon, reduce it back to Strength+2D. Also as a non-powered weapons, the command staff would only do +2d or +1D when swiping from the side, but a direct stabbing attack could potentially still do +3D damage (GM discretion).

GAME DESIGN NOTES:

Phasma, while impressive as she is, was not very well fleshed out in the films The Force Awakens or The Last Jedi. Never the less, she would have had time to improve herself between the two films, though these improvements are pretty straightforward, and keeping in mind that she seems to be there as a challenge to Finn in many ways. With that her mind, some of her combat skills would on par with, better than, or not as good as those of Finn. While her general ability to "hit" may be better, and her ability to Dodge is good, her parry skills are under Finn's. This is because, due to her background in her own novel taking place before the films, Phasma was a survivor on a

bleak and inhospitable world, and would have had good ability to do this earlier in her life, but then she made for herself a very durable suit of armor that could take the punishment for her and allow her to carry on the fight against her enemies.

*Skill: Survival

Another noteworthy update is that she now has the Survival skill. This is due to, as stated above, her coming from a bleak world with a harsh environment, and life was hard every day living there. Survival would have been a natural skill for her to have. While this skill is listed at 6D+1, which should be considered very experienced, this skill should probably be considered as not having been advanced for a very long time. Not since she came to earn her place amongst the First Order and left her bleak world behind for the stars. Though if she is ever in a dire situation where survival without resources is paramount to her continued existence, this skill, probably being the first skill she ever trained, would easily come back to her when needed.

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