

Characters D6 / Vult Skerris

CHARACTER NAME: Vult Skerris

Species: Human

Gender: Male

Hair color: Gray

Eye color: Blue

Skin color: Fair

MOVE: 10

DEXTERITY: 3D

Blaster: 5D+1

Dodge: 5D+2

Grenade: 4D

Brawling Parry: 5D

PERCEPTION: 3D+2

Command: 5D+2

Search: 5D

Hide: 4D+1

Sneak: 4D+1

KNOWLEDGE: 2D

Tactics: 4D

Tactics; Starfighters: 6D

Willpower: 4D

Survival: 3D+2

STRENGTH: 3D

Climbing/Jumping: 3D

Brawling: 5D

MECHANICAL: 3D

Starfighter Piloting: 4D+2

Starfighter Piloting; TIE Fighter: 6D

Starship Gunnery: 5D+2

Space Transports: 4D+2

Repulsorlift Operation: 4D+1



TECHNICAL: 2D

Starfighter Repair: 5D

Demolitions: 3D

First Aid: 4D

EQUIPMENT:

Blaster Pistol 4D

TIE Fighter Pilot Uniform

FORCE SENSITIVE: N

FORCE POINTS: 2

DARK SIDE POINTS: 3

CHARACTER POINTS: 6

Description: Vult Skerris was a human male captain, and later commander, who served in the Imperial Navy of the Galactic Empire. During the Age of the Empire, Skerris was stationed at the elite Skystrike Academy, where he trained TIE pilot cadets as a flight instructor. As a pilot, he flew a TIE/IN interceptor with red markings, a symbol of his skills in flight. Skerris wore a standard TIE pilot jumpsuit with yellow stripes on the helmet and arms. He was killed during the attack on Lothal when General Hera Syndulla lured him into a trap which disabled his TIE/D Defender Elite's shields and let her shoot him down, sending him crashing into an Arquitens-class command cruiser, destroying its magazine, and in turn sending it crashing into the bridge tower of an Imperial I-class Star Destroyer.

Personality and traits

Vult Skerris was a skilled TIE fighter pilot who held the rank of captain, and later commander, during the Imperial Era. Befitting his elite status, Skerris wore yellow stripes on his helmet and uniform. He also flew a TIE Interceptor with red markings. The TIE Defender Elite he was later given to pilot had gold markings, matching his uniform. Skerris was a ruthless pilot who was willing to shoot down unarmed opponents, including rebels and defectors like Gahree. He despised the rebellion and regarded the defecting cadets as "young fools." Skerris was visibly disappointed when Wren and the defectors managed to escape into space. He was confident in his abilities as a pilot, but this cost him dearly in his final battle against the rebels. Disobeying Thrawn's orders to cease his pursuit of Syndulla, Skerris subsequently lost his craft's shields and then his life when he was lured into her trap.

Due to his status as an Imperial fighter ace, Skerris was tasked with pursuing the rogue Senator Mothma and her rebel allies through the Archeon Nebula by Thrawn. For this mission, Skerris flew an experimental TIE Defender which was equipped with deflector shields and powerful turbolaser cannons. Skerris managed to shoot down three rebel Y-wings, but his ship sustained damage from the intense radiation of the nebula. Despite his skills as a pilot, Skerris' starfighter was disabled by Vander, with Bridger's assistance, and spun out of control.

Skerris' overconfidence in his piloting skills let him to disregard Grand Admiral Thrawn's orders to disengage General Syndulla's X-wing. In his valiant attempt to take out the high-ranking rebel leader,

Skerris was led into a trap by the ace pilot. This trap cost not only cost him his life but also crippled a nearby Star Destroyer. Skerris' pride and folly gave the surviving members of the Rebel strike team an opening to Lothal through the Imperial blockade.

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