Characters D6 / Cardo (Knight of Ren)



Name: Cardo
Died: 35 ABY, Exegol
Species: Humanoid
Gender: Male
Move: 10

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

PERCEPTION: 2D+1
- Search: 3D
- Sneak: 3D
- Persuasion 4D

KNOWLEDGE: 2D+2
- Intimidation: 6D+1
- Languages: 3D+2
- Scholar (Knights of Ren): 4D+2

STRENGTH: 3D+1
- Brawling: 6D
- Climbing/Jumping: 4D+2

MECHANICAL: 2D
- Repulsorlift Operations: 4D+2
- Starship Gunnery: 5D+2

TECHNICAL: 3D+1
- Armor Repair: 5D+2
- Blaster Repair: 6D
- Space Transports Repair: 5D+1

SPECIAL ABILITIES
- Control: 2D+1
- Sense: 2D
- Alter: 2D

Cardo was Force-sensitive and an adept of the dark side of the Force but was untrained in the Force which resulted his powers being stunted.

EQUIPMENT
- CREDITS -
  - Custom Arm Cannon
    Rapid-fire Repeating Laser Blaster (Range: 3-50/150/500, Damage: 7D, -1 action modifier if shooting at same target twice)

Plasma bolt launcher (Range: 4-40/120/200, Damage 6D/5D/3D/1D, Blast Radius: 0/2/5/8)

Naphthex Gel Flamethrower (5D+2 first round, 3D each round for the next five, unless extinguished)

Blaster Pistol (4D)

Concussion Grenades (Blast Radius: 0-3/6/10 Damage: 6D/4D/2D

Flame-resistant Riftiaworm-hide Coat and Tri-braced Plasteel-armored Greaves (+3D vs Fire, +2D vs Physical, +1D vs Energy, -2D Dexterity)

Blast furnace Plate Helmet (+1D vs Physical, +2 vs Energy, -1D Search)

FORCE SENSITIVE - Y
FORCE POINTS 5
DARK SIDE POINTS 7
CHARACTER POINTS 15

Description: Cardo was a Force-sensitive humanoid male who served as a member of the Knights of Ren, under the command of an individual known as Ren. Cardo, alongside Albrekh, tended to the weapons and armor of the Knights.

Powers and abilities
Cardo was Force-sensitive and an adept of the dark side of the Force but was untrained in the Force which resulted his powers being stunted. As a Knight of Ren, Cardo displayed great martial prowess few could match.

Unlike his fellow Knights, who preferred precision based attacks, Cardo's approach left large swathes of destruction. His arm cannon packed more than enough firepower for a single soldier, effectively turning him into a walking turret. Cardo was obsessed with weapon modification, which made him the best armorer among the Knights, alongside their Symeong ally Albrekh.

Despite his great skill, Cardo was easily killed by his redeemed former leader, Ben Solo, during the Battle of Exegol.

Equipment
Cardo was obsessed with weapons and weapon modifications, as such he was the most heavily armed member of the Knights of Ren. His primary weapon was a custom arm cannon, which incorporated three weapons into one: a rapid-fire repeating Laser blaster, a Plasma bolt launcher that can fire explosive charges over 200 meters, and a Flamethrower that fires naphthex gel.

He also carried a blaster pistol in a holster around his waist, which he primarily used as a sidearm. Finally, Cardo carried concussion grenades strapped to his chest.

Like the rest of the Knights, Cardo wore black clothing, including a flame-resistant Riftiaworm-hide coat and tri-braced plasteel-armored greaves. Cardo's helmet had the most basic design out of any of the Knights' helms, consisting of a blast furnace plate molded into a helmet shape.

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