Characters D6 / Anchor Blue (Houk Gladiator



Name: Anchor Blue
Homeworld: Lijuter
Died: 22 BBY, Rattatak
Species: Houk
Gender: Male
Eye color: Yellow
Skin color: Pale

DEXTERITY 4D
- Blaster 5D
- Brawling Parry 6D
- Dodge 6D
- Melee Weapons 7D
- Melee Parry 6D+2

KNOWLEDGE 2D
- Intimidation 6D
- Streetwise 2D+2
- Survival 5D+1
- Willpower 4D

PERCEPTION 1D+2
- Persuasion 2D
- Search 3D+2

STRENGTH 6D
- Brawling 8D+1
- Lifting 8D
- Stamina 7D

MECHANICAL 1D+2
TECHNICAL 1D+1

Special Abilities:

Rage: Houk are famed for their short tempers and massive rage, if annoyed and failing a Willpower test they will become enraged and attack the source of the annoyance gaining a +1D to their strength while enraged.

Force Points: 2
Dark Side Points: 3
Character Points: 7
Move: 10
Equipment: Vibroblade Cybernetic Replacement for Hand (Str+2D damage), Loin Cloth

Description: Anchor Blue was a fierce male Houk gladiator who participated in the free-for-all gladiatorial brawls in the Cauldron on Rattatak. However, he did not rely solely on his natural size and strength.

Anchor Blue's Rattataki patron installed a sinister device in the base of the Houk's vibroblade. At a touch from his remote control, an electrical pulse would send searing pain through Blue's body. While in the arena, pain-induced rage made him a deadly fighter. Another setting would pump sedatives into Blue's bloodstream, calming him. Blue eventually became addicted to these sedatives, which allowed his patron total control over the gladiator.

He was eventually killed in the arena by Asajj Ventress during the brawl which established her as Count Dooku's protégé.

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