Characters D6 / Imperial Prison Guard



Name: Imperial Prison Guard
Species: Human

Dexterity: 2D
- Blaster: 5D
- Dodge: 4D
- Brawling Parry: 5D
- Melee Weapons: 5D
- Melee Parry: 4D

Knowledge: 2D
- Bureaucracy: 4D
- Interrogation: 5D
- Law Enforcement: 4D
- Streetwise: 3D+2

Perception: 2D+1
- Command: 4D
- Intimidation: 4D
- Search: 3D+1

Strength: 2D+2
- Brawling: 5D

Mechanical: 2D
- Repulsorlift Operation: 3D

Technical: 2D
- Security: 4D

Move: 10
Force Sensitive: N
Force Points: 1
Dark Side Points: 1
Character Points: 2

Equipment: Commlink, Imperial Uniform, Zap Rod (STR+1D, Stunning Shock 5D), BlasTech Industries DH-17 Blaster Pistol (4D)

Description: The Narkina 5 Imperial Prison Complex was staffed by a number of prison guards. The guards wore black boilersuits with an imperial insignia on the right upper arm and white markings along the left shoulder, arm, torso, and leg. The boilersuit was worn with a black kepi cap and a pair of boots that were insulated against electricity. The guards utilised zap rods and DH-17 blaster pistols to control the prisoners. The prison complex was understaffed, with no more than 84 guards responsible for guarding thousands of prisoners.

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