Characters D6 / Stefon Sapur (Immortal)

Stefon Sapur

Stefon Sapur was one of the few lucky immortals to survive the great Jedi purge at the rise of the Empire. This is due in part to skill, luck and a bit of fast running.

Growing up with his immortal brother, Kel, as a child made Stefon highly insecure in his youth. Kel was always overly aggressive and treated Stefon highly abusively. Kel left their homeworld when Stefon was only seventeen, leaving Stefon more or less on his own.

During his earlier years, Stefon wasn't known as the adventurous type. He held several basic jobs, moving from system to system as he searched for some greater meaning to life. Finally, frustrated with finding none of the answers he had originally sought after nearly two hundred years, Stefon turned to a life of small-time smuggling with a bit of blatant piracy on the side.

His first hundred or so years as a space pirate turned out to be only moderately profitable, due in great part to the fact that he had never been in a position demanding any decent cut of contraband. Life dragged on in a fairly constant pattern over this period, until he finally snapped under the constant harrassment of his crewmates and violently killed all sixteen of them. He knew he would be in charge of his life from then on out as he blew his ex-captain into the cold reaches of space. The ship, a beatup old Corellian Action III, was now his.

Stefon flew the ship to Fasr, where he would enter into the single most important game of sabaac he would play. After listening to a local spacer boast about how he recently won a brand new Corellian star cruiser from a Canuckian tourist he had conned. Stefon, making sure the spacer had drank so much he could barely crawl, let alone walk, to the sabaac tables, placed his Action III freighter against hte Corellian star cruiser. Stefon won.

Sapur wasted no time and traded his old Corellian Action III bulk transport for a set of high-powered Setec xJ-9 ion drives and a set of power couplings and generators from Sienar Design Systems, thus boosting the stop speeds dramatically. Sapur also upgraded the shield generator to what was then considered an illegal military-grade in addition to replacing the stock Class 3.2 hyperdrive motivator with a slightly faster Class 3.

With the remaining funds left from selling his old Corellian Action III, Sapur invested in a paint job for the ship he dubbed the "Slip Stream." The

entire ship was painted in a non-reflective black with the words "Sir Sapur's Slip Stream" in bright white on either side of the interchangable salon pod (a design aspect which helped make the Corelian star cruiser famous).

The Slip Stream served Sapur for nearly forty years until technological advances, which outdated the vessel, combined with the political unrest during the formation of the Empire (namely the massacre of anyone with even the slightest bit of force sensitivity or anything resembling it) forced him to retire the vessel to a safe location and begin living a quiet life once again.

Stefon, for the most part, set idle during the Rebellion, quietly cheering on the small band of terrorists bent on destroying an Empire capable of controlling an entire galaxy.

After the death of Emperor Palpatine and the formation of the New Republic, Stefon felt safe enough to return to his previous lifestyle of piracy and smuggling, knowing that the protection the Imperial Navy once imposed upon the spacelanes was no longer present and that the New Republic's fleet was not large enough to realistically patrol against it.

Stefon performed only a handful of small and unnotable commerce raids over the next five years and had drifted halfway across the galaxy in search of a better way of life.

When Stefon heard rumors of a possible return to Imperial rule under some non-human claiming to be an Imperial Grand Admiral, he shrugged it off and continued drifting from place to place. However, upon hearing the news of an Imperial strike at Sluis Van, Stefon changed his plans and decided to settle down for a while on his homeworld, Kashan, in the Mid Rim.

While on Kashan, Stefon ran into an old aquaintance in a local bar and struck up a conversation about piracy. The aquaintance, a human by the name of Josef Herp, offered him a position on his vessel which was contracted by the local government to conduct commerce raids on both Imperial and New Republic vessels alike. Stefon passed for the moment but promised to meet up with Herp at a later date.

After another chance encounter with Captain Herp across the sector, Stefon joined the small privateering crew bringing his many years of experience with him, along with plans to eventually take over the vessel for himself. His time with Captain Herp on the XKH Dark Star would prove to be short, as constant bad luck plagued the ship and crew. A month later, half of the original crew was dead and the captain's health was degrading rapidly.

Stefon set out with Kigeb, a Verpine technician desperately trying to adjust to the lifestyle of a privateer, who he had met while serving on the XKH Dark Star only to hear about the return of Emperor Palpatine...

Character Name: Stefon Sapur
Type: Immortal

Species: Immortal human
Sex: Male
Age: 452 standard years (as of the Battle of Endor)
Height: 1.93 meters
Weight: 75 kilograms

Physical Description:
Stefon Sapur is a tall and dark man with a medium build. He has long black hair which he keeps tied back. His eyes are a brilliant green and almost seem to glow. His clothing is typically old and faded but still but often times he can be found wearing newer and flashier suits. He usually finds little time to shave and as a result nearly is always seen with at least mild stubble.

Personality:
Stefon Sapur is a cunning man and is overly calm even during the most critical situations. He has fought in numerous wars dating back centuries before the Clone Wars and has been officially been killed in action more than once so combat rarely makes him think twice.

A Quote: "A blaster? So are you going to shoot me too? Please do it and get it done with, dying is such a bitch."

* See below for Stefon's stats at three different periods in time.

Special Abilities:
- Immortality: Stefon Sapur is one of the few Immortals in the entire galaxy. Immortals have a special connection to the force that feeds him life force in times of need. Immortals may be killed through normals means, but unless his head is removed from his body, then he will awaken in 1D rounds with all wounds healed. Anyone taking his head will acquire his acute connection to the force and become immortal. Immortals cannot have any force powers or be force sensitive.
- Force Sense: Immortals can sense when another is nearby (usually within 20 meters) and sometimes Jedi Knights may give off the same signal making an ignorant immortal believe that the Jedi is an immortal.

Story Factors:
- Dueling: Immortals are drawn to each other via the force and often times engage in a fight to the death on those rare occassions when two meet.

* Stefon Sapur as of the Battle of Naboo

DEXTERITY: 3D+2
Blaster: 5D
Dodge: 7D
Melee combat: sword: 8D
Melee parry: 6D+1
Thrown weapons: 5D
KNOWLEDGE: 2D+2
Alien species: 4D

Intimidation: 5D
Languages: 3D
Planetary systems: 4D
Survival: 6D
Streetwise: 6D
Willpower: 9D
MECHANICAL: 2D+2
Beast riding: 3D+1
Ground vehicle operation 3D
Repulsorlift operation 3D+2
Space transports 4D
PERCEPTION: 3D+2
Con: 5D+2
Hide: 6D
Sneak: 4D
STRENGTH: 3D
Brawling: 4D
Stamina: 8D
TECHNICAL: 2D+1

Move: 10
Character Points: 68
Force Sensitive: No
Force Points: 3
Dark Side Points: 5

Equipment:
Greff-Timms SnapShoot DT3 pulse-wave blaster (3D), sword (STR+1D+2), long leather coat, the Slip Stream

* Stefon Sapur as of the Battle of Endor

DEXTERITY: 3D+2
Blaster 6D+2
Dodge 8D
Grenade 4D
Melee combat: sword 9D+1
Melee parry 7D
Thrown weapons 5D
KNOWLEDGE: 2D+2
Alien species 6D+1
Intimidation 5D
Languages 4D
Planetary systems 7D
Survival 6D
Streetwise 6D+2
Willpower 9D
MECHANICAL: 3D
Beast riding 3D+2
Capital ship piloting 5D
Ground vehicle operation 4D

Repulsorlift operation 5D
Space transports 6D+1
PERCEPTION: 3D+2
Con 6D
Hide 6D
Sneak 4D
STRENGTH: 3D
Brawling 5D+1
Stamina 8D
TECHNICAL: 2D+1
Capital ship repair 3D+2
Capital ship weapons repair 2D+2

Move: 10
Character Points: 67
Force Sensitive: No
Force Points: 3
Dark Side Points: 5

Equipment:
BlasTech DL-18 blaster pistol (4D), sword (STR+1D+2), long leather coat

* Stefon Sapur as of Dark Empire

DEXTERITY: 3D+2
Blaster 7D+1
Brawling parry 4D
Dodge 8D
Grenade 5D
Melee combat: sword 9D+2
Melee parry 7D+2
Pick pocket 4D+2
Thrown weapons 5D
KNOWLEDGE: 3D
Alien species 7D
Intimidation 5D+1
Languages 6D
Planetary systems 7D+2
Survival 6D
Streetwise 6D+2
Streetwise: Kashan 8D
Willpower 9D
MECHANICAL: 3D
Beast riding 3D+2
Capital ship piloting 6D
Ground vehicle operation 4D+1
Repulsorlift operation 5D+2
Space transports 7D+2
Starfighter piloting 4D
PERCEPTION: 3D+2
Con 8D

Forgery 4D+1
Hide 6D+2
Sneak 6D+1
STRENGTH: 3D
Brawling 6D
Stamina 8D+1
TECHNICAL: 2D+1
Capital ship repair 5D
Capital ship weapons repair 3D+1
Space transports repair 5D

Move: 10
Character Points: 56
Force Sensitive: No
Force Points: 2
Dark Side Points: 6

Equipment:
BlasTech DL-6H heavy blaster pistol (5D), sword (STR+1D+2), Kashan Systems work jumpsuit, long leather coat

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