Characters D6 / Vlas Eenex (Kerl Slaver)

Vlas Eenex

Vlas Eenex began his life on the Kerl homeworld of Kelroy in the Mid Rim sector known as the Palvar Sector. When he was a child his father, a great warrior among the newly formed Kerl Navy, took him to the colony world of Wereling after hearing rumors of a massive galactic imperium quickly taking control of the entire galaxy.

When Eenex was roughly eleven years in age the Empire arrived in the Palvar Sector. His homeworld, Kelroy, was the first world to fall under assault by the Imperial juggernaught. The Kerl Navy fought honorably but was no match for the much superior Imperial starships. Kelroy was more or less destroyed following the skirmisk to serve as an example to the rest of the sector to not resist the New Order. It was an example Eenex would never forget.

Eenex found his surroundings on Wereling to be extremely corrupt and faced with the hardships of being alone in the universe, he gave it. He soon fell into a local swoop gang - which was a short lived experiment since the bitterly cold weather that Wereling's colony experienced made swoop travel very unpleasant and difficult.

At the age of twenty standard years, Eenex joined up with a local slaver. He had found his calling. He found it strangely pleasing to hunt and capture other sentients only to doom them to a hard life as a slave.

After a few years on the slave trade Eenex had made accumulated enough credits to begin working alone. He purchased his own starship and modified it for boardings, space combat and prisoner transport. For years he has worked the space lanes of the Palvar Sector, concentrating mainly on Imperial transports but not passing up other tempting and/or easy targets.

His hatred for the Empire only grew when Imperial forces under the command of the local Moff, Jerr Uhlmann, attacked and heavily damaged a group of pirate starships conducting a major raid on a civilian convoy. His ship was among the pirate vessels and barely escaped.

Since then he has been working hand-in-hand with the pirate lord Dod Bule taking captured crewers for slaves while Bule enjoyed the cargoes and ships.

Eenex has made a name for himself in the sector and Imperial transports fear him immensely. Stories of how he skins and guts Imperial crewers alive are not all that far fetched. He always makes an example of the highest ranking officer he captures to ensure that the rest of the prisoners fall in line and don't resist his authority.

On a side note, Eenex always sends the skins of slain Imperials to Moff Jerr Uhlmann's personal residence on Delfii with a note explaining that one day he will be a coat for Eenex.

Character Name: Vlas Eenex
Type: Slaver
Species: Kerl
Gender: Male
Height: 1.93 meters
Weight: 80 kilograms
Age: 44

Physical Description:
Eenex presents a massively intimidating form. He is well built with rough looking near-black skin. His eyes are mere slits and the rest of his facial features are rather plain and not well defined. When in his armor, Eenex presents an even more intimidating form as his armor is that of the now extinct Kerl warriors, a once fierce fighting force.

Personality:
Eenex is quite unemotional and does not know the meaning of the words mercy or sympathy. When confronted with Imperial crews, Eenex makes sure to make a quick example by completely gutting and skinning at least one of them to show the rest what will happen should they try to escape.

A Quote: "Imperial skin coats are in style these days."

Connections With Other Characters:
Vlas Eenex often works hand-in-hand with the infamous pirate, Dod Bule. It is not uncommon for Eenex to spend several months with Bule's ship just to collect prisoners to sell on the slave market.

DEXTERITY: 3D+1
- Blaster: 4D+1
- Blaster: blaster rifles: 5D+2
- Blaster: disruptor pistols: 6D+2
- Brawling parry: 6D
- Dodge: 5D+2
- Firearms: 4D
- Melee combat: 4D+1
- Melee combat: neuronic whip: 6D
- Melee parry: 6D+2

KNOWLEDGE: 2D+2
- Alien species: 4D
- Intimidation: 6D+2
- Languages: 5D+1
- Planetary systems: 6D
- Willpower: 5D

MECHANICAL: 3D
- Repulsorlift operation: 4D
- Space transports: 3D+2

Starship gunnery: 4D
PERCEPTION: 4D
Bargain: 5D+1
Command: 4D+2
Con: 5D
Investigation: 5D+2
Persuasion: 4D+2
Search: 8D
Sneak: 4D+1
STRENGTH: 3D
Brawling: 6D+1
Lifting: 4D+2
Stamina: 5D
TECHNICAL: 2D
Armor repair: 2D+2
Blaster repair: 3D
Demolitions: 4D+1
Security: 5D

Move: 10
Dark Side Points: 7
Character Points: 23

Equipment (general):
black body armor (+2D/+1D torso, +1D/+2 arms and legs), helmet (+1D/+1 head; night vision, infrared), grenade belt, hand-held motion detector, restraints, comlink

Equipment (weaponry):
BlasTech A280 blaster rifle (5D+2), Tenloss DX-2 disruptor pistol (5D+2), vibrostiletto (STR+2D; max: 5D+2), neuronic whip (STR+1D or 5D stun), stun baton (STR+2D+2 stun), thermal detonator (10D), Spore/B stun grenade (4D stun), 2 flash/bang grenades (2D stun), glop grenade (6D STR to hold), concussive stun grenade (6D stun)

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