Characters D6 / Captain Nele Versh (New Rep

Captain Nele Versh

Nele Versh along with many other New Republic Navy officers were once part of the Imperial Navy some time ago. He nearly obtained the rank of Captain in the Imperial Navy when he was ordered to perform a Base Delta Zero on a planet and refused. He was never sure whether the crew aboard his ship at the time appreciated what Versh did, or despised him because he didn't.

Shortly after he was court marshalled and given a dishonorable discharge from the Imperial Navy. He was previously stationed in the Outer Rim before his discharge and upon his release from the Navy he decided that he wouldn't be able to do any other work that would be able to put food on the table and joined the Rebel Alliance. Right away the Alliance saw his potential and put him aboard the Triumph, which he happened to later obtain command for that ship.

Over the years while in the Alliance, Versh didn't see too much action, then again he wasn't bored either. He was promoted to Captain when he was 41 years old. While his active position didn't change too much, he was allowed more freedom than he had when he was a Lieutenant. He was reassigned to the Mid Rim sectors after returning for a leave of absence he took to see his family.

Over the years Versh was offered the promotion to Commodore, seven times, turning them all down in order to stay with his crew aboard the Triumph. His crew has given him the greatest respect a crew can for refusing his promotions. Now 53 years old, Versh has been assigned to take a task force into the Palvar sector and establish a possible base of operations for the New Republic.

Type: New Republic Captain
DEXTERITY: 2D+2
- Blaster: 7D+1
- Blaster artillery: 3D+2
- Brawling parry: 4D+1
- Dodge: 5D+2
- Missile weapons: 5D+1
- Vehicle blasters: 4D+2

KNOWLEDGE: 3D
- Alien species: 5D+1
- Bureaucracy: 6D+1
- Cultures: 4D+1
- Intimidation: 5D+2
- Languages: 6D

Planetary systems: 6D+2
Tactics: captial ships: 6D+1
Tactics: fleets: 7D
Tactics: starfighters: 6D+2
Willpower: 6D+1
MECHANICAL: 4D
Astrogation: 5D+2
Captial ship gunnery: 4D+2
Capital ship piloting: 7D+2
Captial ship shields: 6D+1
Sensors: 5D+2
Space transports: 6D+1
Starfighter piloting: 5D
Starship gunnery: 5D+1
Starship shields: 4D+1
PERCEPTION: 3D
Bargain: 4D+2
Command: 6D
Command: New Republic officers: 8D+2
Command: Triumph crew: 10D+1
Persuasion: 5D+1
Search: 6D+1
Sneak: 4D
STRENGTH: 2D
Brawling: 5D+1
Stamina: 7D+1
TECHNICAL: 3D+1
Capital starship repair: 6D
Captial starship weapon repair: 5D
Computer programming/repair: 5D+2
First aid: 6D
Security: 4D

Move: 10
Force Points: 2
Character Points: 31

Equipment:
New Republic Navy uniform, comlink, datapad, blaster pistol (4D)

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