Characters D6 / Major Terrel Daharn (NRI Offi

Major Terrel Daharn

Terrel joined the Imperial Intelligence out of high school and was tapped for Adjustments duty almost immediately due to his superior performance, motivation, discipline, and intelligence. He was a field agent for two years, with a team that regularly conducted black operations in Outerrim against new found Rebellion. After that tour of duty he was detached to the assassination team, which in turn detached him out as needed for its own operations and in support of other agencies, particulary in the Core as tensions escalated to complete warfare with the Rebellion.

Adjustments selected a team of four members for the sole purpose of Rebel Alliance. Terrel infiltrated the Rebellion several months after the Battle of Yavin, making his mark as an excellent pilot. Jack Hare (as Terrel was now known) had a change of heart, he couldn't kill his squadmates. So he pointed out the rest of Imperial Intelligence team to Alliance Intelligence and ask for a transfer to Alliance Intelligence. Alliance Intelligence agreed, not knowing that Terrel once had been an Adjustment Agent.

Terrel had a slow but medicore two years as a normal field agent, he was then ordered to the Palvar Sector, on the planet Kashan as a undercover pilot. He arrived meer days before the Empire attacked Kashan for the first time and personally lead NR teams to repel the Imperial attacks. Terrel was promoted to Major and asked to be Local NRI head on Kashan. He kept a low profile until the second Imperial comming, where he became quite known to the Palver Sector. Feeding the Kashan militia of Truth and Freedom weapons and money, leading NRI military strikes against the now Imperial occupied Kashan. Terrel Daharn quickly became the most known NRI agent in the Palvar Sector. The senior officer of the former wife of Roga D'anar - Major Mona Lioncourt D'anar Terrel was close friends with Roga D'anar and was on many adventures with him - then the two had a public fallout as Roga claimed Terrel was a major player in the death and sellout of Mona Lioncourt to the Imperial Intelligence.

Indeed he was right, as Terrel sold Mona whereabouts to Imperial Intelligence for several truck loads of weapons supplies and four AT-ST walkers. Which turned the battles in some of the further regions of Kashan. After Roga cried out to the public to arrest the murderous NR agent, Terrel disapperd to return a few weeks later as a head of a strike force to take out a large portion of Imperial armanda. The attack was successful, but the Empire was already pulling out. Terrel retired to Teraii and is living a quiet life as a store owner. His business has tripled since the destruction of Kashan and the Kashanites moving to Teraii.

Terrel is quite conent, but is ready for anything.

Name: Major Terrel Daharn
Aliases: Helme Vahner, Jack Hare, The Rabbit
Occupation: Solo Agent
Date of Birth: Unknown
Height: 5'10
Location of Birth: Cenegor
Weight: aprox. 185 lbs
Species: Human
Build: Muscular
Age: 26
Complexion: Dark skinned
Sex: Male
Hair Color: Medium Brown to Blonde (varies)
Eye Color: Blue to Green (varies)

Physical Description:
Terrel is a handsome man, mid twenties. He has a dark skinned complexion, with black hair. He wears a forest style camo overcoat with black armor underneath. Terrel is well built, but his smaller frame suggests he was once - or still is a pilot.

Quote:
"One must therefore be a fox to recognize traps, and a lion to frighten wolves."

d6 Stats:

Type: New Republic Intelligence officer
(Stats as of Second Imperial Invasion of Kashan)
DEXTERITY: 3D+1
- Blaster 8D
- Brawling parry 5D
- Dodge 6D+1
- Firearms 5D
- Melee combat 7D+2

KNOWLEDGE: 3D+2
- Tactics: Squads: 5D
- Streetwise: 5D
- Willpower: 6D

MECHANICAL: 3D
- Sensors: 3D
- Space Transports: : 6D
- Starfighter Piloting: 6D+2
- Starfighter Piloting: X-Wing: 6D
- Starship Gunnery: 4D

PERCEPTION: 4D
- Command: 5D+1
- Con: 5D
- Search: 7D
- Sneak: 8D

STRENGTH: 3D
- Brawling: 5D

TECHNICAL: 2D

- Blaster repair 3D
- First aid 3D
- First aid: humans 3D+2
- Space transports repair 2D+1
- Starfighter repair 3D

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