Characters D6 / Colonel Flac Drivin (Human I

Colonel Flac Drivin

Flac Drivin is one of the few, one of the elite. He is an Adjustments agent. Adjustments is a specialized department in the Imperial Intelligence that takes on highly classified "adjustment" operations for the overall good of the Empire.

Before entering into the Adjustments branch, Flac served for a while under Imperial Intelligence secretly as a lawyer, prosecuting select cases under the supervision and direction of the Ubiqtorate.

His final case - a case in which he sentenced an old Ubiqtorate contact to life in the Kessel spice mines after providing Imperial Intelligence with the location of an arms deal involving the leaders of the Bloodlust pirates, thus ending his usefulness - was so impressive that the Ubiqtorate saw potential in his ability to manipulate people that they entered him into extensive combat training programs and sent him into Adjustments as a full fledged Colonel.

After entering into Adjustments Flac was teamed up with a veteran agent that went by the name of Toejam Jackson. Flac and Toejam embarked on several operations before teaming up with other agents, such as then Lieutenant Oshka from the NRSFG and Lieutenant Reshig, an Adjustments technician.

As a four-man team, Flac, Oshka, Reshig and Toejam took on some of the toughest assignments that Adjustments had to offer, including the infamous infiltration and destruction of the New Republic's Kira skipyards and their daring escape after being captured and detained on board a Republic Star Destroyer as well as a near-failed infiltration mission into the main complex of RahlCorp on Rahl where Flac was nearly killed.

Imperial Intelligence was greatly crippled after the Battle of Endor but the Adjustments director, an Admiral Piorous Tiran, kept the team together over the years sending them on various operations to disrupt the growing Republic.

More recently the team took part in a highly classified and important mission that involved infiltrating a convention of high ranking New Republic officials and assassinating them all. The mission took several wrong turns and the team lost their old prototype dark trooper, nicknamed Ed, and both Toejam and Flac were nearly killed by a New Republic sniper during the escape.

One of Flac's main characteristics is his artificial eye which was implanted during his extensive training and features night vision, infrared and even

enhanced vision capabilities.

Species: Human
Sex: Male
Type: Adjustments agent, ex-Imperial lawyer
Height: 1.76 meters
Weight: 71 kilograms
Age: 47

Physical Description:
Flac Drivin isn't your everyday average looking man. His hair is a dark grey and is cut to Imperial Naval regulation standards. He has a scar running from his left eye socket down the side of his face ending just above the jaw line.

Personality:
Flac Drivin is easily irratated when off duty and has murdered many people in cold blood. Due to his high position in the Ubiqtorate and his Imperial law background, he has been aquitted of all charges. When on duty Flac is strictly professional and practices a little more self control although he has been known to give out very severe punishment to lower ranking officers. His electronic eye instills fear in his fellow officers and has earned him a grudging respect.

Quote: "Screw you."

Connections With Other Characters:
Flac often works hand-in-hand with a variety of other Adjustments agents that often times includes Lt. Reshig, Major Oshka and even Colonel Toejam Jackson.

DEXTERITY: 3D+1
- Blaster: 6D (7D with Electronic Eye)
- Blaster: Repeating Blasters: 7D+2 (8D+2 with Electronic Eye)
- Brawling Parry: 4D
- Dodge: 6D
- Firearms: 3D+1
- Melee Combat: Vibroblade: 4D+1
- Plasma Weapons: PPG: 3D+2 (4D+2 with Electronic Eye)

KNOWLEDGE: 3D+2
- Bureaucracy: Imperial Law: 5D
- Bureaucracy: Janitorial Services: 5D
- Intimidation: 4D+2 (6D+2 with Electronic Eye)
- Tactics: Squads: 5D
- Willpower: 4D+1

MECHANICAL: 3D
- Sensors: 3D
- Space Transports: Intimidator: 6D
- Starfighter Piloting: 4D+2
- Starfighter Piloting: Vindicator: 5D
- Starship Gunnery: 4D

PERCEPTION: 4D
Command: 4D+2
Con: 5D
Search: Visual Search: 4D (6D with Electronic Eye)
Sneak: 5D+2
STRENGTH: 3D
Brawling: 5D
TECHNICAL: 2D
Blaster Repair: 3D
Computer ProgrammingRepair: ST SSC-4b: 2D+1
Droid Repair: Dark Trooper: 2D+1
First Aid: 3D
First Aid: Humans: 3D+2
Space Transports Repair: 2D+1
Starfighter Repair: 3D

Special Abilities:
Electronic Eye: (identical to normal eye in appearance)
Glowing: +2D Intimidation
Enhanced Vision: +2D Visual Search bonus, +1D Blaster and Plasma Weapons
Infrared: able to see heat signatures
Macrobinocular Vision: works like a standard macrobinocular
Night Vision: no penalties for darkness

Move: 11
Force Sensitive: No
Force Points: 1
Dark Side Points: 2
Character Points: 13
Wounds: None

General Equipment:
Imperial Intelligence uniform, BlasTech PPG (5D; right boot), BlasTech DL-6H (5D; right thigh holster), encrypted comlink

Field Equipment (Wilderness):
camouflage poncho (+1D to Sneak, +2D past 35 meters), light combat armor (+2D/1D energy (torso), +1D/2 (arms, legs)), blast helmet (+1D/2), BlasTech RB-XII repeating blaster (6D+2 (blaster), 5D (micro-grenade launcher); with extendable motion detector display screen, sighting macroscope adds +3D to medium/long range shots), vibroblade (STR+3D; Max 6D), BlasTech PPG (5D), BlasTech DL-6H (5D), 2 grenades (5D), garrote (STR+1D), water-purifying canteen, encrypted comlink, survival pack (backpack: two week's rations, 3 medpacs, 2 thermal flares, di-crome shelter, breath mask, 10 meters syntherope, directional transponder)

Field Equipment (Urban):
trench coat, light combat armor (+2D/1D energy (torso), +1D/2 (arms, legs)), BlasTech RB-XII repeating blaster (6D+2 (blaster), 5D (micro-grenade launcher); with extendable motion detector display screen, sighting

macroscope adds +3D to medium/long range shots), vibroblade (STR+3D; Max 6D), BlasTech PPG (5D), BlasTech DL-6H (5D), 2 grenades (5D), garrote (STR+1D), water-purifying canteen, encrypted comlink, breath mask, medpac

Field Equipment (Infiltration):
light combat armor (+2D/1D energy (torso), +1D/2 (arms, legs)) or appropriate attire, vibroblade (STR+3D; Max 6D), silenced Belecuu PK11/C2 (4D, ammo: 12), BlasTech PPG (5D; right boot), garrote (STR+1D), encrypted headstrap comlink, medpac, fake IDs

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