Characters D6 / Grand Admiral Geraad Kun (

Grand Admiral Geraad Kun

Geraad Kun was born on Corellia, and later enrolled in the Empire after his parents were allegedly killed in a Rebel raid on an Imperial space station. He started as a gunboat pilot on the SSD Devastator, where he served under the then Grand Admiral Weji in the Marettan sector. He soon rose through the ranks until he was promoted to Vice Admiral, appointed Fleet Commander in the revived Empire led by Emperor Weji, and given command of the Executor-class Super Star Destroyer Devastator. After fighting numerous battles, he was promoted to Grand Admiral.

Character Name: Grand Admiral Geraad Kun
Type: Imperial Fleet Commander
Player: Pete Haas (haasman@hotmail.com)
Species: Human
Sex: Male
Age: 35
Height: 1.9 meters
Weight: 78 kilograms

Physical Description:
Geraad is about 6'0", and 170 pounds. He has neatly-trimmed dirty blonde hair, and blue eyes. He has a slim, muscular build and has his repeater in a holster on his belt. His personalized vibroblade rests in a sheath on his leg and he sometimes carries a black duffel bag, holding his Louisville slugger. He normally wears his white Grand Admiral uniform, studded with medals.

Personality:
Geraad has a very calm, friendly attitude and can take an occasional joke. In battle, he is very aggressive yet cautious. He always thinks things through before making any major decisions, and always appears to have an ace up his sleeve.

A Quote: "Quit bleedin' on my bat, sucka!"

Connection with Other Characters:
Geraad normally attempts to get along with people but can't stand tight-asses. He has a strong dislike for Yevethans.

Objectives:
To wipe out the Rebels, to someday have the largest collection of animal heads on his wall, etc.

DEXTERITY: 3D+1
Blaster: 4D+1
Blaster: blaster rifles: 5D
Dodge: 5D+1
Melee Combat: 4D
KNOWLEDGE: 4D
Tactics: 6D
Tactics: fleets: 11D
MECHANICAL: 2D
Starship gunnery: 4D
Starfighter piloting: 5D
PERCEPTION: 3D+2
Command 6D
Command: Imperial forces: 10D
STRENGTH: 3D
TECHNICAL: 2D

Move: 10
Force Points: 1
Dark Side Points: 5
Character Points: 20

Equipment:
Imperial Navy uniform, stormtrooper chestplate (+2D/+1D (torso)), BlasTech EE-6 blaster rifle (6D), BlasTech Persuader hold-out blaster (4D), vibroblade (STR+3D), slugger (STR+2D, shells 3D+2), datapad, comlink

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Pete Haas, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.