Characters D6 / Grand Admiral Thern Moudur



Grand Admiral Thern Moudurn

Thern Moudurn first served with the New Republic as their Admiral, but he found their slow diplomatic ways a waste of time. They spent too much on voting and not enough on action. Moudurn then defected to the Empire and became the executive officer on the Imperial Star Destroyer Maelstrome. From there he was promoted to the rank of Commodore and given command of the Maelstrome. Through countless battles he received the rank of Admiral and was placed in charge of the Outer Rim Defense Fleet, with his command ship the Wraith. He finally recieved the rank of Grand Admiral after the transfer of Grand Admiral Geraad Kun to the position of Moff and governor of the Core Sectors.

Name: Grand Admiral Thern Moudurn
Type: Imperial Grand Admiral
Species: Human
Sex: Male
Height: 1.86 meters
Weight: 74 kilograms
Age: 40

Physical Description:
Xizor is about 1.86 meters tall, he weighs 165 lbs. He has dark brown hair and blue/green eyes. Xizor trusts only his closest friends and always carries a blaster at his side. He is always seen dressed in his white Grand Admiral's uniform and always has an escort of guards. He is a brilliant tactician and a cunning warrior and will become ruthless if necessisary. He is hated by many for his policy of no mercy. He spends most of his time on the Wraith contemplating strategies. He will not tolerate insubordinance, and will get the job done at whatever the cost. He is cautious and tries to never underestimate his opponent.

Personality:
Very cunning and sarcastic. Very serious and doesn't joke around. Trusts only his closest friends and is extremely loyal to the Empire and to the Emperor. Will not tolerate insubordinance.

Quote: "Enough fooling around, destroy them... we have more important things to deal with."

DEXTERITY: 3D
- Blaster: 4D
- Dodge: 4D
- Running: 4D

KNOWLEDGE: 4D
- Alien species: 5D
- Business: 5D
- Intimidation: 6D
- Planetary systems: 7D
- Tactics: 8D
- Tactics: starships 10D+2
- Willpower: 5D+2

MECHANICAL: 3D
- Communications: 4D
- Sensors: 3D+2

PERCEPTION: 4D
- Command: 7D
- Command: Imperial Naval forces: 10D
- Con: 6D
- Investigation: 6D+2
- Persuasion: 6D

STRENGTH: 2D
- Brawling: 3D
- Stamina: 3D

TECHNICAL: 2D

Move: 10
Force Points: 1
Dark Side Points: 2
Character Points: 8

Equipment:
Imperial Navy uniform, Imperial blaster pistol (4D), comlink

Note: Character is based off of the old DLOS Sim and not the exact Star Wars timeline of events.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Travis "Xizor", 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.