# Characters D6 / High Admiral Shuntly (Imperi

High Admiral Shuntly

Shuntly was raised by a group of natives in the forest of Rishnak, learning valuable survival and ground combat skills. In his tribe he was considered a Googerfloo, a master warrior. He stayed with his tribe until he was 14, when he was captured by some men that would become the first members of the NRSFG. These men taught him the ways of the Empire, as well as more personal things. He promptly joined the Naval Academy, learning the ways of a naval officer. Unfortunately, he never seemed to have made the registration lists, and remained at the rank of Flight Officer for some time doing random missions for the Empire.

Finally, he was discovered and became an Ensign on the bridge of the ISD Maelstrome, serving under Thern Moudurn. He soon became a Lt. Commander and commanding officer of the VSD Dark Star. A few drinks and a bit later, Shuntly was the executive officer of the Devastator under Geraad Kun. Shuntly moved on to being the commanding officer of ISD Vengeance, which he lost in a futile ramming attempt on a Ssi-Ruuvi K'nass class cruiser (Big Ass) before being reassigned again to Thern Moudurn, this time as executive officer of the entire Outer Rim fleet. The rank of Commodore came with the job, and Shuntly worked on ideas and a ship design.

Then General Jayell proved to be a traitor, and was quickly executed. A new Imperial Planetary Forces leader was needed, and Shuntly having continued refining his ground combat skills immediately volunteered. Shuntly, at the age of 24, became a General and made the leap from Navy to Army. Equipped with skills in all areas of combat, Shuntly is considered a valuable asset to the Empire and continues planning for all areas of the Empire.

Name: High Admiral/General Shuntly
Species: Human
Sex: Male
Type: Imperial High Admiral / ex-Imperial Army General
Height: 1.83 meters
Weight: 80 kilograms
Age: 31

Physical Description:
Shuntly is roughly 1.83 meters in height, averaging around 80 kilograms. He as dark brown hair and pale hazel eyes. He lived in the forest with his clan of humans before they were enlightened by the Empire. They worshipped the Squirrel, and somehow had the ability to become like the Squirrel, bettering themselves with its power. If you were to examine his left buttocks cheek, you would find a tatoo of the powerful rodent.

A Quote: "Bloody hell!"

DEXTERITY: 4D
- Blaster: 7D+1
- Blaster: blaster rifles: 9D
- Blaster: blaster pistols: 7D+1
- Blaster: belt blaster: 7D+1
- Combat Reflexes: 5D
- Dodge: 7D
- Melee combat: 5D
- Melee combat: vibroblade: 5D

KNOWLEDGE: 3D
- Intimidation: 5D (5D+2 with Perverseness)
- Survival: 3D
- Survival: forest: 4D
- Survival: jungle: 4D
- Tactics: 3D
- Tactics: squads: 5D
- Tactics: capital ships: 4D

MECHANICAL: 3D

PERCEPTION: 3D
- Command: 4D+1
- Persuasion: 4D
- Search: 3D (4D with Squirrel Magic)
- Sense danger: 3D (4D with Squirrel Magic)
- Sneak: 3D (4D with Squirrel Magic)

STRENGTH: 3D
- Brawling: 4D
- ClimbingJumping: 4D (5D with Squirrel Magic)
- Lifting: 4D
- Stamina: 5D

TECHNICAL: 3D
- First aid: Humans: 4D

Special Abilities:
- Squirrel Magic: Possible force sensitivity being alternately explained due to previous religious beliefs - +1D to Climbing/Jumping, Search, Sneak, Sense Danger.
- Perverseness: Adds +2 to Intimidation when used. Surrounding people must make a Willpower check. If they fail, and have not been exposed to 3 perverse actions/speech by Shuntly before, they become noxious for 2 rounds (1D stun).

Move: 10
Force Sensitive: Special (see above)
Force Points: 1
Dark Side Points: 2
Character Points: 8

Equipment:
Imperial Navy uniform, Squirrel medallion, modified dark green stormtrooper

armor (+2D/+1D; -1D to Dexterity) with negatively charged ions, BlasTech DL-44 heavy blaster pistol (5D), knife pen (STR+1D), Stormtrooper Two blaster carbine (6D+2), watch blaster (2D), wrist blaster (3D/4D/5D), belt blaster (4D), datapad, comlink

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

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