Characters D6 / Cabrin Tivaterex (Creature of

Cabrin Tivaterex

Cabrin Tivaterex was what many would call the galaxy's master vampire. It was Cabrin who created the legendary Kaplan Ddar-Montis and a handful of other vampires during the earliest days of galactic civilization.

No one, not even Cabrin, is sure of his age. However, a good estimate might place him at being anywhere from thirty to forty thousand years old, possibly dating back before the implementation of hyperdrives.

Cabrin's thirst for blood never corrupted him as much as it did with Kaplan. He would feed selectively, quietly and do his best to avoid overdoing things. For this reason, Cabrin never came into the spotlight of myth and legend and was never hunted by the Jedi like Kaplan.

Even though his ways differed from that of Kaplan, he still carried respect for Kaplan as a brother since they were the only two vampires left alive after the Jedi Purge. Cabrin had debated creating new vampires, something which he hadn't done in several thousand years, but decided to wait until a better time to do so.

Character Name: Cabrin Tivaterex
Type: Creature of the night
Species: Vampire
Sex: Male
Age: Unknown
Height: 1.8 meters
Weight: 75 kilograms

Physical Description:
Cabrin is a man of average built, usually dressed in dark business attire. He wears his hair short and neat with an accenting goatee and sideburns. His skin is pale and his eyes are a dark shade a grey.

Personality:
Cabrin is very calculating and often times will go to great lengths to get what he wants. He often times puts on a false front to interact with others and will do his best to hide his true identity. When forced to, Cabrin will react in the most brutal and lethal methods.

A Quote: "Do not trust that which you see."

DEXTERITY: 5D
Archaic Guns 6D

Blaster 7D
Brawling parry 9D
Dodge 9D
Firearms 6D+1
Grenade 6D
Melee combat 9D
Melee parry 8D
Missile Weapons 5D+2
Pick Pocket 7D+1
Thrown weapons 6D+2

KNOWLEDGE: 3D
Alien species 5D
Cultures 3D+2
Intimidation 6D
Languages 6D
Planetary systems 4D+2
Survival 5D+1
Streetwise 8D+1
Willpower 10D

MECHANICAL: 2D+2
Archaic starship piloting 4D+1
Astrogation 5D+2
Beast riding 4D+1
Communications 6D
Ground vehicle operation 5D+1
Repulsorlift operation 6D+2
Sensors 4D+1
Space transports 5D+1
Starfighter piloting 4D
Starship gunnery 5D+2
Starship shields 5D
Swoop operation 3D

PERCEPTION: 5D
Con 7D
Forgery 5D+2
Hide 7D
Investigation 6D+1
Persuasion 8D
Search 8D
Sneak 10D

STRENGTH: 3D+2
Brawling 9D
Climbing/jumping 6D
Lifting 4D+2
Stamina 7D+2

TECHNICAL: 2D+1
Demolitions 4D+1
Security 5D

Special Abilities:
- Claws and fangs: STR+1D damage

** - Immortality: Some vampires have a special connection to the force that feeds him life force in times of need. Vampires may be killed through normal means but will awaken in 1D rounds with all wounds healed. Any injuries will heal one injury level every 1D rounds.
Example: Cabrin is wounded by a pair of blaster shots to the chest. A roll of 1D is made three times (one for each injury level) resulting in a 2, 4 and 3. Cabrin will move up to wounded after 2 rounds, stunned after 4 rounds and will be completely healed after 3 rounds.

- Force sense: Vampires can naturally sense when another is nearby (usually within 20 meters). Jedi Knights and immortals often give off this same signal, giving away their presence as well.
- Night vision: Vampires, being nocturnal, have evolved improved vision and thus receive a +2D bonus to Perception checks and all sight-related skills in the dark.

*** - Vampire creation: An ability unique to Cabrin, it allows him to turn others into vampires. A mortal being turned into a vampire may or may not gain immortality from it (see below table). Cabrin must simply mortally wound a character and force the character to feed on his blood. Cabrin's blood will cause 4D damage to a character once taken in. After death occurs, roll 1D on the following table:

1 or 2 - For whatever reason the character dies and the transformation does not take effect.

3 - The character has come back to life fully healed as a mortal but does not turn to a vampire.

4 - The character has come back to life fully healed, the transformation of a vampire has taken hold and the character will develop all vampire abilities in 1D days.

5 - The transformation has taken an immediate effect, all vampire abilities are fully developed.

6 - The transformation takes effect and not only do the vampire abilities form but the character has become immortal.

Story Factors:

- Intolerance to sunlight: Vampires are extremely intolerant of exposure to sunlight. Prolonged exposure to direct sunlight inflicts 1D of damage on a Vampire every hour which increases by +1D for every additional hour of exposure. Example: A Vampire is in direct sunlight for 3 hours and suffers 1D damage for the first hour, 2D damage for the second hour and 3D damage for the third hour.
- Blood thirst: Vampires feed on the blood of sapient species and are often times irresistably drawn to blood by either sight or smell.

Move: 11 (walking), 16 (flying)
Character Points: 85
Force Sensitive: No
Force Points: 5
Dark Side Points: 30

Equipment:

flashy business clothing of dark colors, sunglasses, BlasTech MD-22 heavy disruptor pistol (7D) inside of overcoat with two power packs and a black briefcase (contains a datapad, a metal flask, a pair of Belecuu PK11/C2 slugthrowing pistols (4D), four clips of ammunition, and a dagger (STR+1D+2)

** This characteristic is not common of all vampires.

*** This characteristic is unique to Cabrin and has not been seen in any other being.

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