Characters D6 / Kaplan Ddar-Montis (Creatur



Kaplan Ddar-Montis

Vampires are commonly thought of as nothing more than a mythical creature dating
back to the earliest human civilizations, long before the dawn of the Republic.
As such, rumors of vampires are shrugged off as just that. However, vampires do
exist and have existed since the dawn of time.

Vampires naturally feed on the blood and flesh of other sapient species. They do so with sharp fangs and nails which perfectly puncture and cut through almost any skin with little to no difficulty. Vampires are also incredibly fast, able to outrun almost anyone (man or droid). This speed combined with an uncanny ability to fly without the aid of wings or technology allows them to strike without warning and vanish just as quickly. They are naturally immortal, making them nearly impossible to kill by conventional methods. The only known ways to kill a vampire include prolonged exposure to intense sunlight, decapitation and disentigration.

The legend of Lord Kaplan Ddar-Montis is perhaps the best known throughout the galaxy (by most humans). It was originally told as a spacer's tale when the first explorers were first mapping many hyperspace routes across the galaxy. The story tells of a dark, menacing man towering above all others and feasting upon the blood of flesh of humans and other sapients. Many claimed to have sighted this man, Kaplan Ddar-Montis, on throughout the Core and Colonies but no proof ever existed to substantiate these reports.

The stories of Kaplan Ddar-Montis originated from fact. Kaplan aimlessly roamed the galaxy for thousands of years, feeding upon the populace of a planet and then moving on.

After the first of the Sith Wars, the rumors of Kaplan grew stronger and the Jedi Council took notice and began to investigate the validity of them. Several years later a Jedi by the name of Gela Iztchari came face-to-face with the so-called legend and barely escaped with her life. The Jedi Council decided to organize a small team of Jedi Knights and Masters to slay Kaplan and rid the galaxy of his reign of terror.

The slayer team, made up of four Jedi Knights and two Jedi Masters tracked Kaplan's movement across the Mid Rim for nearly five years with no luck, until Kaplan began hunting them on the colony world of Kashan. Kaplan ambushed two of the Jedi in the middle of a crowded night market in Palsheen City. The attack was brutal and swift. In the end both Jedi Knights, Kep Fadet and Gela Iztchari, were dead and Kaplan

vanished back into the shadows of the night. The Jedi didn't even have time to draw their lightsabers. The entire event was recorded on a bystanders holocam and later turned over to Republic authorities.

Kaplan departed Kashan and set off for the Colonies. The remaining Jedi, who had picked up the name of Vampire Slayers, followed Kaplan to the farming world of Iwia where the final confrontation would be held. The four remaining Jedi confronted Kaplan within the dark forests covering much of Iwia. Kaplan was no match. Jedi Master Bre Carnel delivered a catastrophic blow, slashing a massive gash in Kaplan's chest. Kaplan staggered through the forest, still managing to move faster than the pursuing Jedi but found only a rugged cliff high above a volcanic vent. With a simple force push, Kaplan was thrown over the edge. His remains were never recovered and he was officially classified as deceased.

However, Kaplan did not die on Iwia. He had managed to fly into a small crevice after being pushed over the edge where he hid until the following night when he was free to depart Iwia quietly and continue without the nagging pursuit of the Jedi.

After realizing their mistake the Jedi Council quickly reinstated the slayer team and sent them back out in search of Kaplan, this time to bring his remains back to Coruscant for confirmation. However, the team was never able to catch up with Kaplan again.

The Empire's extermination of the Jedi nearly a thousand years later allowed Kaplan to move about without having to elude the once numerous Jedi. This was his prime, there would be no stopping him. And even with the return of the Jedi, he still faced no opposition as the original Jedi records had long been destroyed by the emperor, thus making him nothing more than a legend once again.

Character Name: Kaplan Ddar-Montis
Type: Creature of the night
Species: Vampire
Sex: Male
Age: Unknown
Height: 2.03 meters
Weight: 81 kilograms

Physical Description:
Kaplan is extremely tall with a medium build. His eyes are a dull grey, accenting his light grey colored skin. His black hair is kept long and usually is not tied back. He always wears black suits which typically consist of synth-leather boots, pants, belt and long overcoats.

Personality:
Kaplan is cold, calculating, ruthless and utterly evil. Those who are not of use to him (or are no longer useful) either become his food or entertainment - being either always results in a rather brutal death.

A Quote: "I do not exist. I am merely a lethal figment of your imagination."

DEXTERITY: 4D+1
- Blaster 5D
- Brawling parry 9D
- Dodge 8D
- Melee combat: 8D+2
- Melee parry 8D
- Thrown weapons 5D

KNOWLEDGE: 2D+2
- Alien species 4D+2
- Intimidation 8D
- Languages 3D
- Survival 6D
- Streetwise 6D
- Willpower 9D

MECHANICAL: 2D
- Space transports 5D+1

PERCEPTION: 5D
- Hide 7D
- Search 8D
- Search: tracking 9D
- Sneak 10D

STRENGTH: 3D+2
- Brawling 8D
- Climbing/jumping 5D+1
- Lifting 4D
- Stamina 9D

TECHNICAL: 2D
- Security 3D+2

Special Abilities:
- Claws and fangs: STR+1D damage
- Immortality: 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. Methods of permantly killing a vampire include distentigration, decapitation and incineration.
- 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.

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: 12 (walking), 18 (flying)
Character Points: 76
Force Sensitive: No
Force Points: 3
Dark Side Points: 45

Equipment:
Black clothing, sacrificial dagger (STR+1D), assorted jewelry

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