Characters D6 / Ginaz Swordmasters

Ginaz Swordmasters

Ginaz Swordmasters are the finest bladesmen in the galaxy, and are trained at an academy on the planet of Ginaz. Training there takes 8 years, and produces men who are "living weapons". Such men, however, adhere to a strict code of honor, and reports state that after dishonoring oneself, Swordsmasters lose their honored title in a formal trial. The Ginaz school accepts anyone who can pay for the training and who won't quit halfway through. Unfortunately, only a third of the men who go into the training come out alive, giving Swordmasters a higher than average Willpower roll. Reports also indicate that aside from the 15 forms of combat learned there (each one constituting a different level, so for example, someone who has reached the tenth level in Ginaz training has learned 2/3rds of the fighting styles there), people say that Swordmasters also learn strategy and tactics, as well as history, calligraphy, epic poetry, haiku, and many other art forms. Ginaz students are some of the most feared in the galaxy, outperforming even Jedi and Sardaukar with incredible swordsmaship. Note: I recommend that this be used as a GM character because of the high skill die and incredible toughness inherent in this char.

Character Type: Ginaz Swordmaster

DEXTERITY: 4D
- Blaster
- Bows
- Brawling Parry: Martial Arts: 5D
- Dodge
- Firearms
- Grenade
- Melee Combat: Ginaz Swordmastery: 7D
- Melee Parry: Ginaz Swordmastery: 7D
- Running
- Thrown Weapons
- Vehicle Blasters

KNOWLEDGE: 4D
- Intimidation
- Scholar: Poetry: 5D
- Scholar: Military History: 5D
- Tactics
- Willpower: 5D

MECHANICAL: 4D
- Beast Riding

Communications
Ground Vehicle Operations
Hover Vehicle Operations
Repulsorlift Operations
Starfighter Piloting
Starfighter Gunnery
Starfighter Shields
Swoop Operations
Walker Operation

PERCEPTION: 4D
Command
Search
Sneak

STRENGTH: 4D
Brawling
Climbing/Jumping
Swimming
Stamina

TECHNICAL: 4D
Blaster Repair
Demolitions
First Aid
Ground Vehicle Repair
Hover Vehicle Repair
Repulsorlift Repair
Starfighter Repair
Walker Repair

Special Abilities
Suspension: Swordmasters can place themselves in a near catatonic state, enabling them to survive normally mortal injuries. The use can go on until the Swordmaster is fully healed and during the usage, the Swordmaster regains one wound level per round until fully regenerated. The Swordmaster automatically goes into the trance if incapicitated. However, while in the trance, the Swordmaster is helpless, and his awareness is turned inward. Therefore, he is extremely vulnerable. He cannot come out of the trance unless he chooses to, and then it takes two rounds for him to be fully aware of his surroundings. Therefore, an enterprising individual might attempt to kill a Swordmaster while in this trance.

Equipment: Sword (any kind), Ginaz uniform, knife (any kind), and 2500 credits.

Move: 12
Force-Sensitive: ?
Force Points: 1
Dark Side Points: 0
Character Points: 1

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