



## Characters D6 / Sardaukar

### Sardaukar

These fanatical warriors are the most feared force in the known galaxy. They provide the Emperor with a death corps, a group of men who are more fierce even than stormtroopers, but who also have a brain and can make use of it during combat, instead of mindlessly following orders. Raised by the Emperor's hand-picked training staff of the prison planet of Salusa Secundus, they're indoctrinated to believe that the prison planet was created to produce superior beings such as themselves. Trained to exacting standards, the Sardaukar are an incredibly strong fighting force. They are raised to the mastery of the Ginaz tenth level in melee combat, and acquire extensive training in blasters and all forms of projectile weaponry.

Character Type: Sardaukar Elite Soldier

Gender: Male

#### DEXTERITY: 4D

Blaster

Dodge

Melee Combat: Ginaz Swordmastery: 5D+2

Melee Combat: Garotte

Thrown weapons

Brawling: Sardaukar Martial Arts: 5D

#### KNOWLEDGE: 2D

Intimidation

Survival

Communications

#### MECHANICAL: 3D

Starship Piloting

Starship Gunnery

Starship Shields

#### PERCEPTION: 3D

Search

Sneak

STRENGTH: 4D

Brawling Parry: Sardaukar Martial Arts: 5D

Melee Parry: Ginaz Swordmastery: 5D+2

Stamina

Swimming

TECHNICAL: 3D

First Aid

Starship Repair

Sword Repair

Armor Repair

Blaster Repair

Special Abilities:

Fanaticism: The Sardaukar will die for their Emperor with great willingness. An undying fanaticism is said to possess them in battle, giving +1D to all combat skills but taking -2D from Stamina and Survival.

Swordmastery: The Sardaukar are masters with a blade, rivalling even the Jedi in battle.

Equipment: 2 throwing knives (STR+2 damage), 1 Imperial Swordmaster blade (STR+3D), Hidden Shigawire Garotte (STR+1), hidden comlink in various false body parts, 2 Sardaukar Uniforms, Beret, Sardaukar blaster (3D+2 Damage).

Move: 10

Force-Sensitive: ?

Force Points: 1

Dark Side Points: 0

Character Points: 1

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