Characters D6 / Typical Repulsor Hockey Pla

Typical Repulsor Hockey Player

Repulsor Hockey isn't really as much like hockey, as the ancient game of Lacrosse. It is a combination of the two really,
with new twists. The players play in a rink of smooth floors and transparisteel 'boards' to protect the crowd. They wear
strong padding and helemts to protect themselves from hits. They use a ball instead of a flat puck. The sticks have
tube-like shafts with a fairly wide ehad with a pocket in it, but it also has flat 'lip' at the end of the pocket. When
moving with the ball, you must have it on the ground at all times, moving it with the lip of the stick. You may pass
hockey style across the floor, or you can scoop it up and pass it like a alcrosse ball, by flinging it to another player.
To shoot on goal though, you msut scoop the ball up to shoot it. Once you have scooped the abll up, you can make two
strides before releasing the ball. If you take it more than two strides in the pocket, it's called Travelling.

Repulsor Hockey is very much full contact. You can hit an opponent as many times as you wish, so long as it's between
their waist and their shoulders and not from behind. A hit from behind is considered a push and a penalty will be called,
generaly one minute. Tripping with a stick is illega;l, however if you slide tackle an opponent it is legal. Slide
tackling is when you slides right into the person's legs tangling your feet up with theirs. This is legal because the
offending player is sacraficing himself to bring down the other player. Repulsor hockey is amny tiems a low scoring game,
but it is fast and intense. It was origianted on the world of Canuckia where it is the msot popular sport.

Type: Typicla Repulsor Hockey Player
Species: Canuckian
Gender: Male

DEXTERITY: 3D
    Dodge 4D+2
    Melee Combat 3D
        (S)Hockey Stick 5D
KNOWLEDGE: 2D
MECHANICAL: 2D+2
    Repulsorlift Operation 3D
        (S)Repulsor Skates 5D+1

PERCEPTION: 2D+1
STRENGTH: 3D
Brawling 5D
Stamina 5D+1
TECHNICAL: 2D
Hockey Equipment Repair 5D

Move: 109walking); 14(skating normal), 15-18(speed bursts)
Force Sensitive: no
Force Points: 1
Dark Side Points:
Character Points: 1-4
Wounded Status:

Equipment:
Repulsor Hockey Stick (STR+1D+1)
Repulsor Skates
Repulsor Hockey Padding and Helmet (+2D+1 versus phyiscal damage; +1 versus energy damage)

Special Abilities:
Check: A repulsor hockey player is can hit an opponent with their stikc, if holding the stick with both hands. This is
done with a slight burst of speed from the skates into the eprson. If the melee combat roll is succesful, than the hit
does an extra 1D damage.

Poke: this is a basic atatck with the stick, it is allowed to be done anywhere between the shoulders and waist.

Body Check: This is a brawling atatck using a full burst of speed from the skates. If the rbawling check succeeds, then
the opponent takes STR+2D damage and msut make a mdoerate dexterity check to stay upright. If they fall it takes them a
round to get back up.

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