Characters D6 / Fleet Admiral Korion (Mon Ca

Fleet Admiral Korion

Korion was born on Calamari. Early in his life when the Empire attacked Calamari, his mother and father were taken as slaves. He was left to fend for himself. Fortunately, he was only on his own for a few days. His grandparents took him in and raised him until he was 18. He left and joined the army of what was eventually to become to Rebel Alliance.

He found that being in the army was not for him, so he requested a transfer to naval command. He was denied at first. During a battle he was shot in the leg. It had been blown completely off. The Alliance won the battle and managed to get him back to a medbay before he died from blood-loss. His leg was amputated. He was now of no use to the army. He made another request to transfer to the naval command, and was accepted.

He served under his fellow Calamari Captain Ackbar for a few years. Being very dedicated to his job, he quickly rose in rank and became commander. When Ackbar was promoted to the rank of Admiral, Korion was made Captain. He remained with this rank until the Battle of Endor. He played a major part in the Alliance's victory. As a reward for this he was promoted to Rear Admiral.

After Ackbar's death, he moved up a rank to Vice-Admiral. Eventually he reached the rank of Line Admiral and was second in command of the New Republic Navy, under Fleet Admiral Drayson. When Drayson died destroying the third Death Star, Korion was promoted to the rank of Fleet Admiral to take his place.

Name: Fleet Admiral Korion
Species: Mon Calamari
Sex: Male
Type: New Republic Fleet Admiral
Height: 1.5 meters
Weight: 60 kilograms
Age: 42

DEXTERITY: 2D
- Blaster: 4D
- Blaster: blaster pistols: 7D
- Dodge: 4D

KNOWLEDGE: 3D+2
- Alien species: 4D
- Beaurocracy: 5D
- Languages: 5D

Panetary Systems: 4D
Tactics: New Republic forces: 6D
Willpower: 4D+1
MECHANICAL: 3D+1
Astrogation: 4D
Capital ship piloting: 4D
Capital ship gunnery: 4D
PERCEPTION: 4D
Command: New Republic forces: 8D
Con: 5D
Leadership: 5D
Persuasion: 5D
STRENGTH: 2D
TECHNICAL: 3D
Security: 4D
Security: Calamari: 4D

Move: 10
Force Points: 1
Character Points: 3

Equipment:
New Republic fleet admiral's uniform, hold-out blaster (3D), blaster pistol (4D), comlink

---

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