Characters D6 / Thared (Barabel Imperial Kni



Name: Thared
Species: Barabel
Eye color: Dark green
Skin color: Green
Affiliation(s): Galactic Federation Triumvirate, Imperial Knights
Move: 10

DEXTERITY: 2D
- Brawling Parry: 6D
- Dodge: 6D+2
- Lightsaber: 7D

PERCEPTION: 2D+2
- Bargain: 4D+2
- Command: 6D+2
- Persuasion: 5D+1
- Search: 5D

KNOWLEDGE: 3D
- Intimidation: 6D
- Languages: 4D+2
- Scholar (Jedi Lore): 6D+1
- Survival: 4D+2
- Tactics: 5D
- Willpower: 6D

STRENGTH: 5D
- Brawling: 7D
- Climbing/Jumping: 5D+2

MECHANICAL: 2D
- Astrogation: 4D+2
- Repulsorlift Operation: 4D+1
- Space Transports: 5D+1
- Starship Gunnery: 5D
- Starfighter Piloting: 5D+2
- Starship Shields: 5D

TECHNICAL: 2D
- Computer Programming/Repair: 4D+2
- Lightsaber Repair: 5D+1
- Security: 5D

Equipment: Lightsaber (5D), Imperial Knight Armor (+2D Physical, +1D Energy), Comlink, Utility Belt

FORCE SENSITIVE - Y
FORCE POINTS 6

DARK SIDE POINTS 0
CHARACTER POINTS 12

SPECIAL ABILITIES

Natural Body Armor: Gives the Barabel +2D against physical attacks and +1D against energy attacks.

Radiation Resistance: Barabels have natural resistance to most forms of radiation. They receive a +2D when defending against the effects of radiation.

Vision: Barabels can see in the infrared spectrum, allowing them to see in complete darkness provided that there are heat sources.

Force Skills:

Control: 7D+1
Sense: 7D+2
Alter: 7D+2

Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Contort/Escape, Control Pain, Emptiness, Enhance Attribute, Hibernation Trance, Rage, Resist Stun, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Sense Force, Telekinesis, Lightsaber Combat, Accelerate Anothers Healing, Control Anothers Pain, Affect Mind, Projected Fighting, Force Shield

Story Factors:

Jedi Respect: Barabels have a deep respect for Jedi Knights, though they have little ability in the Force. They almost always yield to the commands of a Jedi Knight.

Reputation: Barabels have a reputation as fierce warriors and great hunters. They are often feared, and always given a wide berth except by the most fierce individuals.

Description: Thared was a Force-sensitive Barabel who served the Galactic Federation Triumvirate as a Master of the Imperial Knights. Around 139 ABY, Thared accompanied Empress Marasiah Fel when she led Triumvirate forces to the rogue planet Mala, where they confronted the acolytes of the One Sith. As Fel and Thared watched the battlefield below them aboard the shuttle Neuer, the Empress decided to join the battle herself after the Barabel informed her that their reinforcements would not be arriving soon. Despite Thared's protest out of fear for Fel's safety, the two soon landed on the planet surface along with their stormtrooper guards. Under the Empress's command, the Triumvirate emerged victorious in the battle with the demise of all Sith combatants.

Thared possessed dark green eyes and green skin. As an Imperial Knight, the Barabel wore the standard red armor, including black gloves and cape, and carried a lightsaber.

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