Characters D6 / Jao Assam (Human Imperial



Name: Jao Assam
Species: Human
Gender: Male
Hair color: Black
Eye color: Dark brown
Skin color: Brown
Affiliation(s): Fel Empire, Imperial Knights, Galactic Federation Triumvirate
Masters: Yalta Val
Move: 10

DEXTERITY: 2D+2
- Brawling Parry: 4D+1
- Dodge: 7D
- Grenades: 5D
- Lightsaber: 7D+2
- Throwing Weapons: 5D
- Vehicle Blasters: 4D+2

PERCEPTION: 3D+1
- Bargain: 5D+1
- Command: 4D+2
- Con: 5D+2
- Disguise 4D
- Investigation: 6D+2
- Persuasion: 5D+1
- Search: 6D
- Sneak: 4D+1

KNOWLEDGE: 3D+2
- Bureaucracy: 4D
- Cultures: 5D
- Intimidation: 4D+2
- Languages: 5D+2
- Law Enforcement: 5D+1
- Planetary Systems: 5D
- Scholar (Jedi Lore): 6D

STRENGTH: 3D+1
- Brawling: 5D+2
- Climbing/Jumping: 4D
- Swimming: 4D

MECHANICAL: 2D+2
- Astrogation: 4D+2
- Beast Riding: 3D+2
- Communications: 5D+1
- Repulsorlift Operation: 4D+2

Sensors: 4D+1
Space Transports: 5D
Starship Gunnery: 6D
Starship Shields: 5D
Starfighter Piolting: 5D+1
TECHNICAL: 2D+1
Computer Programming/Repair: 4D
Demolitions: 5D
Droid Programming/Repair: 3D+2
First Aid: 4D+1
Lightsaber Repair: 5D+1

SPECIAL ABILITIES
Force Skills:
Control: 8D+2
Sense: 9D
Alter: 8D+1
Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Pain, Enhance Attribute, Hibernation Trance, Resist Stun, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Telekinesis, Lightsaber Combat, Projective Telepathy, Accelerate Anothers Healing, Control Anothers Pain, Affect Mind, Projected Fighting, Force Shield

FORCE SENSITIVE Y
FORCE POINTS 8
DARK SIDE POINTS 0
CHARACTER POINTS 23

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

Description: Jao Assam was a Human male who served Empress Marasiah Fel's Empire as an Imperial Knight. He was mentored by the senior Imperial Knight Yalta Val, who was also his close friend. Following the Second Imperial Civil War, he went to the Ithori system as an agent of the new Triumvirate. Jao was assigned to supervise the construction of the Ithorian link of a galactic communications array system. After losing contact with Yalta Val, who had been assigned to the Carreras system, Jao ventured there to find his Master. There, he discovered that a rogue Sith named Darth Wredd had kidnapped and impersonated his Master. With the aid of the junk dealer Ania Solo, a descendant of the smuggler—turned—Hero of Yavin Han Solo, and her companions the assassin droid AG-37 and the Mon Calamari Sauk, Jao was able to rescue Master Val. However, Jao was seriously wounded in the process. They were also unable to apprehend Darth Wredd, who escaped to parts unknown after using the communications array to deliver a manifesto.

While recovering from his wounds, Jao received a Force vision warning that Darth Wredd intended to kill Empress Fel, the leader of the Imperial Knights. With his superiors unwilling to listen, Jao and his newly-found friend Ania Solo embarked on a quest to hunt down Darth Wredd. Since he had left his post without permission, Jao was charged with desertion with the death penalty weighing over his head. After tracking Darth Wredd's henchman Dieben to Nalyd, Jao and Ania traveled to the watery world of Dac where they discovered that a pirate syndicate led by another rogue Sith, Darth Luft, had enslaved a large number of Mon Calamari and Quarren refugees. While they were unable

to find Darth Wredd there, Jao along with Ania's companions succeeded in alerting the Triumvirate authorities to the presence of the pirates, who dispatched a task force to free the slaves. During the ensuing battle, Jao personally fought and killed Darth Luft.

Despite liberating the Mon Calamari and Quarren slaves, Jao and his companions later learnt that they had merely played into the hands of Darth Wredd by helping him to eliminate another member of the One Sith. Darth Wredd had planned to destroy the One Sith order in order to create a new Sith order based on the Rule of Two. Following the events on Dac, Jao had to contend with a new problem in the form of his friend Ania being framed for the murder of the Imperial Knight Teemen Alton. After Ania was kidnapped by her former love interest Ramid, Jao, Sauk and AG-37 embarked on a rescue mission which took them to an inhospitable planet that rained glass and acid. There, Jao rescued her from a bounty hunter who wanted to frame her for the murder of Alton. Following a protracted duel, Ania succeeded in killing the bounty hunter.

However, Ania was shortly later arrested by Imperial stormtroopers. Jao Assam, Sauk and AG-37 followed Ania back to the galactic capital Coruscant to clear her name. Jao succeeded in clearing Ania's name by presenting evidence that Alton's real killer wore a prosthetic hand. Since Ania had biological hands, it was proved that she did not murder Teemen Alton. The real killer was the mysterious bounty hunter they had encountered on their journeys. As a result, Ania was released by the Triumvirate authorities. Unfortunately for Jao, he was immediately imprisoned following the proceedings for the crime of deserting the Imperial Knights. While in prison, Jao was visited by his quarry Darth Wredd, who offered to help him escape if he would become his Sith apprentice.

Seeing an opportunity to thwart Darth Wredd's plot to kill the Empress, Jao reluctantly followed Wredd and escaped offworld. They traveled to the dead floating world of Mala. There, Wredd tricked Jao into sending their coordinates to both the Triumvirate authorities and the One Sith. Darth Wredd intended to lure his adversaries to Mala where he intended to destroy the One Sith order and to kill Empress Fel. Darth Wredd's plan succeeded and two rival armies converged on Mala. During the fighting, Jao and Wredd temporarily joined forces to help Ania and the Imperials destroy the One Sith. At the climax, Wredd then attempted to assassinate Empress Fel. Before he could finish his work, Wredd was stopped and immobilized by Jao Assam. While Wredd demanded that Jao kill him, Jao refused because he realized that Wredd was intending to bring him over to the dark side of the Force. Ultimately, Wredd was killed by Jao's companion Ania, seemingly ending the threat of the Sith to the galaxy. Following the defeat of the Sith, Jao left the Imperial Knights and joined Ania and her companions.

Personality and traits

As an Imperial Knight, Jao Assam was committed to following the light side of the Force and serving Empress Marasiah Fel, the leader of the Fel Empire. He also had a warm relationship with his mentor Master Yalta Val, whom he regarded as one of the least orthodox Imperial Knights around. While he had good instincts, Jao also had a tendency to be rash and was known to break the rules in order to do what he perceived was right. On one occasion, he disobeyed the Empress' orders to remain at his post in the Ithori system in order to rescue Master Val, who had been kidnapped by the rogue Sith Darth Wredd. On another occasion, Jao was compelled by a Force vision to disregard his orders a second time in order to hunt down Darth Wredd, who was plotting to kill Empress Fel. While these actions brought him into trouble with his superiors, his actions on both occasions helped save lives and foil Wredd's scheme.

Jao Assam also had a clear moral compass. On one occasion, he was sufficient aroused by the plight of the Mon Calamari and Quarren slaves in the Mon Calamari Shipyards to alert the Triumvirate authorities and to take on Darth Luft, the leader of the pirate ring that had enslaved

them. On another occasion, he refused to accept Darth Wredd's offer to embrace the dark side of the Force and to become his Sith apprentice. Jao also developed a friendship with Ania Solo, Sauk, and AG-37. His friendship with Ania led him to embark on a mission to rescue her after she had been kidnapped by her former flame Ramid. While initially skeptical of her innocence, he was unwilling to place judgement on her until he knew the facts behind her story. When presented with evidence pointing to her innocence, Jao played an important role in securing her acquittal. While remaining true to the light side, Jao reached a point in his life when he realized that he was no longer an Imperial Knight.

Powers and abilities

As an Imperial Knight, Jao Assam was skilled in the ways of the light side and lightsaber combat. He wore the red armor of the Imperial Knights and wielded a blue lightsaber. In addition, Jao was a skilled starfighter pilot. Following his departure from the Imperial Knights, Jao donned a white version of the Imperial Knight's armor.

Stats by FreddyB, Descriptive Text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.