

CHARACTER NAME - Darth Havok

SPECIES - Iktotchi

TEMPLATE TYPE - Sith Lord

GENDER - Male

HEIGHT - Unknown

HOMEWORLD - Iktotch

MOVE - 10



DEXTERITY: 3D+2

Brawling Parry: 4D

Dodge: 6D+2

Lightsaber: 7D

Melee Combat: 5D

Melee Parry: 5D+1

PERCEPTION: 3D+2

Bargain: 5D

Command: 6D

Hide: 4D+2

Persuasion: 5D+2

Search: 5D+1

Sneak: 4D+1

KNOWLEDGE: 2D+2

Intimidation: 6D+1

Scholar (Jedi Lore): 5D+1

Scholar (Sith Lore): 5D+2

Streetwise: 4D

Tactics: 7D+1

Willpower: 4D+2

STRENGTH: 3D+1

Brawling: 5D

Climbing/Jumping: 4D+1

Stamina: 7D

Swimming: 4D

MECHANICAL: 2D+1

Starfighter Piloting: 5D+2

Starship Gunnery: 4D
Beast Riding: 4D+1
Astrogation: 6D
Repulsorlift Operation: 4D+2
Space Transports: 6D+1

TECHNICAL: 2D+1

Demolitions: 3D+1
First Aid: 5D+1
Lightsaber Repair: 6D+2
Security: 6D+2

Equipment: Lightsaber (red) 5D

SPECIAL ABILITIES

Control: 6D+2

Absorb/Dissipate Energy, Accelerate Healing, Control Pain, Detoxify Poison, Reduce Injury, Remain Conscious, Resist Stun, Enhance Attribute

Sense: 7D+2

Life Detection, Life Sense, Magnify Senses, Telekinesis, Lightsaber Combat, Combat Sense, Danger Sense

Alter: 6D+1

Force Lighting, Affect Mind, Rage, Telekinesis

FORCE SENSITIVE - Y

FORCE POINTS 14

DARK SIDE POINTS 15

CHARACTER POINTS 8

Charcter Bio - Eshkar Niin was a male Iktotchi and a member of the Imperial Knights, a Force-using Order loyal to Emperor Roan Fel of the Galactic Empire. Niin became a Master within the Order and the

instructor of Antares Draco, to whom he taught strategy and philosophy while training the Human in the ways of the Force. Niin later abandoned his vows as an Imperial Knight and deserted the Order, killing Fel's wife as he fled. This prompted Draco to hunt him down. Draco believed Niin dead after the ensuing confrontation, but the Iktotchi survived and joined Darth Krayt's Sith Order, becoming the Sith Inquisitor Darth Havok.

Krayt's Empire seized control of the galaxy from Fel in 130 ABY, and seven years later, a group of Sith took Fel's daughter Marasiah captive and brought her to the galactic capital of Coruscant. From there, Havok took her to the Sith world of Korriban and began torturing her, hoping to learn valuable secrets of her father's. In between interrogation sessions, Draco arrived on a mission to rescue her, and remained onworld to buy her time as she escaped the planet. Havok confronted his former student and engaged him in a lightsaber duel. He offered Draco a chance to join the Sith, but when the Imperial Knight refused, Havok killed him with Force lightning.

As an Imperial Knight, Eshkar Niin was recognized for his knowledge of strategy. He taught Draco a parable involving a fever wasp and a krayt dragon, informing his pupil that a small fever wasp could bring death to places where a large krayt dragon could not. He also instructed Draco to always ensure that a slain opponent was definitely dead. Niin eventually left the Order, believing that the ways of the Sith were where his destiny lay.

As a Sith Inquisitor, Darth Havok tortured information out of prisoners, inflicting pain on them until they wished for death. In addition to subjecting his charges to physical torture, he employed mind games in his interrogation, such as when he caused Marasiah Fel to doubt the honesty of Antares Draco. While dueling Draco, he hoped to recruit his former student into the Sith's ranks rather than kill him, but eventually struck the finishing blow when Draco refused his offer

Eshkar Niin was a Master within the Imperial Knights, an organization that was said to be among the most talented and dangerous Force-users in the galaxy. The title of Master was reserved for its highest-ranking members. After he deserted the Order, however, he was bested by his former student Antares Draco during a confrontation and believed to be dead.

As a Sith Lord, Darth Havok was able to use telekinesis to counter and overpower Marasiah Fel's own telekinetic exertion; she herself was a fully-trained Imperial Knight. He was also proficient in the use of Force lightning, and used it to kill Antares Draco, an Imperial Knight Master.

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