

Name: Narkina 5 Intake Warden

Species: Human

Gender: Male

Hair color: White

Eye color: Blue



Dexterity: 2D

Blaster: 5D

Dodge: 4D

Brawling Parry: 5D+1

Melee Weapons: 5D

Melee Parry: 4D

Knowledge: 3D

Bureaucracy: 5D

Interrogation: 5D

Law Enforcement: 5D

Streetwise: 3D+2

Tactics: 4D

Perception: 2D+1

Command: 4D

Intimidation: 6D

Search: 3D+1

Strength: 3D+1

Brawling: 5D+2

Mechanical: 2D

Repulsorlift Operation: 3D

Technical: 2D

Security: 4D

Move: 10

Force Sensitive: N

Force Points: 2

Dark Side Points: 2

Character Points: 3

Equipment: Commlink, Imperial Uniform, Zap Rod (STR+1D, Stunning Shock 5D), BlasTech Industries DH-17 Blaster Pistol (4D)

Description: An unidentified Intake Warden was an Imperial officer who served as a prison guard in the Imperial Prison Complex on Narkina 5. As one of the highest ranking officers in the facility alongside the

prison commander, the intake warden welcomed newcomers and demonstrated the prison's unique discipline method: its signature shock-inducing Tungstoid steel floors. During a prison uprising, he and other prison guards locked themselves in a storage cupboard to hide from the escaped inmates.

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