Characters D6 / Treis Sinde (Human Imperial



HARACTER NAME ? Treis Sinde
SPECIES - Human
TEMPLATE TYPE - Imperial Knight
GENDER - Male
HEIGHT - Unknown
MOVE - 10

DEXTERITY: 3D
- Brawling Parry: 5D
- Dodge: 7D
- Lightsaber: 8D
- Blaster: 5D+1
- Melee Combat: 6D+2
- Melee Parry: 6D+1

PERCEPTION: 4D
- Command: 9D
- Hide: 5D
- Persuasion: 7D
- Search: 6D
- Sneak: 5D+1

KNOWLEDGE: 3D+2
- Intimidation: 6D+2
- Languages: 5D
- Scholar (Jedi Lore): 7D
- Scholar (Sith Lore): 6D+2
- Streetwise: 6D+1
- Tactics: 6D+2
- Willpower: 6D

STRENGTH: 3D+2
- Brawling: 5D+2
- Climbing/Jumping: 5D+1
- Stamina: 7D
- Lifting: 5D+2

MECHANICAL: 2D
- Repulsorlift Operation: 3D+2
- Astrogation: 6D+1
- Jet Pack Operation: 4D
- Space Transports: 6D+2
- Starship Gunnery: 5D+1

Starship Shields: 5D+1
Sensors: 4D
Star Fighter Piloting: 6D

TECHNICAL: 2D
Lightsaber Repair: 4D
Security: 7D+1
First Aid: 6D

Equipment: Lightsaber (Silver) 5D
Imperial Knight Armor (+3D Physical, +2D Energy)

FORCE SENSITIVE ? Y
FORCE POINTS 17
DARK SIDE POINTS 0
CHARACTER POINTS 9

SPECIAL ABILITIES

Control: 7D
Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Pain, Enhance Attribute, Rage, Resist Stun

Sense: 8D
Combat Sense, Danger Sense, Life Detection, Magnify Senses, Receptive Telepathy, Sense Force

Alter: 7D+1
Aniaml Friendship, Telekinesis

Control and Sense
Lightsaber Combat

Control and Alter
Inflict Pain

Control, Sense and Alter
Affect Mind, Projected Fighting, Protection Bubble

Charcter Bio - Master Treis Sinde was a Human male Imperial Knight who served Emperor Roan

Fel and his Empire-in-exile in 137 ABY. Partnered with Master Sigel Dare, he was assigned to sabotage the new Advanced Star Destroyer Imperious nearing completion in the shipyard over Dac in order to keep it out of the hands of Darth Krayt's Sith Empire. After successfully planting explosives on board, they discovered that the vessel had been stolen by Admiral Gar Stazi of the Galactic Alliance. Deciding to inform Stazi of the explosives, Sinde and Dare rescued Monia Gahan, a Mon Calamari pilot from Rogue Squadron. Together, they rescued other Alliance captives from the recent battle, and sought to steal a shuttle to escape the planet and join up with the Alliance fleet. As they prepared to depart, the Quarren Sith Lord Darth Azard tried to stop them. Sinde engaged the Sith Lord in combat, giving Dare, Gahan and the Alliance pilots time to escape. Using an
explosion caused by Dare during the shuttle's escape, Sinde retreated from his fight with Azard, going underground and joining a Mon Calamari resistance group that had formed in the wake of Krayt's proclaimed genocide against them.

Allying with the Mon Calamari Rangers, Sinde assisted them by advising them on military tactics and strategies, and helping them defend the Mon Calamari refugees who had taken refuge on the planet's ocean floor. After several months, Sinde was able to contact Emperor Fel on Bastion, and was ordered to return as soon as possible to train new Imperial Knights. Despite feeling that his work on Dac was crucial, he was prepared to obey his Liege's orders. However, at the same time, the Sith scientist Vul Isen created a Sea Leviathan to hunt down the Mon Calamari refugees and suck them dry of their life-energies. When word of its existence reached Sinde, he initially counseled the Rangers to leave it alone and sacrifice the refugees to safeguard the few Ranger units operated on the planet. When Captain Tanquar, leader of the Rangers, made it clear that would not happen, Sinde devised a plan to destroy the Leviathan. While the Rangers attacked Isen's AT-AT
Swimmer that was riding herd on the creature, Sinde took command of a number of Devilsquids, six tentacled creatures that hunted Mon Calamari. Sinde directed them to attack the Leviathan, and they dragged it into the depths of the Devil's Crevasse, where the Devilsquids made their home. Returning to Ranger Grotto, Sinde reported to Fel that obtaining transport off the planet was impossible. Fel told the Knight to return when the situation was merely difficult, not impossible, and sent Sinde's former apprentice, Sigel Dare to retrieve him and return him to Bastion.

Sinde returned to Bastion following a confrontation with Master Dare, and the offer from Jedi Master Asaak Dan?who had accompanied Dare to Dac?to take his place in guiding and assisting the Mon Calamari Rangers. Although he took up his post training new Imperial Knights, he accompanied Emperor Fel to the planet Agamar, where representatives from the Empire, Galactic Alliance and Jedi Order were meeting to formalize an alliance to oppose the Sith Empire. During the trip to Agamar, Fel admitted to Sinde that training new Knights was not the only reason for ordering Sinde back to Bastion; the Emperor was fearful of corruption, and needed Sinde by his side to counsel him. On Agamar, Sinde, along with his fellow Knights, guarded Fel during the meeting with the Jedi delegation. As the meeting came to a close, Moff Nyna Calixte, head of Imperial Intelligence in Darth Krayt's Galactic Empire, arrived to warn the congregation that the Sith knew of the
meeting, and had arrived with the intention of capturing or killing the Emperor. During the subsequent battle with members of the One Sith, Sinde helped Antares Draco, leader of the Imperial Knights, evacuate the Emperor from the battle.

Pledged to serve the Emperor and the Empire-in-exile like all Imperial Knights, Sinde was a level-headed and pragmatic man, able to see the larger picture of galactic affairs. However, Sinde held to the belief that while Imperial Knights owed their allegiance to the Emperor, they were meant to

follow the Force as embodied by the Emperor, not to obey him over its will. Sinde was willing to disobey direct orders to follow the will of the Force, and was dismayed that many of the younger knights, including his own former apprentice Sigel Dare, held loyalty to the Emperor as more important than the needs of the Force.

When sabotaging the Imperious, Sinde planned for the explosives to go off away from Dac, so that the native Mon Calamari would hopefully not be blamed for their act. He did not share Sigel Dare's views that all non-Imperial's were technically their enemies, and often counseled the younger Knight that she needed to look at the bigger picture. While Dare did not always agree with him, she respected Sinde's wisdom and decisions. He was also fully aware that the Mon Calamari Rangers could not defeat the Empire and the Sith, and instead counseled them to focus on surviving long enough for outside assistance to arrive.

Sinde also had no compunctions about sacrificing others to achieve the greater good, as shown when he informed Captain Tanquar of the Rangers that they should forget about protecting Mon Calamari refugees from the Leviathan, as it was clearly a Sith scheme to draw the Rangers out of hiding. However, the Knight was also willing to sacrifice himself if it would help the completion of his mission, such as engaging Darth Azard in combat rather than seek to escape Dac himself since he knew that informing Stazi of the explosives on board the Imperious was important as he saw the wisdom in a possible alliance between the Galactic Alliance and Fel's Empire-in-exile.

Sinde was unafraid of speaking his mind, even if what he said threatened to make him unpopular to those he was speaking to. Emperor Fel II regarded Sinde to be stubborn, and informed his son, Roan Fel, of this fact. However, despite this, he was deferential towards his Master, Emperor Fel, even when he felt that his Liege's orders went against what Sinde thought to be morally right.

A capable warrior, Sinde could fight as effectively underwater as he could on the ground. Sinde also had a talent for command, as he had previously commanded an Imperial mission to the Unknown Regions, and was given the responsibility of leading the team of himself and Master Dare to Dac. He was also a shrewd strategist and tactician, able to devise plans to achieve objectives such as planting multiple explosive charges on the Imperious, capturing an Acklay battle fortress, as well as devising an ad hoc strategy to defeat the Leviathan shortly after learning of its existence. He was also an effective teacher in the ways of the Force, have trained Sigel Dare to knighthood, and was required by Emperor Fel to train new Imperial Knights even though Fel had other Knights available, and Sinde was assisting the Mon Calamari resistance at the time.

Sinde and Roan Fel were close friends and confidants, which stemmed from their days as apprentices together. When Fel began to fear that he was being tempted with corruption by the last seven years of war against the Sith and his desire to possess the Muur Talisman, he recalled Sinde to his side so that he could benefit from the experienced Knight's wisdom and counsel.

Sinde was a fully trained Imperial Knight, and was skilled in employing the Force to repel attackers. He was also skilled with the use of a lightsaber?wielding one of the same design as every other Knight?and could use it to both effectively deflect incoming blaster bolts and duel a Sith Lord. His lightsaber was also capable of functioning underwater. Sinde could project a protection bubble to safeguard himself from harm, as he did when caught in a fuel tank explosion on the Sea Lion, and could use the power of animal friendship to take command of a large number of Devilsquids and direct them to attack the Leviathan.

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