



Characters D6 / Jakarta Skirata (Mand

Charcter name:Je'karta Skirata

Species:Mandalorian

Gender:Male

Template Type:Mandalorian Super Commando

Movement:10

Height:6ft.0in.

Age:27

Hair color:Brown

Eye color:Hazel

Homeworld: Mandalore

Era: 200 ABY

DEXTERITY: 4D

Armour Weapons: 6D

Blaster: 9D

Brawling Parry: 6D

Dodge: 6D

Grenade: 5D

Melee Combat: 6D+1

Melee Parry: 6D

Missile Weapons: 7D

Vehicle Blasters: 6D+1

PERCEPTION: 3D

Bargain: 8D

Command: 5D+2

Con: 7D

Gambling: 7D

Hide: 5D+2

Investigation: 8D

Persuasion: 6D+2

Search: 8D+1

Sneak: 6D+1

KNOWLEDGE: 2D+2

Alien Species: 6D

Bureacracy: 5D

Cultures: 6D+1

Intimidation: 7D
Languages: 5D+2
Planetary Systems: 6D
Streetwise: 7D
Survival: 5D+2
Value: 6D
Willpower: 6D

STRENGTH: 3D+2

Brawling: 7D
Climbing/Jumping: 5D+1
Lifting: 4D+1
Stamina: 6D+1
Swimming: 6D+2

MECHANICAL: 2D+2

Astrogation: 7D
Jet Pack Operation: 6D
Repulsorlift Operation: 5D+2
Space Transports: 8D
Starship Gunnery: 9D
Starship Shields: 5D
Sensors: 6D

TECHNICAL: 2D

Armour Repair: 7D
Computer Programming/Repair: 4D+1
Demolition: 6D+2
Droid Programming: 3D+1
Security: 9D
Space Transport Repair: 7D+1

Weapons: T-21 light repeating blaster 6D
Twin Custom Blaster Pistols (+1D to Hit, 5D+1 Damage)
Lightsaber 5D (green)

Equipment: Mandalorian Heavy Battle Armour (Grey,Gold)

Type: Personal Battle Armour

Game Effects:

Basic Suit:

+4D Physical
+3D Energy
+1D Strength (used for physical activity, not for resisting damage.)
No DEX penalties

Wrist Lasers:

Skill: Armour Weapons

Ammo: Powered from armour power supply

Range: 3-5/25/50m

Damage: 5D

Flame Projector:

Skill: Armour Weapons

Ammo: 20

Range: 1m diameter 1-5m long

Damage: 5D

Grenade Launcher:

Skill: Missile Weapons

Ammo: 4

Fire Rate: 1/2

Range: 1-50/200/300

Damage: Varies

Jetpack:

Allows 70m horizontal or 50m vertical jumps.

Has 10 charges, may expend one charge every other round.

Turbo-Projected Grapple:

Uses either a physical or magnetic grapple.

0-3/10/20m range.

Mounted on the right arm.

Missile Weapons skill.

Winch:

Attached to grapple, has 100kg capacity (wearer and his equipment).

IR/motion Sensor:

+1D PERC in darkness and/or against moving targets, ahead and to both sides.

Sensor Pod:

+2D Search, 25-100m

Macrobinoculars:

+3D Search, 100-500m

Sound Sensor:

+1D PERC in quiet situations only.

Broadband Antenna:

Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.

Environmental Filter:

Filters out most harmful particles from the air or seal with two hours of air.

Character Bio - Je'karta Skirata is the son of the current Mand'alore Kad Skirata. Je'karta fights side by side with his father learning the tools of the trade to become the next Mand'alore when it is passed to him by his father. Je'karta has also vowed along with his father and uncles and other Mandalorians to hunt down Je'karta's grandfather's killer and take him out and if they take a few other Falleen along the way too then so be it.

Je'karta is a direct descendant of Ordo Skirata and his wife Besany Wennen. Je'karta means vengeful in

the Mandalorian language.

A strong, reliable man, Je'karta honed his strength and skills over years of bounty hunting and mercenary work. An able tactician and a proficient marksman, he was confident in his abilities but knew better than to turn down an offer of assistance when faced with a difficult job. The male Mandalorian mercenary possessed a strong sense of honor and duty, unwilling to alter his loyalties once he had accepted a contract, even when offered a larger payout by an opposing third party.

Je'karta was thorough, instinctive, and ruthless when it came to bounty hunting and fighting, but he was known to have a soft side for the few people he cared about in life. He kept himself in top condition, maintaining the habit of training often with his equipment. He was also very intelligent, having prudent tactical skills, and was fluent in Basic, Huttese, Pak Pak, Shyriiwook and Mando'a. Je'karta kept a cool demeanor when calculating his every move, always playing to win or survive. He knew best when to make use of evasion, which enabled him to outlast his enemies.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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