Characters D6 / Cumberlayne Aresko



CHARACTER NAME – Cumberlayne Aresko
SPECIES - Human
GENDER - Male
HEIGHT - 1.89 meters
MOVE - 10

DEXTERITY: 2D+2
- Blaster: 4D+2
- Dodge: 4D+1
- Grenade: 3D+2
- Melee Combat: 3D
- Melee Parry: 3D
- Vehicle Blasters: 4D

PERCEPTION: 3D
- Command: 5D
- Intimidation: 4D
- Search: 4D

KNOWLEDGE: 3D
- Bureaucracy: 5D
- Cultures: 4D+1
- Languages: 4D
- Tactics: 4D
- Value: 4D+1

STRENGTH: 3D
- Brawling: 4D+1
- Stamina: 4D

MECHANICAL: 2D+1
- Repulsorlift Operation: 4D

TECHNICAL: 2D+1

EQUIPMENT
- CREDITS - 100
  - Blaster pistol (4D), Imperial Officer's Uniform, Comlink (encrypted), Code Cylinder, credit chip

FORCE SENSITIVE – N
FORCE POINTS 2
DARK SIDE POINTS 1
CHARACTER POINTS 2

Description: Cumberlayne Aresko, operating number: "LRC-01", was a human male who served as an officer in the Galactic Empire. In 3272 LY, Aresko held the title of Commandant and was stationed in Capital City, on the planet Lothal. Along with Taskmaster Myles Grint, he was charged with training cadets at the local Imperial Academy, along with all other academies throughout the planet. Along with Grint, he once tried to arrest the merchant Yoffar for treason, but a timely distraction by Ezra Bridger saved Yoffar from a potentially sad demise.

Aresko, along with Grint, attempted to stop the activities of the rebel crew of the Ghost on numerous occasions, employing ineffective tactics that often failed due to Aresko's overconfidence and lack of tactical ability. Due to their multiple failures, they were executed by the Grand Inquisitor, on the orders of Grand Moff Wilhuff Tarkin.

Personality and traits

Aresko was a tall, thin, exceedingly pale human with a "cadaverous" appearance. Aresko exhibited the typical air of arrogance common amongst Imperial officers. Overconfident, self-important and cruel, Aresko commanded respect from his underlings, though his haughty and confident display masked his inner fear of his superiors. His cowardly nature revealed itself whenever he had to report to Agent Kallus or the Grand Inquisitor, as he would timidly spout excuses or attempt to shift blame from himself.

As an officer, he was ruthless and self-preserving. He was also corrupt and dishonest, willing to incriminate fellow officers for treason. Whereas Kallus would lead his men into battle, Aresko typically shouted orders from the sidelines and was quick to protect himself rather than his men, moreover he appeared unable to adapt to any situation once his initial plans had failed. He was typically seen as the brains to Grint's brawn, yet despite being better spoken than his assistant, he rarely proved to be any more competent.

While Aresko professed loyalty to the Empire, his self-preservation made him more loyal to himself. He proved willing to commit treasonous acts to save his own skin, as proven when he secretly aided Sabine Wren in breaking into the Imperial Academy as part of his scheme to frame another officer for treason.

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