Characters D6 / Kassius Konstantine (Imperia



Name: Admiral Kassius Konstantine
Type: Imperial Admiral
Homeworld: Coruscant
Species: Human
Gender: Male
Hair color: Brown, graying
Eye color: Blue
Skin color: Light

DEXTERITY: 2D+2
- Blaster: 5D
- Dodge: 5D+1

KNOWLEDGE: 3D+1
- Alien species: 4D
- Bureaucracy: 7D+2
- Planetary systems: 5D
- Tactics: 5D
- Tactics (Fleets): 7D
- Willpower: 5D
- Cultures: 4D
- Intimidation: 5D+1
- Languages: 4D+2

MECHANICAL: 3D
- Communications: 4D
- Capital Ship Piloting: 5D
- Capital Ship Shields: 5D
- Capital Ship Weapons: 5D
- Sensors: 5D
- Astrogation: 5D
- Repulsorlift Operation: 4D+2
- Space Transports: 4D+2
- Starship Gunnery: 5D

PERCEPTION: 4D
- Bargain: 5D+1
- Command: 6D
- Command (Imperial Navy): 8D
- Con: 5D+2
- Persuasion: 6D+1

STRENGTH: 2D+2

TECHNICAL: 3D
- Capital Ship Repair: 4D
- Capital Ship Weapon Repair: 4D
- Computer Programming/Repair: 5D
- Security: 5D

Move: 10
Force Points: 4
Dark Side Points: 4
Character Points: 6

Equipment:
Imperial Navy uniform, Blaster Pistol (4D), Commlink, Imperial Code Cylinders

Description: Kassius Konstantine was a human male from Coruscant who served as an Admiral in the Imperial Navy. He was dispatched to the Lothal system where a rebel movement occurred. After the Spectres joined the rebellion, Admiral Konstantine would continue to hunt them down under the command of Agent Kallus and the Inquisitor known as the Fifth Brother. Despite their efforts and superior resources, the rebels proved elusive for Konstantine and his comrades.

Admiral Konstantine's failed attempts to stamp out the rebellion led Governor Arihnda Pryce to solicit the services of Grand Admiral Thrawn, a seasoned tactician and the commander of the Seventh Fleet. In an effort to test the Admiral's talents and capabilities, Thrawn dispatched Konstantine on a mission to destroy the Iron Squadron, a rebel cell based at Mykapo. Konstantine managed to trap the Squadron's captain, Mart Mattin, but underestimated the ingenuity of the Spectres and Mart's uncle Commander Jun Sato. Konstantine was greatly embarrassed by this skirmish, and attempted to spin the incident in a positive way. However, Thrawn saw through his obfuscation.

Some time later, Konstantine, commanding an Interdictor vessel, accompanied Thrawn and Pryce at the Battle of Atollon. Consumed by his arrogance and jealousy, Konstantine pursued the Quasar Fire-class cruiser-carrier Phoenix Nest, defying Thrawn's direct orders of holding back. This maneuver cost Konstantine his life as Commander Sato rammed the Phoenix Home into the Interdictor, destroying both cruisers.

Personality and traits

Admiral Konstantine was a stern, by-the-books military leader. While he had a commanding presence, he always appeared perturbed by Force-users such as the Inquisitor or Darth Vader, and expressed his dislike for working with "mystics". He showed little regard for any of his fellow Imperials, and on occasion he showed himself to be self-serving and was not above sacrificing his own men to save himself. Due to his long and storied career in the Imperial Navy, Admiral Konstantine felt that he had to excuse or somehow find someone else to pin his failings upon. Furthermore, he did not view his colleagues as friends, even Agent Kallus. He was also initially skeptical that any Jedi had survived the Jedi Purge.

Konstantine was described as more of a politician than a soldier by Governor Arihnda Pryce, and was not highly regarded by the governor. Konstantine underestimated the threat posed by the rebellion and regarded them as a localized insurgency rather than a galaxy-wide insurrection. He lacked Grand Admiral Thrawn's strategic vision for defeating the entire galactic rebellion. Konstantine appeared to favor overwhelming military force and felt insufficient in handling the Iron Squadron with just one ship. He also underestimated the ingenuity and resourcefulness of his numerically and militarily inferior opponents.

Konstantine was familiar with the rebel habit of returning to rescue their stranded comrades. Anticipating this, he did not destroy Mart Mattin's ship but instead planted a magno-mine on it. He intended to lure Mart's rescuers into a trap and destroy both rebel ships. However, the Spectres

saw through his plan and neutralized it by getting the astromech droids Chopper and R3 to disable his magno-mine. Konstantine also panicked when confronted by unexpected enemy forces and sought assistance from Thrawn. When Thrawn confronted him over his failure, Konstantine tried to hide the truth by claiming that he had driven the rebels away. However, Thrawn realized that Konstantine was obfuscating and corrected him.

Konstantine expressed disbelief when Grand Admiral Thrawn predicted that the rebel Hera Syndulla would be risky enough to ferry Senator Mon Mothma through the dangerous Archeon pass. He and Pryce followed Thrawn's plan to trap the rebels. Konstantine believed that victory was imminent since Commander Skerris had wiped out most of the Ghost's Y-wing escorts and that the rebel ships were outgunned and outnumbered by his Star Destroyers. However, Hera turned the tables on Konstantine and Pryce by convincing her Y-wing pilots to fire their proton torpedoes into the nebula, damaging the Star Destroyers.

As his bitter jealousy towards Thrawn grew stronger, he became insubordinate and willing to defy the Grand Admiral's command in battle. During the Battle of Atollon, Konstantine defied Grand Admiral Thrawn's orders and tried to intercept the Rebel command ship Phoenix Nest with his own interdictor cruiser. However, Commander Sato, the captain aboard the rebel ship, changed course last minute and rammed Konstantine's cruiser, destroying both himself and the interdictor but allowing Ezra and Chopper's ship to escape the blockade.

Stats by FreddyB, descriptive text from WookieePedia
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.