Characters D6 / Alexsandr Kallus



Name: Alexsandr Kallus
Type: ISB Agent
Homeworld: Coruscant
Species: Human (Coruscanti)
Gender: Male
Height: 1.95 meters
Mass: 90 kilograms
Hair color: Strawberry-blond
Eye color: Brown
Skin color: Light

DEXTERITY: 3D+2
- Blaster: 7D
- Blaster Artillery: 5D
- Brawling Parry: 6D+2
- Dodge: 6D+1
- Melee Combat: 6D+2
- Melee Parry: 6D+1
- Missile Weapons: 4D+2
- Thrown Weapons: 4D+2
- Vehicle Blasters: 5D

KNOWLEDGE: 3D
- Alien Species: 5D
- Bureaucracy: 4D+2
- Cultures: 4D+2
- Intimidation: 5D+2
- Languages: 4D+2
- Law Enforcement: 4D+1
- Planetary systems: 4D+1
- Streetwise: 3D+2
- Survival: 5D+1
- Tactics: 5D
- Willpower: 5D+2

MECHANICAL: 2D+2
- Communications: 5D+2
- Repulsorlift Operation: 5D
- Space Transports: 4D
- Starfighter Piloting: 4D+2
- Starship Gunnery: 4D+1

PERCEPTION: 3D
- Bargain: 3D+2
- Command: 6D+1
- Con: 5D+1
- Hide: 4D+2

Investigation: 5D
Persuasion: 6D+2
Search: 4D+2
Sneak: 4D+1
STRENGTH: 3D+2
Brawling: 5D+2
Climbing/Jumping: 5D
TECHNICAL: 2D+2
Blaster Repair: 4D
First aid: 4D+1
Computer Programming/Repair: 4D+2
Droid Programming/Repair: 4D+1
Security: 6D

Move: 10
Force Points: 4
Dark Side Points: 2
Character Points: 15

Equipment:
Imperial uniform, Blaster Pistol (4D), Commlink, Imperial Code Cylinders, ISB combat helmet with blast-proof cheek pieces + fleximetal cuirass (str+2 vs damage), J-19 bo-rifle (5D)

Description: Alexsandr Kallus was a human male revolutionary who served as an agent of the Imperial Security Bureau, operating number: ISB-021, before becoming a rebel spy in the formative days of the Alliance to Restore the Republic.

As an Imperial operative, Kallus was a firm believer in bringing order to the galaxy. He worked to suppress dissent on numerous worlds, fighting against the insurgency of Saw Gerrera on Onderon, participating in the genocide on Lasan, and leading the hunt for the rebels of the Ghost on Lothal. His efforts on Lothal were largely unsuccessful, leading to an escalation of force against the growing rebellion in the form of both Grand Moff Wilhuff Tarkin, Governor of the Outer Rim Territories, and the Sith Lord Darth Vader.

After pursuing the Ghost crew for over one year, Kallus attempted to trap them in orbit of Geonosis. In the ensuing conflict, Kallus and one of the Ghost crew members, the Lasat warrior Garazeb Orrelios, were trapped on the frozen moon Bahryn. They found kinship as soldiers as they worked together to survive, and Kallus learned more about the rebels and their camaraderie. It was enough to make him question his beliefs about the Empire and the rebellion, and he covertly became a rebel spy under the codename of Fulcrum, thanks to Zeb. He fed the rebellion information about the Empire's activities, including those of Grand Admiral Thrawn, who was tasked with eliminating the rebels of the Lothal sector.

Thrawn discovered Kallus' true allegiance after realizing there was a rebel spy in his midst, and Kallus was captured as he attempted to feed the rebels information for their planned attack on Lothal. Ultimately, Thrawn discovered the rebel base on Atollon and launched an attack that devastated the rebellion. Kallus broke free of Imperial custody during the battle and was taken in by the Ghost, and accompanied the surviving rebels to the base on Yavin 4, thus escaping from certain execution.

Becoming a full-fledged member of the Rebellion, Kallus assisted the Alliance both tactically and in

the battlefield. As a key ally of the Ghost crew, he aided them in their successful liberation of Lothal. After the Empire's demise in 4 ABY, Orrelious brought Kallus to Lira San, the ancient home of the Lasat people, to show the former ISB Agent that he had not destroyed the Lasat species after all. As a friend to Orrelios who turned against his former Empire, the Lasat welcomed Kallus as one of their own.

Alexsandr Kallus, a human male, was born on Coruscant several years prior to the Invasion of Naboo, during the final years of the Galactic Republic. After Darth Sidious, publicly known as Supreme Chancellor Palpatine, declared himself Emperor and transformed the Republic into the Galactic Empire, Kallus attended the Royal Imperial Academy on Coruscant, the main campus of the new regime's military training program. At the Academy, Kallus notably studied under Wullf Yularen, who considered him one of his star pupils. He also befriended Jovan, who soon became an informal mentor to the young Coruscanti. Eventually, the two completed their course of study together, with Kallus graduating head of his class. Later on, Kallus joined the Imperial Security Bureau, a secret task force that pursued and destroyed rebellious activity throughout the galaxy. Kallus was codenamed ISB-021 and became a high-ranked ISB Agent, working in both the Internal Affairs branch and the Investigations branch of the bureau.

During his first time as an ISB agent, Kallus led his own platoon of stormtroopers. One day, Kallus and his platoon were sent by the Empire to bring order to the planet Onderon, a planet left in chaos after the Clone Wars, due to their former occupation by the Confederacy of Independent Systems and the false King, Sanjay Rash. During a routine patrol a rebel mercenary, a Lasat, working for Saw Gerrera, ambushed the platoon and knocked out Kallus. When the ISB agent came to, he found he couldn't move and was forced to watch as his squad was brutally murdered by the Lasat mercenary. Kallus would remember this moment during his next mission, the Fall of Lasan.

Kallus took part in the cleansing of the planet Lasan, in which the planet's species, the Lasat, was all but destroyed and completely driven away from their homeworld. Kallus gave the order for Imperial troops to use T-7 ion disruptor rifles against the population. These rifles were powerful enough to disable starships and had gruesome results when used against sentient beings. These weapons were ultimately banned by the Imperial Senate as a result of their destructive power. Before the cleansing of Lasan ended, Kallus was given a J-19 bo-rifle by a member of the Lasan High Honor Guard that he had defeated.

Kallus worked with IG-88 in tracking down Imperial Army deserter turned smuggler Captain Han Solo of the Millennium Falcon. Kallus took a shuttle and found Solo during one of his smuggling operations. Kallus, after learning about Solo aiding Enfys Nest on Savareen, declared Solo an enemy of the Empire. He believed that Solo was smuggling items to Nest and ordered IG-88 to check Solo's cargo. Unfortunately, Solo and IG-88 were attacked by Solo's co-pilot, Chewbacca. Despite Solo and Chewbacca escaping, Kallus and IG-88 returned to the shuttle. Kallus then ordered two Star Destroyers to not allow the Falcon to pass them. However, the Falcon was able to go between the two Star Destroyers and escape. Kallus could not believe how reckless Solo was.

Five years before the Battle of Yavin, a rebel cell operated on Lothal, where they hit a number of Imperial targets. These attacks drew the attention of the Imperial Security Bureau, who sent Kallus to Lothal to handle the situation. He arrived aboard a shuttle and requested permission to dock aboard the Lawbringer, an Imperial I-class Star Destroyer that orbited the planet. Kallus was given permission to dock by Captain Hiram Zataire, with whom he later had dinner aboard the Lawbringer; Kallus' goal with the meal was to determine if he could trust Zataire as a loyal Imperial officer. The two discussed Zataire's son, an outspoken critic of the Empire, after Kallus deduced that the wine the captain served him was from Alderaan—a planet deemed to be rebellious by the

Empire—and that it had been given to the captain as a gift by his son. This allowed Kallus to realize that Zataire's son was on Alderaan, giving the ISB a chance to arrest him, and Zataire pleaded with Kallus not to hurt him. The ISB Agent said that the law could allow him to be flexible so long as Captain Zataire fully cooperated with Kallus' operations on Lothal, a request that the captain agreed to. Kallus' first order to the captain was to have the Lawbringer descend from orbit and hover over Capital City, where the citizens of Lothal would be able to witness the Empire's might.

Personality and traits

As an Agent of the Imperial Security Bureau, Kallus was a firm believer in the Imperial cause and held a fierce loyalty towards the Emperor. Kallus hated disorder and rebellious activity, and made it his life's work to ensure stability within the Empire. He had a sense of superiority over others, which inflated his disdain of lawlessness in the Outer Rim Territories. Through his position as an ISB Agent, Kallus hoped to achieve greater prominence within the Empire. Any time he could defeat rebel insurgents, he would consider it a prize that he achieved for the Empire, a prize that could help him move onto something bigger. Even so, he had passed up several offers at promotion in order to remain on the front lines with the Imperial Security Bureau.

Kallus, a skilled fighter, did not command soldiers from afar, but rather fought alongside them on the front lines, including against the crew of the Ghost. Kallus showed an eagerness to fight Orrelios on Lothal in bo-rifle combat and appeared to have taken pride in his role in the destruction of the Lasat species, though his actual involvement in it would later prove to be minimal. Kallus saw his actions as necessary in order to do his job and ensure stability and efficiency within the Empire. Additionally, Kallus demonstrated his ruthlessness once by kicking one of his men into a chasm to his death for asking an innocent question. When he conspired with Vader to lure Maketh Tua to her death, he exhibited a twisted zeal in carrying out her execution.

Beneath his bravado, Kallus was not as cold and cruel as he appeared. He was genuinely disturbed by the sudden and brutal execution of Cumberlayne Aresko and Myles Grint on the orders of Grand Moff Tarkin, whom he had seen as loyal fellow imperials. Despite being a hardened soldier who rarely showed any weakness, he revealed a more vulnerable side when he was forced to cooperate with Zeb to survive; revealing his tough persona to be little more than a mask to hide how sad, confused, and lost he felt at heart, haunted by his past. His conversations with Zeb revealed that he held a somewhat rose-tinted view of the Empire, firmly believing that Zeb would receive a fair trial if he were to turn himself in and cooperate. Kallus was also able to repay his debt to Zeb by letting his friend Sabine Wren and two defecting pilots to escape.

Kallus also seemingly chose to remain ignorant of at least some of the Empire's atrocities, stating that he "never asked questions" regarding the missing population of Geonosis and arguing against the notion that the Empire was responsible. He revealed that he kept his bo-rifle not as a trophy but out of respect for the Lasat he had defeated, who presented him his weapon as a gift for defeating him in line with the Lasat tradition. He gained a respect for Zeb and apologized for his role in the Imperial pacification of Lasan, claiming he hadn't intended it to be a massacre. In light of the unique bond he formed with his enemy, he was saddened by the cold and indifferent reception he received from his own comrades upon his return. His loyalty was tested further when one of Grand Admiral Thrawn's campaigns caused a high number of civilian casualties, for which he expressed his concerns to the Grand Admiral.

Kallus' growing disillusionment with the Empire and friendship with Zeb later led him to secretly aid Sabine in her operation to extract defecting Imperial cadets Wedge and Hobbie from the Skystrike

academy. He gave Sabine Wren and the cadets instructions on which levels to avoid and told Wren that he and Zeb were now even. Kallus' advice proved sincere and Sabine and the cadets were able to escape. Like Minister Maketh Tua, Kallus's growing disillusionment with brutish ways of the Empire led him to begin aiding the rebels. Kallus' sympathy for the rebellion led him to leak information about Thrawn's secret TIE fighter program to the Phoenix Squadron. He also helped Bridger and Jarrus escape from the Lothal Imperial factory. Kallus was also visibly horrified by Thrawn's ruthless efforts to root out saboteurs at the factory, particularly the simulation "accident" that claimed the life of the worker Morad Sumar.

Kallus' pro-rebel sympathy led him to leak information about Grand Admiral Thrawn's E-XD infiltrator droids to the rebellion. This information enabled the rebels Zeb, Chopper, and AP-5 to neutralize the threat. Kallus was impressed to learn that the rebels reprogrammed the infiltrator droid into an improvised bomb which destroyed an Imperial Star Destroyer.

Kallus's dealings with the rebellion led him to trust Ezra, Chopper, and AP-5 when they came to rescue him from Thrawn's crackdown. Kallus also manipulated Lieutenant Lyste's trust to trick him into spying on Govenor Pryce and frame him as Fulcrum. Kallus' new-found sympathy for the rebellion made him willing to harm his fellow Imperial comrades in order to advance the rebels' interests and to protect his identity as Fulcrum. Kallus also had a respectful relationship with his former ISB instructor Colonel Wullf Yularen. Kallus took advantage of Yularen's respect for him to mislead the Colonel into believing that Lyste was Fulcrum. However, Thrawn deduced that Kallus was the real Fulcrum after learning that Kallus had withheld information about the identity of the rebel operative Ezra Bridger.

Kallus' new-found loyalty to the rebels led him to attempt to warn them that Thrawn had learned about their planned attack on Lothal. After Kallus put up a fierce but futile fight against Thrawn, the Grand Admiral remarked that he had the heart of a rebel, which Kallus took as a compliment. During the Battle of Atollon, Kallus watched the attack on the Rebel base in anger and despair, but he took the occasional opportunity to taunt his former Imperial comrades. Governor Pryce grew impatient with Kallus' taunts and ordered her stormtroopers to throw him out the airlock. However, Kallus was then able to overpower his guards and escape in an escape pod to join the rebels. When Kallus expressed gratitude to his former rebel foes for taking him in, Jarrus praised him for risking everything to help the rebellion.

After joining the Rebel Alliance, Kallus grew a beard. As a rebel, Kallus shared Mon Mothma's revulsion towards the Partisan leader Saw Gerrara's brutal methods. Kallus also believed that the smuggler Cikatro Vizago was untrustworthy and cautioned his rebel comrades against trusting Vizago.

Kallus fought alongside Ezra and his former rebel foes during the Liberation of Lothal. When confronted by Governor Pryce over his defection, Kallus responded that he stopped betraying himself the day he betrayed her Empire. Having befriended Zeb, Kallus traveled with Zeb following the Galactic Civil War to Lira San where he reconciled with the Lasat people he had formerly persecuted.

Skills and abilities

Kallus was trained in both riot control and heavy combat, and he wore an ISB helmet designed for such situations. He underwent extensive training to become proficient in fighting and was a dangerous foe in hand-to-hand combat. During the fall of Lasan, Kallus bested a Lasat guardsman, who gave Kallus a bo-rifle as an acknowledgement of his defeat. He was able to successfully

modify this weapon for close-quarters fighting and was able to go toe-to-toe with Orrelios, a trained Honor Guardsman, during a fight on Lothal. While Kallus received training in unarmed combat from his time at the Imperial Academy, he was outmatched by Grand Admiral Thrawn in combat. Later, Kallus used his close-quarters combat skills to overpower two stormtroopers and escape the Chimaera aboard an escape pod.

As a high-ranking Imperial officer and ISB operative, Kallus was familiar with code cylinders and how Imperial institutions worked. He used his inside knowledge of the Imperial Military to leak vital intelligence to the rebellion and tried to mislead Thrawn. He was also highly skilled as with robotics and programming, as evidenced, for instance, by his reprogramming and redesign of an MSE-series-6 ("mouse") droid for surveillance, and his reprogramming of Grand Admiral Thrawn's own assassin droids.

After defecting to the Rebellion, Kallus put his combat skills to good use fighting alongside his rebel comrades. He also used his knowledge of Imperial protocol and procedure to infiltrate the Dome and initiate Protocol 13.

Equipment

Agent Kallus wore a gray Imperial uniform with a pair of black boots, gauntlet gloves over his hands, and a fleximetal cuirass. The armor was quite durable, being able to sustain a ricochet shot from an E-11 blaster rifle. His distinctive ISB combat helmet had blast-proof cheek pieces. His belt was fitted with an identity disk. The metallic rank insignia on the left breast of his armor comprised one row of four tiles, two blue, one silver, and one red. Later, his rank insignia changed, consisting of five tiles, three blue, and two yellow. During his time as a Commander, Kallus owned at least one red-tipped code cylinder.

In battle, Kallus used a J-19 bo-rifle given from a member of the Lasan High Honor Guard that he had defeated, which he was proficient with in ranged and close combat. As a Fulcrum operative, Kallus knew how to operate a transmitter, which he kept in Ezra's former home. After joining the Rebel Alliance, Kallus wore an earth-colored Alliance uniform, displaying the rank of Captain.

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