Characters D6 / Grand Admiral Thrawn (Mitth



Name: Grand Admiral Thrawn (Mitth raw nuruodo)
Type: Imperial Grand Admiral
Homeworld: Csilla
Species: Chiss
Gender: Male
Hair color: Blue-black
Eye color: Red
Skin color: Blue

DEXTERITY: 3D+2
- Blaster: 6D+2
- Brawling Parry: 7D
- Dodge: 6D+1
- Grenade: 5D
- Melee Combat: 5D+1
- Melee Parry: 5D
- Vehicle Blasters: 5D+2

KNOWLEDGE: 4D
- Alien species: 7D+1
- Bureaucracy: 8D
- Planetary systems: 7D+2
- Scholar (Art): 8D
- Tactics: 9D
- Willpower: 8D
- Cultures: 7D+1
- Intimidation: 8D+2
- Languages: 7D+2
- Survival: 7D+2

MECHANICAL: 3D
- Communications: 6D+1
- Capital Ship Piloting: 4D+2
- Capital Ship Shields: 4D+1
- Capital Ship Weapons: 4D+2
- Sensors: 5D
- Astrogation: 7D
- Repulsorlift Operation: 5D+2
- Space Transports: 4D+2
- Starship Gunnery: 4D+2
- Walker Operation: 5D+1

PERCEPTION: 4D
- Bargain: 5D+1

Command: 8D+2
Con: 6D
Investigation: 8D
Search: 7D+1
Persuasion: 7D+2

STRENGTH: 3D+2
Brawling 8D+2

TECHNICAL: 3D
Computer Programming/Repair: 6D
Droid Programming/Repair: 6D
First Aid: 6D+1
Security: 7D

Move: 10
Force Points: 5
Dark Side Points: 4
Character Points: 17

Special Abilities:
Glowing Eyes: The Chiss' eyes glow red, glow brighter in oxygen-rich environments, and are very noticeable in the dark. If a Chiss is trying to use the Sneak skill (or any other skills relating to visual stealth) they must close their eyes or hide them somehow, such as with goggles or a mask. If they do not, then enemies receive a +5 to their Search/Perception rolls to detect the Chiss.

Equipment:
Imperial Grand Admirals Uniform, Blaster Pistol (4D), Commlink, Imperial Code Cylinders

Description: Mitth'raw'nuruodo, more commonly known as Thrawn, was a Chiss male who served as a member of the Chiss Ascendancy and as a Grand Admiral in the Galactic Empire prior to the Galactic Civil War. Thrawn hailed from Csilla in the Unknown Regions, the knowledge of which Emperor Palpatine coveted. He met Jedi Knight Anakin Skywalker and later worked with him during the Imperial Era when he was known as the Sith Lord Darth Vader. In his tactics, Thrawn notably employed his philosophy based around understanding the philosophy and art of his enemies.

Thrawn was discovered by the Republic's successor state, the Galactic Empire, on a planet in Wild Space. Thrawn here was found by Captain Voss Parck, and also met then Cadet Eli Vanto. Thrawn was brought before Emperor Palpatine, who was impressed by the Chiss's knowledge of the Unknown Regions and his tactical ability, and here Thrawn officially joined the Galactic Empire. The emperor had both Thrawn and Vanto attend the Royal Imperial Academy on Coruscant. Thrawn quickly graduated, as he was already a master tactician and only had to attend to be versed in Imperial protocol, with Eli by his side. The two would work together for years, and developed a friendship. Thrawn would rise through the Imperial ranks during their partnership, and Eli eventually also rose though ranks, and became a commander. After defeating his enemy Nevil Cygni, also known as "Nightswan," Thrawn became a Grand Admiral and had Vanto join the Chiss Ascendancy.

After rising to the rank of Grand Admiral, Thrawn had commanded the Imperial Seventh Fleet. He was assigned to destroy the rebels of the Lothal sector and managed to track them down,

culminating in the Battle of Atollon. The Phoenix cell was largely destroyed, and Thrawn encountered a being known as the Bendu who predicted his defeat with many arms surrounding him in a cold embrace. As the rebellion continued, Thrawn continued to fight the rebels on Lothal until its liberation, in which he and his blockade were defeated by the rebel Jedi Ezra Bridger and the purrgil creatures who surrounded him in the cold embrace of the Bendu's prophecy. As the purgill, creatures who could naturally jump to hyperspace, left Lothal, Thrawn was dragged into the great unknown. His knowledge of the Unknown Regions was later used to help the remnants of the defeated Empire retreat and form the First Order.

Personality and traits

Grand Admiral Thrawn was a member of the Chiss species who possessed a calm and collected demeanor. He was a brilliant military strategist, known for his anticipation of enemy attacks and his own tactical precision. He was known to speak at least three languages; Cheunh, being his native tongue, Sy Bisti, being the language the Chiss use to communicate with traders, and Galactic Basic fluently after joining the Empire. Thrawn worked to perfect the art of war. He had respect for his enemies, believing that in order to defeat a worthy opponent, one must understand them in every aspect, including their history and philosophy. In particular, Thrawn had a strong appreciation for art, and he believed that studying it could allow him to delve into the psyche of the people of the cultures that the artists belonged to. Thrawn's calm demeanor and suave sophisticated mannerisms masked his ruthlessness. Thrawn rarely wavered in his generally cool temperament, though at one point, he furiously grabbed Slavin by his uniform for regarding his collectible Kalikori as Twi'lek trash. He quickly regained his composure however and apologized to him for his emotional outburst. This display may not have been an emotional outburst, however, but rather a calculated tactic on Thrawn's part. In a similar incident years earlier, Thrawn had apparently shouted in anger at a stormtrooper refusing to listen, but as he explained to his aide Eli Vanto he had in fact not been angry but had only broken his usual pattern of behavior, which he believed was an effective tool in dealing with people who would not listen to reason or change their normal pattern of behavior.

Thrawn was also polite and respectful, even towards his enemies, whom he generally tended to admire. Even when interrogating Hera Syndulla, he showed mannerly behavior despite their antagonistic relationship. Thrawn did not have a high opinion of Konstantine and once sent him on a mission to deal with the Iron Squadron in the Mykapo system. Thrawn set a test for Konstantine by ordering the Admiral to depart with only a light cruiser in order to test his mettle. Konstantine underestimated the ingenuity and resourcefulness of the rebels there. Thrawn was astute enough to discern that Konstantine was lying when the latter tried to save face by claiming to have driven the rebels from the system. In fact, Thrawn was aware that the rebels had already evacuated their sympathizers from the system.

As a tactician, Thrawn sponsored a new initiative to develop starfighters that were equipped with deflector shields. He believed that this feature would give the Empire an edge over their rebel opponents, as he stated that even the smallest features can mean the difference between victory and defeat. Thrawn disliked incompetence and shoddy craftsmanship, personally engineering the death of rebel agent Morad Sumar (Thrawn was unaware that Morad was a rebel agent) by forcing him to ride a faulty speeder bike. After Morad's death, Thrawn informed the workers present at the scene that they would be personally testing each machine they built.

Thrawn's appreciation for art and his determination to defeat the rebellion led him to amass a vast collection of images and objects related to the crew of the rebel ship Ghost, who had outsmarted his predecessors. In addition, Thrawn's scrutiny of Lyste and Kallus' reports following the rebel

infiltration of the Lothal Imperial factory led him to realize that the Empire had a spy within their ranks. Thrawn believed that interrogating all Imperial personnel would alert the traitor. Instead, he advocated engineering a trap for the traitor that would turn them into an asset of the Empire.

Thrawn was willing to take high risks as shown when he dispatched E-XD infiltrator droids to hunt for the Phoenix Squadron's Chopper Base. Despite the loss of a Star Destroyer, Thrawn succeeded in narrowing the the search for the rebel base from possibly thousands to 94 worlds. Agent Kallus later tried to elude Thrawn's hunt for Fulcrum by planting clues that incriminated Lieutenant Lyste. However, Thrawn discovered Kallus' deception and decided to manipulate the traitorous ISB agent into helping him find the rebel base.

While other Imperial commanders overlooked the threat posed by rebel droids such as Chopper, Thrawn kept a catalog on these droids which he circulated to his intelligence operatives. This information enabled LT-319 to embark on an ambitious plot to hijack the Ghost and find the location of Chopper Base.

In an effort to find the location of Chopper Base, Thrawn set a trap for Kallus by revealing that his spies were aware that the rebels were planning to attack Lothal. Cross-referencing his knowledge of ancient Lothalian art with the trajectories of Dodonna's Massassi Group and Kallus' Fulcrum transmissions, Thrawn deduced that Chopper Base was in the Atollon system. As a career officer, Thrawn was not interested in personal glory but was only concerned with yielding results for his Emperor. His interest in the bigger game irked Konstantine, who was only interested in personal glory. Thrawn was angered by Konstantine's incompetence, as his folly ruined Thrawn's chance of crushing the rebellion once and for all.

Thrawn was also an excellent ground commander. To test the mettle of the rebels, he orbitally bombarded Chopper Base. When it was still standing due to a shield generator, Thrawn decided to test their strength by sacrificing several AT-DPs. Thrawn was skilled at coordinating both his ground and starfighter forces and also preferred to lead his men from the front. As a scientifically-minded man, Thrawn was unperturbed by mystical threats like Bendu as seen when he used the combined firepower of his troops and walkers to bring down the mystical Force-being. Thrawn was not intimidated by Bendu and tried to destroy the Force-wielding being by shooting him with his blaster, only to be surprised and unnerved by his sudden disappearance and mocking laughter.

As a seasoned military commander, Thrawn advised Governor Tiber Saxon to capture Sabine Wren in order to utilize the Arc Pulse Generator's full potential. While impressed by the weapon's ability to incinerate Mandalorian warriors by reacting with the beskar alloy in their armor, he believed that Saxon did not know how to utilize the weapon's full potential.

Due to his combat experience, Thrawn was not the least startled when Ezra and Sabine flew their stolen TIE/D Defender Elite inches above him. Maintaining a steely resolve, Thrawn instead fired back. Thrawn was not upset by the loss of the TIE/D Defender Elite prototype and instead used the rebels' theft as an opportunity to test the fighter's flight capabilities and weapons systems against TIE/IN Interceptors. Thrawn's growing frustration with Governor Pryce's ability to capture the Spectres and Ryder Azadi's cell and stop the theft of the TIE/D Defender Elite led him to dispatched the Noghri assassin Rukh to hunt down and eliminate the insurgents.

When General Syndulla attacked Lothal with a strike force of X-wings, Thrawn unleashed the power of his Seventh Fleet on them. Despite using his ships to form a blockade, Thrawn's plan was undermined when Commander Skerris defied his orders to cease pursuing Hera's X-wing. Due to Skerris' insubordination, Hera was able to destroy his TIE Defender Elite, causing it to crash into an

Imperial light cruiser, which collided with a Star Destroyer. This created a gap which allowed Hera and a few rebel pilots to land in Capital City.

Thrawn's respect for his foe General Syndulla led him to visit her while she was being interrogated by Governor Pryce. While Thrawn regarded looking after her Kalikori as a sign of respect, Hera was insulted that her enemy would hold a valuable family heirloom. Thrawn believed that his TIE Defender project was a better investment than Orson Krennic's Death Star project and traveled to Coruscant to lobby the Emperor.

Thrawn's efforts came to naught when Governor Pryce destroyed the Lothal City fuel depot in an effort to destroy the Spectres, in the process damaging the TIE Defender factory. While Pryce managed to kill Kanan Jarrus, Thrawn thought that the loss of the TIE Defender factory outweighed the Jedi Knight's death. Frustrated with Pryce's incompetence, Thrawn resolved to deal with her when he returned to Lothal.

As a tactician, Thrawn detected a flaw in Ezra's plan to trap the Imperial garrison in the "Dome", a mobile Imperial Planetary Occupation Facility. With his army in a safe position, Thrawn used the Chimaera to bombard Capital City. Knowing Ezra's Jedi training made him put others first, Thrawn was willing to kill civilians and destroy buildings in order to force Ezra to meet him aboard the Chimaera to discuss his surrender.

Thrawn regarded the Jedi as rosy-eyed idealists who were willing to sacrifice strategically-sound choices for perceived "just and moral" reasons. Thrawn regarded the Force as a weapon and believed that the Jedi did not know how to use it. Intending to destroy Lothal, Thrawn collected Sabine's art since he regarded her as a talented artist and believed that he was safeguarding her legacy.

Thrawn displayed fear, anger, and frustration when Ezra's Purrgil allies attacked his fleet and latched onto the Chimaera. Despite his brilliant tactics, Thrawn for the first time was outmaneuvered by a lesser opponent, as he had no way of predicting that Ezra would unleash the Purrgil. It should be noted however, that before the arrival of the Purrgil Thrawn has stated the rebels had only created "a momentary setback," implying the Grand Admiral did have a back up plan. Though he was surrounded by purrgil tentacles, Thrawn accepted his fate and maintained a steely resolve, telling Ezra that the same fate awaited him.

Skills and abilities

Thrawn was a seasoned military commander and accomplished tactician who was known to be thorough and respected by his subordinates. Thrawn wielded a RK-3 blaster pistol on some occasions, for instance when he stunned the rebel fighter Ezra Bridger, who had disguised himself as a scout trooper, and tried to execute Bendu with it before Bendu disappeared. Thrawn also had considerable skill with hand-to-hand combat, often practicing with a pair of sentry droids. Thrawn used his combat skills to survive at least one assassination attempt by Kallus, who had reprogrammed his sentry droids.

Thrawn was physically fit and agile. He was adept at unarmed combat and was familiar with the limitations of Imperial Academy martial art. Thrawn managed to defeat Kallus in unarmed combat. As a Grand Admiral, Thrawn was familiar with the various rebel tactics including the Danaan formation. To prevent the rebels from escaping, he reinforced the center of the Seventh Fleet with Konstantine's interdictor cruiser. While this tactic prevented the rebels from escaping, it came undone when Konstantine ignored Thrawn's orders and decided to engage Sato's flagship.

As a military commander, Thrawn devised a cunning strategy to intercept and trap General Syndulla's X-wings. While Thrawn's fleet succeeded in wiping out much of the rebel assault force, his plan was undermined when Commander Skerris defied his orders to cease pursuing Syndulla and created an accident, which allowed Hera and some rebels to escape to the planet's surface. However, Thrawn had prepared a contingency force of TIE fighters which shot down these fighters, leading to Hera's capture.

While Thrawn was an effective communicator, his plan to encourage the Emperor to support his TIE/D Defender project was fatally undermined when Governor Pryce destroyed Lothal's fuel supply in order to kill the Jedi Kanan Jarrus.

Though the rebels managed to capture the Dome and lure the Imperial garrison aboard, Thrawn devised a counter-strategy which involved Rukh and his Imperial forces sabotaging the Dome's shield generators. This enabled Thrawn to bombard Lothal's Capital City in a successful effort to force Ezra to meet him to discuss his unconditional surrender. As a commander, Thrawn maintained an iron resolve when confronting the rebels and preferred to set the conditions of the battlefield.

Despite his skills as a commander, Thrawn's strategy during the Liberation of Lothal were challenged by the rebel resolve to restart the Dome's shield generators and Ezra's ingenious contingency plan of summoning a pod of space-faring purrgil to attack and carry his fleet away into uncharted space, which was a plan Thrawn had no way of predicting.

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