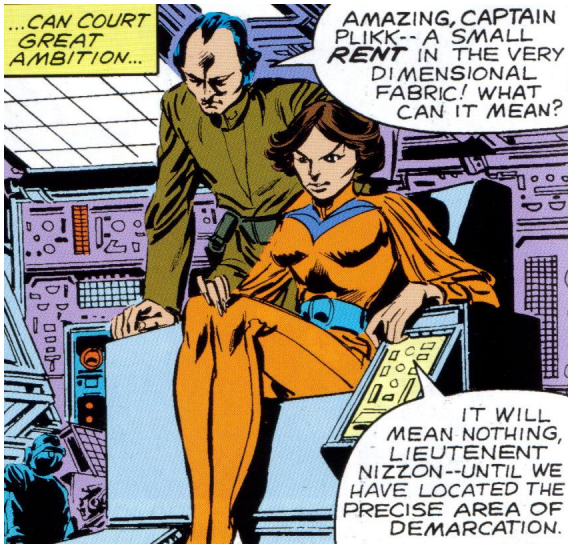
Characters D6 / Captain Plikk



Name: Captain Plikk
Type: Imperial Captain
Species: Human
Gender: Female
Hair color: Brown

DEXTERITY: 2D+2
- Blaster: 3D+2
- Dodge: 5D

KNOWLEDGE: 3D
- Bureaucracy: 4D
- Planetary systems: 5D
- Tactics: 5D
- Willpower: 5D
- Intimidation: 5D+1

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

PERCEPTION: 3D+1
- Bargain: 4D
- Command: 4D
- Command (Imperial Navy): 6D
- Persuasion: 4D+1

STRENGTH: 2D+1
- Brawling: 3D+1

TECHNICAL: 4D
- First aid: 4D+2
- Capital Ship Repair: 5D
- Capital Ship Weapon Repair: 6D
- Computer Programming/Repair: 5D
- Security: 5D

Move: 10
Force Points: 1
Dark Side Points: 3
Character Points: 3

Equipment:

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

Description: Captain Plikk was a female officer in the Imperial Navy who commanded a fleet operating in a remote, backwater sector. Her First Officer was Lieutenant Nizzon.

Attaining her rank some time before the Battle of Hoth, Plikk would dutifully lead her forces through a few battles, though never gaining much fame or glory. Her unorthodox dress did not seem to follow standard Imperial regulations, thus hinting at a lack of discipline following years of neglect from higher ups.

A short time after the Battle of Hoth, her fleet would investigate a curious dimensional rift found along their route, hoping that the discovery of inter-dimensional travel would earn them great favor with the Emperor.

Discovering Cody Sunn-Childe's floating city inside the rift, she tried to destroy it by using the combined firepower of her battlecruisers and destroyers. Sunn-Childe's anger manifested itself as demons moving through the ethereal realm and he used them in his counterattack, crippling the Imperial fleet. Regretting the use of violence which he had previously sworn off, Sunn-Childe and his majordomo Beelyard decided to sacrifice their own lives for the sake of peace.

With the ships badly damaged, Sunn-Childe called off the demon attack. This enabled Captain Plikk to re-organize her fleet and continue her assault on the city. Using all available energy from her ships' hyperdrives, Plikk destroyed the floating city, but in return, her fleet was stranded in the interdimensional realm and presumably lost forever.

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