Characters D6 / Narkina 5 Intake Warden



Name: Narkina 5 Intake Warden
Species: Human
Gender: Male
Hair color: White
Eye color: Blue

Dexterity: 2D
- Blaster: 5D
- Dodge: 4D
- Brawling Parry: 5D+1
- Melee Weapons: 5D
- Melee Parry: 4D

Knowledge: 3D
- Bureaucracy: 5D
- Interrogation: 5D
- Law Enforcement: 5D
- Streetwise: 3D+2
- Tactics: 4D

Perception: 2D+1
- Command: 4D
- Intimidation: 6D
- Search: 3D+1

Strength: 3D+1
- Brawling: 5D+2

Mechanical: 2D
- Repulsorlift Operation: 3D

Technical: 2D
- Security: 4D

Move: 10
Force Sensitive: N
Force Points: 2
Dark Side Points: 2
Character Points: 3

Equipment: Commlink, Imperial Uniform, Zap Rod (STR+1D, Stunning Shock 5D), BlasTech Industries DH-17 Blaster Pistol (4D)

Description: An unidentified Intake Warden was an Imperial officer who served as a prison guard in the Imperial Prison Complex on Narkina 5. As one of the highest ranking officers in the facility alongside the prison commander, the intake warden welcomed newcomers and demonstrated the prison's unique discipline method: its signature shock-inducing Tunqstoid steel floors. During a prison uprising, he and other prison guards locked themselves in a storage cupboard to hide from the escaped inmates.

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