



Characters D6 / General Alpha 13 (Hum

General Alpha 13

General Alpha 13 was an extremely loyal Imperial Army general under the command of then Grand Admiral Weji Ynehtam previous to the Battle of Endor. After the fall of Emperor Palpatine and Emperor Ynehtam's ascension to power, Alpha 13 was promoted to serve as supreme commander of the Imperial Army under Ynehtam's Empire as Alpha was the only one who Ynehtam trusted with the position at the time.

Alpha 13 is, like his name implies, a genetically enhanced clone created during a series of experiments by the Empire shortly following its initial rise to power and before Emperor Palpatine decided to put his cloning facilities into secret hiding until needed.

Alpha 13 is more or less a hybrid of several top Old Republic generals and soldiers who had since moved into service of the Empire after the Republic's collapse. The exact identities of those who "donated" genetic materials to the project are still highly classified and it is rumored that each of them were quickly disposed of after providing tissue samples for the project.

General Alpha 13 served the Empire extremely loyally for several years before an unforeseen genetic defect as a result of the gene splicing in his creation resulted in his death.

Character Name: General Alpha 13

Type: Imperial Army General

Species: Human

Sex: Male

Height: 1.81 meters

Weight: 79.56 kilograms

Age: 43

DEXTERITY: 3D

Blaster: 5D

Blaster: heavy blaster pistols: 8D

Brawling parry: 6D

Dodge: 6D+1

Melee combat: 4D

Melee parry: 5D+2

Missile weapons: 4D

KNOWLEDGE: 3D+1

Alien species: 3D+2

Bureaucracy: New Galactic Empire: 5D+2

Panetary systems: 5D

Streetwise: 4D

Survival: 6D+1

Tactics: 4D+2

Tactics: ground forces: 9D+1

Willpower: 4D+1

MECHANICAL: 2D

Repulsorlift operation: 4D+2

Walker operation: 3D+1

PERCEPTION: 4D

Bargain: 4D+2

Command: Imperial forces: 6D

Intimidation: 5D

Persuasion: 4D+2

STRENGTH: 3D

Brawling: 6D+1

TECHNICAL: 2D+2

Demolitions: 5D

First aid: 4D

Security: 3D+2

Move: 10

Force Points: 2

Dark Side Points: 5

Character Points: 15

Equipment:

Imperial Army uniform, Imperial heavy blaster pistol (5D+1), comlink

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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