Characters D6 / Moff Isdain (Human Imperial



Name: Moff Isdain
Species: Human
Hair color: Blond
Eye color: Brown
Skin color: Light
Affiliation(s): Galactic Empire, Imperial Military
Move: 10

Dexterity: 2D
- Blaster: 5D
- Dodge: 5D
- Brawling Parry: 4D
- Vehicle Blasters: 5D+1

Knowledge: 3D
- Alien species: 4D
- Bureaucracy: 6D+2
- Cultures: 4D
- Intimidation: 4D+2
- Planetary systems: 5D
- Streetwise: 3D
- Tactics: 5D
  - Tactics (Starfighters): 7D
- Willpower: 5D

Perception: 4D
- Bargain: 5D+2
- Command: 5D
  - Command (Imperial Forces): 7D
- Persuasion: 5D+2

Strength: 2D+1
- Brawling: 4D+1

Mechanical: 3D
- Astrogation: 3D+2
- Communications: 4D
- Repulsorlift Operation: 5D
- Starfighter Piloting: 4D+1
- Starship Gunnery: 4D
- Space Transport: 4D+2

Technical: 2D
- Computer Programming/Repair: 4D+1
- Security: 4D

Force Sensitive: N
Force Points: 2
Dark Side Points: 2

Character Points: 5

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

Description: Isdain was a Moff who served in the Galactic Empire during the Imperial Era. During this time, Moff Isdain and seven other Imperial officers, including Captain Gilad Pellaeon, attended a briefing aboard an Imperial I-class Star Destroyer in orbit above Coruscant and escorted by four Venator-class Star Destroyers. The briefing was conducted by Magistrate of Corvus, Morgan Elsbeth, and her design proposal for the TIE/d "Defender" Multi-Role Starfighter. The Moff discounted Elsbeth's design, but thanked her for informing them that Corvus and the local star systems had an abundance of resources. Isdain instructed Elsbeth to prepare for the Empire's arrival in order to control her resources.

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