Characters D6 / Admiral Daysar (Human Impe



Name: Admiral Daysar
Species: Human
Gender: Male
Hair color: White
Eye color: Blue
Skin color: Light
Affiliation(s): Galactic Empire, Imperial Navy's officer corps
MOVE - 10

DEXTERITY: 2D
- Blaster: 4D
- Dodge: 5D
- Vehicle Blasters: 3D

PERCEPTION: 2D
- Command: 5D
- Bargain: 4D+2
- Con: 3D+1
- Persuasion: 4D
- Search: 5D

KNOWLEDGE: 3D
- Bureaucracy: 5D
- Law Enforcement: 4D+2
- Tactics: 6D

STRENGTH: 3D
- Brawling: 4D

MECHANICAL: 2D
- Communications: 4D
- Repulsorlift Operation: 5D
- Space Transports: 4D
- Sensors: 6D

TECHNICAL: 2D
- Blaster Repair: 3D
- Computer Programming/Repair: 4D
- Security: 4D

EQUIPMENT
- Blaster Pistol 4D, Imperial Uniform, Commlink, Code Cylinders

FORCE SENSITIVE - N
FORCE POINTS 1
DARK SIDE POINTS 3
CHARACTER POINTS 2

Description: Admiral Daysar was a human Imperial officer of the Galactic Empire's naval branch. In

4 BBY, Daysar was one of a handful of Imperials personally requested by Director of Advanced Weapons Research Orson Callan Krennic to join the Ghorman project, an initiative by Krennic to extract vital kalkite from the surface of the planet Ghorman. Such a project would likely destabilize the planet's core, and as such, the population needed to be handled in methods created by the project.
During the first meeting in a secret installation in the Maltheen Divide between members of the project, including representatives from the Ministry of Enlightenment, the Imperial Navy, the Imperial Security Bureau, and the Science and Engineering Division, Daysar suggested creating a plague or feigning a natural disaster to relocate the Ghorman people. ISB Lieutenant Moy stated that they actually already forecasted for these actions, but recommended against it as it became too unpredictable.

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