Characters D6 / Lieutenant Moy (Human ISB A



Name: Lieutenant Moy
Species: Human
Gender: Male
Hair color: Black
Skin color: Light
Affiliation(s): Galactic Empire, Imperial Security Bureau

DEXTERITY: 2D+2
- Blaster: 5D
- Brawling Parry: 4D+2
- Dodge: 5D
- Vehicle Weapons: 4D

KNOWLEDGE: 3D
- Alien species: 4D+1
- Bureaucracy: 5D+2
- Scholar; Bioweapons: 4D
- Tactics: 5D
- Intimidation: 3D+2

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

STRENGTH: 3D
- Brawling 4D

MECHANICAL: 2D
- Communications: 3D+2
- Repulsorlift Operation: 4D+2

TECHNICAL: 2D
- Computer Programming/Repair: 5D
- First Aid: 4D
- Security: 4D+2

Move: 10
Force Points: 2
Dark Side Points: 1
Character Points: 4

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

Description: Lieutenant Moy was a human Imperial officer of the Galactic Empire's Imperial Security Bureau.

Biography

The Ghorman project

During the reign of the Galactic Empire, Moy served in the Empire's Imperial Security Bureau, reaching the rank of lieutenant. In 4 BBY, he was Moy was one of a handful of Imperials working with Director of Advanced Weapons Research Orson Callan Krennic on the Ghorman project, an initiative by Krennic to increase Imperial control over the planet Ghorman in order to extract vital kalkite from the surface. The kalkite was required for the construction of Krennic's Death Star superweapon, which was being fronted as Galactic Emperor Sheev Palpatine's "energy project" for the time being. The mining of the kalkite was feared to destabilize the planet's core, and as such, the population needed to be handled in methods created by the project. Hypothetical scenarios for the population control ran by Moy included the use of natural disasters or plagues, the results establishing that their use would unpredictable very quickly.

Moy was summoned to a secret meeting chaired by Krennic in the Maltheen Divide to discuss next steps for the removal of the Ghormans. There, the director explained the meeting's secrecy: that there would be no records or notes, as officially none of them were ever there, and any violation of security within the group would be brought to Palpatine's the personal attention. Krennic then played to the room a Ghorman tourism video, which detailed the world's Ghorman silk industry and the arachnid ghorlectipods that made it, and revealed afterwards the Empire's need for the planet's kalkite.

Discussion further ensued on the logistics of the mining and dealing with resistance from the Ghorman populous, the attendees being informed that they would be responsible for dealing with any military and propaganda efforts that would be required against the world's visibility and political power on the galactic stage. Afterwards, the attendees had a break for some refreshments and food. Moy spoke with Admiral Daysar, who pondered on the possibility of using a plague or natural disaster to deter Ghormans from their homeworld. The lieutenant chimed in with that they had gamed out already.

Krennic dilemmas

In 3 BBY, Moy attended Investiture party on the capital planet Coruscant hosted by the Chandrilan banker Davo Sculdun. At the venue, the lieutenant and a handful of other select guests were invited by Sculdun to see his personal art gallery. This included Krennic, as well as three ISB Supervisors, the antiquities dealer Luthen Rael, Senator Mon Mothma, and more.

Later in 1 BBY, Moy and an ISB Attendant brought Krennic news after the director spoke with the imprisoned ISB Supervisor Dedra Meero.

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