Characters D6 / Bor Alsek (Sluissi Imperial E



Name: Bor Alsek
Biographical information
Died: 137 ABY, Dac
Species: Sluissi
Gender: Male
Eye color: Black
Skin color: Green
Affiliation(s): Fel Empire, Darth Krayt's Galactic Empire, Imperial Army
Move: 8

DEXTERITY: 2D
- Blaster: 5D
- Brawling Parry: 4D+2
- Dodge: 5D+1

PERCEPTION: 3D
- Bargain: 4D
- Hide: 4D
- Persuasion: 5D
- Search: 4D
- Sneak: 5D+1

KNOWLEDGE: 2D
- Bureaucracy: 5D
- Languages: 4D+1

STRENGTH: 2D+2
- Brawling: 4D+2
- Swimming: 4D

MECHANICAL: 2D
- Aquatic Vehicle Operation: 4D+2
- Communications: 4D+2
- Repulsorlift Operation: 5D
- Sensors: 5D

TECHNICAL: 5D
- Aquatic Vehicle Repair: 8D
- Repulsorlift Repair: 5D+1
- Security: 6D

Special Abilities:

Technical Aptitude: Sluissi receive an extra 4D beginning skill dice, all of which must be placed in Technical. They may place up to 4D in beginning Technical skills. Unfortunately, whenever a Sluissi uses a Technical skill, the action always takes twice as long for other species.

Story Factors:

Relaxed: Sluissi, in general, are a very calm bunch. Nothing excites them. Their patience and

seemingly inability to get genuinely upset or excited sometimes infuriates other species.

FORCE SENSITIVE - N
FORCE POINTS 1
DARK SIDE POINTS 0
CHARACTER POINTS 3

Equipment: 250 Credits
Imperial Uniform, Toolkit, Blaster Rifle (5D), Blaster Pistol (4D), Comlink

Description: Bor Alsek was a Sluissi who served in Darth Krayt's Galactic Empire. During the Skirmish on Dac, he was placed aboard the Acklay Battle Fortress, Sea Lion, where he served as Chief Mechanic. During a confrontation with the Mon Calamari Rangers, the docking bay where he was working was attacked by Imperial Knight Treis Sinde. Sinde, who was working alongside the Rangers, destroyed the docking bay, breaching the ship and causing it to flood. Alsek confronted Sinde with his blaster rifle, but he was unable to best the Imperial Knight, who deflected his blaster shot back into his chest, killing him.

Biography

Imperial in the Fel Empire

Bor Alsek was a Sluissi who served in the Fel Empire as a mechanic. During Emperor Roan Fel's reign, Alsek was assigned to the Intrepid, an Imperial vessel that was headed for the Unknown Regions. On a mission commanded by Imperial Knight Treis Sinde, Alsek and Sinde became acquainted, and the Imperial Knight would remember the mechanic's name years later.

Under Darth Krayt's Empire

At the conclusion of the Sith–Imperial War, the Dark Lord of the Sith, Darth Krayt, staged a coup, overthrowing Fel. Krayt claimed the throne for himself, and the Council of Moffs supported the change in leadership. With the formation of the new Empire, loyalists to the Fel Empire went into exile, including Treis Sinde. Bor Alsek was still working as a mechanic at the time, and when orders came down from the Moffs that there was a new Emperor, Alsek obeyed and continued to serve as a Chief Mechanic in Krayt's new Empire.

By 137 ABY, seven years after the coup against former Emperor Fel, Alsek had been assigned to the planet Dac, a water world inhabited by the Mon Calamari. Due to the Mon Calamari's role in aiding the Galactic Alliance Remnant in the Battle of Dac, Emperor Darth Krayt decreed that all the Mon Calamari on the planet were to be exterminated. As the local Mon Calamari fled to the depths of Dac's oceans to escape the Empire, Imperial forces were sent to round up and destroy those Mon Calamari that had escaped. The vessel that Alsek was assigned to, an Acklay Battle Fortress dubbed the Sea Lion, was involved in tracking down Mon Calamari refugees and destroying them.

Confrontation with Treis Sinde

The Sea Lion eventually came into contact with a small colony of Mon Calamari and attacked them. However, they were counterattacked by Mon Calamari Rangers led by Treis Sinde. Sinde was able to breach the Sea Lion where Alsek was working, and the Imperial Knight began to attack the Imperials inside the docking bay. As a shootout erupted in the docking bay, several fuel tanks were hit by blaster fire, and a large explosion ripped through the decks. Sinde was able to protect himself with the Force, but the other Imperials were incinerated by the blast. Bor Alsek was badly injured by the explosion, but he was able to get to a blaster rifle, readying it to attack the Imperial Knight.

Before attacking, Alsek questioned his former superior. The Sluissi questioned why Sinde, an

Imperial, was attacking his fellow Imperials. Sinde explained that he was an enemy to all those that served the usurper, Darth Krayt. However, Alsek remained dutiful to his current superiors and attempted to arrest Sinde. Sinde refused to surrender and asked the Sluissi to stand aside, stating that he did not want to kill Alsek. The Sluissi mechanic claimed that Sinde had already killed him. When Alsek fired on Sinde, the Imperial Knight easily deflected the blaster bolt back into the Sluissi's chest, killing him.

Afterward, Sinde joined back up with the Mon Calamari Rangers, and the waterlogged Sea Lion retreated. Sinde felt guilty about killing Alsek, saying he had killed him for committing the "crimes" of obedience and loyalty. The Mon Calamari Tanquar disagreed and told him that Alsek was an enemy who participated in the genocide by maintaining a machine used to commit it.

Personality and traits

Bor Alsek was a devoted and loyal Imperial who considered it his duty to follow orders from his superiors without questioning the reasons behind those orders. This attitude caused him to take up arms against an old acquaintance and prior commander, Treis Sinde. Alsek's conviction led to his death when he sided with his immediate superiors and his training by attacking Sinde. His familiarity with a blaster rifle was insufficient against the skills of an Imperial Knight, and he was immediately killed as the blaster bolt was deflected into his chest.

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