Characters D6 / Admiral Gar Stazi (Duro Gala



Name: Gar Stazi
Species: Duros
Gender: Male
Eye color: Orange
Skin color: Blue
Affiliation(s): Galactic Federation of Free Alliances, Core Fleet, Galactic Alliance Remnant, Core Fleet, Galactic Federation Triumvirate, Galactic Triumvirate Fleet
Move: 10

DEXTERITY: 3D
- Blaster: 6D+1
- Brawling Parry: 6D
- Dodge: 7D

KNOWLEDGE: 3D
- Alien species: 7D+1
- Bureaucracy: 8D+2
- Intimidation: 6D
- Languages: 6D+2
- Planetary systems: 6D+2
- Tactics: 11D
- Willpower: 8D

PERCEPTION: 3D
- Bargain: 7D+2
- Command: 10D
- Con: 4D
- Investigation: 7D
- Search: 6D+2
- Persuasion: 8D+1

STRENGTH: 2D
- Brawling 5D
- Climbing/Jumping: 4D

MECHANICAL: 3D
- Astrogation: 5D
- Communications: 6D+2
- Capital Ship Piloting: 6D+1
- Capital Ship Shields: 5D+2
- Capital Ship Weapons: 5D+1
- Repulsorlift Operation: 5D
- Sensors: 5D+2
- Space Transports: 5D
- Starship Gunnery: 4D+2

TECHNICAL: 2D
- Capital Ship Repair: 5D+2

Computer Programming/Repair: 6D
Droid Programming/Repair: 6D
First Aid: 4D+2
Security: 7D

Special Abilities:

Starship Intuition: Duros are, by their nature, extremely skilled starship pilots and navigators. When a Duros character is generated, 1D (no more) may be placed in the following skills, for which the character receives 2D of ability: archaic starship piloting, astrogation, capital ship gunnery, capital ship shields, sensors, space transports, starfighter piloting, starship gunnery, and starship shields. This bonus also applies to any specializations. If the character wishes to have more than 2D in the skill listed, then the skill costs are normal from there on.

Force Sensitive: N
Force Points: 5
Dark Side Points: 0
Character Points: 26

Equipment:

Galactic Alliance Uniform, Blaster Pistol (4D), Commlink, Code Cylinders, Datapad

Description: Gar Stazi was a male Duros admiral serving in the Galactic Alliance Defense Fleet at the time of the Sith–Imperial War, as commander of the Galactic Alliance Core Fleet. His actions at the Battle of Caamas, a Sith victory, preserved a portion of the Alliance to continue the fight against the Empire, making him a legend among the Imperial officers he faced in battle. Following the escape from Caamas, Stazi became the leader of the Galactic Alliance Remnant. He served as its Supreme Commander and led the Alliance from the bridge of his personal flagship, the Scythe-class battle cruiser Indomitable. To maintain his fleet's ability to harass the Sith, Stazi regularly sought out supplies, new recruits, and even tried to capture major Imperial warships to bolster his forces.

In 137 ABY, part of his fleet participated in the Battle of Mon Calamari. In what turned out to be a major Alliance victory, Stazi's forces managed to capture the Imperious, a prototype Imperious-class Star Destroyer, and cripple the Mon Calamari Orbital Shipyards, thus hampering the Sith's ability to construct new ships, and damaging their efforts to control the galaxy. Following these victories, Stazi's forces continued to be active in numerous engagements, including a joint operation with Roan Fel's forces at Ralltiir and the massive evacuation of Dac. Stazi also led Galactic Alliance forces during the final showdown over Coruscant with Krayt's forces during the allies final push of the war.

Following the defeat of the Sith Empire at Coruscant, Stazi became one of the three Triumvirs in the Galactic Federation Triumvirate. Following the Carreras Incident, Stazi was appraised of the new threat posed by the rogue Sith Darth Wredd, who wanted to destroy the One Sith in order to rebuild the Rule of Two. Later, Admiral Stazi and the Imperial Knight Master Yalta Val led a Triumvirate task force to liberate enslaved Mon Calamari and Quarren refugees in the Mon Calamari Shipyards, who had come under the thralldom of another Sith Darth Luft and his pirate associates. Stazi and Val succeeded in neutralizing the threat posed by the pirates and liberating the shipyards. This proved to be a popular action that helped bolster the fledgling Galactic Triumvirate in the eyes of the galaxy.

Personality and traits

Wily and determined, Admiral Gar Stazi was a successful fleet commander. He was outspoken, and would often propose unorthodox courses of action. His fighting withdrawal from the debacle at Caamas made him a legend with Imperial commanders, as well as revered by those that served under him. Stazi showed tactical and strategic prowess, demonstrating an ability not only to win battles, but to see the larger strategic picture. This was evidenced by his decision to cripple the Mon Calamari Shipyards, which deprived the Sith of a major source of capital ships, as well as a major base of operations in the Outer Rim Territories.

Seven years of fighting the Sith-controlled Empire gave Stazi little patience, as well as a distrust of Imperial motives, evidenced by his reluctance to trust Roan Fel's representative during negotiations on the Wheel. This was also echoed by Alliance personnel like Rogue Squadron commander Jhoram Bey, who warned his subordinates not to keep the admiral waiting for critical information. However, Stazi was compassionate, as evidenced by his concern for the Mon Calamari people following the Massacre of Mon Calamari.

Committed to defeating the Sith, Stazi made clear to the officers and crew serving under him that no one individual was more important than the cause—freeing the galaxy from the oppression of the Sith. Despite his reputation, Stazi refused to see himself as an icon, wanting the Galactic Alliance to go on should he be killed. Aside from his command abilities, Stazi was also a multilinguist, capable of understanding Basic, Binary, Bocce, Durese, High Galactic, and Huttese.

During the early years of the Galactic Federation Triumvirate, Gar Stazi's naval career led him to regard a strong star fleet as the best means for maintaining order and communications throughout the galaxy. He regarded Empress Marasiah Fel's ambitious G51 communications array project as "window dressing" rather than solid statecraft. Unlike Fel, he believed that a show of strength was the best way for keeping the Triumvirate together. As a military strategist, Stazi viewed the rogue Sith Darth Wredd as a useful asset against the insurgent One Sith, who had secreted themselves into key government positions in anticipation of their campaign to restore the Sith's "golden age." This assessment was shared by Empress Fel.

In addition, Stazi also had a clear moral compass, which led him to object to Empress Fel's indifference to the plight of the enslaved Mon Calamari and Quarren, who were being forced by Darth Luft and his pirates to build a fleet. His concern with "doing what was right" led him and Master Yalta Val to proceed on a successful mission to liberate these aforementioned captives. Due to these timely actions, Stazi and Val helped restore public confidence in the Galactic Triumvirate. Stazi also supported the Empress's new campaign to hunt down war criminals as a means of boosting public confidence in the government.

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