Characters D6 / KOTOR Sith Commander

Sith Commander



Whether a Jedi turned to follow Darth Revan and Darth Malak or a graduate of the Sith Academy on Korriban, Sith Commanders are the military tacticians and leaders of the Sith forces against the Republic. These warriors do not have the full range of Dark Side force powers, but make lethal warriors even without these, especially considering that they will command regiments of Sith Troopers, act as the mentors to Sith Apprentices, or even command Sith capital ships such as Leviathan Class Destroyers. Equipped with lightsabers and armour similar to that of the Sith Troopers, they are the most commonly seen of the Sith Force users during the Jedi War against Malak and Revan, and although they are considered to be weaker than the Sith Assassins and Sith Knights they are given more responsibility and power.

Dex: 4D
- Dodge: 6D+2
- Lightsaber: 7D+2

Know: 2D
- Tactics: 4D+1
- Command: 4D

Mech: 1D

Perc: 3D

Str: 3D+2

Tech: 1D

Move: 10
Size: 1.5-2.0 meters tall
Force Sensitive: Yes
Dark Side Points: 10

Control: 6D+2
- Absorb/Dissipate Energy, Accelerate Healing, Resist Stun

Sense: 6D+2
- Combat Sense, Lightsaber Combat

Alter: 6D+2
- Affect Mind, Injure/Kill, Force Lightning

Equipment:

Sith Armour (+2D+2 vs Physical Damage, +1D+2 Energy vs Energy Damage, covers Body and Arms only.)

Lightsaber 5D damage

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