Characters D6 / Sskeer {as of Finale} (Trando



Name: Sskeer {as of Finale}
Homeworld: Dosh
Species: Trandoshan
Gender: Male
Height: 1.68 meters
Eye color: Yellow
Skin color: Green
Affiliation(s): Jedi Order, Keeve's crew, Galactic Republic, Stormwall Defense Fleet
Apprentices: Keeve Trennis
Move: 10

DEXTERITY: 3D
- Blaster: 6D+1
- Brawling Parry: 9D+1
- Dodge: 9D
- Melee Combat: 7D+1
- Melee Parry: 7D+1
- Lightsaber: 10D+1

PERCEPTION: 3D
- Bargain: 6D+2
- Command: 8D+1
- Investigation: 7D+1
- Persuasion: 5D+1
- Search: 6D+1
- Sneak: 5D

KNOWLEDGE: 3D
- Alien Species: 5D
- Bureaucracy: 7D
- Cultures: 5D+2
- Scholar (Jedi Lore): 8D+1
- Languages: 5D
- Planetary Systems: 7D
- Streetwise: 7D
- Survival: 6D+2
- Tactics: 6D+1
- Willpower: 8D

STRENGTH: 5D
- Brawling: 9D+1
- Climbing/Jumping: 6D+2

MECHANICAL: 2D
- Astrogation: 5D
- Communications: 6D+1
- Repulsorlift Operation: 6D

Sensors: 5D
Starfighter Piloting: 8D+2
Starship Weapons: 8D+1
Space Transports: 5D

TECHNICAL: 2D
First Aid: 5D+1
Lightsaber Repair: 7D
Security: 7D+1

SPECIAL ABILITIES:

Vision: Trandoshans vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.

Clumsy: Trandoshans have poor manual dexterity. They have considerable difficulty performing actions which require precise finger movement and they suffer a penalty of -2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster rifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshans use.

Regeneration: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or stamina roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

Force Skills:
Control: 11D+2 *
Sense: 11D *
Alter: 11D+1 *

Force powers: Lightsaber Combat, Absorb/Dissipate Energy, Accelerate Another's Healing, Accelerate Healing, Affect Mind, Control Another's Pain, Combat Sense, Concentration, Control Pain, Danger Sense, Detoxify Poison, Dim Others Senses, Emptiness, Enhance Attribute, Farseeing, Force Harmony, Hibernation Trance, Life Detection, Life Sense, Magnify Senses, Projective Telepathy, Receptive Telepathy, Reduce Injury, Remain Conscious, Return Another to Consciousness, Resist Stun, Sense Force, Sence Path, Short Term Memory Enhancement, Telekinesis, Transfer Force.

*: Sskeer is later effected by Magrak Syndrome which induces rage meaning that he loses his connection to the Force. This rapidly drops his force skills to Zero.

Story Factors:

Wookiee Hate: The long-standing feud between the Wookiees of Kashyyyk and the Trandoshans is deeply ingrained in both species. When encountering Wookiees or known Wookiee associates, Trandoshans must make a Moderate willpower check to keep from attacking.

Hostility: The Trandoshans are known as a belligerent species. They gain +1D to all intimidation rolls against non-Trandoshans.

FORCE SENSITIVE - Y
FORCE POINTS 18
DARK SIDE POINTS 3
CHARACTER POINTS 34

Equipment:

Jedi robes, Lightsaber (5D), Comlink, Utility Belt

Description: Sskeer was a Trandoshan male Jedi Master of the Jedi Order during the High Republic Era. Gruff and opinionated, Sskeer trained the human Keeve Trennis as his Padawan and served on the Galactic Republic installation of Starlight Beacon in the Outer Rim Territories. Around 232 BBY, Sskeer fought under the the command of his friend and fellow Jedi Master Jora Malli against the Nihil pirates at the Battle of Kur, an event which left him physically, mentally and emotionally scarred. By the end of the battle, Sskeer had lost both his left arm and his friend. The emotional scars and deep psychological trauma of the battle caused Sskeer to gradually lose his connection to the Force; however, his overall state did not stop him from putting Trennis through the Jedi Trials and seeing her achieve the rank of Jedi Knight.

Struggling with the loss of his connection to the Force, Sskeer was tempted by the dark side; he and Trennis were investigating attacks by the Nihil, plus cases of missing colonists, on Sedri Minor when he was infected by a parasitic, botanical creature known as the Drengir. In an effort to understand this new threat, Sskeer embraced the Drengir infection and the new replacement arm it gave him, but nearly lost himself to the influence of the Drengir root-mind until Trennis helped him fight-back against it. Using Sskeer's connection to the root-mind, the two were able to locate the Drengir's Great Progenitor on the planet Mulita, and Sskeer manually removed the Drengir infestation from his body.

Joining forces with the Hutt Cartel, Sskeer and a contingent of Jedi (under the command of Marshall Avar Kriss) laid siege to Mulita, where they defeated the Drengir threat and returned it to hibernation. However, during the battle, the Republic Fair on Valo was attacked by the Nihil; in the aftermath, Sskeer and Kriss hatched a plan to send Trennis undercover in the Nihil.

Personality and traits
Sskeer was a Trandoshan male with scaly green skin and yellow eyes. During the Battle of Kur Sskeer lost his left arm, and afterwards had a tiny one regrowing in its place.

Sskeer was brutal and passionate, unafraid to push boundaries within the Jedi Order, but was also deeply caring, especially for his Padawan, Keeve Trennis. He would be hard on her sometimes, but would try to show he cared. Sskeer was known to be no-nonsense; Padawan Reath Silas believed that if Sskeer said something was true, it was true. Sskeer was not afraid to insult and demonize his enemies, though Jedi were not supposed to. He often insulted the Nihil. Sskeer was easy to anger, especially for a Jedi, even yelling and ripping apart boxes that belonged to Vane Sarpo, who was attempting to sell toys of the Jedi that he saw as an insult. This also showed another key trait of Sskeer's: he was very proud. Sskeer cared about how he was percieved, especially to those of whom he valued their opinion. He suffered from severe post-traumatic stress after the Battle of Kur and was afraid to talk to Trennis about his conditions and the trauma and feelings he was feeling because he did not want her to think less of him.

Sskeer was deeply trusting of Trennis, but much less trusting of himself. His anger would cause him to have moments where he would lose control and cause him to descend into uncontrollable and even sometimes murderous rage. Sskeer admitted to Trennis that he was ultimately afraid of hurting those he cared about by losing control.

Powers and abilities
Sskeer was trained as a Jedi, and could tap into the Force for many tasks. He was able to telekinetically move objects and telepathically sense danger and feel others' emotions. Unusually, Sskeer tapped into the Dark side, and did so holistically when he was connected to the Drengir

root-mind. He also gained the ability manipulate Drengir vines while connected to the root-mind.

Like all Trandoshans, Sskeer had the ability to regrow lost limbs. Sskeer was also skilled with a lightsaber and was very knowledgeable about lightsaber combat forms. Sskeer was also able to pilot several types of ships, including the Jedi Vector, a highly dangerous starship that only a skilled Force-sensitive could properly operate.

However, Sskeer would eventually begin to lose his connection to the Force due to a Trandoshan condition called Magrak Syndrome which caused Trandoshans to revert to their more primal insticts of rage.

Equipment
Sskeer carried a blue single-bladed lightsaber. It had a gold and bronze hilt with a prominent knuckle guard protruding from it and a red emitter button. Additionally, he carried a rebreather for situations when air was toxic. He also flew a Jedi Vector.

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