Characters D6 / Merrin (Zabrak Nightsister) {a



Name: Merrin {as of Jedi Survivor}
Homeworld: Dathomir
Born: c. 33–32 BBY
Species: Zabrak (Dathomirian)
Gender: Female
Hair color: Silver
Eye color: Brown
Skin color: White (with gray tattoos)
Family: Mother Talzin's clan
Partner(s): Cal Kestis
Affiliation(s): Nightsisters, Stinger Mantis crew, Hidden Path
Apprentices: Kata Akuna (Combat training)

Dexterity: 3D
- Blaster: 4D+2
- Brawling Parry: 5D
- Dodge: 6D
- Melee Combat: 8D
- Melee Parry: 8D+2

Knowledge: 4D
- Alien Species: 5D+2
- Languages: 5D+1
- Scholar; Jedi Lore: 5D+1
- Scholar; Sith Lore: 5D+2
- Scholar; Nightsister Lore: 8D
- Survival: 7D
- Intimidate: 5D+2

Perception: 4D
- Bargain: 5D+2
- Command: 5D
- Command; Nightbrothers: 6D
- Hide: 6D
- Persuasion: 6D+1
- Search: 5D+2
- Sneak: 6D+2

Strength: 3D
- Brawling: 6D+2
- Climbing/Jumping: 7D
- Stamina: 6D
- Swimming: 4D+2

Mechanical: 2D
- Astrogation: 4D
- Beast Riding: 5D+2

Space Transports: 4D+2
Repulsorlift Operation: 5D
Technical: 2D+2
First Aid: 7D
Medicine: 6D

Move: 10
Force Sensitive: Yes
Force Points: 12
Dark Side Points: 1
Character Points: 18

Special Abilities:
Resistance to Physical Pain: Zabrak gain +1D to resist all physical pain, whether from injury or torture.
Force Skills:
Control: 8D+2
Sense: 8D
Alter: 9D
Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Disease, Control Pain, Detoxify Poison, Enhance Attribute, Force Of Will, Hibernation Trance, Rage, Reduce Injury, Remain Conscious, Remove Fatigue, Resist Stun, Metamorphosis, Combat Sense, Danger Sense, Life Detection, Life Sense, Receptive Telepathy, Sense Force, Force Jump, Injure/Kill, Telekinesis, Force Push, Greater Force Shield, Projective Telepathy, Jedi Armed Combat, Force Lightning, Inflict Pain, Affect Mind, Telekinetic Kill, Jedi Armed Combat

Merrin's Powers effectively work the same as Jedi Force Powers, but they manifest with a visible greenish tinge to them.

Nightsister Magic: Chant of Empowerment, Chant of Manipulation, Weave of Teleportation, Ichor of Invisibility, Chant of Resurrection

Story Factors:
Carnivorous: Although Zabrak can live on a Omnivorous diet, they are by nature Carnivores, and prefer an all meat diet.

Equipment:
Nightsister Clothing, Dagger (Str+1D) / Spear (Str+2D), Nightsister Artefact (Allows user to move through force fields uninhibited)

Description: Merrin was a Dathomirian Nightsister who lived on her homeworld of Dathomir during the Imperial Era. A survivor of General Grievous' massacre of the Nightsisters during the Clone Wars, Merrin encountered the Jedi Master Taron Malicos after he crash-landed on Dathomir following the execution of Order 66 in 19 BBY, which called for the extermination of all Jedi. Malicos fell to the dark side of the Force, and wishing to learn the Nightsister's magick, he manipulated Merrin through lies that the Jedi were responsible for her losses and false promises to help her avenge her fallen friends, sisters, and mothers.

When Cal Kestis visited Dathomir in search of the Tomb of Kujet and Malicos asked the former Jedi Padawan to join him, Merrin realized Malicos was deceiving her. She used the Chant of

Resurrection to attack both men, but Kestis eventually returned to complete his mission. Although Merrin was reluctant to fight alongside a Jedi, Kestis reassured her that he was on her side by sharing the story of his own grief-stricken past and handing his lightsaber to her. She told him about seeing her people killed by an armored warrior brandishing a lightsaber. Affirming that they were both survivors, Merrin and Kestis worked together to defeat Malicos, and the Nightsister subsequently joined Kestis' crew aboard the Stinger Mantis in their quest to restore the Jedi Order and fight the Galactic Empire.

After several years of evading and battling the Empire, the Mantis crew parted ways over irreconcilable differences. Merrin traveled the galaxy alone, righting wrongs where she could. This led to her becoming involved with the Hidden Path, which sought to save Force-sensitives being hunted by the Empire. She reunited with Kestis during the latter's hunt for hidden world of Tanalorr and rejoined the Mantis crew, hoping the obscure planet could be a refuge for the Path. During this mission, she and Kestis became romantically involved. She and Kestis fought together and succeeded in recovering the Abyss compass necessary to reach Tanalorr, vowing to make the planet a haven for those hunted by the Empire.

Personality and traits

Physical

Merrin had silver hair, brown eyes, and light alabaster skin. Nightsisters like Merrin received tattoos from their mothers to symbolize their bond with their coven; hers were gray markings on her forehead and cheekbones, across the bridge of her nose, beneath her lower lip, and on her fingers. Her skin was tinged green when she blushed. As the Mantis crew traveled together, Merrin retained her accent and continued to favor red and black attire while experimenting with clothing that was not in the traditional style of the Nightsisters. She continued to wear her necklace every day.

Mental and emotional

Merrin thought of her homeworld and her sisters as simultaneously beautiful, strong, and terrifying; all loveliness had a danger within it, but Dathomir's dark energy was motivating and sustaining. While fighting the Empire, she sometimes had flashbacks to Dathomir, especially to the massacre. She associated the smell of charred remains with home. For a time, she believed the only thing she was meant for was avenging her sisters and her world.

Due to her isolation on Dathomir, Merrin expressed fascination and wonder when visiting other planets. While she was blunt and sometimes seemed indifferent towards others, she was not heartless; for instance, she was concerned for the fate of Force-sensitive children she had never met. Years after leaving Dathomir, she characterized herself as treating people badly and making strange choices when she first left her world. Cal Kestis found her unnerving, in part because her magick drew on the dark side, and even after a few years of friendship, he was not always sure when Merrin was joking. Her sense of humor seemed dark to some other beings, such as when she joked with the incredulous Dritus that she needed one of his arms as a ritual sacrifice to get past the Imperial blockade at Nur. She also demonstrated sadistic tendencies; she ensured Malicos would have a slow death underground and she found it humorous and satisfying to magick Imperials to their deaths.

Merrin related to lessons from the elders about how their magick was like fire and their emotions were the fire's fuel; a fire would burn out for lack of fuel and magick did not spark from deadened emotions. When she first left Dathomir and spent time with the Kestis and the rest of the Stinger Mantis crew, she initially did not feel as empty as she feared she would become, but her anger festered over time and became depression about her inability to sate her need for vengeance.

While her new family had opened her up to experiencing love instead of shutting down, it also put her at risk of immense pain and overwhelming emotion that could lead to her own magick burning her.

Relationships

Due to witnessing the massacre of her fellow Nightsisters and the lies of the former Jedi Taron Malicos, Merrin became hostile and aggressive, especially towards Jedi. In her need to avenge her sisters, she believed his claims that the Jedi were thieves who slaughtered others for their own gain, and despite her distrust of him, she was willing to share secrets of Dathomir in exchange for his promised help with her vengeance. After learning the truth and joining Cal Kestis and the crew of the Stinger Mantis, she became levelheaded and put aside her previous animosity toward Jedi as they were both survivors.

Merrin was attracted to beings of all genders when she felt a strong connection to them, particularly if their personality was exceptional, and with few limitations. She had some flings when the Stinger Mantis remained in one location, including someone so temperamental that she could not be sure where she stood with him and another who seemed to love her power more than Merrin herself. Part of her attraction to Chellwinark Frethylrin was being pleasantly reminded of Dathomir. Merrin inwardly compared Frethylrin's red eyes to coals and the Rift Valley's red skies, her freckles to crater orchid petals, her skin to violets with morning dew, her scent to spiced ahrisa and wax on Grave Thorn wood. Like Dathomir, Frethylrin was deadly and dangerous. Merrin thought they were like binary stars, giving off and absorbing each other's light, and she was able to feel her frustration and anger about her losses. After a passionate fling, however, Merrin and Frethylrin separated.

Merrin loved the Mantis crew and regarded them as her family. She viewed Junda as the closest thing she had left to an elder sister. Greez Dritus was the "weird" and "greasy uncle" Merrin had never had but continually found impressive and frustratingly likable. BD-1 was strange but cute to the point of nausea and she wanted to crush him to death with hugs. Kestis was a fellow survivor who was sometimes annoyingly sweet, and his earnestness was one of her favorite things about him despite how its wholesomeness sometimes made her sick to her stomach. She saw him as the star that illuminated her shadow.

When the Mantis crew split up over their differences, Merrin decided to travel the galaxy on her own. On her journey, Merrin came to miss the crew dearly, particularly Cal, whom she said was never far from her thoughts. Eventually, she reunited with Cere, and assisted her with building the Hidden Path. In 9 BBY, Cal and Merrin reunited when Cal traveled to Jedha to meet with Cere. Merrin shared a tender moment with Cal while sheltering in a cave from a sandstorm, and she warned him against being consumed by his obsession with fighting the Empire. While traveling through the deserts of Jedha, the two frequently traded jabs and flirtations. During a tense moment on a mission to destroy an Imperial Trident, Merrin kissed Cal, and the two then worked together to destroy the war machine. After this, Merrin rejoined the Mantis crew to be close to Cal. Cal was initially reluctant, citing the Jedi prohibition on attachments, but eventually decided that the prohibition was wrong, and Merrin and Cal began a relationship following the recovery of the Abyss compass. The night before the crew was to depart for Tanalorr, the two shared a passionate kiss on the cliffs of Jedha.

Following the betrayal of Bode Akuna and the resulting deaths of Eno Cordova and Cere Junda, Merrin was distraught, and mourned for Cere in particular. After an attempt to catch Bode at Nova Garon went awry, Merrin helped Cal defeat the Imperial forces. When Cal nearly killed the defenseless ISB officer Lank Denvik in a dark side-fueled rage, Merrin talked him down, saying she could not allow Cal to be another person she lost to the Empire. Cal promised her that he wouldn't

lose his way. After successfully navigating the Koboh Abyss, Cal and Merrin shared another kiss in exuberance. The two then fought together to defeat Bode Akuna. During the funeral for Cordova, Cere, and Bode, Merrin was the last crewmember to leave Cal's side. The two promised to work through their new relationship together.

Merrin showed kindness toward Bode Akuna's daughter, Kata, and Kata expressed appreciation for her. During the fight with Bode, Merrin rescued Kata when her father's violent outbursts endangered her life. After Bode's death, Merrin comforted Kata, speaking to her about coping with grief. In the following weeks, Merrin expressed a protective and caring attitude toward the girl.

Powers and abilities

Magick

Merrin was versed in many aspects of Nightsister magick, which she began learning as a child. She seemingly teleported from one place to another by willing herself to become unseen—disappearing into invisibility with a burst of green flame, moving faster than she otherwise could, and then reappearing in more flame and ash. When she used that ability, she felt detached from reality until she revealed herself. Her dematerializing and rematerializing could include other beings; she used it with Irei and Chellwinark Frethylrin and with a pair of Nightbrothers. She also knew a ritual that could cloak an entire S-161 "Stinger" XL from sensors.

Killing with her magick was instinctive and much easier than healing, especially without potions, formulas, or the Water of Life. Merrin could suffocate beings with a green mist or by morphing the ground to bury them inside it; she could also manipulate the ground to raise platforms out of it. Her magick could enhance Nightbrothers in combat and she could throw destructive blasts of ichor. Merrin harnessed the Chant of Resurrection, a potent magick of the Nightsisters that the wise Old Daka used until her own death during the massacre. Without a seeing glass, Merrin could not complete the full chant, but for a brief time, she could raise and command multiple undead bodies of species other than Dathomirians and on worlds besides Dathomir.

Unlike some other Dathomirians, Merrin did not treat her magick like a religion or shamanistic tradition, nor did she believe in any higher power; she believed in herself as the power. However, because she regarded her power as what defined her, difficulties drawing upon it left her feeling like she had lost herself, creating a self-perpetuating depression. She thought she was struggling because she was too far from her homeworld and her dead sisters to replenish her connection with her magick. When she regained her fire, she realized it was different from before, disconnected from any other being and from Dathomir itself, and it came from within herself instead.

After returning to Dathomir and furthering her knowledge of magick Merrin became able to manipulate fire, learned how to employ telekinesis in combat to perform Force push, and became able to transform her dagger in a spear and vice versa and repair broken structures through magick and restore them to working condition.

Other abilities

In addition to the Dathomirian language, Merrin was fluent in Galactic Basic Standard, although she did not always understand colloquialisms. She could swim and rescue drowning swimmers. After years away from Dathomir, Merrin retained her natural night vision.

She used to dance long into the night with her sisters on Dathomir, and, after spending years alone following the Nightsister massacre during the Clone Wars, Merrin adapted and learned how to protect herself in combat and became an adept hand to hand combatant skilled in the use of traditional weapons like daggers and spears. She later promised to teach Kata how to both dance

and fight.

Equipment
When engaging enemies in physical combat Merrin used a dagger that she could turn into a spear through her magick. Merrin possessed an artifact from Dathomir, created by an unknown someone with knowledge of the Force. The artifact allowed its wielder to briefly channel the magicks of the Nightsisters to pass through obstacles such as energy barriers. Merrin would later give the artifact to Kestis, who would use it from then on.

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