# Planets D6 / Skye

Skye

Skye is a small planet that orbits closely to its sun. This arid world is covered with deserts, deep canyons and endless dunes. The S'kytri are the indigenous species. Outside the main city there are only a few small settlements, a spaceport and a few farming or mining communities.

Like many frontier planets of the Outer Rim, Skye looked to be a promising source of minerals and raw materials for a hungry Empire.

Skye is a rugged, mountainous planet was the homeworld of the S'kytri. During the height of the Clone Wars, the planet was kept free of Separatist control through the valiant efforts of Anakin Skywalker. However, years later, the Empire took control of the planet and renamed it Marat V. The planet was under Imperial control during the height of the Galactic Civil War, with Kharys ruling the world at the order of Darth Vader. However, Luke Skywalker's presence on Skye changed that, as he turned out to be the being who was prophesied to free the S'kytri from Kharys' domination.

Skye

Type: Terrestrial
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Arid
Gravity: Standard
Terrain: Mountains, Canyons, Rocky Plains
Length of Day: 26.2 Standard hours
Length of Year: 462 Local Days
Sapient Species: S`kytri (N), Humans
Starports: Standard Class
Population: Varies 15,000 Humans, S`kytri
Planet Function: Hidden Base
Government: Monarchy
Tech Level: Feudal
Major Exports: N/A
Major Imports: Mid-technology, High-technology

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