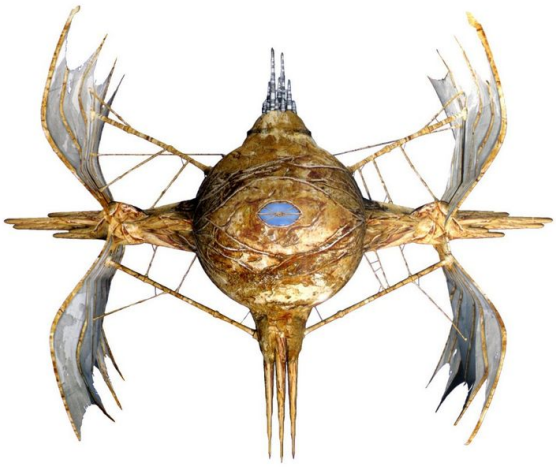
Starships D6 / Sith Meditation Sphere



Name: Sith Meditation Sphere
Type: Sith-Engineered Meditation Sphere and Command Center
Scale: Starfighter
Length: 10 Meters Diameter
Crew: n/a
Ship Skill: Starfighter Piloting 9D+2, Starship Gunnery 8D+2
Ship Powers:
Sense 12D+1;
Cyber Sense, Danger Sense, Direction Sense, Electronic Sense, Force Shot, Guided Attack, Life Detection, Life Sense, Long Distance Navigation, Navigation, Receptive Telepathy, Sense Force, Sense Force Strength, Track Hyperspace Trail, Translation
Alter 7D;
Barrage, Dark Side Influence, Drain, Force Throw, Intimidation
Control 10D+1;
Absorb/Dissipate Energy, Accelerate Healing, Blackness, Control Pain
Control/Sense
Projective Telepathy, Starship Combat
Control/Sense/Alter
Affect Mind/Mind Trick
Passengers: 2
Consumables: 1 Week
Cost: N/A (Estimated value, 9.5 trillion credits)
Cargo Capacity: 80 Kg
Hyperdrive Multiplier: N/A
Hyperdrive Backup: N/A
Nav Computer: N/A (Uses the Force)
Space: 13
Atmosphere: 475;1,350kmh
Maneuverability: 5D+1
Hull: 4D (roll 1D per round. The resulting roll is the amount of potential damage recovered per round by the ship's metabolism)
Shields: N/A
Sensors: N/A (uses the Force)
Special: A Dark Force adept using the ship gains an additional +2D for dark side abilities.

Weapons:

Laser Cannon

Fire Arc: Front
Fire Control: 3D
Space: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D
Magnetic Accelerator
Fire Arc: Front
Fire Control: 3D
Scale: Capital
Space: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 4D
Special: Can penetrate shields

Description: The first Schism of the Jedi Order created the predecessor's of modern day Dark Lords. The ancient Dark Jedi fought a viscious war against the Jedi, but were ultimately defeated and outcast. The Dark Jedi cult found their way to the world of Ziost, home to a red-skinned humanoid species known as Sith. The Sith of Ziost had a measure of innate Force power, and their culture and teachings were similar to that used by the Dark Jedi who found them. The Dark Jedi set themselves up as kings and gods over the less powerful Sith species, and eventually the cult and the species became known by the same name; Sith.
The Sith Meditation Sphere's were built by the ancient Sith species. They were extraordinary vessels created through arcane alchemical applications of the dark side. Nobody is quite sure how the Sith were able to construct these magnificent vessels. The secrets have been lost to the ages.
Perhaps the first recorded "living ship", the Meditation Sphere's were living organism hybreds of biology and technology. They were extremely powerful in the dark side of the Force, and used as weapons and 'enhancments' toward the dark lord's abilities. A dark lord who used the ship would find his abilities greatly enhanced while he meditated within the living sphere.
The vessels required no interaction from the pilot save for simple commands such as "go here" and "attack there". While the pilot could speak the commands, the ship would often grow impatient at the ineptness of the pilot unless the pilot communicated telepathically. The vessels could communicate telepathically with their pilots (or passengers, depending on your perspective), and while the range was not ever tested, Meditation Sphere's had been known to be able to project their thoughts up to several kilometers distant. In addition, a Meditation Sphere would quickly grow impatient with all but the darkest, most powerful Sith. Frequently, a ship would abandon it's pilot in favor of a more powerful being.
Adept in the dark side, the Meditation Spheres were perfectly capable of defending and fighting on their own, though they often lacked the ingenuity of a person's abilities. The interface with a pilot was purely telepathic. Inside the ship, there was little aside from the actual meditation chamber and a holoscreen for displaying tactical information. Maintaining awareness on what was going on outside the ship was no difficulty for a pilot. The ship would relay information instantly through a telepathic link, and the vessel could adjust the opaquity of the hull, allowing the pilot to visually view the surrounding space.
At the end of the Great Hyperspace War, these vessels were all thought destroyed.

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