Characters D6 / Charal



Name: Charal
Homeworld: Dathomir
Born: Prior to 96 BBY
Species: Human
Gender: Female
Height: 1.77 meters
Hair color: Black
Eye color: Green
Skin color: Pale
MOVE - 10

DEXTERITY: 4D
- Blaster: 5D+2
- Brawling Parry: 5D
- Dodge: 7D+2
- Melee Combat: 7D
- Melee Parry: 6D

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

KNOWLEDGE: 4D
- Intimidation: 5D
- Languages: 6D
- Scholar (Nightsister Lore): 5D+2
- Survival: 5D
- Tactics: 5D+1
- Willpower: 7D

STRENGTH: 2D
- Brawling: 3D
- Brawling: Martial Arts: 6D
- Climbing/Jumping: 3D

MECHANICAL: 3D
- Beast Riding: 5D

TECHNICAL: 2D

First Aid: 5D
Medicine: 3D

SPECIAL ABILITIES
Control: 6D
Sense: 6D
Alter: 5D

Force Powers:- Animal Affinity, Summon Storm, Force Whirlwind, Metamorphosis {these are her known powers, she probably had access to many more}

EQUIPMENT
Talisman of Transformation: (+2D to Force Power: Metamorphosis)
Black-and-red grafiform robe with octopus-like tendrils, a cloak of black feathers
Nightsister breastplate (+1D Physical, +2 Energy protection, to body)

FORCE SENSITIVE - Y
FORCE POINTS: 5
DARK SIDE POINTS: 6
CHARACTER POINTS: 9

Description: Charal was a Force-wielding Nightsister who turned her back on the sisterhood and left her homeworld of Dathomir. Before getting off the planet for good, she stole the Talisman of the Raven, a prized artifact that allowed her to metamorphose into a bird known as a raven. The other witches called Charal a traitor and sought to feed her to their rancors, a species of ferocious predators. Charal spent decades trying to escape her pursuers and ultimately joined a band of Sanyassan Marauders, who were themselves being hunted down by law enforcement agencies. Their vessel crashed on the uncharted Forest Moon of Endor, where a Sanyassan warlord known as Terak set himself up as King, appointing Charal as his second-in-command.

Over roughly the next century, the long-lived Marauders established themselves as pillagers and raiders on Endor; Charal matched the Sanyassans' natural longevity through her affinity with the Force. Meanwhile, she enhanced her authority over the Marauders thanks to the powers of the Talisman she had stolen from Dathomir before her desertion. Charal hated being stuck on the Forest Moon, but she came to regard herself as the Witch-Queen of Endor. When the Towani family of Humans crash-landed on the moon in 3 ABY, Charal and the Marauders saw the newcomers' still-functional Star Cruiser as an opportunity to escape. However, the chance was foiled by the youngest Towani, Cindel, her Ewok friend Wicket Wystri Warrick, the Human scout Noa Briqualon, and his Teek companion. When Warrick destroyed her Talisman in the heat of battle, Charal became trapped in the form of a raven forever.

Personality and traits

Charal was an imposing Human, standing 1.77 meters tall, with a slender shape, angular features, raven-black hair, and green eyes. She wore a black-and-red grafiform robe with octopus-like tendrils, a cloak of black feathers, and a tight-fitting Nightsister breastplate. Although she was a supercentenarian at the time of the Galactic Civil War, her appearance remained that of a person of indeterminate age. She would sometimes enhance her appearance by wearing bright red lipstick and nail polish as well as green eyeshadow.

After her crash-landing on Endor, the Force witch came to hate the Forest Moon and constantly

sought to venture offworld. She was highly derisive of her ally, the Sanyassan King Terak, and one day hoped to put an end to her alliance with him. Charal seized every opportunity to gain the upper hand on the warlord and to increase her personal influence on the Marauders, but generally kept a low profile in front of the king, avoiding direct confrontation. The witch also developed feelings of rivalry toward scholar Szingo, another minor figure of authority at the Marauders' Stronghold.

The Witch-Queen also had a very low opinion of her slave, Lizardman, and wished that she possessed a more intelligent assistant. She reacted to any insubordination or lack of respect from those she regarded to be her inferiors with great chagrin. Charal had a habit of referring to those in her service as "slave" or "servant," although she immediately corrected herself upon doing so. Despite being inherently evil and an active supporter of slavery, she tended to be vain and opportunistic rather than actively malevolent toward those around her. She addressed her subservients with a patronizing yet often endearing tone, and she never attempted to hurt or kill them. The Witch-Queen placed great stock in the power of a standard item such as a comlink, believing it could grant her all manner of power. Her original culture, the Witches of Dathomir, were half-primitivists, having consciously rejected technology on philosophical grounds. Even after Dathomir joined the New Republic in 8 ABY, the Witches still preferred to maintain their natural lifestyle.

Powers and abilities

When she still lived on Dathomir, Charal was regarded by others as a highly skilled witch. With the use of her ring, Charal had the power to transform into a raven. Following the traditions of the Nightsisters' magic, she used most of her powers through singing. Like many other witches, she was gifted with Force powers such as Animal Affinity, Summon Storm, and Force Whirlwind. She was also able to locate other beings and compel them to do her bidding. She could channel spirit ichor in the form of green smoke and use it as extensions of her arms to physically hit her opponents or raise them off the ground. Additionally, she had the ability to animate corpses, a feat that she shared with other powerful sorceresses like Old Daka. Through a power known to the Nightsisters as Surge of the Brier, she could trigger the growth of a plant and shape it into a form of her choosing.

Charal possessed useful, non-magical abilities. She was a capable martial artist and was also proficient with all kinds of weapons, including blaster pistols. She was skilled at horseback riding too—she possessed a black stallion she could turn into a white steed through magic. In addition to her other skills, Charal could speak at least four languages—Galactic Basic Standard, Ewokese, Sanyassan and Dathomiri.

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