Creatures D6 / Tirrith



Name: Tirrith
Distinctions: Energy-based
Homeworld: Beheboth

Dexterity: 4D
Perception: 5D
Knowledge: 3D
Strength: 1D

Special Abilities

Weather Manipulation: Tirrith can manipulate the weather on Beheboth, causing rain, storms and strong winds as they require. The higher in the atmosphere they are, the larger the area that their power effects.

Transmutation: Tirrith can transform any gas or liquid into almost any other, transforming water vapor into knock out gas to stun Luke Skywalker is one example of a use of this ability.

Move: 13
Size: Variable

Description: The Tirrith were an energy-based species of hive-minded sentients indigenous to Beheboth. Unlike most species of the galaxy, the Tirrith existed in gaseous form. Behoboth was a sparsely-inhabited backwater world, so the peculiar species were rarely studied; the galactic scientific community, by the time of the Galactic Civil War, had not yet reached a conclusion about whether the Tirrith represented a single huge group consisting of almost 17 million individuals, or several thousand colonies of anywhere from a few dozen to hundreds each.

The Tirrith had the ability to affect the atmosphere at atomic level, as demonstrated when they electrically seeded Beheboth's atmosphere and brought rain to the salt flats for the first time in centuries, in 3 ABY.

Around 8 ABY, former Imperial admiral Mils Giel discovered he could mutate the Tirrith.

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