Characters D6 / Memit Nadill (Jedi Master)



Name: Memit Nadill
Gender: Male
Eye color: Red
Skin color: Green
Move: 10

DEXTERITY: 3D+1
- Brawling Parry: 5D+1
- Dodge: 7D+1
- Lightsaber: 7D+2
- Melee Combat: 6D+1
- Melee Parry: 6D+1

PERCEPTION: 3D+1
- Bargain: 8D
- Command: 7D
- Con: 6D
- Investigation: 5D+1
- Persuasion: 8D
- Search: 6D

KNOWLEDGE: 3D+2
- Bureaucracy: 7D+1
- Intimidation: 5D+1
- Languages: 5D+2
- Scholar (Jedi Lore): 7D+1
- Tactics: 5D+1
- Willpower:

STRENGTH: 3D
- Brawling: 5D+1
- Climbing/Jumping: 4D+2

MECHANICAL: 2D+1
- Beast Riding: 5D+1
- Repulsorlift Operation: 4D+2

TECHNICAL: 2D+2
- Computer Programming/Repair: 4D+1
- First Aid: 5D+2
- Lightsaber Repair: 6D

SPECIAL ABILITIES
- Control: 9D
- Sense: 10D
- Alter: 9D+1

Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Contort/Escape, Control Pain, Emptiness, Enhance Attribute, Hibernation Trance, Resist Stun, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force,

Telekinesis, Lightsaber Combat, Projective Telepathy, Accelerate Anothers Healing, Control Anothers Pain, Affect Mind, Battle Meditation, Projected Fighting, Lesser Force Shield,

EQUIPMENT
CREDITS - 1,200
Lightsaber (5D), Jedi Robes or Expensive Ceremonial Robes

FORCE SENSITIVE : Y
FORCE POINTS 8
DARK SIDE POINTS 0
CHARACTER POINTS 15

Description: Memit Nadill was a male Jedi Master who served as the most trusted adviser of Empress Teta, the monarch of the planet Koros Major, during a series of conflicts known as the Unification Wars, that brought together the seven planets of the Koros system. In 5000 BBY, after believing the visions of fellow Jedi Odan-Urr to be precognitive, Memit Nadill traveled to Coruscant to warn the Jedi Order about an impending invasion by the Sith Empire. However, Nadill was too late, and the Sith invasion force rained down upon the capital just as Nadill arrived, marking the start of the Great Hyperspace War. Nadill helped to repel the Sith Empire during the invasion of Coruscant, leading a small team of Jedi including Tuknatan, Anavus Svag and Sonam-Ha'ar during the battle.

Nadill was a regal, green-skinned humanoid, with many tendrils sprouting from the back of his head. He was known to be a peaceful Jedi, and after the Unification Wars he hoped never to need his lightsaber again. However, he was skillful with his weapon when the situation required it of him; wielding a blue lightsaber, Nadill often led Teta's forces in battle.

Personality and traits
Memit Nadill was a member of a bipedal humanoid species, with light green skin and several small head-tails protruding from the back of his head. He had a long face, and there was a large, bony curl at the end of his chin. Several small horns studded the Jedi's head. Although his face and head were hairless, Memit Nadill's powerful arms were lined by thin green fur. He did not wear traditional Jedi robes, preferring to wear a dark green cape over a small shirt that covered his chest, though he also wore orange ceremonial robes when acting as Teta's advisor.

Nadill was a wise Jedi Master: he did not act rashly or worry about what might happen, as he knew that if the Force was in all things, he would be safe. During Odan-Urr's stay on Koros Major in 5,000 BBY, Nadill taught him a great deal of knowledge, and Odan-Urr eventually went on to found the Great Jedi Library on the planet Ossus and become a revered Jedi Master.

Memit was an extremely trusting individual, and he put his full faith in others, especially those touched by the Force, when no one else would. His trusting nature was demonstrated when Odan-Urr arrived on Cinnagar and told Nadill of battle meditation. The Jedi advisor trusted Odan-Urr, someone he had only just met, and agreed to make use of the Force power without even being informed of exactly what it did. Nadill put his full confidence in Odan-Urr once again after the young Jedi had visions of the Sith; Nadill trusted that the interpretations of the dreams by his fellow Jedi were true, and persuaded Teta to take them before the Senate. Even after the senators dismissed Odan-Urr's visions as nothing worth worrying about, Memit persuaded Teta to make sure that the Koros system was prepared for the attack.

Memit Nadill was an experienced Jedi, who served as Teta's advisor during the Unification Wars of the Koros system, which was later renamed Empress Teta in honor of the queen who had brought peace to the system. Teta described the alien Jedi as her most trusted advisor, and she had great respect for his judgment and decisions. On several occasions, such as the events surrounding Odan-Urr's vision, Teta acted on Nadill's advice, even though she did not understand the Force, which always affected how Memit acted.

Nadill was also very kind, and often wore a smile on his face. His kindness was demonstrated after Jori Daragon told him and Empress Teta of the Sith Empire and its impending invasion of the Republic. The young human had suffered much hardship beforehand, and Nadill was the only being who recognized all she had gone through to warn them.

Powers and abilities
Nadill disliked violence and battle of any kind, though he felt that a Jedi must always be prepared to do battle. He was skilled in combat with a lightsaber, which was shown during the Unification Wars and the Great Hyperspace War, though he preferred to use non-lethal attacks against his enemies, saying that one must look for gentler ways to solve problems. He often led soldiers in battle, and was not afraid to sacrifice his own life for those of others. After the Great Hyperspace War, Memit Nadill powered down his lightsaber, hoping that he would never have to ignite it in war again.

Nadill was also skilled at using the ancient Jedi art of battle mediation, a skill that he had been trained to utilize by fellow Jedi Knight Odan-Urr. To perform battle meditation, a Jedi had to remain highly concentrated on the outcome of the battle they desired, and could not be interrupted. Battle meditation could heighten the morale of the Jedi's forces while draining the enemy's morale, as well as affect the actions of hostiles and the outcome of the battle.

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