Characters D6 / Darth Traya (Dark Lord

CHARACTER NAME - Kreia/Darth Traya

SPECIES - Human

GENDER - Female

HEIGHT - 1.72 Meters

MOVE: 10

DEXTERITY: 2D+2

Dodge: 3D

Lightsaber: 6D+1 Melee Combat: 4D

KNOWLEDGE: 4D

Scholar: 5D

Scholar: Jedi Lore: 8D+1 Scholar: Sith Lore: 12D+2

MECHANICAL: 3D+1

PERCEPTION: 3D

Con: 7D+2 Hide: 5D

Persuasion: 8D Sneak: 4D+2

STRENGTH: 2D+1

TECHNICAL: 2D

Lightsaber Construction: 4D

Lightsaber Repair: 4D

SPECIAL ABILILTIES:

Control: 10D+1

Absorb/Dissipate Energy, Accelerate Healing, Advanced Focus, Blackness, Breath Control, Calm, Control Pain, Deflect Laser, Emptiness, Force Speed, Hibernation, Reduce Injury, Remain Conscious,

Resist Stun

Sense: 9D



Battle Mind, Blind Sight, Cyber Sense, Danger Sense, Death Sense, Electronic Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Disturbance, Sense Force, Sense Force Strength, Sense Surroundings

Alter: 10D

Calm Other, Drain, Stun Droid/Mechanical, Stun Enemy, Telekinesis

Control/Sense:

Lightsaber Combat, Projective Telepathy, Protection/Shield, Two Lightsaber Combat, Three Lightsaber Combat

Control/Alter:

Accelerate Another's Healing, Control Another's Pain, Return Another to Consciousness, Transfer Force

Control/Sense/Alter:

Affect Mind/Mind Trick, Dark Side Influence

Main Combat Forms: Niman, Telekinetic Lightsaber Combat

Force Meld: Kreia has a Force Meld with the Jedi Exile. Any Force Powers used to benefit one will affect the other as well. Subsequently, if one feels pain, the other does as well. This effect extends as far as death.

EQUIPMENT:

Lightsaber (Red): 5D

Lightsaber (Violet) x3: 5D

FORCE SENSITIVE - Y
FORCE POINTS: 35

CHARACTER POINTS: 12 DARK SIDE POINTS: 16

Character Bio -

"Know that there was once a Darth Traya. And that she cast aside that role, was exiled, and found a new purpose. But there must always be a Darth Traya, one that holds the knowledge of betrayal. Who has been betrayed in their heart, and will betray in turn."

Kreia was a Jedi Master during the time of the Mandalorian Wars, and later a Sith Lady under the alias of Darth Traya.

Kreia was the guardian and keeper of the Jedi Archives before Jedi Master Atris, a scholar, and wise Jedi Master. Later in life, she used these abilities to become an expert manipulator and Sith Lady. She felt betrayed and cast out by both the Jedi and the Sith, and sought her revenge not against either one of

them, but against the Force itself. Upon encountering the Jedi Exile, Kreia saw a chance to bring her scheming closer to fruition.

Much of Kreia's early life is unknown. It is known that she worked her way up to the rank of Jedi Master and trained many students, the most famous of whom was Revan. She was also the archives master before Atris.

Kreia was a Jedi who held the "Gray Philosophy", also known as the Path of Baadu. The Jedi Council blamed her teachings for the fall of Revan and the Jedi who followed him. It is uncertain exactly when she fell to the dark side, but it was most likely during, if not before, the Mandalorian Wars. In despair, Kreia followed Revan's footsteps from planet to planet, searching for answers that only Revan could provide: was her teachings, her philosophy, the reason for Revan's fall? Her quest ended on the dark world of Malachor V, a planet of strong dark side power. From the abysses of the planet emerged Darth Traya, Dark Lady of the Sith.

There at Malachor, Traya found her own answers. She discovered a Praxeum built by Revan, the Trayus Academy. Here Traya learned the same thing Revan did: the existence of the true Sith empire, waiting beyond the known regions of space. There, she believed she found Revan's true intentions.

The Jedi Council had said they believed something was "behind" the Mandalorian Wars. Revan discovered this to be true, according to Traya. He learned of the true Sith Empire, and decided that to defeat the Sith, he would need all the powers of the Force, both light and dark, along with the resources of most of the known galaxy, to counter this potential Sith threat. From that moment on, Traya believed that Revan had never truly "fallen", that a greater cause had come that required greater actions to be taken.

Traya reestablished Trayus Academy on Malachor V to breed a new generation of Sith, who would act as a gadfly to the Republic. She found similar Sith Lords who were also interested in rebuilding the Sith Order, Darth Sion and Darth Nihilus, who joined her in creating the first Sith Triumvirate.

As time passed and the Jedi ran to hide, the Sith Lords' ideals became divergent. Traya and Revan's legacy fell far from Darth Nihilus' destructive hunger and Sion's bitter crusade against the Jedi. A violent argument eventually arose among the three, and as Traya was the odd one out, she was cast aside, beaten and broken. Once again she had been betrayed.

Traya blamed neither Jedi nor the Sith after her second betrayal, but instead set her revenge-driven sights on a higher power; the Force itself. She knew that the conflict between light and dark would never end, and that the galaxy was doomed to continuous chaos. She looked at the tremendous loss of life in history - and the future - and blamed it all on the Force, which she came to look upon as an insidious god. Confident in her belief, she came up with a master plan to eliminate the Force.

Kreia soon encountered the Jedi Exile, who represented a wound in the Force. Both were ambushed by Sith Assassins on the Harbinger, and in their unconscious struggle for life, reached out to one another and formed a powerful Force Meld between the two; the Force began to run strongly between them,

transferring from one to the other constantly.

Shortly after leaving the Paragus Mining Facility at Paragus II, Kreia encountered her old student, Darth Sion. Hardly at her full power, Kreia lost the short duel with Sion, losing her hand in the process to Sion?s blade. The Jedi Exile felt her pain, and their bond was confirmed.

While reestablishing her connection to the Force, Kreia found herself in the position of master over the Jedi Exile. The Exile was searching for clues to her identity, which Kreia was all too happy to let the Exile seek, curious to see if it would lead to the end she was seeking. She taught the Exile to carefully choose her actions, taught her how the echoes of what she does could have much greater consequences than what is visibly apparent.

As they traveled, Kreia watched as the Exile unknowingly strengthened the Republic as she gathered companions to herself. Kreia was quick to manipulate many of these companions to do her bidding.

Through the ease of which the Exile had "called" upon her companions, the old master had seen the Exile's ability to transmit extreme echoes to those she was bound with. Using the Exile's power and with the knowledge of Darth Nihilus' condition, Kreia intended to bring her plans into finality

By the end of her adventures with the Exile, Kreia had devised a method to kill the Force with what she called "echoes:" tragedies that left persistent wounds in the universe, which made the Force difficult and sometimes impossible to hear and to be used.

Kreia traveled with the Exile as she gathered the remaining Jedi Masters on Dantooine. When the truth was revealed - that the Exile was a wound in the Force - Kreia killed the three Jedi Masters by draining their life and left the Exile unconscious in the ruins of the Jedi Academy there.

Traveling to Telos IV, Traya turned Atris to the dark side of the Force, who became the second Darth Traya. Atris believed herself to be the heir of Kreia?s power, but her duel with the Jedi Exile proved otherwise. In actuality, Kreia used Atris to lure the Exile to Telos, so she could break her.

After the battle of Telos IV, where the Jedi Exile killed Darth Nihilus, the Exile followed Traya back to Trayus Academy on Malachor V, where she fought and bested Darth Sion by eroding his will. The Exile fought Kreia and sliced off her remaining hand during the battle. Kreia died of her wounds after giving a prediction of the future of the planets and people affected by the Exile.

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