Characters D6 / Sith Mother (Near-Human Sit



Name: Sith Mother
Species: Near-human
Gender: Female
Hair color: Grey
Eye color: Yellow
Skin color: White
Move: 10

DEXTERITY: 3D+1
- Brawling Parry: 5D+1
- Dodge: 8D
- Lightsaber: 9D
- Melee Combat: 8D+1
- Melee Parry: 8D+2

PERCEPTION: 4D
- Bargain: 7D+2
- Command: 5D+2
- Con: 10D+1
- Disguise: 9D
- Hide: 6D+1
- Investigation: 6D+2
- Persuasion: 7D+1
- Search: 6D+2
- Sneak: 5D

KNOWLEDGE: 3D
- Intimidation: 4D+2
- Languages: 5D
- Planetary Systems: 5D+2
- Scholar (Sith Lore): 8D+2
- Tactics: 6D
- Willpower: 7D+2

STRENGTH: 2D+1
- Brawling: 6D+1
- Climbing/Jumping: 4D+1

MECHANICAL: 2D+1
- Astrogation: 5D+2
- Space Transports: 5D
- Repulsorlift Operation: 4D+2

TECHNICAL: 2D
- Lightsaber Repair: 4D+2

SPECIAL ABILITIES
- Control: 10D
- Sense: 9D

Alter: 9D+2
Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Contort/Escape, Control Pain, Emptiness, Enhance Attribute, Hibernation Trance, Rage, Reduce Injury, Resist Stun, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Dark Side Web, Telekinesis, Farseeing, Lightsaber Combat, Projective Telepathy, Aura of Uneasiness, Inflict Pain, Affect Mind, Control Mind, Memory Wipe, Projected Fighting, Telekinetic Kill, Dim Other's Senses, Lesser Force Shield

EQUIPMENT
Lightsaber (5D), Armor (+1D vs Physical Damage, +1D vs Energy Damage), Robes, Comlink, Sith Amulet of Communication

FORCE SENSITIVE Y
FORCE POINTS 6
DARK SIDE POINTS 6
CHARACTER POINTS 12

Description: The Sith Mother was a Force-sensitive near-human female Sith Lord who lived in the galaxy. At some point, she travelled to a planet where she met the young girl Daal, and made the girl her apprentice. The Sith Mother assigned the girl a task to venture to the region known as the Screecher's Reach and kill the resident Sith known as the Screecher. After Daal had finished the job, she met her on the planet's surface and took her away in her ship.

Biography
The Sith Mother was a Force-sensitive female near-human Sith Lord who had begun searching for a Sith apprentice. At some point, she found herself on a planet where she met a young girl named Daal, who worked in one of the planet's workhouses. She offered the girl an escape from the planet if she could prove herself. In order to contact the girl, she provided her with an amulet which acted as a communication device.

One day, the Sith Mother contacted Daal and told her to venture into a region of the planet known as the Screecher's Reach and kill the "Screecher," a Sith that had become a local legend and was believed to be a ghost to the children of the workhouse. The Sith Mother stated to the girl that the Screecher was only a figment of her mind, and that the would need to overcome the Screecher with strength and courage. Upon entering the Screecher's cave, Daal and a group of her friends—Baython, Keena, and Quinn—had become separated and Daal continued deeper into the cave. Daal had used a mantra while holding the amulet, asking for strength and courage, as she had been led to believe the Screecher was an apparition. Eventually, she faced off against the Screecher and uncovered its identity as a Sith and as a real being. After killing the Screecher, Daal took its lightsaber exited the cave, and reconnected with her friends in a valley.

Daal realized that she had been strong in the encounter, and held the amulet once more to connect to the Sith Mother, stating that she had given Daal strength. The Sith Lord finally responded, stating that it was time for them to meet. Daal watched as the Sith Mother's ship entered the planet and landed in front of her. As the Sith Mother exited, Daal exclaimed that she was told the test was in her mind, to which the Sith Mother responded that a true test is always one of the mind. She assured Daal that she had passed the test and told her to keep the Screecher's lightsaber. After beckoning the child the come inside her ship, Daal asked whether her friends were coming as well, to which the Sith responded that she had only come for her apprentice. She offered the girl the option to stay with her friends, or come with her, with Daal accepting the latter offer, and the two

flew off in her ship.

Personality and traits

The Sith Mother had white skin, grey eyes, and grey hair. While her true nature was sinister, she put on the facade of a sweet individual. She was able to manipulate Daal into leaving her friends behind on their planet of residence, and convinced Daal that she had made her powerful.

Equipment

The Sith Lord wore blood red armor underneath a white cloak and hood. She initially provided Daal with the amulet contact device, and she also had access to her own ship.

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