

Characters D6 / Gholam

Gholam

Gholam are a diabolical creation, created by the same dark masters who created Myrddraal, Trollocs, Grey Men, and the like.

Gholam were created for one purpose, and one purpose only, to kill Jedi. They were created by the unknown dark masters as

perfect assassins for use against the Jedi, not to replace the Grey Men. It is believed that not many Gholam were created

because of how powerful they are, and that they might pose a danger even to their creators. Gholam appear to be whatever

they are created to appear as, any race at all, on the outside. However internally, Gholam have no skeletal or nervous

structure and do not bleed. Stun weapons have no effect on them, and it seems that they take many blows without effect due

to their strength and lack of pain or blood to spill. Also because of the lack of a skeleton they can compress themselves

to fit through narrow spaces, even sliding themselves under doors to get at their victims. They can also change the

dimensions of their body as well as change the features of their skin making them effectively shapeshifters. They are

totally unaffected by the Force, the Force seems to melt into them leaving them unscathed anytime it is used against them.

Not only that but they can sense anyone using the Force within 10 kilometers and get an exact location within 5

kilometers. They can also sense the ability to use the Force within people, seen as an aura that is brighter with the

degree of training they have. During the time of the Old Republic and the War of Shadows, when the Myrddraal and Trollocs

and all their ilk, were at their pinnacle outwardly attacking the entire galaxy, these Gholam were sent out to strike down

every Jedi they could find. They hunted down the Jedi as best they could, but the untied Jedi and the Republic managed to

repel the Shadowspawn, as the collective group of evil creatures were referred to, and end the war. It is rumored that

Vader and Palpatine used two Gholam during the Great Purge.

Type: Darkside Assassin

DEXTERITY 4D

Blaster: 6D+2

Firearms: 6D+2

Dodge: 7D

Melee Combat: 7D+1

Thrown Weapons: 6D+1

KNOWLEDGE 3D

MECHANICAL 2D

PERCEPTION 4D

Search: 6D

Sneak: 6D

STRENGTH 6D

Brawling: 7D

TECHNICAL 2D

Special abilities:

Bones: A Gholam has no bones. It can fit itself into small spaces with ease and can even slip itself under doors.

Nerves: Gholam have no nerves, they do not feel pain. They are unaffected by weapons set on stun and by 'stunned' level woundings.

Force: A Gholam cannot be touched by the force at all. It is not like a Ysalamirri where it extrudes a bubble in which the force does not exist. It simply is unaffected. No powers targeting the Gholam will have any effect, nor will any blanket powers (such as jedi battle meditation ect) have any effect.

Sense: A Gholam has the ability to sense the force. It can sense someone using the force within 10 kilometers, and get a positive location of a person using the force within 5 kilometers. Also they can sense the ability to touch the force within people on sight.(they see it as an aura around the force sensitive, the aura is brighter for those who are trained and how much training they have)

Story Factors:

Appearance: Gholam can change their body shape and size, they have set body mass but they can change the proportions of it, to look like however they want. they can look like a member of almost any species they need to of any height or girth.

Blood thirst: Gholams feed on the blood of sapient species and are often times irresistably drawn to blood by either sight or smell.

Move: 15

Size: 2.2 meters tall

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