Characters D6 / Immortals

Immortals

The term "immortal" is often used to describe mythological beings who would live forever. They are highly passed off as being nothing but works of religious fiction on most worlds but the truth is that immortals once did walk in the galaxy.

During the great Jedi Purge when Imperial forces led by Darth Vader were eliminating all of the Jedi in the galaxy, most of the immortals alive then were also killed (even though Lord Vader was unaware of their powers) simply due to the fact that they were often confused by many as minor Jedi because the force detectors used by Jedi hunters reported any and all immortals to be force sensitive.

Following the Jedi Purge only a handful of Jedi and immortals remained, all in hiding. Those Jedi that survived spread out and hid, waiting for a chance to fight back while those surviving immortals grouped together and purchased a small transport and fled into the Deep Core.

After word of the deaths of both Emperor Palpatine and Darth Vader and the return of the Republic, most of the still surviving immortals returned from the Deep Core but some remained out of fear that the Empire would return.

Like Jedi, there are also Light and Dark immortals, although the differences are not quite as extreme as in Jedi. Light immortals are simply those who are good at heart and do not use their gift for evil purposes. The dark immortals actually vary greatly in that some are simply space pirates with no remorse and use their immortality to do and take what they wish. Other dark immortals have more insane purposes in mind, such as the stereotypical taking over of the galaxy.

There have been no recorded instances of an immortal Jedi even though there are immortals of almost every known species. It has, however, not been ruled out that a Jedi could be an immortal, especially if a Jedi were to take the life of an immortal. The one thing most immortals fear is falling to a Dark Lord of the Sith due to the fact that it will more than likely render the Dark Lord an immortal and doom the entire galaxy to an eternity of slavery.

When an immortal perishes he releases his force energy in a violent surge which can be absorbed by nearby force sensitive individuals, usually the one who took the immortal's life. In nearly all cases, the absorbtion of such energy by a force sensitive individual will render him immortal.

The death of an immortal is somewhat different when at the hands of another

immortal. When an immortal takes the life of another he receives all of the fallen immortal's powers. In game terms: when an immortal takes the life of another he receives all character points, force points and dark side points.

Type: Typical immortal (age of less than 100 standard years)
DEXTERITY: 3D+2
- Archaic weapons: 4D
- Blaster: 4D+1
- Dodge: 7D
- Firearms: 4D
- Melee combat: sword: 8D
- Melee parry: 6D+1
- Thrown weapons: 5D

KNOWLEDGE: 2D+2
- Languages: 3D
- Scholar: 4D
- Streetwise: 6D

MECHANICAL: 2D+2
- Archaic starship piloting: 3D+1
- Beast riding: 3D+1
- Ground vehicle operation: 3D
- Repulsorlift operation: 3D

PERCEPTION: 3D+2
- Con: 5D+2
- Hide: 6D
- Sneak: 4D

STRENGTH: 3D
- Brawling: 4D
- Stamina: 8D

TECHNICAL: 2D+1

Special Abilities:
Immortality:
Immortals have a special connection to the force that feeds him life force in times of need. Immortals may be killed through normals means, but unless his head is removed from his body, then he will awaken in 1D rounds with all wounds healed in 3D rounds. Any force sensitive character taking the life of an immortal will acquire this acute connection to the force and become immortal through a violent surge of force energy. Disintegration, explosion, decapitation and anything else which more or less severs the head or destroys the body can render an Immortal dead (this is largely a GM call).
Absorbtion:
When an Immortal takes another Immortal's life he/she receives all of the fallen Immortal's character points, force points and dark side points through a violent force explosion (similar to the force explosion experienced when Emperor Palpatine first died).
Force sense:
Immortals can sense when another is nearby (usually within 20 meters) and sometimes Jedi Knights may give off the same signal making an ignorant immortal believe that the Jedi is an immortal.

Story Factors:
Dueling:
Immortals are drawn to each other via the force and often times engage in a fight to the death on those rare occassions when two meet.
Swords:
The sword is the weapon of choice among immortals and the type of sword carried often reflects the personality of the immortal. There are several types of swords but the more common ones include the following:

STANDARD
- Coynite Sat'skar (STR+1D (one-handed), STR+3D+1 (two-handed))
- Jien saber (STR+3D+2)
- Ka'hren Rantok (STR+1D+1 (one-handed), STR+2D+1 (two-handed))
- katana (STR+1D+2)
- Trianni sword (STR+1D+2)
- two-handed sword (STR+1D (one-handed), STR+2D+2 (two-handed))

VIBROWEAPONS
- two-handed vibrosword (STR+2D (one-handed), STR+4D (two-handed))
- vibrocutlass (STR+3D+1)
- vibrokatana (STR+3D)
- vibrorapier (STR+3D)
- vibrosword (STR+3D+1)

Character Points: 3-15
Force Points: 1-4
Dark Side Points: 0-3
Move: 10

Equipment:
heavy blaster pistol (5D), sword (see above), long coat, jewelry, comlink, 2,000 credits

Note: For every added 100 years of age you may add an additional 10D in skills, 15 character points, 2 force points and 0-5 dark side points (depending upon light/dark immortal)

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