Characters D6 / Rane (Human Witch)



Name: Rane
Died: 148 BBY, Brendok
Species: Human
Gender: Female
Hair color: Brown
Eye color: Brown
Skin color: Light
Affiliation(s): Brendok coven

Dexterity: 2D
- Brawling Parry:4D
- Dodge: 3D+2
- Melee Combat: 4D
- Melee Parry: 4D+1

Knowledge: 2D
- Languages: 4D+1
- Scholar; Witch Lore: 5D+2
- Survival: 4D+1

Perception: 4D
- Bargain: 5D+2
- Persuasion: 6D+1
- Search: 7D+1
- Sneak: 5D+2

Strength: 2D
- Brawling: 2D+2
- Climbing/Jumping: 3D

Mechanical: 2D
- Beast Riding: 3D+2

Technical: 3D
- First Aid: 5D+2

Move: 10
Force Sensitive: Yes
Force Points: 3
Dark Side Points: 2
Character Points: 6

Special Abilities:
- Control: 4D+1
- Sense: 4D+2
- Alter: 4D

Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Disease, Control Pain, Detoxify Poison, Enhance Attribute, Force Of Will, Hibernation Trance, Rage, Reduce Injury, Remain Conscious, Remove Fatigue, Resist Stun, Metamorphosis, Combat Sense, Danger

Sense, Life Detection, Life Sense, Receptive Telepathy, Sense Force, Force Jump, Injure/Kill, Telekinesis, Force Push, Greater Force Shield, Projective Telepathy, Force Lightning, Inflict Pain, Affect Mind, Telekinetic Kill

Ranes Powers effectively work the same as Jedi Force Powers, but they manifest with a visible dark cloud around them them.

Witch Magic: Chant of Empowerment, Chant of Manipulation, Weave of Teleportation, Ichor of Invisibility, Chant of Resurrection

Equipment:

Witches Robes, Dagger (Str+1D),

Description: Rane was a Force-sensitive human female who was a witch, and served as ensign and adviser to Aniseya as part of a coven on the planet Brendok during the High Republic Era.

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