Creatures D6 / Undead

Undead

In some extremely rare instances there have been reports of the dead coming back to life filled with nothing but nefarious intent. These all have been linked back to the ancient Sith with the exception of a recent event on Merh II in which hordes of undead were reportedly seen ravaging the small colony located on the planet after some sort of Imperial weapons test a few hundred kilometers away.

Zombies are perhaps the more common of the undead, ranging from the freshly killed to those that have long since died but have had a slow decomposition. Zombies are slow, dumb, and instinctively crave sentient brains to dull the continuous pain of decomposition. They are not as fast and agile as their skeleton counterparts due to the weight of the rotting flesh they carry (or drag) with them.

Type: Typical zombie
DEXTERITY: 2D
KNOWLEDGE: 0D+2
PERCEPTION: 3D
STRENGTH: 3D+2
Brawling: 4D
Stamina: 6D

Special Abilities:
Dead: Since zombies are technically already dead, normal damage rules do not apply. Use the following guidelines:
Wounded: zombie loses a limb, roll 1D to determine a which limb is lost: 1-2 - left arm
3-4 - right arm
5 - left leg
6 - right leg
Incapacitated: Zombie begins falling apart, losing several limbs and suffering -1D penalty to all attributes and skills
Killed: Zombie falls apart into a mass of moving limbs
Fearless: Zombies do not know the meaning of the word 'scared,' therefor all Intimidation checks against a zombie automatically fail.
Pain: Zombies are technically walking corpses, meaning that the flesh that they bear is still rotting causing them immense pain and discomfort.
Hunger: Zombies naturally crave the brains of sentient beings as certain chemicals in the average sentient brain help to block out the pain of decomposition they suffer.

Move: 5
Dark Side Points: 1-3
Character Points: 0-1
Size: 1.5-2.0 meters tall

Skeletons are perhaps the most threatening of the currently cataloged undead. They are quick, agile, fearless, and have a thirst for death and destruction. Even though most were sentient beings at one point in time, once they are brought back as undead, they are no longer sentient, thinking more like an extremely vicious and feeble minded predator. Skeletons do not require sleep, food, or rest.

Type: Typical skeleton
DEXTERITY: 3D+1
Brawling Parry: 4D
Melee Parry: 4D
PERCEPTION: 3D+2
Sneak 4D
STRENGTH: 2D+2
Brawling: 4D+1
Stamina: 7D

Special Abilities:
Dead: Since skeletons are technically already dead, normal damage rules do not apply. Use the following guidelines:
Wounded: skeleton loses a limb, roll 1D to determine a which limb is lost: 1-2 - left arm
3-4 - right arm
5 - left leg
6 - right leg
Incapacitated: skeleton begins breaking apart, losing several bones and suffering -1D penalty to all attributes and skills
Killed: skeleton is shattered, but will "pull itself back together" in 2D rounds (the only sure way to kill a skeleton is to incenerate the bones)
Fearless: Skeletons do not know the meaning of the word 'scared,' therefor all Intimidation checks against a skeleton automatically fail.

Move: 10
Dark Side Points: 2-5
Character Points: 0-2
Size: 1.5-2.0 meters tall

Skeleton soldiers are basically the same as your standard skeleton except that they are prone to taking orders from a Jedi or Sith (something most standard skeletons won't respond to) and wield bladed weapons. Skeleton soldiers have been documented in a handful of Sith battles and can be extremely devastating in large numbers. They often times wield the ceremonial swords (and even lightsabers in those extremely rare cases) that

they are burried with.

Type: Typical skeleton soldier
DEXTERITY: 3D+2
Brawling Parry: 4D
Melee Combat: sword 4D+2
Melee Parry: 4D+1
PERCEPTION: 3D+1
Sneak 3D+2
STRENGTH: 3D
Brawling: 4D
Stamina: 8D

Special Abilities:
Dead: Since skeletons are technically already dead, normal damage rules do not apply. Use the following guidelines:
Wounded: skeleton loses a limb, roll 1D to determine a which limb is lost: 1-2 - left arm
3-4 - right arm
5 - left leg
6 - right leg
Incapacitated: skeleton begins breaking apart, losing several bones and suffering -1D penalty to all attributes and skills
Killed: skeleton is shattered, but will "pull itself back together" in 2D rounds (the only sure way to kill a skeleton is to incenerate the bones)
Fearless: Skeletons do not know the meaning of the word 'scared,' therefor all Intimidation checks against a skeleton automatically fail.

Move: 10
Dark Side Points: 5-10
Character Points: 0-4
Size: 1.5-2.0 meters tall

Equipment: Sword (STR+1D+2), makeshift armor (+1 physical)

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