# Characters D6 / Ludo Kressh (Sith Lord)




Name: Ludo Kressh
Homeworld: Rhelg
Died: 5000 BBY, over Korriban
Species: Sith Hybrid, Half-breed
Gender: Male
Height: 1.88 meters
Hair color: Brown
Eye color: Red
Skin color: Light red
Move: 10

DEXTERITY: 3D+1
- Brawling Parry: 6D+1
- Dodge: 9D
- Melee Combat: 9D+1
- Melee Parry: 9D+2

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

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

STRENGTH: 3D+1
- Brawling: 6D+1
- Climbing/Jumping: 4D+1
- Stamina: 5D+1

MECHANICAL: 2D+1
- Astrogation: 3D+2
- Beast Riding: 3D+1
- Capital Ship Piloting: 4D
- Capital Ship Gunnery: 3D+2

TECHNICAL: 3D
- Capital Ship Repair: 3D+2

Capital Ship Weapon Repair: 3D+1

SPECIAL ABILITIES

Control: 11D

Sense: 10D

Alter: 10D+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, Jedi Armed Combat, Sith Alchemy

EQUIPMENT

Vast Riches and Gems

Sith Sword (Str+2D), Expensive Robes

FORCE SENSITIVE Y
FORCE POINTS 6
DARK SIDE POINTS 16
CHARACTER POINTS 17

Description: Ludo Kressh was a male Sith Lord in the years leading up to and during the Great Hyperspace War, and was also the father of Kressh the Younger. Descended from a mixed ancestry of Dark Jedi and members of the Sith species, Ludo Kressh rose to be a powerful Sith Lord, all the while clashing with his greatest rival, fellow Sith Lord Naga Sadow. In 5000 BBY, Dark Lord of the Sith Marka Ragnos died, and both Kressh and Sadow angled for the title. Kressh led the deceased Dark Lord's funeral procession but was interrupted by the late arrival of Naga Sadow. Sadow proclaimed that the title of Dark Lord of the Sith was rightfully his, and an angered Kressh attacked him; however, their duel was stopped by Ragnos' ghost. After the fight, two outsiders landed in the middle of the funeral: hyperspace travelers Gav and Jori Daragon. Kressh feared that the siblings were precursors to an invasion by the Galactic Republic, while Sadow believed they were the key to expanding the Sith Empire's territory.

Kressh and his rival disagreed repeatedly over the matter of the Daragons. Sadow, seeking to make his dream of a war with the Republic a reality, staged a false Republic attack on the Empire. Kressh was convinced at first and advocated bolstering the Empire's defenses against an impending Republic invasion. However, the Sith Lord soon discovered Sadow's treachery and along with his allies, attacked his fortress on the planet Khar Delba, but was subsequently outwitted and defeated by Sadow. Kressh then faked his death by sending his empty flagship toward Sadow's citadel, where it was shot down and destroyed. Without a strong opponent, Sadow—now the new Dark Lord—launched the Great Hyperspace War against the Republic. However, the Dark Lord returned to the Sith Empire with a diminished fleet after suffering a defeat at the hands of the Republic. It was then that Kressh revealed himself, telling Sadow that he had indeed faked his death. Battle ensued over Korriban, and Kressh at first seemed to have taken the upper hand against his weakened opponent. However, the ever-cunning Dark Lord ordered one of his doomed ships to make a suicide run on Kressh's flagship, and the collision killed Kressh.

*Personality and traits*

Unlike his rival and counterpart Naga Sadow, Ludo Kressh was a cautious man, one concerned

with the safety and well-being of the Sith Empire. Kressh was content with the holdings of the Empire and feared that foraging into the wider galaxy and challenging the Republic would be disastrous for its health. Even when Sadow faked the Republic attack and theft of the Starbreaker 12, Kressh was a staunch advocate for remaining in Sith Space and bolstering their defenses, unlike Sadow, who wanted the Empire to strike at the Republic. Kressh despised Sadow—whom he considered his greatest contender for the crown of Dark Lord of the Sith—with a passion. He saw his rival's more progressive views as potentially harmful for the welfare of the Sith Empire. Kressh believed that the Sith would be polluted by other species if the Empire moved past the Stygian Caldera, but would remain untainted if they kept their own region of space. Kressh had no reservations about clashing with Sadow through both words and in battle, but when the bold Sadow claimed the position of Dark Lord of the Sith, Kressh decided to break off the war of words and retreat to gather his followers.

While Ludo Kressh cared little for his slaves, the safety of his young son was of primary concern. His alcohol abuse gave way to violence, and incompetence on the part of his servants incited murderous rampages. Kressh was also a very cunning man; he tricked Sadow with his empty flagship and faked his death, then reemerged after the Sith defeat at the hands of the Republic in the Great Hyperspace War. Despite his wiles, Kressh was still outwitted by his rival on multiple occasions. During the Battle of Khar Delba, Kressh believed that he had caught his enemy off guard with a surprise attack on his fortress; however, the fortress was a decoy, as Sadow's forces were massed at Khar Shian. After the secret fleet attacked, Kressh was outsmarted by Sadow, who had Horak-mul's and Dor Gal-ram's subordinates mutiny and betray their masters. Later, at the Battle of Korriban, Kressh was overjoyed at seemingly defeating the weakened Sith fleet; however, Sadow turned the tables by targeting him with a doomed ship on a suicide run. Upon noticing the ship headed in the direction of his flagship, Kressh quickly lost his poise and begged Sadow to call off the ship, but to no avail.

*Powers and abilities*
As a powerful Sith Lord, Kressh was trained and proficient in manipulating the dark side of the Force. Kressh possessed some knowledge of Sith alchemy and a working knowledge of Sith magic, the latter of which he used to construct a device that would protect his son from all harm. Kressh was capable of using the exotic Battlemind power, and was also able to augment his speed, strength, and ferocity by amplifying his rage through the Force. In battle, Kressh utilized a Sith war sword that he infused with the power of the Force before a duel. Kressh proved to be an equal in combat with his rival Naga Sadow, with both gaining the upper hand at different points in their duel on Korriban and suffering wounds of equal proportion to their opponent. Kressh was trilingual, as he was able to speak Galactic Basic Standard as well as the Sith and Massassi languages.

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