Characters D6 / Odan-Urr (as of 5000 bby)



Name: Odan-Urr
Died: 3996 BBY (3961BrS), Ossus
Species: Draethos
Gender: Male
Eye color: Blue
Skin color: Gray

DEXTERITY: 3D+1
- Blaster: 3D+2
- Brawling Parry: 4D+2
- Dodge: 7D+2
- Lightsaber: 8D
- Melee Combat: 5D+2
- Melee Parry: 5D+1
- Throwing Weapons: 4D

PERCEPTION: 3D
- Bargain: 5D+2
- Command: 4D+1
- Hide 5D
- Investigation: 5D
- Persuasion: 4D+2
- Search: 6D

KNOWLEDGE: 4D
- Alien Species: 4D+2
- Cultures: 6D
- Intimidation: 4D+1
- Languages: 5D+1
- Planetary Systems: 5D
- Scholar (Jedi Lore): 8D
- Scholar (Sith Lore): 4D+1
- Streetwise: 4D+2

STRENGTH: 2D+1
- Brawling: 5D
- Climbing/Jumping: 5D+2
- Swimming: 6D

MECHANICAL: 2D+2
- Astrogation: 5D
- Communications: 3D+1
- Repulsorlift Operation: 4D+1
- Sensors: 4D
- Space Transports: 5D+2

TECHNICAL: 3D
- Computer Programming/Repair: 4D+1
- First Aid: 4D+2

Lightsaber Repair: 5D+2
Security: 5D+1

Force Sensitive: Yes
Force Points: 9
Dark Side Points: 0
Character Points: 14

Special Abilities:

Telepathy: Draethos, warrior and intellectual alike, possessed telepathy, including the ability to communicate with any sentient being in a radius of approximately five hundred meters. The ability was limited to communication; a Draethos could not invade the thoughts of others. This is done by the Draethos as easily as speaking.

Low Light Vision: Draethos eyes are more sensitive to light, giving them a bonus 1D to search in low light conditions.

Control: 8D
Sense: 8D+1
Alter: 7D+2

Force Powers: Lightsaber Combat, Telekinesis, Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Pain, Enhance Attribute, Hibernation Trance, Resist Stun, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Affect Mind, Farseeing, Combat Sense, Remove Fatigue, Battle Meditation

Equipment:

Lightsaber (5D), Jedi Robes, Comlink, Ancient Scrolls and Texts

Description: Odan-Urr was a long-lived Draethos male, who served as a Jedi Master and Jedi librarian during the height of the Galactic Republic. He preferred reading and studying rather than combat, though he was a master of the little known Jedi art of battle meditation. He was trained by the Celegian Jedi Master Ooroo.

Odan-Urr was a Jedi Padawan in 5000 BBY, and during his time as the Watchman of Koros, he had a series of visions depicting the impending Sith invasion. He and his Jedi companion, Memit Nadill, attempted to warn the Galactic Senate of the Sith attack, but the Senate refused to listen. However, Odan-Urr had the backing of the armies of Empress Teta, and participated in the Battle of Kirrek, where Naga Sadow's Sith Empire attempted to crush the Republic. The Republic emerged victorious, though only at the expense of the life of Master Ooroo. In the aftermath of the war, Odan-Urr found an ancient Sith holocron—the only one known to have existed at the time—which he kept safely at all times.

Personality and traits

Odan-Urr was an extremely scholarly individual, who preferred studying the hordes of ancient scrolls and documents in Master Ooroo's library to almost anything else. Were it not for Ooroo's constant reminders that a Jedi had duties other than reading and studying, he would never have gone on even routine Jedi assignments. He devoted his whole life to ancient documents, and during his thousand years alive he became a great repository for Jedi lore, often using historical stories to teach people what they needed to learn. Even while acting as the Jedi Watchman of Koros, Odan-Urr managed to find time to sneak off from proceedings and spend some time looking over the scrolls there, which he carried on his person at almost all times. In appearance, he had a sloping, rounded head and exposed teeth and was the same build and height as the average

Human.

When he was young, Odan-Urr was quite emotional, despite his training as a Jedi. During his time as the Watchman of Koros, he showed his emotional nature when confronting the two assassins after Jori and Gav. He lashed out at the alien with his lightsaber, letting his anger show. However, after his companion Memit Nadill told him of other ways to defeat his enemies, he managed to keep his anger in check. Odan-Urr was a deeply compassionate being, and in his youth mourned the deaths of both those that were close to him and those that he did not know. Ooroo's death had a great effect on his apprentice, and for days afterward he felt lonely and despondent, which was not the Jedi way.

Odan-Urr was an inquisitive being. During his Jedi training, he sought to learn as much as possible about the Jedi of old, and even the exiled Dark Jedi, who most young Jedi believed to be a mere myth.

Throughout his many years, Odan-Urr forged many friendships with people, some of which lasted a very long time. He was extremely close to Master Ooroo, and even after he had finished his training he decided to stay with the Celegian on Ossus, to study more old scrolls. Ooroo's death caused Odan-Urr great distress. During his time of Cinnagar, he won the trust of Empress Teta, and her advisor, Memit Nadill. Nadill, an older and more experienced Jedi than Odan-Urr, taught him some skills that one picked up with experience, while Odan-Urr taught the green-skinned humanoid things he had learned in the vast library in his Jedi Praxeum. Teta also trusted her Draethos advisor, and even risked ridicule by her fellow Senators when she took his word about the Sith. Another person who made friends with Odan-Urr was Jori Daragon. He ensured she was not imprisoned by Teta's soldiers, and, realizing her Force potential, gave her a lightsaber to defend herself with during the Great Hyperspace War, although after the war Jori did not continue her training.

Odan-Urr was also a skilled teacher and leader. During his first real offworld mission, he taught Memit Nadill how to use battle meditation in just several hours. He did not take any apprentices when he became too old and feeble to deal with one as energetic and inquisitive as he himself had been during his apprenticeship. However, nearly every Jedi who was trained on Ossus learned in one way or another from Odan-Urr, through his teachings on the Jedi Code or else when their Master referred them to the old librarian for instruction on a particular aspect of the Force that he was knowledgeable in.

Odan-Urr was extremely fair-minded and was of the opinion that if someone wanted to learn, they had every right to. During his construction of the Great Jedi Library, he made sure that the doors to the Library were left open to all at all times. During the Conclave on Deneba, he allowed some of the younger Jedi to speak, where many more experienced Masters would not value the opinion of one so young. He also allowed people—though only those who had been approved by the Council—to examine some of the darker objects kept in the Chamber of Antiquities, while many other Masters did not let their apprentices learn about the dark side under any circumstances, even if their apprentice did not stray from the light. That was something he learned from his Master Ooroo, who allowed the Draethos to study the history of the Sith during his training on Ossus.

Through his studies of history, Odan-Urr was considered very wise, and even among other powerful Masters such as Thon, Ood Bnar, Arca Jeth, and Vodo Baas he was described as one of the wisest. His knowledge of Jedi lore proved extremely useful when he was telling students not to do something—he could nearly always recall a similar situation where the Jedi failed. Were it not for his extensive knowledge and wisdom, the Republic would not have been warned about Naga

Sadow's attempted invasion.

Because of his previous traumatic experiences, namely the loss of Master Ooroo, Odan-Urr found it extremely difficult to recount his past experiences. Although he sought to learn and pass on as much as he could on all sorts of historical events, Odan-Urr shied away when asked to relay events in which he participated. It was only after the many persistent requests and urges of his students did he record the happenings he was a central part of, and afterwards he still retained a sense of discomfort when telling others of his most difficult times.

Powers and abilities
Through his studies of some of the more obscure branches of the Force, Odan-Urr learned of an ancient Jedi art known as battle meditation. The power was extremely difficult to master, and when he was a youth it was generally unknown, even by other Jedi. It granted the user the power to determine the outcome of a battle, and ensure victory for their side. A Jedi could literally imagine what they wished to happen with their mind's eye and it would quickly become a reality, and they could turn their enemies against each other. It could also greatly affect the morale of both allies and enemies. During the final battle of the Unification Wars, Odan-Urr used the power to break the spirits of the Kirrek pirates, while simultaneously sending the morale of Teta's men soaring. However, the power had occasional drawbacks: broken-spirited enemies could often become desperate and attempt to kill as many hostiles as possible, even if it meant harming themselves. He was not the only Jedi of his era to use the power: Masters Ooroo, Arca Jeth, and Thon were also adept at it, while Odan-Urr taught Nomi Sunrider how to control the power just minutes before his death.

Although he preferred not to have to resort to violence, Odan-Urr was reasonably skilled with using a lightsaber, though as a Jedi Consular he generally used the Force to aid him in battle. In his youth, he once lost control of himself and lashed out with his weapon, killing his opponent. However, after advice from the more experienced Memit Nadill, he began to gain control of his instincts. Under Ooroo, he carried a blue-bladed lightsaber which he had constructed himself. In his later years, he found that he had no need for such a weapon, and did not carry one. He also kept a spare lightsaber in his youth, which he gave to Jori Daragon.

Odan-Urr was also a master of Force sense, which granted the user the ability to extend his senses through the Force and gain a great awareness of his surroundings. He could also use a power known as Force Alter, which meant he could change the nature and distribution of the Force around him. Other abilities he utilized were Control and Force Mind.

Odan-Urr communicated with other beings through the Force, using telepathy. He could communicate through these means to other sentients up to five hundred meters away, though that power could not be used to access others' thoughts but only for communication. However, he also had a great knowledge of spoken languages—he could speak the Draethos, Sith, and Tchuukthese languages, as well as Galactic Basic Standard.

Stats by FreddyB, Descriptive text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.