Characters D6 / Keoulkeech (Ewok Shaman)



Name: Keoulkeech
Homeworld: Endor
Species: Ewok
Gender: Male
Move: 10

Dexterity: 2D+1
- Brawling Parry: 5D
- Dodge: 4D+1
- Melee Combat: 4D+1
- Melee Parry: 4D+2
- Thrown Weapons: 4D+1

Perception: 2D
- Command; Ewoks: 4D
- Hide: 4D+2
- Search: 5D+1
- Sneak: 4D+1

Knowledge: 3D
- Scholar; Ewok Rituals: 5D+1
- Survival: 5D
- Intimidate: 4D
- Tactics: 4D

Strength: 3D+1
- Climbing/Jumping: 4D+2
- Brawling: 4D

Mechanical: 2D
- Beast Riding: 5D+2
- Glider 4D

Technical: 2D+1
- First Aid: 5D+1
- Primitive Construction 3D

Special Skills:

Dexterity Skills:

Thrown Weapons: bow, rocks, slings to use: one round. The character may take the base skill and/or any of the specializations.

Mechanical Skills:

Glider: Time to use: one round. The ability to pilot gliders.

Technical Skills:

Primitive Construction: Time to use: one hour for gliders and rope bridges; several hours for small structures, catapults and similar constructs. This is the ability to build structures out of wood, vines and other natural materials with only primitive tools. This skill is good for building study houses, vine bridges and rock-hurling catapults (2D, speeder-scale damage).

Special Abilities:

Skill Bonus: At the time the character is created only, the character gets 2D for every 1D placed in the hide, search and sneak skills.

Skill Limits: Beginning characters may not place any skill dice in any vehicle (other than glider) or starship operations or repair skills.

Smell: Ewoks have a highly developed sense of smell, getting a + 1D to their search skill when tracking by scent. This ability may not be improved.

Story Factors:

Protectiveness: Most human adults will feel unusually protective of Ewoks. Because of this, humans can also be very condescending to Ewoks. Ewoks, however, are mature and inquisitive — and unusually tolerant of the human attitude.

Equipment: Spear (STR+1D), Leather backpack, a collection of shiny objects.

Force Sensitive: No
Force Points: 2
Dark Side Points: 0
Character Points: 4

Description: Keoulkeech was an Ewok shaman and the older brother of Leektar.

Biography

Growing up in Red Bush Grove, Keoulkeech surpassed Leektar in many areas, including healing and animal bonding. Leektar grew jealous of Keoulkeech and prayed to the Leaf Queen to gain greater status within his tribe; this resulted in an electrical fire spreading across Red Bush Grove, killing all but Leektar and Keoulkeech, though neither of them knew the other was alive. Keoulkeech fought in Chief Chirpa's attack group during the Battle of Endor, working afterwards to cure the forest of its pain. It was during this time that he discovered that he could communicate with the Great Trees of the forest moon, telling him which of them needed aid. Keoulkeech was soon reunited with his younger brother, who had become an Honorary Elder in Bright Tree Village.

However, this reunion was not to last. After his healing mission was completed, Keoulkeech visited Salfur's Trading Post, where he saw a Carosite medical transport laden with supplies bound for Yir Tangee. Keoulkeech realized that his healing talents were needed beyond just the forest, and departed with it. He became a passenger aboard the Carosite medical frigate Sudden Restoration, bringing medical service to worlds ravaged by the Galactic Civil War. He also became an associate of the Bith musician Ballifore Figg and the Bimm bard Vasnish Kay.

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