Characters D6 / Screecher (Humanoid Sith He



Name: Screecher
Gender: Female
Move: 10

DEXTERITY: 2D
- Brawling Parry: 4D
- Dodge: 4D+2
- Lightsaber: 5D
- Melee Combat: 4D
- Melee Parry: 4D+2

PERCEPTION: 2D
- Sneak: 2D+1

KNOWLEDGE: 1D
- Intimidation: 6D

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

MECHANICAL: 1D
TECHNICAL: 1D

SPECIAL ABILITIES
- Control: 5D+1
- Sense: 5D+2
- Alter: 5D

Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Contort/Escape, Control Pain, Emptiness, Enhance Attribute, Hibernation Trance, Rage, Resist Stun, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Sense Force, Telekinesis, Aura of Uneasiness, Inflict Pain, Affect Mind, Projected Fighting, Telekinetic Kill, Lesser Force Shield, Force Scream

EQUIPMENT
- Lightsaber (5D), Rags

FORCE SENSITIVE Y
FORCE POINTS 2
DARK SIDE POINTS 6
CHARACTER POINTS 3

Description: On a planet that consists of workhouses and farms, a young girl tired of her life named Daal tells her friends Baython, Quinn and Keena that she is headed out to Screecher's Reach, a cave that is said to contain a ghost. The kids take land speeders and ride out far before camping. While Quinn and Keena play around, Baython gives Daal some words of advice that when an opportunity arises that she should take it. The kids decide to walk the rest of the way towards Screecher's Reach.

The kids arrive at the cave where Daal is shown talking into a necklace she owns. As they enter, Daal seems distant from the rest of the kids who try to keep up with her. hey enter a room where they encounter a Ghost that screeches at them causing a cave in. Despite Keena trying to save Daal, she orders them all to leave and is trapped inside with the Ghost. A demonic figure with a lightsaber chases her. Daal follows a light which leads upwards. She climbs up towards the opening. The demonic figure pursues her there and grabs her leg. As the cave begins to close, she pleads for someone to give her strength. A piece of rock breaks off and traps the demonic figure, separating her from her lightsaber. Due to the sunlight filtering through the cracks, Daal finds herself in a room with a makeshift bed. She realizes that the demonic figure is a haggard woman with long hair. As Daal grabs the woman's lightsaber, she lets out a bellow of despair, which causes rocks to fall around them. Daal ignites the figure's lightsaber and the screen fades to an image of the mountain as she swings her blade. The screaming stops.

The Screecher's true appearance is revealed when Daal pins her beneath a boulder, revealing her to be an old hermit Sith living alone in a cave.

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