

## Characters D6 / Rane (Human Witch)

Name: Rane  
Died: 148 BBY, Brendok  
Species: Human  
Gender: Female  
Hair color: Brown  
Eye color: Brown  
Skin color: Light  
Affiliation(s): Brendok coven

### Dexterity: 2D

Brawling Parry: 4D  
Dodge: 3D+2  
Melee Combat: 4D  
Melee Parry: 4D+1

### Knowledge: 2D

Languages: 4D+1  
Scholar; Witch Lore: 5D+2  
Survival: 4D+1

### Perception: 4D

Bargain: 5D+2  
Persuasion: 6D+1  
Search: 7D+1  
Sneak: 5D+2

### Strength: 2D

Brawling: 2D+2  
Climbing/Jumping: 3D

### Mechanical: 2D

Beast Riding: 3D+2

### Technical: 3D

First Aid: 5D+2

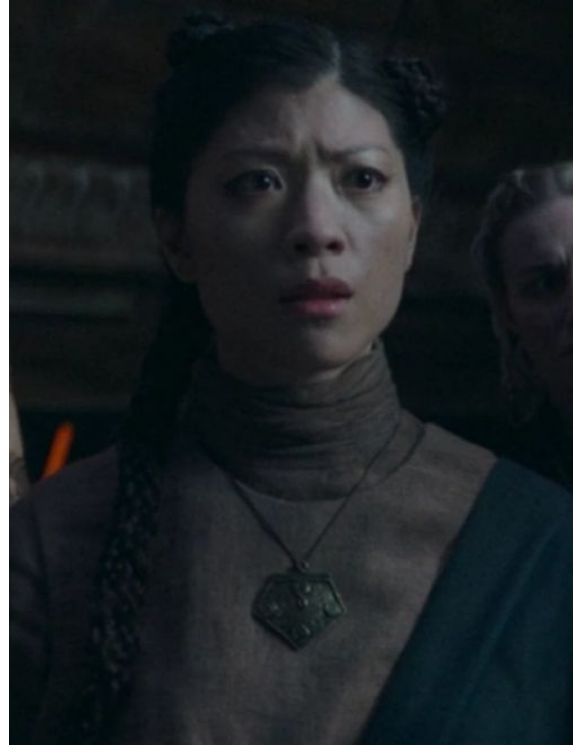
Move: 10

Force Sensitive: Yes

Force Points: 3

Dark Side Points: 2

Character Points: 6



### Special Abilities:

Control: 4D+1

Sense: 4D+2

Alter: 4D

Force Powers: Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Disease, Control Pain, Detoxify Poison, Enhance Attribute, Force Of Will, Hibernation Trance, Rage, Reduce Injury, Remain Conscious, Remove Fatigue, Resist Stun, Metamorphosis, Combat Sense, Danger Sense, Life Detection, Life Sense, Receptive Telepathy, Sense Force, Force Jump, Injure/Kill, Telekinesis, Force Push, Greater Force Shield, Projective Telepathy, Force Lightning, Inflict Pain, Affect Mind, Telekinetic Kill

Ranes Powers effectively work the same as Jedi Force Powers, but they manifest with a visible dark cloud around them.

Witch Magic: Chant of Empowerment, Chant of Manipulation, Weave of Teleportation, Ichor of Invisibility, Chant of Resurrection

### Equipment:

Witches Robes, Dagger (Str+1D),

Description: Rane was a Force-sensitive human female who was a witch, and served as ensign and adviser to Aniseya as part of a coven on the planet Brendok during the High Republic Era.

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