Characters D6 / Choka Skell (Yuuzhan Vong W



Name: Choka Skell
Homeworld: Zonama Sekot
Species: Yuuzhan Vong
Gender: Male
Hair color: Black
Eye color: White (right) and blue (left)
Skin color: Yellowish-white with gray tattoos
Caste: Warrior caste
Domain: Domain Skell
Move: 11

DEXTERITY: 3D+1
- Amphistaff: 6D
- Brawling Parry: 5D+2
- Dodge: 5D+1
- Melee Combat: 6D
- Melee Parry: 5D+2

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

KNOWLEDGE: 3D+1
- Intimidation: 7D
- Languages: 5D+1
- Planetary Systems: 4D+2
- Tactics: 4D+1
- Willpower: 5D

STRENGTH: 4D
- Brawling: 6D+2
- Climbing/Jumping: 5D+1

MECHANICAL: 2D
TECHNICAL: 2D

Special Abilities:

Wound in the Force: The Yuuzhan Vong are wounds in the Force. As such, they cannot be sensed or directly affected by the Force. Powers like Life Sense or Lightsaber Combat will not work, but indrect applications of the Force (such as hurling an object at them) will work.

Caste: The Warrior caste was one of the most influential castes, though only because of their military strength and numerous victories in combat. Members of the Warrior caste recieve an additional +2D intimidation. This bonus only applies when used against other Yuuzhan Vong.

Fanatacism: Members of the Warrior caste were fanatically devoted to their ideals. Warriors recieve an additional +5D Willpower against persuasions relating to their loyalty and the rightness

of their cause.

Fearsome Appearance: The Warrior caste engaged extensively in self-mutilation to honor Yun-Yammka. Warriors receive an additional +3D intimidation. This bonus only applies to non-Yuuzhan Vong.

EQUIPMENT

Amphistaff

The amphistaff is an organic weapon used by the Yuuzhan Vong. If used by someone familiar with its various functions, the amphistaff can be used as a quarterstaff, a two-headed spear (adds +1D to all parry rolls), a whip (adds +1D to attempts to disarm or entangle an opponent; successful hits with the whip inject venom), or a whip-spear (which shares the qualities of both the whip and the spear, though the granted bonuses are only +2 pips). In addition, the amphistaff can spit venom, or inject it with a successful whip hit that results in a damage result higher than Stunned. Either way, a victim affected by amphistaff venom must succeed at a Very Difficult Strength check. If injected, the poison reduces the victim's Dexterity score by 1D (cumulatively). If the poison is sprayed into a victim's eyes, blindness results. The effects last until the venom is treated. Statistics for amphistaff weapons are listed below:

Quarterstaff

Difficulty: Easy
Range: Melee
Damage: Str+1D+1 (max 5D)

Two-Headed Spear

Difficulty: Moderate
Range: Melee
Damage: Str+2D (max 7D)

Whip

Difficulty: Moderate
Range: Melee
Damage: Str+1D+2 (max 6D)

Venom Spitter

Difficulty: N/A
Range: 1-3/10/20
Damage: Poison

FORCE SENSITIVE : N
FORCE POINTS 2
DARK SIDE POINTS 0
CHARACTER POINTS 5

Description: Choka Skell was a Yuuzhan Vong warrior assigned to Master Shaper Nei Rin at the Jedi Temple on Ossus. Skell and Liaan Lah accompanied Nei Rin on a fact-finding mission on the sabotage of the Ossus Project, only to return and find that all the Yuuzhan Vong at the temple had been killed.

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