

Characters D6 / Zenoc Quah (Yuuzhan

Name: Zenoc Quah
Died: 137 ABY, Wayland
Species: Yuuzhan Vong
Hair color: Black
Eye color: Blue
Skin color: Light gray with black tattoos
Affiliation(s): Yuuzhan Vong empire, Shaper caste, One Sith
Move: 10



DEXTERITY: 3D

Amphistaff: 7D

Brawling Parry: 6D+2

Dodge: 6D+1

Melee Combat: 6D

Melee Parry: 5D+2

PERCEPTION: 3D

Bargain: 3D+2

Command: 4D+1

Hide: 5D

Persuasion: 3D+2

Search: 5D+1

Sneak: 6D+2

KNOWLEDGE: 3D+2

Intimidation: 6D

Languages: 4D+1

Tactics: 5D+1

Willpower: 6D

STRENGTH: 3D

Brawling: 5D+2

Climbing/Jumping: 4D+1

MECHANICAL: 2D

TECHNICAL: 4D

Biotic Healing: 7D

Biotic Implantation: 8D

Shaping: 8D

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 indirect applications of the Force (such as hurling an object at them) will work.

Caste: The Shapers were well respected among many Yuuzhan Vong, provided that they dutifully shaped biots for that caste in due haste and were efficiently painful as they replaced body parts for a biotic implant. Shapers receive an additional +1D to Persuasion due to cultural influence. This bonus only applies when used against other Yuuzhan Vong.

Fearsome Appearance: The Shapers are ugly beings, but not as repulsive as most other Yuuzhan Vong. Shapers receive an additional +1D for Intimidation. This bonus only applies to non-Yuuzhan Vong.

Unique Skills:

Amphistaff (Dexterity): Governs the character's ability to wield Amphistaffs

Shaping (Technical): Governs the character's ability to control growth and genetic manipulation of Yuuzhan Vong biotic creatures. Difficulties: Very Easy for simple biots such as Robeskins. Easy for slightly more complicated biots, such as cloaks. Moderate for basic Ooglith creatures. Difficult for basic Vonduun Skyrk Kyrric and other base level biots. Very Difficult for more complicated and advanced biots, such as Shaper Hands or creatures. Heroic for advanced biots such as Cloaks of Nuun, starship biots such as Coralskippers or creatures such as the Voxyn. Heroic +10 for genetic manipulation of microscopic organisms.

Biotic Implantation (Technical): Governs the character's ability to implant biotic creatures into another Yuuzhan Vong. Difficulties: Easy for simple biots such as Command Cloaks. Moderate for more advanced implantation, such as the combination of two creatures into one symbiotic whole (such as putting together Vonduun armor) Difficult for the replacement of limbs with a biotic organism, such as a Shaper's Hand.

Biotic Healing (Technical): Rather than First Aid, Yuuzhan Vong Shapers possess the skill 'Biotic Healing'. Biotic Healing governs the Shaper's ability to assess an injured biotic or Yuuzhan Vong and determine a prognosis and possible cure. Difficulty: Easy for simple biots such as Oogliths or Oozhiths. Easy for minor abrasions. Moderate for more advanced biots and all biotic creatures. Moderate for more subtle wounds. Difficult for starship biots and biotic implants

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 5

DARK SIDE POINTS 5

CHARACTER POINTS 8

Description: Zenoc Quah was a member of the Yuuzhan Vong shaper caste who lived during the Yuuzhan Vong War and in the aftermath of the death of Supreme Overlord Shimrra Jamaane, surviving well into the Sith–Imperial War and the Second Imperial Civil War. Quah helped to sabotage the Ossus Project.

Biography

Unlike many other Yuuzhan Vong, Zenoc Quah believed that surrender to the "Jeedai" and their allies was a betrayal. A self-declared "true Yuuzhan Vong," Quah escaped the dying Yuuzhan Vong fleet around Wayland to land on that planet and viewed the others who had left for Zonama Sekot as traitors and heretics. When Darth Maladi of the One Sith collaborated with Quah to sabotage the Ossus Project, preventing Yuuzhan Vong techniques from being used by the inhabitants of the galaxy.

While the galaxy was torn apart by war, Quah remained on the Vongspawn-infested Wayland and continued to experiment on its native life on a laboratory once employed by the Ossus Project. By 137 ABY, the shaper was bioengineering a weapon intended to bring greater devastation to the galaxy at large. Quah collaborated with the Sith Lords Darth Maladi and Darth Nihil to trap Cade Skywalker and his companions.

After capturing Deliah Blue, Quah tormented her using the Embrace of Pain while Maladi implanted a malevolent Vongform onto Blue's back. Maladi sought to turn Skywalker into a weapon that the Dark Lord of the Sith could use to keep the other Sith in check.

When Jariah Syn arrived with Wolf Sazen and Fionah Ti, Maladi ordered Quah to release their experiments, defend the lab, and kill the intruders. In the ensuing fighting, Skywalker's companions subdued Quah's experimental Vongforms. After Quah refused Ti's order to surrender, Zenoc Syn used his

amphistaff to kill Quah.

Unable to overcome Skywalker, Maladi fled after setting the remote detonation that destroyed the laboratory within minutes. With his companions safely evacuated, Skywalker succeeded in freeing Blue from the bioweapon that Quah and Maladi had implanted on her back by using the light side of the Force to heal her.

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