# Characters D6 / Melch (Ugnaught Labourer)



CHARACTER NAME - Melch
Species: Ugnaught
Gender: Male
Hair color: Brown
Eye color: Brown
Skin color: Tan
MOVE - 10

DEXTERITY: 2D+1
- Blaster: 3D
- Dodge: 5D
- Vehicle Blasters: 4D+1

PERCEPTION: 3D
- Bargain: 5D
- Search: 5D

KNOWLEDGE: 2D
- Willpower: 3D
- Value: 4D

STRENGTH: 2D
- Brawling: 3D
- Climbing/Jumping: 4D
- Lifting: 4D
- Stamina: 4D

MECHANICAL: 3D
- Communications: 4D
- Sensors: 4D

TECHNICAL: 3D
- Starfighter Repair: 5D
- Starship Weapon Repair: 4D
- Space Transports: 4D
- Capital Ship Repair: 4D
- Computer Programming/Repair: 5D
- Droid Programming: 4D
- Security: 4D

EQUIPMENT
- Tools, Industrial Coveralls

FORCE SENSITIVE - N

FORCE POINTS: 3
DARK SIDE POINTS: 0
CHARACTER POINTS 4

Description: Melch, designated "Laborer 429," was a male Ugnaught slave laborer who worked on Reklam Station, an Imperial-controlled salvage yard located in the atmosphere of the planet Yarma, which recycled old Y-wing starfighters. Melch aided members of Phoenix Cell, as well as pirate Hondo Ohnaka, in capturing some of the Y-wings, which were to be used by the rebellion. In return, Melch and several other Ugnaught workers were allowed to escape the station with Ohnaka aboard a stolen Sentinel-class landing craft.

Later, Melch and the other Ugnaught workers took part in an unsuccessful mission to steal cargo from an Imperial cargo transport. However, the cargo ship drifted into the stormy upper atmosphere of the planet Wynkahthu. Melch's fellow Ugnaught crew were killed boarding it but Melch survived. Melch was bitter than Hondo had abandoned them but reconciled with Hondo when the latter offered to give him a 2 percent stake in the treasure. Melch survived the dangerous second attempt to retrieve cargo from the Imperial ship. He later rejoined Hondo and his business partner Azmorigan on their travels.

*Personality and traits*

As an Ugnaught, Melch spoke Ugnaught, and had a diminutive physique and porcine features. He also had a large red tattoo on the left side of his face. As an enslaved laborer, Melch had little love for the Empire and was willing to help Hondo and his rebel allies steal Y-wing starfighters in return for his freedom. Melch squealed when he talked. He was infuriated when Hondo abandoned him and his crew and left them to die. However, he easily forgave his master when Hondo offered him a two percent share of the treasure.

Despite Hondo's rhetoric about loving his crew like his family, Melch did not believe Hondo. On one occasion, he smuggled himself inside a cargo chest to preempt Hondo leaving him behind. On another occasion, he punched Hondo in the chest when the Weequay pirate boasted about valuing friendship. At times, Melch was prepared to use violence to display his anger and disagreement with Hondo.

Despite this Hondo did care about him, as seen as how he was overjoyed to see that Melch had survived being shot during the Liberation of Lothal. Melch's loyalty to Hondo led him to follow his captain on a mission to help Ezra liberate Lothal. Melch was a good marksman and managed to down a patrol transport and shoot several stormtroopers during the Liberation of Lothal.

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