Characters D6 / Governor Quarg



Name: Governor Quarg
Homeworld: Drexel
Species: Human
Gender: Male
Hair color: Brown
Eye color: Gray

DEXTERITY: 2D+2
- Blaster: 4D
- Brawling Parry: 5D
- Dodge: 5D
- Vehicle Blasters: 5D

KNOWLEDGE: 2D
- Bureaucracy: 4D
- Intimidation: 5D+2
- Planetary systems: 3D+2
- Tactics: 5D+1
- Willpower: 5D

MECHANICAL: 2D
- Repulsorlift Operation: 4D+2

PERCEPTION: 3D+2
- Bargain: 4D+2
- Command: 6D
- Con: 4D+2
- Persuasion: 4D+2

STRENGTH: 3D+1
- Brawling: 5D+2

TECHNICAL: 1D
- First aid: 3D+1

Move: 10
Force Points: 2
Dark Side Points: 3
Character Points: 6

Equipment:
- Imperial uniform, Blaster Pistol (4D), Commlink, Imperial Code Cylinders

Description: Quarg was the fat, self-styled governor of a huge city-ship and its ship-dwellers that ran a scavenging operation on the water-covered planet of Drexel.

During the time of the Galactic Republic Quarg's father was the governor of the Korteen asteroid belt, an area whose residents posed as miners but were actually scavengers. Soon this activity caught the attention of Jedi Knights who forced the scavengers from their residence and sent them

limping to the remote, water-covered planet Drexel. There, the scavengers were divided, and rebels became the Dragon Lords, against Quarg's portion.

When Luke Skywalker, on a mission to find a new location for the Rebel base, encountered the Drexel system, he thought it a good candidate inititally, but his ship was quickly brought down by the scavengers' jamming signal. The scavengers sent out hydra craft to recover Skywalker's scout ship, but were thwarted by the Dragon Lords. As substitute they brought Skywalker and his droids R2-D2 and C-3PO back to their base in the hope that Quarg would accept them as adequate replacements for the lost ship. Quarg intended to have the droids stripped down for parts but Skywalker convinced him that they would serve him better kept intact as the ship's repair crew. After a test of their abilities, Quarg agreed with Skywalker, although the master machinesmith objected and attacked Skywalker out of desperation. Skywalker defeated the mechanic, and Quarg had the man hanged as a warning to others who may have objected to his decisions.

A turning point in the conflict with the Dragon Lords was at hand: Crimson Jack's battlecruiser entered the system and the scavengers were intent on bringing it down as it would provide enough precious metal to last a lifetime. Much to their dismay, the jamming equipment wasn't powerful enough to bring down the huge cruiser; it could only hold it in place. Quarg insisted that they keep trying. The Dragon Lords, desperate to stop the scavengers, attacked the city-ship with all of their might. By this time the Millennium Falcon and her crew had arrived on Drexel right in the middle of the battle, and in the confusion were attacked by the scavengers. Han Solo was rescued by the Dragon Lords while Chewbacca and Princess Leia Organa were captured by Quarg and used as hostages to force Luke to continue to work for Quarg. Skywalker pretended to be augmenting the jamming equipment by using the Millennium Falcon's engines, but instead he reactivated the Falcon's guns in order to attack the city-ship. During the battle, Chewbacca broke free of his prison. Skywalker took the opportunity to free Leia Organa from Quarg just as he was trying to force her off the top of the ship's mainmast, and in doing so knocked the governor into the water. Then Han Solo used the Falcon's guns to fire on the ship, destroying the jamming equipment and allowing the Rebels to escape the planet.

Quargs Father

Quarg's father was the original leader of the ship-dwellers after they were stranded on the planet Drexel.

The father of the future Governor Quarg was the governor of the Korteen asteroid belt during the days of the Galactic Republic, where he used his authority to cover up space-wrecking. Under his leadership the asteroid miners, really scavengers, used sonic jammers to disrupt starships and cause them to crash into asteroids. The governor then got a portion of the scavenger's profits from recovering and selling the cargo and scrap. Eventually, however, this drew the attention of the Jedi Order, and Quarg's father was forced to flee from Jedi Knights. His ship was badly damaged, but he and his followers managed to escape to the Drexel system, where they wrecked on the planet Drexel. These people became the ship-dwellers, and Quarg's father became their first governor.

Drexel was short on metal, so to gather needed supplies Quarg's father continued to use a sonic jammer to wreck ships that passed into the system. His technicians warned that this policy was causing attacks from the native Sea-dragons, but Quarg's father did not listen. The technicians revolted, but Quarg's father put down the uprising. However, rather than kill the mutineers he instead set them adrift, intending for them to perish on Drexel's endless ocean. These technicians survived and became the Dragon Lords, enemies of the ship-dwellers.

Quarg's father was a greedy man who abused the power of his office to gain wealth, but ultimately was either not clever enough or not lucky enough to hide his misdeeds from the Jedi Order. Governor Quarg spoke of his father often, but ultimately thought him a fool who was never able to tame the planet Drexel. Quarg considered the most foolish move of his father's life to be his mercy during the technician's rebellion. Quarg's father chose to set the ringleaders of the rebellion adrift rather than killing them, a move Quarg dismissed as "stupid".

Quarg's father had a superstitious view of the Jedi Knights, both hating and fearing them, and likening them to warrior priests or wizards.

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