Characters D6 / Admiral Mordur



Name: Admiral Mordur
Species: Human
Gender: Male
Hair color: Black
Eye color: Black
Skin color: Light
MOVE - 10

DEXTERITY: 2D+2
- Blaster: 6D
- Dodge: 5D+1
- Grenade: 3D+2
- Brawling Parry: 4D+2
- Vehicle Blasters: 5D

PERCEPTION: 3D+2
- Command: 6D
- Bargain: 5D+2
- Persuasion: 5D
- Search: 5D

KNOWLEDGE: 3D+2
- Bureaucracy: 6D
- Business: 5D+1
- Law Enforcement: 4D+2
- Tactics: 6D+1
- Willpower: 4D+2

STRENGTH: 3D
- Brawling: 5D

MECHANICAL: 3D
- Communications: 5D
- Capital Ship Piloting: 6D+1
- Capital Ship Shields: 6D
- Sensors: 6D

TECHNICAL: 3D
- Blaster Repair: 4D
- Capital Ship Repair: 4D
- Capital Ship Weapon Repair: 4D+1
- Computer Programming/Repair: 5D
- Droid Programming: 4D
- Security: 6D

EQUIPMENT
- Blaster Pistol 4D, Imperial Uniform, Commlink, Code Cylinders

FORCE SENSITIVE - N

FORCE POINTS 2
DARK SIDE POINTS 2
CHARACTER POINTS 3

Description: Mordur was an Imperial admiral during the Galactic Civil War.

Mordur conspired with Guildmaster Orrk of Vandelhelm to kill members of the royal house of Vandelhelm. The Admiral had converted a drone barge into his personal command center, from which he could control a large convoy of barges filled with valuable processed ore. With the siblings dead, the guild would stop working, and the price for Vandelhelm's valuable ore would skyrocket. Mordur planned to use the ore to carve out a small empire for himself.

The plot almost succeeded, but he was eventually defeated by Han Solo, when he attempted to send the convoy on a course for the system's sun, denying the ore to the Rebel Alliance. Solo blasted the bridge-window, sending the Admiral flying into space.

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