Characters D6 / Guildmaster Orrk



Name: Guildmaster Orrk
Homeworld: Vandelhelm
Died: 4 ABY (39:3 GrS), Vandelhelm
Species: Human
Gender: Male
Hair color: Gray
Eye color: Black
Move: 10

DEXTERITY: 3D
- Blaster: 5D+2
- Dodge: 6D+2
- Brawling Parry: 5D+1
- Throwing Weapons: 4D+1

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

KNOWLEDGE: 4D
- Alien Species: 4D+2
- Bureaucracy: 5D+1
- Business: 6D+1
- Cultures: 5D+1
- Languages: 4D+2
- Planetary Systems: 5D+1
- Tactics: 5D+1
- Willpower: 5D+1

STRENGTH: 3D
- Brawling: 5D+1
- Climbing/Jumping: 4D+1
- Swimming: 3D+2

MECHANICAL: 3D
- Space Transports: 4D
- Capital Ship Piloting: 4D+2
- Astrogation: 4D+2
- Repulsorlift Operation: 4D+1
- Sensors: 4D+2
- Communications: 5D+1

TECHNICAL: 2D+1

Computer Programming/Repair: 4D+2
Droid Programming/Repair: 3D+2
First Aid: 3D
Demolitions: 4D
Ore Refining/Smelting: 6D
Security: 5D+1

EQUIPMENT
CREDITS - Vast Personal Wealth
Blaster Pistol (4D), Metalsmiths Overalls

Force Sensitive: N
Force Points: 2
Dark Side Points: 2
Character Points: 5

Description: Orrk was Guildmaster of the Metalsmiths Guild of Vandelhelm during the Galactic Civil War.

Orrk conspired with Imperial Admiral Mordur to kill two siblings, both members of the royal house of Vandelhelm, who being excorted to Vandelhelm by Han Solo. Orrk was eventually killed by Solo in a fierce fistfight-cum-duel.

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