

Characters D6 / Ghana Gleemort (Gam

Name: Ghana Gleemort

Species: Gamorrean

Skin color: Green

DEXTERITY 2D

Brawling Parry 5D

Dodge 4D+1

Melee Weapons 5D+1

Melee Parry 5D

KNOWLEDGE 2D

Intimidation 3D+2

Survival 4D+2

PERCEPTION 2D

Search 3D+2

STRENGTH 5D

Brawling 6D+1

Lifting 4D+2

Stamina 5D+1

MECHANICAL 1D

Beast Riding 4D+1

TECHNICAL 1D

First Aid 2D



Special Abilities:

Voice Box: Due to their unusual voice apparatus, Gamorreans are unable to pronounce Basic, although they understand it perfectly well.

Stamina: Gamorreans have great stamina-whenver asked to make a stamina check, if they fail the first check they may immediately make a second check to succeed.

Skill Bonus: At the time the character is created only, the character gets 2D for every ID placed in the melee combat, brawling and thrown weapons skills.

Force Points: 1

Dark Side Points: 0

Character Points: 2

Move: 10

Equipment: Brown Armour, Metal Helmet (+2 vs physical, Str+1 vs energy), Vibro Axe (Str+2D damage)

Description: Ghana Gleemort was a Gamorrean guard who worked for the Hutt crime lord Jabba Desilijic Tiure in his palace on the desert planet Tatooine. In the year 4 ABY, Gleemort was present in the palace when several members of Alliance to Restore the Republic arrived to rescue the smuggler Han Solo, who was Jabba's captive. Gleemort carried a Vibro-ax and wore brown armor.

Stats by FreddyB, Descriptive Text from WookieePedia.

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