Characters D6 / Doctor Gorst (Human Imperia



Name: Doctor Gorst
Species: Human
Gender: Male
Hair color: Brown
Eye color: Hazel
Skin color: Light

Dexterity: 2D
- Blaster: 4D
- Dodge: 4D
- Brawling Parry: 5D

Knowledge: 4D
- Bureaucracy: 5D
- Interrogation: 6D
- Scholar; Psychology: 7D
- Scholar; Physiology: 6D

Perception: 3D+1
- Bargain: 5D
- Intimidation: 6D
- Persuasion: 5D

Strength: 2D+2
- Brawling: 5D

Mechanical: 2D
- Repulsorlift Operation: 3D

Technical: 4D
- First Aid: 7D
- Medicine: 6D
- Security: 5D

Move: 10
Force Sensitive: N
Force Points: 2
Dark Side Points: 5
Character Points: 5

Equipment: Blaster Pistol (4D), Commlink, Imperial Doctors Coveralls, Medkit, Torture Kit (with recordings of Dizonite Screams)

Description: Gorst was a human male doctor that served as an interrogator for the Galactic Empire's Imperial Security Bureau (ISB) in its Interrogation branch. He developed a new torture method using the dying pleading of the Dizonite species and used it on the arrested proprietor Salman Paak on the planet Ferrix at the behest of the ISB Supervisor Dedra Meero. The successful interrogation flagged the mechanic Bix Caleen as the next suspect.

After Caleen was arrested, she was soon passed on to Gorst. The doctor spoke about the Dizonite screams and his work on the sound before using it who get the mechanic talking. After a rebel pilot was arrested and held near Steergard, Gorst was sent to help interrogate the prisoner, getting the man talking almost immediately.

Biography

Savoring screams

During the time of the Galactic Empire, Doctor Gorst served as an interrogator in the Interrogation branch of the Empire's Imperial Security Bureau (ISB), tasked with torturing prisoners of the Empire for information. In his mission to more efficiently get information from his subjects, he began looking into a the dying screams of the Dizonites, a sentient species which had been massacred by the Empire after resisting their presence on their homeworld, the moon of Dizon Fray. The choral, agonized, pleading screams of the dying Dizonites had put three Imperial communications officers into emotional distress when they monitored footage of the massacre. As a result, Gorst began trying to develop the screams into a torture method, modifying audio of what he believed was primarily dying Dizonite younglings. Early trials of the torture saw some chaotic results from subjects, leading to the requirement for restrains. It was also found that repeat listenings caused more damage.

Screams on Ferrix

On the planet Ferrix, the proprietor Salman Paak was tracked to a fractal radio unit being used to make a transmission offworld. After being captured and taken to the Imperial headquarters on Ferrix, a former hotel, Paak was resistant to questioning, which led to suspicions that there was more to be learned, and thus ISB Supervisor Dedra Meero brought Gorst to the matter. The interrogator used his new method with the screams on Paak, which led to the prisoner giving a testimony about how the radio unit was used by the mechanic Bix Caleen to keep contact with a buyer of stolen Imperial equipment—in reality was the rebel network coordinator Luthen Rael—and connect them with the thief Cassian Andor.

Caleen was apprehended the day after Paak's capture and taken to Paak's interrogation room, where Meero attempted to provide a less torturous interview, referencing Gorst, who was stood behind the supervisor, as a consequence of the mechanic resisting. With Meero's questioning bringing little answers, the supervisor allowed Gorst to take over. Two Imperial guards restrained Caleen, leading her to begin to panic. Gorst assured her that the restrains made it much safer for her during the session, chuckling as he recounted the early trials. Bringing his console over, he told his subject about the Dizonites and the significance of their screams, removing his labcoat in doing so.

As Caleen got more nervous, Gorst got a headset out and informed his subject to give the word when she was willing to cooperate, or move her head side to side if she had trouble speaking. Meero warned the prisoner about the repeat listenings, and interrogator put the headset on her while she attempted to shake her head in resistance. Listening to the dying Dizonites, Caleen screamed in agony, eventually giving in and choosing to cooperate. When Gorst removed the headset, Meero told him not to put it away. Caleen resultantly gave a detailed account of her involvement with mysterious buyer and Andor.

Kreegir dilemmas

Not long after, a rebel pilot was apprehended by the Empire while on his way to the trading outpost Ring of Kafrene. One of Meero's attendants, Heert, sent Gorst to a destroyer near Steergard where the pilot had been subsequently detained. There, he got the prisoner talking almost immediately, Meero interviewing the pilot by video. It was discovered that the pilot operated with a rebel group

led by the former Separatist Anto Kreegyr and that the group was planning an attack on the Imperial power station at Spellhaus.

In her cell on Ferrix, Caleen remained traumatized, Gorst's voice resounding in her head at one point. Meero's other attendant, Corv, interviewed the prisoner again, trying to confirm whether Kreegir was the mysterious buyer. He threatened to bring in Gorst if he believed the Caleen was not telling the truth.

Personality and traits
Gorst was a human male with light skin, brown hair, and hazel eyes. A cruel interrogator, he took advantage of the effect the Dizonites' dying pleads had on individuals to create a more effective means of psychological pain. The doctor chuckled when recalling the chaotic responses some of the early tests had caused.

Skills and abilities
Gorst was skilled in psychology and physiology, using his knowledge in his work on torture.

Equipment
Gorst wore a white, long-sleeved shirt with a shorter-sleeved gray jacket over it and a white labcoat over that. In a case, he kept a headset that was used to subject his subjects to the Dizonite screams, operating it partially from a movable console.

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