

## 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 escorted to Vandelhelm by Han Solo. Orrk was eventually killed by Solo in a fierce fistfight-cum-duel.

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