

Characters D6 / Hogrum Chalk (Human Cyborg)

Name: Hogrum Chalk
Species: Human (cyborg)
Gender: Male
Hair color: Black
Eye color: Right black, left red (cybernetic)
Skin color: Fair
Cybernetics: Life-preserving cybernetic armor, Prosthetic left eye
Sibling(s): Elliah Fel
Affiliation(s): Empire-in-exile, Imperial Knights, Imperial Intelligence, Bastion security, Darth Krayt's Galactic Empire, Morlish Veed
Move: 10



DEXTERITY: 2D+1

Blaster: 5D
Brawling Parry: 6D
Dodge: 6D+2
Lightsaber: 7D+2
Melee Combat: 5D+2
Melee Parry: 5D+1

PERCEPTION: 3D

Bargain: 4D+2
Command: 6D
Con: 8D
Hide: 4D
Investigation: 6D+2
Persuasion: 6D+2
Search: 5D+2
Sneak: 4D

KNOWLEDGE: 3D

Alien Species: 4D+2
Bureaucracy: 7D+1
Cultures: 4D+2
Scholar (Jedi Lore): 5D+2
Languages: 5D
Planetary Systems: 5D
Streetwise: 5D+2
Survival: 5D
Tactics: 5D+1
Willpower: 6D+1

STRENGTH: 3D+2

Brawling: 7D
Climbing/Jumping: 5D+1

MECHANICAL: 3D

- Astrogation: 5D
- Communications: 4D+1
- Sensors: 4D+2
- Repulsorlift Operation: 5D
- Space Transports: 4D+2
- Starfighter Piloting: 5D
- Starship Gunnery: 5D
- Starship Shields: 5D+1

TECHNICAL: 3D

- Armor Repair: 6D
- Blaster Repair: 7D+2
- Blaster Engineering: 5D+2
- Capital Ship Repair: 5D
- First Aid: 5D
- Starfighter Repair: 5D
- Space Transport Repair: 6D
- Space Transport Engineering: 4D+2
- Computer Programming/Repair: 4D
- Droid Programming/Repair: 4D
- Security: 6D

Equipment: Lightsaber (5D), 250 Credits, Utility Belt, Comlink, Datapad, Imperial Knight Armor (+2D vs Physical Damage, +1D vs Energy Damage),

Special Abilities:

Force Skills:

- Control: 7D+2
- Sense: 8D
- Alter: 7D+1

Force powers: Lightsaber Combat, Absorb/Dissipate Energy, Accelerate Another's Healing, Accelerate Healing, Affect Mind, Control Another's Pain, Combat Sense, Concentration, Control Pain, Danger Sense, Detoxify Poison, Dim Others' Senses, Emptiness, Enhance Attribute, Farseeing, Force Harmony, Hibernation Trance, Life Detection, Life Sense, Magnify Senses, Projective Telepathy, Receptive Telepathy, Reduce Injury, Remain Conscious, Return Another to Consciousness, Resist Stun, Sense Force, Sense Path, Short Term Memory Enhancement, Telekinesis, Transfer Force.

FORCE SENSITIVE - Y

FORCE POINTS 4

DARK SIDE POINTS 0

CHARACTER POINTS 12

Description: Hogrum Chalk was a Force-sensitive Human male who served Emperor Roan Fel until Fel's death in 138 ABY. Originally one of the Emperor's Imperial Knights, Chalk was maimed in an accident and consequently fitted with a cybernetic suit of life-preserving cyborg armor. He afterward left active service as an Imperial Knight and became the order's master armorer; in his new post, Chalk crafted the armor worn by his fellow Knights. Before 137 ABY, Elliah Fel—Chalk's sister and the Emperor's wife—was killed by the rogue Imperial Knight Eshkar Niin. Following his sister's death, Chalk remained close with his niece, Princess Marasia Fel. However, he betrayed her father and became a spy in the employ of Grand Moff Morlish Veed. The Grand Moff was an

officer in the Sith Lord Darth Krayt's Galactic Empire, an organization opposed by Fel's Empire-in-exile in the Second Imperial Civil War.

In 137 ABY, Chalk was with Fel's forces on the fortress world of Bastion, and he constructed a suit of life-preserving armor for Azlyn Rae, an Imperial Knight who had been gravely injured during a battle on the planet Had Abbadon. When the Emperor soon after went to the planet Agamar to negotiate an alliance with the Jedi Order, Chalk informed Veed of the meeting's location. The Emperor was subsequently attacked by a Sith–Imperial strike force put together by the Grand Moff, but he managed to escape Agamar with his life. Fel remained unaware of Chalk's betrayal and appointed him as the Director of Imperial Intelligence, which gave Chalk access to Imperial secrets, some of which he passed on to Veed. When an Imperial frigate captured the Sith Lady Darth Maladi, Chalk had her imprisoned on Bastion and brought Fel to see her after she, in an apparently crazed state, requested an audience with the Emperor.

Maladi claimed to no longer serve Darth Krayt and offered to create a deadly pathogen that Fel could use against the Dark Lord—albeit with high civilian casualties—and Chalk urged Fel to accept her offer. When Krayt unleashed his devastating Sith trooper army on the Empire-in-exile and its allies during an evacuation of the Jedi's Hidden Temple, Chalk reiterated his advice, and the Emperor deferred to his wisdom. During an attack on Krayt's throneworld of Coruscant, Fel prepared to unleash the pathogen onto the enemy capital, but he was halted and killed by the Imperial Knight Antares Draco, who had sworn an oath to end his Emperor's life if Fel ever succumbed to the dark side of the Force. The allies nevertheless won the battle and consequently the war, and at Fel's funeral, Chalk delivered a eulogy and announced that the galaxy would be unified under a new Galactic Federation Triumvirate.

Personality and traits

Hogrum Chalk was possessed of black hair, black eyes, and fair skin. Following his accident, he received extensive scarring and was fitted with cybernetic armor. Chalk believed that the accident was caused by the will of the Force so that he might go on to develop armor for the Imperial Knights. He was very dedicated to his job as master armorer, referring to the armor he built as his "creations." He felt that the armor that Rawk had crafted for Azlyn Rae was an unrefined design not befitting an Imperial Knight, regardless of some parts of it that he found impressive.

When Chalk was appointed the head of Imperial Intelligence, he displayed similar dedication to his new post. He focused much of his time on directly serving Emperor Roan Fel, actively seeking out information on the missing Imperial Knight Antares Draco and imprisoning Darth Maladi in Bastion's Imperial Dungeons. When Fel stewed over the losses incurred by his forces at the Attack on the Hidden Temple, Chalk remained positive and reminded the Emperor of the battle's successes, such as the defection of several of Krayt's officers to their side. Nevertheless, Chalk betrayed his Emperor and repeatedly passed vital information to Morlish Veed, a Grand Moff in Darth Krayt's Empire.

Chalk was very fond of his sister, Elliah, admiring her warrior spirit and her loyalty to the Empire. Years after she was murdered, he still regretted her passing and maintained a close relationship with Marasiah Fel, his niece and Elliah's daughter. Chalk believed that she embodied the same qualities that her mother had. Chalk's opinions were respected and trusted by the Emperor, who felt that Chalk understood the Jedi, and who sought his counsel in preparation for a meeting with representatives of the Jedi Order.

Counsel that Chalk provided for Fel during the later stages of the war saw him advocate the use of Omega Red—a deadly pathogen that had the power to wipe out all life it touched—on the Sith

world of Korriban. Fel initially refused, but Chalk believed that it could end the Sith Order and ultimately save millions of lives. When Darth Krayt revealed his army of Sith troopers and Fel's convictions began to flounder, Chalk continued to urge his Emperor to use the pathogen. Fel ultimately chose to unleash it on Coruscant, which led to his death at the hands of Antares Draco.

Powers and abilities

Chalk was sensitive to the Force. Prior to his accident, he was an active member of the Imperial Knights, an organization whose members were considered to be among the most talented and dangerous Force-users in the galaxy. Following the accident, Chalk became adept at crafting armor for the Imperial Knights, and his skills were respected by Roan Fel. Fel later named him the Director of Imperial Intelligence and the head of Bastion security. Chalk remained skilled in the use of the Force while serving in these posts; he was able to sense the purity of a captured Sith trooper's hatred while it was being examined on Bastion.

Equipment

Chalk's cybernetics covered much of his body. His entire torso, neck, and right arm were enclosed inside of silver and black armor, which included a glowing red panel on his lower chest. He covered his back and the backs of his legs with a flowing, floor-length cape. Chalk's armor also covered the back of his head and parts of his face—in addition to circling his exposed right ear, it completely covered his left ear, cheek, and eye, the latter of which was prosthetic and glowed red. A comlink was built into his prosthetic left ear.

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