Characters D6 / Filkus Gorr (Melbu Prospecto



Name: Filkus Gorr
Species: Melbu
Eye color: Amber
Skin color: Reddish-orange
Move: 10

DEXTERITY: 2D
- Blaster: 4D+2
- Brawling Parry: 4D
- Dodge: 5D

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

KNOWLEDGE: 3D
- Languages: 5D
- Planetary Systems: 4D+1
- Scholar; Prospecting: 4D
- Streetwise: 4D+2
- Survival: 4D
- Value: 6D

STRENGTH: 2D
- Brawling: 3D+2
- Lifting: 4D+1

MECHANICAL: 2D
- Repulsorlift Operation: 4D+2

TECHNICAL: 4D
- Droid Programming/Repair: 6D+2

Special Abilities:

Sensitive Eyes: Melbu have large eyes which are sensitive to movement, giving them a +1D bonus to all visual search checks, especially against stealthy opponents.

Story Factors:

Respirator Horns: Melbu breath through long horns on the top of their head, and more comfortably require atmosphere away from their home world to be filtered through breathing tubes. However they are capable of breathing normal atmosphere and suffer no disadvantage for doing so, just finding it unpleasant. The location of these horns do make it more easy for them to submerge themselves when swimming.

EQUIPMENT
- CREDITS - 250

Blue Jumpsuit, Brown Gloves, Respirator (covers mouth and their respirator horns), Concealed Blaster Pistol(5D), Toolkit, Droid Parts

FORCE SENSITIVE - N
FORCE POINTS 3
DARK SIDE POINTS 0
CHARACTER POINTS 9

Description: Filkus Gorr was a Melbu prospector who repaired B1-series battle droids to sell to the Bedlam Raiders and their leader Rayvis on the planet Koboh. In 9 BBY, the Jedi Knight Cal Kestis encountered Gorr in Fort Kah'lin and used the Force to persuade the Melbu not to sell the droids and find them a new home instead. Gorr then gave Kestis materials that Rayvis had requested for upgrades.

Biography

Filkus Gorr was a Melbu prospector active on the planet Koboh. Gorr worked with the Gen'Dai Rayvis, leader of the criminal Bedlam Raiders group, repairing B1-series battle droids in the Raider-controlled Fort Kah'lin in order to sell them to Rayvis. The Gen'Dai also requested upgrades, and so the Melbu gathered materials and stored them in a chest behind a locked door in the fort.

In 9 BBY, the Jedi Knight Cal Kestis discovered Gorr working on a battle droid in one of the buildings in Fort Kah'lin. When the Jedi queried what the Melbu was doing, the prospector shushed him and then explained that the droids needed to be awakened for the ascension of Rayvis, who Gorr referred to as the deathless one. Realising that Gorr was working with the Raiders, Kestis warned the Melbu it would end badly, but the prospector was undetered, focusing on the profit that would be made from selling the droids.

Kestis then used the Force to persuade Gorr not to sell the droids to the Raiders. Gorr told the deactivated droids that they would leave to find a new home once the work on the current droid was complete. The Melbu then opened the locked door and gave Kestis the material for upgrades since it was no longer needed. The Jedi used the material on parts of his Mountaineer outfit.

Personality and traits

Gorr spoke to the deactivated droids and referred to them as "little ones," worrying Kestis would wake them from their "slumber" by speaking too loudly. The Melbu was willing to work with the raiders for profit, but Kestis was able to use the Force to manipulate the prospector into finding them a new home instead. Gorr had reddish-brown skin and amber eyes.

Equipment

Gorr wore a blue jumpsuit with black and brown gloves and a pair of brown boots. The Melbu had a silver device linking the lower portion of their face to the protrusions above their head with black cables. While working on the droids, the prospector used a large green power tool and had materials that could be used on clothing as upgrades for Rayvis.

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