Characters D6 / Kahrcorkh (Noghri Bounty Hu

CHARACTER NAME - Kahr'corkh
SPECIES - Noghri
TEMPLATE TYPE - Bounty Hunter
GENDER - Male
Homeworld - Honoghr
HEIGHT - 5ft.6in.
MOVE - 10
Skin color - Bluish-Gray
Eye color - Black
Age: 44
Era: 200 ABY

DEXTERITY: 3D
- Blaster: 6D+2
- Brawling Parry: 5D+2
- Dodge: 7D
- Thrown Weapons: 7D
- Grenade: 5D
- Melee Combat: 7D
- Melee Parry: 7D
- Missile Weapons: 4D

PERCEPTION: 3D+2
- Bargain: 4D
- Command: 4D+2
- Con: 5D+1
- Gambling: 4D+2
- Hide: 6D+2
- Investigation: 5D
- Persuasion: 4D+1
- Search: 5D
- Sneak: 7D+1

KNOWLEDGE: 3D
- Planetary Systems: 5D
- Streetwise: 6D+2
- Survival: 6D
- Tactics: 5D+1
- Willpower: 6D+2

STRENGTH: 2D
- Brawling: 6D+1
- Climbing/Jumping: 5D+2
- Swimming: 4D
- Stamina: 6D+2

MECHANICAL: 4D

Space Transports: 4D
Astrogation: 5D+1
Repulsorlift Operation: 5D
Sensors: 5D+2
Communications: 4D
Starship Gunnery: 6D+2
Starship Shields: 5D+1
TECHNICAL: 4D
Demolitions: 6D
First Aid: 5D+1
Medicine: 3D
Security: 6D+2
Explosives: 5D+2

FORCE SENSITIVE - N
FORCE POINTS 5
DARK SIDE POINTS 1
CHARACTER POINTS 12

Weapons: Fighting Sickle STR+3D
4 Vibro Knives STR+1D
Naboo S-5 Blaster Pistol 4D

Equipment: Custom Bounty Hunter Armor (+2D to all)

Charcter Bio - Kahr'corkh is a former Noghri Death Commando, he and 4 other Commandos had been ambushed by the Sith on Nar Shadda, the other 3 commandos had been killed but Kahr'corkh kept on fighting killing many Sith troopers when Cabur Fett and Mesh'la Tawr came upon the battle and helped Kahr'corkh defeat the Sith. After that Kahr'corkh swore a life debt to Cabur Fett and Mesh'la Tawr for saving his life. He left with them becomming a bounty hunter and the first member of the Fabouls Five.

Kahr'corkh cared passionately about Noghri culture and customs. He valued the honor of his people more than his own life. Kahr'corkh is unquestionably loyal to Cabur Fett and Mesh'la Tawr. Sometimes acting almost like a bodyguard to eithe of the two. Kahr'corkh is very shrewd and observant. Although passionate about his duties for the Fabolus Five, Kahr'corkh is also able to stay pragmatic and logical.

Like many Noghri, Kahr'corkh moved so swiftly and quietly that few could detect his movements unless he made himself known. Kahr'corkh has become good friends with Tyzen Opress, both men saving each other's lives a few times. Kahr'corkh can speak Basic, Honoghran, Mandalorian, Zabraki.

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