Characters D6 / Rukh



Name: Rukh
Type: Bodyguard/Assassin to Grand Admiral Thrawn
Species: Noghri
Gender: Male
Eye color: Blue
Skin color: Gray
Height: 1.3 meters

DEXTERITY: 5D
- Blaster: 7D
- Brawling Parry: 7D+2
- Dodge: 7D+1
- Melee Combat: 6D+2
- Melee Parry: 6D+2
- Missile Weapons: 5D+1
- Thrown Weapons: 5D+2
- Vehicle Blasters: 5D+1

KNOWLEDGE: 2D+2
- Alien Species: 4D+2
- Intimidation: 6D+1
- Planetary systems: 3D+1
- Survival: 5D+2
- Tactics: 4D+2
- Willpower: 5D+1

MECHANICAL: 2D
- Repulsorlift Operation: 5D+1

PERCEPTION: 4D
- Hide: 6D+2
- Investigation: 5D
- Search: 5D+2
- Sneak: 6D+1

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

TECHNICAL: 2D

Move: 12
Force Sensitive: N
Force Points: 4
Dark Side Points: 3
Character Points: 15

Equipment:
- Electrostaff (Str+1D), Clothing, Tracking Devices + Launcher, Personal Cloaking Field (+2D to

Sneak)

Description: Rukh was a male Noghri who served as the bodyguard and assassin of Imperial Grand Admiral Thrawn. Thrawn used Rukh's name as the override command for his sparring droids. Rukh was an excellent tracker and fighter with a strong senses of smell. In 1 BBY, Thrawn employed Rukh's services in hunting down members of the Spectres rebel cell and the Lothal resistance. Rukh played an important role in capturing the Spectres leader and Rebel Alliance General Hera Syndulla during the failed attack on Lothal. Rukh would later see further action against the Spectres in the lead up to the Liberation of Lothal. Rukh perished at the hands of Garazeb Orrelios, who electrocuted him while fighting inside the Imperial Complex.

Personality and traits

Rukh was fiercely loyal to the Galactic Empire in general and Grand Admiral Thrawn in particular, serving as the latter's bodyguard and top assassin. Unless ordered otherwise, he would pursue his targets relentlessly and without hesitation or remorse. From the moment he arrived on Lothal Rukh developed a rivalry with Governor Arihnda Pryce, showing contempt for her attempts at using brute force to subdue the rebels and receiving significant scorn from her over his abilities. After Pryce killed Kanan but destroyed the Imperial fuel depot on Lothal in the process, Rukh was present when she was admonished for her failure by Thrawn. He smirked in delight at the sight of his humbled rival.

Like Pryce, Rukh was terrified of the Loth-wolves.

Skills and abilities

As a Noghri, Rukh could climb tall structures and travel quickly on all fours without tiring. His agility and reflexes made him formidable and unpredictable in close quarters combat. Despite this, he could be easily overpowered by Force-sensitives such as Bridger. Rukh also displayed a heightened sense of smell, catching the scent of Orrelios from a considerable distance, as well as easily seeing through Bridger and Kell's disguises.

Rukh proved skilled in melee combat even when outnumbered due to his use of a personal cloaking device. He had faster reflexes than a human and was able to match the Lasat Zeb's strength. However, when Rukh's cloaking device was compromised, he was no match for Zeb's brute force. Only Sabine's intervention saved him from death.

Equipment

Rukh carried an electrostaff in combat, holding his own against the seasoned Bridger. He also employed tracking devices for help with finding targets, and knew how to operate a speeder bike. He also carried a personal cloaking device with him, as shown when he was fighting Garazeb Orrelios and Sabine Wren.

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