

## Characters D6 / Orrimaarko (Dressellian)

Name: Orrimaarko  
Species: Dressellian  
Gender: Male  
Eye color: Black  
Skin color: Orange  
Move: 10

### DEXTERITY: 2D+2

Blaster: 5D+2

Dodge: 5D

Brawling Parry: 4D+1

### PERCEPTION: 2D+2

Command: 5D

Con: 6D

Disguise: 3D+2

Forgery: 4D+1

Bargain: 3D+2

Persuasion: 4D+2

Search: 5D

Sneak: 6D

### KNOWLEDGE: 2D+2

Bureaucracy: 5D

Business: 3D

Law Enforcement: 4D+2

Tactics: 5D

Willpower: 4D+1

### STRENGTH: 2D+2

Brawling: 4D+2

### MECHANICAL: 2D+2

Communications: 5D

Repulsorlift Operation: 4D+2

Space Transports: 4D+2

### TECHNICAL: 2D+1

Computer Programming/Repair: 4D+2

Droid Programming/Repair: 4D+1

Security: 5D



### Story Factors:

Occupied Homeworld: The Dresselian homeworld is currently occupied by the Empire. The Dresselians are waging a guerrilla war to reclaim their planet.

### EQUIPMENT

Credits: 400, Blaster Pistol 4D, Rebel Uniform, Commlink, Datapad, Cloak, Eye patch

FORCE SENSITIVE - N

FORCE POINTS 2

DARK SIDE POINTS 0

CHARACTER POINTS 3

Description: Orrimaarko was a male Dressellian who served the Alliance to Restore the Republic during the Galactic Civil War against the Galactic Empire. Shortly before the Battle of Endor, in which the Alliance attacked the Empire's DS-2 Death Star II Mobile Battle Station superweapon above the moon of Endor, he attended a meeting on board the MC80 Star Cruiser Home One to plan the battle. He had light brown skin and black eyes, although one was covered by an eye patch.

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