Characters D6 / Gumar Adraki (Andraven Wel



Name: Gumar Adraki
Species: Andraven
Gender: Male
Eye color: Hazel
Skin color: Light blue
Move: 10

DEXTERITY: 2D+2
- Blaster: 4D+1
- Brawling Parry: 4D+1
- Dodge: 5D

PERCEPTION: 3D
- Bargain: 4D
- Performance; Flute: 4D
- Persuasion: 3D+1

KNOWLEDGE: 2D
- Bureaucracy: 4D+1
- Business: 4D
- Streetwise: 4D
- Survival: 5D

STRENGTH: 3D
- Brawling: 4D
- Stamina: 5D+1

MECHANICAL: 2D
- Beast Riding; Wellagrin: 5D
- Repulsorlift Operation: 4D

TECHNICAL: 2D
- First Aid: 3D+2

Special Abilities:

Resistance to Cold: Andraven are a hardy race, and gain +1D to resist all effects of cold.

Story Factors:

Trunk: Andraven have a short trunk, this can be used to hold things but does not make a particularly good manipulator limb, and is short enough that it helps with breathing when submerged, but does not give any particular advantage.

EQUIPMENT

CREDITS 100

Hunting Blaster (4D), Rugged and Warm Clothing, Flute

FORCE SENSITIVE - N
FORCE POINTS - 1
DARK SIDE POINTS - 0

CHARACTER POINTS - 3

Description: Gumar was a male villager who lived on the planet Andraven. In 232 BBY, when it came time to migrate the wellagrin creatures from one side of a mountain to the other, he and his friend Jam were joined by a trio of Jedi younglings: Kai Brightstar, Lys Solay, and Nubs. Their mission began well, with Gumar using his Andraven flute to return a couple wellagrins who had gone astray back to the herd. When Solay tried using the flute, however, he caused the wellagrins to stampede and bring about an avalanche, splitting up the wellagrins.

The Jedi and villagers split up to reunite the wellagrins, which they successfully did, reaching the top of the mountain. However, just as they were about to continue their journey, Jam got separated from the group, forcing them to search for him. When they found him, he and Gumar ran toward each other, causing another avalanche. The five were able to traverse the falling snow by riding on the wellagrins' backs, landing at the orchard to which they planned to take the creatures all along.

Biography

Migration time

Gumar was a male individual who resided on the snow planet Andraven during the High Republic Era. In 232 BBY, a trio of jedi younglings—the human Kai Brightstar, the Pantoran Lys Solay, and the Pooba Nubs—visited Andraven during the migration of the wellagrin creatures of the planet. After the Jedi played with the herd for a bit, learning to ride the creatures, Gumar and his younger acquaintence, Jam, complimented Solay on her quick learning, impressed. Their master, Jedi Master Zia Zanna, then informed them via hologram that they were to accompany the wellagrins on their migration, which Gumar explained was to give them access to more food. The wellagrin trainer, Varna, cautioned them to avoid avalanches, but Gumar assured the younglings that if they stayed with him and Jam.

The villagers, Jedi, and wellagrins then set off, Gumar noting that they loved to explore and swim in groups. A couple from the heard, however, broke off and headed for a cliff. Solay cried out with concern, but Gumar told her to watch and played an Andraven flute, which drew the runaway wellagrins back to him. He explained that they used the flutes to signal which direction for the wellagrins to swim. Jam then tried to play as well, but he was not able to get the same sounds that Gumar had. The younger villager handed flutes for each of the Jedi to try—Brightstar attempted first but sounded, in his estimation, like a sick bantha, a creature native to the planet Tatooine. Gumar sympathized that difficulty of playing the Andraven flute, encouraging Brightstar that he would get better with practice.

Well, well, wellagrins…

Solay then noticed one of the wellagrins, Snowball, veering up a slope and off the trail. Gumar expressed worry, so Solay tried to signal Snowball with a flute. Her inexperienced playing, however, made everyone wince and prompted the wellagrins to stampede, causing an avalanche. Gumar told the group they had to get to higher ground, insisting to a concerned Solay that the wellagrins could swim through the snow and would be fine. The three Jedi and two villagers were able to climb to a higher rock, waiting for the avalanche to subside. After it had, Gumar checked to make sure everyone had gotten through unscathed.

Coming back down to the trail, Solay lamented at losing the wellagrins, blaming herself for thinking she could play the flute like Gumar. Nubs suggested that Gumar play the flute again, but he informed the Pooba that they would not hear it from as far away as they were. Instead, they decided to split up in order to find the herd. Gumar and Solay together found a wellagrin tangled up in foliage. The Pantoran started by walking up to the creature, but it was resistant, so she tried

again, this time going down to her knees and speaking gently with the wellagrin. It let up, giving the Jedi room to free it from the bushes. Gumar was impressed with Solay's skill and love for creatures.

In a jam
Brightstar then called the pair via holo, asking for help. He and Nubs were trying to move a stationary wellagrin, which Gumar, with a laugh, declared would not move. Solay noticed berries in a nearby tree, so she jumped up, grabbing a snack with which to entice the creature to move. Soon, the group had re-gathered the whole herd and reached the top of the mountain as fresh snow began to fall. Gumar, noticing this, re-emphasized that they would need to get to the orchard before dark. Solay, however, then realized that Jam was nowhere to be seen. The remaining four called for him, but it was too snowy to see anything.

Solay became overwhelmed with the stress of the mission, but Nubs reminded her of Master Zanna's advice to take a breath, focus, and trust the Force. After the three Jedi completed this exercise, Solay decided to play her flute in the hopes that Jam would hear it and play his back, leading the group to his whereabouts. Gumar and the others looked up expectantly, and eventually the notes of a flute came in response. The group linked together and found Jam, who ran to embrace Gumar. However, his and Gumar's sprinting cracked ice underneath, causing another avalanche. Gumar, Jam, and the Jedi slid down alongside the swimming wellagrins—Solay jumped onto the nearest's back and suggested the others do the same. Brightstar, Nubs, and Gumar were able to do so, and the latter tried to pull Jam onto his, but the child's hand slipped away.

Jam continued sliding down and was able to join Solay on her mount. The group, wellagrins and all, successfully glided into the orchard, completing their mission. That night, surrounding a heater, Solay recounted the day's adventures to Master Zanna. A snowball fight then broke out, with the kids giggling all the while.

Personality and traits
Gumar was encouraging when Brightstar did not play the Andraven flute well, assuring him that it was difficult to master. He complimented Solay on her skill with creatures, quite impressed by her talent. He had hazel eyes, light blue skin, and was a member of a trunked species.

Skills and abilities
Gumar was able to play the Andraven flute well enough to nudge the wellagrins in the direction he wanted them to go.

Equipment
Gumar donned a mustard-and-brown hat with similarly colored clothing. He wore green mittens and carried his flute with a strap on his back.

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