

## Characters D6 / Onderrs Adraki (Andra

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

### DEXTERITY: 2D

Blaster: 3D+2

Brawling Parry: 3D+1

Dodge: 4D

### PERCEPTION: 3D

Bargain: 4D

Performance; Flute: 5D

Persuasion: 3D+2

### KNOWLEDGE: 2D

Bureaucracy: 3D+1

Business: 3D+1

Streetwise: 3D

Survival: 5D+1

### STRENGTH: 3D

Brawling: 4D

Stamina: 5D+1

### MECHANICAL: 3D

Beast Riding; Wellagrin: 5D

### TECHNICAL: 2D

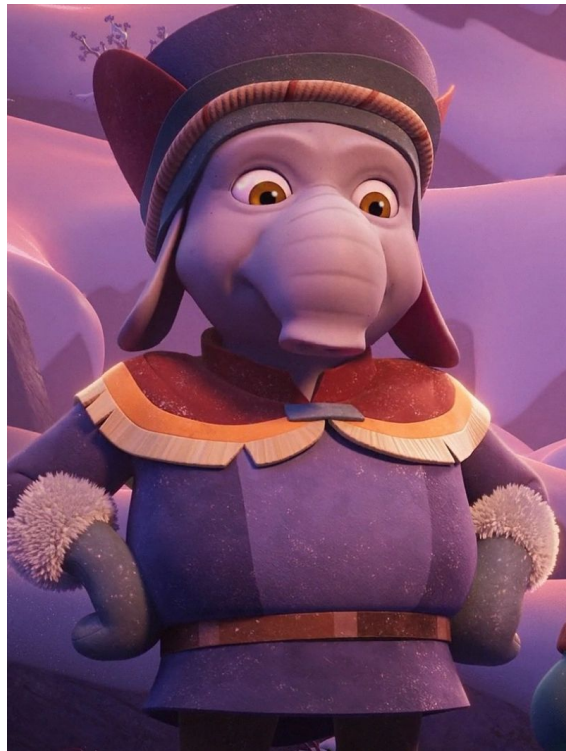
First Aid: 4D+2

### 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 50

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

FORCE SENSITIVE - N

FORCE POINTS - 1

DARK SIDE POINTS - 0

CHARACTER POINTS - 2

Description: Onderrs was an Andraven male who was the father of Gumar Adraki. He gave his son advice and support when Adraki competed in the Andraven Ancestors Circuit.

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