Characters D6 / Onderrs Adraki (Andraven W



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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