

Commander's Name:

Tijork

Species:

Gamorrean

Age:

25

Nickname:

Snake Neck

Color of the Skin:

Olive Green

Height:

1.5 meter

Weight:

90 kg

Languages spoken:

Basic

Gamorrean

Build:

Muscular upper part of the body (typical sailor trait), but with additional kilograms at the legs and belly.

Special Traits:

Tijork has a big blue tattoo of the anchor covering his belly - the shackle of it starts under the neck, and the shank goes between the breasts, ending at the belly button. Bill's and Fluke's ends near the shoulders, the throat of the anchor starts at the belly button.

If he takes off the top part of the uniform, the crown of the anchor can still be visible, close to the top of his trousers.

The arms of the anchor spreads to each side of his abdominal, and ends at the beginning of his low ribs.

The second tattoo is the red and yellow scale snake inked around his neck, with its open mouth head emerging at the top of left shoulder. Its tail is tangled around the anchors' shackle.

Where the snake's tattoo head is are injected metal implants under the skin, lifting it to make it look like an actual snake head coming out from his shoulder.

Tijork doesn't have either tasks or horns which are typical for his species.

Detailed physical description:

Tijork has a typical Gamorrean abdominal, but with a slowly growing, visible beer belly. His legs are more like big stomps of the tree, with additional kilograms tuned within the muscles to support his overtrained, muscular arms and chest.

Because of these characteristics his head looks much smaller, even though it is the part with the right proportions.

Where the missing horns are, the deep scar is coming horizontally across his forehead.

Character's backstory:

Tijork comes from a poor Gamorrean family at Gamorr, where from a young age was pushed to support family by harvesting Snoruuk and making fishing nets.

His family house was placed next to the lake, near a busy trading route, his parents used it to sell the food to the passing by travelers - especially freshly fried fish and Ithorian Garden Loafs.

Tjork was also dispatched to stay at the lake till late night to catch fish, which was a good exercise for his arms and chests.

When he was 13 years old, a sudden storm approached the lake while he was fishing at the lake. He stayed beside the danger of the situation, afraid to be punished by his parents. This involved breaking his leg, when he slipped at the wet, wooden floor of the boat, pushed by strong wind trying to hold the last heavy net full of fish. Luckily his boat was pushed by strong wind to the shore next to house.

His parents weren't impressed with it and sold them the next day to the traveling slavery group belonging to Hutts.

After transport to the slavery at Jabiiim, his jaw tasks were removed as a sign of his enslavement. He was brought to the mines to dig for the ore, where he exercised his upper body even more. Pushing the carts full of ore, and an unhealthy diet made his legs grow more with the fat covering stronger and stronger muscles.

After the accident involved another slave trying to steal his food at the age of 18, and killing the thief with one punch of the arm in the head, he was redirected to the boxing area to pay off the price for the killed slave.

He impressed Hutts there with his strong body, and they permitted him to choose a tattoo. He has chosen the snake tattoo as some of the slaves training with him said that his strikes are as painful as the snake bites. He was doing what he could to survive, but he hated himself for killing his opponents at the ring.

One day when the revolts in slavery had started, he was taken by the last surviving owner out of the planet, and sneaked to Naboo, where he was described as "companion" and "bodyguard" for his master, but in true he was used as the slave at one of the fishing boats bought by his owner.

His life was approached again with the storm at the boat, where his owner was pushed over to the lake and never found.

During the same storm Tijork had a dilemma: save the passengers and the crew or catch his master.

The choice was obvious: save the ship and himself.

He ran to the starting to break mast, pinner his horns into it, and held it for his life to not let it fall with all of his muscular upper body, and heavy legs until the storm passed.

The ship crew, who weren't slaves, were grateful, but noticed that he couldn't detach his horns. One of them took an ax, and started to chop them away to free him, but when the final blow had arrived, unfortunately the blade slid at Tijork's forehead giving him a horizontal scar.

When they came back to Port, all the crew paid a local artist to tattoo an anchor on his chest, and gave him the rest of the money to travel away from the sector.

After travels he stopped at the Arx where he made his snake head implant, and recruited himself to the Arcona's forces there at the age of 21.

He climbed his ranks slowly with hard work, and support to other warriors beside him until he was nominated to the rank of Commander.

Quirks:

When angry he makes a snake - like hissing sound, because of the missing tusks.

Also in his office, and at every ship he has boxing equipment to relax, release stress, and help with making decisions.

Very often he is checking new candidates, and meeting new people with boxing fights.

Very often forgets that doesn't have horns anymore and rubs them occasionally - especially when he is about to cry or laugh.

Fighting Style:

Modified Corellian Kickboxing - rarely using his legs, but only for powerful lethal blows to the abdomen or to break an opponent's legs.

Skills:

Martial Arts +4, Survival + 4, Blasters +4
Athletics +3,

Leadership+3,
Bladed Weapons +3, Might +3,

Perception +2, Crafting +2, Intimidation +2,
Astrogation +2,

Charm +1, Linguistics +1, Intellect +1, Piloting +1, Resolve +1