

Name: Din Djarin
 Born: Sometime before the Clone Wars
 Species: Human
 Gender: Male
 Hair color: Dark
 Eye color: Brown
 Skin color: Tan
 Move: 10

DEXTERITY: 3D+1

Armor Weapons 5D+1
 Blaster: 8D
 Brawling Parry 7D
 Dodge 7D+1
 Grenade 6D
 Melee Parry 6D+2
 Melee Combat 7D+1
 Missile Weapons 6D
 Vehicle Blasters 5D+2

PERCEPTION: 3D

Bargain: 8D
 Command: 6D+2
 Con: 9D
 Forgery
 Gambling: 5D
 Hide: 6D
 Investigation: 8D
 Persuasion: 5D+2
 Search: 8D+2
 Sneak: 7D

KNOWLEDGE: 2D+2

Alien Species: 5D+1
 Intimidation: 6D+2
 Languages: 5D+2
 Planetary Systems: 5D
 Streetwise: 6D
 Survival: 6D+2
 Value: 6D



Willpower: 6D+1

STRENGTH: 3D+1

Brawling: 7D

Climbing/Jumping: 6D+2

Stamina: 4D+2

MECHANICAL: 3D

Astrogation: 6D+1

Beast Riding: 4D

Communications: 5D+1

Jet Pack Operation: 5D

Repulsorlift Operation: 6D+1

Space Transports: 7D+1

Starship Gunnery: 6D+2

Starship Shields: 6D+1

Sensors: 5D

TECHNICAL: 2D

Armor Repair: 6D

Blaster Repair: 5D+2

Computer Programming/Repair: 4D+2

Demolition: 6D

First Aid: 5D+1

Security: 6D+1

Space Transport Repair: 5D

EQUIPMENT: (500 Credits)

Bandoliers, Cape. Blaster Pistol (4D), a long modified Amban sniper rifle (6D), Vibro-knife (Str+2D), Starship (Razor Crest)

Mandalorian Armor

+1D to Strength vs Energy Damage

+2D to Strength vs Physical Damage

-1 Dexterity

{later receives Beskar Plating +2D vs all damage}

Helmet Sensors (+2D to search)

Macrobinocular Viewplate (x50 magnification)

Infrared Scanner

Rangefinder

Comlink

Broadband Antenna

Sealed Environment Filter

Vambraces

Whipcord Thrower:

Skill: Armour Weapons

Ammo: 5

Range: 1-4/8/15m

Damage: (4D strength grapple)

Whistling Birds:

Skill: Armour Weapons

Ammo: 12

Range: 2-4/6/10m

Damage: 4D

2 x Flame Projector:

Skill: Armour Weapons

Ammo: 5

Range: 1m Diameter, 1-5m long

Damage: 5D

Jetpack (Received during Series)

Skill: Jetpack Operations

Maneuverability: Dexterity +2D

Move: 50

FORCE SENSITIVE - N

CHARACTER POINTS: 14

FORCE POINTS: 4

DARK SIDE POINTS: 0

Description: Din Djarin, commonly known as "the Mandalorian" or "Mando" for short, was a human male Mandalorian foundling who worked as a bounty hunter during the New Republic Era. With his beskar armor and distinctive mask, Djarin was both well-equipped and enigmatic—a stranger whose past was shrouded in mystery. He was a battle-hardened warrior, a man of few words, and a formidable mercenary in an increasingly dangerous galaxy.

After the fall of the Galactic Empire, Djarin made a name for himself as a member of the Bounty Hunters' Guild, collecting bounties as he traveled across the galaxy's Outer Rim Territories—far from the authority of the New Republic—in his personal starship, the Razor Crest. Around 9 ABY, Djarin was hired by a client who offered a substantial reward for the acquisition of an asset located on the planet Arvala-7.

Biography

As a child, Din Djarin was caught in the crossfire of an attack by Separatist battle droids during the Fall of the Republic. His mother and father hid him under a hatch but were themselves killed in an explosion

shortly after. The hatch was then opened by a B2 super battle droid, which attempted to fire on the child. Before it could, however, the battle droid was destroyed by a Mandalorian warrior of the Death Watch. As the other Death Watch warriors fought the remaining battle droids, the warrior flew away using his jetpack while carrying Djarin, rescuing him. Djarin ultimately survived the assault and was taken in as a foundling by the Mandalorians, who trained him and took care of him. He eventually joined the Tribe and acquired Mandalorian armor. Once he had received his helmet, he ceased to take it off in front of anyone else, as if he did, he would not be allowed to put it back on again, a tradition practiced by the members of the Tribe.

An adult Din Djarin worked as a mercenary and bounty hunter in the years following the fall of the Galactic Empire, during which time he became known simply as "the Mandalorian," or "Mando" for short, to those outside of the Tribe. The Razor Crest, a military patrol starship that predated the Imperial Era, served as his personal transport. During the rise of the New Republic, Djarin traveled across the galaxy's Outer Rim Territories—beyond Republic authority—collecting bounties as a member of the Bounty Hunters' Guild. In that time, he developed a reputation for being an expensive, yet formidable bounty hunter in an increasingly dangerous galaxy.

At some point, Djarin had worked alongside mercenaries Ranzar Malk, Xi'an, and Qin. One such mission was on the planet Alzoc III. During his time with the team, actions by the Mandalorian led to a falling out between the group, as well as the capture of Qin.

Personality and traits

Din Djarin was a loner of questionable although polite character, as well as a bit sarcastic. His past and identity were wrapped in mystery, and he remained battle-worn and laconic as a formidable bounty hunter. Despite his callous and ruthless tendencies, remaining strung-up and mostly quiet while on the job, he could be somewhat talkative around people he was at least comfortable with, even showing that he could be caring: although his client allowed for the Child to be killed, The Mandalorian refused to kill the infant and instead destroyed IG-11, the assassin droid who had been hired only for the purpose to kill the Child rather than capture it. Later on, he showed his care for the Child, in searching for a place where the small alien could grow up happily. Upon being reminded of a code stating that he had be responsible for the child's welfare far more than just the child's protection, he eventually decided to either search for the child's kind to bring back to, or raise the child himself. Being mostly a pragmatic person, he was willing to work with former rivals and enemies, even imperials, which he had a clear disdain for, if the job at hand dictated it, or that it helped with the completion of his objectives.

He was close with his tribe, and had a special interest in the foundlings of the tribe, as he had been one, and so ensured they received any of his excess beskar. He took the creed of his tribe to heart, following its traditions and ways to the letter even when there was no one to catch him breaking any, most notably his utter refusal of taking off his helmet in front of others regardless of the situation; he would have sooner died than to have other living beings take off his helmet for whatever reasons. In one case, that prompted IG-11 to assert that he was not a 'living thing' for being a droid, in order to take off his helmet just to heal Din's head injury. He had a notable dislike and distrust of droids, going so far as to make clear of his 'no droids' policy to the various people he ran into. However, his outlook seemed to have

changed after IG-11 saved his life and his party again, coming to trust it as one of his own, and even visibly saddened when IG-11 chose to sacrifice himself for their safety.

Djarin was a human male with dark hair, brown eyes, and tan skin.

Equipment

The Mandalorian was a warrior who wore a set of patchwork armor utilizing pieces from various sources. These included some traditional Mandalorian armor, likely a mix of Beskar and the lighter durasteel variant used by Jango Fett, as well as various other pieces, most notably several from Imperial Shoretroopers, including a shoulder pauldron and his gauntlets. The bounty hunter was able to begin replacing some of the non-traditional armor pieces with his payment of beskar from The Client, such as the Shoretrooper shoulder pauldron he had utilized.

Following the second payment of beskar by The Client for the retrieval of The Child, The Mandalorian was left with his Shoretrooper gauntlets and durasteel greaves as his only non-beskar armor pieces. The Mandalorian also used bandoliers and a cape. He wielded a blaster pistol, a long modified Amban sniper rifle and a vibro-knife in his right boot, as well as having an assortment of weapons on his ship Razor Crest. Along with his armor, the Mandalorian also wore Mandalorian vambraces that contained a whipcord launcher in the right vambrace, whistling birds in the left as well as dual flamethrowers in his left and right vambrace. He also carried flash charges on his person, notably using it to blind Calican while feigning defeat. His helmet was capable of tracking heat signatures, long-range audio and could detect recent footprints left on the ground by using his left vambrace.

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