

CHARACTER NAME - Fordo  
 TEMPLATE TYPE - Advanced Recon Commando  
 RANK - Captain  
 SPECIES - Human/Mandalorian (Clone)  
 GENDER - Male  
 AGE -  
 HEIGHT - 1.83m  
 MOVE - 10  
 HOMEWORLD - Kamino

DEXTERITY: 4D  
 Armor Weapons: 5D+2  
 Blaster: 7D  
 Brawling Parry: 5D+2  
 Dodge: 6D  
 Grenade: 5D+2  
 Melee Combat: 6D+1  
 Melee Parry: 5D  
 Missile Weapons: 6D  
 Vehicle Blasters: 4D

PERCEPTION: 3D  
 Bargain: 6D  
 Command: 6D  
 -Command: Clone Troopers 6D  
 Con: 5D  
 Gambling: 3D+2  
 Hide: 5D  
 Investigation: 6D+2  
 Persuasion: 6D  
 Search: 6D+2  
 Sneak: 5D

KNOWLEDGE: 2D+2  
 Alien Species: 5D+2  
 Bureacracy: 5D  
 Cultures: 5D+1  
 Intimidation: 6D  
 Languages: 5D+2  
 Planetary Systems: 6D



Streetwise: 6D+1  
Survival: 6D  
Value: 6D  
Willpower: 6D  
Tactics: 6D+2  
-Tactics: Clone Troopers 6D+2

STRENGTH: 3D+2  
Brawling: 6D+2  
Climbing/Jumping: 6D  
Lifting: 5D  
Stamina: 6D+2  
Swimming: 4D+2

MECHANICAL: 2D+2  
Astrogation: 4D+2  
Jet Pack Operation: 6D  
Repulsorlift Operation: 5D+2  
Space Transports: 5D  
Starship Gunnery: 6D+1  
Starship Shields: 4D+2  
Sensors: 4D  
Walker Operation: 6D

TECHNICAL: 2D  
Armor Repair: 5D  
Computer Programming/Repair: 4D+1  
Demolition: 6D  
Droid Programming: 3D  
Security: 6D+2  
Space Transport Repair: 4D+1  
First Aid: 5D+2  
Explosives: 5D

EQUIPMENT - DC-15A blaster rifle 5D+2, 2 DC-17 Blaster Pistols 5D, ARC Trooper Armor (+3D Physical, +2D Energy, -1D Dexterity, -1 Move)

Character Bio - ARC-77, known as Fordo, was an Advanced Recon Commando captain in the Grand Army of the Republic. In 22 BBY, he was assigned to a task force led by the Jedi Knight General Obi-Wan Kenobi, to take the Confederate-held world of Muunilinst. Together with a group of clone troopers that would later come to be known as The Muunilinst 10, Fordo proved instrumental in the Battle of

Muunilinst, leading his troops to destroy an enemy artillery emplacement, and then helping Kenobi capture the enemy leader, San Hill.

Immediately after the battle was over, Fordo was dispatched to Hypori, where a group of Jedi Knights had been trapped by the Confederate general, Grievous. Making their way to the Jedi's location, Fordo and his men battled Grievous, but were unable to kill him. They were, however, able to recover three survivors: Ki-Adi-Mundi, Aayla Secura, and Shaak Ti. In 19 BBY, Fordo was on Coruscant when the planet was attacked by the Confederacy. Despite facing overwhelming numbers, Fordo and his men were able to beat back a portion of the attacking force with the help of the Jedi Masters Mace Windu and Yoda.

Far from being a subtle man, Fordo preferred straightforward tactics, employing overwhelming firepower as opposed to complicated strategies. He eventually became famous for his bombastic approach to any given situation, which continually awarded him success. He was also modest, refusing to take credit for his actions, and instead valuing the contributions of those who fell on the field of battle more. Fordo was undeterred in the face of great danger, and fought on no matter how dire the situation, although he would give the order to retreat in the face of overwhelming odds. He would also disobey his superiors if they were to jeopardize his objectives, as he did with General Ki-Adi-Mundi on Hypori.

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Jason Dickerson, HTML and logos done by FreddyB

Images copyright Dark Horse Comics and LucasArts.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).