Characters D6 / Mandalorian Armorer



Name: Mandalorian Armorer
Gender: Female
Affiliation(s): The Tribe

Dexterity: 3D
- Brawling Parry: 5D
- Dodge: 5D+2
- Blaster: 5D+1
- Melee Combat: 6D
- Melee Parry: 6D

Knowledge: 3D
- Mandalorian Lore: 7D

Perception: 2D
- Search: 3D+1

Strength: 2D
- Brawling: 6D
- Lifting 5D

Mechanical: 2D
- Jetpack Operation: 5D+2
- Communications: 3D+2
- Sensors: 4D

Technical: 5D
- Armour Repair 8D
- Blaster Repair: 7D

Equipment:
- Mandalorian Armour (+3D vs Energy, +4D vs Physical)
- Tools (can be used in combat for Str+2D damage)
- Comlink

Move: 10

Description: "The Armorer" was a Mandalorian female who served the Tribe as an armorer during the New Republic Era. She resided in an enclave where she forged armor and weapons for fellow Mandalorians.

Biography

During the New Republic era, the Armorer was a female who served as an armorer for the Tribe and resided within an enclave on Nevarro, forced to remain hidden due to the Galactic Empire's Great Purge. Around 9 ABY, she was visited by a Mandalorian bounty hunter who provided an ingot of beskar he had acquired from a bounty. The Armorer then identified the steel as a product of the Great Purge and asked if his signet was identified, to which the Mandalorian stated it wasn't. She then forged a pauldron out of the beskar, reserving the excess for Foundlings.

After the Mandalorian completed his bounty and acquired a camtono of beskar as his reward, the Armorer was revisited by the bounty hunter. She suggested that a full cuirass could be forged from the metal, to which he accepted. As she inspected the beskar, members of the Tribe slowly entered the armorer's quarters. She warned the Mandalorian that the beskar would draw much attention. Paz Vizla, a fellow member of the Tribe, commented that the beskar was Imperial property and that the Great Purge was the reason the Tribe was forced to hide. The Armorer replied by stating that surviving in such conditions was the source of their strength. Vizla then ridiculed the Mandalorian for conducting business with the Empire and attempted to shame him by removing his helmet, resulting in a brawl between them.

She halted the fight by reminding them that the Empire no longer existed and that the beskar was returned to its rightful owners. She addressed the Tribe by describing the Way of the Mandalore and how the bounty hunter chose his way of life. The Armorer then asked the Mandalorian if his helmet was ever removed at some point, to which he denied. Thus, she reminded everyone that their way of life was obeyed. After settling the tension, the Armorer began questioning the bounty hunter on the condition of his armor. He stated that his armor was damaged by a mudhorn, but refused the signet as it wasn't killed nobly. Instead of forging the signet, the armorer forged whistling birds, explosive projectiles equipped on Mandalorian vambraces. She forged the armor and reserved some of the metal for the Foundlings at his request.

Some time later, The Mandalorian and his companions Carasynthia Dune, Greef Karga, IG-11, and The Child descended into the Enclaves tunnels in an attempt to escape Gideon's forces. The Mandalorian despaired when they found a pile of Mandalorian helmets, realizing that the Bounty Hunter's Guild had taken revenge on the enclave for their helping The Mandalorian escape. Much to his surprise, The Armorer was still residing in the tunnels, collecting pieces of armor which had been abandoned by their owners or stripped from the dead. She assured The Mandalorian that some of the enclave's members had escaped, but refused his offer to accompany the group off-world, saying that she intended to remain until she had reclaimed all the available beskar. She also revealed that she knew of other beings with The Child's abilities, classifying them as enemies of the Mandalorians, but that this individual was instead a foundling, to be cared for. After discerning The Mandalorian's affection for The Child, she bestowed a signet on him that designated him and The Child "a clan of two" and charged him with returning The Child to its own people, at which point they parted. Shortly thereafter, a squad of Stormtroopers entered her chamber only to find The Armorer kneeling before the forge, holding her hammer and tongs. She proceeded to attack and kill them all with only her tools.

Personality and traits

The Armorer appeared calm and collected. Without hesitation, she defused the tension between the Mandalorian and Paz Vizla by reminding them of the way of life the Tribe followed. She was also a practical woman, who refused to abandon the large cache of armor pieces left behind by deceased or fled members of the enclave until she had reclaimed what beskar she could. She was also a skilled melee combatant, able to take out an entire fireteam of Stormtroopers with only a forging hammer and tongs.

Equipment

The Armorer wore a gold Mandalorian helmet and a fur coat with a brown breastplate alongside a dark brown kilt and dark green pants. She used various tools when forging weapons and armor pieces.

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