Characters D6 / Albrekh (Sith Weaponsmith)



Name: Albrekh
Species: Symeong
Gender: Male
Hair color: Brown
Skin color: Fair
Move: 10

DEXTERITY: 2D
- Blaster: 4D
- Brawling Parry: 5D
- Dodge: 5D
- Melee Weapons: 6D
- Melee Parry: 5D+2
- Vehicle Blasters: 5D

PERCEPTION: 2D
- Bargain: 4D
- Search: 5D

KNOWLEDGE: 3D
- Bureaucracy: 4D
- Sith Lore: 7D
- Willpower: 6D
- Value: 6D

STRENGTH: 3D+1
- Brawling: 5D+1
- Climbing/Jumping: 5D
- Stamina: 5D+2
- Lifting: 5D

MECHANICAL: 3D
- Communications: 4D
- Space Transports: 4D+2
- Repulsorlift Operation: 4D

TECHNICAL: 4D
- Armour Repair: 7D
- Blaster Repair: 7D+2
- Capital Ship Repair: 6D
- First Aid: 6D
- Starfighter Repair: 5D
- Space Transport Repair: 5D
- Computer Programming/Repair: 5D
- Droid Programming/Repair: 5D
- Security: 6D

EQUIPMENT
- Rough Clothing, Tools, Magnification Goggles (+1D to fine work)

FORCE SENSITIVE - N
FORCE POINTS: 2
DARK SIDE POINTS: 5
CHARACTER POINTS 6

Description: Albrekh was a Symeong male metalsmith and Sith alchemist who served Supreme Leader Kylo Ren and the Knights of Ren during the war between the First Order and the Resistance. He worked on board the Knights' transport, the Night Buzzard, and was responsible for repairing their armor.

This included the armor of Kylo Ren, and in 35 ABY he used a Sith forge to repair the Supreme Leader's helmet, reattaching the different pieces using sarrassian iron.

Albrekh was a Symeong male Sith alchemist and metalsmith who served Supreme Leader of the First Order, Kylo Ren, and his Knights of Ren during their war against the Resistance. Albrekh served on board the Knights' personal Oubliette-class transport, the Night Buzzard, where he repaired their armor.

In 35 ABY, Albrekh used a Sith forge to repair the broken pieces of Ren's helmet, which the Supreme Leader had collected from the wreckage of the Mega-class Star Dreadnought Supremacy following the Battle of Crait. As Ren and his knights watched, Albrekh painstakingly applied molten sarrassian iron to hold the different pieces together. Once finished, he turned the completed helmet toward Kylo Ren, who silently took it and donned it before attending a meeting of his Supreme Council on board the Resurgent-class Star Destroyer Steadfast. Ren and all his knights perished on the planet Exegol not long after the helmet was repaired.

Personality and traits
An eccentric Symeong, Albrekh had dexterous, steady hands and ears that were sensitive enough to tell the temperature of metal based on the sound it made when struck. The alchemist had fair skin and brown hair.

Equipment
When repairing Kylo Ren's helmet, Albrekh made use of a Sith forge and a series of four poseable arm mechanisms with magnetic forceps and reverse-repulsorlift grav-focused bases in order to hold the pieces in place. The metalsmith made use of a hammer, then a tool that could apply molten sarrassian iron and a compressed air cooling nozzle during the process. The Symeong wore a dark brown robe with a tool kit attached to the chest, a brown belt and boots, and a pair of magnification electro-goggles.

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