Characters D6 / Fixer, Clone Commando



CHARACTER NAME - Fixer
TEMPLATE TYPE - Clone Commando
SPECIES - Human/Mandalorian (Clone)
GENDER - Male
AGE -
Move: 10
Size: 1.83 meters tall
Force Sensitive: No
HOMEWORLD - Kamino

Dex: 3D
- Armor Weapons: 5D+1
- Blaster: 6D+1
- Dodge: 6D
- Brawling Parry: 6D+1
- Grenade: 5D+2
- Missile Weapons: 4D+2
- Vehicle Blasters: 5D

Know: 3D
- Intimidation: 6D
- Survival: 5D+1
- Streetwise: 5D
- Willpower: 6D+1
- Value: 6D
- Tactics: 5D
- Tactics; Clone Commandos: 5D

Mech: 3D
- Jet Pack Operation: 5D
- Repulsorlift Operation: 4D+2
- Starship Gunnery: 5D
- Walker Operation: 4D
- Space Transports: 6D
- Astrogation: 4D+2

Perc: 3D
- Command: 6D
- Command; CloneTroopers: 5D+2
- Command: CloneCommandos 5D+2
- Hide: 5D+1
- Search: 6D
- Sneak: 5D
- Investigation: 6D

Str: 3D

- Brawling: 6D
- Climbing/Jumping: 5D+1
- Stamina: 6D+1
- Swimming: 5D
- Lifting: 5D+2

Tech: 3D

- Armor Repair: 4D+2
- Blaster Repair: 5D+1
- Computer Programming/Repair: 5D+2
- Demolitions: 6D+1
- First Aid: 5D
- First Aid; Clone Commandos: 5D
- Security: 6D+2
- Slicing: 6D

Equipment: BlasTech DC-17m Blaster Rifle (5D+2)
DC-15s Blaster Pistol 5D
Wookiee rocket launcher 6D

Katarn Class Armor (+2D+2 Physical, +1D+2 Energy, -0D+2 Dexterity)

Charcter Bio - RC-1140, also known as Delta-40 and Fixer, was an elite clone commando in the Grand Army of the Republic during the Clone Wars. Although he hated the use of nicknames, he was known as Fixer to the other commandos in his squad, because of his talent for fixing and slicing all things mechanical.

Unlike his fellow squad members who had developed distinct personalities, Fixer was a gruff, by-the-book clone; however he was responsible for hacking the clone dorm terminals when in training. His personality appeared to have more in common with the standard clone troopers than the individualized commandos. He was the only one of Delta Squad who persisted in using numbers over names. Fixer was often the one urging his squad onwards during a mission, although he rarely socialized with his fellow commandos outside of battle. He and Scorch were actually very close to each other, like best friends. Unlike his squad-mates, Fixer didn't appear to enjoy the heat of battle. Because of his by-the-book attitude he was selected for second in command. He was probably of corporal rank.

During training on Kamino, Fixer became a favorite student of the class's instructor, borderline phycopath Walon Vau. The two both shared a common obsession with weapons, technology and tactics. In fact, Vau and Fixer developed many new close-quarter combat moves.

Sergeant Vau realized that Fixer's strict by-the-book attitude was exactly what was needed in a vice commander. Because of that, Fixer unofficially became second-in-command of Delta Squad. In the group, he became the unit's resident technology expert, thereby gaining his nickname. When the Deltas were deployed in battle, Fixer typically took care of computer-slicing, code-breaking and other similar technological needs. Fixer was notorious for being particularly lethal with the retractable melee blade integrated into his green-striped Katarn-class commando armor.

Unfortunately, on the field, Fixer's attitude to protocol and orders was often ignored--whenever Scorch and Sev bickered, Fixer was always the one to step in, however after three years of war, he had never successfully stopped their bickering

Delta Squad was originally deployed on Geonosis, along with most clone troopers in service during the war. Due to complications, the commandos had to be dropped separately. Fixer rendezvoused with Boss and Scorch in a fighter hangar, and when the other commandos needed silent entry or a force field disabling, Fixer always managed to bypass Geonosian security codes and quickly gained a reputation as a miracle technician. After eliminating their first target, the Geonosian Sun Fac, the squad advisor reassigned the squad to eliminate a droid factory underneath the arena, which Theta Squad had attempted to breach without success. Fixer was called upon to disable a shield protecting a jamming device so that Scorch could plant a charge. Eventually, the squad disabled the factory, and were airlifted to a new objective. Unfortunately, they met heavy resistance, not least from dwarf spider droids and SBDs. After disabling an AA turret, the squad was ordered to disable a Core Ship and retrieve the launch codes to halt the Sepratist evacuation.

367 days into the Clone Wars, Delta Squad was deployed to their first home during service, an Acclamator-class Assault Ship called the Prosecutor. The ship was infested with mynocks, and several scavenger droids had managed to enter. Fixer had left his squadmates for a faster mission completion; however, Sev and Scorch were incapacitated by Trandoshans. Boss had witnessed Sev being incapacitated, but due to a comm's failure, Fixer did not find out, so carried out his mission as planned. However, he found out in time that two squadmates were down, so rendezvoused with Boss, who had retrieved the data from Sev's target data banks, and together, the two rescued Sev from interrogation running into some resistance from a Trandoshan Elite, then Scorch from the detention block. Scorch had completed his mission, and the reunited squad fought it's way to the bridge to deactivate a jamming device that was interfering with long range communications. However, the squad then found out that the Trandoshans had hatched a deal with the Separatists. In return for the ship and allegiance to the CIS, the Trandoshans would receive technology. The Deltas then had to fight off a droid incursion, and then aid another newly-arrived Acclamator ship, the Arrestor, in destroying the droid control ship.

Fixer and the rest of Delta Squad left the Prosecutor, and were then involved in a mission with Omega Squad after helping them upon extraction. The two squads were shipped to Coruscant where they took part in a covert operation involving counter-terrorism. after successfully defeating the terrorists, the two squads were parted and Delta Squad was sent to Skuumaa in the Mid-Rim. The mission was to sabotage strategic targets in preparation for the main invasion force. After this, the next target was Mygeeto. During the mission, however, the squad postponed their orders in aiding Walon Vau in a bank robbery, but the squad abandoned him when he fell down a hole. After the mission--which inadvertently started the Battle of Mygeeto--the squad was hired by Arligan Zey to kill or capture a renegade Kaminoan scientist. However, their Jedi commander attempted to slow them down while giving information to his superior, Kal Skirata in return for him taking the Jedi under his wing. After destroying the underwater hideout, he had Delta Squad carry out a lengthy excavation to ensure the scientist had been there. It appeared she had committed suicide, but Skirata still gave Delta Squad the head to present to Zey.

Fixer, along with the rest of Delta Squad, was then deployed to the Wookiee homeworld Kashyyyk. They first come up against well-armed Trandoshans, however Sev sees it as 'textbook Trando camp defense'. However, as they get deeper into the camp, a small fighter flies overhead. Boss asks for an ID, and Advisor identifies it as General Grievous's personal fighter. Boss confirms Grievous's presence on Kashyyyk, and the Squad then has to endure attacks from the MagnaGuards. Advisor orders them to rescue Tarfful, the Wookiee leader. After this has been achieved, the squad is ordered to blow a bridge up which would impair the Separatist invasion. However, after a minor hiccup in the plan, the squad has to use a Wookiee rocket launcher to blow the gas tank beneath the bridge, which impairs the invasion. Then, the Squad aids the Wookiees in destroying several droids while fighting towards the city power generators, to prepare automatic defense turrets. However, there is another hiccup--a Separatist dropship arrives. There were four turbolaser turrets beneath the ship, so Fixer mans one and aids the destruction of the dropship. However, their victory is short-lived--the squad loses contact with Sev, and new orders come in, ordering a retreat. The real objective is then revealed--the Squad was used to prepare a full scale invasion.

Fixer never truly had one expression most of the time like the rest of Delta Squad. Most of the time, he minded his own business or sliced into a computer; otherwise, he was rather quiet and only broke the radio silence to reprimand Scorch or Sev for doing likewise with their banter, save for when accepting an order from Boss or providing his status with other individual tasks.

Fixer responded to all his orders with levelheaded professionalism, but expressed clear exhilaration when assigned to a task suited to his area of expertise: slicing.

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