

Characters D6 / Heavy Infantry Mandalorian

Name: Heavy Infantry Mandalorian
Organization type: Mandalorian warrior
Move: 10

DEXTERITY: 3D

Blaster: 5D+1
Brawling Parry: 5D
Dodge: 4D+2
Melee Combat: 5D
Melee Parry: 4D

PERCEPTION: 2D

Search: 4D+1
Sneak: 3D

KNOWLEDGE: 2D

Intimidation: 4D+2
Survival: 4D+2
Willpower: 4D

STRENGTH: 3D+1

Brawling: 5D+1
Climbing/Jumping: 3D+2

MECHANICAL: 2D

Jet Pack Operation: 4D

TECHNICAL: 2D

Armour Repair: 4D
Jet Pack Repair: 3D+2

Force Sensitive: No

Force Points: 1

Dark Side Points: 0

Character Points: 2

Equipment: Heavy Blaster Cannon (5D+2)

Mandalorian Heavy Battle Armor

Type: Personal Battle Armor

Game Effects:



Basic Suit:

+3D Physical

+2D Energy

+1D Strength (used for physical activity, not for resisting damage.)

-1D DEX penalty

Flame Projector:

Skill: Armour Weapons

Ammo: 20

Range: 1m diameter 1-5m long

Damage: 5D

Jetpack:

Altitude Range: Ground level-2km

Maneuverability: 1D

Move: 80; 240kmh

IR/motion Sensor:

+1D PERC in darkness and/or against moving targets, ahead and to both sides.

Sensor Pod:

+2D Search, 25-100m

Macrobinoculars:

+3D Search, 100-500m

Broadband Antenna:

Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.

Environmental Filter:

Filters out most harmful particles from the air or seal with two hours of air.

Description: Heavy Infantry Mandalorians were Mandalorian warriors equipped with heavy beskar armor known as Heavy Infantry Mandalorian Armor and blaster cannons. Paz Vizsla was a Heavy Infantry Mandalorian who served with the Tribe around 9 ABY.

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