Characters D6 / Mart Mattin



CHARACTER NAME: Mart Mattin
Species: Human
Gender: Male
Hair color: Black
Eye color: Brown
Skin color: Light
MOVE: 10

DEXTERITY: 3D
- Blaster: 5D+1
- Dodge: 5D+1
- Grenade: 4D+2
- Brawling Parry: 4D+2

PERCEPTION: 3D+1
- Command: 4D+2
- Search: 5D
- Hide: 3D+2
- Sneak: 5D

KNOWLEDGE: 2D+1
- Tactics: 4D+1
- Willpower: 4D
- Survival: 4D+2

STRENGTH: 3D+1
- Climbing/Jumping: 4D+1
- Brawling: 4D+2

MECHANICAL: 3D+2
- Starship Gunnery: 5D
- Space Transports: 5D+1
- Starfighter Piloting: 5D+2
- Repulsorlift Operation: 4D+1

TECHNICAL: 2D+2
- Demolitions: 3D
- First Aid: 4D+1

EQUIPMENT:
- Heavy Blaster Pistol 5D
- All-purpose clothes

FORCE SENSITIVE: N

FORCE POINTS: 3
DARK SIDE POINTS: 0
CHARACTER POINTS: 6

Description: Mart Mattin was the nephew of Commander Jun Sato and the leader of Iron Squadron. After his father died, Mart took over leadership of the squadron. The Iron Squadron became the only rebel cell on the planet Mykapo and harassed Imperial forces there.

In 2 BBY, the Empire imposed martial law on Mykapo and dispatched an advance patrol there. The Iron Squadron's YT-2400 light freighter Sato's Hammer was attacked by the Imperial patrol. With the help of the Spectres and Phoenix Cell, the Iron Squadron managed to wipe out the patrol. Mart declined Hera Syndulla's advice to leave the system.

While his crew left with the Spectres, Mart took on Imperial reinforcements led by Admiral Kassius Konstantine. His ship sustained damaged during the skirmish and Mart was forced to send a distress transmission to the Spectres. The Spectres and his Iron Squadron comrades rescued him with the help of his uncle Commander Jun Sato. Mart and his crew then joined the rebellion.

Personality and traits

Mart Mattin was a young human male with long black hair and brown eyes. He was a creative if somewhat reckless rebel. Mart was a natural leader and led his rebel cell, the Iron Squadron.

Until a Skirmish over Mykapo in 2 BBY, it is evident that neither Mart or the rest of Iron Squadron have seen a Star Destroyer before, even though they have heard of them. This lead them to mistake Gozanti-class cruisers and Arquitens-class command cruisers for star destroyers, making themselves confident that they can fight the Galactic Empire alone. However, when the Chimaera jumped out of Hyperspace in front of them, Mart was astonished how big star destroyers really are.

Mart later used his piloting skills to aid the Rebel Alliance and flew a T-65B X-wing during the Attack on Lothal. Despite his piloting skills, Mart and his Squadron were shot down by Imperial forces. Mart was distraught when Imperial stormtroopers destroyed his Droid R3-A3. To honor the droid’s sacrifice, he allowed Chopper to inherit his transmitter. Mattin also knew how to wield a blaster. He respected Hera Syndulla and was unwilling to abandon his commander. However, he reluctantly complied with Hera’s orders to retreat while she held back their Imperial pursuers.

Mart's piloting skills and reckless nature led Ezra to assign him a sensitive mission to bring a pod of purrgil to attack the Imperial fleet during the Liberation of Lothal.

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