Characters D6 / Sabine Wren



Character name: Sabine Wren
Homeworld: Krownest
Born: 21 BBY
Species: Human (Mandalorian)
Gender: Female
Height: 1.7 meters
Mass: 52 kilograms
Hair color: Multi-colored
Eye color: Brown
Skin color: Tan
Movement: 10

DEXTERITY: 4D
- Armour Weapons: 5D+2
- Blaster: 7D
- Brawling Parry: 5D+1
- Dodge: 7D+2
- Lightsaber: 5D+2
  - Lightsaber; Darksaber: 6D+2
- Melee Combat: 5D+1
- Melee Parry: 5D

PERCEPTION: 4D
- Command: 5D+2
- Investigation: 6D
- Painting: 8D
- Persuasion: 6D+1
- Search: 6D+2
- Sneak: 7D

KNOWLEDGE: 3D
- Alien Species: 4D+2
- Cultures: 5D+2
- Languages: 5D+2
- Law Enforcement: 4D+2
- Planetary Systems: 5D+1
- Scholar (Art History): 7D
- Streetwise: 6D
- Survival: 6D+1
- Tactics: 6D+1
- Willpower: 7D
- Value: 6D

STRENGTH: 3D+1
- Brawling: 5D+2
- Climbing/Jumping: 6D+2
- Stamina: 4D

MECHANICAL: 3D+2
- Astrogation: 5D
- Communications: 5D+2
- Repulsorlift Operation: 6D+1
- Jetpack Operations: 7D
- Sensors: 5D+1
- Space Transports: 6D+1
- Starfighter Piloting: 4D+2
- Starship Gunnery: 6D

TECHNICAL: 4D
- Armour Repair: 6D+1
- Blaster Repair: 7D+2
- Computer Programming & Repair: 6D+2
- Demolitions: 8D+1
- Droid Programming & Repair: 6D+2
- First Aid: 4D
- Repulsorlift Repair: 6D+1
- Security: 7D+1
- Space Transports Repair: 6D+1

Force Sensitive: No
Force Points: 5
Dark Side Points: 0
Character Points: 16

Equipment: 2 x Westar-35 Blaster Pistol 4D, Mandalorian Armour (2D vs Physical, 1D vs Energy), Jetpack, Spray Paint, Paint Bombs, Mandalorian Vambrace, Macrobinoculars, Commlink

Description: Sabine Wren was a human female Mandalorian warrior and a revolutionary leader during the early rebellion against the Galactic Empire. Her artistry during the rebellion inspired the symbol of the Alliance to Restore the Republic, and her claim over the ancient Mandalorian weapon known as the Darksaber made her a symbol to Clan Wren and the hopes of freeing her people's homeworld of Mandalore from the rule of the Empire.

Prior to becoming a rebel, Wren was a cadet at the Imperial Academy of Mandalore. She built weapons she believed would be used for peace but were instead used against her family and her people. Wracked with guilt, Wren left Mandalore and was branded a traitor by the Empire and her mother, Ursa Wren, leader of the clan. Wren worked as a bounty hunter alongside her friend Ketsu Onyo before being recruited by Captain Hera Syndulla and the Jedi Kanan Jarrus to join their rebel crew aboard the starship Ghost. Together, the crew fought against the Empire and used Wren's art as a symbol of hope. They became part of a larger rebel movement, with Wren's work continuing to inspire the fledgling rebellion.

In 2 BBY, while hunting down the former Sith Lord and Mandalorian ruler Darth Maul, Wren discovered the Darksaber on Dathomir. She initially wanted nothing to do with it, but Jarrus and Fenn Rau, a Mandalorian Protector of Concord Dawn who joined the rebellion, convinced her to wield it so she could unite the Mandalorian people and bring them into the rebellion. Wren returned to her family and convinced them of the Empire's treachery, helping to kill Gar Saxon, the Imperial Viceroy of Mandalore, in the process. After aiding her family in the Mandalorian civil war, Sabine returned to aid the Rebel Alliance's struggle against the Empire.

A human female, Sabine Wren was born on the planet Krownest in the waning years of the Galactic Republic, into Clan Wren of House Vizsla. Her mother Ursa was a member of Death Watch during a time when Mandalore had fallen into chaos after the collapse of the New Mandalorian government, near the end of the Clone Wars. Trained from an early age in Mandalorian warrior culture, Wren forged her distinctive armor with her family, but also inherited her Nite Owls helmet from someone whose identity she was reluctant to reveal. Her father, artist Alrich Wren, took Sabine to see the statue of Tarre Vizsla.

After the Clone Wars ended, the Galactic Empire established a presence on Mandalore and opened an Imperial Academy, which Wren attended as a Imperial cadet. As a youth, she believed in the Empire and, even as it put her through some "rough stuff", followed its orders blindly. During her time at the Academy, she studied the tactics of Twi'lek Resistance leader Cham Syndulla and Mandalorian Journeyman Protector leader Fenn Rau during the Clone Wars. This would eventually put her at odds with the Imperial establishment there, and led to a nightmarish experience.

As a young and idealistic Imperial cadet, Sabine built an Arc Pulse Generator that she nicknamed the "Duchess", which reacted with the beskar alloy inside the Mandalorian armor, incinerating the armor and disintegrating their wearers. The weapon was regarded by many Mandalorians as an abomination because it turned their armor against them; Mandalorian armor held a sacrosanct place in Mandalorian culture since it was passed down from generation to generation. As Wren witnessed the Empire subjugating Mandalore, she was wracked with guilt at her own role in helping the Empire build the weapon used to oppress her people.

When she spoke out against the Empire, Sabine's mother, her father, and her brother Tristan Wren sided with the Empire and cast her out. Estranged from her family, Sabine Wren escaped the Imperial Academy with the help of her friend, Ketsu Onyo, and deserted the Empire. Sabine's decision to renounce the Empire had serious ramifications for her family. Her father became a hostage of Viceroy Gar Saxon, the Emperor's Hand and the Imperial puppet ruler of Mandalore. Her mother Ursa was forced to prove her clan's loyalty to the Empire while her brother Tristan was forced to serve in Saxon's Imperial Super Commandos so that the family could remain in Saxon's favor. Before fleeing Mandalore, Sabine also destroyed her weapon. However, the Empire was able to use her research to build another arc pulse generator.

During her escape from Mandalore, Wren received no small amount of help from Wookiees, for which Wren felt she owed them a debt. Wren and Onyo then became bounty hunting partners; the two were like sisters, though Wren was the softer of the two. Together, they dreamed of joining the criminal organization Black Sun, all the while doing things just for money and caring only about themselves in an attempt to survive. Ultimately, they parted on bad terms due to Onyo getting "greedy" and leaving Wren for dead.

At some point, while on the run from an Imperial attempt to capture her after she had left the Academy, a man named Janard saved her life by knocking over a stack of freight containers to block the Imperials' path while she escaped. Eventually, the brutal Imperial crackdown on her homeworld and the consequent loss of her family pushed Wren into open rebellion.

Personality and traits

A free-spirited young woman with an artistic flair, Sabine Wren was driven by a desire to express herself artistically, and a fundamental distaste for following instructions she disagreed with. Despite her frequent feisty sarcastic quipping, she rarely let personal feelings get in the way of her job and remained focused on the objective at hand, though she still did her job with her unique artistic

panache. She often graffitied different rebel insignias with her airbrushes every time they attacked the Imperials.

As an artist, Wren appreciated color and saw artistic license in her explosives, and saw the galaxy as her canvas—everything from her hair and armor to the walls of the Ghost could be improved with bursts of color and an expressive line, and took particular delight in repainting Imperial gear, armor and vehicles, turning the Empire's drab equipment into expressions of freedom. Wren had a 'practice makes perfect' attitude to her art, and so whenever she was struck by inspiration, she tended to paint on whatever there was at hand, and would work on her art aboard the Ghost during her downtime. A major influence in her works was Janyor of Bith. She also enjoyed compliments and talking about art, though she knew better than to trust Lando Calrissian's silver tongue.

Though her training in the Mandalorian warrior traditions (like armor restrictions) were often at odds with her artistic sensibilities, she was proud of her riotously colored armor, which was like a second skin to her, and sometimes forgot she had it on and fell asleep in it. Her armor's breastplate had a starbird painted on it; the legendary creature, which represented her own free spirit and desire to liberate the galaxy from the Empire, had become her symbol and trademark.

She exuded confidence in her combat skills, often facing off against numerous foes with ease. Despite her bravado, she occasionally doubted the possibility of defeating the Empire based on her past as an Imperial cadet. That past, in which a younger Wren had once trusted the Empire implicitly and followed its orders blindly, was marked a nightmarish experience that opened Wren's eyes to the Empire's true nature, and had caused her to despise the Imperial regime, and to instinctively rebel when asked to follow orders unquestioningly. As she grew to dislike secrecy, Wren sometimes let her more juvenile side cloud her better judgment in these matters. She also developed a somewhat callous streak towards Imperial enemies. During her academy training, Wren also had a few bad experiences with underwater missions that led her to develop a strong dislike for water; it could also wash away art, which she thought should never be allowed to happen.

Because of her resourcefulness and improvisational gifts, Kanan Jarrus and Hera Syndulla deferred to Wren when to improvise a plan or in case they needed to devise an entire operation, trusting her skills and knowledge. As noted by Ezra Bridger, Wren was something of a loner among the crew of the Ghost, spending a lot of time in her room, and showing a tendency to eat and do combat practice on her own.

Wren was tormented by guilt over her role in helping the Empire to build weapons used to subjugate Mandalore. When she spoke out, her family chose to side with the Empire and cast her out. Unable to cope with her past, Wren found comfort and self-expression in art and graffiti. She initially regarded the Darksaber as an ill omen for bringing nothing but trouble to her family. As a result, Wren was initially unwilling to assume the responsibility and leadership which came with wielding the weapon. With the help of Bridger, Rau, and Jarrus, Wren managed to overcome her fears and to master the weapon. After her trials, Sabine found the inner strength to meet with her estranged family. Despite the hostility of her mother Ursa, Sabine still found the courage to stand up for her beliefs and values. Sabine regarded Gar Saxon as a traitor for his role in murdering the Journeyman Protectors, whom she regarded as true Mandalorian patriots. Despite her ideological differences with her family, Sabine still respected her parents and her brother Tristan.

Sabine refused to abandon her rebel comrades Kanan and Ezra even though her mother Ursa had tried to trade them with Saxon for the safety of her family. Sabine and her family repaired their strained relationship after Gar Saxon reneged on his deal with Ursa and tried to destroy Clan Wren.

Due to Bridger and Jarrus' training, Sabine found the fortitude to take on the Viceroy in single combat. Sabine was also magnanimous in victory and decided to spare Saxon's life. Saxon, however, did not return the favor and tried to shoot her in the back. Seeking to rebuild ties with her family, Sabine elected not to return with Ezra and Kanan to the rebellion. Instead, she dedicated herself to helping Clan Wren to reunite the Mandalorians. While Sabine did not regard herself as Mandalore's new leader, she vowed to help her people find that individual.

Later, Sabine's loyalty to her rebel friends led her to convince her mother, Ursa Wren and Fenn Rau, to lend forces to help the besieged Phoenix Squadron and Massassi Group during the Battle of Atollon. As a warrior, Sabine was familiar with the military strategy and proposed concentrating the Mandalorian attack on the Imperial interdictor vessel in order to facilitate the rebels' escape.

The older Sabine regretted her youthful idealistic naivety which led her to build the "Duchess", an energy weapon capable of turning the beskar alloy inside Mandalorian armor against their wearers. Seeing the weapon being used to subjugate Mandalore turned her against the Empire. Sabine's desire to atone for her past wrongs led her to lead a joint Mandalorian-rebel mission to destroy the weapon. Sabine's love for her family led her to save her father. Sabine was distraught when she thought that her mother Ursa and brother Tristan had perished at the hands of the "Duchess." While Sabine could be passionate and vengeful towards foes like Tiber Saxon, she chose not to descend to the same level of her enemy at the urging of Bo-Katan. Bo-Katan recognized Sabine's potential as a military leader. In return, Sabine recognized Bo-Katan's leadership qualities and successfully convinced her to assume the Darksaber and the mantle of Mandalorian leadership.

While Sabine along with Ezra agreed to help Saw Gerrera in his quest to uncover the Empire's secret weapon, they became disillusioned with Saw's callous disregard for the lives of non-combatants and his determination to achieve results by any means necessary. As a resourceful fighter who planned ahead, Sabine advocated stealing the TIE/D Defender Elite's flight data recorder to aid the Alliance's war effort against the Empire. After losing their escape transport, Sabine proposed recovering the fighter's hyperdrive so that they could use Ryder's U-wing to transport the flight recorder back to the Rebellion.

Sabine's sense of comradeship led her to participate in a mission to rescue Hera. Sabine was devastated by the death of Kanan and sought revenge against the Empire. However, she came to make peace with Kanan's sacrifice upon realizing that he had helped advance their mission to knock out Thrawn's TIE Defender factory on Lothal. Despite her hatred of the Empire, Sabine acted as a voice of caution and stopped Zeb from pummeling the Noghri Rukh to death. Sabine also maintained a defiant face towards Minister Hydan and was unmoved by his flattery.

After Ryder Azadi pretended to betray the Spectres and their rebel allies, Sabine feigned anger at him. Sabine also showed leadership and ingenuity when she devised a plan to reactivate the Dome's shield generators that involved splitting the rebels into two teams. Sabine regarded her fellow Spectres as family and painted a mural of them in honor of their memory. Her bond to Ezra led her to undertake a quest with Ahsoka Tano following the Battle of Endor to bring him home.

Skills and abilities

Though she was first and foremost a free-spirited artist, Wren had been trained as a Mandalorian warrior from an early age, and had extensive expertise and knowledge in weaponry, as well as proficiency in numerous combat skills. A prodigy of sorts, accomplished and acrobatic warrior and saboteur, both Hera Syndulla and Kanan Jarrus had the greatest respect for Wren's skills and trusted her expertise on the inner workings of the Imperial military, a remnant of her past as a cadet

at the Imperial Academy on Mandalore. As munitions specialist of the Ghost crew, she maintained and tuned all weapons but her crewmates' lightsabers, but also created many of the explosive devices she and the team used. She also took lessons from Kanan and Ezra in lightsaber combat after she took the Darksaber from Dathomir.

As a demolitions expert, Wren could rig anything to explode, and in a fashion that was not only effective but also artistic. She had the knowledge to manufacture her own explosives, and had enough knowledge of how the chemical elements of explosives worked in conjunction with fuels and even other munitions to create explosions infused with her unique touch. Also trained as an electronics and munitions engineer, she had used such skills to tinker with her twin WESTAR-35 blasters effectively, allowing her to increase their power efficiency and adding other features. She demonstrated enough piloting skills to man a Gozanti-class cruiser, a Lambda-class T-4a shuttle, the auxiliary starfighter Phantom, a Hammerhead corvette, and an Imperial Troop Transport, most of them in non-combat situations. She usually served as a gunner for the Ghost as well.

Calling on her skills as a slicer, Wren used her much-tinkered computer-linked gauntlets to break into the Imperial encryption of Tseebo's implants, and to help Chopper slice into an Imperial transmission system by preparing a data spike. Wren also had some skills as a mechanic, repairing the Ghost or the Phantom when the need arose.

Fluent in several languages, Wren had the ability to learn new languages quickly. Before she left the Academy, she was the fastest cadet to complete the language unit during espionage training. She spoke Galactic Basic, Mando'a, Huttese, Rodian, Aqualish, Binary, and some Shyriiwook. During her days at the Imperial Academy, Sabine used her mechanical talents to build an Arc Pulse Generator known as the "Duchess." However, she turned against the Empire after learning that the weapon was used to subjugate Mandalore. As the creator of the Duchess, Sabine was the only one who could truly master its full potential.

While Wren was a skilled fighter, she was initially unable to match the Force powers and experience of Kanan Jarrus at the start of her training. Under Bridger's tutelage, Wren became familiar with lightsaber fighting strokes by sparring with sticks, eventually defeating him. She also learned how to wield the Darksaber against Jarrus's lightsaber during a training session. Wren was also a competent pilot and was able to land the Phantom II safely on Krownest despite the ship being damaged by enemy fire. Though her brother proved to be more skilled with the weapons, Sabine was also competent when fighting with quarterstaffs. Due to Jarrus and Bridger's tutelage, Sabine was able to use a combination of Mandalorian gadgets and her lightsaber skills to defeat Gar Saxon and take possession of the Darksaber.

Sabine was adept at undercover missions due to her Imperial Academy background. She posed as an Imperial pilot and later as a scout trooper during two missions on Lothal. Sabine also used her talent with art to decipher a Lothal Jedi Temple key stone, which was crucial to unlocking a Gateway to the mystical world between worlds.

While Sabine was a skilled fighter on the battlefield who was able to take out jumptroopers, she also had an appreciation of strategy and devised a successful plan to restart the Dome's shield generator.

Equipment

Wren wore a suit of Mandalorian armor which she heavily customized after leaving Mandalore, no longer being bound by the restrictions placed on armor customization by the Death Watch. She

kept the insulating body glove to which the armor bonded, but stripped away much of the rest to give the greatest amount of mobility possible, keeping only the collar armor, ankle plates, breastplate, knee, elbow and shoulder pads. The only part of her armor that Wren did not reduce or personalize was the Nite Owls helmet she wore, as she had inherited it; nevertheless, she did upgrade the comlink-incorporated helmet's interior electronics. The headwear retained its traditional targeting viewfinder and macrobinocular viewplate and, though it featured a variety of control interfaces, Wren rarely used them. She did, however, make use of the helmet's holo-imager, using its video and image recording features to capture her artistic efforts. She also wore a pair of computer-linked gauntlets, but rarely used their weaponized components or her jetpack and rocket pack, equipment used more commonly by the Death Watch. Her pauldrons and helmet were blaster-proof to at least the point that bolts fired from a WESTAR-35 blaster pistol would not penetrate them, as evidenced when Darth Vader deflected two shots from her pistols into her right pauldron and helmet without injuring her.

Wren applied a personalized paint job to each part of her armor based on the color scheme of her inherited helmet. This consisted of a pink color scheme around the time Bridger joined the crew of the Ghost, but changed to include more orange between the Siege of Lothal and her meeting with the clones on Seelos. Consistent throughout both color schemes were an image of an anooba on the left shoulder pad, a black and white dejarik pattern on the left shoulder pad, and a starbird on her breastplate. On top of the custom paint job, Wren's clothes and armor were often splattered with paint from her most recent project.

In battle, Wren used a pair of WESTAR-35 blaster pistols that were linked to her helmet's targeting systems. During a fight, her helmet would warn her of low ammo to prevent her running out at an inconvenient time, although the handles of the blasters themselves would pulse as a warning of low ammo if she was fighting helmetless. When not fighting Wren kept the pistols in a pair of nerf hide holsters around her waist. As with her armor, Wren painted her pistols, although they were both sealed to prevent the paint interfering with the internal systems. Along with the holsters, she kept a backup comlink on her belt.

To make her art, Wren used airbrushes that released a fine pressurized mist of paint, the width, color and intensity of which she could easily change, and could be configured with her favorite stencils, allowing her to tag things quickly during missions. She also possessed a deluxe paint sprayer she had converted from a fire extinguisher, which she only used outside due to its large area cover and sensitive trigger. The artist's favorite tools for art though were her explosives, which she personally constructed to release paint or colored explosions, and almost always had detonators on her belt, in her satchel and, sometimes, her pockets. Wren generally found thermal detonators too overpowered for her tastes and much preferred detonate tape. Aside from sprayers and explosives, Wren made use of color sticks and stencils when creating art, also wearing a respirator if working with paint fumes. Furthermore, using modified thermal detonators, she created paint bombs that simultaneously destroyed equipment and vehicles but also covered the area with paint.

Sabine was adept at using Mandalorian vambrace, equipped with a repulsor, a grappling line, paralyzing darts, a shield emitter, a flamethrower and paired blaster barrels. Under the tutelage of Ezra and Kanan, Sabine learned how to wield the Darksaber; a symbol of Mandalorian power, through the use of lightsaber combat. Sabine knew how to fight with quarterstaffs. Sabine's helmet, armor, and jetpack could also operate in zero gravity space.

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