

PREFACE

Name: Thel Ordo

Pronunciation: thel or-doe

Species: Near-Human (lineage indeterminate)

Conditions: Scoliosis, post-traumatic stress

Ethnicity: Mandalorian

Year of Birth: Approximated ~45 BBY

Circumstances of Birth: Unknown

Birthplace: Unknown

Current Residence: Mandalore, Lancer-class transport usually parked in hill country west of Keldabe

Biological Sex: Female

Sexuality: Asexual

Eyes: Blue; tapetum lucidum reflects yellow in low light

Hair: Dark blonde, often dyed shades of blue, green, or orange

Height: 167 cm

Weight: 55 kg

Aligned organizations: Clan Ordo (complicated), Crimson Dawn

Other Affiliations: Mandalore

Honorary and Occupational Titles: Viper

Known languages:

- Galactic Basic
- Mando'a
- Huttese (passable, but barely)

PHYSICAL DESCRIPTION

General Physical Condition

Ordo is fairly small for a Human, especially for one in a violent profession. She struggles to keep weight on, which makes cold weather harder for her to tolerate. The upside of this is her high mobility. Even in armor, she can climb easily, fit through small spaces, and is a fast sprinter over short distances, though she isn't a durable distance runner.

Body Features

While Ordo's skin is light by Human standards, it tans easily in sunlight. The frequency with which she goes helmetless leaves her with a clear tan line where her neck seal starts, similar to the pattern left by her fingerless gloves. She lacks any prominent distinguishing scars, but has a decent collection of smaller ones across her body. Much of the scarring is possibly a

result of either a past illness or an ongoing skin condition. Ordo's elongated canine teeth are one of the tells of her non-Human ancestry. Without genetic analysis, a definite parentage cannot be given, but the teeth point to a possible carnivorous heritage. (If this is the case, it may be a reason why Ordo struggles to gain weight; she eats an omnivorous diet, like the average Human, but it's possible her genes call for predominantly meat.) Ordo sports a few body modifications, namely multiple ear piercings (five at time of writing) and an artificially split tongue, either cause or consequence of her nickname "Viper". Mild scoliosis gives Ordo a posture that tends to slouch to one side, leaning heavily on one leg or the other.

Special Abilities

Another clue to Ordo's non-Human ancestry is the tapetum lucidum that allows her to see more easily than most sentients in low light. This comes in useful especially in wilderness survival situations, where artificial light is scarce and dangerous to use. Her sense of smell is keener than is typical of a Human, able to distinguish (among other things) between different species of rawl, and the gender and approximate age of an individual (among Near-Human species). Although this is one of Ordo's favorite bragging points, it is often mitigated by the air filters in her helmet.

Apparel and Accessories

Ordo wears a kama and loincloth, both made of black leather of unknown origin (probably mammalian), and edged with grey. Her cape is of the same grey fabric. Fingerless leather gloves match the kama. Ordo keeps her hair long but shaved close to the scalp on both sides, leaving a strip of curly hair down the middle; this is often braided, sometimes incorporating beads or other decorations, and is long enough to extend out of Ordo's helmet if not tied up. She typically wears silver-colored earrings - two in the lobe of the right ear, two in the lobe and one in the helix of the left. A thin durasteel chain is around her neck at all times, holding a silver talisman in the shape of a Panopticon willow leaf. Since this is worn under her flightsuit, it's rarely seen unless Ordo is wearing civvies.

When out of armor (a rare occurrence), Ordo tends toward sleeveless tops, regardless of the weather. A pair of worn black leather boots are a wardrobe staple, both in and out of armor. The kama always stays.

Specialized Equipment

Instead of the advanced military technology popular with many in the hunting business, Ordo relies on more primitive equipment. Much of this is simple survival gear, focused on wilderness use, but still handy in an urban environment. While her sidearm is a more popular plasma-firing blaster, the rifle she carries is a slugthrower. Ordo's use of analog technology is an advantage on less developed worlds, and a foolproof guard against slicers or electromagnetic interference, but it puts her at a disadvantage in more technologically savvy parts of the galaxy. Although analog equipment is less easily tracked by droids, it also stands out in a crowd, and due to lack of experience, she has some difficulty with computers.

Armor

To complement her size and body type, Ordo wears light armor, consisting of torso plates (in the Shocktrooper style), upper back plates, greaves, gauntlets, and double-layered shoulder plates. Her helmet is also in the Shocktrooper style, with a rangefinder on the left side, and a silver mirrored finish on the visor. Her armor is mainly black, with orange and bare metal accents. Orange jaig eyes adorn the forehead of the helmet. Ordo is secretive about the circumstances that led to the awarding of jaig eyes, giving several different joking half-answers when pressed ("kissed a rancor", "tried Starforge's cooking", etc). No evidence yet as to which (if any) is the true story.

Fighting Style and Weapons

Whenever possible, Ordo prefers to hunt by ambush. On a good day, this means sniping a target from a high vantage point before they even realize they're dead. On a less good day, this means pouncing on a target and fighting tooth and claw. Ordo's size and light weight require her to be exceptionally precise with attacks, since she's not able to wear down a larger target by sheer force. In a brawl, Ordo has a habit of biting, requiring her to remove her helmet (which is then often used as a blunt weapon). Due to her reliance on inflicting crippling pain rather than devastating damage, and her less-than-average electronic savvy, Ordo does not fare well in fights against droids.

Ordo's armory mainstays are a highly modified slugthrower rifle, with a detachable barrel and scope; a Westar-34; built-in vibroblade in her right-hand gauntlet; and a minimum of three vibroknives on her person at all times.

MENTAL CHARACTERISTICS

Personal History

(Date of birth and consequent ages are approximate.)

Birth (~45 BBY) and Childhood

Due to the lack of any official documentation recording Ordo's existence until 37 BBY, the year of her adoption into Clan Ordo, information on her childhood is mostly nonexistent. Ordo herself remembers it only vaguely, speaking of scavenging food and living alone. She was living on Vorpa'ya at the time of adoption, in a relatively small farming community just north of the equator, but could not give an answer when asked where or who her parents were. No nearby families claimed her when questioned. Her actual date of birth is not recorded, but at time of adoption she was estimated to be around 8 standard years of age (give or take - unclear due to rough living conditions and possible malnutrition).

Adoption (37 BBY)

Thel did not begin training for the verd'goten until several months later, when she had adjusted to clan life and physically recovered from living as an orphan. She was given her name by the older members of the clan (although it's debated who thought of the name first).

Beginning hunting career (~27 BBY)

Almost immediately upon beginning training, Ordo displayed an interest in hunting. Games of chase with young clanmates gave way to week-long ventures stalking big game in the wilderness of Mandalore, then trips off-planet to run down local fugitives. While initially training as one member of a team made up of clanmates, Ordo began to strike out on her own, preferring to move on her own schedule and worry only about herself. By the time Ordo was taking her own officially posted bounties, she had acquired a small ship to travel the globe more easily (pushed to do so by the rest of the clan, who became annoyed at the frequency with which Thel borrowed the clan transport for personal errands).

Exile (24 BBY)

Though never publicly stated by remaining members of Clan Ordo, the death of Ivro Ordo is the most likely cause of Thel's exile from the clan. Ivro, one of the clan matriarchs responsible for taking Thel in as a child, had been in communication with one or more Mandalorians known to be allies of New Death Watch for some months before her death. While it is unclear whether these talks

were political in nature, or simply the result of sharing a planet, the fact that Ivro kept her communication secret from the rest of Clan Ordo (with the exception of her partner, Arach) points toward motives other than friendly conversation. While surrounding circumstances and motives are foggy, the deaths of two New Death Watch members and brutal injury of another at Thel's hands are public knowledge (intentionally spread by surviving members of New Death Watch), with holofootage confirming. Ivro Ordo's death around the same time can be easily attributed to the same event, though not forensically confirmed. In any case, Thel took the blame from Clan Ordo, being formally exiled in early spring of 24 BBY. She left the morut and no record of her can be found for many months following, except for a possible sighting by a local hunter following the winter shatual migration in mountain ranges west of Sundari.

Reappearance (25 BBY)

Thel Ordo's next recorded activity was several systems away from Mandalore, doing temp work as freight security. From here, she gradually re-entered freelance bounty hunting. Without the support of a home base or the prestige of a clan, Ordo had to work significantly harder to keep her head above water financially; this second ascension into the world of hunting was slower than the first. Nonetheless, Ordo became more solidly established as a solo hunter, able to find a continuous line of work by 22 BBY. Though occasionally venturing further into the Galactic Core for certain jobs, Ordo still operated mainly within Mandalorian space, avoiding Republic- or Separatist-aligned systems.

Assassination attempt (20 BBY)

Ordo's most widely-known act is still her attempt at assassinating the acting Mand'alor, the Sith Lord Maul, at his headquarters in Sundari Palace. Though Ordo drew blood, the attack ultimately failed. She was captured and presumed dead until a sighting several weeks later, in a public address given by Maul where her life was leveraged against the Nite Owls, led by ex-Death Watch lieutenant Bo-Katan Kryze, in an attempt to lure them out of hiding. The following skirmish gave Ordo an opportunity to escape Sundari, and records on her movements are scarce until some time after Maul's fall. While she did eventually return to Mandalore and maintains a base of operations there, it is far from Sundari, and hidden in mountainous terrain as to not be detectable from orbit.

Crimson Dawn employment

An exact documented date for Thel's beginning employment with Crimson Dawn is not available, but considering the date of her most recent freelance job in the last standard month of 11 BBY, it can be inferred that her employment began some time afterward. Dryden Vos was responsible for officially hiring Ordo, although how she came to gain the attention of Crimson Dawn is a longer story involving historical Mandalorian artifacts, museum raids, and the hijacking of Imperial transports. Currently, the majority of Ordo's work for the organization is security, with occasional escort missions and assignments as extra persuasive firepower.

Education

Not uncommonly for a foundling, Ordo's formal education has been sparse, while experiential learning - for lack of a better term, street smarts - makes up the vast majority of her knowledge. Most of her book-learning has been done independently, out of sheer curiosity, or necessity in preparing for a job. With a steady Holonet connection, Ordo can spend hours absorbed in researching a topic, regardless of its actual relevance to her life.

Employment

Despite the majority of her jobs consisting of bounty hunting, Ordo has never had any connection with the Bounty Hunters Guild. Typically, she works alone, taking any available freelance job and living paycheck-to-paycheck. Her cheapskate tendencies make this easier, but keep her from advancing her career as far as many other hunters aspire to. Far from gaining galactic notoriety, she is more of a local legend, operating mainly within the Mandalore system. Ordo's connection and eventual employment with Crimson Dawn has been her first long-term work commitment.

Mental Trauma

Atypically for a Mandalorian, Ordo's post-traumatic stress is not mainly battlefield-related (she keeps out of large-scale skirmishes for the most part), but largely civilian. Her early life of subsistence living with no support system, combined with her exile from her adoptive clan, leave her with major difficulty trusting any other sentient. She struggles to work in teams, or agree to long-term commitments, believing she will inevitably be betrayed. On the flip side, Ordo also feels guilt for the actions that led to her exile. Her pride and tenacity to stay alive through horrific circumstances struggle against feelings of low self-worth and tendencies to allow or intentionally put herself

in harmful situations. This can be almost directly traced back to both the appreciation and affection she received upon being adopted into Clan Ordo and seen as worthy of a place in the aliit, and the clan's subsequent rejection of Thel upon her exile. While not the only source of trauma in Ordo's life, her relational conflicts are the ones that cause her the most distress. To her, the trauma of a life spent killing at close and personal quarters is just part of the occupation, and while violent nightmares wake her often, she has accepted it as normal.

Ordo's trust is difficult but not impossible to gain. She is unwilling to form a trusting relationship, but it may still happen, gradually, without her realizing.

Morality and Philosophy

Unsurprisingly for a bounty hunter, Ordo has no qualms about killing another sentient, to say nothing of killing an animal. Death comes when it comes, and its vehicle is not to blame. Less typically, she is unbothered by cannibalism, seeing no difference between consuming the flesh of sentient and nonsentient species. In her words - "They're not using it." This pragmatism may be born of hunger experienced as a child, which also makes food waste inordinately upsetting to Thel. Her nonchalance regarding more grisly topics is contrasted by her unwavering hatred for dishonesty. Broken promises, even unspoken ones, anger her to the point of violence, and intentional lies are even worse.

Taboos

If at all possible, Ordo avoids jobs that require the capture of live targets. She prefers the finality of a kill, feeling that captivity is a worse punishment than death.

PERSONALITY CHARACTERISTICS

Motivation

In terms of her future, Ordo seems to be stuck in limbo. While she often expresses regret over her exile, she is also convinced that there is no possible action she could take to reconcile herself to Clan Ordo. She feels that she deserves death as a just punishment, while at the same time clinging to survival with a particularly Human tenacity. Over the years, Ordo seems to have taken steps to move past her exile, looking to future possibilities as opportunities for redemption rather than trying to undo past crimes. In the meantime, she works to prove her worth as a true Mandalorian, both to herself and to other Mando'ade. Whether or not

her methods of doing so are misguided is a question for her future self.

Savvies and Ineptitudes

Skills

Ordo's experience with low-tech environments and wilderness survival serve her well in less developed fields. She is fluent in the flora and fauna of Mandalore, and to a lesser extent, other planets in Mandalorian space, enabling her to spend long periods out of contact with civilization.

Weaknesses

Though adept at reading other sentients, Ordo's diplomacy skills are clumsy at best. She dislikes changing her behavior to fit into new societies and cultures, adopting a "take it or leave it" approach to both professional and social relationships. As the flip side of her skills in analog technology, her ability with computers is very basic. Slicing of any kind is out of her wheelhouse, and her method of dealing with droids is through purely physical damage rather than reprogramming.

Likes and Dislikes

Likes

Though she generally avoids groups, Ordo seems most at ease in crowds consisting of a wide variety of species. She isn't shy about asking questions of another species' biology or culture, possibly finding a clanlike atmosphere in motley groups united by a single cause.

Dislikes

Ordo's distaste for long-term work commitments is obvious in the many different jobs she has worked in a comparatively short amount of time. Her contract with Crimson Dawn has been the longest lasting so far, with no apparent end date or criteria in place.

Virtues

Honesty

In keeping with her hatred of liars, Ordo is honest to a fault. This is not to say she is perfectly moral; simply that she is open (to the point of being nearly aggressive) about her own flaws and failings.

Vices

At the other end of the spectrum from Ordo's strict honesty is her tendency to be brutal with it. She will not bend the truth to spare feelings, or even to keep a diplomatic situation

cool. This has led to her being instructed on bodyguarding missions, more than once, to simply switch off her in-helmet mic.

Hygiene

Ordo's distinctive teeth are kept fastidiously clean. While her hair looks unkempt, it is usually clean. She keeps her body in good repair, avoiding alcohol and its compatriots, and prioritizing her own diet to keep herself well fed. However, similarly to her reluctance to repair cosmetic damage to her armor, she's been guilty of neglecting wound care in hopes of retaining scars from combat.

SOCIAL

Family Ties

Seeking out her biological family has never interested Ordo. Her Mandalorian upbringing placed very little weight on such things, and even if she were curious, the gene sequencing and detective work required costs more than Ordo is willing to spend on a whim.

Ancestors

Without documentation or genetic analysis, Ordo's physical lineage cannot be traced; Humans are far too widespread throughout the galaxy to give any kind of accurate guess on her biological ancestors' home planet. However, her adoptive ancestors have a history that can be traced back thousands of years through historical record into less verifiable legend. The earliest confirmed presence of Clan Ordo is their conquest and settlement of the Ordo system in Mandalorian space.

Religious Views

An anachronistic belief in the ancient Mandalorian pantheon sets Ordo apart from the vast majority of her contemporaries. A far more personal approach to Mandalorian philosophy than the widely accepted idea of the more pantheistic manda, Ordo may have developed these beliefs as a result of isolation following her exile, finding solace and companionship in the idea of higher beings. This may also be a cause of her interest in the historical Clan Ordo, focusing on Mandalore the Preserver - investigation as an attempt to reconnect to her adoptive heritage and reclaim a place of belonging in Mandalorian culture following exile.

Social Aptitude

Beside its obvious protective benefits, Ordo's helmet is massively helpful in social situations, where she struggles to disguise feelings of dislike, impatience, or anger. She has little problem reading other sentients, often knowing the ins and outs of their psyche in more detail than they are comfortable with, and an almost uncanny ability to detect lies – something that could, to a more wishful mind, be construed as signs of latent Force sensitivity. While she is not strictly opposed to social situations, Ordo prefers to be alone, and is unable to sleep well with other sentients nearby.

Hobbies and Pets

With so much of her time spent traveling for work, Ordo's hobbies tend to be easily portable, such as sketching on a holopad or reading up on whatever topic has most recently caught her fancy. She also enjoys repairing and reworking scavenged items, entertaining ideas of reselling them for extra credits, but more often than not growing attached and keeping them. Sleep also takes up much of her time spent in hyperspace. In casual conversation, Ordo often laments the fact that her vagabond lifestyle keeps her from having pets; she fondly reminisces on the clan tooka, Arpat, who predated her adoption into Clan Ordo and was a permanent fixture of the aliit for over a decade.

Relationships

Lama Ja : traveled together in a sort of hitch hiking situation

[Starforge](#) : reluctant coworkers, more than once

Dryden Vos : hired Thel on behalf of Crimson Dawn

Wealth and Financial State

Like many lower-level bounty hunters, Ordo is typically living paycheck to paycheck. Circumstances have not become desperate enough for her to start taking capture jobs in violation of her own terms of service; however, her employment by Crimson Dawn may well push Ordo's professional boundaries in the future.

CONCLUSION

A lack of devotion to any cause but that of the (historically unaffiliated) Mandalorians makes Ordo not a difficult ally to obtain. However, her sometimes violent and chaotic behavior and primary loyalty to herself alone requires that she be kept under careful watch.