Name: Commander Masir Trach
Species: Human
Gender: Male
Hair color: Dark
Eye color: Brown
Skin color: Light

DEXTERITY: 2D+2
    Blaster: 4D+2
    Dodge: 4D+2
KNOWLEDGE: 3D
    Bureaucracy: 4D
    Planetary systems: 4D
    Tactics: 3D+2
    Willpower: 4D
    Intimidation: 4D+1
    Languages: 3D+2
PERCEPTION: 2D+2
    Bargain: 4D+2
    Command: 3D+2
    Persuasion: 4D+2
STRENGTH: 3D+1
    Brawling: 4D+2
MECHANICAL: 3D
    Communications: 5D+2
    Capital Ship Piloting: 4D+2
    Repulsorlift Operation: 4D+2
    Vehicle Weapons: 5D
TECHNICAL: 3D
    First aid: 3D+2
    Security: 5D+1

Move: 10
Force Points: 2
Dark Side Points: 3
Character Points: 5

Equipment:
    First Order Navy uniform, Blaster Pistol (4D), Commlink, Code Cylinders

Description: Masir Trach was a human male who served as a commander and scanner officer in the First Order, and held a rank befitting that of a senior officer. Previously assigned to the Resurgent-class Star Destroyer Finalizer, when Trach was transferred to the Steadfast he was caught in the power struggle between Generals Armitage Hux and Enric Pryde, the commanders of the Finalizer and Steadfast respectively. Although Trach could sense the tension between the two Generals and was aware that the orders they gave him carried ulterior political moments, to avoid dispute he chose to focus on carrying out the letter of his orders.

Trach fought with the First Order on the Sith Eternal's side of the battle of Exegol, the final confrontation in the First Order's war against the Resistance. During the battle, Trach witnessed a group of Resistance fighters, led by former First Order stormtrooper Finn, launch a ground assault on Exegol riding orbak mounts. He declared his shock that they used animals rather than speeders, preventing their opponents from using technology to disable the vehicles.