



Characters D6 / Earth Federation Navy Officer

Earth Federation Navy Officer

Despite the advent of Mobile Suits, which effectively destroyed the army as it was, the Navy remained more or less intact. After all, space suits need a place to launch from. The Navy constructed several new types of ships, but the duties of the Naval officer didn't much change.

DEXTERITY 3D

- Dodge
- Blaster

KNOWLEDGE 4D

- Bureaucracy
- Tactics: Fleet Tactics
- Survival: Space
- Value

MECHANICAL 3D

- Capital Ship Piloting
- Capital Ship Gunnery
- Capital Ship Shields

PERCEPTION 3D

- Search
- Command
- Bargain
- Sneak

STRENGTH 2D

- Brawling
- Stamina
- Swimming

TECHNICAL 3D

- Capital Ship Repair
- First Aid

Equipment: Dress Uniform, 'Casual' Uniform, Rank Code Cylinder.

Move: 10

Force-Sensitive: ?

Force Points: 1

Dark Side Points: 0

Character Points: 1

Background: You know that you can never be replaced. The Navy is a vital part of the modern military. Unlike those Army fools, who were replaced by Mobile Suits, you realize that those who have failed the seapower test have also failed the longevity one. So it shall be in space, you predict.

Personality: You are calm and dignified, secure in the knowledge that your side will eventually triumph. You are the staying power of the Earth Federation. You must and will stop the Zeke advance on the colonies.

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