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Major Oshka Maratafutu

The gang wars of East-side Horrenicut on Coruscant were the most violent and brutal of their kind in recent memory. Corporations funded them, spice lords controlled them, and the local militia encouraged them. Oshka Maratafutu was born into this torn world the son of an assassin. His deadly mother raised him till he was 15, at which point she didn't come home after an 'expedition.' Without really knowing why, Oshka went to the militia offices to sign up. Oshka didn't understand the purpose of arrests when you could just kill the criminal, so he predictably didn't make it far in law enforcement. The militia office promptly sent him over to the Imperial Academy for stormtrooper training.

Oshka's time with the gangland environment's brutal nature made him a perfect candidate for the NRSFG. He joined up after a year of active duty in the Stormtrooper Corps, and following two further years with the Boys he was recruited for some reason by the Ubiqtorate.

Name: Major Oshka Maratafutu
Species: Human
Sex: Male
Type: Imperial Intelligence, Adjustments Agent / NRSFG
Height: 6'1"
Weight: 190
Age: 33

Physical Description:
Oshka has the typical strong but agile build, and (to be blunt and to the point) is roughly Asian, with shortly cut black hair in the NRSFG standard. Modified stormtrooper armor, dark green gloves and matching boots are what he normally wears, and of course a helmet.

Personality:
Once described as being rather reckless after taking on a battle droid in hand-to-hand combat, Oshka is usually an even-tempered trooper with great respect for his friend and superior, Colonel Jackson.

History:
Stormtrooper, advanced into the NRSFG and became a Crack troop. All other information is not available on record.

A Quote: "White Phos' will liven up anyone's day."

DEXTERITY: 4D

Blaster: 6D
Blaster: blaster rifles: 7D
Blaster: blaster pistols: 7D+1
Dodge: 6D
Melee combat: 5D
Melee combat: vibroblade 7D
Melee parry: 4D
KNOWLEDGE: 3D
Tactics: 3D
Tactics: squads 3D
MECHANICAL: 2D+2
Beast riding: 3D
Repulsorlift operation: 3D
PERCEPTION: 3D
Con: 3D+1
Persuasion: 3D+1
Search: 3D
Sneak: 4D+2
STRENGTH: 3D+1
Brawling: 4D+1
Brawling: NRSFT martial arts: 6D
Climbingjumping: 4D
Lifting: 3D+1
Stamina: 4D+1
TECHNICAL: 3D
Computer programming/repair: 4D
First aid: 3D
First aid: Humans: 3D+2

Special Abilities:

Cybernetic Hand (right): This hand's Strength is increased by 1D, only affecting actions performed with that hand alone (ie, Disarmament).

NRSFG Martial Arts training: Oshka can perform the following close combat moves, which are intended for use against Humans:

- The Crotch Buster - Base Difficulty: Moderate - Left hand grabs under target's crotch area, lifting upwards and towards yourself while right hand pushes back on target's left shoulder. Jump up and towards target, so all your weight is on his shoulder and crotch. If performed properly, you should end up with your target on their back and half-pinned, with you on top of them. From here, you can proceed to many other moves, or just a simple face pounding/throat slitting.

- Colon Plunge - Base Difficulty: Moderate - A simple sharp, hard kick to the target's colon. STR-1 (Oshka: 3D) Damage, target suffers colon problems for 1D days.

- The Ultimate Fisting - Base Difficulty: Difficult - Must perform a somersault that will end up either under, or directly in front or

behind the target. You then launch straight up into the target's choda (between genitals and anus) fist/weapon first. STR+2 Damage. If Damage roll comes within 3 under target's Resist, target loses balance or falls if roll is greater than the resistance.

- Snap Crackle Pop - Base Difficulty: Moderate - Can approach target from any angle. Simply put one hand under the target's jaw, the other at the back of their head, and twist in one direction extremely hard. Performing this move requires hands to be free, and no other actions may be taken that round. STR+2D+1 Damage.

- Legs of Love - Base Difficulty: Difficult - Approach target from in front or behind. Short forward jump with legs spread. Wrap legs down along hips and thighs, seating your heels in the back of the target's kneecaps. Squeeze with your legs in an attempt to cause the target to fall backwards with you on top. While this lower body move is occurring you can be punching the hell out of the target's head/face. STR+1D damage, and if Dam roll comes within 3 under target's Resist, target loses balance or falls if roll is greater than the resistance.

- Disarmament - Base Difficulty: Easy vs Unprepared target, Difficult vs suspecting - Grab your target's wrist and twist strongly in a direction away from you (as to avoid any discharge of a weapon or unintentional stabbing). They will be forced to go limp in their hand.

- The Trachia Molester - Base Difficulty: Easy (hand) / Moderate (legs) - Two ways of doing this one. A true NRSFG would use their upper thighs to crush the throat of their victim, by simply hopping onto their shoulders from the front or piggy-back style. The more generally accepted method deals with using one (or both) hands to crush the upper pharynx, effectively cutting off the airflow of the poor bastard. Damage: STR, and airflow is cut off (no vocal sound or breathing). If using legs, STR+1D.

- Clap of Affection - Base Difficulty: Easy - Sneak up on your target from behind and clap your hands over their ears extremely hard. If done properly, the target will be stunned and will most likely suffer hearing loss. Damage: STR (stun), roll 1D to determine hearing loss (1-2 is minimal, 3-4 moderate, etc). This move can be followed up by a restraining hold to effectively neutralize any human victim.

Move: 10
Force Points: 1
Dark Side Points: 2
Character Points: 6

Equipment:
modified stormtrooper armor (+2D/+1D; +2D to Perception checks and +1D to

ranged weapons skills against moving targets; 4D First Aid), Merr-Sonn MR-24 "Firedrake" (4D; 3D every round after the hit until the fire is extinguished), vibroblade (STR+3D; maximum: 6D+1), 4 flash/bang grenades (2D stun), anti-vehicle grenade (7D speeder scale), 10 meters of razor wire (STR+2D), white phosphorus grenade (5D/4D/3D; does 3D every round after until flammable material smothered/submerged or flammable substance burns out; 1D smoke for four rounds)

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