Characters D6 / General Matrim Cauthron (Im

General Matrim Cauthron

Matrim Cauthron was born on a backwater agriculutural world near The Rim. He and his sibblings used to go hunting all the time from age 6. It was an Imperialy governed world that only saw ships when they came to pickup foodstuffs or the occasional people who managed to charter a flight off planet.

When Matrim was 16, he and one of his brothers and two friends, were hunting in the woods a dozen or so miles outside of town. They raced through the woods after an animal when they came upon a crash site. During the early morning, an Imperial troop transport had crashed on the planet after being attacked by rebels. Matrim and his friends found 9 stormtroopers alive out of an entire company. The crash had killed all but those 9, two of them who were injured. A rebel ship descended shortly after the discovery, and Matrim and company helped fight them off using weapons salvaged from the crash in place of their hunting blasters. Only one of the stormtroopers died, one of the two who was wounded to begin with, and the officer who survived was very impressed with the boys.

When the Imperial Officer got a ship sent to pick them up, he asked Matrim, his brother, and his friends to come back to go to Carida for military training. Matrim and his two friends agreed, but his brother chose to stay on the world of Gerist, where they had spent all their lives.

Matrim and his two friends, Rand and Perrin, began their training at Carida and their hunting skills were tested to their extreme. they quickly learned they weren't as hot as they thought they were. Matrim, who was always large and strong, became very good at unarmed combat though. His hunting skills were fairly good as well and after extensive training he made cannidacy for Storm Commandos. Rand went into the Armour Corps and Perrin into infantry so the three never saw each other again after being assigned to different training courses.

Matrim had a fairly uneventful career as a Storm Commando at first. He wasn't all that impressive and didn't stand out. Then word came that the world of Gerist was decimated. A 'New Republic' attack had apparently scoured the planet clean. This seriously warped Matrim emotionaly and mentaly. After that, he had several commendations, and a handful of medals but as he was black ops, never got official recognition. He was known as a ghost among spec ops teams because he did anything and everything with ruthless effciency. He was an accomplished martial artist by this point, and although he was not spectacular combatant he was still an excellent assassin because of his utter ruthlessness.

The destruction of his homeworld had deadened him to the point that the only thing keeping him going was the burning hatred for the rebels that had shattered his life and killed his family. He showed aptitude in tactics and decided to try for officer canidacy. he went back to an officer's school and passed the course. He climbed through the ranks rather slowly though, until Emporer Yenetham took notice of him and made him the commander of the Imperial Army.

Character Name: Matrim Cauthron
Type: Imperial General
Species: Human
Gender: Male
Age: 38
Height: 6'1"
Weight: 220 lbs

Physical Description: Matrim Cauthron is a fairly tall, rugged man with broad shoudlers and a well built frame. His arms are thick and knotted with muscles. His eyes have a cold, dangerous look to them. He wears a trim fitting uniform with a General's rank bars on. A standard issue sidearm sit at his hip and a datapad rests in the crook of one arm. His cap is pulled down just over his eyes shadowing them.

DEXTERITY: 3D
- Blaster 5D
- Dodge 5D

KNOWLEDGE: 3D
- Tactics 4D
- (S)Ground Assault 5D

MECHANICAL: 2D
PERCEPTION: 4D
- Command 5D
- (S)Imperial Troops 6D

STRENGTH: 4D
- Brawling 4D
- (S)Martial Arts 5D

TECHNICAL: 2D

Move: 10
Force Sensitive: No
Force Points: 1
Dark Side Points:
Character Points: 5

Equipment:
Comlink, Datapad, Blaster Pistol (4D+1)

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