Characters D6 / Earth Federation GM Mobile S

Earth Federation GM Mobile Suite Pilot

During the One Year War, Zeons introduces the concept of "Mobile Suites". the Earth Federation--realizing that these machines were quickly outmatching their tanks, followed suit with the GM. The GM was easily mass-produced, and it soon required numerous pilots to operate the very large mobile suit fleet. Since countless GMs were produced, there are many thousands who were accepted to be the creme de la creme of the Federal Forces.

DEXTERITY: 3D
Blaster Pistol: DL-44: 4D+1
Dodge
Vehicle Blasters: 4D

KNOWLEDGE: 2D+1
Value
Survival: Space
Streetwise
Intimidation
Willpower
Tactics: MS Space combat

MECHANICAL: 4D
Mobile Suit Piloting: GM
Mobile Suit Gunnery: GM
Mobile Suit Shield: GM

PERCEPTION: 2D
Search
Sneak

STRENGTH: 3D
Brawling
Stamina
Swimming

TECHNICAL: 3D
Mobile Suit Repair: GM
Blaster Repair
First Aid

Equipment: Blaster Pistol (DL-44), Flight Suit, Helmet (+1D physical), 1 Dress Uniform, 1 'Casual' uniform, GM.

Move: 10

Force-Sensitive: ?
Force Points: 1
Dark Side Points: 0
Character Points: 1

Background: You have lived in a space colony for as far back as you can remember. You are also very loyal to the Earth Federation. Thusly, when the opportunity to serve the Earth in a space military capacity, you naturally accepted. Training was brutal, but you came through, at least to your eyes, a better person. You mastered the complex 3 dimensional warfare of space combat, and were transferred to the Mobile Suit Units when it became clear you had aptitude in that direction. Now, you are ready to take the fight to the Zeon, and crush them to ensure security for the Earth Federation and its citizens.

Personality: You are energetic, bright and loyal to your friends. You are confident that your GM suit can defeat the Zeke's old Zaku models and bring order to space, as long as the people of Earth maintain faith in their government.

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