Characters D6 / Earth Federation Navy Office

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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