Characters D6 / Zeon Mobile Suit Pilot

Zeon Mobile Suit Pilot

Zeon Mobile Suit (MS) Pilots have greater skill on average than their Federation counterparts. Usually able to operate many different kinds of MS, the Zeon suit pilot will usually prefer to use one type of suit, and may specialize in it. Considering the fact that there are some 7 different kinds of Zeon MS, there is a wide a selection to choose from. Zeon MS Pilots are usually more affiliated with batles in space, as opposed to on the ground, and -1D is taken from all MS skills when Zeons engage in atmospheric battle. However, should a pilot choose to specialize in ground-oriented MS like the Gouf, the penalty doesn't apply, but they get -1 from the MS skills while piloting in space.

Type: Zeon MS Pilot
DEXTERITY: 2D+2
Blaster: Blaster Pistol: DL-44 (3D+1)
Dodge

KNOWLEDGE: 3D
Survival: Space
Tactics: MS Combat
Value
Willpower

MECHANICAL: 4D
Mobile Suit Piloting: (Any Zeon suit): 5D
Mobile Suit Gunnery: (Any Zeon suit): 5D
Mobile Suit Shields: (Any Zeon suit): 5D

PERCEPTION: 2D
Search
Sneak

STRENGTH: 3D
Brawling
Stamina
Swimming

TECHNICAL: 3D
Mobile Suit Repair: (Any Zeon suit)
First Aid

Move: 10
Force-Sensitive: ?

Force Points: 1
Dark Side Points: 0
Character Points: 1

Equipment: Normal Suit (+1D physical, +1D energy), Normal Helmet (+1D physical, +1D energy), DL-44 (4D damage), Rank Code Cylinder, Zeon Medallion, Zeon MS

Background: You are totally loyal to the Zeon cause, and feel that it is your solemn duty to protect the people of Zeon from the slow-witted tyranny of the Federation. The best way to do this is to annihilate the Federation by going on the offensive and wiping them out to the last man. You know that the time for this must come sooner or later...and you're going to be first in line to volunteer for the mission.

Personality: Intensely loyal to Zeon, you see yourself as her sword and shield, protecting her from her enemies, and dealing out the necessary chastisments to those enemies.

Story Factors:
Space Combat Specialization: Since Zeon pilots feel more affinity for space, they receive -1D when fighting in the atmosphere or on land. If they specialize in a ground-oriented MS like the Gouf, the penalty is revoked, but they receive -1 when fighting in space.

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