

Name: Maree Vane

Species: Human (Selenian)

Physical description: Maree has a fairly tall and wiry build for a woman, her broad shoulders and keen eyes speaking of a woman who doesn't shy away from doing things herself. Her skin is a typical Selenian olive tan, her eyes a clear azure like the waters of Selen. Scar tissue mars her otherwise pleasantly oval face, the tokens of Collective appreciation. Where the scarring has crept over her scalp, hair no longer grows, but elsewhere it falls in a pale grayish white which she keeps braided in narrow tight braids.

Quirks: Maree has a distinct preference for mobile warfare. Sitting static in a battle line or holding formation is not for her. She commands her squadron to flow like the tides of Selen, trusting the crews under her command to react appropriately without explicit direction. This makes units she commands extremely flexible and highly mobile, but the weakness of their formation reduces their raw firepower as all guns cannot be guaranteed to be focused on a point target at any one time.

History: Maree used to live mostly carefree in the outskirts of Estle city on Selen, making a career for herself as a racing skiff pilot. She had always had a desire for speed and liked living on the edge. Despite the relative tranquility of the waters around Estle, the racing skiffs habitually chose the most treacherous shoals for their races, in order to test the pilots' skills.

In the aftermath of the devastating plague that ravaged Selen in 35 ABY and the Collective incursion, Maree found herself losing close friends and family, especially her brother Kaleb who was serving in the Dajorran Defence Forces as a reservist. His sacrifice spurred the carefree racer to adult-up and ensure the safety of her homeworld.

She showed an aptitude for void combat, her experience with skiffs aiding her spatial recognition and reflexes. Before long she was pilot trained and leading a squadron of her own, attached to the *Wrath of Dawn*. She led by example, always flying at the head of her squadron and making full use of all available terrain around Dajorra's asteroid belts as they hunted down pirates and infiltrators as part of routine patrols.

However, shooting up pirates was not what she had signed up for and so she applied for a transfer to the AEF, in order to bring the fight to the Collective. There was only a small snag, the only available commissions were aboard the multitude of corvettes that made up the bulk of the AEF's numbers.

She pined over the decision for days, weighing the relinquishing of her beloved fighter for a ship she saw as sluggish and lumbering. However, for the sake of duty and vengeance, she gave up her helmet in exchange for an officer's cap.

Her initial command was not without trouble, the hands-on woman finding delegation difficult. The fact she no longer held personal control over the ship she was flying, but having to rely on a helmsman, chafed her a great deal. It took a near disaster to alter her course, her corvette being struck a crippling blow by a Collective warship around Arx in 38 ABY.

The turbolaser shot almost decapitated her, devastating the bridge and leaving her self incapacitated. However, the men and women under her command managed to salvage the situation and restore order, limping the crippled corvette out of fire and into safety. Hearing later on how the crew had used the tricks and techniques she'd exhibited during her command, using the shadows of larger vessels and debris clouds to evade targeting by the Collective warships, she came to realize the crew were not her enemies but assets.

Once recovered, her demeanor changed and instead of trying to micromanage the ship, she began delegating and trusting her crew to enact her will, rather than instruction. Before long, she found the ship moving almost like an extension of her will, the crew welding together under the trials of combat to form a cohesive whole.

As her career progressed towards ever more capable commands, she never failed to instill the same tenets of her previous experience, emphasizing speed, maneuver, and the full utilization of terrain to maximal advantage.