

# **Joint Systems Civilian Militia**

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## **Introduction:**

Living in a galaxy constantly at war can be a monotonous, tedious, unbearable life. For these usually peaceful members of the galaxy that is a true experience every day. Forgotten in the vast conflicts between the Republic and the Separatists, the Empire and the Rebellion, the First Order and the Resistance, and even most recently the Dark brotherhood and the Collective, are the everyday civilians whose homes, livelihood, and existence are trampled on. Their very way of life is second to the control these organizations hope to keep on their corners of the galaxy.

But no more.

Men and women from all corners of the galaxy have banded together. They do not have the formal military training of these larger organizations, but what they do have is a vigorous need to protect their livelihood from the dangers currently facing them. Skills garnered from their day to day work will serve their purposes and their lack of distinguishing features in the eyes of these larger forces will allow their movements to occur unseen.

The JSCM employ guerilla warfare tactics, hiding in the rough, and striking when unseen. They are farmers, bush pilots, small time mechanics, and others, so their military tactics are

lacking in the formal sense, though their knowledge of their homeland can be a formidable weapon. Their lives as civilians let them easily blend in with the crowd to gather intel about their enemies and set traps in front of them. They use whatever they can find in their fight, whether it be homemade explosives, surplus military gear, or the weapons from their fallen foes.

It also gives them a large support network. Other civilians who are unwilling to fight themselves are usually happy to lend whatever resources they can to their cause.

Another favorite tactic is to appear friendly and offer their services, only to cleverly sabotage whatever they were working on and disappear. These traits also make them a highly mobile force that doesn't rely on large and unwieldy equipment. They are also known to use various forms of terrorism, such as the assassination of a high ranking enemy, to provoke a disproportionate response. This lets them direct their enemies forces away from critical areas and bring them to a place where they can inflict the most damage.

Their lack of training doesn't exclude them from making their own battleplans though. They have learned to use the land in order to overcome their adversaries, which has resulted in a rather deadly force. From their use of trees and foliage to set up ambushes, to their use of old farmsteads as outposts and command centers, they are a force to be reckoned with.

The command structure of the JSCM is largely democratic. Key leaders have been chosen to lead as a small council of ten members. These ten members vote and debate often to ensure all sides are heard, and in the interest of all, any member is allowed to address the council so their voices are known. While

this takes more time to accomplish, the militia members are happy to be heard. This also allows them the ability to create a solid network across their members, keeping their communication at a high. Strangers are often reported very quickly through their Chain of Command so that any threat is addressed quickly.

## ***Faction Page:***

**About:** A union of disenfranchised “every-men” who are fed up with their war-torn galaxy. Banding together as a para-military force, their revolution has begun.

*Motto: Our lives are not your battlefield.*

**Leadership: The Council of Ten**

- Reneldi Shatez
- Tressk Solvan
- Joran Phet
- Jase Charliss
- Ellona Kamalas
- Sarna Beillane
- Siennaa Malric
- Rosh Morker
- Korask Veiyr
- Mef'it Oss

## **Example Members of the JSCM:**

Headshot/Image	<b>Peytr Glatz</b> Major (EQ I), Ace Human, Male, Right handed Height: 1.76m / 5'7ft. , Weight: 84.3 kgs / 185 lbs	
<b>Physical Description</b>		<b>Loadout Weapons/Armor</b>
Peytr is lean and wiry, with olive colored skin and piercing green eyes. He keeps his brown hair trimmed in a high and tight style, a remnant of his days in the First Order.		* KYD-21 Blaster Pistol * DC-17m ICWS Blaster Rifle * Imperial TIE fighter Armor
<b>General Aspects</b>		
<b>How Hard Can It Be?</b> Peytr always seems to underestimate the gravity of important situations or the difficulty of tasks by about a mile or ten. Peytr is a bit of a slacker, never really thinking things all the way through - and it usually comes back to bite him in a wildly comedic way. However, he also tends to not be deterred from things that would often scare others away.		<b>I Can Fix That</b> If it has an electronic circuit or gears, Peytr thinks he can fix it; everything from holopads to starships. To Peytr, even the most random assortment of scraps from a junkyard can be used to create something useful. He has a knack for fixing things that are broken, and his confidence in this ability borders on arrogance, and if he fails to fix something, he is prone to fits of anger and annoyance.
<b>Personality Aspects</b>		
<b>Head in the Clouds</b> Peytr has only one passion: flying. If he is not actively piloting something, he is studying ship schematics and devising ways to get more flight time. His single-minded obsession has made him an expert on all things related to flying vehicles, though it has the tendency to bore those close to him to tears.		<b>Easy Going 'Till the Fight Starts</b> While generally laid back and more than happy to offer a quip of sarcasm, Peytr's entire demeanor changes once combat begins. He becomes focused and quiet, with his smile replaced with a look of grim determination.
<b>Combat Aspects</b>		
<b>Shoot First, Ask Questions Later</b> If Peytr had been in Greedo's shoes, Han Solo would be pushing up daisies. He almost always acts on instinct, which typically means he can be seen as impulsive and may not think his actions through, especially in situations during or leading up to combat.		<b>It's a Trap</b> Peytr has an uncanny knack for identifying traps and alerting others to them. Now, if only he could consistently do it BEFORE the trap goes off...

### Additional/Optional Information

Skills	+4: Pilot (L), Pilot (S), Perception +3: Astrogation, Blasters, Mechanic +2: Slugthrowers, Resolve, Tactics, Leadership +1: Intimidation, Survival, Explosives, Medicine, Stamina
Force Powers	N/A
Feats	Do a Barrel Roll!; I Bet You Have; Jury-Rig; Who Needs a Tech?; You've Got a Bogey on Your Tail; The Force is With Me; Active Reload; Smooth Operator II; I Can Fix That II
Martial Arts	N/A
Lore	N/A
Languages	Basic

Headshot/Image	<b>Jaslath Starson</b> Professional (J4) Hunter Devaronian Male, Left Handed Height: 1.9 m / 6'3ft. , Weight: 82.5 kgs / 182 lbs	
<b>Physical Description</b> Jaslath has light dark skin and black horns. A lifetime of labor in the fields has given him a burly physique and calloused hands. His face bears deep grooves from working in the elements, and usually carries a stern and serious expression.		<b>Loadout Weapons/Armor</b> * Czerka-93U Hunting Rifle * Scout Pistol * Scavenger Armor
<b>General Aspects</b>		
<b>Always In Control</b> Jaslath sees himself as the control subject in the science experiment called life. Often labeled as "boring" and "predictable", Jaslath keeps his wild and experimental side reserved for pet projects. This boring lifestyle leads to him being considered anti-social and when he does join others, instead of relaxing he prefers to keep quiet and observe.		<b>Anything You Can Do, I Can Do Better</b> Jaslath is extremely competitive and strives to become the best at every task he is given. The benefit of this cutthroat approach to life and work is that he will always give 100%, pushing himself to his physical or mental limits to overcome any task. However, Jaslath's overzealous ambition makes her insufferable to all but the most patient of companions, making it difficult to make friends while he either proves successful or utterly fails at being the best.
<b>Personality Aspects</b>		
<b>All Work, No Play</b> Jaslath considers his work to be the most important aspect of his life. This borderline obsessions with the "job" leaves little room for any kind of personal or social life, making it difficult for Jaslath to relax and enjoy spending time with others. he excels in activities that relate to their work, but the idea of work-life balance is an altogether abstract concept.		<b>Glass Half Empty</b> Jaslath manages to always see the down side to every silver-lining, joyous occasion, or victory. Where some may see a boon, Jaslath will often see the curse accompanying it, just around the corner. Jaslath's constant pessimism can often lead to conflict and the annoyance of those around him, not to mention the dampening of spirits. However, this mindset is not without its benefits, for a pessimist is far more likely to be prepared for the worst and be left unscathed by it - after all, none are more prepared for the worst case scenario than the ones expecting it all along.
<b>Combat Aspects</b>		
<b>Always Prepared</b> Sometimes the only way to prepare for the worst is to always expect it. Jaslath takes this philosophy one step further by never leaving home without accounting for every possible scenario he might expect to encounter. Jaslath tends to always have		<b>Dirty Fighter</b> When it comes to a fight, some like to posture, some like to act tough, some like to dance around and go through all sorts of fancy footwork. Jaslath? Jaslath doesn't bother with exotic battle stances, intricate maneuvers, or super-secret tactics. Jaslath,

the right tool or item for a situation and has a habit of quietly and almost smugly presenting solutions before anyone even recognizes there is a problem. This foresight is far from infallible, however, and he often finds himself at a loss in situations that go beyond what he could have imagined. While incredibly practical and often a life-saver in a pinch, his perpetually pessimistic outlook on daily life can be a bit draining on more optimistic-inclined companions.

when cornered into a fight, prefers the ancient technique of a good kick to the nuts. And if that won't work, either because the enemy is a woman or has balls of steel, Jaslath isn't beyond pulling a few more cheap tricks out of the bag. Granted, Jaslath won't be winning any medals for nobility or any prestige for a unique fighting style or a superb maneuver, but Jaslath will still be winning, the best and most dirty way he knows how.

**Additional/Optional Information**

Skills	+3: Lore, Beast Riding, Stamina, Mechanic +2: Survival, Perception, Might, Blasters +1: Intimidation, Primary Martial Arts Form, Resolve, Medicine, Miscellaneous Weapons
Force Powers	N/A
Feats	Beast of Burden, Lightning Reflexes, Run and Gun, I've Got a Bad Feeling About This
Martial Arts	Broken Gate
Lore	Seed Types and Soils, Animal Husbandry, Farming Styles and Techniques



<p>Headshot/Image</p>	<p><b>Chani Veron</b>  Professional (J4) Scoundrel  Zeltron Female, Ambidextrous  Height: 1.8m / 5'9"ft. , Weight: 67.5 kgs / 149 lbs</p>	
<p><b>Physical Description</b></p>		<p><b>Loadout Weapons/Armor</b></p>
<p>Chani's skin is a pale pink with blue hair. Her eyes are a pastel purple that accent's her skin. She is usually seen wearing typical worker's clothing. Her face has a beauty to it that attract many men, and her figure is sleek and slender.</p>		<ul style="list-style-type: none"> <li>* Vibroknife</li> <li>* Hammer</li> <li>* Light armor</li> </ul>
<p style="text-align: center;"><b>General Aspects</b></p>		
<p><b>Blind Optimist</b>  Every legendary story seems to have at least one charming and optimistic character. If that's the case, then it only makes sense that Chani has decided to be that person. After all, if everyone is too busy whining and groaning about the negatives, how will anyone ever reach the positive? True, Chani's constant belief that things will get better can be terribly grating, especially to pessimists or those just level-headed enough to realize when things truly are going downhill, but Chani's constant positive outlook can serve to sometimes spur others to action when it feels like the world just wants them to lay down and die.</p>	<p><b>Due Diligence</b>  When Chani does things, she makes sure everything is done correctly, no matter how long it takes. This means there are frequent delays in Chani's work, but it's usually done right, at least.</p>	
<p style="text-align: center;"><b>Personality Aspects</b></p>		
<p><b>Oooh, Shiny!</b>  Chani is mesmerized by anything shiny and can easily spot shiny objects from a distance. This makes her good at finding things of importance or value, but she may also be distracted by pretty baubles.</p>	<p><b>Always Look On The Bright Side Of Life</b>  Chani is very cheerful and happy, and always looks on the bright side of life. When chewing on life's gristle, she doesn't grumble, but gives a whistle. She always hopes for the best, and enjoys laughing, smiling, dancing or singing. This unending optimism often improves the morale and spirit of everyone around her, and Chani is always quick with a smile or a joke, even when drawing her terminal breath. This same exuberance can also be tiring to more jaded curmudgeons.</p>	
<p style="text-align: center;"><b>Combat Aspects</b></p>		
<p><b>It's a Trap</b>  Chani has an uncanny knack for identifying traps and alerting others to them. Now, if only she could consistently do it BEFORE the trap goes off...</p>	<p><b>Dirty Fighter</b>  When it comes to a fight, some like to posture, some like to act tough, some like to dance around and go through all sorts of fancy footwork. Chani?</p>	

	<p>Chani doesn't bother with exotic battle stances, intricate maneuvers, or super-secret tactics. Chani, when cornered into a fight, prefers the ancient technique of a good kick to the nuts. And if that won't work, either because the enemy is a woman or has balls of steel, Chani isn't beyond pulling a few more cheap tricks out of the bag. Granted, Chani won't be winning any medals for nobility or any prestige for a unique fighting style or a superb maneuver, but Chani will still be winning, the best and most dirty way she knows how.</p>
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### Additional/Optional Information

Top Skills	+3: Crafting, Survival, Lore, Beast Riding +2: Stamina, Perception, Athletics, Resolve +1: Investigation, Interrogation, Miscellaneous Weapons, Intellect, Empathy
Force Powers	N/A
Feats	Just a Flesh Wound, Lightning Reflexes, Shake What Your Momma Gave Ya, Elusive Prey, Linguistic Liar
Martial Arts	N/A
Lore	Criminal Organizations of the Galaxy, Leatherworking, Animal Husbandry
Languages	Zeltron, Basic