**TYPE: BELIEF - THE REPUBLIC**
Jason believes in the Republic and all it stood for. He is determined to restore it in all its glory (and what it was before corruption set in).

**TYPE: PERSONNEL**
Jason is devoted to seeing to his squad's safety, well-being, and training. A successful mission is one where no one is left behind.

**MAGNITUDE: 5**

**GROUP'S CONTRIBUTION RANK:**

**DUTIES**

**WEAPONS & ARMOR**
- Light blaster pistol, commander's uniform (t+1 soak).

**PERSONAL GEAR**
- Comlink (handheld), 2 glow rods, 5 field ration packs, military field manual, 2 stimpacks (use a maneuver to heal 5 wounds to a living creature; consumed on use).

**CRITICAL INJURIES**

**SEVERITY:**

**RESULT:**

**TALENTS AND SPECIAL ABILITIES**

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<tr>
<th>NAME</th>
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<th>ABILITY SUMMARY</th>
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<tr>
<td>Commanding Presence</td>
<td>95</td>
<td>- Remove 1 from Leadership checks.</td>
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<tr>
<td>Side Step</td>
<td>103</td>
<td>- Perform maneuver; gain 1 strain to upgrade difficulty of all incoming ranged attacks by 1 for next round.</td>
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