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Colonel Toejam Jackson



Not much is known about Toejam Jackson due to the fact that he often keeps
to himself and much of his history remains highly classified. It is known,
however, that Toejam was once a part of Palpatine's Imperial Royal Guard
before transferring to Imperial Intelligence and Adjustments. All that is
known for sure is that Toejam has been a part of Adjustments for at least a
year longer than his partner, Flac Drivin, although all records on
Adjustments are highly classified.

It is rumored that some sort of experimental drugs or surgeries were used
on Toejam in an attempt to increase his physical and mental abilities. This is mainly due to the fact that Toejam has a tendancy to go beserk - much like a common Wookiee - and must be calmed down via drugs.

Toejam Jackson is somewhat of a legend in that he has been the sole survivor of several missions where he and his team have encountered some highly evolved alien species. But, yet again, this is only a rumor and nothing can be proven due to classification.

Name: Colonel Toejam Jackson (The "Bad-Ass")
Species: Human
Sex: Male
Type: Imperial Intelligence, Adjustments Agent
Height: 6'2"
Weight: 168
Age: 37

Physical Description:
Toejam has a compact muscular build,short orange hair, and and darkish-green eyes. He wears modified midnight-blue dyed royal guard armor, black gloves, tall black boots and special goggles with IR scanning. On his belt and in numerous pouches are shells for his anti-tank gun.

Personality:
After many missions of fighting a savage species of aliens, Toejam has become very rigid and serious. He is incredibly fierce in combat, developing

that after many fights with aliens, where aggressiveness pays off.

Connection with other characters:
Lately Toejam Jackson has been doing less solo work and more missions with Flac Drivin and Oshka.

A Quote: "God damnit!"

DEXTERITY: 5D
- Blaster: 7D
- Blaster artillery: 6D
- Brawling parry: 6D
- Dodge: 7D
- Melee combat: 6D
- Melee combat: force pike: 8D+2

KNOWLEDGE: 3D
- Streetwise: 4D
- Survival: 6D+2

MECHANICAL: 3D
- Space transports: 4D+2
- Space transports: Crimson Fury: 6D+2
- Starship Gunnery: 4D+1

PERCEPTION: 3D
- Bargain: 4D
- Command: 6D
- Hide: 7D
- Search: 7D
- Sneak: 7D

STRENGTH: 3D
- Brawling: 6D
- Climbing/jumping: 6D
- Lifting: 5D
- Stamina: 6D

TECHNICAL: 3D
- Demolition: 6D
- First aid: 5D+1
- Security: 5D

Special Abilities:
- Bad-ass Power: +2D to Dexterity and Strength; Toejam goes berserk.

Move: 10
Force Points: 1
Dark Side Points: 0
Character Points: 20

Equipment (Armor and Fatigues):
Imperial Royal Guard armor (colored midnight-blue; contains negatively charged ions), flying suit, Corellian Power Suit (+2D/1D), Imperial Intelligence uniform, jumpsuit, vacuum suit

Equipment (General):
modified chronometer (contains comlink, miniature datalink, lock pick), medpac, infrared goggles, flasher ring, holo-video grenade, briefcase landspeeder, portable motion detector, depressant drug bracelet (calms berserk)

Equipment (Weaponry):
retractable force pike (STR+3D), BlasTech T-13 "uzi" repeater (6D for 5 shot burst), pen knife (STR+2D), Ydnar Ep-11 wrist blaster (3D/4D/5D), anti-tank gun (9D, STR+2D (melee combat use))

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