

JESS MAXWELL

Human

Terran Empire

Biography

Not every loyal Terran serves in the Imperial Navy. Some wind up taking civilian jobs, but working just as hard to further the aims of the Empire. It was pretty clear to Jess Maxwell (Jesse or Jessica, depending) as soon as they entered the Imperial Academy that naval life was not for them, but their skills did not go unnoticed. Admiral Navarro of the Terran Empire inducted Jess into the Colonization Corps of Engineers and it quickly proved to be an apt choice.

To keep order in their interstellar empire, the Terrans completely replace the existing governmental and communication structures to prevent insurrections and rebellion. That requires a lot of infrastructure and that means talented engineers like Jess Maxwell. Some in the CCE concentrate on the technical aspects of their position but Jess is not one of those. They relish the chance to remake planets and are fully committed to the Terran ideal that alien species are inferior, which means their technology and structures are also necessarily inferior.

The CCE does as much tearing down as it does building up and many of their projects are harsh and penalizing. As Jess says, though, it takes a true master to make something functionally harsh and aesthetically pleasing. Those are the projects they truly value.

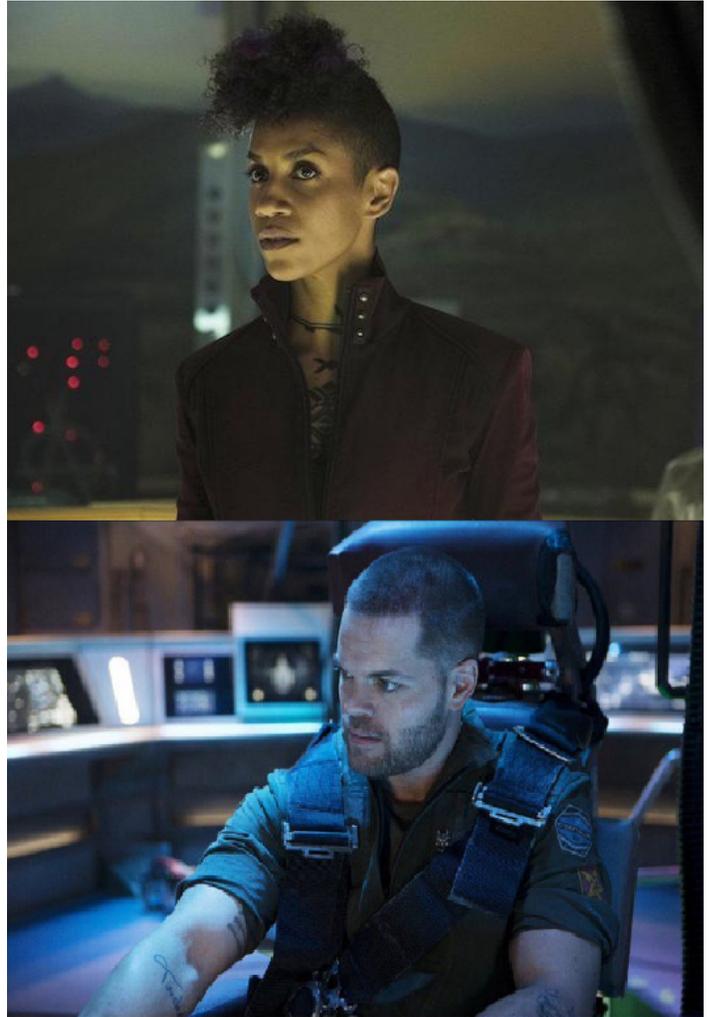


Image from *The Expanse* by SyFy.

Jess Maxwell as Secret Rebel

It might be hard to imagine one of your Main Characters having a relationship with a cruel, xenophobic person. That's sort of the point, it's the Mirror Universe. However, if you'd rather Jess's dislike of aliens might be affected and they are instead secretly working to undermine the Terran Empire. Working in the CCE is perfect for that because they can build backdoors into all their infrastructure projects for rebels to use, but it also means they are committing treason with a lot of scrutiny around them. Just the recipe for getting into trouble and having to ask an old flame to help them out.

Statistics

Use the following statistics for a Notable or Major version of this character. The statistics note what changes are necessary for a Major NPC.

TRAIT: Human, Prodigy

VALUES:

- **Let Me Show You What a True Engineer Can Do**
- **All of This Will Be Torn Down for a Better Future** (Major NPC)

ATTRIBUTES

Control	9	Daring	10
Fitness	11	Insight	9
Presence	10	Reason	12

DISCIPLINES

Command	01	Conn	03
Security	01	Engineering	04
Science	03	Medicine	01

For Major NPC add +1 to Conn and Science

FOCUSES:

- **Sabotage**
- **Technical Design**
- **Material Science** (Major NPC)
- **Structural Engineering** (Major NPC)

Stress: 12 **Resistance:** 0

ATTACKS:

- **Unarmed Strike** (Melee, 5♣ Knockdown, 1H, Non-lethal)
- **Phaser type-II** (Ranged, 7♣, 1H, Charge)
- **Escalation Disruptor Rifle** (Ranged, 8♣ Vicious 1, 2H, Accurate)

SPECIAL ABILITIES

- **Collaboration** (Talent, p. 136)
- **Jury-Rig** (Talent, p. 137)
- **I've Got This:** Whenever Jess attempts to convince someone to accept their plan, they may add a bonus d20 to their dice pool.
- **Numbers Don't Lie:** When Jess succeeds on a Task to assess a plan they gain one bonus Threat, which may only be spent on Obtain Information.
- **Here's the Plan:** Once per scene, when Jess succeeds on a Task to build, modify, or repair something they may spend 3 Threat. If they do, Jess chooses a single ally. The next Task that ally attempts counts as having assistance from Jess using their **Reason + Engineering**.