Storm Executioner

While many of the Empires problems were solved through the massive firepower of the Imperial Fleet, and through the masses of StormTroopers available to its military forces, sometimes a more subtle hand was needed. While the Empire could rain down fire on an enemy planet, sometimes the requirements needed to subjugate a technologically advanced world would destroy the manufacturing and economic base the Empire was attempting to capture in the first place. However by taking out key military and political leaders all opposition would crumble and the Empire could move in almost completely unopposed.

Storm Executioners were the tool of choice of the Empire, specially trained assassins and infiltrators, used to destroy important installations, information and equipment, and to kill leaders and strategists. Although equipped with their trademark deaths head Stormtrooper armour, they would often operate in disguise, worming their way into positions where they could strike, or in times of urgency they would break codes, pick locks, kill and steal, whatever they needed to do to break into the place they needed to be to strike at that critical moment.

Storm Executioners were trained alongside the Emperors Royal Guards, their identities hidden just as well to allow them to operate in secret when necessary. Given identity codes so they could sieze control of local Imperial forces when required, Storm Executioners normally worked alone except in critical situations when numerous co-ordinated strikes were needed.

Dex: 3D

- Blaster: 6D
- Blaster Artillery: 5D
- Brawling Parry: 5D
- Dodge: 6D
- Grenade: 5D
- Pick Pocket: 5D

Know: 2D

- Bureaucracy: 4D
- Streetwise: 4D
- Willpower: 4D

Mech: 2D

Repulsorlift Operation: 4D

Perc: 3D

Con: 5D

Forgery: 5D

Hide: 4D

Persuasion: 4D

Sneak: 5D

Str: 3D

Brawling: 5D

Climbing/Jumping: 4D

Tech: 2D

Computer Programming/Repair: 5D

Demolitions: 4D

Security: 5D

Move: 10

Size: 1.5-2.0 meters tall

Force Sensitive: No

Equipment:

Storm Executioner Armour (+2D+2 to Strength vs Physical Damage, +1D+2 to Strength vs Energy Damage, -1D Dexterity)

Twin Custom Blaster Pistols (5D+2 Damage, +1D to hit)

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