

Name: Dark Trooper

Species: Human

Dexterity: 3D

Blaster: 6D

Dodge: 5D+1

Brawling Parry: 5D+1

Grenade: 4D

Vehicle Blasters: 4D+1

Knowledge: 2D+2

Scholar; Dark Side: 3D+1

Survival: 3D+2

Planetary Systems: 3D+1

Perception: 3D+2

Command: 4D+1

Search: 5D+1

Strength: 3D+2

Brawling: 5D+1

Stamina: 4D+1

Mechanical: 2D+2

Technical: 2D+2

Blaster Repair: 3D+2

Move: 10

Size: 1.5-2.0 meters tall

Force Sensitive: Yes

Force Points: 2

Dark Side Points: 3

Character Points: 2

Special Abilities:

Control: 2D

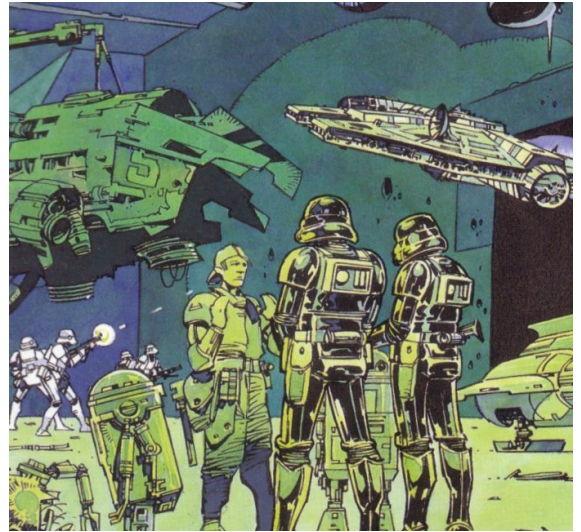
Sense: 2D

Alter: 2D

Force Powers: Absorb Dissipate Energy, Control Pain, Sense Force, Telekinesis, Enhance Attribute, Combat Sense, Danger Sense, Magnify Senses, Accelerate Healing,

Equipment:

Stormtrooper Armour (+2D to Strength vs Physical Damage, +1D to Strength vs Energy Damage, -1D Dexterity penalty), Light Repeating Blaster (6D), Grenades



Description: Dark troopers were a group of elite stormtroopers empowered with the dark side of the Force used by the Dark Empire during Operation Shadow Hand. The best troopers in the Imperial legions, they received limited Force training that made them far deadlier than the average stormtrooper. In the year 10 ABY, they served under Zasm Katth and Baddon Fass on Nar Shaddaa and later on Ossus under the command of Sedriss QL.

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