



# Characters D6 / Typical RanCorp Soldier

## Typical RanCorp Soldier

RanCorp soldiers are used in places where security needs to be airtight or where conflict arises. They are also used to take areas from other groups and are currently being mobilized against MetaCorp.

Type: Corporate soldier

DEXTERITY: 3D+1

Blaster: 5D

Brawling Parry: 4D

Dodge: 4D+2

Running: 3D+2

KNOWLEDGE: 2D

Law Enforcement: 2D+2

PERCEPTION: 2D+1

Bargain: 3D

Sneak: 3D+1

STRENGTH: 2D+1

Brawling: 4D

Stamina: 3D

MECHANICAL: 2D

Repulsorlift ops 3D

TECHNICAL: 2D

Armor Repair: 4D

Armor Repair: Veritane Vest 4D+2

Blaster Repair: 4D+2

Move: 10

Equipment: LS-13 Blaster pistol (4D), Blast helmet (+1 head energy, +1D physical), TS-2 trooper Blaster Rifle (6D), Veritane Vest (+1D+2 physical +1D+1 energy)

---

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).