Characters D6 / First Order TIE Fighter Pilot



Type: First Order TIE Fighter Pilot
Dexterity: 3D+2
- Blaster: 4D+2
- Dodge: 4D+2

Knowledge: 1D+2
- Survival: 2D+2
- Planetary Systems: 3D+1
- Value: 2D+2

Perception: 3D
- Command: 4D+1
- Search: 4D+1

Strength: 3D+1
- Stamina: 4D+1

Mechanical: 4D+1
- Sensors: 5D
- Starfighter Piloting: 6D+1
- Starship Gunnery: 5D+1

Technical: 3D+1
- Starfighter Repair: 5D+2
- Computer Programming/Repair: 3D+2
- Demolitions: 4D

Move: 10

Equipment: Navigation Computer Linkup (+1D to Sensors), Flight Suit, Sonn-Blas Corporation SE-44C blaster pistol, One Week Emergency Rations, Survival Gear

Description: First Order TIE Fighter Pilots were skilled pilots who served the First Order, hunting down enemy vessels and protecting space around installations and warships in their advanced TIE/fo space superiority fighters. Elite pilots had access to TIE/sf space superiority fighters, two-seater TIE craft equipped with enhanced weaponry and sensor systems.

The First Order treated its fighter pilots as important parts of its war machine. Potential First Order pilots were identified as children and given rigorous training, often within the corridors of warships, then tested ruthlessly throughout their careers to ensure their reflexes, visual acuity and coordination measure up.
Their uniform consisted of a black jumpsuit with a chestplate with life support gear, pauldrons on the shoulders, gauntlets, a belt with a holster for a blaster pistol, boots, and a helmet with goggles and a gas transfer tube to be plugged in to the life support box.

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