Characters D6 / Wheel Security Force



Type: Wheel Security Force
DEXTERITY: 2D+2
- Blaster: 5D
- Brawling Parry: 4D+2
- Dodge: 5D
- Melee Combat: 5D
- Melee Parry: 4D+2

KNOWLEDGE: 2D
- Law enforcement: 3D+2
- Streetwise: 3D+2
- Tactics: 3D+2

MECHANICAL: 1D+1
PERCEPTION: 2D
- Command: 3D+2
- Investigation: 3D+1
- Search: 3D+1

STRENGTH: 3D
- Brawling: 5D

TECHNICAL: 2D
- Security: 3D+1

Move: 10
Character Points: 0-3

Equipment (typical):
Wheel Security uniform, blast helmet(+1D physical, +2 energy (head)), blaster pistol (4D) or blaster carbine (5D), stun baton (STR+1D), comlink

Description: The Wheel Security Force or more simply Wheel Security were the local police of the space station known as The Wheel.

They answered to Administrator Simon Greyshade and their job was to maintain order. They also handled situations beyond the abilities of casino bouncers. Officers were usually Human and wore a green and yellow uniform with enclosed helmets. Their armament included shock rods and blasters.

Stats by FreddyB, descriptive text from WookieePedia
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