Characters D6 / Imperial Special Forces Troo



Name: Imperial Special Forces Trooper

Dex: 3D
- Blaster: 6D
- Dodge: 6D
- Brawling Parry: 5D
- Grenade: 4D
- Missile Weapons: 4D
- Vehicle Blasters: 5D

Know: 3D
- Survival: 5D
- Tactics: 4D

Perc: 3D
- Hide: 4D
- Search: 5D
- Sneak: 5D

Str: 3D
- Brawling: 6D
- Climbing/Jumping: 5D
- Stamina: 4D
- Swimming: 4D

Mech: 3D
- Repulsorlift Operation: 5D
- Starfighter Piloting: 4D
- Starship Gunnery: 4D
- Walker Operation: 4D

Tech: 3D
- Blaster Repair: 4D
- Demolitions: 5D
- Security: 5D
- First Aid: 4D

Move: 10 (9)
Force Sensitive: No

Equipment:
- Special Ops Stormtrooper Armour (+2D Physical, +1D Energy, -1D Dexterity, +1D Starfighter Piloting, Encrypted Comlink)
- E11 Blaster Rifle (5D) or T-21 light repeating blaster (6D), Grenades, Timed Detonators

Description: Imperial Special Forces troopers were highly trained soldiers of the Galactic Empire who specialized in infiltration, extraction, and combat in various types of environments and served within the Imperial Special Forces. One such unit was Inferno Squad.

History
Trained in infiltration, extraction, and combat in any type of environment, special forces troopers are tasked with the completion of specialized stealth missions such as retrieving vital intelligence, sabotage on key targets, or burying Imperial secrets through assassination.

Inferno Squad was a notable example of one such unit. They became a recognized unit through their notorious, unconventional tactics.

Equipment
They were adept in a wide array of weaponry, but usually armed themselves with an E-11 blaster rifle, DLT-19x targeting blaster, or a T-21 light repeating blaster.

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