Characters D6 / Palvar Defense Force (PDF) S

Palvar Defense Force (PDF) Special Missions Army Troopers

The Palvar Defense Force's special missions troopers are among the best of the best. They are, more or less, the special forces of the Palvar Defense Force. They are hand chosen from the standardized Army and sent into advanced training in almost every aspect of combat. When they complete their months of additional training the special missions troopers are given tatoos with their squad's insignia and put into the cycle of combat missions.

Typical missions profiles include infiltration, assassination, pathfinding, escorting, scouting, demolition and just about anything else that Army Command has to throw at them. They are expected to be able to succeed at any mission and are usually sent out in teams of eight to twenty depending upon the mission.

The typical PDF special missions army trooper uniform consists of a dark grey jumpsuit with the letters 'PDF' on either shoulder (the letters 'PDF' are rarely seen on the uniforms of any other PDF military uniform, usually the 'KS' insignia is worn). Worn over the jumpsuit (during field operations) is usually a piece of armor such as a blast vest (always black in color) with several small pockets that tend to be used to hold extra blaster clips. Additional protection in the field is provided by light leg armor that covers the thigh, black armored knee pads, and sturdy black knee high boots. Following PDF regulations, all troopers must wear black gloves, some army troopers opt to wear the standard issue ones that the navy troopers wear while others wear black fingerless gloves, this is overlooked in the army, but not in the navy. Topping it all off, an army special missions trooper would wear black elbow pads and a specially designed facemask which serves three purposes; to hide their identity, to filter out any harmful gases and to provide facial protection.

Type: Typical PDF special missions army trooper
DEXTERITY: 4D
- Blaster: 7D
- Blaster: blaster rifles: 7D+2
- Blaster artillery: 5D
- Dodge: 6D+1
- Firearms: 5D+1
- Grenade: 6D
- Melee combat: 5D
- Melee combat: vibroknife: 6D
- Melee parry: 5D
- Vehicle blasters: 4D+2

KNOWLEDGE: 2D+2

Intimidation: 4D+2
Law enforcement: 6D+1
Streetwise: 4D
Survival: 6D
Willpower: 3D+1
MECHANICAL: 3D
Beast riding: 5D
Ground vehicle operation: 5D
Repulsorlift operation: 5D+1
Space transports: 4D+1
Swoop operation: 6D
PERCEPTION: 3D+1
Hide: 4D+1
Investigation: 6D
Search: 5D+2
Sneak: 7D
STRENGTH: 3D
Brawling: 4D+1
Brawling: martial arts: 6D
Stamina: 5D+1
TECHNICAL: 2D
Armor repair: 2D+2
Blaster repair: 3D+2
Demolitions: 5D+2
Firearms repair: 3D+1
First aid: 4D

Move: 11
Force Points: Varies, typically 0-2
Character Points: Varies, typically 5-10

Equipment:
Kashan B-12 blaster rifle (6D), Kashan XT-3 heavy blaster pistol (5D), hold-out blaster (3D+2), vibroknife (STR+1D), 4 grenades (5D), multi-task helmet (+1D physical, +1 energy (head); built in breath mask, comlink and infrared/night vision goggles), blast vest (+1D physical, +1 energy (torso)), Preybird swoop

Note: Some troopers receive more specialized training accounting for varying skill levels.

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