Characters D6 / Verdant Security Force Spac

Verdant Security Force Space Marines

The VSF's eltie forces. Their Space Marines fill almost any role neccisary, from boarding a ship, to flying one, to ground
combat and back again. The VSF Space Marines are the ones from whom pilots for the infamous Shurieken Interceptors' pilots
are chosen. These people are usualy kept in reserve or stationed at important facilities such as the Verdant HQ. They
have serious attitudes and think themselves above everyone else. Their arrogance is sometimes careless as they leave
witnesses to 'leave an impression' which soemtimes has caused them problems. It's believed a squadron of VSF Marines
singlehandedly wiped out an Imperial Ubiqtorate base. The story says they flew their Shuriekens in, fought right through
the enemy defenses screens and strafed most of the base then landed and foguht their way through what was left and stole
some sort of crucial data from the computer banks at the base. However nobody has even confirmed that this Ubiqtorate base
existed much less that it cointained anything the VSF would want.

Type: Elite Corporate Soldiers
DEXTERITY: 3D+2
- Blaster: 7D+1
- Dodge: 6D+2
- Firearms: 6D+1
- Missile weapons: 5D+1
- Vehicle blasters: 4D+2

KNOWLEDGE: 2D
- Intimidation: 5D+2
- Willpower: 6D+1

MECHANICAL: 3D
- Astrogation: 5D+2
- Powersuit Operation 5D+2
- Sensors: 5D+1
- Space transports: 5D+1
- Starfighter piloting: 6D
- Starship gunnery: 6D+2
- Starship shields: 5D+2

PERCEPTION: 3D
- Search: 5D
- Sneak: 6D

STRENGTH: 3D
- Brawling: 6D
- Stamina: 5D

TECHNICAL: 3D+1
First aid: 5D
Security: 5D+2

Move: 10
Force Points: usualy 1-2
Character Points: usualy 5-10

Equipment: UZ-8 Repeater (5D+2), extra powerpack, VT-5 Pistol (5D), 2 spare clips, vibroblade (STR+3D), 4 grenades (5D), multi-task helmet (+1D physical, +1 energy (head); built in breath mask, encrypted comlink and infrared/night vision goggles), light combat armor (+2D/+1D (torso), +1D/+2 (arms and legs), +1D to Sneak if in appropriate terrain)

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