Characters D6 / MetaCorp Jumptroopers

MetaCorp Jumptroopers

Only a select few become Jumptroopers, these are often elite Stormtrooper forces that have seen many battles and a lot of training. All Jumptroopers are combat experienced, because surviving combat is the only way to become a jumptrooper.

Jumptroopers wear the advanced Jumptrooper Assault Armor which has a ghastly appearance. Most cringe with fear when they see the armored hulks of Jumptroopers who stand over 7ft tall come raining from the sky, bringing swift and gruesome death with them. The average Jumptrooper prefers close combat weapons, and will often be equiped with power gauntlets or vibro-weapons and a pistol of some sort.

Like their stormtrooper counter-parts, the Jumptrooper's armor is often decorated to fit a certain theme or company. For example, the Screaming Eagle Company of Talorous IV have sky blue armor and a gold eagle with outstretched wings on the breast plate. While the Jungle Fighters of Reed are a deep green with white MC Crests on both shoulder shells.

Type: Average MetaCorp Jumptrooper
DEXTERITY: 4D
- Blaster: 7D+1
- Dodge: 6D
- Grenade: 5D
- Brawling Parry: 6D+2
- Melee Parry: 7D+2
- Melee Combat: 7D+2

KNOWLEDGE: 3D
- Survival: 5D
- WillPower: 6D+2
- Planetary Systems: 4D

PERCEPTION: 4D
- Sneak: 5D
- Hide: 5D+1
- Command: MetaCorp Forces: 5D

STRENGTH: 4D
- Brawling: 6D

MECHANICAL: 4D
- JetPack Operation: 7D

TECHNICAL: 3D
- First Aid: 4D
- Armor Repair: 5D
- Demolitions: 4D

Move: 10 +5 (Armor bonus)
ForcePoints: Varies 0-1
Character Points: Varies 0-10
Equipment: LP-41 Blaster Pistol (Damage 4D+2), 2 Concussion Grenades,
Jumptrooper Assault Armor (See below)

Model: MetaCorp Jumptrooper Assault Armor
Type: Full Body Fast-Attack Armor
Skill: Powersuit operation: Jumptrooper armor
Availability: 2 X
Cost: 8,500
Game Notes:

Basic Armor: +1D energy, +2D physical (full body)
Dual Jump Packs:
Moderate difficulty to control, is able to 'jump' up to 50 metres vertically and 100 metres horizontally. If the difficulty is missed, then roll for scatter and every 2 below the difficulty, the user ends up going 1 meter in the direction of the scatter die.
Sensory Equipment:
Can track moving targets 100 metres away, moderate difficulty, it may be easier or harder depending on the location. +2D to all Sight/Sound Perception skills. Night Vision. +6 to Ranged weapons skills.
Wrist Mini-Computer also acts as Comlink.
Advanced Hydrolic and Servo Systems:
+2D to Strength related skills (does NOT apply to resisting damage).
+5 to move. +1D Dodge. No Dexterity Penalty. -1D to Sneak
Retractable Wrist Power-Cutter: Melee Combat - STR+2D Damage (Max 7D)
Climate Controlled Body Glove, Internal Life Support with 300 minutes worth of air.

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