Characters D6 / Typical MetaCorp Soldier

Typical MetaCorp Soldier

MetaCorp Soldiers are usually positioned where ever extra fire power and more security is needed. They often work side by side with MetaCorp security forces and Stormtroops.

The MetaCorp Soldier is an intimidating sight to behold. The uniform of a typical grunt is all out geared for combat. The soldier wears a black body glove underneath a 2 piece combat suit which consists of military camoflauge green pants and jacket. Reflective blast plates are secured to the uniform by a strong velcro material. There are 15 plates in all and are located about the body, but they leave all joints exposed. Over the chest and stomach plates, two long straps that are connect to the waist belt in the front go around the shoulders, interlocking in an X pattern at the chest and head under the back armor plate where they connect again to the waist belt but in the back this time. These double straps have many metal rings and clips to hook extra equipment and packs to them. On the left side of the waist is a large satchel which may be used to collect extra or personal items and on the right side is a holstered blaster pistol (commonly the LP-41). On both exposed shoulders are two metal rank plates and upon the soldier's head is a rounded blast helmet which is the same color as the rest of the uniform. Connected to the helmet is the built in comlink. The comlink's microphone connects to small encased section on the helmet which is approximately around the soldier's ear area. this encasing also has the mircochips and electronics needed to power the targeting visor and recieve the soldier's LR-44 targeting information. The helmet also contains the soldier's squad markings which is painted onto the round encased piece.

Type: MetaCorp corporate soldier
Dexterity 3D+1
Blaster: 5D
Dodge: 4D+1
Running: 3D+2
Brawling Parry: 4D+2
Knowledge 2D
Law Enforcement: 2D+2
Perception 2D+1 ----> 4D for squad leaders
Con: 3D
Bargain: 3D
Sneak: 3D
Strength 2D+1
Brawling: 4D

Stamina: 3D+2
Mechanical 2D
Technical 2D
Blaster Repair: 4D
Armor Repair: 3D+2

Force Points: Varies, typically 0-1
Character Points: Varies, typically 0-5
Move: 10
Equipment: LP-41 Blaster pistol (4D+2), Blast helmet (+1 head energy, +1D physical), LR-22 Blaster Rifle (5D+2), Armor plates(cover: full, +2 vs energy, +1D+2 vs physical)
Note: Blast helmet has built in comlink, scanners, and sensory visor. All together giving a +1D to Perception/search, and +1D to Blaster (If using compatible MetaCorp weapon ie: the LR-22).

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