Characters D6 / ISB Tactical Agent (Human In



Name: ISB Tactical Agent
Organization type: Military and policing agents
Headquarters: ISB Central Office, Coruscant
Affiliation: Galactic Empire, ISB Tactical

DEXTERITY 2D+2
- Blaster: 5D
- Brawling Parry: 5D
- Dodge: 4D+2
- Grenade: 4D
- Melee Weapons: 5D
- Melee Parry: 5D

KNOWLEDGE 2D+2
- Law Enforcement: 4D
- Tactics: 3D+2

MECHANICAL 2D
- Repulsorlift Operation: 3D

PERCEPTION 2D
- Command: 3D+2
- Investigation: 3D+1
- Search: 4D

STRENGTH 3D
- Brawling: 5D

TECHNICAL 2D
- Armor Repair: 3D+2
- Blaster Repair: 4D
- Computer Programming/Repair: 3D+1
- Security: 4D

Force Sensitive: N
Force Points: 1
Dark Side Points: 0
Character Points: 4
Move: 10

Equipment: Blaster rifle (5D), ISB Armor (+1D+2 Physical, +1D Energy, -1D Dexterity), 3 grenades (5D), Baton (STR+1D)

Description: ISB tactical agents were the members of ISB Tactical, a specialized task force within the Galactic Empire's Imperial Security Bureau. The agents operated as the agency's military wing, providing security for high-value officers, guarding prisoners, and conducting raids.

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