

IMPERIAL CHARACTER TEMPLATES

"TK-421, why aren't you at your post?"
--Imperial Controller

This section provides a collection of generic write-ups for New Republic era Imperial Remnants NPCs. Basically a book of bad guys. There are several categories of write-ups.

STORM TROOPERS

"Only Imperial Stormtroopers are so precise."
--Obi Wan Kenobi

Stormtroopers are the great strength of the Empire. Tools of war and oppression, they represent to many citizens of the galaxy, the Empire itself. Garrisons of these shock troops appear on all but the most tightly controlled planets of the core worlds and their presence and reputation provides the fear that controls the galaxy. These anonymous soldiers are recruited and trained in the greatest of secrecy. Their indoctrination is extreme, as is their loyalty to the Empire. They cannot be seduced or bought though many have tried, according to Imperial accounts.

ORGANIZATION

Individual Stormtroopers are classified into three ranks of training and experience: low, medium, and high. These three levels represent the trooper's rank in a generic way, and also rates their threat level.

An entire legion of Stormtroopers numbers ____.

A Battalion of Stormtroopers numbers 820.

Tactical organization is in squads who's number ranges generally from 5 to 10. The numbers and membership of squads tends to be flexible because of the loyalty, training, and anonymity of the troopers makes them interchangeable. However, troopers are generally grouped into squads of the same rank, and this often extends to the battalion level as well. The Emperor wanted to be sure he could count upon the abilities of his Stormtroopers and so grouped them according their quality.

Squads of Stormtroopers have two types of command structure. Field command, and Station command. In station command a senior trooper in dress uniform, or other Imperial officer, monitors the squad from a control center and issues commands via comm link. If the chain of command is broken, leadership devolves to the senior trooper in the squad. Field command is geared towards operations in field and especially in combat. In field command a trooper, usually of higher rank and often wearing a colored shoulder poltroon, leads the squad in carrying out their orders.

Characters

TACTICS

The fear of Stormtroopers found through out the galaxy is based upon their total dedication, but their true military might lies in their advanced tactical abilities. Each trooper has the Teamwork skill which can be used in different ways by a squad of troopers. Suppression Fire, and Presence Attacks.

Blaster Rifle	
Damage (Stun Setting)	3d6 (9d6N)
Stun X	0
OCV	0
Range Mod	+1
Range	250"
Power Pack / Blaster Gas	100 / 750
Concealment	+4
Mass	3 kg
DEF / Body	4 / 5

EQUIPMENT

Weaponry: The standard weapon of the Stormtrooper is the blaster rifle and blaster pistol, but some special squads are equipped with the rapid firing assault blasters. Squads are also often equipped with one piece of heavy weaponry such as a Light Repeating Blaster.

Armor: Stormtrooper armor is made of 18 pieces of armor, made of a tough white composite

Stormtrooper Armor	
DEF	8
DEX Penalty	-3 Dex
Mass	20 kg

material, worn over a black temperature controlling body stocking.

The armor is quite strong and will protect the wearer even from the energy of a heavy blaster pistol.

In addition to its combat effectiveness Stormtrooper armor provides the wearer with a host of handy extras.

Light Repeating Blaster	
Damage (Stun Setting)	4d6 (No Stun)
Stun X	+1
OCV	0
Range Mod	+1
Range	300"
Power Pack / Blaster Gas	25 / 1000
Concealment	+6
Mass	6 kg
DEF / Body	4 / 6

The helmet has a built-in radio comm link for communications, and also speakers which transfer outside sounds to the soldier but cut out if the decibel level gets too high, thus protecting against sound based attacks. Similarly, the helmet's sight visor protects from blinding light attacks, and also provides the trooper with limited vision enhancements in two forms. The first is by amplifying ambient light to help the trooper operate in darkness, and the second is a x2 telescopic zoom

capability. This telescopic ability can help the trooper to spot fleeing rebels and evidence of droid activity but it does not aid in targeting blaster fire at range.

The suit also protects the wearer from hostile environments (high/low pressure, radiation, and heat/cold) for up to 3 minutes. It is because the Stormtrooper's standard armor provided only limited environmental protection that there are a number of specialized types for specific environments.

Blaster Pistol	
Damage (Stun Setting)	1½d6 (5d6N)
Stun X	0
OCV	0
Range Mod	0
Range	75"
Power Pack / Blaster Gas	100 / 500
Concealment	+3
Mass	1 kg
DEF / Body	4 / 4

Characters

A Stormtrooper usually breaths from the environment around him, but by activating a chin switch the suit will seal itself from the outside air allowing the soldier to breath from the small reserve of internal air in the suit's backpack. The internal supply will last about 3 minutes of casual breathing, but runs out much quicker in combat conditions. Once the chin switch is released, the suit's reserve is automatically refreshed from the outside. Whatever the outside conditions may be.

Assault Blaster	
Damage (Stun Setting)	2d6 AF 5 (No Stun)
Stun X	0
OCV	0
Range Mod	0
Range	250"
Power Pack / Blaster Gas	100 / 750
Concealment	+5
Mass	4 kg
DEF / Body	4 / 5

Stormtrooper Armor: Totals EP 82, AP 82, CP 43.

- 1) **Combat Protection:** Armor (8 PD / 8 ED); OIF (-1/2), Real Armor (-1/4), Half Mass (-1/2), Side Effect (Restrictiveness -3 Dex. See Equipment for more information; -1/2). EP 24, AP 24, CP 9.
- 2) **Hostile Environment Protection:** Life Support (All Safe Environments); OIF (Whole Suit; -1/2), Only Protects for 3 Minutes (-1/2). EP 9, AP 9, CP 4.
- 3) **Limited Air Pack:** Life Support (Self Contained Breathing); OIF (Whole Suit; -1/2), Only Lasts for 3 Minutes (-1/2), Constant (-1/4). EP 10, AP 10, CP 4.
- 4) **Helmet Comm:** HRRP (Radio Group); IIF (Helmet; -1/4), Affected as Hearing and Radio Group (-1/4), 1 Continuing Fuel Charge (10 hour battery, Easy to obtain, takes 1 minute to replace; -0). EP 12, AP 12, CP 8.
- 5) **Polarized Visor:** Sight Group Flash Defense (10 points); OIF (Helmet; -1/2). EP 10, AP 10, CP 7.
- 6) **Sonic Protection:** Hearing Group Flash Defense (10 points); OIF (Helmet; -1/2). EP 10, AP 10, CP 7.
- 7) **Vision Enhancement (Low Light):** +2 PER with Sight Group; Only to Counteract Darkness Penalties (-1/2), OIF (Helmet; -1/2), Constant (-1/4). EP 4, AP 4, CP 2.
- 8) **Vision Enhancement (Zoom Feature):** +2 vs. Range for Sight Group; OIF (Helmet; -1/2). EP 3, AP 3, CP 2.

Other Equipment: Each Stormtrooper also has a waist belt with several small containers that hold various useful objects. The objects that a particular trooper will take in his belt will depend on the operating conditions of his mission. Below is the standard belt kit.

Utility Belt:

- 1) **Power Pack for Blaster:** 1 extra Power Pack (100 Shots). Fits Standard issue blaster rifle, pistol, or assault blaster.
- 2) **Gas Recharge for Blaster:** 1 extra canister of pressurized blaster gas (750 shots). The canister is about the size of a CO₂ cartridge with a valve that allows the trooper to simply press it to the weapon's refill valve to recharge the blaster gas chamber. The canister also has a small bar indicator which shows the proportion of remaining gas.
- 3) **Emergency Rations:** 2 ultra compact nutrition cubes. Each provides emergency nutrition for one day, and each has a mass of 1/2 kg.

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- 4) **Line and Grapple:** 20m of thin line with a small grappling hook on the end.
- 5) **Batteries:** 1 extra battery (6 Hours) for helmet equipment.
- 6) **Laser Torch:** A small laser torch for cutting through things like doors.
- 7) **Med kit:** A very small and basic medical kit.
- 8) **Second comm link:** A handheld comm link for longer range communications. Also contains a 6 hour battery.

Specialized Environment Troopers: Standard Stormtrooper armor provides limited protection for the soldier against a wide range of environmental hazards. When it becomes necessary to deploy Stormtroopers to a difficult climate on a long term basis the Empire turns to a more specialized suit of armor. Specialized Stormtrooper armor provides constant protection against one environment at the cost of removing protection against other climates.

Characters

STORM TROOPER : LOW RANK

Val	Char	Cost	Roll	Notes
13	Str	3	12-	Lift: 150 kg, 2½d6, [2]
10*	Dex	9	11-	CV: 3, Attack Roll 14-
10	Con	0	11-	
12	Body	4	11-	⅓: 4, ½: 6, ⅔: 8
8	Int	-2	11-	Per Roll: 11-
8	Ego	-4	11-	ECV: 3, Attack Roll 14-
10	Pre	0	11-	Pre Attack: 2d6
10	Com	0	11-	
3	PD	0		Total: 11 PD (8 rPD)
2	ED	0		Total: 10 ED (8 rED)
2	Spd	0		Phases: 6, 12
5	Rec	0		
20	End	0		⅓: 7, ⅔: 13
24	Stun	0		⅓: 8, ⅔: 16
6"	Run	0		12" NC, 1" per Seg
2"	Swim	0		4" NC, 1/3" per Seg
2½"	Leap	0		5" NC, ~1/2" per Seg
		10		Total Char Cost

* With Armor On.

Cost Perks

3	Imperial Army Rank: Stormtrooper
5	Stormtrooper Reputation: +2d6, 14-, Galaxy Wide; Only in Non-heroic ID (-¼).
8	Total Perks Cost

Cost Powers

6	Indoctrination: +3 to Ego Rolls; Only for resisting Interaction Skills (-¼).
6	Total Powers Cost

Cost Skills

Cost	Skill	Roll
6	+2 CSL with Blasters	16-
4	+2 RSL with Blasters	
1	FW: One Skill	8-
2	KS: Imperial Army	11-
2	PS: Stormtrooper	11-
3	Teamwork	11-
2	WF: Common Blasters	
20	Total Skills Cost	

0 Disadvantages

20	Subject to Orders: Social Lim (Very Freq, Major)
10	Stormtrooper Armor: Dis. Feature (Easy, Major)
14	Experience Points
44	Total Disadvantage Points

44 Total Character Cost

Background/History: Very few can say exactly where the Empire recruits Stormtroopers or where they are trained, but it is generally believed that individuals who show promise are taken from the ranks of other divisions very early and thoroughly indoctrinated in Imperial dogma.

Personality/Motivation: Stormtroopers cannot be bribed, seduced, or otherwise corrupted. Their loyalty to the Empire is total. Stormtroopers have very little personality, but they have been known to make small talk about the latest in military technology.

Quote: "Have you seen the new BT-16?"

Powers/Tactics: Stormtroopers are some of the most heavily armed troops in the galaxy and they know it. Their armor protect them against even heavy blaster pistol bolts and they are uniformly armed with very power blaster rifles. In combat Stormtroopers proceed in a straight forward way. They use concentrated heavy fire to pin down their enemies in position and then, protected by their strong armor, they move up and overrun those positions.

Appearance: Stormtroopers are of uniform height and each is identically dressed and armed.

Characters

STORM TROOPER : MID RANK

Val	Char	Cost	Roll	Notes
15	Str	5	12-	Lift: 200 kg, 3d6, [3]
13*	Dex	15	12-	CV: 4, Attack Roll 15-
13	Con	6	11-	
14	Body	8	11-	1/3: 5, 1/2: 7, 2/3: 9
10	Int	0	11-	Per Roll: 11-
8	Ego	-4	11-	ECV: 3, Attack Roll 14-
12	Pre	2	11-	Pre Attack: 2d6
10	Com	0	11-	
3	PD	0		Total: 11 PD (8 rPD)
3	ED	0		Total: 11 ED (8 rED)
3	Spd	5		Phases: 4, 8, 12
6	Rec	0		
26	End	0		1/3: 9, 2/3: 17
29	Stun	0		1/3: 10, 2/3: 19
6"	Run	0		12" NC, 1 1/2" per Seg
2"	Swim	0		4" NC, 1/2" per Seg
3"	Leap	0		6" NC, 3/4" per Seg
37	Total Char Cost			

* With Armor On.

Cost Perks

5	Imperial Army Rank: Stormtrooper, Mid rank
5	Stormtrooper Reputation: +2d6, 14-, Galaxy Wide; Only in Non-heroic ID (-1/4).
5	Galactic Police Powers

15 Total Perks Cost

Cost Powers

6	Indoctrination: +3 to Ego Rolls; Only for resisting Interaction Skills (-1/4).
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6 Total Powers Cost

Cost Skills

Cost	Skills	Roll
9	+3 CSL with Blasters	18-
6	+3 RSL with Blasters	
3	Concealment	11-
3	Deduction	11-
2	KS: Imperial Army	11-
3	PS: Stormtrooper	12-
3	Tactics	11-
5	Teamwork	12-
2	WF: Common Blasters	

36 Total Skills Cost

50 Disadvantages

20	Subject to Orders: Social Lim (Very Freq, Major)
10	Stormtrooper Armor: Dis. Feature (Easy, Major)
14	Experience Points

94 Total Disadvantage Points

94 Total Character Cost

Background/History: Mid ranking

Stormtroopers are generally veterans of military action and often command squads of low rank troopers.

Personality/Motivation: To move up the ranks in an elite organization such as the Stormtroopers requires a clever and highly motivated person.

Quote: "Open the blast door! Open the blast door!"

Powers/Tactics: As leaders, mid ranks troopers are trained in advanced squad tactics.

Appearance: Stormtroopers are of uniform height and each is identically dressed and armed.

Characters

STORM TROOPER : HIGH RANK

Val	Char	Cost	Roll	Notes
15	Str	5	12-	Lift: 200 kg, 3d6, [3]
15*	Dex	24	12-	CV: 5, Attack Roll 16-
13	Con	6	11-	
14	Body	8	11-	1/3: 5, 1/2: 7, 2/3: 9
13	Int	3	12-	Per Roll: 12-
10	Ego	0	11-	ECV: 3, Attack Roll 14-
13	Pre	3	12-	Pre Attack: 2 1/2d6
10	Com	0	11-	
3	PD	0		Total: 11 PD (8 rPD)
3	ED	0		Total: 11 ED (8 rED)
4	Spd	12		Phases: 3, 6, 9, 12
6	Rec	0		
26	End	0		1/3: 9, 2/3: 17
29	Stun	0		1/3: 10, 2/3: 19
7"	Run	2		12" NC, 1 1/2" per Seg
2"	Swim	0		4" NC, 1/2" per Seg
3"	Leap	0		6" NC, 3/4" per Seg
		63	Total Char Cost	

* With Armor On.

Cost Perks

8	Imperial Army Rank: Stormtrooper, high rank
5	Stormtrooper Reputation: +2d6, 14-, Galaxy Wide; Only in Non-heroic ID (-1/4).
5	Galactic Police Powers
18	Total Perks Cost

Cost Powers

8	Indoctrination: +4 to Ego Rolls; Only for resisting Interaction Skills (-1/4).
8	Total Powers Cost

Cost	Skills	Roll
15	+5 CSL with Blasters	21-
10	+5 RSL with Blasters	
3	Concealment	12-
3	Deduction	12-
3	Demolitions	12-
2	KS: Imperial Army	11-
3	PS: Stormtrooper	12-
3	Stealth	
3	Systems Operation	
3	Tactics	12-
3	Teamwork	12-
2	WF: Common Blasters	
53	Total Skills Cost	

75	Disadvantages
20	Subject to Orders: Social Lim (Very Freq, Major)
10	Stormtrooper Armor: Dis. Feature (Easy, Major)
37	Experience Points
142	Total Disadvantage Points
142	Total Character Cost

Background/History: The original Stormtroopers were, in fact, the artificially grown warriors of the Clone Wars. Those elite warriors now form the command and training backbone of the entire Stormtrooper army. Their extreme loyalty and fearlessness plays a large part in strength and reputation of the Stormtroopers as a whole.

Personality/Motivation: Actually, troopers of this rank

Quote: "..."

Powers/Tactics: How the character approaches combat and such.

Appearance: Stormtroopers are of uniform height and each is identically dressed and armed.

Characters

SCOUT TROOPERS

"Jam their comm link! Center switch!"
--Luke Skywalker

For situations which require more stealth and subterfuge the Empire employs scout troopers. Not so heavily armed or armored as storm troopers, scout troopers have a broader range of skills and a much greater degree of mobility due to their speeder bikes.

ORGANIZATION

Scout troopers usually operate in pairs, or in teams of pairs, patrolling defensive parameters. Teams of scouts are attached to Imperial battalions in relatively small numbers.

TACTICS

Scout troopers commonly serve as forward observers in locations where advanced sensors will not function, or the Empire does not wish to attract attention. Scout troopers are observers and intelligence gatherers, not combatants. When faced with danger their role is to report back so it can be dealt with.

Scouts sometimes operate in other capacities depending upon circumstances. For example, using their bikes to pursue fleeing prisoners, or pinning down enemy units from concealed sniper positions until Storm troopers can be brought to bear on the situation.

EQUIPMENT

Weaponry: Geared towards light travel the weaponry of the Scout trooper is not as dangerous as a Storm trooper's but still, a well-concealed scout can cause considerable damage as a sniper.

Sniper Rifle	
Damage (Stun Setting)	3d6 (9d6N)
Stun X	0
OCV	0
Range Mod	+2
Range	250"
Power Pack / Blaster Gas	100 / 750
Concealment	+4/+3
Mass	2 kg
DEF / Body	4 / 4

Armor: Scout Armor.
DEF 6, -2 Dex.
Protects everywhere but neck(4), shoulders (9), hands (6) and upper legs (15).

Utility Belt: Add: Macro binoculars, more survival gear, water, etc...

Transportation:
Speeder bike.

Compact Blaster Pistol	
Damage (Stun Setting)	1½d6 (5d6N)
Stun X	0
OCV	0
Range Mod	0
Range	75"
Power Pack / Blaster Gas	100 / 500
Concealment	+2
Mass	.5 kg
DEF / Body	4 / 3

Scout Trooper Armor	
DEF	6
DEX Penalty	-2 DEX
Coverage	3, 5, 7-9, 10-14, 16-17
Mass	10 kg

Characters

SCOUT TROOPER : LOW RANK

Val	Char	Cost	Roll	Notes
13	Str	3	12-	Lift: 150 kg, 2½d6, [2]
10*	Dex	9	11-	CV: 3, Attack Roll 14-
10	Con	0	11-	
12	Body	4	11-	¼: 4, ½: 6, ¾: 8
8	Int	-2	11-	Per Roll: 11-
8	Ego	-4	11-	ECV: 3, Attack Roll 14-
10	Pre	0	11-	Pre Attack: 2d6
10	Com	0	11-	
3	PD	0		Total: 11 PD (8 rPD)
2	ED	0		Total: 10 ED (8 rED)
2	Spd	0		Phases: 6, 12
5	Rec	0		
20	End	0		¼: 7, ½: 13
24	Stun	0		¼: 8, ½: 16
6"	Run	0		12" NC, 1" per Seg
2"	Swim	0		4" NC, 1/3" per Seg
2½"	Leap	0		5" NC, ~½" per Seg
		10		Total Char Cost

* With Armor On.

Cost Perks

2	Imperial Army Rank: Scout trooper
5	Scout trooper Reputation: +2d6, 14-, Galaxy Wide; Only in Non-heroic ID (-¼).
8	Total Perks Cost

Cost	Skills	Roll
6	+2 CSL with Blasters Pistols	
4	+2 PSL vs. Range with Blasters	
2	KS: Imperial Army	11-
2	PS: Scout trooper	11-
3	Stealth	11-
3	Concealment	11-
2	Combat Piloting	
1	TF: Speeders Survival	
2	WF: Common Blasters	
22	Total Skills Cost	

0 Disadvantages

20	Subject to Orders: Social Lim (Very Freq, Major)
10	Scout trooper Armor: Dis. Feature (Easy, Major)
10	Experience Points
40	Total Disadvantage Points

Background/History: Very few can say exactly where the Empire recruits Scout troopers or where they are trained, but it is generally believed that individuals who show promise are taken from the ranks of other divisions very early and thoroughly indoctrinated.

Personality/Motivation: Scout troopers cannot be bribed, seduced, or otherwise corrupted. Their loyalty to the Empire is total.

Quote: "Have you seen the new BT-16?"

Powers/Tactics: Scout troopers are some of the most heavily armed troops in the galaxy. Their armor protect them against even heavy blaster pistol bolts, and they are uniformly armed with very power blaster rifles. Then of course they have the back of the Imperial army.

Appearance: Like Scout troopers.

Characters

SCOUT TROOPER : MID RANK

Val	Char	Cost	Roll	Notes
15	Str	5	12-	Lift: 200 kg, 3d6, [3]
13*	Dex	15	12-	CV: 4, Attack Roll 15-
13	Con	6	11-	
14	Body	8	11-	1/3: 5, 1/2: 7, 2/3: 9
10	Int	0	11-	Per Roll: 11-
8	Ego	-4	11-	ECV: 3, Attack Roll 14-
12	Pre	2	11-	Pre Attack: 2d6
10	Com	0	11-	
3	PD	0		Total: 11 PD (8 rPD)
3	ED	0		Total: 11 ED (8 rED)
3	Spd	5		Phases: 4, 8, 12
6	Rec	0		
26	End	0		1/3: 9, 2/3: 17
29	Stun	0		1/3: 10, 2/3: 19
6"	Run	0		12" NC, 1 1/2" per Seg
2"	Swim	0		4" NC, 1/2" per Seg
3"	Leap	0		6" NC, 3/4" per Seg
37	Total Char Cost			

* With Armor On.

Cost Perks

5	Imperial Army Rank: Scout trooper, Mid rank
5	Scout trooper Reputation: +2d6, 14-, Galaxy Wide; Only in Non-heroic ID (-1/4).
5	Galactic Police Powers
15	Total Perks Cost

Cost	Skills	Roll
9	+3 CSL with Blasters	
6	+3 PSL vs. Range with Blasters	
3	Concealment	11-
3	Deduction	11-
2	KS: Imperial Army	11-
3	PS: Scout trooper	12-
5	Tactics	12-
5	Teamwork	12-
2	WF: Common Blasters	
38	Total Skills Cost	

25 Disadvantages

20	Subject to Orders: Social Lim (Very Freq, Major)
10	Scout trooper Armor: Dis. Feature (Easy, Major)
35	Experience Points
90	Total Disadvantage Points

Background/History: Mid ranking Scout troopers are generally veterans of military action and are often commanders of squads of low rank troopers.

Personality/Motivation: What the character is like.

Quote: "Open the blast door! Open the blast door."

Powers/Tactics: How the character approaches combat and such.

Appearance: A Scout trooper.

Characters

SCOUT TROOPER : HIGH RANK

Val	Char	Cost	Roll	Notes
15	Str	5	12-	Lift: 200 kg, 3d6, [3]
13*	Dex	15	12-	OCV: 4, DCV: 4
13	Con	6	11-	
14	Body	8	11-	1/3: 5, 1/2: 7, 2/3: 9
10	Int	0	11-	Per Roll: 11-
8	Ego	-4	11-	ECV: 3
12	Pre	2	11-	Pre Attack: 2d6
10	Com	0	11-	
3	PD	0		Total: 11 PD (8 rPD)
3	ED	0		Total: 11 ED (8 rED)
4	Spd	5		Phases: 3, 6, 9, 12
6	Rec	0		
26	End	0		1/3: 9, 2/3: 17
29	Stun	0		1/3: 10, 2/3: 19
6"	Run	0		12" NC, 1 1/2" per Seg
2"	Swim	0		4" NC, 1/2" per Seg
3"	Leap	0		6" NC, 3/4" per Seg

37 Total Char Cost

* With Armor On.

Cost Perks

10	Imperial Army Rank: Scout trooper, High rank
5	Scout trooper Reputation: +2d6, 14-, Galaxy Wide; Only in Non-heroic ID (-1/4).
5	Galactic Police Powers

15 Total Perks Cost

Cost Skills Roll

9	+3 CSL with Blasters	
6	+3 PSL vs. Range with Blasters	
3	Concealment	11-
3	Deduction	11-
2	KS: Imperial Army	11-
3	PS: Scout trooper	12-
5	Tactics	12-
5	Teamwork	12-
2	WF: Common Blasters	

38 Total Skills Cost

75 Disadvantages

20	Subject to Orders: Social Lim (Very Freq, Major)
10	Scout trooper Armor: Dis. Feature (Easy, Major)
35	Experience Points

140 Total Disadvantage Points

Background/History: The original Scout troopers were, in fact, the artificially grown warriors of the Clone Wars. Those elite warriors now form the command backbone of the entire Scout trooper army. Their extreme loyalty and fearlessness plays a large part in strength and reputation of the Scout troopers as a whole.

Personality/Motivation: What the character is like.

Quote: "..."

Powers/Tactics: How the character approaches combat and such.

Appearance: A Scout trooper.

SITH

"If only you knew the true power of the dark side."
--Darth Vader

The order of the Sith has apposed the power of the Jedi for generations.

ORGANIZATION

EQUIPMENT

CHARACTERS

"Where did you dig up that old fossil?"
--Han Solo

"Ben is a great man!"
--Luke Skywalker

This section provides more detailed character sheets for specific NPCs from the Star Wars universe.

Naturally these are just one person's opinion about how to construct a well know character.

Republic Characters
Luke Skywalker Wedge

Imperial Remnant Characters

Other Characters