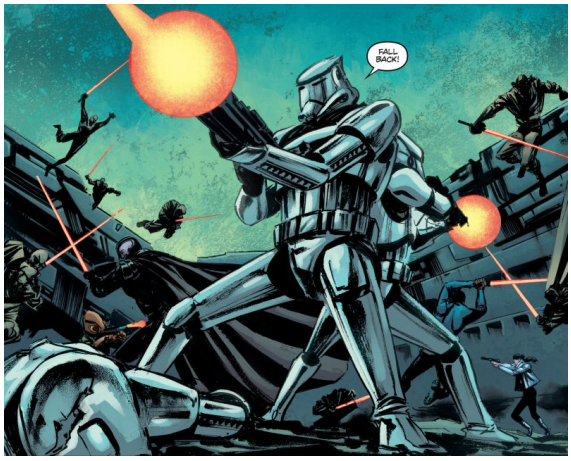
Characters D6 / Trandoshan Stormtrooper



Name: Trandoshan Stormtrooper

Dexterity: 3D+1
- Blaster: 5D+1
- Dodge: 5D+1
- Brawling Parry: 5D+1
- Vehicle Blasters: 4D+1

Knowledge: 1D+2
- Intimidation: 4D

Perception: 2D+1
Strength: 3D+2
- Brawling: 5D+2

Mechanical: 1D+1
Technical: 1D+2

Special Abilities:

Vision: Trandoshan vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.

Clumsy: Trandoshans have poor manual dexterity. They have considerable difficulty performing actions which require precise finger movement and they suffer a penalty of ?2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster rifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshans use.

Regeneration: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or stamina roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

Story Factors:

Wookiee Hate: The long-standing feud between the Wookiees of Kashyyyk and the Trandoshans is deeply ingrained in both species. When encountering Wookiees or known Wookiee associates, Trandoshans must make a Moderate willpower check to keep from attacking.

Hostility: The Trandoshans are known as a belligerent species. They gain +1D to all intimidation rolls against non-Trandoshans.

Force Sensitive: N
Force Points: 1
Dark Side Points: 0
Character Points: 2
Move: 8

Equipment: BlasTech Industries ARC-9965 Blaster Rifle (5D), Imperial Stormtrooper Armour (+1D vs Energy, +2D vs Physical, -1D to Dexterity), Utility Belt

Description: Alien stormtroopers were more common in the Empire of the Hand and Roan Fel's Empire some 130 years ABY.

By 130 ABY, the resurgent Empire, the successor state of the Remnant, maintained a vast army of stormtroopers recruited from both Human males and females, as well as various humanoid and alien species.

Under the Fel-ruled Empire, military service as a stormtrooper was regarded by civilians and soldiers alike as a mark of pride. The Empire took great strides to promote enlistment through channels such as the Imperial Mission or enticements like the Continuity of Service. After the One Sith established their control over the new Galactic Empire, stormtroopers became enforcers of Sith rule once more and were often directed to carry out their duties by spreading fear and terror amongst the galactic populace. Though much remained the same in terms of the recruitment policy, the stormtroopers of this era were just as capable of excessive brutality and genocide as their predecessors who served under Emperor Palpatine.

Even after they were forced to take sides between Darth Krayt's Empire and the Imperial loyalists who supported the deposed emperor Roan Fel, the stormtroopers as a whole remained as one of the most persevering symbols of Imperial ideology as envisioned by Palpatine and Sith philosophy. For nearly two centuries since the rise of the original Galactic Empire, stormtroopers were both respected and feared as the greatest military force in galactic history. Throughout their existence, stormtroopers were a testament to the might of the Galactic Empire, in all of its forms, the enduring legacy of Kamino's greatest creation, the Grand Army of the Republic, and ultimately a symbol of the Imperial way of providing order and peace through force of arms.

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