

Espo Elite Trooper: Human, Soldier 4;

Init +2 (+2 Dex);

Def 16 (+2 Dex, +4 Class);

DR 2; Spd 10m;

VP/WP 30/13;

Atk +5 melee (1d4+1, punch), +6 melee (DC 15 stun, Stun Baton), +6 or +2/+2 ranged (3d6, Blaster [Pistol]), +6 or +2/+2 ranged (3d8, crit 19-20, Blaster [Rifle]), +6 ranged (DC 15 stun, Grenade [Stun]);

SV Fort +5, Ref +3, Will +1;

SZ M; FP: 1; Rep: +1;

Str 13, Dex 15, Con 13, Int 11, Wis 11, Cha 11.

Equipment: Blast vest and Helmet, Blaster [Pistol], Blaster [Rifle], Comlink, Grenade [Stun] x2, Stun Baton

Skills: Computer Use +2, Diplomacy +2, Disable Device +2, Hide +3, Intimidate +2, Knowledge (streetwise) +2, Move Silently +3, Pilot +3, Profession (law enforcement) +2, Read/Write Basic, Speak Basic, Spot +3, Survival +2

Feats: Armor Proficiency (light), Combat Reflexes, Far Shot, Martial Arts, Point Blank Shot, Precise Shot, Weapon Focus (Stun Baton), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Black Sun SpecForce Infiltrator: Any species, Soldier 1/Scoundrel 3;

Init +2 (+2 Dex);

Def 16 (+2 Dex, +4 Class); Spd 10m;

VP/WP 24/12;

Atk +4 melee (1d4+1, crit 20, punch), +4 melee (2d4+1, Vibrodagger), +5 ranged (2d6, Slugthrower [Pistol]); SQ Illicit barter, Lucky (1/day), Precise Attack +1;

SV Fort +4, Ref +5, Will +2;

SZ M; FP: 1; Rep: +1;

Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 12. Challenge Code C.

Equipment: Security kit (+2 equipment bonus on Repair checks for security systems.), Silenced Slugthrower [Pistol], Vibrodagger x2, Shadowsuit (+4 equipment bonus to Hide and Move Silently checks), Garrote (1d8 damage when grappling)

Skills: Bluff +4, Computer Use +4, Demolitions +3, Disable Device +5*, Disguise +4, Gather Information +5, Hide +10*, Knowledge (Streetwise) +5, Move Silently +10*, Pilot +3, Read/Write Basic, Search +4, Sense Motive +4, Speak Basic, Spot +4, Survival +3

Feats: Armor Proficiency (light), Martial Arts, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, slug throwers, vibro weapons)

First Sun Mobile Regiment (average trooper): Adult Male Any species, Soldier 6/Elite Trooper 2;

Init +2 (+2 Dex);

Def 19 (+2 Dex, +7 Class);

DR 2; Spd 10m;

VP/WP 50/12;

Atk +10/+5 or +6/+6/+6/+1 ranged (3d6, Blaster [Pistol]), +10/+5 ranged (4d6+1, Grenade [Frag]), +11/+6 or +7/+7/+7/+2 ranged (3d8, crit 19-20, Blaster [Rifle]), +9/+4 melee (1d3+1, punch);

SV Fort +9, Ref +6, Will +5;

SZ M; FP: 2; DSP: 2; Rep: +3;

Str 12, Dex 15, Con 12, Int 12, Wis 12, Cha 12.

Equipment: Blast vest and Helmet, Blaster [Pistol], Blaster [Rifle], Comlink, DataPad, Field Kit, Grenade [Frag] x3, Macrobinoculars

Skills: Computer Use +3, Demolitions +6, Disable Device +3, Hide +6, Knowledge (streetwise) +3, Knowledge (world lore) +5, Listen +2, Move Silently +6, Pilot +8, Profession (mercenary) +5, Read/Write Basic, Search +6, Speak Basic, Spot +6, Survival +5, Treat Injury +3

Feats: Armor Proficiency (heavy, light, medium), Dodge, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Stealthy, Weapon Focus (Blaster [Rifle]), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons, vibro weapons)

Special Enforcement Officer: Any species, Soldier 2/Noble 4/Sector Ranger 10;

Init +6 (+2 Dex, +4 Bonus);

Def 21 (+2 Dex, +9 Class); DR 2;

Spd 10m;

VP/WP 90/12;

Atk +15/+10/+5 melee (1d3+1, punch), +16/+11/+6 or +12/+12/+7/+2 ranged (3d6 or DC 15 stun, Blaster [Pistol]);

SQ Authority, Coordinate +1, Exceptional Duputies, Favor +2, Impartiality, Inspire Confidence, Noble bonus class skill (Gather Information), Resource Access, Special Enforcement Officer, Target bonus +5;

SV Fort +11, Ref +7, Will +11;

SZ M; FP: 4; Rep: +10;

Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 15. Challenge Code F.

Equipment: Blast vest and Helmet (Damage Reduction: 2), Blaster [Pistol], Comlink [Encrypted], Field Kit (Contains 2x condensing canteens with water purification, 1x sunshield roll, 1x week's worth of food rations, 2x glow rods, 2x breath masks, 24x filters, 12x atmospheric canisters, and an all-temperature cloak.), Medpac

Skills: Astrogate +2, Computer Use +2, Diplomacy +18, Gather Information +20, Hide +6, Intimidate +14, Knowledge (Alien species) +5, Knowledge (Forensics) +13, Knowledge (Streetwise) +5, Knowledge (World lore) +5, Move Silently +6, Pilot +6, Profession (law officer) +10, Read/Write Basic, Repair +3, Search +19, Sense Motive +17, Speak Basic, Survival +3, Treat Injury +2

Feats: Armor Proficiency (light), Improved Initiative, Quick Draw, Sharp-eyed, Skill Emphasis (Gather Information), Starship Operation (space transport), Track, Trustworthy, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)