Characters D6 / Palvar Defense Force Delta Z



Palvar Defense Force Delta Zero Operatives

While the Palvar Defense Force's special missions troopers are essentially
the special forces of the Palvar Defense Force, they are not the most elite.
There is a small and highly classified platoon known only as "Delta Zero"
within the Palvar Defense Force. Delta Zero represents the top operatives in
in the Palvar Defense Force and no records are kept of their existance.

Delta Zero is perhaps the closest thing that the Palvar Defense Force has to
a dedicated intelligence operations bureau since many of their missions are
extremely similar to those performed by both Imperial Intelligence and New
Republic Intelligence agents.

Delta Zero operatives are hand chosen from the pool of special missions
troopers and sent into additional advanced training in almost every aspect of combat. In the last month of their final training each Delta Zero agent is dropped into the forests of Unfen with nothing more than a survival knife (not even clothing). Each agent must travel for nearly five hundred kilometers through some of the most harsh conditions and terrain on the planet to reach a small military outpost where a Delta Zero shuttle is stationed to take the agent back to the main Delta Zero base for formal induction.

Typical missions profiles for Delta Zero operatives include infiltration, assassination, terrorism or any other dirty work that Aarlis Nacirem needs done. They are expected to be able to succeed at any mission and are usually sent out as solo-agents or in teams of two to ten, depending upon the mission.

Since their typical mission profile requires stealth Delta Zero operatives operate almost completely with silenced slugthrowing weaponry - particularly those made by Belecuu Firearms for their higher quality when compared to the local firearms made by Mestic Munitions.

Type: Typical PDF delta zero operative
DEXTERITY: 4D

Blaster: 7D
Blaster artillery: 5D+1
Brawling parry: 4D+2
Dodge: 6D+1
Firearms: 6D+1
Grenade: 6D
Melee combat: 5D+2
Melee parry: 5D
Vehicle blasters: 4D+2
KNOWLEDGE: 2D+2
Alien species: 3D
Intimidation: 4D+2
Languages: 3D+1
Law enforcement: 6D+1
Streetwise: 4D+1
Survival: 6D
Willpower: 3D+2
MECHANICAL: 3D
Beast riding: 5D
Ground vehicle operation: 4D+1
Repulsorlift operation: 5D+1
Swoop operation: 6D+1
PERCEPTION: 3D+1
Hide: 4D+2
Investigation: 6D+1
Search: 5D+2
Sneak: 7D
STRENGTH: 3D
Brawling: 4D+2
Brawling: martial arts: 8D
Climbinb/jumping: 4D
Stamina: 6D
TECHNICAL: 2D
Armor repair: 3D
Blaster repair: 4D
Computer programming/repair: 4D+1
Demolitions: 5D+2
First aid: 4D+2
Security: 6D+2

Move: 11
Force Points: Varies, typically 1-3
Character Points: Varies, typically 5-15

Equipment (typical):
silenced Belecuu AR131 assault rifle (5D+2, STR+2D (vibrobayonet)), silenced Belecuu PK12 slugthrower pistol (5D), vibroblade (STR+3D), 4 grenades (5D), multi-task helmet (+1D physical, +1 energy (head); built in breath mask, encrypted comlink and infrared/night vision goggles), light combat armor (+2D/+1D (torso), +1D/+2 (arms and legs), +1D to Sneak if in appropriate terrain), other mission specific equipment

Note: Some troopers receive more specialized training accounting for varying skill levels.

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