



Characters D6 / Verdant Security Force

Verdant Security Force Space Marines

The VSF's elite forces. Their Space Marines fill almost any role necessary, from boarding a ship, to flying one, to ground combat and back again. The VSF Space Marines are the ones from whom pilots for the infamous Shuriken Interceptors' pilots are chosen. These people are usually kept in reserve or stationed at important facilities such as the Verdant HQ. They have serious attitudes and think themselves above everyone else. Their arrogance is sometimes careless as they leave witnesses to 'leave an impression' which sometimes has caused them problems. It's believed a squadron of VSF Marines singlehandedly wiped out an Imperial Ubiquitorate base. The story says they flew their Shurikens in, fought right through the enemy defenses screens and strafed most of the base then landed and fought their way through what was left and stole some sort of crucial data from the computer banks at the base. However nobody has even confirmed that this Ubiquitorate base existed much less that it contained anything the VSF would want.

Type: Elite Corporate Soldiers

DEXTERITY: 3D+2

Blaster: 7D+1

Dodge: 6D+2

Firearms: 6D+1

Missile weapons: 5D+1

Vehicle blasters: 4D+2

KNOWLEDGE: 2D

Intimidation: 5D+2

Willpower: 6D+1

MECHANICAL: 3D

Astrogation: 5D+2

Powersuit Operation 5D+2

Sensors: 5D+1

Space transports: 5D+1

Starfighter piloting: 6D

Starship gunnery: 6D+2

Starship shields: 5D+2

PERCEPTION: 3D

Search: 5D

Sneak: 6D
STRENGTH: 3D
Brawling: 6D
Stamina: 5D
TECHNICAL: 3D+1
First aid: 5D
Security: 5D+2

Move: 10
Force Points: usually 1-2
Character Points: usually 5-10

Equipment: UZ-8 Repeater (5D+2), extra powerpack, VT-5 Pistol (5D), 2 spare clips, 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)

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