Characters D6 / Night Trooper (Force Empow



Type: Night Trooper

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

Knowledge: 2D
Perception: 3D
Strength: 3D
- Brawling: 5D

Mechanical: 2D
Technical: 2D

Move: 10
Force Sensitive: N
Force Points: 2
Dark Side Points: 3
Character Points: 4

Equipment: E-11 blaster rifle (5D), Patched Stormtrooper Armour (+2 vs Energy, +1D+2 vs Physical, -1D to Dexterity), Comlink, Utility Belt

Game Notes: Night Troopers are energised by the powers of the Great Mothers, enhancing their physical attributes over those of normal Stormtroopers, but also allowing them to survive damage which would prove fatal to almost anyone else. If a Night Trooper receives fatal damage, they recover in D/6 Rounds unless the damage defeated their Strength Roll by a Heroic Success. (eg Normally a Mortal wound requires a 16+ success, on a Night Trooper it requires a 31+).

Description: The Night Troopers were stormtroopers who served Grand Admiral Mitth'raw'nuruodo "Thrawn" during his exile on the extragalactic planet Peridea, comprising the majority of his forces. They were stationed aboard the Imperial I-class Star Destroyer Chimaera under the command of Captain of the Guard Enoch following the Battle of Lothal in 1 BBY, where Thrawn's Star Destroyer had been taken by the intergalactic-traveling purrgil at the request of the Jedi Ezra Bridger.

Description

Night Troopers were all energized by the magick of the Great Mothers, granting them an inhuman level of persistence. Still, most of the soldiers were living people. Through the magicks, however, deceased Night Troopers could rise from the dead as reanimated corpses. Night Troopers were incredibly loyal to Grand Admiral Mitth'raw'nuruodo "Thrawn," whom they were willing to sacrifice their lives for, with their undead lives then also marching in his honor. Whether or not a Night Trooper was alive or dead, the soldiers represented a fighting force that invoked death.

History

Around 9 ABY, a large group of Night Troopers escorted Thrawn in the primary hangar of the Chimaera as the Grand Admiral greeted the arrival of his Nightsister ally Morgan Elsbeth and her mercenaries, the fallen Jedi Baylan Skoll and his apprentice Shin Hati. By that time, Night Troopers had tamed a howler native to Peridea and had come to view the planet as largely inhospitable, having recent but incomplete data regarding the whereabouts of the fugitive Jedi Ezra Bridger.

The hunt for Bridger resumed when Shin Hati discovered the position of Ezra and Sabine Wren. Two squadrons of Night Troopers were deployed by a pair of LAAT/le patrol gunships, attempting to encircle the two wayward rebels. However, due to the sudden appearance of Ahsoka Tano and the unexpected absence of Baylan Skoll, the stormtroopers were routed, sustaining heavy casualties before being withdrawn under Thrawn's orders.

While some Night Troopers managed to escape Peridea aboard the Chimaera and the Eye of Sion, a squad of troopers volunteered to remain and stall Bridger, Tano, and Wren. While the three Jedi managed to dispatch the stormtroopers with relative ease, they were caught off guard when the Great Mothers cast a spell, resurrecting the dead troopers. The Jedi were forced to flee the undead Night Troopers, with Ezra and Sabine just barely surviving an encounter with two zombified Death Troopers. However, upon leaving Peridea, Thrawn ordered that the Chimaera bombard the Nightsister citadel, neutralizing all the remaining Night Troopers within.

Equipment

The majority of Night Troopers wore standard stormtrooper armor that featured cracks filled with gold and grey accents and red strips of fabric. However, their ranks also included TIE Pilots whose helmets were painted with red streaks and Death Troopers covered with similar strips of red cloth. Night Troopers were equipped with E-11 medium blaster rifles as well as E-11D blaster carbines, even being able to wield their weapons after death with almost no decrease in accuracy.

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