



Characters D6 / Typical MetaCorp Stormtrooper

Typical MetaCorp Stormtrooper

MetaCorp stormtroopers are deployed in combat tense situations, or installations that require heavy security and defense.

The MetaCorp stormtrooper is rare and only the elite get to dawn this powerful and well respected armor. The Armor itself is rather large, often increasing the user's height by 3 inches. The armor naturally comes in a battleship brown, but is often repainted according to unit and surrounding terrain. For example, Faeros' Stormtrooper platoon, positioned deep in the jungles of Rahl are painted in a deep camouflage to blend in with the surrounding terrain. But The Pyro platoon (a famous platoon of grizzled vets) is painted in a variety of fiery colors, most of them detailed works of art (For example, Platoon leader Yathoris' armor has detailed paintings of flames rising from each individual piece of the armor and has the words 'Fry Fragger! Fry!' with a burning pirate painted on the backpiece.). The armor consists of 26 pieces and is very time consuming to get into, as a result, most Stormtroopers remain in their armor practically all the time, unless within the safety of a starship in hyperspace.

Type: MetaCorp Stormtrooper

Dexterity 4D

Blaster: 6D

Dodge: 5D+2

Running: 5D

Grenade: 5D

Knowledge 2D

Survival: 4D

WillPower: 4D+2

Intimidation: 5D

Perception 3D

Con: 5D

Bargain: 5D

Strength 3D

Brawling: 5D

Mechanical 2D

Technical 2D

Blaster Repair: 4D

Armor Repair: 4D

Demolitions: 4D

Move: 10

ForcePoints: Varies 0-1

Character Points: Varies 0-10

Equipment: LR-22 Blaster Rifle (5D+2), LP-41 Blaster Pistol (4D+2), MC
Armor suit (+2D physical, +1D energy, -1D Dex)

Notes: The LR-22 gives +1D to Blasters (only when user is wearing the MetaCorp StormTrooper or soldier helmets), helmet also gives +2D to night and smoke areas, and has built in comlink.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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