

Characters D6 / ISB Tactical Agent (Hu

Name: ISB Tactical Agent

Organization type: Military and policing agents

Headquarters: ISB Central Office, Coruscant

Affiliation: Galactic Empire, ISB Tactical

DEXTERITY 2D+2

Blaster: 5D

Brawling Parry: 5D

Dodge: 4D+2

Grenade: 4D

Melee Weapons: 5D

Melee Parry: 5D

KNOWLEDGE 2D+2

Law Enforcement: 4D

Tactics: 3D+2

MECHANICAL 2D

Repulsorlift Operation: 3D

PERCEPTION 2D

Command: 3D+2

Investigation: 3D+1

Search: 4D

STRENGTH 3D

Brawling: 5D

TECHNICAL 2D

Armor Repair: 3D+2

Blaster Repair: 4D

Computer Programming/Repair: 3D+1

Security: 4D

Force Sensitive: N

Force Points: 1

Dark Side Points: 0

Character Points: 4

Move: 10



Equipment: Blaster rifle (5D), ISB Armor (+1D+2 Physical, +1D Energy, -1D Dexterity), 3 grenades (5D),

Baton (STR+1D)

Description: ISB tactical agents were the members of ISB Tactical, a specialized task force within the Galactic Empire's Imperial Security Bureau. The agents operated as the agency's military wing, providing security for high-value officers, guarding prisoners, and conducting raids.

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