

Stormtrooper

Stormtrooper	Level 4 Soldier (Minion)	
Medium Human	XP 200	
Initiative +2	Senses Perception +9; low-light vision	
HP 1; a missed attack never damages a minion		
Reflex 16 (flat footed 16); Fortitude 12; Will 10		
Speed 6		
Dark Side 1		
Unarmed (standard)		
+4 vs. Reflex; 3 damage.		
Blaster Rifle (standard)		
Ranged 30/60/150/300; +4 vs. Reflex; 13 damage.		
Blaster Rifle Autofire (standard)		
Area burst 2x2 within 30/60/150/300; -1 vs. Reflex; 13 damage. Miss: ½ damage.		
Frag Grenade (standard)		
Area burst 2x2 within 6/8/10/12; +3 vs. Reflex; 14 damage. Miss: ½ damage.		
Coordinated Attack (standard)		
Grant a +2 bonus on a single ally's next attack against an opponent within 30.		
Coordinated Suppression (standard)		
Inflict a -2 penalty on a single enemy's next attack as long as they are within 30.		
Languages Basic		
Skills Endurance +7		
Str 12 (+3)	Dex 11 (+2)	Con 11 (+2)
Int 10 (+2)	Wis 10 (+2)	Cha 10 (+2)
Equipment stormtrooper armour, blaster rifle, frag grenade, utility belt with medpac		

Heavy Stormtrooper

Heavy Stormtrooper	Level 8 Soldier (Minion)	
Medium Human	XP 400	
Initiative +4	Senses Perception +10; low-light vision	
HP 1; a missed attack never damages a minion		
Reflex 16 (flat footed 16); Fortitude 12; Will 9		
Speed 6		
Dark Side 1		
Unarmed (standard)		
+8 vs. Reflex; 4 damage.		
Light Repeating Blaster Burst fire (standard)		
Ranged 30/60/150/300; +0 vs. Reflex; 22 damage.		
Light Repeating Blaster Autofire (standard)		
Area burst 2x2 within 30/60/150/300; +2 vs. Reflex; 13 damage. Miss: ½ damage.		
Light Repeating Blaster Braced Autofire (standard)		
Requires blaster to be braced; Area burst 2x2 within 30/60/150/300; +5 vs. Reflex; 13 damage. Miss: ½ damage.		
Frag Grenade (standard)		
Area burst 2x2 within 6/8/10/12; +6 vs. Reflex; 14 damage. Miss: ½ damage.		
Languages Basic		
Skills Endurance +9, Mechanics +10		
Str 15 (+6)	Dex 11 (+4)	Con 10 (+4)
Int 12 (+5)	Wis 9 (+3)	Cha 8 (+3)
Equipment stormtrooper armour, light repeating blaster, frag grenade, utility belt with medpac		

Imperial Officer

Imperial Officer	Level 8 Soldier	
Medium Human	XP 1000	
Initiative +3	Senses Perception +10	
HP 33; Threshold 14		
Reflex 15 (flat footed 15); Fortitude 14; Will 18		
Speed 6		
Force 2; Dark Side 5		
Unarmed (standard)		
+6 vs. Reflex; 1d4+2 damage.		
Blaster Pistol (standard)		
Ranged 20/40/60/80; +5 vs. Reflex; 3d6+2 damage.		
Born Leader (swift; encounter)		
Grant all allies within line of sight a +1 insight bonus on attack rolls. Lasts for as long as they remain within line of sight of you, and are conscious.		
Coordinate (standard)		
Grant all allies within line of sight an additional +1 bonus when they use the aid another action until the start of your next turn.		
Trust (standard)		
Grant one ally within line of sight an extra standard action on his next turn. The ally does not lose the action if line of sight is later broken		
Vehicular Combat (reaction; once per round)		
Negate a weapon hit on the vehicle you are piloting by making a successful pilot check vs a DC equal to the attack roll you wish to negate.		
Languages Basic		
Skills Deception +11, Knowledge (Tactics) +10, Persuasion +16, Pilot +8		
Str 10 (+4)	Dex 8 (+3)	Con 10 (+4)
Int 12 (+5)	Wis 12 (+5)	Cha 14 (+6)
Equipment blaster pistol, Code cylinder, comlink (encrypted), officer's uniform		