Imperial Security Bureau

> "*We're the Imperial Security Bureau. What we say is principle; what we decide is regulation; what we do is law.*"
> "*And whoever you order shot is dead?*"
> "*So you* do *understand.*"
> ―Drelfin and Daric LaRone

Table of Contents:

ISB Enforcement Officer: 2
ISB Investigator: 3
Intelligence Team Member: 5
ISB Field Coordinator: 7
ISB Technician: 8
ISB Security Guard: 9
ISB Solo Agent: 10
ISB Assassin: 12
ISB Re-Educator: 13
ISB Interrogator: 14
ISB Undercover Agent: 15
ISB Office Personnel: 16
ISB Internal Affairs: 17
ISB Stormtrooper: 19
CompForce Trooper: 20
CompForce Assault Trooper: 21
CompForce Observer: 22
CompForce Trooper Squad Leader: . .23

Imperial Security Bureau

Name: ISB Enforcement Officer
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D
Knowledge: 2D
Bureaucracy 2D+1
Mechanical: 3D
Perception: 3D+2
Search 4D,
Strength: 3D+2
Brawling 4D
Technical: 3D
Security 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Custom Build

Name: ISB Enforcement Officer (Experienced)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 6D+2, Dodge 4D+2, Grenade 4D, Melee Combat 4D+2, Melee Parry 4D+1
Knowledge: 2D
Bureaucracy 3D, Streetwise 2D+2
Mechanical: 3D
Repulsorlift Operation 3D+1
Perception: 3D+2
Search 4D+2
Strength: 3D+2
Brawling 5D
Technical: 3D
Demolitions 3D+2, First Aid 3D+2, Security 4D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Supernova p9

Name: ISB Enforcement Officer (Veteran)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 6D+2, Blaster: Blaster Rifle 7D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+1
Knowledge: 2D
Bureaucracy 4D, Streetwise 3D+2
Mechanical: 3D
Repulsorlift Operation 4D
Perception: 3D+2
Command 4D, Search 5D+2
Strength: 3D+2
Brawling 6D
Technical: 3D
Demolitions 4D+1, First Aid 4D+1, Security 5D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Custom Build

Name: ISB Enforcement Officer (Elite)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 7D+2, Blaster: Blaster Rifle 8D+2, Dodge 6D+2, Grenade 5D+2, Melee Combat 6D+2, Melee Parry 6D+1
Knowledge: 2D
Bureaucracy 5D, Streetwise 4D+2
Mechanical: 3D
Repulsorlift Operation 4D+2
Perception: 3D+2
Command 4D+2, Search 6D+2
Strength: 3D+2
Brawling 6D
Technical: 3D
Demolitions 5D, First Aid 5D, Security 6D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Custom Build

Name: ISB Investigator
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D
Knowledge: 2D
Alien Species 2D+1, Bureaucracy 3D, Intimidation 2D+1, Languages 2D+1, Law Enforcement 3D, Streetwise 3D
Mechanical: 3D
Perception: 3D+2
Bargain 4D, Command 4D, Investigation 4D+2, Search 4D
Strength: 3D+2
Brawling 4D
Technical: 3D
Security 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Custom Build

Name: ISB Investigator (Experienced)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 6D+2, Dodge 4D+2, Grenade 4D, Melee Combat 4D+2, Melee Parry 4D+1
Knowledge: 2D
Alien Species 3D, Bureaucracy 3D+2, Intimidation 3D, Languages 3D, Law Enforcement 4D, Streetwise 3D+2
Mechanical: 3D
Repulsorlift Operation 3D+1
Perception: 3D+2
Bargain 4D+2, Command 4D+2, Investigation 5D+2, Search 5D
Strength: 3D+2
Brawling 5D
Technical: 3D
Demolitions 3D+2, First Aid 3D+2, Security 4D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Custom Build

Name: ISB Investigator (Veteran)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 6D+2, Blaster: Blaster Rifle 7D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+1
Knowledge: 2D
Alien Species 3D+2, Bureaucracy 4D+1, Intimidation 3D+2, Languages 3D+2, Law Enforcement 5D, Streetwise 4D+1
Mechanical: 3D
Repulsorlift Operation 4D
Perception: 3D+2
Bargain 5D+1, Command 5D+1, Investigation 6D+2, Search 6D
Strength: 3D+2
Brawling 6D
Technical: 3D
Demolitions 4D+1, First Aid 4D+1, Security 5D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Custom Build

Name: ISB Investigator (Elite)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 7D+2, Blaster: Blaster Rifle 8D+2, Dodge 6D+2, Grenade 5D+2, Melee Combat 6D+2, Melee Parry 6D+1
Knowledge: 2D
Alien Species 4D+1, Bureaucracy 5D, Intimidation 4D+1, Languages 4D+1, Law Enforcement 6D, Streetwise 5D
Mechanical: 3D
Repulsorlift Operation 4D+2
Perception: 3D+2
Bargain 6D, Command 6D, Investigation 7D+2, Search 7D
Strength: 3D+2
Brawling 6D
Technical: 3D
Demolitions 5D, First Aid 5D, Security 6D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)

Reference: Custom Build

Intelligence Team Members

Name: Intelligence Team Member
Species: Human
Sex: Male
Dexterity: 3D+1
Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 5D, Brawling Parry 6D, Dodge 6D, Firearms 6D+1, Grenade 5D, Melee Combat 5D, Melee Parry 5D, Missile Weapons 5D, Thrown Weapons 6D, Vehicle Weapons 5D+2
Knowledge: 3D
Alien Species 5D, Intimidation 5D+2, Languages 6D+1*, Law Enforcement 6D, Planetary Systems 6D*, Streetwise 6D+2, Survival 6D+2*
Mechanical: 3D
Astrogation 4D+2, Beast Riding 5D, Communications 4D, Repulsorlift Operation 6D, Space Transports 5D, Starfighter Piloting 4D, Swoop Operation 5D, Walker Operation 5D
Perception: 4D
Bargain 4D+2, Command 5D, Con 5D, Forgery 4D+1, Search 6D, Sneak 6D
Strength: 3D+2
Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D
Technical: 3D
Computer Program/Repair 5D, First Aid 5D, Security 7D*, Walker Repair 5D
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.
Move: 10
Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: Thrawn Trilogy Sourcebook p76

Name: Intelligence Team Member (Communications)
Species: Human
Sex: Male
Dexterity: 3D+1
Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 5D, Brawling Parry 6D, Dodge 6D, Firearms 6D+1, Grenade 5D, Melee Combat 5D, Melee Parry 5D, Missile Weapons 5D, Thrown Weapons 6D, Vehicle Weapons 5D+2
Knowledge: 3D
Alien Species 5D, Intimidation 5D+2, Languages 6D+1*, Law Enforcement 6D, Planetary Systems 6D*, Streetwise 6D+2, Survival 6D+2*
Mechanical: 3D
Astrogation 4D+2, Beast Riding 5D, Communications 9D, Repulsorlift Operation 6D, Space Transports 5D, Starfighter Piloting 4D, Swoop Operation 5D, Walker Operation 5D
Perception: 4D
Bargain 4D+2, Command 5D, Con 5D, Forgery 4D+1, Search 6D, Sneak 6D
Strength: 3D+2
Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D
Technical: 3D
Computer Program/Repair 5D, First Aid 5D, Security 7D*, Walker Repair 5D
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.
Move: 10
Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: Thrawn Trilogy Sourcebook p76

Name: Intelligence Team Member (Heavy Weapons)
Species: Human
Sex: Male
Dexterity: 3D+1
Archaic Guns 3D+2, Blaster 5D+2, Blaster: Heavy Blaster 10D, Blaster: Blaster Rifle 10D, Blaster Artillery 10D, Brawling Parry 6D, Dodge 6D, Firearms 6D+1, Grenade 5D, Melee Combat 5D, Melee Parry 5D, Missile Weapons 9D, Thrown Weapons 6D, Vehicle Weapons 5D+2
Knowledge: 3D
Alien Species 5D, Intimidation 5D+2, Languages 6D+1*, Law Enforcement 6D, Planetary Systems 6D*, Streetwise 6D+2, Survival 6D+2*
Mechanical: 3D
Astrogation 4D+2, Beast Riding 5D, Communications 4D, Repulsorlift Operation 6D, Space Transports 5D, Starfighter Piloting 4D, Swoop Operation 5D, Walker Operation 5D
Perception: 4D
Bargain 4D+2, Command 5D, Con 5D, Forgery 4D+1, Search 6D, Sneak 6D
Strength: 3D+2
Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D
Technical: 3D
Computer Program/Repair 5D, First Aid 5D, Security 7D*, Walker Repair 5D
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: Thrawn Trilogy Sourcebook p76

Name: Intelligence Team Member (Scout)
Species: Human
Sex: Male
Dexterity: 3D+1
Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 5D, Brawling Parry 6D, Dodge 6D, Firearms 6D+1, Grenade 5D, Melee Combat 5D, Melee Parry 5D, Missile Weapons 5D, Thrown Weapons 6D, Vehicle Weapons 5D+2
Knowledge: 3D
Alien Species 5D, Intimidation 5D+2, Languages 6D+1*, Law Enforcement 6D, Planetary Systems 6D*, Streetwise 6D+2, Survival 6D+2*
Mechanical: 3D
Astrogation 4D+2, Beast Riding 5D, Communications 4D, Repulsorlift Operation 6D, Space Transports 5D, Starfighter Piloting 4D, Swoop Operation 5D, Walker Operation 5D
Perception: 4D
Bargain 4D+2, Command 5D, Con 5D, Forgery 4D+1, Search 10D, Search: Tracking 10D+1, Sneak 10D
Strength: 3D+2
Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D
Technical: 3D
Computer Program/Repair 5D, First Aid 5D, Security 7D*, Walker Repair 5D
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.
Move: 10
Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: Thrawn Trilogy Sourcebook p76

Name: ISB Field Coordinator
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 6D+2, Dodge 4D+2, Grenade 4D, Melee Combat 4D+2, Melee Parry 4D+1
Knowledge: 2D
Bureaucracy 4D, Law Enforcement 3D, Streetwise 2D+2
Mechanical: 3D
Repulsorlift Operation 3D+1
Perception: 3D+2
Command 4D+2, Search 4D+2
Strength: 3D+2
Brawling 5D
Technical: 3D
Demolitions 3D+2, First Aid 3D+2, Security 4D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Custom Build

Name: ISB Field Coordinator (Veteran)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 6D+2, Blaster: Blaster Rifle 7D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+1
Knowledge: 2D
Bureaucracy 5D, Law Enforcement 4D, Streetwise 3D+2
Mechanical: 3D
Repulsorlift Operation 4D
Perception: 3D+2
Command 5D+2, Search 5D+2
Strength: 3D+2
Brawling 6D
Technical: 3D
Demolitions 4D+1, First Aid 4D+1, Security 5D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Custom Build

Name: ISB Field Coordinator (Elite)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 7D+2, Blaster: Blaster Rifle 8D+2, Dodge 6D+2, Grenade 5D+2, Melee Combat 6D+2, Melee Parry 6D+1
Knowledge: 2D
Bureaucracy 6D, Law Enforcement 5D, Streetwise 4D+2
Mechanical: 3D
Repulsorlift Operation 4D+2
Perception: 3D+2
Command 6D+2, Search 6D+2
Strength: 3D+2
Brawling 6D
Technical: 3D
Demolitions 5D, First Aid 5D, Security 6D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Custom Build

Name: ISB Technician
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D
Knowledge: 2D
Bureaucracy 2D+1
Mechanical: 3D
Perception: 3D+2
Search 4D,
Strength: 3D+2
Brawling 4D
Technical: 3D
Armor Repair 3D+2, Blaster Repair 4D, Computer Program/Repair 4D, Droid Repair 4D, Engineering 3D+2, Firearm Repair 3D+2, Security 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Toolkit, Comlink
Reference: Custom Build

Name: ISB Technician (Experienced)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 6D+2, Dodge 4D+2, Grenade 4D, Melee Combat 4D+2, Melee Parry 4D+1
Knowledge: 2D
Bureaucracy 3D, Streetwise 2D+2
Mechanical: 3D
Repulsorlift Operation 3D+1
Perception: 3D+2
Search 4D+2
Strength: 3D+2
Brawling 5D
Technical: 3D
Armor Repair 4D+2, Blaster Repair 5D, Computer Program/Repair 5D, Droid Repair 5D, Engineering 4D+2, Firearm Repair 4D+2, Security 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Toolkit, Comlink
Reference: Custom Build

Name: ISB Technician (Veteran)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 6D+2, Blaster: Blaster Rifle 7D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+1
Knowledge: 2D
Bureaucracy 4D, Streetwise 3D+2
Mechanical: 3D
Repulsorlift Operation 4D
Perception: 3D+2
Command 4D, Search 5D+2
Strength: 3D+2
Brawling 6D
Technical: 3D
Repulsorlift Operation 3D+1
Perception: 3D+2
Search 4D+2
Strength: 3D+2
Brawling 5D
Technical: 3D
Armor Repair 5D+2, Blaster Repair 6D, Computer Program/Repair 6D, Droid Repair 6D, Engineering 5D+2, Firearm Repair 5D+2, Security 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Toolkit, Comlink
Reference: Custom Build

Name: ISB Technician (Elite)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 7D+2, Blaster: Blaster Rifle 8D+2, Dodge 6D+2, Grenade 5D+2, Melee Combat 6D+2, Melee Parry 6D+1
Knowledge: 2D
Bureaucracy 5D, Streetwise 4D+2
Mechanical: 3D
Repulsorlift Operation 4D+2
Perception: 3D+2
Command 4D+2, Search 6D+2
Strength: 3D+2
Brawling 6D
Technical: 3D
Armor Repair 6D+2, Blaster Repair 7D, Computer Program/Repair 7D, Droid Repair 7D, Engineering 6D+2, Firearm Repair 6D+2, Security 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Toolkit, Comlink
Reference: Custom Build

Name: ISB Security Guard
Species: Human
Sex: Male
Dexterity: 2D
Blaster 4D+1, Blaster: Blaster Rifle 5D+1, Brawling Parry 4D, Dodge 3D, Melee Combat 3D+2, Melee Parry 4D
Knowledge: 2D
Alien Species 3D, Bureaucracy 3D, Streetwise 3D+1
Mechanical: 2D
Perception: 2D
Bargain 3D+2, Command 3D+2, Con 3D+1, Hide 3D, Search 3D+1, Sneak 3D
Strength: 2D
Brawling 4D
Technical: 2D
Security 4D
Move: 10
Equipment: Body armor (+1D physical, +1 energy), Helmet (+2 physical, +1 energy), Blaster Rifle (5D), Blaster Pistol (4D), Force Truncheon (Str + 2D), Comlink, Wrist Restraints X 2 (Str 6D)
Reference: Supernova p20

Name: ISB Security Guard (Experienced)
Species: Human
Sex: Male
Dexterity: 2D
Blaster 5D+1, Blaster: Blaster Rifle 6D+1, Brawling Parry 5D, Dodge 4D, Melee Combat 4D+2, Melee Parry 5D
Knowledge: 2D
Alien Species 3D+2, Bureaucracy 3D+2, Streetwise 4D
Mechanical: 2D
Perception: 2D
Bargain 4D, Command 4D, Con 3D+2, Hide 4D, Search 4D+1, Sneak 4D
Strength: 2D
Brawling 5D
Technical: 2D
Security 5D
Move: 10
Equipment: Body armor (+1D physical, +1 energy), Helmet (+2 physical, +1 energy), Blaster Rifle (5D), Blaster Pistol (4D), Force Truncheon (Str + 2D), Comlink, Wrist Restraints X 2 (Str 6D)
Reference: Custom Build

Name: ISB Security Guard (Veteran)
Species: Human
Sex: Male
Dexterity: 2D
Blaster 6D+1, Blaster: Blaster Rifle 7D+1, Brawling Parry 6D, Dodge 5D, Melee Combat 5D+2, Melee Parry 6D
Knowledge: 2D
Alien Species 4D+1, Bureaucracy 4D+1, Streetwise 4D+2
Mechanical: 2D
Perception: 2D
Bargain 4D+1, Command 4D+1, Con 4D, Hide 5D, Search 5D+1, Sneak 5D
Strength: 2D
Brawling 6D
Technical: 2D
Security 6D
Move: 10
Equipment: Body armor (+1D physical, +1 energy), Helmet (+2 physical, +1 energy), Blaster Rifle (5D), Blaster Pistol (4D), Force Truncheon (Str + 2D), Comlink, Wrist Restraints X 2 (Str 6D)
Reference: Custom Build

Name: ISB Security Guard (Elite)
Species: Human
Sex: Male
Dexterity: 2D
Blaster 7D+1, Blaster: Blaster Rifle 8D+1, Brawling Parry 7D, Dodge 6D, Melee Combat 6D+2, Melee Parry 7D
Knowledge: 2D
Alien Species 5D, Bureaucracy 5D, Streetwise 5D+1
Mechanical: 2D
Perception: 2D
Bargain 4D+2, Command 4D+2, Con 4D+1, Hide 6D, Search 6D+1, Sneak 6D
Strength: 2D
Brawling 7D
Technical: 2D
Security 7D
Move: 10
Equipment: Body armor (+1D physical, +1 energy), Helmet (+2 physical, +1 energy), Blaster Rifle (5D), Blaster Pistol (4D), Force Truncheon (Str + 2D), Comlink, Wrist Restraints X 2 (Str 6D)
Reference: Custom Build

Name: ISB Solo Agent
Species: Human
Sex: Male
Dexterity: 3D+1
Archaic Guns 4D+2, Blaster 6D+2, Blaster Artillery 5D+1, Brawling Parry 6D+1, Dodge 7D+1, Firearms 6D+1, Grenade 5D+1, Melee Combat 6D+1. Melee Parry 6D+1, Missile Weapons 5D+2, Pick Pocket 5D+2, Thrown Weapons 6D, Vehicle Weapons 5D+2
Knowledge: 3D
Alien Species 5D, Bureaucracy 6D, Business 5D+2, Cultures 6D*, Intimidation 5D+2, Languages 7D*, Law Enforcement 6D, Planetary Systems 7D*, Streetwise 6D+2, Survival 6D+2*
Mechanical: 3D
Archaic Starship Piloting 3D+1, Astrogation 5D+2, Beast Riding 6D, Communications 5D, Ground Vehicle Operation 4D+2, Hover vehicle Operation 4D+2, Repulsorlift Operation 7D, Space Transports 5D+2, Starfighter Piloting 3D+2, Swoop Operation 5D, Walker Operation 6D+2
Perception: 4D
Bargain 4D+2, Command 5D, Con 5D, Forgery 5D, Hide 6D+2, Persuasion 6D+1, Search 6D, Sneak 6D
Strength: 3D+2
Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D
Technical: 3D
Computer Program/Repair 6D, First Aid 6D, Ground Vehicle Repair 6D, Hover Vehicle Repair 6D, Security 7D*, Walker Repair 5D
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.
Move: 10
Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: Thrawn Trilogy Sourcebook p76

Name: ISB Solo Agent (Veteran)
Species: Human
Sex: Male
Dexterity: 3D+1
Archaic Guns 5D+1, Blaster 7D+1, Blaster Artillery 6D, Brawling Parry 7D, Dodge 8D, Firearms 7D, Grenade 6D, Melee Combat 7D. Melee Parry 7D, Missile Weapons 6D+1, Pick Pocket 6D+2, Thrown Weapons 6D+2, Vehicle Weapons 6D+1
Knowledge: 3D
Alien Species 5D, Bureaucracy 7D, Business 6D+2, Cultures 7D*, Intimidation 6D+2, Languages 8D*, Law Enforcement 7D, Planetary Systems 7D+2*, Streetwise 7D+2, Survival 7D+2*
Mechanical: 3D
Archaic Starship Piloting 4D, Astrogation 6D+1, Beast Riding 6D+2, Communications 5D+2, Ground Vehicle Operation 5D+1, Hover vehicle Operation 5D+1, Repulsorlift Operation 7D+2, Space Transports 6D+1, Starfighter Piloting 4D+1, Swoop Operation 5D+2, Walker Operation 7D+1
Perception: 4D
Bargain 5D+2, Command 6D, Con 6D, Forgery 6D, Hide 7D+2, Persuasion 7D+1, Search 7D, Sneak 7D
Strength: 3D+2
Brawling 5D+2, Climbing/Jumping 5D+1, Lifting 5D+1, Stamina 6D+2, Swimming 4D+2
Technical: 3D
Computer Program/Repair 6D+2, First Aid 6D+2, Ground Vehicle Repair 6D+2, Hover Vehicle Repair 6D+2, Security 8D*, Walker Repair 5D+2
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.
Move: 10
Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: Custom Build

Name: ISB Solo Agent (Elite)
Species: Human
Sex: Male
Dexterity: 3D+1
Archaic Guns 6D, Blaster 8D, Blaster Artillery 6D+2, Brawling Parry 7D+2, Dodge 8D+2, Firearms 7D+2, Grenade 6D+2, Melee Combat 7D+2. Melee Parry 7D+2, Missile Weapons 7D, Pick Pocket 7D+1, Thrown Weapons 7D+1, Vehicle Weapons 7D
Knowledge: 3D
Alien Species 6D, Bureaucracy 8D, Business 7D+2, Cultures 8D*, Intimidation 7D+2, Languages 9D*, Law Enforcement 8D, Planetary Systems 8D+2*, Streetwise 8D+2, Survival 8D+2*
Mechanical: 3D
Archaic Starship Piloting 4D+2, Astrogation 7D, Beast Riding 7D+1, Communications 6D+1, Ground Vehicle Operation 6D, Hover vehicle Operation 6D, Repulsorlift Operation 8D+1, Space Transports 7D, Starfighter Piloting 5D, Swoop Operation 6D+1, Walker Operation 8D
Perception: 4D
Bargain 6D+2, Command 7D, Con 7D, Forgery 7D, Hide 8D+2, Persuasion 8D+1, Search 8D,

Sneak 8D
Strength: 3D+2
Brawling 6D+1, Climbing/Jumping 6D, Lifting 6D, Stamina 7D+1, Swimming 5D+1
Technical: 3D
Computer Program/Repair 7D+1, First Aid 7D+1, Ground Vehicle Repair 7D+1, Hover Vehicle Repair 7D+1, Security 9D*, Walker Repair 6D+1
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.
Move: 10
Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: Custom Build

Name: ISB Assassin
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Blindfighting 4D, Dodge 4D, Firearms 4D+2, Melee Combat 4D, Melee Parry 4D
Knowledge: 2D
Biochemicals: Poisons 3D+1, Bureaucracy 2D+1, Streetwise 4D, Survival 3D
Mechanical: 3D
Repulsorlift Operation 4D
Perception: 3D+2
Con 4D, Hide 5D, Search 5D, Sneak 5D+1
Strength: 3D+2
Brawling 4D, Climbing/Jumping 4D+2, Stamina 4D+1
Technical: 3D
Demolitions 4D, First Aid 3D+2, Security 4D+2
Move: 10
Equipment: Stealth Armor (+1D physical, +1D energy, adds +1D to Hide and Sneak rolls), Survival Gear, Assortment of weapons (Varies by agent and mission)
Reference: Custom Build

Name: ISB Assassin (Veteran)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 5D+2, Blindfighting 5D, Dodge 5D, Firearms 5D+2, Melee Combat 5D, Melee Parry 5D
Knowledge: 2D
Biochemicals: Poisons 4D+1, Bureaucracy 2D+1, Streetwise 4D+2, Survival 3D+2
Mechanical: 3D
Repulsorlift Operation 4D+2
Perception: 3D+2
Con 4D+2, Hide 6D, Search 6D, Sneak 6D+1
Strength: 3D+2
Brawling 5D, Climbing/Jumping 5D+1, Stamina 5D
Technical: 3D
Demolitions 5D, First Aid 4D, Security 5D+2
Move: 10
Equipment: Stealth Armor (+1D physical, +1D energy, adds +1D to Hide and Sneak rolls), Survival Gear, Assortment of weapons (Varies by agent and mission)
Reference: Custom Build

Name: ISB Assassin (Elite)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 6D+2, Blaster: Blaster Rifle 6D+2, Blindfighting 6D, Dodge 6D, Firearms 6D+2, Melee Combat 6D, Melee Parry 6D
Knowledge: 2D
Biochemicals: Poisons 5D+1, Bureaucracy 2D+1, Streetwise 5D+1, Survival 4D+1
Mechanical: 3D
Repulsorlift Operation 5D+1
Perception: 3D+2
Con 5D+1 Hide 7D, Search 7D, Sneak 7D+1
Strength: 3D+2
Brawling 6D, Climbing/Jumping 6D, Stamina 5D+2
Technical: 3D
Demolitions 6D, First Aid 4D+2, Security 6D+2
Move: 10
Equipment: Stealth Armor (+1D physical, +1D energy, adds +1D to Hide and Sneak rolls), Survival Gear, Assortment of weapons (Varies by agent and mission).
Reference: Custom Build

Name: ISB Re-Educator
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D
Knowledge: 2D
Brainwashing 3D+2, Bureaucracy 3D, Intimidation 3D, Law Enforcement: Empire 3D+2, Scholar 3D+1, Streetwise 3D, Willpower 3D+1
Mechanical: 2D
Perception: 3D+2
Con 4D+2, Persuasion 4D+2, Search 4D
Strength: 2D+2
Brawling 4D
Technical: 3D
Security 3D+1
Move: 10
Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad
Reference: Custom Build

Name: ISB Re-Educator (Experienced)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D, Blaster: Blaster Rifle 5D, Dodge 4D+1, Melee Combat 4D+2, Melee Parry 4D+2
Knowledge: 2D
Brainwashing 4D+2, Bureaucracy 3D+2, Intimidation 4D, Law Enforcement: Empire 4D+2, Scholar 4D, Streetwise 3D+2, Willpower 4D
Mechanical: 2D
Perception: 3D+2
Con 5D+2, Persuasion 5D+2, Search 4D+2
Strength: 2D+2
Brawling 4D+1
Technical: 3D
Security 4D
Move: 10
Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad
Reference: Custom Build

Name: ISB Re-Educator (Veteran)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D+1, Blaster: Blaster Rifle 5D+1, Dodge 4D+2, Melee Combat 5D+1, Melee Parry 5D+1
Knowledge: 2D
Brainwashing 5D+2, Bureaucracy 4D+1, Intimidation 5D, Law Enforcement: Empire 5D+2, Scholar 4D+2, Streetwise 4D+1, Willpower 4D+2
Mechanical: 2D
Perception: 3D+2
Con 6D+2, Persuasion 6D+2, Search 5D+1
Strength: 2D+2
Brawling 4D+2
Technical: 3D
Security 4D+2
Move: 10
Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad
Reference: Custom Build

Name: ISB Re-Educator (Elite)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 5D+2, Dodge 5D, Melee Combat 6D, Melee Parry 6D
Knowledge: 2D
Brainwashing 6D+2, Bureaucracy 5D, Intimidation 6D, Law Enforcement: Empire 6D+2, Scholar 5D+1, Streetwise 5D, Willpower 5D+1
Mechanical: 2D
Perception: 3D+2
Con 7D+2, Persuasion 7D+2, Search 6D
Strength: 2D+2
Brawling 5D
Technical: 3D
Security 5D+1
Move: 10
Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad
Reference: Custom Build

Name: ISB Interrogator
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 4D+2, Brawling Parry 4D+2, Dodge 4D+2, Interrogation Devices 4D+1, Melee Combat 4D+2, Melee Parry 4D+1
Knowledge: 2D
Bureaucracy 3D, Intimidation: Interrogation 4D, Law Enforcement 3D, Scholar 3D, Streetwise 2D+2, Willpower 4D
Mechanical: 3D
Perception: 3D+2
Bargain 4D, Con 4D+2, Persuasion 4D+2, Search 4D+1
Strength: 3D+2
Brawling 4D+1, Stamina 4D+2
Technical: 3D
First Aid 4D, Security 3D+2
Move: 10
Equipment: Blaster Pistol (4D), Knife (Str+2), Torture Kit (Adds +2D to Interrogation Devices checks), Comlink, Datapad
Reference: Custom Build

Name: ISB Interrogator (Veteran)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D, Brawling Parry 5D+1, Dodge 5D+1, Interrogation Devices 5D+1, Melee Combat 5D+1, Melee Parry 5D+1
Knowledge: 2D
Bureaucracy 3D+2, Intimidation: Interrogation 5D, Law Enforcement 4D, Scholar 3D+2, Streetwise 3D+1, Willpower 5D
Mechanical: 3D
Perception: 3D+2
Bargain 5D, Con 5D+2, Persuasion 5D+2, Search 5D
Strength: 3D+2
Brawling 5D, Stamina 5D+1
Technical: 3D
First Aid 5D, Security 4D
Move: 10
Equipment: Blaster Pistol (4D), Knife (Str+2), Torture Kit (Adds +2D to Interrogation Devices checks), Comlink, Datapad
Reference: Custom Build

Name: ISB Interrogator (Elite)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D+1, Brawling Parry 6D, Dodge 6D, Interrogation Devices 6D+1, Melee Combat 6D, Melee Parry 6D
Knowledge: 2D
Bureaucracy 4D+1, Intimidation: Interrogation 6D, Law Enforcement 5D, Scholar 4D+1, Streetwise 4D, Willpower 6D
Mechanical: 3D
Perception: 3D+2
Bargain 6D, Con 6D+2, Persuasion 6D+2, Search 5D+2
Strength: 3D+2
Brawling 5D+2, Stamina 6D
Technical: 3D
First Aid 6D, Security 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Knife (Str+2), Torture Kit (Adds +2D to Interrogation Devices checks), Comlink, Datapad
Reference: Custom Build

Name: ISB Undercover Agent
Species: Human
Sex: Male
Dexterity: 3D+1
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D
Knowledge: 2D
Bureaucracy 2D+1, Streetwise 3D
Mechanical: 3D
Perception: 3D+2
Bargain 4D, Con 4D+2, Hide 4D+2, Persuasion 4D, Search 4D+2, Sneak 4D+1
Strength: 3D
Brawling 4D
Technical: 2D+1
Security 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad
Reference: Custom Build

Name: ISB Undercover Agent (Experienced)
Species: Human
Sex: Male
Dexterity: 3D+1
Blaster 5D, Blaster: Blaster Rifle 5D, Dodge 4D+2, Melee Combat 4D+1, Melee Parry 4D+1
Knowledge: 2D
Bureaucracy 3D, Streetwise 4D
Mechanical: 3D
Perception: 3D+2
Bargain 4D+2, Con 5D+2, Hide 5D+2, Persuasion 4D+2, Search 5D+2, Sneak 5D+1
Strength: 3D
Brawling 4D+1
Technical: 2D+1
Security 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad
Reference: Custom Build

Name: ISB Undercover Agent (Veteran)
Species: Human
Sex: Male
Dexterity: 3D+1
Blaster 5D+1, Blaster: Blaster Rifle 5D+1, Dodge 5D+1, Melee Combat 4D+2, Melee Parry 4D+2
Knowledge: 2D
Bureaucracy 3D+2, Streetwise 5D
Mechanical: 3D
Perception: 3D+2
Bargain 5D+1, Con 6D+2, Hide 6D+2, Persuasion 5D+1, Search 6D+2, Sneak 6D+1
Strength: 3D
Brawling 4D+2
Technical: 2D+1
Security 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad
Reference: Custom Build

Name: ISB Undercover Agent (Veteran)
Species: Human
Sex: Male
Dexterity: 3D+1
Blaster 5D+2, Blaster: Blaster Rifle 5D+2, Dodge 6D, Melee Combat 5D, Melee Parry 5D
Knowledge: 2D
Bureaucracy 4D+1, Streetwise 6D
Mechanical: 3D
Perception: 3D+2
Bargain 6D, Con 7D+2, Hide 7D+2, Persuasion 6D, Search 7D+2, Sneak 7D+1
Strength: 3D
Brawling 5D
Technical: 2D+1
Security 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad
Reference: Custom Build

Name: ISB Office Personnel
Species: Human
Sex: Male
Dexterity: 2D
Knowledge: 2D
Alien Species 2D+1, Bureaucracy 2D+1, Law Enforcement 3D
Mechanical: 2D
Perception: 3D
Investigation 4D+2
Strength: 2D
Technical: 2D
Computer Program/Repair 3D+2
Move: 10
Equipment: Comlink, Datapad
Reference: Custom Build

Name: ISB Office Personnel (Veteran)
Species: Human
Sex: Male
Dexterity: 2D
Knowledge: 2D
Alien Species 3D+2, Bureaucracy 3D+2, Law Enforcement 5D
Mechanical: 2D
Perception: 3D
Investigation 6D+2
Strength: 2D
Technical: 2D
Computer Program/Repair 5D+2
Move: 10
Equipment: Comlink, Datapad
Reference: Custom Build

Name: ISB Office Personnel (System Analyst)
Species: Human
Sex: Male
Dexterity: 2D
Knowledge: 2D
Alien Species 3D+2, Bureaucracy 3D+2, Law Enforcement 5D
Mechanical: 2D
Perception: 3D
Investigation 8D+2
Strength: 2D
Technical: 2D
Computer Program/Repair 7D+2, Encryption 6D
Move: 10
Equipment: Comlink, Datapad
Reference: Custom Build

Name: ISB Office Personnel (Data Consultant)
Species: Human
Sex: Male
Dexterity: 2D
Knowledge: 2D
Alien Species 5D, Bureaucracy 3D+2, Cultures 4D, Languages 4D, Law Enforcement 5D
Mechanical: 2D
Communications 4D
Perception: 3D
Investigation 6D+2, Search 4D
Strength: 2D
Technical: 2D
Computer Program/Repair 5D+2
Move: 10
Equipment: Comlink, Datapad
Reference: Custom Build

Name: ISB Office Personnel (Legal Analyst)
Species: Human
Sex: Male
Dexterity: 2D
Knowledge: 2D
Alien Species 3D+2, Bureaucracy 5D, Law Enforcement 7D
Mechanical: 2D
Perception: 3D
Investigation 6D+2, Search 5D
Strength: 2D
Technical: 2D
Computer Program/Repair 5D+2
Move: 10
Equipment: Comlink, Datapad
Reference: Custom Build

Name: ISB Office Personnel (Document Authentication)
Species: Human
Sex: Male
Dexterity: 2D
Knowledge: 2D
Alien Species 3D+2, Bureaucracy 4D+2, Law Enforcement 5D
Mechanical: 2D
Perception: 3D
Investigation 6D+2, Forgery 7D
Strength: 2D
Technical: 2D
Computer Program/Repair 6D+2
Move: 10
Equipment: Comlink, Datapad
Reference: Custom Build

Name: ISB Internal Affairs
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D, Pick Pocket 5D
Knowledge: 2D+2
Bureaucracy 3D+2, Intimidation: Imperial Personnel 4D, Law Enforcement: Empire 4D, Willpower 4D
Mechanical: 3D
Communications 4D, Sensors 4D
Perception: 3D+2
Command 4D, Con 4D, Hide 4D+1, Investigation 5D, Persuasion 4D+2, Search 4D+2, Sneak 4D+2
Strength: 3D
Brawling 4D
Technical: 3D
Encryption 4D, Security 4D
Move: 10
Equipment: Blaster Pistol (4D), Internal Affairs Badge, Encrypted Comlink, Encrypted Datapad, Code Slicer (Provides +1D security bonus when trying to bypass or break through security measures.)
Reference: Custom Build

Name: ISB Internal Affairs (Experienced)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D, Blaster: Blaster Rifle 5D, Dodge 4D+1, Melee Combat 4D+1, Melee Parry 4D+1, Pick Pocket 6D
Knowledge: 2D+2
Bureaucracy 4D+2, Intimidation: Imperial Personnel 5D, Law Enforcement: Empire 5D, Willpower 5D
Mechanical: 3D
Communications 5D, Sensors 5D
Perception: 3D+2
Command 5D, Con 5D, Hide 5D+1, Investigation 6D, Persuasion 5D+2, Search 5D+2, Sneak 5D+2
Strength: 3D
Brawling 4D+1
Technical: 3D
Encryption 5D, Security 5D
Move: 10
Equipment: Blaster Pistol (4D), Internal Affairs Badge, Encrypted Comlink, Encrypted Datapad, Code Slicer (Provides +1D security bonus when trying to bypass or break through security measures.)
Reference: Custom Build

Name: ISB Internal Affairs (Veteran)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D+1, Blaster: Blaster Rifle 5D+1, Dodge 4D+2, Melee Combat 4D+2, Melee Parry 4D+2, Pick Pocket 7D
Knowledge: 2D+2
Bureaucracy 5D+2, Intimidation: Imperial Personnel 6D, Law Enforcement: Empire 6D, Willpower 6D
Mechanical: 3D
Communications 6D, Sensors 6D
Perception: 3D+2
Command 6D, Con 6D, Hide 6D+1, Investigation 7D, Persuasion 6D+2, Search 6D+2, Sneak 6D+2
Strength: 3D
Brawling 4D+2
Technical: 3D
Encryption 6D, Security 6D
Move: 10
Equipment: Blaster Pistol (4D), Internal Affairs Badge, Encrypted Comlink, Encrypted Datapad, Code Slicer (Provides +1D security bonus when trying to bypass or break through security measures.)
Reference: Custom Build

Name: ISB Internal Affairs (Elite)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 5D+2, Dodge 5D, Melee Combat 5D, Melee Parry 5D, Pick Pocket 8D
Knowledge: 2D+2
Bureaucracy 6D+2, Intimidation: Imperial Personnel 7D, Law Enforcement: Empire 7D, Willpower 7D
Mechanical: 3D
Communications 7D, Sensors 7D
Perception: 3D+2
Command 7D, Con 7D, Hide 7D+1, Investigation 8D, Persuasion 7D+2, Search 7D+2, Sneak 7D+2
Strength: 3D
Brawling 5D
Technical: 3D
Encryption 7D, Security 7D
Move: 10
Equipment: Blaster Pistol (4D), Internal Affairs Badge, Encrypted Comlink, Encrypted Datapad, Code Slicer (Provides +1D security bonus when

trying to bypass or break through security measures.)
Reference: Custom Build

ISB Stormtroopers

The Imperial Security Bureau has its own stormtroopers that operated outside the command structure of the Stormtrooper Corps. As they wear identical armor to that of regular stormtroopers, they are sometimes used to infiltrate standard units of stormtroopers to ensure their loyalty and the execution of their orders.

Name: ISB Stormtrooper
Species: Human
Sex: Male
Dexterity: 3D
Blaster 4D, Brawling Parry 4D, Dodge 4D
Knowledge: 2D
Alien Species 2D, Intimidation 2D, Law Enforcement 3D, Willpower 2D+2
Mechanical: 2D
Perception: 2D
Hide 2D, Investigation 2D+1, Search 2D+2, Sneak 3D
Strength: 2D
Brawling 3D
Technical: 2D
Security 2D+1
Move: 10
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: Custom Build

Name: ISB Stormtrooper (Veteran)
Species: Human
Sex: Male
Dexterity: 3D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 5D+2
Knowledge: 2D+1
Alien Species 3D+1, Intimidation 3D, Law Enforcement 4D, Survival 4D, Willpower 4D
Mechanical: 2D+2
Repulsorlift Operation 4D+2
Perception: 2D+2
Hide 4D, Investigation 4D+2, Search 5D+2, Sneak 5D+1
Strength: 3D
Brawling 5D
Technical: 2D+1
Security 4D+2
Move: 10
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: Custom Build

Stormtrooper Armor:
-Protection: +2D physical, +1D energy, -1D to *dexterity* & related skills.
-Helmet Comlink.
-MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
-Climate Control Body Glove.

CompForce

Name: CompForce Trooper
Species: Human
Sex: Male
Dexterity: 2D+2
Blaster 3D, Dodge 3D+2
Knowledge: 2D+2
Survival 3D
Mechanical: 1D+2
Perception: 2D
Search 3D, Sneak 3D
Strength: 2D
Technical: 1D
Move: 10
Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D)
Reference: Rules of Engagement p97

Name: CompForce Trooper (Experienced)
Species: Human
Sex: Male
Dexterity: 2D+2
Blaster 4D, Dodge 4D+2
Knowledge: 2D+2
Survival 3D+2
Mechanical: 1D+2
Perception: 2D
Search 4D, Sneak 4D
Strength: 2D
Technical: 1D
Move: 10
Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D)
Reference: Custom Build

Name: CompForce Trooper (Veteran)
Species: Human
Sex: Male
Dexterity: 2D+2
Blaster 5D, Dodge 5D+2
Knowledge: 2D+2
Survival 4D+1
Mechanical: 1D+2
Perception: 2D
Search 5D, Sneak 5D
Strength: 2D
Technical: 1D
Move: 10
Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D)
Reference: Custom Build

Name: CompForce Trooper (Elite)
Species: Human
Sex: Male
Dexterity: 2D+2
Blaster 6D, Dodge 6D+2
Knowledge: 2D+2
Survival 5D
Mechanical: 1D+2
Perception: 2D
Search 6D, Sneak 6D
Strength: 2D
Technical: 1D
Move: 10
Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D)
Reference: Custom Build

Name: CompForce Assault Trooper
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 4D+1, Blaster Artillery 4D, Dodge 4D+1, Grenade 4D, Missile Weapons 4D, Vehicle Blasters 4D
Knowledge: 3D+2
Survival 4D
Mechanical: 2D+2
Repulsorlift Operation 3D+1
Perception: 3D
Search 4D, Sneak 4D
Strength: 3D
Technical: 2D
Demolitions 3D
Move: 10
Equipment: Blaster Rifle (5D), Heavy Blaster Pistol (5D), Partial Armor (+1D energy, +2D physical), Three Grenades (5D), Knife (STR+1D)
Reference: Custom Build

Name: CompForce Assault Trooper (Experienced)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 5D+1, Blaster Artillery 5D, Dodge 5D+1, Grenade 5D, Missile Weapons 5D, Vehicle Blasters 5D
Knowledge: 3D+2
Survival 4D+1
Mechanical: 2D+2
Repulsorlift Operation 4D
Perception: 3D
Search 5D, Sneak 5D
Strength: 3D
Technical: 2D
Demolitions 3D+2
Move: 10
Equipment: Blaster Rifle (5D), Heavy Blaster Pistol (5D), Partial Armor (+1D energy, +2D physical), Three Grenades (5D), Knife (STR+1D)
Reference: Custom Build

Name: CompForce Assault Trooper (Veteran)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 6D+1, Blaster Artillery 6D, Dodge 6D+1, Grenade 6D, Missile Weapons 6D, Vehicle Blasters 6D
Knowledge: 3D+2
Survival 4D+2
Mechanical: 2D+2
Repulsorlift Operation 4D+2
Perception: 3D
Search 6D, Sneak 6D
Strength: 3D
Technical: 2D
Demolitions 4D+1
Move: 10
Equipment: Blaster Rifle (5D), Heavy Blaster Pistol (5D), Partial Armor (+1D energy, +2D physical), Three Grenades (5D), Knife (STR+1D)
Reference: Custom Build

Name: CompForce Assault Trooper (Elite)
Species: Human
Sex: Male
Dexterity: 3D+2
Blaster 7D+1, Blaster Artillery 7D, Dodge 7D+1, Grenade 7D, Missile Weapons 7D, Vehicle Blasters 7D
Knowledge: 3D+2
Survival 4D+2
Mechanical: 2D+2
Repulsorlift Operation 5D+1
Perception: 3D
Search 7D, Sneak 7D
Strength: 3D
Technical: 2D
Demolitions 5D
Move: 10
Equipment: Blaster Rifle (5D), Heavy Blaster Pistol (5D), Partial Armor (+1D energy, +2D physical), Three Grenades (5D), Knife (STR+1D)
Reference: Custom Build

Name: CompForce Observer
Species: Human
Sex: Male
Dexterity: 2D+2
Blaster 3D, Dodge 3D+2, Pickpocket 3D
Knowledge: 2D+2
Alien Species 3D, Languages 3D, Survival 3D, Streetwise 3D
Mechanical: 1D+2
Repulsorlift Operation 2D+2, Sensors 2D+2
Perception: 2D
Hide 3D, Investigation 2D+2, Search 3D, Sneak 3D
Strength: 2D
Technical: 1D
Move: 10
Equipment: Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor, Comlink, Datapad
Reference: Custom Build

Name: CompForce Observer (Experienced)
Species: Human
Sex: Male
Dexterity: 2D+2
Blaster 3D+1, Dodge 4D, Pickpocket 3D+2
Knowledge: 2D+2
Alien Species 4D, Languages 4D, Survival 3D+1, Streetwise 3D+2
Mechanical: 1D+2
Repulsorlift Operation 3D, Sensors 3D+1
Perception: 2D
Hide 4D, Investigation 3D+2, Search 4D, Sneak 4D
Strength: 2D
Technical: 1D
Move: 10
Equipment: Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor, Comlink, Datapad
Reference: Custom Build

Name: CompForce Observer (Veteran)
Species: Human
Sex: Male
Dexterity: 2D+2
Blaster 3D+2, Dodge 4D+1, Pickpocket 4D+1
Knowledge: 2D+2
Alien Species 5D, Languages 5D, Survival 3D+2, Streetwise 4D+1
Mechanical: 1D+2
Repulsorlift Operation 3D+1, Sensors 4D
Perception: 2D
Hide 5D, Investigation 4D+2, Search 5D, Sneak 5D
Strength: 2D
Technical: 1D
Move: 10
Equipment: Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor, Comlink, Datapad
Reference: Custom Build

Name: CompForce Observer (Elite)
Species: Human
Sex: Male
Dexterity: 2D+2
Blaster 4D, Dodge 4D+2, Pickpocket 5D
Knowledge: 2D+2
Alien Species 6D, Languages 6D, Survival 4D, Streetwise 5D
Mechanical: 1D+2
Repulsorlift Operation 3D+2, Sensors 4D+2
Perception: 2D
Hide 6D, Investigation 5D+2, Search 6D, Sneak 6D
Strength: 2D
Technical: 1D
Move: 10
Equipment: Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor, Comlink, Datapad
Reference: Custom Build

Name: CompForce Trooper Squad Leader
Species: Human
Sex: Male
Dexterity: 3D
Blaster 4D, Dodge 4D+2
Knowledge: 3D
Survival 3D+2
Mechanical: 1D+2
Perception: 2D+2
Command 3D, Search 4D, Sneak 4D
Strength: 2D
Technical: 1D
Move: 10
Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D), Comlink
Reference: Custom Build

Name: CompForce Trooper Squad Leader (Veteran)
Species: Human
Sex: Male
Dexterity: 3D
Blaster 5D, Dodge 5D+2
Knowledge: 3D
Survival 4D+1
Mechanical: 1D+2
Perception: 2D+2
Command 4D, Search 5D, Sneak 5D
Strength: 2D
Technical: 1D
Move: 10
Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D), Comlink
Reference: Custom Build

Name: CompForce Trooper Squad Leader (Elite)
Species: Human
Sex: Male
Dexterity: 3D
Blaster 6D, Dodge 6D+2
Knowledge: 3D
Survival 5D
Mechanical: 1D+2
Perception: 2D+2
Command 5D, Search 6D, Sneak 6D
Strength: 2D
Technical: 1D
Move: 10
Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D), Comlink
Reference: Custom Build