

GALACTIC ALLIANCE ARMY TROOPER

Most of the galaxy perceives these well-trained troopers as the heavy-handed muscle of the Galactic Alliance, often not much better than paid thugs or mercenaries. Their dour and macho attitudes also win them few friends.

Galactic Alliance Army Trooper

CL 2

Medium Human nonheroic 7

Init +4; **Senses** Perception +9

Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 12, Will 9

hp 25; **Threshold** 17

Speed 6 squares

Melee knife +6 (1d4+1) or

Melee stun baton +6 (1d6+1 or 2d6+1 stun)

Ranged blaster rifle +7 (3d8)

Base Atk +5; **Grp** +6

Atk Options Point Blank Shot^H

Abilities Str 13, Dex 13, Con 12, Int 10, Wis 9, Cha 8

Feats Armor Proficiency (light), Improved Damage Threshold, Point Blank Shot^H, Weapon Focus (blaster rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Mechanics +8^H, Perception +9

Possessions Galactic Alliance light armor with helmet package, blaster pistol, knife, stun baton

H *Human bonus feat or trained skill.*

GALACTIC ALLIANCE NAVY CAPTAIN

Most of the Galactic Alliance Core Fleet's Navy commanding officers are the highly trained individuals originally assigned to the Core Fleet. Brave, skilled, and dedicated leaders, these officers are inspired by Admiral Stazi's gall, tenacity, and creativity.

Galactic Alliance Navy Captain

CL 10

Medium Human noble 7/officer 3

Force 2

Init +17; **Senses** Perception +12

Languages Basic, Binary, Bothese, Durese, Mon Calamarian

Defenses Ref 24 (flat-footed 22), Fort 20, Will 26

hp 53; **Threshold** 20

Speed 6 squares

Melee unarmed +8 (1d4-1)

Ranged blaster pistol +9 (3d6+5)

Base Atk +7; **Grp** +9

Atk Options Far Shot, Point Blank Shot, Precise Shot^H

Special Actions Born Leader, Coordinate, Deployment Tactics, Inspire Confidence, Inspire Haste, Vehicular Combat

Abilities Str 10, Dex 14, Con 10, Int 16, Wis 15, Cha 16

Special Qualities Command cover, share talent (Inspire Haste)

Talents Born Leader, Coordinate, Deployment Tactics, Inspire Confidence, Inspire Haste, Tactical Edge

Feats Armor Proficiency (light), Far Shot, Linguist, Point Blank Shot, Precise Shot^H, Skill Focus (Initiative, Knowledge [tactics], Persuasion), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Initiative +17, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (tactics) +17, Perception +12, Persuasion +18, Pilot +12, Treat Injury +12^H, Use Computer +13

Possessions blaster pistol, comlink, code cylinder

H *Human bonus feat or trained skill.*

GALACTIC ALLIANCE NAVY JUNIOR OFFICER

The Galactic Alliance Core Fleet is filled with officers of every rank, but their experience level and rank often are at odds with each other. With a limited supply of incoming recruits, a junior officer might suddenly find himself or herself in command in an emergency, while others find themselves held back without promotion, as they have few replacements. Most ride out the situation as best they can, hoping for better days to come and dedicating themselves to their duties.

LEFT TO RIGHT:
VENOM ASSAULT TROOPER, GALACTIC ALLIANCE COMMANDO,
GALACTIC ALLIANCE INTELLIGENCE OFFICER, NAVAL OFFICER.



Alliance Navy Junior Officer

Medium Human nonheroic 4/noble 5

Force 1

Init +4; Senses Perception +10

Languages Basic, Duresse

Defenses Ref 17 (flat-footed 17), Fort 16, Will 19

hp 28; Threshold 21

Speed 6 squares

Melee unarmed +6 (1d4+2)

Ranged blaster pistol +6 (3d6+2)

Base Atk +6; Grp +6

CL 6

Atk Options Point Blank Shot, Precise Shot^H

Special Actions Born Leader, Coordinate, Trust, Vehicular Combat

Abilities Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 14

Talents Born Leader, Coordinate, Trust

Feats Armor Proficiency (light), Improved Defenses, Improved Damage Threshold, Point Blank Shot, Precise Shot^H, Skill Focus (Persuasion), Skill Training (Persuasion), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Perception +10, Persuasion +16, Pilot +9, Use Computer +10^H

Possessions blaster pistol, comlink, code cylinder

H Human bonus feat or trained skill.