

THE SOLDIER

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A Soldier's eight career skills are **Athletics**, **Brawl**, **Knowledge (Warfare)**, **Medicine**, **Melee**, **Ranged (Light)**, **Ranged (Heavy)**, and **Survival**. The Soldier automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

A SOLDIER'S ROLE

Soldiers are the ones who take up arms and face death for a cause, for pay, or sometimes for lack of anything better to do. Fighting is what they know and what they do, and the ones who do it best survive long enough to pass on that knowledge to the green recruits who follow in their bloody footsteps.

There is glory and honor to be found serving as a Soldier, yet there is also terror, pain, blood, and brutality. For a Soldier, a boring day is often one of his best days.

Administrators and politicians craft policy, commanders dictate how policy is to be implemented, and Soldiers are the tools of that implementation. Most care little for what the actual policy is; for them, the job is to take out the enemy and stay alive (not necessarily in that order). Some

Soldiers are more invested in the causes they are fighting for, motivated by the knowledge that they fight for something worthy.

On the battlefield, behind enemy lines, and across the galaxy, the true heart and soul of the Rebellion is found in the Soldiers who serve beneath its banner. The causes they fight for are justice and freedom from tyranny. The



cost of failure is almost certainly death, not only for themselves, but for everyone and everything they love.

SOLDIER SPECIALIZATIONS

Many millions of troops serve simply in the rank and file; for the Soldier career, however, the specializations grant more variety and depth. This makes such Soldiers more effective in the kinds of special missions Player Characters are likely to be assigned.

COMMANDO—STRIKE THE TARGET

Commandos are specialists trained to strike the enemy from unexpected directions to do the most damage in the most vulnerable locations. Commando teams are often used like surgical instruments by the commanders who have access to them. A Commando knows how to find a target, attack it, disable it, survive the aftermath, and find his way home.

Commandos gain **Brawl**, **Melee**, **Resilience**, and **Survival** as additional career skills. If Commando is the character's first specialization, two of these new career skills gain a free rank each. Commandos are masters of close combat and surviving in all conditions. They are usually good at sneaking past enemy guards and listening posts as well.

For any team, a Commando is a fine general-purpose combat specialist to have around. He handles fights well (especially hand-to-hand situations), and can manage in almost any high-stress situation. More often than not, he's also effective as backup during covert operations. Matters of overall philosophy or strategy rarely concern a Commando; he's almost always focused on the mission at hand or training to ensure he and his companions survive the next one.

As stand-up confrontations are normally a losing proposition for the Alliance, the Commandos are some of the most important and effective soldiers fighting for the Rebellion. Their capacity to surgically strike at Imperial targets, as well as their value as guards and support personnel for other specialists operating on behalf of the Alliance, makes any single one of them worth more than a platoon of stormtroopers.

MEDIC—SAVE THE TEAM

The Alliance cannot afford to fight a war of attrition the way the Empire can. The enemy can pour thousands of stormtroopers and other forces into a meat-grinder of a battle, taking horrific casualties, without blinking an eye over its losses. Every soldier of the Rebellion is, on the other hand, a valuable asset whose loss Alliance High Command feels keenly. The Medic serves to prevent as many of those losses as possible.

Medics go into the field with **Knowledge (Xenology)**, **Medicine**, **Resilience**, and **Vigilance** as additional career skills; if this is the first specialization

taken, two of these four begin with a free rank. Medics know how to keep their head when everyone else is panicking, and they know how to be prepared for any contingency. They are skilled at treating the wounds of anyone in their unit, regardless of species.

Many folks think Medics are inherent pacifists. While a Medic might prefer to save a life rather than take it, most realize the necessity of fighting and violence for a greater cause, and are more than ready to strike down an enemy in order to save a comrade. Medics tend to see no one as expendable, which can make them difficult to deal with when a commander wants to pull a team out of a situation and there's a chance any of those on the deck could still be alive.

The vast majority of Alliance troopers greatly revere the Medics in their units, knowing these brave men and women are often the only thing standing in the way between them and death. Alliance Medics are famous for taking ridiculous risks in the middle of terrible battles just for the chance to save one more Rebellion fighter.

SHARPSHOOTER—TAKE THE SHOT

With a love of firearms and a pride in personal accuracy, the Sharpshooter is the most desirable asset a team can ask for when a firefight erupts. He maintains his composure under a blanket of blaster bolts, takes careful aim, and eliminates threats with ruthless efficiency and lightning speed. Sharpshooters are, simply, the masters of personal-scale ranged combat.

Not surprisingly, Sharpshooters gain **Cool**, **Perception**, **Ranged (Heavy)**, and **Ranged (Light)** as career skills, and two of these gain a free rank if this is the first specialization for the PC. The focus on personal-scale ranged weapons is a natural fit for Sharpshooters, and their ability to take in their surroundings completely and assess targets carefully under high-stress situations is essential to their survival.

Most Sharpshooters are thoroughly comfortable with any ranged weapon, though many will focus attention and effort on mastering a single (often highly-personalized) weapon. Some prefer a sniper role, taking up a hidden position and removing threats from the field as invisible dealers of death. Other Sharpshooters prefer a more direct approach, blaster energy blazing in waves of destruction as they cover their teammates against hordes of Imperial soldiers.

The focus on individual excellence within the Alliance elevates the Sharpshooter over his typical counterpart in the Empire. He is encouraged to train to higher degrees of proficiency, and he is encouraged to master techniques of survival, depending on his team to stay alive. The average stormtrooper is given a decent amount of training, but the lack of attention to personal excellence means he will never reach the pinnacle of accuracy and deadly effectiveness attained by a Sharpshooter in the Rebellion.

SOLDIER STORIES

Being a Soldier is consistently one of the most dangerous occupations in the galaxy. A being signs on knowing he is going to be shot at and attacked as a required part of the job. The motivation to serve in such a hazardous role can come from many different sources. Of particular interest is knowing what might drive a Soldier to sign on with a force as outnumbered, outgunned, and precariously positioned as the Alliance.

- **Honor:** Though many beings believe the concept to be terribly outdated and archaic, honor remains one of the foundations of the spirit for many who call themselves Soldiers. Honor can be a source of courage, strength, and will in the face of terrible odds, allowing a Soldier to stand against an implacable enemy and remain true to a cause. Many Soldiers serve the Alliance as a matter of honor, knowing the Empire to be founded on an utter lack of it.
- **Patriotism:** For many Soldiers in the Rebellion, service is their opportunity to defend or avenge their homes. The Empire has destroyed numerous cities; even entire planets. Countless more are under its direct control, suffering atrocities in the name of justice and retribution or enslaved to strip their homeland of resources and manufacturing wealth on behalf of the Empire. A Soldier moved by patriotism seeks any chance to strike back against the enemy of his people.
- **Glory:** There are some who take up arms and charge into battle because their spirit calls them to it. A Soldier moved by dreams of glory can be dangerous to those around him but also a source of great inspiration. There are many warrior cultures in the galaxy, and for Soldiers coming from such societies, the battle against the mighty and terrible Empire is an opportunity for glory the likes of which they may never see again.

CAEL – A SOLDIER IN THE REBELLION

Cael of House Hanarist had it all. He was born into one of Alderaan's noble houses and could have lived a life of easy leisure. In a sense he did, if one defines leisure as becoming one of Alderaan's foremost athletes and one of the fastest limmie players to ever move a ball across the field. Cael had fame, fortune, a charming fiancée from another noble house, and a lovely home in Crevasse City. Though the direction of the galaxy under the Empire disturbed Cael, he stood firmly behind the ideals of pacifism, believing that moderating change would come from individuals working to improve the system from within. After all, he thought, using violence against the Empire would only affirm the might-makes-right logic that brought it to power in the first place.

Then Alderaan was destroyed by the Death Star, and Cael's world was gone. Cael happened to be offworld at the time, playing with Team Alderaan in the Galactic Cup on Fondor. When news reached the limmie players, they were devastated. The Galactic Cup was placed on hiatus, and Team Alderaan evaporated, each member racing off across the galaxy to chase some rumor or hope of finding far-flung family members and other survivors.

Cael used the last of his family's money to charter a ship and flew back to Alderaan itself. As he stared into the asteroid-strewn void that used to be his home, something inside Cael broke. All his life, he had committed himself to peace and nonviolence, as was traditional among Alderaanians. He'd used his celebrity status for the cause: he'd been part of peaceful protests on Alderaan and Corellia, raised funds for war orphans, and lobbied in the Senate for the dissolution of the Imperial war machine. All of it had come to nothing.

Confronted by the ashes of his world, Cael renounced his pacifism. Nonviolence had achieved nothing but the destruction of Alderaan, and the Empire wouldn't be toppled by anything less than all-out military rebellion. Cael took his chartered vessel to Chandrila and quickly found members of the Rebel Alliance eager to recruit the young athlete. In a matter of weeks, Cael went from limmie star to soldier, and he has never looked back.

Soldier: Commando Talent Tree

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Commando Bonus Career Skills: Brawl, Melee, Resilience, Survival

ACTIVE

PASSIVE

PHYSICAL TRAINING

Add 1 per rank of Physical Training to Athletics and Resilience checks.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

POINT BLANK

Add 1 damage per rank of Point Blank to damage of one hit of successful attack using Ranged (Heavy) or Ranged (Light) skills at short range or engaged.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 10

DURABLE

May reduce any Critical Injury suffered by 10 per rank of Durable, to a minimum of 1.

COST 10

PHYSICAL TRAINING

Add 1 per rank of Physical Training to Athletics and Resilience checks.

COST 10

STRONG ARM

Treat thrown weapons as if they had 1 greater range.

COST 10

BLOODED

Add 1 per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded, to a minimum of 1.

COST 15

ARMOR MASTER

When wearing armor, increase total soak value by 1.

COST 15

NATURAL OUTDOORSMAN

Once per session, may re-roll any 1 Resilience or Survival check.

COST 15

FERAL STRENGTH

Add 1 damage per rank of Feral Strength to one hit of successful attack made using Brawl or Melee skill.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 20

HEROIC FORTITUDE

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

COST 20

DURABLE

May reduce any Critical Injury suffered by 10 per rank of Durable, to a minimum of 1.

COST 20

KNOCKDOWN

After hitting with a melee attack, may spend 1 to knock the target prone.

COST 20

IMPROVED ARMOR MASTER

When wearing armor with a soak value of 2 or higher, increase defense by 1.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

UNSTOPPABLE

If a Critical Injury roll is 1 or reduced to 1, do not receive the critical injury.

COST 25

FERAL STRENGTH

Add 1 damage per rank of Feral Strength to one hit of successful attack made using Brawl or Melee skill.

COST 25

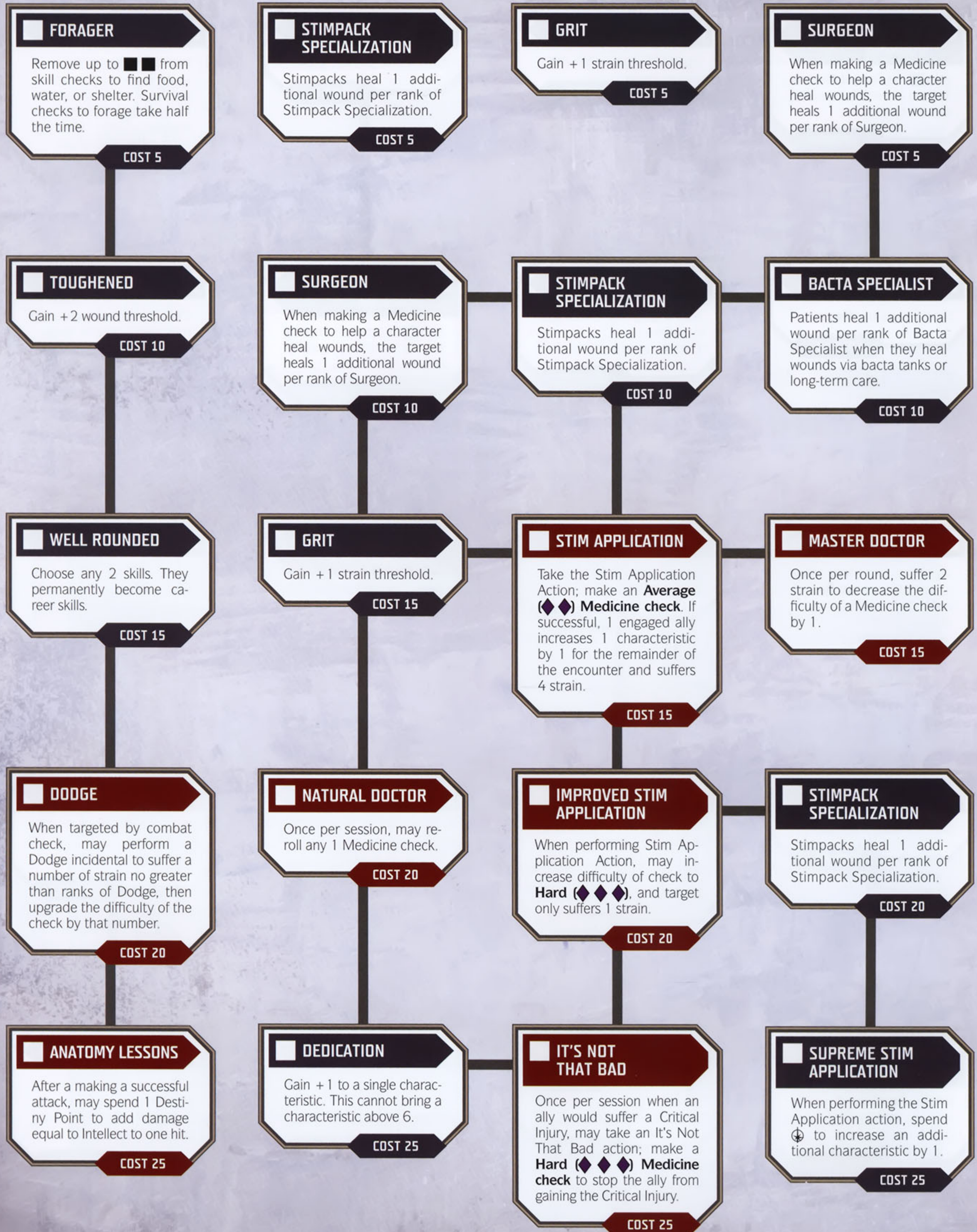
Soldier: Medic Talent Tree

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Medic Bonus Career Skills: Knowledge (Xenology), Medicine, Resilience, Vigilance

ACTIVE

PASSIVE



Soldier: Sharpshooter Talent Tree

Career Skills: Athletics, Brawl, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Survival

Sharpshooter Bonus Career Skills: Cool, Perception, Ranged (Light), Ranged (Heavy)

ACTIVE

PASSIVE

EXPERT TRACKER

Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 5

SNIPER SHOT

Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.

COST 5

BRACE

Perform the Brace maneuver to remove ■ per rank of Brace from next action. This may only remove ■ added by environmental circumstances.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

GRIT

Gain +1 strain threshold.

COST 10

TRUE AIM

Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

COST 10

DEADLY ACCURACY

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.

COST 10

LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.

COST 10

BRACE

Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

COST 15

LETHAL BLOWS

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.

COST 15

SNIPER SHOT

Before making a non-thrown ranged attack, may perform a Sniper Shot maneuver to increase the weapon's range by 1 range band per rank in Sniper Shot. Upgrade the difficulty of the attack by 1 per range band increase.

COST 15

TRUE AIM

Once per round, may perform a True Aim maneuver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

COST 15

EXPERT TRACKER

Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 20

DEADLY ACCURACY

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

CRIPPLING BLOW

Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.

COST 20

QUICK FIX

Once per session, make one skill check using Agility rather than the characteristic linked to that skill.

COST 25

NATURAL MARKSMAN

Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

TARGETED BLOW

After making a successful attack, may spend 1 Destiny Point to add damage equal to Agility to one hit.

COST 25