

LEFT TO RIGHT:  
CLONE JET TROOPER, CLONE SUBTROOPER,  
CLONE ASSASSIN, AND CLONE BLAZE TROOPER



## CLONE BLAZE TROOPER

Specialized versions of the standard clone jet trooper (see page 150), blaze troopers wear heavier fire-resistant armor and wield wrist-mounted flamethrowers attached to the jet packs on their backs. They break through enemy lines by scattering adversaries with concentrated blasts of fire.

### Clone Blaze Trooper

Medium Human nonheroic 6/soldier 3

Force 3

Init +10; Senses low-light vision, Perception +5

Languages Basic

Defenses Ref 20 (flat-footed 20), Fort 20, Will 12; +9 armor

hp 43; DR 5 (fire); Threshold 20

Speed 4 squares (run x3), fly 4 squares, Running Attack

Melee unarmed +8 (1d4+2) or

CL 5

Ranged flamethrower +10 (3d6+3, 6-square cone, devastating 5) or Ranged blaster pistol +8 (3d6+1)

Base Atk +7; Grp +9

Attack Options Charging Fire, Devastating Attack (flamethrower)

Abilities Str 11, Dex 14, Con 14, Int 10, Wis 9, Cha 8

Talents Devastating Attack (flamethrower), Weapon Specialization (flamethrower)

Feats Armor Proficiency (light, medium, heavy), Charging Fire, Exotic Weapon Proficiency (flamethrower), Running Attack, Weapon Focus (flamethrower), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +10, Perception +5, Pilot +10

Possessions fire-resistant clone trooper armor, 2 flamethrowers (5 shots each), blaster pistol, jet pack