

REPUBLIC ARMY BRIGADIER

Brigadier generals—known as “brigadiers”—are the highest-ranking officers to see action in the Republic Armies from the Great Sith War to the Mandalorian Wars, so they are often the envy of their deskbound superiors.

That said, brigadiers rarely feel the envy of anyone, as they frequently have to contend with missions out of all proportion to the forces and material available. Crafty brigadiers make do by encouraging their underlings to live off the land, bending—but rarely breaking—local Republic statutes to make sure the mission is accomplished.

Few brigadiers excel in negotiating skills, a hindrance in dealing with the banes of their existence, the mercenary companies and species militias they are often required to work with. Brigadiers so fear the headaches a promotion to general would entail that many famously sabotage their own careers—never in ways that harm their troops, but by saying or doing things that make them politically radioactive. As such, the longest-serving brigadiers in the Republic are a colorful bunch.

Republic Army Brigadier

CL 13

Medium Human nonheroic 6/soldier 5/noble 3/officer 3

Force 4**Init** +12; **Senses** Perception +14**Languages** Basic, Bocce, Bothan**Defenses** Ref 28 (flat-footed 25), Fort 28, Will 30**hp** 86; **Threshold** 28**Speed** 6 squares**Melee** unarmed +11 (1d6+7) or**Melee** gun club +11 (1d6+7)**Ranged** blaster pistol +11 (3d6+6)**Base Atk** +10; **Grp** +11**Atk Options** Charging Fire, Gun Club**Special Actions** Assault Tactics, Battle Analysis, Bolster Ally, Coordinate +1, Coordinated Attack, Inspire Confidence**Abilities** Str 12, Dex 12, Con 13, Int 14, Wis 16, Cha 16**Special Qualities** command cover +1, share talent (Inspire Confidence)**Talents** Armored Defenses, Assault Tactics, Battle Analysis, Bolster Ally, Coordinate, Gun Club, Inspire Confidence**Feats** Armor Proficiency (light, medium), Charging Fire, Coordinated Attack, Martial Arts I, Republic Military Training, Skill Focus (Deception), Skill Focus (Knowledge [tactics]), Skill Training (Knowledge [bureaucracy]), Skill Training (Perception), Skill Training (Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)**Skills** Deception +19, Endurance +12, Initiative +12, Knowledge (bureaucracy) +12, Knowledge (tactics) +18, Perception +14, Persuasion +14**Possessions** blaster pistol, officer's battle armor, comlink (encrypted), code cylinder, electrobinoculars, medpac, portable computer, extra power pack, ration pack

REPUBLIC ARMY OFFICER

Typically holding the rank of sergeant or corporal in the Republic Army, these officers are the field commanders for most Republic troopers. Culled from the best and brightest members of their respective units, many of these officers were commanders in local militias mercenary bands before joining the Republic Army. These officers also receive extensive training with vibroweapons after the Republic realizes that lightsaber-wielding Sith usually target officers first, giving these officers a fighting chance when faced with a Force-using enemy commander.

Republic Army Officer

CL 6

Medium human nonheroic 3/noble 4/officer 1

Force 1**Init** +5; **Senses** Perception +11**Languages** Basic, High Galactic, three others**Defenses** Ref 19 (flat-footed 17), Fort 16, Will 22**hp** 26; **Threshold** 16**Speed** 6 squares**Melee** vibroblade +6 (2d6+2)**Ranged** blaster pistol +6 (3d6+2)**Base Atk** +5; **Grp** +6**Atk Options** Melee Defense**Special Actions** Born Leader, Deployment Tactics, Fearless Leader, Republic Military Training, Vehicular Combat**Abilities** Str 10, Dex 13, Con 11, Int 13, Wis 14, Cha 14**Talents** Born Leader, Deployment Tactics, Fearless Leader**Feats** Improved Defenses, Linguist, Melee Defense, Republic Military Training, Skill Training (Persuasion), Vehicular Combat, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)**Skills** Knowledge (tactics) +10, Perception +11, Persuasion +11, Pilot +10**Possessions** blaster pistol, vibroblade with cortosis weave, code cylinder, comlink (encrypted), datapad, officer's uniform

REPUBLIC ARMY TROOPER

The trooper is the heart of the Republic's ground force. Soldiers feel distant from the decision making (and they are), but small squad sizes allow them to feel like vital parts of their mission. Instead of shuffling around anonymously from force to force, Republic commanders keep effective squads together, allowing camaraderie to develop. A Republic trooper might not know what planet he is on or what enemy he is fighting, but he knows the name of his fellow grunts, who keep him alive.

Unfortunately when troopers pick up areas of specialization, the Republic of this era does a poor job of recognizing that talent and moving it where it is needed. As a result, troopers who excel in areas such as heavy weapons