

SECURITY PERSONNEL

Security Personnel

CL 2

Medium nonheroic 6

Init +4; Senses low-light vision; Perception +9

Languages Basic

Defenses Ref 16 (flat-footed 15), Fort 11, Will 10

hp 22; Threshold 11

Speed 6 squares

Melee stun baton +4 (2d6 stun)

Ranged blaster pistol +5 (3d6)

Base Atk +4; Grp +5

Abilities Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11

Feats Armor Proficiency (light), Improved Defenses, Toughness, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Perception +9

Possessions stun baton, blaster pistol with holster, blast helmet and vest (+2 armor) with helmet package, security pass, binder cuffs

The galaxy is a dangerous place, filled with all sorts of nasty characters. As a result, security is one of the primary concerns for most people of wealth, prestige, and power. To protect against villainy and to safeguard the common citizen against crime, governments maintain extensive security forces. These groups often consist of law enforcement officers who police the streets on foot or through the air in airspeeders. Like military units, security personnel typically follow a rigid rank structure, with guards outranked by detectives, sergeants, and so on all the way to the commander at the top.

Security personnel are not restricted to law enforcement agencies. These characters can also represent the personal security forces of powerful figures in the galaxy. Security personnel might be private soldiers of a corporate sector czar or the armed guards of a powerful crime lord. They can be found protecting ambassadors and diplomats, veteran politicians, and just about anyone who holds power and has enemies.

SECURITY SPECIALIST

The security specialist is an elite guard who has the benefit of special training and extensive experience. Similar in many ways to bodyguards, security specialists are typically the last line of defense between their employer and his or her enemies. Security specialists are commonly trained in close-combat fighting and are equipped to deal with just about any sort of foe. Security specialists vary a great deal, as necessary for their particular mission, so you should customize this statistics block to meet your needs.



Security Specialist

CL 5

Medium soldier 5

Force 4

Init +4; Senses Perception +8

Languages Basic

Defenses Ref 21 (26 with riot shield) (flat-footed 19), Fort 21, Will 16;

Dodge

hp 67; Threshold 21

Speed 6 squares

Melee stun baton +7 (2d6+5 stun)

Ranged blaster rifle +7 (3d8+2) or

Ranged heavy blaster pistol +7 (3d8+2) or

Ranged stun grenade (4d6+2 stun)

Base Atk +5; Grp +7

Atk Options autofire (blaster rifle), Melee Smash, Point Blank Shot, Precise Shot, Stunning Strike

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

Talents Melee Smash, Stunning Strike

Feats Armor Proficiency (light, medium), Dodge, Point Blank Shot, Precise Shot, Toughness, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Knowledge (tactics) +7, Mechanics +7, Perception +8

Possessions stun baton, blaster rifle, heavy blaster pistol, 2 stun grenades, battle armor (+8 armor, +2 equipment), riot shield, breath mask, comlink, binder cuffs, medpac, glow rod