

SITH TROOPER

Sith troopers are the Sith Empire's foundation. Though not wielding Force powers like other Sith constituents, they do possess a dark side, frequently expressed with their blaster rifles. Sporting a sleek, faceless silver armor, the Sith trooper demeanor is like that of a heartless war droid.

Specialized Sith troopers are readily distinguished by armor-color variants, such as red for commandos and black for pilots. Like soldiers of any army, their reasons for joining the Sith Empire are distinct, but they are all fully committed to reaping spoils of riches and power and to committing good old-fashioned bloodletting. Even after defeat in the Jedi Civil War, surviving Sith soldiers join the secret Sith Triumvirate.

Sith Trooper

CL 1

Medium Human nonheroic 4

Dark Side 1

Init +2; **Senses** low-light vision, Perception +9

Languages Basic

Defenses Ref 16 (flat-footed 16), Fort 12, Will 10

hp 10; **Threshold** 12

Speed 6 squares

Melee unarmed +4 (1d6+1)

Ranged blaster rifle +3 (3d8) or

Ranged frag grenade +3 (4d6, 2-square burst)

Base Atk +3; **Grp** +4

Atk Options autofire (blaster rifle)

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

Feats Armor Proficiency (light), Martial Arts I, Sith Military Training, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +7, Perception +9

Possessions blaster rifle, comlink, frag grenades, Sith trooper armor (+6 armor, +2 equipment)

"TO BE UNITED
BY HATRED IS A
FRAGILE ALLIANCE
AT BEST."

-DARTH TRAYA

Sith Pilot

CL 2

Medium Human nonheroic 6

Dark Side 1

Init +9; **Senses** low-light vision, Perception +10

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 10

hp 16; **Threshold** 12

Speed 6 squares

Melee unarmed +4 (1d4)

Ranged blaster pistol +5 (3d6+1)

Base Atk +4; **Grp** +5

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

Feats Armor Proficiency (light), Sith Military Training, Skill Training (Initiative), Skill Training (Perception), Weapon Proficiency (heavy weapons, pistols, simple weapons)

Skills Initiative +9, Mechanics +8, Perception +10, Pilot+9

Possessions blaster pistol, comlink, Sith fighter, Sith trooper armor (+6 armor, +2 equipment)

Sith Commando

CL 2

Medium Human nonheroic 8

Dark Side 1

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

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9

hp 20; **Threshold** 12

Speed 6 squares

Melee prototype vibroblade +8 (2d6+2)

Ranged light repeating blaster rifle +3 (3d8) with autofire or

Ranged light repeating blaster +6 (3d8) with braced autofire

Base Atk +6; **Grp** +8

Atk Options Burst Fire

Special Actions brace (light repeating blaster)

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 9

Feats Armor Proficiency (light), Burst Fire, Sith Military Training, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, rifles, simple weapons)

Skills Endurance +9, Mechanics +10, Perception +10

Possessions comlink, light repeating blaster, prototype vibroblade, Sith trooper armor (+6 armor, +2 equipment)