

STAR WARS®

ROLEPLAYING GAME

The Invisible War

A Cracken's Crew Web Supplement

The Galactic Empire

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THE INVISIBLE WAR

The Galactic Empire

How brave and self-sacrificing a hero is can only be measured by how villainous and capable their enemies are. Within this supplement you will find many villains that test the brave warriors of Cracken's Crew time and time again. From the insane Ysanne to the scientific Batch, and even a certain pair of Eriadu Manufacturing security guards are featured in this supplement.

The Galactic Empire is typically the main enemy in a Star Wars RPG campaign - and so as a GM, the more options you have for enemies to throw at your players, the more varied and exciting your campaign will be. The NPCs listed below are designed for use in various eras to act as obstacles or opponents (or in the case of an Imperial campaign, allies) of your players. There are additional stormtrooper forces in the Blackhole Stormtroopers and Storm Commandos, designed to challenge even high level players.

Ysanne Isard - Director of Imperial Intelligence

Ysanne Isard has been the Director of Imperial Intelligence since she had her father - Armand, executed for treason. As a reward, the Emperor promoted her to her father's position. Unfortunately for Ysanne, Blackhole had already been promoted over her father prior to her rise. While she is furious over this slight, she is the de-facto leader of Imperial Intelligence, as Blackhole rarely interferes with the day-to-day operations.

Ysanne runs the Ubiquitorate with an iron fist, making certain to stay informed on all the goings-on in her various departments, but that only takes up the early part of her day. Ysanne likes to scheme and step in to take a personal hand in some of the more major operations being undertaken by Imperial Intelligence.

Description: Ysanne would be a striking woman, if not for her mismatched eyes, her right is an icy blue, while her left is a fiery red. Isard has white temple locks, which offset her black hair, which is parted down the center. Physically, she has remained in field condition through a heavy regimen of exercise.

Goals: Isard eventually wishes to control the Empire. She doesn't want to be the face of the Empire, preferring to control the galaxy through a puppet. Years later, Sate Pestage will prove a useful puppet during his short tenure as Emperor before Isard's plans are unraveled by Rogue Squadron.

Tactics: Isard is content to use every dirty trick in the book. If forced to do her own dirty work, she prefers to move the fight to an area she can control, using the environment to her advantage. She has absolutely no sense of honor or fair play.

Affiliations: Ysanne Isard's first loyalty is to herself. However, she is the director of Imperial intelligence and does her job admirably, albeit ruthlessly. It is also rumored she was once linked romantically to Emperor Palpatine.

Roleplaying Tips: Power is yours by birthright; you need merely go and claim it. You manipulate events on a galactic scale, and do much of your work through puppets. You already control one of the most powerful organizations in the entire Galactic Empire, but your lust for power will not be sated until you control the entire galaxy.

Era Notes: Ysanne Isard is appropriate in the Rebellion era and New Republic era, though the stats presented here are designed for use in the Rebellion era. Add two levels of officer for New Republic era play.

Ysanne Isard (beginning of Cracken's Crew): Female Human Noble 6/Officer 6; Init +5 (+1 dex, +4 feat); Defense 18 (+7 class, +1 dex); Spd 10m; VP/WP 62/10; Atk +8/3 melee (1d3, unarmed)



YSANNE ISARD

or +9/4 ranged (3d6 blaster pistol); SQ Bonus Class Skill (Treat Injury), Coordinate +1, Favor +2, Inspire Confidence, Leadership, Requisition Supplies, Tactics; SV Fort +5, Ref +7, Will +12; SZ M; FP 2; DSP 9; Rep +8; Str 10, Dex 12, Con 10, Int 15, Wis 14, Cha 15.

Equipment: Hold-out blaster, comlink, datapad.

Skills: Appraise +7, Bluff +15, Computer Use +11, Diplomacy +11, Disguise +10, Forgery +10, Gather Information +12, Hide +5, Intimidate +17, Knowledge (Empire) +11, Knowledge (Imperial Intelligence) +11, Read/Write Basic, Search +7, Sense Motive +15, Speak Basic, Speak Huttese, Speak Ryl, Spot +8, Treat Injury +7.

Feats: Dodge, Frightful Presence, Improved Initiative, Infamy, Iron Will, Persuasive, Sharp-Eyed, Skill Emphasis (Intimidate), Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

STATS FOR YSANNE ISARD UPDATED FOR REVISED CORE RULES FROM THOSE BY MORIDIN AT WWW.SWRPGETWORK.COM

Blackhole

Formerly one of the Prophets of the Dark Side, Blackhole was removed from that group and placed in charge of Imperial Intelligence over Armand Isard. Eventually he moved his base onto the cloaked ISD Singularity. He only interferes with ongoing intelligence operations when he has a vision that shows him an opportunity to act for greater Imperial gain.

He is overly paranoid; he schemes against all of his own people because he assumes they are all plotting against him. His inability to trust anyone, and inability to go out and perform operations on his own limits his potential.

Description: It is extremely rare that Blackhole actually appears physically in his mechano chair, but his holonet avatar does pop up from time to time. His avatar appears as a figure with a curved headpiece and cloak that is made up of stars of the galaxy. He spends most of his days in the meditation room

of the ISD Singularity, which is cloaked by a stygium crystal polymer that coats the ship for increased sensor stealth. He can make his avatar appear at any holonet terminal. That basically means any mid-to-large sized Imperial installation, any Imperial capital ship, and some scientific stations as well. His ISD is black, and his stormtroopers are also coated in stygium polymer.

Goals: Power was his main desire, which is something he now has. He simply wishes to maintain his power base, which is difficult considering he thinks everyone is out to get him. Otherwise he simply wishes to carry out the orders of the Emperor.

Tactics: Blackhole tends to remain in the shadows, but sometimes he can be aggravated to the point of making an "appearance", and he sometimes "appears" to his underlings in the form of a holonet avatar. He will sometimes use force powers via the holonet to aid his fellow Imperials.

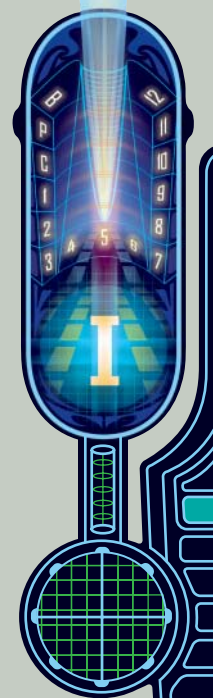
Affiliations: Blackhole is the head of Imperial Intelligence, and his authority does supercede Ysanne Isard, though he does let Isard handle the day-to-day affairs of galactic intelligence. He merely meditates on the dark side and acts on visions, or involves himself in the matters of great importance. Blackhole was formerly one of the Prophets of the Dark Side.

Roleplaying Tips: They are all out to get you and steal your position of power, so you can't trust anyone at all, especially Isard. You can't even trust your Emperor, though you will be loyal to him, and earn his trust.

Era Notes: Blackhole is appropriate in the Rise of the Empire era and Rebellion era, though the stats presented here are designed for use during the second half of the Rebellion era. Subtract two levels of emperor's hand for early Rebellion era play, or three levels of emperor's hand for Rise of the Empire era play.



BLACKHOLE



Blackhole (beginning of Cracken's Crew): Male Human Force Adept 5/Dark Side Devotee 7/Emperor's Hand 3; Init +3 (dex); Defense 23 (+11 class, +3 dex, -1 size); DR 5; Spd 8m; VP/WP 151/20; Atk +14/9/4 melee (1d6+4 claw) or +13/8/3 ranged; SQ Authority, Dark Side Talisman +2, Dark Side Skill Emphasis (Farseeing), Force Weapon +2d8, Resource Access, Sneak Attack +1d6, Target Bonus +1; SV Fort +13, Ref +14, Will +13; SZ L; FP 3; DSP 28; Rep +11; Str 6 (18)*, Dex 12 (16)*, Con 7 (20)*, Int 19, Wis 17, Cha 17.

Equipment: Stygium-triprismatic-polymer coated life-support chamber with mechano-assembly, stygium-triprismatic-polymer coated ISD-I Singularity.

*Stats in parenthesis represent Blackhole's mechano-assembly.

Skills: Bluff +12, Computer Use +10, Diplomacy +9, Disable Device +7, Disguise +5, Gather Information +7, Hide +3, Intimidate +14, Knowledge (galactic politics) +10, Knowledge (Imperial Intelligence) +11, Listen +3, Move Silently +7, Read/Write Basic, Sense Motive +14, Sleight of Hand +9, Speak Basic, Speak Bothese, Speak Huttese, Speak Neimoidian, Spot +3, Survival +7.

Force Skills: Affect Mind +11, Alchemy +10, Control Mind +15, Drain Energy +14, Drain Knowledge +18, Empathy +3, Enhance Senses +12, Farseeing +22, Fear +20, Force Defense +12, Force Grip +8, Force Stealth +7, Heal Another -5, Heal Self +12, Illusion +14, Move Object +4, See Force +10.

Feats: Frightful Presence, Force-Sensitive, Skill Emphasis (Drain Knowledge, Fear), Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Force Mastery, Force Mind, High Force Mastery, Sense, Sith Sorcery.

Grand Admiral Martio Batch

Grand Admiral Batch's career started in the Old Republic as a senate liaison to the clone army. After the clone wars ended, he put in for his commission in the Imperial Navy. His intelligence combined with his contacts in what remained of the senate allowed him to rise quickly through the ranks. He received the rank of captain at 34, which is almost unheard of.

It was years later, shortly after he received the rank of Admiral, when he became obsessed with creating the perfect cloaking device. He managed a hybridium cloak in fairly short order, but that particular device had an unfortunate double-blind side effect that left the pilot cloaked from the rest of the galaxy. The idea was scrapped and put into storage at the Mount Tantiss facility, revisited years later by Grand Admiral Thrawn.

His current plan is to find a way to synthesize Stygium Crystals, the one source of perfect cloaking devices. Unfortunately, Aeten II is the only known location of Stygium Crystals, and the Stygium mines ran nearly dry decades ago. With a synthesized stygium crystal, it would be possible to cloak the entire fleet.

Description: A thick man with a receding hairline, Martio Batch would seem to be the pro-typical Imperial Grand Admiral. He is almost always found in his Grand Admiral's uniform, and tries to keep his unruly gray hair forced back. He is very cool and calculating, if a bit fanatical about his obsessions. He is also soft-spoken and has a fairly reduced presence on the bridge of the SSD Terror.

Goals: Grand Admiral Batch wants to perfect cloaking technology for use by the Empire to raise his status among his fellow Grand Admirals. He is willing to pursue perfect cloaking technology at all costs.

Tactics: Grand Admiral Batch will flee any face-to-face battle, but is very aggressive with his navy and starfighters. He prefers



GRAND ADMIRAL MARTIO BATCH

to let the SSD do most of the fighting in naval combat, flexing the power of the great ship. He keeps the Tarkin Superlaser well protected by a very dense fighter screen consisting of new TIE Interceptors.

Affiliations: Martio Batch is a Grand Admiral in the Imperial Navy, and controls the Tarkin Superlaser, SSD Terror, Admiral Sarn's forces and Imdaar Alpha.

Roleplaying Tips: You will find a way to successfully cloak the Emperor's fleets, no matter what the costs. You know they were able to do it in the past with Stygium Crystals, there is no reason another way can't be found, and you will be the one to find it. Every other pursuit is secondary.

Era Notes: Grand Admiral Batch is appropriate in the Rise of the Empire era and Rebellion era, though the stats presented here are designed for use in the Rebellion era. Subtract two levels of soldier and two levels of officer for Rise of the Empire era play.

Grand Admiral Batch (beginning of Cracken's Crew): Male Human Noble 4/Soldier 4/Officer 10; Init +1 (dex); Defense 21 (+10 class, +1 dex); Spd 10m; VP/WP 76/12; Atk +14/9/4 melee (1d3 unarmed) or +14/9/4 ranged (3d6 blaster pistol); SQ Coordinate +1, Favor +2, Improved Tactics, Inspire Confidence, Leadership, Military Sponsor, Resource Access, Requisition Supplies, Tactics, Uncanny Survival, War Games; SV Fort +10, Ref +8, Will +11; SZ M; FP 2; DSP 2; Rep +6; Str 11, Dex 12, Con 12, Int 16, Wis 16, Cha 14.

Equipment: 100,000 credits, SSD Terror, comlink, blaster pistol.

Skills: Appraise +10, Astrogate +15, Bluff +15, Computer Use +15, Craft (capital ships) +18, Craft (electronic devices) +18, Craft (space transports) +18, Craft (starfighters) +18, Diplomacy +22, Intimidate +16, Knowledge (engineering) +20, Knowledge

(cloaking devices) +18, Knowledge (physics) +18, Knowledge (technology) +10, Pilot +13, Read/Write Basic, Repair +9, Sense Motive +26, Speak Basic, Speak Duro, Speak Mon Calamari, Speak Sullustan.

Feats: Gun Crew Chief, Headstrong, Imperial Command Training, Influence, Low Profile, Persuasive, Resist Poison, Sharp-eyed, Starship Dodge (starfighter), Starship Operation (capital ships, starfighters), Technical Wizard, Weapon Group Proficiency (blaster pistols, simple weapons), World-wise.

Major Pierce “The Defel” Tun

Pierce Tun grew up in a mining colony on Af’el, the Defel home world. He lived in the dark mines for years, attuning his senses of hearing, touch and smell to an abnormally high level. His body is lean and agile, and his balance is extraordinary from his time spent running through the uneven floored mineral mines of Af’el avoiding natural predators. Pierce can’t remember anything before Af’el about his parents or where he grew up. He lived in the deepest mines of Af’el until he was 26.

An Imperial Moff was inspecting the mines when he stumbled upon the longhaired, ratty looking Pierce. The lights on their transports startled him, so he attacked several stormtroopers accompanying the Moff Andal. Pierce was eventually stunned and dragged back to the ISD Intrepid for interrogation. Upon realizing the man’s incredible resistance to torture and his heightened senses Moff Andal put in a chit for him to special ops, figuring he could use the young man as his personal spy and bodyguard. Pierce went to the training, and soon found himself graduating second in his class, proud to have done so well, proud to be an Imperial. Long forgotten were the torture, the questioning, and the testing. All of that was buried underneath his Imperial propaganda brainwashing.

Pierce quickly outgrew Andal when his talents were made apparent to Armand Isard, who quickly recruited him into the Adjustments Division of Imperial Intelligence. Major Tun was one of Armand’s best-kept secrets, and has now been inherited by Ysanne Isard since her rise.

Description: Pierce is an older male at 39, but still in great shape due to constant exercise. His hair has been bleached gray by age, and is about an inch long on top and trimmed neatly on the sides. Due to irregular shaving, his face usually has a day of stubble on it. Pierce is shorter and lighter than most of his opposition standing at 5’10” 165 lbs, but has been known to take down opponents far larger than himself when necessary and has had plenty of combat experience.

He can usually be seen wearing a Karflo Thinsuit and a web holster, which contains his twin SH-9 slugthrowers. The thinsuit has several pockets, where various grenades and other technological devices are stored. Occasionally a flak vest is worn under the thinsuit. He also wears a ski mask with swoop goggles poking from underneath through the eyes of the mask. His footwear varies based on the expected terrain, and he typically wears gloves. This combination of attire makes for a very dark and silent shadow, which, when combined with his training, makes him as dangerous as the Defels he lived amongst in the mines of Af’el. Some of his rivals have been known to say, “At least if the Defel gets you, you’ll never know what happened, you wont even know to scream.” His fighting style is quick, brutal, and efficient.

Pierce’s only flaw is his unquestioning loyalty. Had the rebels

discovered him, he could have just as easily ended up working for them. He is very firmly under Ysanne’s grip now though, and will use all of his abilities to carry out orders from the Ubiquitorate.

Goals: To serve his empire and test his personal skill against the best the rebellion has to offer.

Tactics: Pierce strikes from the shadows, disabling and silencing his opponents before either using his knife or both of his SH-9 slugthrowers to permanently silence them.

Affiliations: An Adjustments agent for Imperial Intelligence, (also known as the Ubiquitorate) Pierce Tun officially holds the rank of Major, but he wouldn’t even know that if you asked him, its just a formality in his service record. Pierce is deadly loyal to the Empire, Blackhole, and Ysanne Isard.

Roleplaying Tips: You are silent. You are the invisible fist of the Empire. No one sees what you do, not even your victims. Silence the opposition. Long live the Empire.

Era Notes: Pierce is appropriate in the Rebellion era, New Republic era, or the New Jedi Order era, though the stats presented here are designed for use in the Rebellion era. Add one level of infiltrator for New Republic era play, or two levels of infiltrator for New Jedi Order era play.



PIERCE TUN

Pierce Tun (beginning of Cracken’s Crew): Male Human Scoundrel 8/Infiltrator 8; Init +3 (dex); Defense 26 (+11 class, +3 dex, +2 Defensive Martial Arts); Spd 10m; VP/WP 107/14; Atk +13/8/3 melee (2d4, unarmed) or +15/10/5 ranged (3d6 SH-9); SQ Ambush, Covert Movement (run), Illicit Barter, Lucky (2/day), Precise Attack +1, Skill Mastery (balance, move silently), Sneak Attack (+2d6); SV Fort +6, Ref +12, Will +6; SZ M; FP 1; DSP 2; Rep +2; Str 13, Dex 16, Con 14, Int 14, Wis 14, Cha 10.

Equipment: 5000 credits, custom battle mask, Karflo thinsuit, twin SH-9 slugthrowers, non-sonic silencer, various grenades.

Skills: Balance +22, Bluff +11, Climb +20, Computer Use +13,



Disable Device +15, Escape Artist +11, Gather Information +16, Hide +24, Jump +20, Listen +19, Move Silently +27, Pilot +10, Read/Write Basic, Search +10, Speak Basic, Speak Defel, Speak Huttese, Spot +19, Tumble +14.

Feats: Alertness, Ambidexterity, Defensive Martial Arts, Improved Two-Weapon Fighting, K'Tara, Martial Arts, Skill Emphasis (Gather Information, Move Silently), Stealthy, Two-Weapon Fighting, Weapon Group Proficiency (blaster pistols, simple weapons, vibro weapons).

Blackhole's Stormtroopers

In one of many paranoid delusions Blackhole endured during his early tenure as head of Imperial Intelligence, he felt the need to create his own private army and security force. He petitioned Emperor Palpatine for a sample of the original clone army DNA, and commissioned his own private force. At this time, his stormtroopers wore standard white stormtrooper armor and served aboard his private Star Destroyer.



BLACKHOLE'S STORMTROOPERS

Having diverted and hijacked many of the last remaining stygium crystal shipments from Aeten II, Imperial Intelligence's tech branch was able to create a stygium tri-prismatic polymer, which was hoped to provide a full cloak, but instead only provided increased sensor stealth. Blackhole used this polymer to coat both his personal Imperial Star Destroyer Singularity, and the armor of his own Stormtroopers. Encased in their black stormtrooper armor, Blackhole's stormtroopers carry out his bidding and extend his will to much more extreme lengths.

Description: Blackhole's stormtroopers look identical to standard stormtroopers except that their armor is coated in a black polymer finish. This gives them a slightly more intimidating look, and provides them with some field combat advantages.

Goals: Blackhole's stormtroopers have only the short-term goals set before them by Blackhole. They live only to serve, as they are drawn from original clone trooper stock.

Tactics: Blackhole's stormtroopers will fight intelligently, using cover and flanks to their advantage. If an enemy is entrenched or behind cover, they will not hesitate to throw a grenade to flush

them out from cover. They will seek to take the high ground, and while they are unafraid of charging to their deaths, they don't throw their lives away needlessly.

Affiliations: All Blackhole stormtroopers are loyal to the Empire and its officers, but are first and foremost loyal to Blackhole himself.

Roleplaying Tips: You are but a tiny cog in the great machinery of the Galactic Empire, but as a part of Blackhole's personal forces, you are one of the cogs that help keep the galaxy spinning properly. Your life is not worthless, but it is not worth more than the mission.

Era Notes: Blackhole Stormtroopers are appropriate in the Rise of the Empire era and Rebellion era, though it is always possible that a small contingent could appear in New Republic or New Jedi Order eras, such as those under Carnor Jax's command in Crimson Empire. In such cases, two additional levels of thug should be added.

Blackhole's Stormtrooper: Male Human Thug 8; Init +1 (dex); Defense 13 (+2 class, +1 dex); DR 5; Spd 8m; VP/WP 0/15; Atk +9/4 melee (1d3+1, unarmed) or +9/4 ranged (3d8/19-20, E-11 Blaster Rifle); SV Fort +7, Ref +3, Will +2; SZ M; FP 1; DSP 2; Rep +2; Str 12, Dex 14, Con 12, Int 10, Wis 8, Cha 9. Challenge Code C.

Equipment: Blackhole stormtrooper armor, E-11 blaster rifle, frag grenade, 2 stun grenades, grappling hook, comlink, utility belt.

Skills: Intimidate +3, Knowledge (politics) +2, Profession (stormtrooper) +3, Search +2, Spot +2.

Feats: Armor Proficiency (light, medium, powered), Toughness, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Black Hole Stormtrooper Armor

Armor Type: Powered Armor

Cost: 28,000

Maximum Dex Bonus: +2

Speed: 8 m/4 m

Availability: military, specialized

Proficiency Group: Powered

Damage Reduction: 5

Armor Check Penalty: -2

Weight: 16 kg

Era: Rebellion, New Republic, New Jedi Order

Blackhole's Stormtroopers wear normal stormtrooper armor, however the specialized polymer coating costs upwards of 10,000 credits per suit, and the application process can cost up to 2,000 credits per suit, but the aftermarket demand on these suits of armor is huge, and they are exceedingly rare to encounter. Scientists working in the tech branch of Imperial Intelligence in a lab onboard the ISD Singularity in orbit around Aeten II perfected the process of creating the polymer.

Blackhole Stormtrooper armor provides a wearer who has the Armor Proficiency (powered) feat with a +2 equipment bonus on listen checks, spot checks, and fortitude saving throws made to resist hostile environments. The Tri-prismatic Stygium Polymer coat also provides a -5 penalty to anyone trying to detect the wearer with a spot check or a -10 penalty to anyone trying to detect the wearer with sensors (via a computer use check). The wearer also automatically gains half concealment in low light or dark conditions.

Storm Commandos

The Battle of Yavin changed the galaxy in that it showed the Imperial war machine that the rebels actually posed a serious threat. The guerilla tactics the rebels had been using up to that point were frustrating Imperial forces because they were not equipped to handle a hit and fade guerilla strike force. The Imperial war doctrine is built around overwhelming force, a strategy that does not work against an enemy you are unable to leverage your overwhelming force against due to its elusive nature.

It is this problem that lead to the creation of the storm commandos. General Crix Madine, a successful leader in the Imperial Army, was given carte blanche to create his own guerilla force that could beat the rebels at their own game. What he created became more feared by the rebels than any other single unit in the Imperial military.

Storm commandos fight just like rebels do. They can operate for months without being in contact with their chain of command. They are completely independent, and can re-arm and re-supply themselves and live off the land. They fight so much like the rebels; in fact, they often undertake "straw-man ops", where they commit atrocities in the name of the rebellion against the empire to general ill will toward the fledgling alliance.

Storm commandos operate in units that range from 4 man groups to 40 man platoons. In the vast majority of cases, the units consist of one-quarter line units, one-quarter assault units, one-quarter saboteur units, and one-quarter tech units. This allows the commandos the versatility to undertake a wide variety of missions and the flexibility to adapt their battle plans to suit constantly changing battlefield situations.

Description: Storm Commandos wear black armor instead of the standard stormtrooper white, and instead of the standard stormtrooper helmet, wear a scout trooper helmet, which is also black. They have more pouches and holsters than the standard stormtrooper as well.



STORM COMMANDO

Goals: Storm commandos have only the short-term goals set before them by the Empire. They are also sometimes given more nebulous goals where they can set their own parameters, but they live only to serve.

Tactics: Storm commandos will fight intelligently and with daring, using cover and flanks to their advantage. If an enemy is entrenched or behind cover, they will not hesitate to throw a grenade to flush them out from cover. They will seek to take the high ground, set traps and feints, and use teamwork in creative ways to win the day. These are one of the few stormtrooper forces that will actually use a tactical retreat.

Affiliations: All storm commandos are loyal to the Empire, it's officers, and the Emperor, but are loyal first and foremost to their own direct chain of command and exhibit a loyalty to their squad mates that is nearly unheard of among other stormtrooper units.

Roleplaying Tips: You are the Empire's elite. You are the only force created by the Empire designed to be an even match for the rebels man-for-man. You are the only force trained to fight on their battleground. You are designed to beat them, and they fear you.

Era Notes: Storm Commandos are appropriate in the Rebellion, New Republic, or New Jedi Order eras.

Low-Level Storm Commando: Male Human Thug 8/Storm Commando 2; Init +2 (dex); Defense 16 (+4 class, +2 dex); DR 3; Spd 9m; VP/WP 9/16; Atk +11/6/1 melee (1d4+1, unarmed) or +12/7/2 ranged (3d8+2/19-20, Stormtrooper Two Carbine); SQ Specialty (Line unit); SV Fort +8, Ref +5, Will +4; SZ M; FP 1; DSP 2; Rep +2; Str 12, Dex 14, Con 13, Int 12, Wis 13, Cha 8. Challenge Code C.

Equipment: Storm commando armor, Sorosub Corporation Stormtrooper Two blaster carbine, blaster pistol, vibro knife, high tension wire, grappling hooks, ion flares, concentrated rations, spare comlink, water packs, two medpacs.

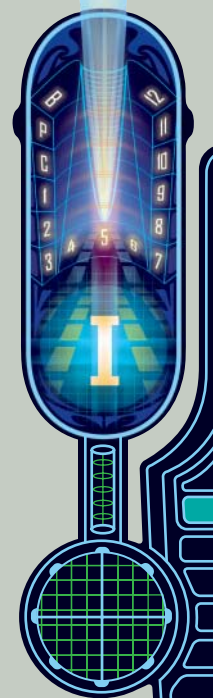
Skills: Bluff +2, Climb +3, Intimidate +2, Knowledge (politics) +3, Listen +6, Profession (stormtrooper) +4, Search +3, Spot +6, Survival +9, Treat Injury +3.

Feats: Armor Proficiency (light, medium, powered), Combat Expertise, Martial Arts, Point Blank Shot, Stamina, Toughness, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

For Assault Specialist: Change specialty to Assault unit. Remove Treat Injury (2 ranks), Survival (2 ranks) and Climb (2 ranks) and replace with Pilot (3 ranks) and Astrogate (3 ranks). Additional equipment includes 2 concussion grenades, and sometimes a heavy weapon such as a T-21 repeater, and five additional blaster power packs for the carbine.

For Saboteur Specialist: Change specialty to Saboteur unit. Remove Bluff (2 ranks), Treat Injury (2 ranks) and Survival (2 ranks) and replace with Balance (2 ranks), Disable Device (2 ranks) and Move Silently (2 ranks). Additional equipment includes 9 detonite shaped charges and 2 thermal detonators.

For Tech Specialist: Change specialty to Tech unit. Remove Bluff (2 ranks) and Climb (2 ranks) and replace with Repair (4 ranks). Additional equipment includes a multi-purpose tool kit, a long-range comms array, a datapad, and computer probes.



Mid-Level Storm Commando: Male Human Thug 8/Storm Commando 4; Init +2 (dex); Defense 17 (+5 class, +2 dex); DR 3; Spd 9m; VP/WP 18/16; Atk +13/8/3 melee (1d4+1, unarmed) or +14/9/4 ranged (3d8+2/19-20, Stormtrooper Two Carbine); SQ Specialty (Line unit); SV Fort +9, Ref +6, Will +5; SZ M; FP 1; DSP 2; Rep +3; Str 12, Dex 14, Con 13, Int 12, Wis 14, Cha 8. Challenge Code C.

Equipment: Storm commando armor, Sorosuub Corporation Stormtrooper Two blaster carbine, blaster pistol, vibro knife, high tension wire, grappling hooks, ion flares, concentrated rations, spare comlink, water packs, two medpacs.

Skills: Bluff +4, Climb +3, Computer Use +3, Intimidate +2, Knowledge (politics) +5, Listen +7, Profession (stormtrooper) +5, Search +5, Sense Motive +6, Spot +7, Survival +10, Treat Injury +4.

Feats: Armor Familiarity (storm commando armor), Armor Proficiency (light, medium, powered), Combat Expertise, Far Shot, Martial Arts, Point Blank Shot, Stamina, Toughness, Track, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

For Assault Specialist: Change specialty to Assault unit. Remove Treat Injury (2 ranks), Sense Motive (4 ranks), Survival (2 ranks) and Climb (2 ranks) and replace with Pilot (5 ranks) and Astrogate (5 ranks). Remove Track and Far Shot feats and replace with Rapid Shot and Multishot. Additional equipment includes 2 concussion grenades, and sometimes a heavy weapon such as a T-21 repeater, and five additional blaster power packs for the carbine.

For Saboteur Specialist: Change specialty to Saboteur unit. Remove Bluff (4 ranks), Treat Injury (2 ranks), Sense Motive (4 ranks) and Survival (2 ranks) and replace with Balance (4 ranks), Disable Device (4 ranks) and Move Silently (4 ranks). Remove Track and Far Shot feats and replace with Steady and Stealthy feats. Additional equipment includes 9 detonite shaped charges and 2 thermal detonators.

For Tech Specialist: Change specialty to Tech unit. Remove Bluff (2 ranks), Climb (2 ranks) and Sense Motive (4 ranks), and replace with Repair (8 ranks). Remove Track and Far Shot feats and replace with Gearhead and Combat Veteran (Repair). Additional equipment includes a multi-purpose tool kit, a long-range comms array, a datapad, and computer probes.

High-Level Storm Commando: Male Human Thug 8/Storm Commando 7; Init +6 (dex, feat); Defense 18 (+6 class, +2 dex); DR 3; Spd 9m; VP/WP 29/16; Atk +16/11/6/1 melee (1d4+1, unarmed) or +18/13/8/3 ranged (3d8+2/18-20, Stormtrooper Two Carbine); SQ Improved Flank, Specialty (Line unit); SV Fort +11, Ref +8, Will +6; SZ M; FP 1; DSP 2; Rep +4; Str 12, Dex 14, Con 13, Int 12, Wis 14, Cha 8. Challenge Code C.

Equipment: Storm commando armor, Sorosuub Corporation Stormtrooper Two blaster carbine, blaster pistol, vibro knife, high tension wire, grappling hooks, ion flares, concentrated rations, spare comlink, water packs, two medpacs.

Skills: Bluff +7, Climb +3, Computer Use +3, Hide +8, Intimidate +2, Knowledge (politics) +5, Listen +7, Profession (stormtrooper) +5, Search +5, Sense Motive +9, Spot +7, Survival +13, Treat Injury +7.

Feats: Armor Familiarity (storm commando armor), Armor Proficiency (light, medium, powered), Combat Expertise, Far Shot, Improved Critical, Improved Initiative, Martial Arts, Point Blank Shot, Stamina, Toughness, Track, Weapon Focus (Stormtrooper

Two Blaster Carbine), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

For Assault Specialist: Change specialty to Assault unit. Remove Treat Injury (2 ranks), Sense Motive (7 ranks) and Climb (1 rank) and replace with Pilot (5 ranks) and Astrogate (5 ranks). Remove Track and Far Shot feats and replace with Rapid Shot and Multishot. Additional equipment includes 2 concussion grenades, and sometimes a heavy weapon such as a T-21 repeater, and five additional blaster power packs for the carbine.

For Saboteur Specialist: Change specialty to Saboteur unit. Remove Bluff (7 ranks), Treat Injury (5 ranks), Sense Motive (7 ranks) and Survival (2 ranks) and replace with Balance (5 ranks), Disable Device (5 ranks), Hide (5 ranks), Move Silently (5 ranks) and Spot (1 rank). Remove Track and Far Shot feats and replace with Steady and Stealthy feats. Additional equipment includes 9 detonite shaped charges and 2 thermal detonators.

For Tech Specialist: Change specialty to Tech unit. Remove Bluff (2 ranks), Climb (2 ranks), Sense Motive (7 ranks) and Survival (3 ranks) and replace with Repair (8 ranks) and Demolitions (6 ranks). Remove Track and Far Shot feats and replace with Gearhead and Combat Veteran (Repair). Additional equipment includes a multi-purpose tool kit, a long-range comms array, a datapad, and computer probes.

Storm Commando Armor

Armor Type: Powered Armor

Cost: 11,000

Maximum Dex Bonus: +3

Speed: 9 m/5 m

Availability: military, specialized

Proficiency Group: Powered

Damage Reduction: 3

Armor Check Penalty: -1

Weight: 12 kg

Era: Rebellion, New Republic, New Jedi Order

The storm commando armor was built as the culmination of all existing stormtrooper armor technology. It took the very best elements from all the suits and combined them into one deadly armored shell. The helmet design was taken from the scout troopers, adding their macrobinocular viewplate, and the entire design has been coated in Reflec polymer, which reduces visibility both to the naked eye and sensors. While it provides the least actual physical protection of all the stormtrooper armor suits, the mission profile of the storm commandos calls for them to more often strike from the shadows, favoring increased mobility.

Storm Commando armor provides a wearer who has the Armor Proficiency (powered) feat with a +2 equipment bonus on listen checks, spot checks, and fortitude saving throws made to resist hostile environments. The helmet also has a built in macrobinocular viewplate, which can see up to 1000 meters and has a UV nightvision mode, which negates the penalty against a spot check in low light or dark conditions. The Reflec polymer coat also provides a -5 penalty to anyone trying to detect the wearer with a spot check or with sensors (via a computer use check). The wearer also automatically gains half concealment in low light or dark conditions.

Sorosuub Corporation Stormtrooper Two

Blaster Carbine

Weapon Type: Blaster Carbine

Proficiency Group: Blaster Rifles

Damage: 3D8+2

Range Increment: 25 m

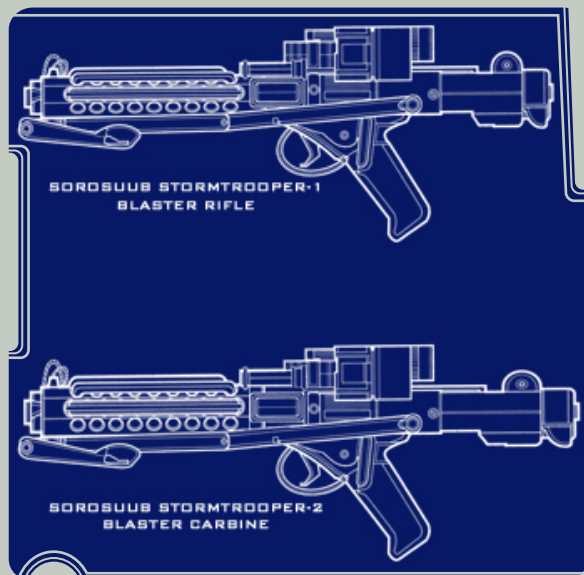
Fort DC: 18

Multifire/Autofire: A

Hardness: 7

WP: 5

Availability: Rare, military



STORMTROOPER BLASTERS

Cost: 2,400

Critical: 19-20

Weight: 5.2 kg

Type: Energy

Size: Medium-size

Break DC: 19

Era: Rebellion, New Republic, New Jedi Order

General Crix Madine commissioned construction of the Stormtrooper Two Blaster Carbine shortly after being tasked with designing the storm commandos as a modification on the design of the Blastech E-11 blaster rifle (the Sorosuub produced E-11 is referred to as the Stormtrooper One, or Freedom One, depending on the era). The design focused on increasing the durability, fire-rate and power output at the expense of cost, range and weight. What resulted was one of the best-designed blaster weapons of the rebellion.

Rayn Carpil

Rayn Carpil was born on Eriadu to a couple of administrative professionals at Eriadu Manufacturing. When Rayn was twelve standard years old, his father took him to a Shockboxing match, and changed Rayn's life. Rayn immediately wanted to live the life of a professional shockboxer, so he started training on his own as soon as he was old enough.

Rayn has since found his training difficult to finance, and signed up with Eriadu Manufacturing as a night security guard to

help pay his training bills. He is a sub-standard fighter, but Rayn hopes that with more dedication and training, he can slug his way onto the professional circuit and get off Eriadu and see the galaxy for free.

Description: Rayn is a tall and largely built human with dark brown hair and some facial hair. He is fairly non-descript in most regards and typically wears either an exercise bodysuit or his security uniform for Eriadu Manufacturing.

Goals: Rayn wants to eventually compete on the professional shockboxing circuit, but he is far outmatched by even the amateurs on the circuit on Eriadu.

Tactics: Rayn will usually try and bluff an opponent into thinking its best to surrender, but if that doesn't work he will try and close to melee range and beat opponents into submission with his fists.

Affiliations: Rayn Carpil is a night security guard for Eriadu Manufacturing, and spends his late nights with his friend Keyan Rokes patrolling one of the many facilities owned by EM. His loyalty to Eriadu Manufacturing doesn't run any deeper than his paycheck.



RAYN CARPIL

Roleplaying Tips: You are better than just being a lowly security guard for Eriadu Manufacturing. You are going to be a superstar on the shockboxing circuit, you just know it, and you are gonna make sure everyone else knows it too. You'll show them all.

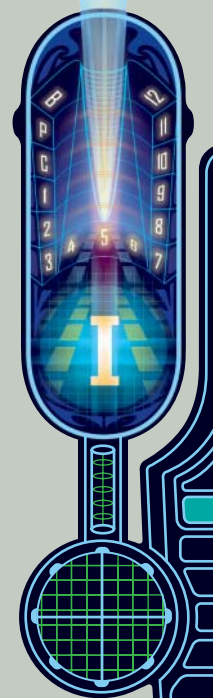
Era Notes: Rayn Carpil is appropriate in the Rebellion era, New Republic era, or the New Jedi Order era, though the stats presented.

Rayn Carpil (beginning of Cracken's Crew): Male Human Scout 2; Defense 12 (+2 class); Spd 10m; VP/WP 16/14; Atk +1 melee (1d4+2, combat gloves) or +1 ranged (3d6, blaster pistol); SQ Trailblazing; SV Fort +4, Ref +3, Will +2; SZ M; FP 1; DSP 0; Rep +0; Str 13, Dex 12, Con 14, Int 14, Wis 11, Cha 12.

Equipment: All-temperature cloak, combat gloves, comlink, glow rod, 50 credits.

Skills: Balance +4, Bluff +6, Intimidate +4, Knowledge (shockboxing) +7, Listen +5, Pilot +4, Profession (security guard) +5, Profession (shockboxer) +5, Read/Write Basic, Speak Barabel, Speak Basic, Speak Huttese, Spot +5.

Feats: Great Fortitude, Martial Arts, Shockboxer, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).



Keyan Rokes

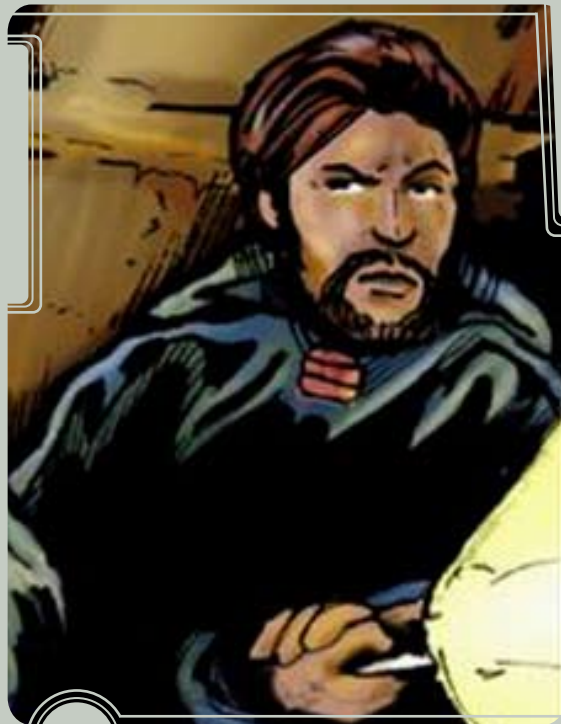
Keyan Rokes was born in deep space, though his parents were originally from Corellia. His parents were smugglers and raised him in the lifestyle, where he found he had a great deal of skill with sabacc cards. As he grew older he plied much of the galaxy on his gambling ability until he lost big on Eriadu.

The game Keyan lost on Eriadu cost him his ship, and stranded him on the planet just when he had finally built up enough of a stake to enter the Bespin Sabacc Open. Without a credit to his name, Keyan joined up with Eriadu Manufacturing's security division to pay for meager quarters and provide some stake money to rebuild his winnings and buy passage to Bespin.

Description: Keyan is a short but athletically built man with long brown hair and brown facial hair. He prefers a simple set of spacer's clothing during his free time, but when at work he wears his Eriadu Manufacturing Security uniform underneath an all purpose cloak, where he also hides his blaster.

Goals: Keyan wants to travel to the nearby Cloud City and compete in the Bespin Sabacc Open Tournament. He is very good gambler, but has had a string of bad luck of late, wiping out much of his savings and other assets. He works his security job to help give him gambling stakes every week.

Tactics: Keyan will usually draw his blaster and take cover as quickly as possible, shooting only if it is clear that combat is imminent. He prefers to get his opponents to surrender first once they realize he has the drop on them. He would rather use the



KEYAN ROKES

stun setting than have to fill out paperwork for a dead body.

Affiliations: Keyan Rokes is a night security guard for Eriadu Manufacturing, and spends his late nights with his friend Rayn Carpil patrolling one of the many facilities owned by EM. His loyalty to Eriadu Manufacturing doesn't run any deeper than his paycheck, which he often spends on gambling.

Roleplaying Tips: You are a gambler by trade, and your time will come. Strings of bad luck happen to everyone, even you. You just have to play it safe and build up your stake, get to Bespin

where there are more credits to be made.

Era Notes: Keyan Rokes is appropriate in the Rebellion era, New Republic era, or the New Jedi Order era, though the stats presented here are designed for use in the Rebellion era. Add two levels of scoundrel for New Republic era play, or four levels of scoundrel for New Jedi Order era play.

Keyan Rokes (beginning of Cracken's Crew): Male Human Scoundrel 3; Defense 15 (+3 class, +2 dex); Spd 10m; VP/WP 15/12; Atk +2 melee (1d3, unarmed) or +2 ranged (3d6, blaster pistol); SQ Illicit Barter, Lucky (2/day), Precise Attack +1; SV Fort +2, Ref +5, Will +3; SZ M; FP 1; DSP 0; Rep +1; Str 10, Dex 14, Con 12, Int 12, Wis 14, Cha 11.

Equipment: All-temperature cloak, blaster pistol, comlink, glow rod, 200 credits.

Skills: Appraise +4, Bluff +6, Computer Use +6, Gamble +10, Gather Information +6, Knowledge (Sabacc) +4, Pilot +7, Profession (security guard) +8, Read/Write Basic, Sleight of Hand +10, Speak Basic, Speak Huttese, Spot +8.

Feats: Card Shark, Extra Lucky, Quick Draw, Weapon Group Proficiency (blaster pistols, simple weapons).

New Feat Shockboxer

You are skilled at fighting under the rules of shockboxing, and have trained to be a shockboxer.

Prerequisite: Martial Arts, Knowledge (shockboxing) 4 ranks, Profession (shockboxer) 4 ranks.

Benefit: A character with the shockboxer feat is able to perform special actions as described below.

Jab Combo: When using a full attack action, you can make three jab attacks against an opponent. If all three jab attacks land, your opponent provokes an attack of opportunity from you. If your character's base attack bonus is not high enough to make three attacks, simply make the second attack at base attack bonus -5, and the third attack at base attack bonus -10. Jab attacks, when successful, only does strength modifier +1 each, though the attack of opportunity does damage as normal.

Knockout Punch: When using an attack action unarmed you can make an attempt to knock out another character. In order to knock out a character, you must roll an attack with a -4 to hit penalty, and if that attack is successful, you must confirm the attack, by making a second attack roll with a -4 to hit penalty. If both attacks are successful, the opposing character is knocked out for 2d4 rounds. If only the first attack is successful, damage is done as normal. Using the knock out attack costs 2 vitality points regardless if it is successful or not.

Shockboxer Defense: When a shockboxer chooses the total defense option for his full round action, he gains an additional +1 to defense against melee attacks.

New Prestige Class Storm Commando

The storm commandos were created at the behest of Emperor Palpatine to counter the rising rebel threat that was beginning to sweep across the galaxy. Unable to afford the public relations nightmare the rebels were causing, the Emperor commissioned a force that fought as his enemy fought, with self-sufficiency and guerilla tactics.

General Crix Madine was the man assigned to forge the storm commandos from the existing stormtrooper corps. He took only the most qualified candidates, and then turned all their training on its head. General Madine instilled a sense of self-preservation, the independent critical thinking to work under loose mission parameters and create their own objectives. In short, slightly before his own defection to the Rebel Alliance, General Crix Madine created the most feared fighting unit in the known Empire.

Storm commandos are often covertly inserted into enemy controlled territory where they can disrupt rebel supply lines and logistics, and otherwise harass rebel forces. They also sometimes accompany more standard stormtrooper units during large-scale raids and sieges, carrying out very specific, top secret objectives for the Empire. Encased in their ebon armor, and possessed of their technologically superior SoroSuub Stormtrooper Two Blaster Carbine and other specialized gear, nothing gets the rebels shaking in their boots like the storm commandos.

Requirements

To qualify to become a storm commando, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Skills: Listen 5 ranks, Survival 8 ranks, Spot 5 ranks.

Feats: Stamina, Toughness.

Special: To qualify for this prestige class, a character must be a member of the Galactic Empire.

Game Rule Information

Vitality: Storm commandos gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The storm commando's class skills (and the key ability for each skill) are as follows (see Chapter Four Revised Core Rulebook for skill descriptions):

Bluff (Cha), Climb (Str), Computer Use (Int), Demolitions (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge* (Int), Listen (Wis), Profession* (Wis), Read/Write Language (none), Ride (Dex), Search (Int), Speak Language (none), Spot (Wis), Survival (Wis), Treat Injury (Wis).

**This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (galactic politics), and Profession (droid programmer).*

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the storm commando prestige class:

Starting Feats

The storm commando gains the following feats:

- Armor Proficiency (powered)
- Martial Arts
- Weapon Group Proficiency (blaster pistols)
- Weapon Group Proficiency (blaster rifles)
- Weapon Group Proficiency (heavy weapons)
- Weapon Group Proficiency (vibro weapons)

Specialization

At 1st level the storm commando gains a specialty. This specialty remains with the commando through his entire training, and determines what pool they can draw bonus feats from among other unique abilities available to that specialty.

Line Unit: The line unit commando gains Sense Motive (Wis) as a class skill. At 2nd, 4th, 6th, 8th and 9th level, the storm commando infantry specialist gains a bonus feat. This feat must be selected from the following list, and the storm commando must meet any prerequisites.

Alertness, Athletic, Combat Expertise, Combat Reflexes, Dodge, Mobility, Endurance, Great Fortitude, Improved Initiative, Improved Martial Arts, Advanced Martial Arts, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Multishot, Shot on the Run, Run, Skill Emphasis (Survival), Sharp-Eyed, Track.

Saboteur Unit: The saboteur unit commando gains Balance (Dex) and Move Silently (Dex) as class skills. At 2nd, 4th, 6th, 8th and 9th level, the storm commando saboteur specialist gains a bonus feat. This feat must be selected from the following list, and the storm commando must meet any prerequisites.

Acrobatic, Alertness, Athletic, Cautious, Combat Expertise, Combat Veteran, Improved Disarm, Improved Trip, Combat Reflexes, Dodge, Mobility, Improved Critical, Improved Initiative, Lightning Reflexes, Defensive Martial Arts, Improved Martial Arts, Advanced Martial Arts, Nimble, Point Blank Shot, Precise Shot, Skill Emphasis (Demolitions), Skill Emphasis (Disable Device), Skill Emphasis (Move Silently), Steady, Stealthy.

Assault Unit: The assault unit commando gains Astrogate (Int) and Pilot (Dex) as class skills. At 2nd, 4th, 6th, 8th and 9th level, the storm commando vehicle specialist gains a bonus feat. This feat must be selected from the following list, and the storm commando must meet any prerequisites.

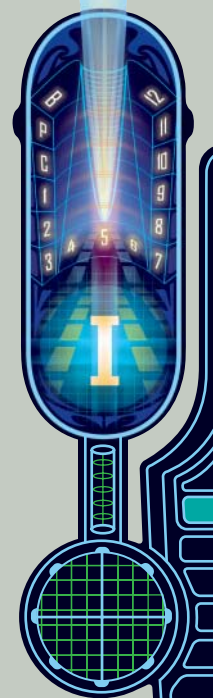
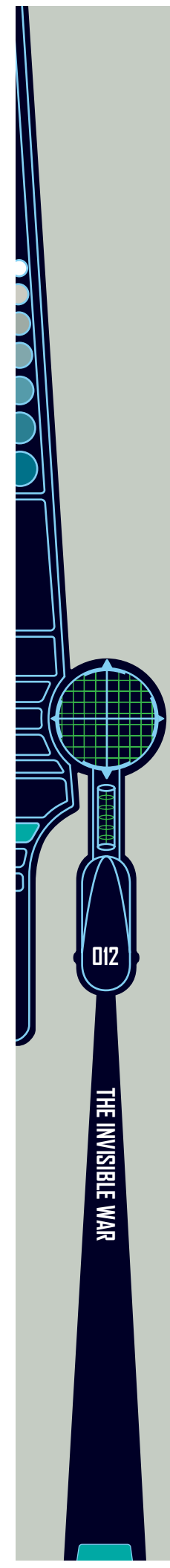


Table: Storm Commando

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+0	Specialization	+1	+0
2nd	+2	+1	+1	+1	Bonus feat	+2	+0
3rd	+3	+2	+2	+1	Armor familiarity	+2	+0
4th	+4	+2	+2	+2	Bonus feat	+3	+1
5th	+5	+3	+3	+2	Weapon focus	+3	+1
6th	+6	+3	+3	+3	Bonus feat	+4	+1
7th	+7	+4	+4	+3	Improved flank	+4	+2
8th	+8	+4	+4	+4	Bonus feat	+5	+2
9th	+9	+5	+5	+4	Bonus feat	+5	+2
10th	+10	+6	+5	+5	Advanced feat	+6	+3



Alertness, Athletic, Heroic Surge, Improved Critical, Improved Initiative, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Multishot, Skill Emphasis (Pilot), Sharp-Eyed, Spacer, Starship Dodge, Starship Operation, Zero-G Training.

Tech Unit: The tech unit commando gains Repair (Int) as a class skill. At 2nd, 4th, 6th, 8th and 9th level, the storm commando tech specialist gains a bonus feat. This feat must be selected from the following list, and the storm commando must meet any prerequisites.

Alertness, Athletic, Cautious, Combat Reflexes, Combat Veteran, Dodge, Mobility, Endurance, Gearhead, Improved Initiative, Point Blank Shot, Precise Shot, Shot on the Run, Quick Draw, Skill Emphasis (Repair), Sharp-Eyed.

Armor Familiarity

At 3rd level, the storm commando is so used to living in his armor, it no longer hinders him as it once did. The storm commando gains Armor Familiarity as a bonus feat. This feat applies to Storm Commando Armor only.

Weapon Focus

At 5th level, the storm commando gains the Weapon Focus feat for the Sorosub Stormtrooper Two Carbine as a bonus feat. If the trooper has already selected the Weapon Focus feat for this weapon, they gain the Weapon Specialization feat instead.

Improved Flank

At 7th level, the storm commando is so used to working with his squad, that they are able to flank opponents more effectively. You gain an additional +1 flanking bonus that can stack with the standard flanking bonus and/or the Dual Strike feat.

Advanced Feint

At 10th level, the storm commando is able to coordinate with his squad to create more convincing and effective feints. You gain an additional +1 feinting bonus that can stack with the standard feinting bonus and/or the Improved Feint feat.

About the Author

Keith Kappel is a freelance writer and developer from Addison, IL. He is the creator of Fandom Comics as well as the writer for the fan series "Cracken's Crew: The Invisible War".