

# STAR WARS®

ROLEPLAYING GAME

## The Invisible War

*A Cracken's Crew Web Supplement*

Rebel Operatives

By Keith Kappel



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THE INVISIBLE WAR

## Cracken's Crew Ops Team

Within this supplement you will find the unsung heroes of the Rebel Alliance. The brave men and women of Cracken's elite Intelligence Operations team have the skills and attitudes necessary to go up against impossible odds and accomplish the missions that keeps the Rebellion in the business of taking down the tyrannical Empire. All eight of Cracken's hand-picked special operatives are detailed in this supplement.

The characters presented below are heroes of the rebellion the members of your campaign can fight alongside, or can make excellent antagonists if you have chosen to run an imperial campaign. The members of Cracken's Crew can also be used as opponents for a training session against fellow rebels, or they can be used in exciting new ways in other eras. Perhaps Sadorssk feels sympathy for the Vong during the NJO era and decides to join the Peace Brigade. Another option would be to allow your players to play as Cracken's Crew, and continuing the adventures of the team after the events of the Invisible War within your own campaign.

### Major Breen Baskalar

Raised on Chandrilla, Breen has been a part of the Rebel Alliance from its inception. Breen has seen a lot of combat, and has worked directly under Cracken for two years as of *The Invisible War*. As a result, Breen has seen many of his friends die in the line of duty, but Breen is a career soldier, willing to do whatever is necessary to ensure the rebels win the war.

Breen is the field leader, and is well respected by everyone, if not particularly well liked. He is close with Airen Cracken, and when not at a bar, spends much of his off time with him. He would spend more time with his team, but he distances himself from them to avoid getting hurt upon their inevitable passing. The only team member Breen does frequently talk to is Forim, who served with Breen at Bundim. The two share a common pain, though it is not often discussed. Their time together tends to be spent sitting in sad silence or awkward conversation.

Breen has been driven to alcoholism after losing dozens of friends during his many combat tours with the rebellion. While he doesn't wish to get close to the rest of his team, he does go to great lengths to make sure everyone gets home alive, and he is more than willing to pay the ultimate price himself if it means saving a teammate.

**Description:** Breen is a dark skinned man who stands tall at 1.8 meters with a lean muscular build. Everything about this man screams soldier, and his appearance stresses function over form. He typically carries a BlasTech E-11 rifle as his primary weapon, but he also has a modified DL-44 and a holdout blaster that he uses from time to time. Breen also tends to handle communications for the group, and carries the field comm array on a backpack unit if necessary. However, comms are usually routed through a nearby starship flying support. Breen has a very intense look about him, and tends to be focused and in charge during a mission.

**Goals:** Breen wants to see freedom restored to the galaxy at large, and wants at least a little payback for the friends he has lost. However, most of Breen's idealism is crushed, and he has become quite the cynic.

**Tactics:** Breen uses his team as his primary weapon. He tends to sit in the thick of things with Ander watching his back, Kapp up front, Damini watching Kapp's back, Cahira on her own

hurting an enemy flank or from behind them, Reeto in a sniper's perch, and Sadorssk either watching Kapp and Damini's backs, or opening a new flank. He likes to use his tactics and leadership abilities to their fullest, putting his team in the best position to do the most damage.

**Affiliations:** Breen holds the rank of Major in the Rebel Alliance. He is attached to Cracken's Crew as the field leader.

**Roleplaying Tips:** You are willing to sacrifice all for the sake of the mission, be it yourself, your teammates, or your morals. You want to see your entire unit make it home safe and alive, but that is secondary to the mission objectives. You are a soldier, and the Empire had better be afraid of you.

**Era Notes:** Breen 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 officer for New Republic era play, or three levels of officer for New Jedi Order era play.

**Breen Baskalar (beginning of Cracken's Crew):** Male Human Scout 9/ Officer 5; Init +1 (dex); Defense 22 (+9 class, +1 dex, +2 defensive martial arts); Spd 10m; VP/WP 80/12; Atk +10/5 melee (1d4 unarmed) or +9/4 ranged (3d6 E-11 Blaster); SQ Evasion, Extreme Effort, Heart +1, Leadership, Requisition Supplies, Skill Mastery (repair), Tactics, Trailblazing, Uncanny Dodge (can't be flanked, dex bonus); SV Fort +8, Ref +9, Will +10; SZ M; FP 3; DSP 0; Rep +5; Str 11, Dex 13, Con 12, Int 14, Wis 16, Cha 16.

**Equipment:** 2000 credits, comlink, DL-44 heavy blaster pistol, E-11 blaster rifle, hold-out blaster.

**Skills:** Bluff +15, Climb +10, Computer Use +11, Demolitions +11, Diplomacy +17, Gather Information +15, Hide +11, Intimidate +10, Jump +10, Knowledge (Galactic Empire) +7, Listen +11, Move Silently +12, Pilot +11, Read/Write Basic, Repair +8, Search +10, Sense Motive +15, Speak Basic, Speak Duro, Speak Huttese, Spot +11, Survival +13, Swim +10.

**Feats:** Defensive Martial Arts, Endurance, Martial Arts, Point Blank Shot, Precise Shot, Sharp-Eyed, Shot on the Run, Trustworthy, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).



BREEN BASKALAR

### Lieutenant Forim Foll

Formerly a smuggler, Forim Foll had a few friends get arrested and executed by the Empire for minor smuggling infractions. Forim Foll is one of the better pilots in the Rebellion, and at the Battle of Heg Forim Foll was one of the few that had the evasive skills

necessary to survive in combat against endless hordes of the Empire's TIE fighters. Unfortunately the rest of his first squadron (including his brother) didn't. During a hit and fade mission designed to provide misdirection so that the rebels on Bundim could move into position, he lost his entire squadron. He had been with that squadron for handful of years, and was extremely close with many of his squad mates.

Forim is the group outsider, and doesn't really have any friends aside from Breen. Forim Foll refuses to get close to any of his teammates because he figures they are eventually just going to get themselves killed anyway. In the meantime, he is content to transport the group around and fly air support missions, and otherwise tends to stay shut up in his quarters.

At 31 standard years, Forim Foll just wants his brother back. He is still deeply scarred by the loss of his friends from his previous squadron, and has turned to alcohol and drug abuse to help ease the pain. His abuse is starting to get heavier, and it is beginning to affect his performance in the cockpit. He takes many hallucinogenic drugs that allow his brother and friends to return to him in a fashion for brief periods of time.

**Description:** Forim Foll is an average Duros, about 1.7 meters in height. He has blue-gray skin and is otherwise unremarkable. He carries a BlasTech E-11 with him most of the time, though some situations require a smaller weapon, in which case he likes his BlasTech DT-12. Forim Foll isn't in his element on his feet though; he excels behind the controls of a vehicle or starship. He is exceedingly quiet and a bit sad, and tends to keep to himself. He wears typical spacer's clothing, usually a jacket with ribbed sleeves or quilted shoulders, along with a shirt, pants, and just below the knee boots. In situations where he has to fly a starfighter, he does have a flight suit that he will wear.

**Goals:** Forim wants his brother back. Barring that, he wants to die so he can go be with his brother. Otherwise Forim just wants to be left alone to wallow in his misery.

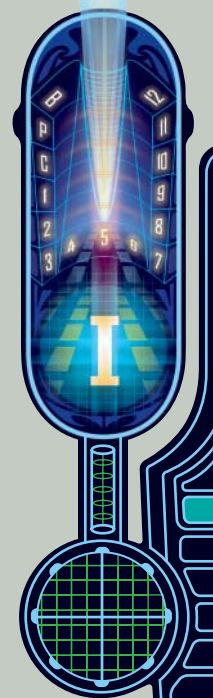
**Tactics:** Forim will usually drop the team off and then fly close air support, providing laser fire from above to clear out particularly well dug in targets, or use his ship as a shield to help the team move. He then picks the team up at the evac site and gets them home.

**Affiliations:** Forim Foll holds the rank of Lieutenant in the Rebel Alliance Special Forces, and is attached to Cracken's Crew as the team insertion/extraction/CAS pilot.

**Roleplaying Tips:** Your brother didn't deserve to die; he was a really good kid. The pain of his loss is still as sharp as the day it happened. You can still see the look on his face when he realized he was about to become space dust. You are willing to try anything to make this feeling go away. Anything to make that look on his face at least change to a more happy memory of him.

**Era Notes:** Forim 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 three levels of starship ace for New Republic era play, or six levels of starship ace for New Jedi Order era play.

**Forim Foll (beginning of Cracken's Crew):** Male Duros Scoundrel 8/ Starship Ace 2; Init +3 (dex); Defense 20 (+7 class, +3 dex); Spd 10m; VP/WP 46/12; Atk +7/2 melee (1d3, unarmed) or +10/5 ranged (3d8+2 DT-12 blaster pistol); SQ Familiarity +1, Illicit Barter, Lucky 2/day, Precise Attack +1, Starship Defense; SV Fort +4, Ref +9, Will +4; SZ M; FP 2; DSP 2; Rep +3; Str 10, Dex 17, Con 12, Int





FORIM FOLL

14, Wis 13, Cha 12.

**Equipment:** 3000 credits, BlasTech DT-12 blaster pistol, BlasTech E-11 blaster rifle, personal transport, spice.

**Skills:** Appraise +7, Astrogate +20, Bluff +14, Computer Use +12, Disable Device +12, Forgery +7, Gamble +13, Gather Information +12, Hide +13, Listen +6, Move Silently +13, Pilot +21, Read/Write Basic, Read/Write Durese, Repair +15, Search +4, Sleight of Hand +8, Speak Basic, Speak Durese, Speak Huttese, Speak Givin, Spot +11.

**Feats:** Shady Merchant, Skill Emphasis (Astrogate, Pilot), Spacer, Starship Dodge (space transports), Starship Operation (space transports, starfighters), Trick, Weapon Group Proficiency (blaster pistols, simple weapons).

### Master Sergeant Ander Rakison

Ander was a respected medical practitioner on the outer rim until the Empire came and ruined all of that. He was operating on a Wookiee when the empire walked into his operating room and demanded immediate medical attention for some of their troopers who had sustained minor injuries. Unable to stop the medical procedure he was currently working on, the imperial captain simply shot the Wookiee in the head a few times, and kicked the body off the operating table, telling Ander to fix his men up now. Ander relented but induced a slow acting poison to all of those he healed. Knowing he had no where else to turn, he ended up joining the rebellion, where he eventually came to the attention of Airen Cracken and was recruited into his unit.

Ander is the team medic, and is also friends with the military analyst Ganner Geen, a friendship that grew out of Ander helping him in his rehabilitation, and the fact that they come from the same region of the galaxy. Ander is treated well by the entire ops team, as they know they will be depending on him at one time or another to fix the types of wounds people commonly receive in this line of work. He is also something of a father figure to many of the members of the team, simply due to his age.

Ander has an intense fear of blaster fights, and sometimes breaks down in a fight and cowers. While the rest of the team doesn't realize their own mortality, or welcomes death with open arms, Ander is a man who wants to live, and knows first hand what a blaster will do to you. He often freezes up when the shooting starts. However, he also shows incredibly bravery when one of his teammates is injured, often risking life and limb to drag them to safety and give them medical care under fire.

**Description:** A man of average height and a thick build, Ander has studied medicine for several years. He is in his early forties and his otherwise black hair has just started to gray at the temples. As the team medic, it is his job to keep everyone alive long enough to make it back home. He is easily one of the most

attractive men in the unit, with a sophisticated and intelligent air about him. He typically carries a Sorosuub Heavy Tracker 16, and favors light armor when available. He also has a pack that has general medical supplies and specialty items for different species on the mission. His utility belt also tends to carry painkiller hypos for quick access.

**Goals:** Ander wants to see the galactic civil war ended, so he can go back to his practice, or perhaps open a new one somewhere else. In the mean time he just wants to come out of the war alive.

**Tactics:** Ander will usually hang toward the back of the group and cover Breen and the rest of the team with his rifle. If a party member is incapacitated, he will move ahead to drag them back to relative safety and treat their injuries as best he can.

**Affiliations:** Ander holds the rank of Master Sergeant in the Rebel Alliance. He is attached to Cracken's Crew as the team medic.

**Roleplaying Tips:** You experience sheer panic and terror during combat, and have a problem with sometimes freezing up. You don't feel like you belong on the battlefield. Though you feel terrible for feeling this way, you spend most missions praying for one of the other team members to get shot, so you can stop playing soldier and slip back into the much more comfortable role of doctor.

**Era Notes:** Ander 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 three levels of tech specialist for New Republic era play, or six levels of tech specialist for New Jedi Order era play.

**Ander Rakison (beginning of Cracken's Crew):** Male Human Tech Specialist 10; Init +1 (dex); Defense 17 (+6 class, +1 dex); Spd 10m; VP/WP 48/12; Atk +8/3 melee (1d3, unarmed) or +8/3 ranged (3d8+1 HT-16 Rifle); SQ Expert (Craft (medpacs), Knowledge (medicine)), Instant Mastery (Knowledge (chemistry)), Research, Tech Specialty (Medical Specialist, Surgical Specialist); SV Fort +4, Ref +4, Will +4; SZ M; FP 1; DSP 0; Rep +2; Str 12, Dex 12, Con 12, Int 12, Wis 14, Cha 14.

**Equipment:** 5000 credits, Sorosuub Heavy Tracker 16 blaster pistol.

**Skills:** Computer use +14, Craft (medpacs) +16, Knowledge



ANDER RAKISON

(biology) +14, Knowledge (chemistry) +15, Knowledge (medicine) +16, Profession (doctor) +14, Read/Write Basic, Speak Basic, Speak Bocce, Treat Injury +19.

**Feats:** Cybernetic Surgery, Dodge, Surgery, Point Blank Shot, Skill Emphasis (Treat Injury), Weapon Group Proficiency (blaster rifles, simple weapons).

### Sergeant Cahira Donn

Cahira was returning to Alderaan from a visit with her cousin Caston Donn on Coruscant and had just exited hyperspace on the far side of the planet from the Death Star when it blew. Her cousin had to execute a micro jump out-system on the fly to avoid the raining meteorites from the explosion.

At 27 standard years of age, Cahira misses her parents and siblings. She misses them so much it drives her to alcoholism. Her heart has been extremely hardened, and she only wishes pain on the Empire. She has a silent attraction for Breen that she refuses to act on.

Infiltrator duty suits her agile, stealthy form. Coupled with the fact that she was an accomplished martial artist, she grew into the role of infiltrator quickly, which drew the attention of Airen Cracken, who recruited her for his team immediately.

Cahira is the only female on the Ops unit, and feels the need to be twice as tough as the guys. She carries her own weight, and is easily the most deadly member of the team. Between missions she is usually in the training center working against droids in various configurations.

**Description:** At 1.6 meters, Cahira is the teams Infiltrator. She has an athletic build, blonde hair she wears in a tight braid, and blue eyes. Her job is to be silent and unnoticed. She is a K'Tara Master, which is a martial art that focuses on silence. The style focuses on neck chops, chokes holds and disarms. Combined with a knife she is able to quietly handle multiple opponents without allowing any of them to trip an alarm or make a call on a comlink. She also carries a garrote and a Silenced Czerka SH-9 slugthrower. She favors a KarFlo Thinsuit during combat ops, with a tight fitting belt for her additional gear, and holsters for her SH-9 and other weaponry.



CAHIRA DONN

**Goals:** Her initial desire after Alderaan blew was to kill Tarkin, but when the Death Star was destroyed that was done for her. Filled with a rage without a specific target to hang it on, she vents herself on every imperial target in front of her. She is the first one to suggest torturing an Imperial to get information when the situation arises.

**Tactics:** Cahira employs stealth whenever possible. She will sneak up on her enemies and silence them quickly and quietly with either her bare hands or her knife. In the event she should encounter more than four enemies at once, she usually keeps her SH-9 at the ready to quietly remove targets at range.

**Affiliations:** Cahira holds the rank of Sergeant in the Rebel Alliance. She is attached to Cracken's Crew as the team infiltrator, and harbors a secret attraction to Breen.

**Roleplaying Tips:** You will make the entire Empire pay for what they did to Alderaan. You will make them all pay one at a time. They are going to suffer for your mother, your father, your brother, your friends, your cousins. They are going to be sorry.

**Era Notes:** Cahira 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 three levels of infiltrator for New Republic era play, or six levels of infiltrator for New Jedi Order era play.

**Cahira Donn (beginning of Cracken's Crew):** Female Human Scoundrel 8/Infiltrator 3; Init +3 (dex); Defense 20 (+7 class, +3 dex); Spd 10m; VP/WP 49/13; Atk +9/4 melee (2d4, Unarmed) or +11/6/1 ranged (2d6+2 SH-9 Slugthrower); SQ Covert Movement (Full Speed), Illicit Barter, Lucky 2/day, Precise attack +1, Skill Mastery (Move Silently), Sneak Attack (+1d6); SV Fort +4, Ref +9, Will +4; SZ M; FP 2; DSP 0; Rep +3; Str 12, Dex 16, Con 13, Int 14, Wis 13, Cha 10.

**Equipment:** 2000 credits, Czerka SH-9 slugthrower, non-sonic silencer, garrote, KarFlo thinsuit, vibroblade.

**Skills:** Balance +17, Bluff +13, Climb +15, Computer Use +13, Disable Device +16, Gather Information +13, Hide +22, Jump +15, Listen +14, Move Silently +22, Read/Write Basic, Search +16, Speak Basic, Speak Caamasi, Speak Duresse, Spot +15, Tumble +17.

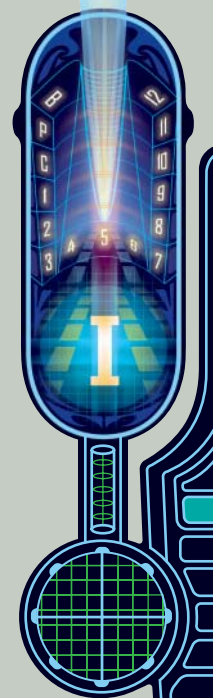
**Feats:** Improved Martial Arts, K'Tara, K'Tara Expertise, Martial Arts, Skill Emphasis (Hide, Move Silently), Stealthy, Weapon Group Proficiency (blaster pistols, simple weapons, slugthrowers, vibro weapons).

### Sergeant Reeto

Reeto began his training to become a hunter at an early age. His father taught him how to hunt on the dangerous world of Kashyyyk. It was during one such excursion they came across a few Wookiees under attack. Without realizing the attackers were Imperial Slavers, Reeto and his father, Cheedak, aided the Wookiees. The two Rodians were about to be arrested by the slavers when Cheedak bowled two of them over to give Reeto a chance to run away, and Reeto hasn't forgiven himself since.

Reeto quickly slipped off world after retrieving his father's Rodian Longrifle and hooked up with the fledgling Rebel Alliance. General Airen Cracken of Alliance Intelligence quickly noticed Reeto's marksmanship, and offered the young Rodian a position on his Intel Ops unit. Reeto has been watching the backs of Cracken's Crew ever since.

Reeto also uses his access to classified information to try and locate the prison his father Cheedak is being held in. Reeto has



taken leave time to go infiltrate Imperial prisons that he believes his father is being held in. Now twenty-two years old, Reeto has not seen his father in over seven years.

Cheedak was the winner of a Goa-Ato Atiang Hunter Trophy for "Best Shot", something Reeto aspires to win as a way of honoring his father. He has modified the scope on his father's Longrifle to record his kills so he can send them in to the Eanca Goa-Ato Guild Hall in Iskaayuma on Rodia. Thus far Cracken has turned a blind eye to such extra-curricular activities. Though the moment they jeopardize his team's mission or safety, the man is likely to come to loggerheads with Reeto.

**Description:** Reeto is short for a Rodian, standing at 1.5 meters tall. He has exceptionally large antennae and ears, with a slightly understated snout. His headquills are green with black tips, and he wears them in a thin mohawk. He wears typical spacer's clothing, usually a ribbed jacket, knee-high boots, and non-descript shirt and pants. When on a mission, however, he tends to wear whatever best suits the mission.

**Goals:** Reeto wishes to hurt the Empire to pay them back for the pain they have caused him. He also wants to free his father Cheedak, a prisoner of the Empire. Reeto also uses a pair of holo-recording electrobinoculars to record his kills so that he can enter them in Rodia's Goa-Ato Atiang Hunting Competitions. He wants to win an Atiang for "Greatest Accuracy with a Distance Blaster" or "Best Shot" like his father did.

**Tactics:** Reeto prefers to fight from a concealed position at long range. Depending on the situation, Reeto will either observe his target for a few rounds, or fire at will. Reeto has a tendency to wait for the "money shot" that he feels will win him a Goa-Ato Atiang award. He often works with Sadorssk by watching his back, or with Cracken's Crew, protecting the entire unit.

**Affiliations:** Reeto holds the rank of Sergeant in the Rebel Alliance Special Forces, and is attached to Cracken's Crew. He also is a card-carrying member of the Goa-Ato Rodian Hunter's Guild, so that he can enter the Annual Goa-Ato Atiang Hunter Awards.

**Roleplaying Tips:** You enjoy your work. You don't think there is anything more exciting or funny than a stormtrooper getting a hole blown through him at 500 meters. You make a game out of your job; often making wagers with Sadorssk about how many kills you will rack up, or if you can make a specific type of kill. You are a fun-loving prankster at heart, but the thought of your father rotting in an Imperial detention block is never far from your mind.

**Era Notes:** Reeto 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 four levels of sharpshooter for New Republic era play, or eight levels of sharpshooter for New Jedi Order era play. By the end of the New Republic era he has reunited with his father, and after a brief period of retirement during the New Republic era, re-enters service after the Yuuzhan Vong invasion.

**Reeto (beginning of Cracken's Crew):** Male Rodian Scout 6/ Sharpshooter 1; Init +3 (+3 dex); Defense 18 (+5 class, +3 dex); Spd 10m; VP/WP 53/14; Atk +4 melee (1d3, unarmed) or +7 ranged (3d4+2/19-20 Rodian Longrifle); SQ +2 species bonus to listen, search and spot, Evasion, Extreme Effort, Heart+1, Preferred Weapon (Rodian Longrifle), Skill Mastery (Climb), Trailblazing, Uncanny Dodge (dex to defense); SV Fort +5, Ref +6, Will +4; SZ M; FP 2; DSP 1; Rep +1; Str 10, Dex 17, Con 14, Int 13, Wis 12, Cha 12.



REETO

**Equipment:** 1000 credits, BlasTech DL-18 blaster pistol, explosives, hold-out blaster, mastercraft +2 Rodian Longrifle, Scope, Small Toolkit, Spacer's Clothing.

**Skills:** Climb +7, Computer Use +4, Demolition +3, Disable Device +2, Gambling +4, Hide +9, Jump +2, Listen +10, Move Silently +12, Pilot +5, Read/Write Basic, Read/Write Rodese, Speak Basic, Speak Dosh, Speak Huttese, Speak Rodese, Repair +3, Search +5, Spot +10, Survival +12, Swim +2, Treat Injury +2.

**Feats:** Far Shot, Point Blank Shot, Precise Shot, Self-Sufficient, Track, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

### Sergeant Sadorssk

Sadorssk is a renowned hunter from Dosh that was exiled when the Trandoshans began hunting the neighboring Wookiees in packs. He felt that it was a disgrace to hunt in any way other than a one on one confrontation. He spoke out in public forums, as he was a respected young hunter with an already high number of Jagannath points. Speaking out against the status quo got him exiled off the planet, and sent on a slave ship along with a shipment of Wookiees, many of whom he had recently captured by himself. A rebel cell hit the slave transport, and after taking a near fatal beating at the hands of the many Wookiees, he was taken in by the rebellion.

After a few months, his limbs had regenerated and he was left without much of a direction in his life. Airen Cracken knew of his prowess and offered him a position on his team as the heavy weapons specialist. Sadorssk quickly accepted and threw himself fully into the role.

Sadorssk became fast friends with Reeto, and the two are inseparable, often making wagers both during and between missions. Sadorssk also has a very black sense of humor and tends to trade barbs with Reeto during missions.

Sadorssk can sometimes be distracted in combat by a feint maneuver. He tends to want to chase his prey, as he is a hunter by nature. This allows him to sometimes get lured into traps or out of position, exposing his teammates. The instinct to hunt and give chase is one he is constantly fighting against. Sadorssk also tends to gamble a lot of his credits.

**Description:** A gigantic hulking green Trandoshan at 2.2 meters tall, Sadorssk is the team muscle. He tends to be the one stuck lugging around all of the heavy equipment, and carrying the heavy weapons. He usually prefers to carry a BlasTech T-21 Repeating blaster rifle with a backpack mounted power pack, but he also

carries a Clone Wars issue Bactoid Arms Workshop E-5 Droid Blaster, because the grip is already easy for Trandoshan hands to manipulate. He has been called upon to operate a variety of heavy weapons though, and is proficient with turrets, rockets, missiles and heavy blaster weapons of all kinds. Sadorssk typically wears a sleeveless shirt (with an armor chest plate if in combat) and cargo pants with no footwear at all.

**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.

**Goals:** Sadorssk is frustrated with his people, and is a true follower of the Scorekeeper, acquiring Jagannath points. He believes that his people have gotten too far away from what their moral beliefs are with the political machinations going on throughout his home world. He feels it makes his people weak, like the Old Republic. He thinks that Imperial manipulations are the root of this problem, and wishes to liberate his people to bring them back to the true way. He is fairly quiet and imposing unless he's talking with Reeto, in which case he sneaks in barbs left and right between Reeto's constant jabbering.



SADORSSK

**Tactics:** Sadorssk tends to accompany Reeto to his perch, covering him to make sure he is settled, and then make his way back to the primary group to partake in the mission. He loves laying down heavy fields of fire and relishes combat in any form. He is just as happy tearing someone's limbs off as he is mowing down a squad of stormtroopers with his T-21.

**Affiliations:** Sadorssk holds the rank of Sergeant in the Rebel Alliance Special Forces, and is attached to Cracken's Crew.

**Roleplaying Tips:** You are the hunter, everyone else is just points to give the Scorekeeper. You crave a single worthy opponent, and take no more pleasure than is necessary when mowing down rows of Imperial troops. Your people need to be saved from themselves, and you seem to be the only one who realizes it.

**Era Notes:** Sadorssk 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 three levels of elite trooper for New Republic era play, or six levels of elite trooper for New Jedi Order era play.

**Sadorssk (beginning of Cracken's Crew):** Male Trandoshan Soldier 6/ Elite Trooper 2; Init +2 (dex); Defense 18 (+5 class, +2 dex, +1 natural armor); Spd 10m; VP/WP 70/16; Atk 11/6/1 melee (1d3+3, unarmed) or +10/5 ranged (3d8 T-21 Repeating Blaster); SQ Darkvision, Natural Armor; SV Fort +11, Ref +6, Will +5; SZ M; FP 3; DSP 0; Rep +3; Str 16, Dex 14, Con 16, Int 12, Wis 12, Cha 10.

**Equipment:** 2000 credits, backpack generator, Baktoid Armor Workshop E-5 droid blaster, chest plate, T-21 light repeating blaster rifle.

**Skills:** Computer Use +6, Gambling +5, Intimidate +9, Listen +6, Pilot +11, Read/Write Basic, Read/Write Dosh, Repair +6, Sense Motive +6, Speak Basic, Speak Dosh, Spot +5, Treat Injury +10.

**Feats:** Armor Proficiency (light, medium, heavy), Dodge, Endurance, Mobility, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (T-21 repeating blaster), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

### Senior Trooper Kapp Dendo

Kapp Dendo started his life as most Devaronian males do, engaged to be engaged to a wealthy Devaronian female. As is typically the case, his wanderlust compelled him to travel and see the galaxy. He soon heard of the rebel alliance against the tyrannical Empire, and took up the cause as his own. His dedication and combat prowess was noticed by General Cracken, who recruited him for his team in an effort to grow some fresh new talent for the future.

As the team front man, Kapp sees a lot of the thickest fighting, and is very agile and maneuverable. He is like a big brother to Damini and has a mind for tactics and critical thinking.

Kapp tends to enjoy the fighting a bit too much, and is frequently in extreme danger. He makes a lot of comments during combat and doesn't seem to take the threat too seriously. He's having fun. He doesn't like to leave people behind though, and will get sidetracked trying to rescue comrades.

Shortly after the Battle of Endor Kapp was transferred to working with Winter, and had some adventures with Rogue Squadron. Within a year of that he was promoted to controlling his own group of commandos, and five years after Endor he lead a group of Nogrhi commandos on a secret mission.

**Description:** A light red-skinned Devaronian standing at 1.6 meters with large horns and a goatee, Kapp Dendo is a regular Errol Flynn with blasters. He enjoys being in the thick of a fight, and while he really likes the E-11, he also has been known to go with a pair of blaster pistols, or to use larger rifles or whatever else he sees lying around amid the chaos he creates. Kapp tends to favor mid length jackets, boots that come up almost to the knee, and then normal pants and shirt. He has been known to wear a chest plate in heavy combat operations.

**Goals:** Kapp is a normal Devaronian male with a certain degree of wanderlust. He sees that the Empire is wrong and that it needs to be overthrown, so what better way to get free travel and adventure while helping the galaxy to be a better place?

**Tactics:** Kapp enjoys being out front where the action is. He does most of his fighting at point blank range with either his E-11 or a pair of blaster pistols. Damini is supposed to watch his back, but Kapp keeps his eye on the diminutive Chadra-Fan all the same.

**Affiliations:** Kapp holds the rank of Senior Trooper in the Rebel Alliance. He is attached to Cracken's Crew as the team combat specialist.

**Roleplaying Tips:** You enjoy being in the thick of it and fighting



with a smile on your face. You have a swashbuckling attitude that doesn't take the life or death struggle of the galactic civil war too seriously, and you always keep an eye out for a chance to save a damsel in distress or otherwise impress the ladies.

**Era Notes:** Kapp 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 elite trooper for New Republic era play, or four levels of elite trooper for New Jedi Order era play.



KAPP DENDO

**Kapp Dendo (beginning of Cracken's Crew):** Male Devaronian Scoundrel 8/Elite Trooper 4; Init +3 (dex); Defense 21 (+8 class, +3 dex); Spd 10m; VP/WP 44/13; Atk +12/7/2 melee (1d3 unarmed) or +14/9/4 ranged (3d8+2 E-11); SQ Illicit Barter, Lucky 2/day, Precise Attack +1, Uncanny Dodge (dex); SV Fort +7, Ref +12, Will +7; SZ M; FP 2; DSP 0; Rep +4; Str 12, Dex 16, Con 13, Int 12, Wis 15, Cha 14.

**Equipment:** 1500 credits, duster jacket, E-11 blaster rifle, two blaster pistols.

**Skills:** Appraise +7, Balance +9, Bluff +12, Climb +7, Computer Use +7, Demolitions +7, Disable Device +7, Gamble +8, Gather Information +19, Hide +9, Intimidate +8, Jump +7, Listen +8, Move Silently +20, Pilot +9, Read/Write Basic, Read/Write Devaronese, Repair +7, Search +7, Sleight of Hand +9, Speak Basic, Speak Bocce, Speak Devaronese, Spot +8.

**Feats:** Ambidexterity, Armor Proficiency (light, medium, heavy), Dodge, Point Blank Shot, Precise Shot, Shot on the Run, Skill Emphasis (Gather Information, Move Silently), Two-Weapon Fighting, Weapon Focus (E-11 blaster rifle), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Weapon Specialization (E-11 blaster rifle).

### Trooper Damini

Damini was a slave taken off Chad. He was fortunate enough to be sold to a rebel sympathizer who used him as a go-between to transfer information to the rebels. Eventually Damini worked off his freedom, and having no place else to go, joined the rebellion. He fell in love with explosions immediately and eventually was recruited by Airen Cracken.

Kapp Dendo and Damini were assigned to Cracken's Crew on

the same day, and Damini has latched onto the Devaronian ever since. Damini constantly chatters at Kapp, sometimes babbling incoherently at his big brother figure. Damini has needed Kapp to defend him from other upset teammates on numerous occasions, citing the "He's just a little guy, take it easy on him" defense.

Damini has two major bad habits. He likes to use way too much explosive, and he likes to set them off a bit too early. He has a hard time setting an explosive and waiting to use it. He wants to use it right away. He also tends to jump and cheer his explosions, regardless of circumstance. Kapp Dendo frequently has to pull him back behind cover because he's cheering his explosion on while blaster bolts are flying.

**Description:** An average looking Chadra-Fan, Damini is one meter tall with brown and black fur. He wears normal spacer clothing, but usually wears a number of utility belts and bandoliers with various explosives packed in them. He also carries a DH-17 Blaster Pistol like a rifle into combat.

**Goals:** Damini seeks to create the "perfect" explosion, but he really just likes making anything explode, for any reason. He also needs to be around other people, and seeks companionship and friendship from his teammates, especially Kapp Dendo, who he looks up to.

**Tactics:** Damini will usually watch Kapp Dendo's flank from nearby until he sees an opportunity to make something explode. He often will sneak off to plant explosive charges or lob grenades at entrenched enemies.

**Affiliations:** A Trooper in Rebel Special Forces, Damini is a member of Cracken's Crew, and is attached as the team explosives expert. He is loyal to his teammates who are also something of a surrogate family to him. He is particularly loyal to Kapp Dendo.

**Roleplaying Tips:** Enjoy the explosions and make as many of them as possible, and make them as large as possible. You love being able to see your handiwork, which means you sometimes leave yourself exposed to watch a particularly dazzling display. You also sometimes tend to use too much explosive, which can knock everyone to the ground standing too close to the explosion. You like to dance and cheer your explosions on.

**Era Notes:** Damini 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 three levels of tech specialist for New Republic era play, or three levels of tech specialist and two levels of elite trooper for New Jedi Order era play.



DAMINI

**Damini (beginning of Cracken's Crew):** Male Chadra-Fan Fringer 5/ Demolitionist 1; Init +2 (dex); Defense 19 (+6 class, +2 Dex, +1 size);



Spd 6m; VP/WP 37/14; Atk +2 melee (1d3, unarmed) or +6 ranged (3d6-1, blaster pistol); SQ Barter, Bonus Class Skill (Demolitions, Disable Device), Darkvision, Expert Explosive Disarm, Isolation Aversion, Jury-rig +2, Low-Light Vision, Mechanically Inclined (+2 repair), Survival +2; SV Fort +7, Ref +6, Will +4; SZ S; FP 1; DSP 0; Rep +1; Str 6, Dex 14, Con 14, Int 14, Wis 10, Cha 14.

**Equipment:** 3000 credits, detonators and grenades, DH-17 blaster pistol, tool kit, various explosives.

**Skills:** Computer Use +10, Demolitions +16, Disable Device +16, Hide +10, Knowledge (engineering) +11, Listen +9, Read/Write Chadra-Fan, Repair +8, Speak Basic, Speak Bocce, Speak Chadra-Fan, Spot +8.

**Feats:** Cautious, Gearhead, Point Blank Shot, Skill Emphasis (Demolitions, Disable Device), Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

## New Prestige Class

### Demolitionist

The demolitionist is one who has devoted a great deal of time toward the study of explosives and their role in the galaxy; both on the battlefield and in the private sector. The demolitionist is well trained in the art of constructing explosives, disabling explosives set by others, and of course using explosives to damage and destroy both property and living beings.

Demolitionists can be integrated into many different corners of the galaxy. He may be a member of the bomb squad for a policing force, such as the Sector Rangers or CorSec. Such men and women devote their lives to saving others by disabling explosives placed by the less civilized members of the galaxy who would see innocent people harmed.

A demolitionist could just as easily be a military sabotage unit or explosives expert. Demolitionists who follow this path focus on setting explosive traps to help cover their unit's backs, and using explosives to perform acts of sabotage against enemy installations and units. These brave beings may also be experts called in to disable particularly large explosives of mass destruction that could destroy entire planets. Such people are also capable of using explosives to assassinate specific individuals while causing a minimum of collateral damage.

There are also demolitionists common in the private sector. Mining corporations use blasting as a common means of opening new mine shafts and exposing new veins of raw ore. Engineers use demolitionists to reduce existing buildings or bridges to rubble to clear way for more modern buildings to take their place.

### Requirements

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

**Base Fortitude Save:** +4.

**Skills:** Demolitions 8 ranks, Disable Device 4 ranks, Knowledge (engineering) 4 ranks.

### Game Rule Information

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

### Class Skills

The demolitionist's class skills (and the key ability for each skill)

are as follows (see Chapter Four Revised Core Rulebook for skill descriptions):

Appraise (Int), Computer Use (Int), Craft\* (Int), Demolitions (Int), Disable Device (Int), Disguise (Cha), Hide (Dex), Knowledge\* (Int), Listen (Wis), Profession\* (Wis), Read/Write Language (none), Repair (Int), Search (Int), Sleight of Hand (Dex), Speak Language (none), Spot (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 demolitionist prestige class:

#### Starting Feats

The demolitionist gains the following feats:

- Skill Emphasis (Demolitions)
- Skill Emphasis (Disable Device)
- Weapon Group Proficiency (simple weapons)

#### Expert Explosive Disarm

At 1st level, the demolitionist gains the Expert Explosive Disarm ability. Normally when disarming an explosive device with the Disable Device skill, a failure will result in the device exploding immediately. With the Expert Explosive Disarm ability, however, the demolitionist can re-roll his Disable Device check upon a failure one time. If the second roll also fails, the device will explode in a number of rounds equal to the character's level in the demolitionist prestige class.

#### Cool Under Pressure

At 2nd level, the demolitionist is able to create, place and disable explosive devices under extreme conditions and gains the Cool Under Pressure ability. This ability allows the demolitionist to take 10 on Demolitions and Disable Device skill checks under conditions that would normally not allow a character to take 10.

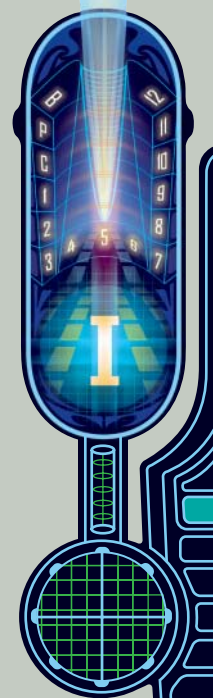
#### Bonus Feats

At 2nd and 4th level, the demolitionist gains a bonus feat. This feat must be selected from the following list, and the demolitionist must meet and prerequisites.

Ambidexterity, Cautious, Gearhead, Infamy, Inventor, Iron Will, Lightning Reflexes, Low Profile, Nimble, Sharp-Eyed, Skill Emphasis (Knowledge (engineering)), Steady, Technical Wizard.

#### Custom Explosives

At 3rd level, the demolitionist can create customized explosives for a variety of jobs. The demolitionist can choose the type of explosive they want to create (see the housings, below) and then choose which explosive material they wish to use as a payload (see explosive materials below) and add on additional customizations as well (also below). Once the basic housing is chosen, the explosive material and further customizations will add to the construction DC to create the explosive and the cost. A failed roll by 5 or less means that the raw materials were wasted, a failed roll by 6 or more means that the explosive detonates immediately, doing half damage to anything in its intended radius.



## Explosive Materials

- ⊖ **Detonite:** No modifiers
- ⊖ **Thermite:** Decrease damage -1D6, decrease blast radius 75%, increase cost 25%, burns for 6 rounds, melting through target, increase construction DC +5.
- ⊖ **Vomm Powder:** Decrease damage -2D6, decrease blast radius 25%, decrease cost 50%, and decrease construction DC -10.
- ⊖ **Chepatite:** Reduce damage 1D6, increase blast radius 50%.
- ⊖ **Magnopium & Ferrocongregate:** Increase damage 2D6, Decrease blast radius, increase DC +10, increase cost +25%.
- ⊖ **Megonite:** Decrease damage 1D6, increase cost 50%, anything caught in blast radius catches fire which does 2D6 damage per round until put out (reflex save DC 12 to put out fire in two rounds).
- ⊖ **Negatron:** Increase damage +2, increase construction DC +5, reduce cost 25%.
- ⊖ **Nergon 14:** Increase construction DC +15, Increase damage 3D6, increase blast radius 25%, increase cost 25%.
- ⊖ **Rutgar-4:** increase weight, increase damage 1D6, increase blast radius 25%, increase cost 25%, and increase construction DC +5.
- ⊖ **Thermex:** Decrease damage 2D6, increase blast radius by 25%, anything caught in blast radius catches fire which does 1D6 damage per round until put out (reflex save DC 12 to put out fire in two rounds).
- ⊖ **Thorium:** Multiply cost by 50, increase construction DC +10, reduce blast radius 50%, +2D6 damage, does damage for four rounds.
- ⊖ **Baradium:** Multiply cost by 100, increase construction DC +15, reduce blast radius 50%, increase damage by double, does damage for three rounds.
- ⊖ **Ytterbium Diluted Baradium:** Reduce construction DC by -5, damage for six rounds, reduce blast radius 75%, reduce damage -1D6.
- ⊖ **Baradium + Collapsium:** Change damage type to sonic, increase damage +1D6, increase cost 75%.

## Other Customizations

- ⊖ **Magnetic Attachment:** Add 25 credits to cost. Allows explosive to attach itself to metal objects.
- ⊖ **Adhesive Attachment:** Add 10 credits to cost. Allows explosive to attach itself to most objects.
- ⊖ **Simple Timer (less than an hour):** Add 25 credits to cost. Allows timer to be set for any time limit under a standard hour.
- ⊖ **Advanced Timer (1 hour or more):** Add 50 credits to cost. Allows timer to be set for any time limit up to eight standard days. Timer can be remote activated.
- ⊖ **IR Sensor:** Add 150 credits to cost. Allows a stationary explosive to detonate when a specific heat signature is in the kill zone. Add +5 to construction DC.
- ⊖ **Pressure Sensor:** Add 200 credits to cost. Allows a stationary explosive to detonate when a specific weight range steps on the pressure plate. Add +5 to construction DC.
- ⊖ **Motion Sensor:** Add 100 credits to cost. Allows a stationary explosive to detonate when an infrared beam is crossed. Add +5 to construction DC.
- ⊖ **Repulsor Sensor:** Add 300 credits to cost. Allows a stationary explosive to detonate when a repulsor engine is detected in use in the kill zone. Add +5 to construction DC.
- ⊖ **Wire Detonator:** Add 10 credits to cost. Allows a station-

ary explosive to detonate when a wire is tripped. Add +5 to construction DC.

- ⊖ **Deadhutt Switch:** Add 100 credits to cost. Allows a stationary explosive to detonate when a wire switch is released. Add +5 to construction DC.
- ⊖ **Remote Detonator:** Add 300 credits to cost. Allows a stationary explosive to detonate when remote detonator is activated. Add +10 to construction DC.
- ⊖ **Disguised Explosive:** Allows user to use their disguise skill to attempt to make the explosive look like a different object. Disguise roll is separate, but doing this adds +5 to construction DC.
- ⊖ **Simple Disarm Trap:** Add 50 credits to cost. Adds +5 to disable device attempts made against the device. Adds +2 to construction DC of explosive.
- ⊖ **Intermediate Disarm Trap:** Add 150 credits to cost. Adds +10 to disable device attempts made against the device. Adds +5 to construction DC of explosive.
- ⊖ **Complex Disarm Trap:** Add 250 credits to cost. Adds +15 to disable device attempts made against the device. Adds +10 to construction DC of explosive.
- ⊖ **Advanced Disarm Trap:** Add 500 credits to cost. Adds +20 to disable device attempts made against the device. Adds +15 to construction DC of explosive.

## Housing Types

### Grenade Housing

**Weapon Type:** Explosive

**Proficiency Group:** Simple

**Damage:** 4d6+1

**Range Increment:** 4 m

**Fort DC:** --

**Multifire/Autofire:** --

**Hardness:** 2

**WP:** 2

**Availability:** Prevalent, military

**Special:** Targets within the blast radius may make reflex save (DC 15) for half damage.

**Cost:** 200 (raw materials)

**Critical:** 20

**Weight:** 0.5 kg

**Type:** Slashing

**Size:** Tiny

**Break DC:** 10

**Era:** Rebellion, New Republic, New Jedi Order

The grenade is a thrown form of delivering an explosive to a general area. These devices are relatively aerodynamic and can either be thrown or used in some grenade launchers for additional range. Base construction DC for a grenade is DC 10. Blast radius for a grenade is 20m in all directions.

### Micro Charge Housing

**Weapon Type:** Explosive

**Proficiency Group:** Simple

**Damage:** 1d4+2

**Range Increment:** --

**Fort DC:** --

**Multifire/Autofire:** --

**Hardness:** 2

**WP:** 1

**Availability:** Illegal

**Cost:** 150 (raw materials)

**Critical:** --  
**Weight:** 0.1 kg  
**Type:** Energy  
**Size:** Diminutive  
**Break DC:** 15

**Era:** Rebellion, New Republic, New Jedi Order

A microcharge is a very small amount of explosive wrapped in a metal clamp that can be attached to anything small and tubular. They are used to destroy extremely small items with a minimum of collateral damage such as wires, locks, binders, bars, or other small items. Base construction DC for a microcharge is DC 15. Blast radius for a microcharge is only the area the ring is clamped around.

### Satchel Charge Housing

**Weapon Type:** Explosive  
**Proficiency Group:** Simple  
**Damage:** 5d6+3  
**Range Increment:** --  
**Fort DC:** --  
**Multifire/Autofire:** --  
**Hardness:** 2  
**WP:** 3

**Availability:** Illegal

**Special:** If a satchel charge is placed inside an enclosed room or vehicle that is Size Tiny or smaller on the starship scale, it does an additional 3D6 damage.

**Cost:** 500 (raw materials)

**Critical:** --  
**Weight:** 0.8 kg

**Type:** Energy

**Size:** Small

**Break DC:** 10

**Era:** Rebellion, New Republic, New Jedi Order

Satchel charges are used to destroy enclosed spaces and vehicles. The satchel charge is usually thrown in from very close range, and then user then runs away while the vehicle or enclosed space explodes behind them. Base construction DC for a satchel charge is DC 15. Blast radius for a satchel charge is 50m in all directions.

### Shaped Charge Housing

**Weapon Type:** Explosive  
**Proficiency Group:** Simple  
**Damage:** 6d6+4  
**Range Increment:** --  
**Fort DC:** --  
**Multifire/Autofire:** --  
**Hardness:** 2  
**WP:** 2

**Availability:** Illegal

**Special:** Setting the shaped charge requires using a demolitions check for setting an explosive device, and benefits from the damage multiplier based on the roll.

**Cost:** 700 (raw materials)

**Critical:** --  
**Weight:** 8 kg

**Type:** Energy

**Size:** Tiny

**Break DC:** 5

**Era:** Rebellion, New Republic, New Jedi Order

The shaped charge is often used to blow through vaults, doors, walls, or starship hulls. These charges focus all of their energy in a specific direction, minimizing collateral damage while still having the punch to get big jobs done. Base construction DC for a shaped charge is DC 20. Blast radius for a shaped charge is 5m straight underneath where the charge is placed.

### Mine Housing

**Weapon Type:** Explosive  
**Proficiency Group:** Simple  
**Damage:** 8d6+4

**Range Increment:** --

**Fort DC:** --

**Multifire/Autofire:** --

**Hardness:** 4

**WP:** 4

**Availability:** Illegal

**Special:** Buried mines can be detected via a spot check made against the opposed demolitions roll made by the person who placed the mine. The person placing the mine gets a +2 synergy bonus if they have +5 ranks or more in disguise. If spotted, a reflex check can be made to avoid the mine. DC 30 for no damage, DC 18 for half damage.

**Cost:** 800 (raw materials)

**Critical:** --

**Weight:** 10 kg

**Type:** Energy

**Size:** Medium

**Break DC:** 14

**Era:** Rebellion, New Republic, New Jedi Order

Mines are typically used as a defensive measure, and are laid underground awaiting someone to pass over them. Mines can be designed to be set off either by motion, infrared, a specific pressure (weight) range, or something as simple as tripping a line, or something as complex as detecting a repulsor engine. Mines then explode upward, destroying whatever set it off. Base construction DC for a mine is DC 20. Blast radius for a mine is 10m straight up.

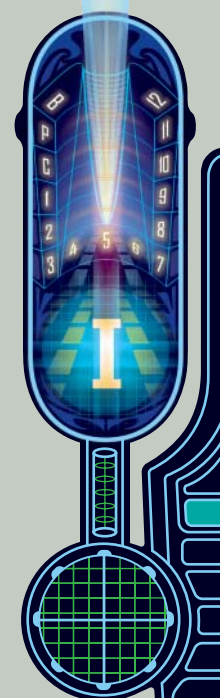
### Demolitions Specialist

At 4th level, the demolitionist is able to place explosives for additional damage and create explosives in much less time than normal. Setting an explosive device for maximum blast efficiency can be done as a free action for an improvised device, a full round action for simple or moderate devices, two full round actions for complex or powerful devices, and three full round actions for a devastating device. Creating an explosive based on the type now only requires the following amounts of time: Improvised, attack action; simple, 30 minutes; moderate, 6 hours; complex, 12 hours; powerful, 2 days; devastating, 4 days.

### Explosive Engineering

At 5th level, the demolitionist can use their knowledge of physics and engineering to place an explosive or explosives in critical areas that can cause buildings to be completely destroyed, bridges to collapse, or other large vehicles or structures to otherwise be destroyed.

In order to attempt to use the explosive engineering ability, the demolitionist must succeed in a series of rolls. The GM should make these rolls in secret, so the player does not know if they succeed or fail in their attempts.



The first check the demolitionist must make is a Knowledge (engineering) check. This check determines the weak point(s) on the structure that will allow it to be most efficiently collapsed or destroyed. The DC for this skill check is determined by the size of the target to be destroyed, and modified by the main structural material the building is constructed out of. Success on this roll allows the demolitionist to continue with the process unfettered. Failure also allows the demolitionist to continue, but automatically applies an effect from the mishap table (see table 1-2) based on how far the DC was missed by.

Once the weak points are determined, the next step is to make the actual bomb that will be used to destroy or collapse the structure. First the character must purchase the raw materials to construct the bomb. The price for the raw materials is DC for the bomb construction (after modifiers) times scale (Fine =1, Tiny =2, etc) times 100 credits. For example, building a bomb to destroy an Imperial Garrison, which is Colossal and constructed of durasteel, which adds +20 to the DC, making the total DC 75. The DC is multiplied by 9 (since it is a colossal structure), which gives a total of 675. This is then multiplied by 100 credits, giving 67,500 for the raw materials to construct a bomb to destroy an ISD. (DC x Size) x 100 = cost in credits.

Next the actual Demolitions skill check to construct the bomb must be made. The base DC for this skill check is determined by size (see table 1-3) and is modified by both structure construction and additional options. Success on this roll allows you to continue the process. A failure means you must roll once on the explosive engineering mishap table (see table 1-4).

Now that the bomb is constructed and the point it should be placed in has been determined, someone must actually go and place the bomb. Setting the bomb requires the character to have access to both the bomb and the point it is to be placed in, and requires at least one minute to set up, and a Demolitions check (DC 15). A different character can place the bomb, but it increases the DC for placement by 5.

If all of the rolls are successful, then when the bomb goes off, it completely destroys the structure or ship without requiring a roll for damage at all. Anyone near an airlock (with space-walk capability or escape pod), door or window can make a reflex save DC 35 to escape the explosion at the last moment.

**Table 1-1: Structure Construction**

Material	DC Modifier
Duracrete	+15
Durasteel	+20
Fiberplast	-5
Permacrete	+5
Plasboard	-10
Plasteel	+10

**Table 1-2: Determining Weak Point Mishaps**

Missed DC By	Starship Effect	Bridge/Structure Effect
1-5	Roll 3 Mishaps	10% of Floor Collapse
6-10	Roll 2 Mishaps	1/3rd of Building is Rubble
11-15	Roll 1 Mishap	Structure Leans (ref save DC 20 from falling)
16-20	Major Fire(s)	Major Fire(s)
21-25	Minor Fire(s)	Minor Fire(s)
25-30	Superficial Damage	Superficial Damage
31+	No Damage	No Damage

**Table 1-3: Determining Weak Point & Bomb Construction DC**

Structure Scale	Weak Point DC	Construction DC
Fine (2.5 - 5 m)	5	15
Diminutive (6 - 10 m)	10	20
Tiny (11 - 20 m)	15	25
Small (21 - 50 m)	20	30
Medium (51 - 100 m)	25	35
Large (101 - 250 m)	30	40
Huge (251 - 500 m)	35	45
Gargantuan (501 - 1000 m)	40	50
Colossal (1001 m+)	45	55

**Table 1-4: Explosive Engineering Mishaps**

Roll	Mishap
1-5	Bomb is a dud
6-10	Bomb explodes 1d4 rounds late
11-15	Bomb explodes 1d4 rounds early
16-20	Bomb is underpowered, as missing DC by +5

**Table 1-5: Demolitionist**

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+1	Expert explosive disarm	+1	+0
2nd	+2	+1	+2	+2	Bonus feat, cool under pressure	+2	+1
3rd	+2	+1	+2	+3	Custom explosives	+2	+1
4th	+3	+2	+3	+3	Bonus feat, demolitions specialist	+3	+2
5th	+3	+2	+4	+4	Explosive engineering	+3	+2

## Czerka Corporation SH-9 Slugthrower

**Weapon Type:** Slugthrower Pistol

**Proficiency Group:** Slugthrowers

**Damage:** 2D6+2

**Range Increment:** 8 m

**Fort DC:** --

**Multifire/Autofire:** --

**Hardness:** 5

**WP:** 4

**Availability:** Rare



CZERKA SH-9 SLUGTHROWER

**Special:** This weapon fires 10 shots before needing to be reloaded. It is reloaded by hand with standard slugthrower ammunition clips (cost 5 per 50 shots). It takes a move action to reload.

**Cost:** 900

**Critical:** 20

**Weight:** 1.1 kg

**Type:** Piercing

**Size:** Small

**Break DC:** 18

**Era:** Rebellion, New Republic, New Jedi Order

The Czerka SH-9 is the one pistol most favored by those in the infiltration business. The weapon is easily silenced, has a large ammo capacity, and is small enough in size to still be easily concealed. The weapon has become legendary among master thieves, assassins, and secret agents who favor stealth. The pistol was originally designed by Czerka to fill a contract with Imperial Intelligence, but the division pulled the project and went with an a hold-out blaster instead.

## Greff Timms Industrial Magnetic-Fastening Explosive Device

**Weapon Type:** Explosive

**Proficiency Group:** Simple

**Damage:** 5d8

**Range Increment:** --

**Fort DC:** --

**Multifire/Autofire:** --

**Hardness:** 3

**WP:** 2

**Availability:** Prevalent, military

**Special:** Setting the shaped charge requires using a demolitions check for setting an explosive device, and benefits from the damage multiplier based on the roll. This charge can also be thrown,

and will adhere to any ferrous surface.

**Cost:** 1,500

**Critical:** --

**Weight:** 3 kg

**Type:** Energy

**Size:** Tiny

**Break DC:** 10

**Era:** Rebellion, New Republic, New Jedi Order

This shaped charge used thousands of years before the Battle of Yavin was designed for use against speeders and other vehicles. The charge was designed to be thrown at a vehicle, and the magnetic casing would then adhere to the surface of the vehicle, ensuring a kill. The blast radius for the Greff Timms Magneta-Mine is 10m from the charge.

## Merr-Sonn Munitions LX-2 Self Detonating Mine

**Weapon Type:** Explosive

**Proficiency Group:** Simple

**Damage:** 6d8

**Range Increment:** --

**Fort DC:** --

**Multifire/Autofire:** --

**Hardness:** 4

**WP:** 2

**Availability:** Prevalent, military

**Special:** This mine can be deactivated with a secret comms code that is supposed to only be known to the user.

**Cost:** 750

**Critical:** --

**Weight:** 20 kg

**Type:** Energy

**Size:** Medium

**Break DC:** 14

**Era:** Rebellion, New Republic, New Jedi Order

The LX-2 self detonating mine was designed to repel both vehicles and infantry. A magnetic scanner detects ferrous vehicles and a heat scanner detects sentients. Either passing within 5 meters of the mine will cause it to detonate immediately. The only way to shut the mine off is to transmit a secret comms code which will deactivate the mine so long as your comlink is within range. Blast radius for the LX-2 is 20m straight up.

## Merr-Sonn Munitions Pre-Shaped Detonite Charge

**Weapon Type:** Explosive

**Proficiency Group:** Simple

**Damage:** 4d8

**Range Increment:** --

**Fort DC:** --

**Multifire/Autofire:** --

**Hardness:** 2

**WP:** 2

**Availability:** Common, restricted

**Special:** Setting the shaped charge requires using a demolitions check for setting an explosive device, and benefits from the damage multiplier based on the roll.

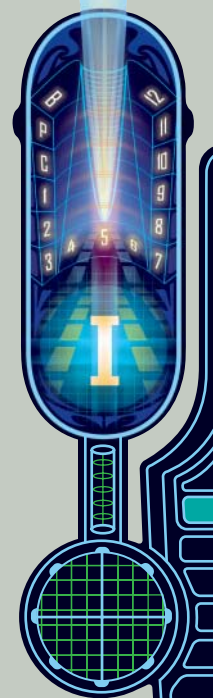
**Cost:** 200

**Critical:** --

**Weight:** 0.5 kg

**Type:** Energy

**Size:** Tiny



**Break DC:** 8

**Era:** Rebellion, New Republic, New Jedi Order

The Merr Sonn pre-shaped charge is considered one of the most dependable in the galaxy. This charge is usually placed on a hull or door in order to blow it open without causing high collateral damage. Blast radius for the Merr Sonn Pre-shaped charge is 5m straight underneath where the charge is placed.

### Mesonics E-Mag Explosive Mine

**Weapon Type:** Explosive

**Proficiency Group:** Simple

**Damage:** 4d8

**Range Increment:** --

**Fort DC:** --

**Multifire/Autofire:** --

**Hardness:** 4

**WP:** 4

**Availability:** Rare, military

**Cost:** 200

**Critical:** --

**Weight:** 12 kg

**Type:** Energy

**Size:** Medium

**Break DC:** 14

**Era:** Rebellion, New Republic, New Jedi Order

Mesonics E-Mag explosive mine was designed to take out low-flying airspeeders, which it detects via their repulsor fields, but it's sensors are versatile and can be recalibrated to detect surface vehicles or even foot-traffic without the need for modification. However, once a mine is buried and set, it cannot be recalibrated without digging it back up. Blast radius for the E-mag mine is 25m straight up.

### Mesonics Focalized Explosive

**Weapon Type:** Explosive

**Proficiency Group:** Simple

**Damage:** 10d8

**Range Increment:** --

**Fort DC:** --

**Multifire/Autofire:** --

**Hardness:** 2

**WP:** 2

**Availability:** Rare, illegal

**Special:** Setting the shaped charge requires using a demolitions check for setting an explosive device, and benefits from the damage multiplier based on the roll.

**Cost:** 3,000

**Critical:** --

**Weight:** 9 kg

**Type:** Energy

**Size:** Tiny

**Break DC:** 10

**Era:** Rebellion, New Republic, New Jedi Order

Considered the best pre-shaped charge on the market, the Mesonics Focalized explosive is designed to take on the toughest jobs. Great for taking out airlock doors, walls, blast doors, vault doors, or anything else that could get in your way. Blast radius for a shaped charge is 8m straight underneath where the charge is placed.

### Norsam DR-X55 Lift Mine

**Weapon Type:** Explosive

**Proficiency Group:** Simple

**Damage:** 4d8

**Range Increment:** --

**Fort DC:** --

**Multifire/Autofire:** --

**Hardness:** 4

**WP:** 4

**Availability:** Illegal

**Cost:** 1,200

**Critical:** --

**Weight:** 15 kg

**Type:** Energy

**Size:** Medium

**Break DC:** 18

**Era:** Rebellion, New Republic, New Jedi Order

The Norsam lift mine is an experiment in mining airspace. The mines are on small repulsor engines that allow them to hover up and down in preset paths. They can hover at a maximum height of 500 meters, or as low as 1 meter. Upon detecting a repulsor energy signature, they will drop or rise to impact their target, which they can detect up to 100 meters out. At this point they will move up or down at 250 meters a turn to get closer. If a vehicle passes within 3 meters of the mine, it will explode. Blast radius for the DR-X55 Lift Mine is 20m in all directions.

### Sorosuub Corporation XG Anti-Gravity Field Mine

**Weapon Type:** Explosive

**Proficiency Group:** Simple

**Damage:** 6d8

**Range Increment:** --

**Fort DC:** --

**Multifire/Autofire:** --

**Hardness:** 4

**WP:** 4

**Availability:** Common, illegal

**Special:** Buried mines can be detected via a spot check made against the opposed demolitions roll made by the person who placed the mine. The person placing the mine gets a +2 synergy bonus if they have +5 ranks or more in disguise. If spotted, a reflex check can be made to avoid the mine. DC 30 for no damage, DC 18 for half damage.

**Cost:** 400

**Critical:** --

**Weight:** 25 kg

**Type:** Energy

**Size:** Medium

**Break DC:** 14

**Era:** Rebellion, New Republic, New Jedi Order

The XG Anti-gravity field mine is a fairly standard anti-vehicle mine. It is set off by repulsor energy signatures within three meters of the mine. Rebels love to pre-mine their escape routes when they know they will be escaping via a mount or other non-repulsor vehicle. Blast radius for a mine is 10m straight up.

### TasCorp Blast Stick

**Weapon Type:** Explosive

**Proficiency Group:** Simple

**Damage:** 3d8

**Range Increment:** --

**Fort DC:** --

**Multifire/Autofire:** --

**Hardness:** 2

**WP:** 2

**Availability:** Common

**Special:** Damage is halved (1D8+2) if a hole is not drilled to bury the stick prior to detonation.

**Cost:** 250 (50 per stick, 200 for remote detonator)

**Critical:** --

**Weight:** 0.8 kg

**Type:** Energy

**Size:** Tiny

**Break DC:** 10

**Era:** Rebellion, New Republic, New Jedi Order

The Blast stick is an explosive used primarily in mining to open new mine shafts. Deep holes are usually drilled and the slender blast sticks are then dropped or shot down the holes with air. The tunnels are then evacuated, and the remote detonator is used to activate the explosive. Blast radius for a shaped charge is 8m in all directions.

## 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".

