

The Crying Death

This character is not a starting character. This character is built on 18D attribute dice, ~12D skill dice, and has more equipment than a starting character should have. This character works better if there's been some foreshadowing about him - either as a discussion in a cantina, as a sensor blip and subsequently finding pirate starfighter debris, or as an unknown starfighter coming up from an asteroid belt or suddenly appearing onsite and starting to attack space pirates.

Appropriate era: The backstory and the model Y-wing used are appropriate for the Imperial Era (a couple of standard years ABY), or the early New Republic Era (5-8 ABY). Even though The Crying Death only targets what he considers 'space pirates', he is also considered an outlaw by any system authorities and would easily be targeted by any anti-pirate sweeps done in a system.

Character Name: Adison Hewex, aka. 'The Crying Death'

Species: Duros

Sex: Male, **Age:** 48 Standard years, **Height:** 1.75m, **Weight:** 76 kg

Physical Description: Standard Duros with deep blue skin and unremarkable features. Extremely subdued voice, mannerisms, and inoffensive language. Incoherent crying of rage when in the role as The Crying Death.

DEXTERITY 2D

KNOWLEDGE 2D

- Streetwise 4D
- Planetary Systems 4D

MECHANICAL 4D+1

- Astrogation 6D+1
- Sensors 6D+1
- Starfighter Piloting 6D+1
 - Starfighter Piloting: Y-wing 7D+1
- Starship Gunnery 6D+1
 - Starship Gunnery: Ion cannon 7D+1
- Starship Shields 6D+1

PERCEPTION 3D

- Investigation: Space Pirates 4D

STRENGTH 3D

TECHNICAL 3D+2

- Starfighter Repair 5D
 - Starfighter Design 1D

Move: 10

This character is not Force Sensitive

Character Points: 4

Force Points: 1

Dark Side Points: 1

Equipment: Black flightsuit with blue trim (+2 against physical and energy attacks; provides up to 25 hours of breathable atmosphere, can be worn in space, providing heat/cold and protection for two hours), black helmet with one-way filter on face cover with a white skull emblem (+2 against physical and energy attacks; provides environmental seal, built-in commlink), blaster pistol (4D damage), vibroknife (STR +1D), survival kit, 'Death' prototype Y-wing II Recon, Blinky, a few hundred credits, the trappings of the CEO and owner of a moderately successful small freight business.

Background:

Adison Hewex had it all. A wife, two wonderful kids, and a high-level job for the Koensayr corporation as a test pilot and designer-technician for the new, revamped Y-wing range. Sure, there were some Rebel activity opposing the New Order, and Imperial rule tended to discriminate against Duros... but Adison figured that as long as he stayed out of the affairs of the New Order, they'd likely not interfere much with his life.

Then, the events leading up to the Battle of Yavin happened. Everyone were aghast as the holotapes showed Alderaan being literally blown up. A *planet*, gone in a *heartbeat*. Billions of beings snuffed out like a candle in a storm. And then the newly revealed battlemoon was destroyed by the Rebels.

The New Order suddenly started concentrating their efforts on snuffing out the Rebel Alliance. In the process, anti-piracy operations were suspended over many *sectors*, leading to a surge of piracy in systems previously covered by the Galactic Republic, then the New Order.

In one such piracy attack, one particular passenger freighter was targeted. Some hothead decided to try and resist - and the pirates decided to space the entire crew *and* the passengers. Only the non-biologicals survived - most of them taken as plunder by the pirates. One droid managed to escape - and had recorded everything using his onboard recorder. Binky was reunited with his master, Adison Hewex, and showed his master the heartbreaking holorecordings Binky had made of Adison's wife and kids being spaced by the pirates.

Something snapped inside Adison. A tremendous and white-hot rage, partially against the New Order for having allowed this to happen, but mostly against the pirates that had *spaced* them. And, joining in his madness, Binky. The formerly light-hearted droid, often entertaining the kids with holoprojections, now copying his master's murderous rage - the life preservation programming partially subverted by the electronic storm of emotions.

Together, they hatched a plan. And together, they have started executing it. An explosion occurred on the prototype landing field, where the entire Y-Wing II project was set back significantly. Adison resigned citing grief, and started a small freight business - as a cover.

Now, Adison's freight business works as both bait and cover. He's got droids running the day-to-day business of his small fleet of space transports. Occasionally, they get targeted by pirates looking for the luxurious cargo they've heard should be there. And there, out in the inky blackness of space, Adison and Blinky takes their revenge, one pirate fighter at a time.

Tactics: The transponder of the Y-Wing is set to simply 'Death'. However, Adison habitually cries of rage while fighting space pirates - and every now and then Blinky opens one-way comms channels to broadcast the sound of Adison's rage, further enhancing the legend of the Crying Death. Also, Adison and Blinky tends to use a rather chilling tactic in combat - they prefer to start out by heavily ionizing all their opponents, and then one by one blast them with their heavy lasers on as short a range as possible. Occasionally, Adison will ionize an opponent's ship and then target life support and engines with precise blasts, leaving the pirate to a cold, drawn-out death. (This drawn-out, cruel way of fighting is what earned Adison a DSP, even though he's not Force sensitive.)

In addition to his baffled drive, Adison also utilizes a cockpit habitat extension of sorts to wait for days and weeks in relative comfort - he usually ditches it somewhere before attacking, as it inhibits the Y-Wing II's maneuverability significantly, as well as covering the fire-linked heavy ion cannon at the front.

Blinky

Type: Modified Industrial Automaton R2 Astromech Droid (matte black with matte blue accents)

DEXTERITY 1D

KNOWLEDGE 2D

MECHANICAL 3D

- Astrogation 5D
- Communications 4D
- Starfighter Gunnery (ion cannon) 4D
- Starfighter Piloting 4D
- Starfighter Shields 4D

PERCEPTION 2D

STRENGTH 1D+2

TECHNICAL 2D+2

- Computer programming/repair 5D
- Starfighter repair 6D

Equipped With:

- Three wheeled legs (center leg retractable)
- Retractable heavy grasping arm (lifting at 2D)
- Retractable fine work heavy grasper arm
- Extendable 0.3 meter long video sensor (360 degree rotation)
- Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range)
- Small circular saw (4D, 0.3 meter range)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Small (20 cm by 8 cm) internal "cargo" area
- Some additional small tools and equipment

Move: 5**Size:** One meter tall**Cost:** Not for sale

Blinky acts somewhat erratically when not in combat. Occasionally, Blinky will show holos that he's saved of Adison's family, particularly when he and Adison are waiting for prey. At other times, Blinky may revert to a fugue state as he obsessively checks his internal storage for any memory errors - particularly when it comes to the storage area where he's stored the holos of Adison and his family. If disturbed by anyone except Adison while in one of his fugues, Blinky will be enraged.

There's a distinct possibility that Blinky will return to normal if memorywiped, but Adison has no intentions of doing so. As a full exception to Blinky's standard life preservation programming (it's subverted enough that Blinky can fire ion cannons if he wants), Blinky *can and will* activate the self destruct of the Death if Adison's disabled in such a manner that the self destruct explosion does the maximum amount of damage possible to any nearby Pirate ships. Blinky *will* activate the self destruct as preferred to being captured, but will strive to *not* damage any legitimate Law Enforcement ships when doing so.

Death

Craft: Modified Koensayr BTL-A6 Y-wing II "Recon", matte black with matte blue accents

Type: Long-range Reconnaissance Starfighter

Scale: Starfighter

Length: 16 meters

Skill: Starfighter Piloting: Y-wing

Crew: Adison Hewex, Blinky (can coordinate)

Cargo Capacity: 200 kg*

Consumables: 3 weeks*

Cost: Not for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x6

Nav Computer: Yes

Maneuverability: 2D+2

Space: 9 (baffled drive)*

Atmosphere: 400 / 1,175 kmh

Hull: 4D+2

Shields: 1D

Sensors: Passive: 50 / 0D, Scan: 80 / 1D, Search: 90 / 2D, Focus: 6 / 3D

Weapons:

- *Heavy laser cannon*, Fire Arc: Turret (must be fixed to one facing for pilot to fire it - front, left, right, rear), Skill: Starship Gunnery, Fire Control: 1D, Space Range: 1-3 / 12 / 25, Atmosphere Range: 0.1 - 0.3 / 1.2 / 2.5 km, Damage: 6D.
- *2 Heavy ion cannons (fire-linked)*, Fire Arc: Front, Skill: Starship Gunnery, Fire Control: 2D, Space Range: 1-3 / 7 / 36, Atmosphere Range: 0.1 - 0.3 / 0.7 / 3.6 km, Damage: 6D (ion).
- *Self-destruction device*, Fire Arc: All, Skill: None, Ammo: 1, Fire Control: None, Space Range: (all in same hex), Atm. Range: blast 100m radius, Damage: 12D (starship scale).

Other equipment:

- *Cockpit habitat extension (detachable)*: Adds room for 1 passenger as well as an extra 3 weeks of consumables and an extra 200 kg cargo capacity. Reduces Maneuverability by 2D.
- *Stealth hull covering*: Unless the Death is the target of a Search or Focus scan, it is +2D more difficult to detect on sensors.
- *Baffled drive*: A baffled drive is a drive that runs 'cold'; it only gives a Space rating of 2 and allows the ship to move while almost completely powered down - cautious movement is no more detectable than drifting; cruise movement adds +5 to the sensor operator's roll to detect the ship; high speed adds +10; all-out adds +15. The baffled drive unit only holds compressed gas enough for 100 space units. See *Pirates & Privateers*, pages 39-40.

Capsule:

The Death started out as a Koensayr BTL-A6 Y-wing II "Recon" prototype. However, Adison has added a few flourishes to it - compared to a standard Y-wing, its most obvious external feature is that it has a laser cannon in its turret and has a pair of heavy ion cannons at the front. Internally, it is heavily reconfigured - there's no space for a co-pilot/gunner, but there is a full navcomputer suite and heavily upgraded hyperdrive. This particular Recon prototype hasn't had any proton torpedoes fitted, allowing it more internal room than most.

The starfighter's most interesting feature is the cockpit habitat extension - when fitted (by means of a neck collar), it effectively gives half a stateroom extra, accessible through a hatch in the bottom of the cockpit. Though the pilot is ill-advised to fight with the cockpit habitat extension fitted, it increases the endurance of the starfighter immensely - as well as granting an extra passenger space if necessary. The cockpit habitat extension can be detached if necessary - in which case it has three weeks of supplies and power, as well as a powerful comms station. Attaching the cockpit habitat extension usually takes about 5 minutes - detaching it takes two rounds.