

Loadout: Close Air Support, CAP, Turbolaser Strike, DC-17 Blaster Pistol, Lead from the Front, Battlefield Triage, Combat Medic, Ion Strike, Idea Disc

Name: Captain Conrad Saejik

Age: 62

Species: Human

Gender: Male

Class: Fire Support

Last Known Transmission of the Imperial Star Destroyer Renown (A large packet of transmissions were addressed to the crew's families and friends. The enclosed transmission was addressed to Mrs. Tera Saejik, MD): "I'm sorry, Tera. You were right. When the Clone Wars began, you told me I should stay at home with you. Stay at the hospital. Stay safe. But the Saejiks have always served in the Republic Navy in times of war. My cousin was enough, you said, but I felt it was not. If I did not stand up to defend law, order, and democracy, who would, I asked. And the military is always in need of more doctors. So I enlisted, and I served. And when the war ended, and the Empire began, I stayed on. Our soldiers still needed doctors, law and order still needed to be preserved, and the Republic was corrupt to its core. Reform was necessary. It was... hard to believe that the Jedi I worked with personally would attempt a coup, but incidents with the likes of Pong Krell and Bariss Offee made it clear that their order was as corrupt as the rest of the Republic's government. Change was needed, there were always wounded soldiers in need of treatment, and, well, the Saejiks have always served in the Navy. Then my cousin, Captain Ralon Saejik, was executed for gross incompetence by Darth Vader. Suddenly, instead of a prestigious captaincy in the famed Death Squadron, the highest ranking Saejik in the Navy was a lowly medical officer, a mere lieutenant. I should have listened to you, I should have resigned and come home... But a Lieutenant wasn't good enough for Grandfather, and... the Saejiks have always served in the Navy. So I went back to the Academy, I went through Fleet Tactical, and I came out as a Commander. I advanced to Captain, I got the Renown, and then... Alderaan. I should have listened, I should have resigned, retired, but... An entire core world, a founder of the Republic, going Rebel? The chaos, the bloodshed, it would have been... far greater than even the destruction of a planet. Or that's what I told myself, when I decided to stay in the Navy. The Saejiks have always served in the Navy. And then I was assigned to the command of Grand Admiral Zaarin. He is dangerous. Obsessed with new military technologies to crush his enemies. What enemies would need such weapons? The Rebels cannot match what the Empire already has, and there are no other foes worth naming except... for other Imperials. I fear he may attempt a coup, but I will not be there to see it. I'm sorry, Tera. You were right. The experimental hyperdrive unit fitted on the Renown has malfunctioned. We are being pulled into an anomaly, and our engines are... insufficient to allow us to escape. This transmission may be the last we send. I love you, Tera. I'm sorry. I should have listened."

Appearance: Conrad is an aging human with salt and pepper hair, piercing blue-grey eyes, and a slender if reasonably toned physique. He stands an unimpressive 5'5", and keeps himself

clean-shaven and his hair close-cropped with fastidious care. He wears the standard, grey, Imperial fleet officer's uniform, with a captain's blue and red rank bar pinned over his heart, the standard grey cap, and a pair of well-shined black boots. His belt carries his identification cylinder, a data pad, a field medic's kit, and his sidearm, an aging but well-kept DC-17 blaster pistol he was issued back during the Clone Wars.

Personality: Something of a black sheep for his family, when the rest of the Saejiks of appropriate age eagerly enlisted, first in the Republic security forces, then later in the Grand Army of the Republic, Conrad only did so after first going through medical school. Naturally empathetic and disinclined towards violence, decades of war, Imperial service, and compassion fatigue have worn down his tolerance for fools, lawbreakers, and enemy combatants considerably. However, battered and rusted though it may be, a steely core of discipline, duty, and firm belief in the ideals of the Republic military, to defend the helpless, to preserve law and order, has yet endured. Tested by the Empire's policies and actions, torn from his wife and his very universe by Grand Admiral Zaarin's reckless experiments, Conrad finds himself at a crossroads where the roads aren't labelled and any other navigational aids are seemingly absent. Where he'll go from here is anyone's guess, but to simply lie down and give up... He's not capable of that just yet.

Level: 6

HP: 96 (19 x 5)

Initiative: 9

Loadout Slots: 8

Stats:

Str: 2

Dex: 9

Int: 14

Con: 9

Syn: 0

Perks:

Imperial Star Destroyer Renown (level 4 perk): The Renown is an Imperial One class Star Destroyer that normally loiters in geosynchronous orbit over Captain Saejik. It can perform "Star Destroyer Actions", which must have at least 2 rounds of travel time between use and when they take effect, and cannot be used indoors. In exchange, these actions are unaffected by any negative effects on Captain Saejik, and are not treated as originating from him except for the purposes of positive effects. Grants access to the perk-backed action Close Air Support, which unlike other Star Destroyer Actions does not need travel time.

Get Down Sir! (Flaw): Captain Saejik's MHP is divided evenly between himself and the four Stormtroopers of his honor guard. The Stormtroopers take damage for Saejik if possible, and

whenever damage equal to 1/5 of his MHP is taken, one of the Stormtroopers is downed, reducing his MHP by that amount. At the end of each encounter, wounded Stormtroopers are rotated back to the Renown for medical treatment and healthy ones are dispatched to replace them, restoring Captain Saejik's MHP to its original value. Captain Saejik does not suffer a wound unless he and his Stormtroopers are all downed.

Actions:

Take Cover! (Basic Block): Reduces incoming damage by 50% after other modifiers for 1 round.

Close Air Support (perk-backed, Star Destroyer): Once per plot, in an open space with no roof, Captain Saejik can call down the Imperial Star Destroyer Renown to enter the planet's atmosphere and provide close air support. Should the Star Destroyer's shields be depleted enough, it will be forced to retreat to avoid irreparable damage.

-Level 1 (Perk): The Renown enters the atmosphere and hovers over the battlefield. The Renown can take $[30 + \text{level} \times \text{intelligence}]$ HP of damage to its shields before being forced to retreat to preserve the ship and crew. Downing or killing Captain Saejik will not force the Renown to disengage. While the Renown is providing close air support, Star Destroyer actions have no travel time between when they are used and when they take effect. As a super-heavy vehicle, the Renown deals 2x damage and automatically maximizes its damage dice against targets with the [infantry] trait, and takes 1 damage from attacks without the [castle], [superheavy], or [Trespasser-enhanced] traits. Its attacks are [superheavy]. These damage modifiers do not apply to Star Destroyer actions made while in orbit, due to the greater distances involved sapping energy from artillery strikes, and requiring more payload to be spent on fuel for strike craft. While providing Close Air Support, the Renown can use any Star Destroyer action, whether or not it is in Captain Saejik's loadout.

CAP (Star Destroyer): Captain Saejik calls down a squadron of experimental TIE Hunters from Diamond, Amethyst, or Corusca Squadron to neutralize enemy air assets and clear the skies. Usable once per encounter.

-Level 1 (AP): 2 rounds after use, a squad of 6 TIE Hunters descend from orbit to patrol the area. Each TIE Hunter will take $[\text{level} \times 3]$ HP of damage to their shields before being forced to disengage to preserve these valuable fighters. Each fighter makes an attack with their laser cannons and ion cannons once per round that deals $[\text{intelligence}/2]$ damage to the airborne or flying enemy with the highest initiative.

-Level 2 (AP): The TIE Hunters now deal $[\text{intelligence}/2 + \text{level}/2]$ damage with their attacks.

Ion Strike (Star Destroyer): Captain Saejik calls for an ion cannon strike, stunning targets and heavily debuffing mechanical enemies.

-Level 1 (AP): 2 rounds after use, an ion cannon bolt strikes target enemy, stunning them. If that enemy is mechanical, they receive the debuff Ion Disruption, causing their attacks to be treated as though their targets used the Basic Defense action for the next 3 rounds. Cannot be used while an Ion Strike is in transit.

-Level 2 (AP): If there are mechanical enemies other than the initial target in the encounter, the one closest to the initial target in the initiative order also receives the Ion Disruption debuff.

Turbolaser Strike (Star Destroyer): Captain Saejik calls for a turbolaser strike, dealing heavy damage to a targeted enemy.

-Level 1 (AP): 2 rounds after use, a volley of turbolaser bolts strike target enemy, dealing 3d10 + intelligence damage. Cannot be used while a Turbolaser Strike is in transit.

-Level 2 (AP): The turbolaser barrage now deals 4d10 + intelligence damage.

-Level 3 (AP): The turbolaser barrage now deals 5d10 + intelligence damage.

-Level 4 (AP): The turbolaser barrage now deals 6d10 + intelligence damage.

Bombing Run (Star Destroyer): Captain Saejik calls down a squadron of experimental TIE Punishers from Dambuster or Breaker Squadron to carpet bomb an area, devastating all enemies and structures within it.

-Level 1 (AP): Captain Saejik chooses a section of 6 consecutive initiative slots. 3 rounds after use, a squad of six TIE Punishers carpet bomb the area from high altitude, dealing 6d6 + intelligence damage to every enemy within that area, and any structures or other objects near and in the targeted area. As the strike comes in, enemies may choose to sacrifice their next action to dive for cover, reducing the damage it deals to them by 50%. This action causes substantial collateral damage in the area of effect.

-Level 2 (AP): The TIE Punisher bombing run now deals 8d6 + intelligence damage.

-Level 3 (AP): The TIE Punisher bombing run now deals 10d6 + intelligence damage.

Drop All-Terrain Tactical Enforcer (Star Destroyer): Once per plot, Captain Saejik can call down a transport carrying an AT-TE walker, a sturdy, squat, walking tank equipped with heavy armor and heavy weapons, for his allies to crew to devastating effect. While the walker is discarded as obsolete by most Imperial commanders, Conrad is fairly sure the newer AT-AT is in fact a downgrade, and has retained a complement of the Clone Wars-era walkers for his forces.

-Level 1 (AP): 2 rounds after use, an AT-TE is delivered. The AT-TE has the same MHP as Captain Saejik. As a vehicle, it deals 30% more damage to targets with the [infantry] trait, and takes half damage from attacks that lack the [anti-vehicle], [castle], or [superheavy] traits. The AT-TE can take four allied crewmen, one of which can be Captain Saejik, and carries its own weapons, all of which have the [anti-vehicle] trait. Additional passengers can be taken aboard, but they will not be able to act against targets outside the vehicle. Each crewman occupies a different position, and can enter or exit the vehicle once per round as a free action. The Driver lets the AT-TE borrow his initiative, and controls the upper forward laser cannons. The forward gunner controls the lower forward laser cannons. The rear gunner controls the rear laser cannons. And the main gunner controls the heavy mass driver mounted on the top of the walker. The AT-TE can comfortably scale even vertical surfaces, and is unaffected by radiation, hard vacuum, being underwater, and all but the most extreme of other environmental factors. The AT-TE's laser cannons deal 1d8 + [intelligence or dexterity] damage. The AT-TE's primary mass driver has a round of cooldown after every shot, and deals 3d8 + [strength or intelligence]

damage. AT-TE crew members can use their own actions freely, with the following restrictions: paired laser cannon gunners can only make attacks with the AT-TE's lasers, and the driver cannot make attacks (which doesn't prevent Star Destroyer actions from being used). The AT-TE will take attacks for the driver, forward laser cannon gunner, and rear laser cannon gunner, but not for the mass driver gunner.

-Level 2 (AP): The AT-TE now deals $2d8 + [\text{intelligence or dexterity}]$ damage with its laser cannons, and $4d8 + [\text{strength or intelligence}]$ damage with its mass driver.

-Level 3 (AP): The AT-TE now deals $3d8 + [\text{intelligence or dexterity}]$ damage with its laser cannons, and $5d8 + [\text{strength or intelligence}]$ damage with its mass driver.

DC-17 Blaster Pistol (equipment): Captain Saejik opens fire on target enemy, forcing them to either take the blaster bolt or dodge in a way that makes it difficult to effectively counterattack.

-Level 1 (Craft): Captain Saejik fires on target enemy, forcing them to either take the hit or dodge to an inconvenient location. Roll $2d4 + \text{intelligence}$. The targeted enemy must either take that much damage or have their damage output this round reduced by half that amount.

-Level 2 (Craft): The pistol's output is increased to $3d4 + \text{intelligence}$.

-Level 3 (Craft): The pistol's output is increased to $4d4 + \text{intelligence}$.

-Level 4 (Craft): The pistol's output is increased to $5d4 + \text{intelligence}$.

Lead from the Front: Captain Saejik inspires his allies with a speech and some covering fire, providing temporary HP and a damage boost.

-Level 1 (AP): Captain Saejik inspires up to 3 target allies, giving them temporary HP equal to his intelligence unless they have more temporary HP than this from another source, and increasing their attack damage by his level for 3 rounds. 5 round cooldown.

-Level 2 (AP): Inspired allies now receive $[\text{intelligence} + \text{level}]$ temporary HP for 3 rounds.

Battlefield Triage: Captain Saejik patches up minor wounds while giving a quick pep talk, getting incapacitated allies back in the fight.

-Level 1 (AP): Captain Saejik removes a status ailment and all temporary HP from target ally and then gives them temporary HP equal to his intelligence. Temporary HP is lost before other HP.

-Level 2 (AP): Captain Saejik now removes two status ailments from the target.

Combat Medic: Captain Saejik provides a more in-depth treatment with bandages, bacta patches, disinfectants, and possibly some stitches, healing one of his allies.

-Level 1 (AP): Captain Saejik heals target ally for $2d6 + \text{intelligence}$ HP, and then puts the Treated buff on them for 3 rounds. The Treated buff renders the beneficiary immune to this action.

-Level 2 (AP): Captain Saejik now heals the target for $3d6 + \text{intelligence}$ HP.

-Level 3 (AP): Captain Saejik now heals the target for $4d6 + \text{intelligence}$ HP.

-Level 4 (AP): Captain Saejik now heals the target for $5d6 + \text{intelligence}$ HP.

Honor Guard: Having some Stormtroopers along works wonders for your ability to perform breach and clear operations, and intimidate others.

-Level 1 (Craft): Captain Saejik gets +X to checks to break down doors, intimidate people, and search rooms, where X is the number of Stormtroopers currently in his honor guard.

-Level 2 (Craft): X now equals twice the number of Stormtroopers currently in the honor guard.

Lambda Shuttle (Star Destroyer, Trick): Captain Saejik calls down a Lambda-class shuttle to provide transport to himself and his allies in comfort and style.

-Level 1 (Craft): Cannot be used in combat. Captain Saejik calls down a Lambda-class shuttle to provide transportation for himself and his allies.

(x1) Life Shard (Loot): Revive one fallen ally to 25% HP, negates any wounds they would've received, usable once only, doesn't require a loadout slot.

Idea Disc: A specialized computer board loaded with three chips labeled "TTRPG", "Crossover", and "Complicated". It seems to run some kind of program.

-Level 7 (Loot): The user gains 1DR/Eldritch for every 5 Int they have. As a free action the user may reduce a cooldown by 1 or fill a gauge by 10%. 3 Round cooldown.