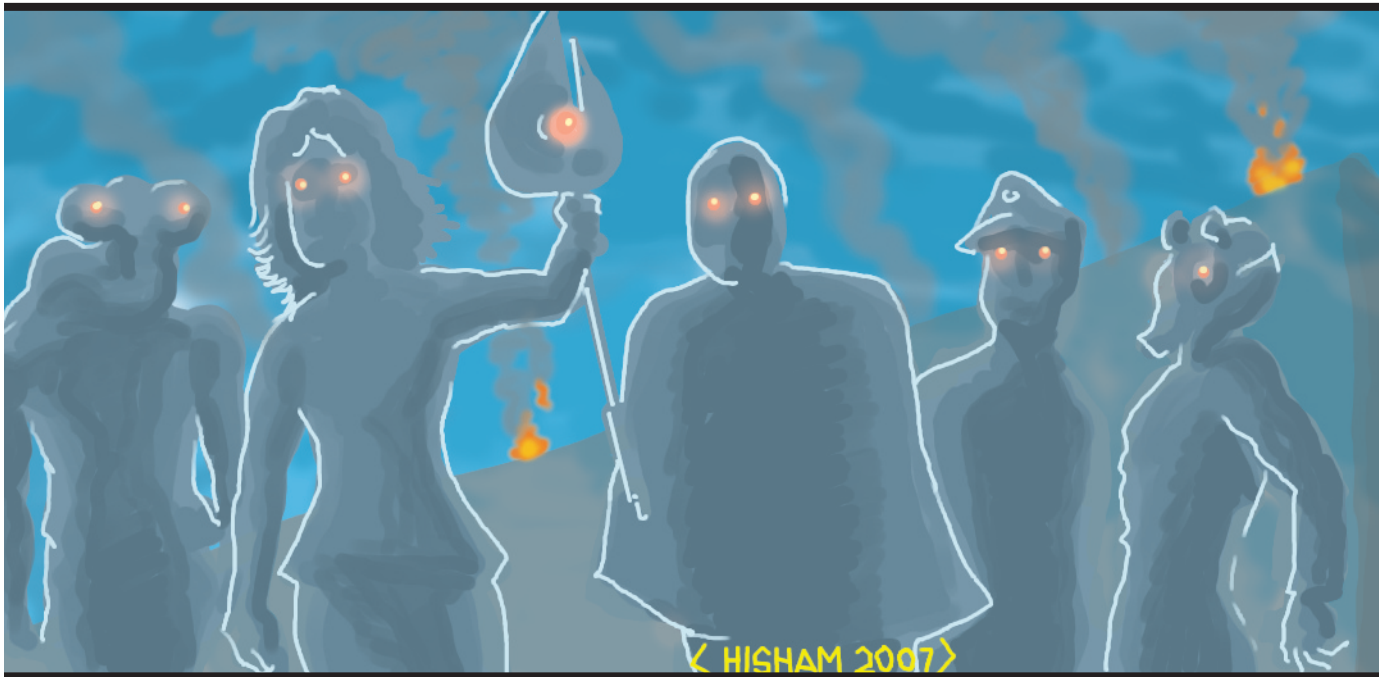


STAR WARS

ROLEPLAYING GAME

OLD SCHOOL D6 STATS



CRACKEN'S

COLLECTION OF

CRAZED CRACKPOTS

BY
KHAIRUL HISHAM

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Please don't sue the pants off me because I don't have any money anyway. You might however get my pants instead, which would extremely inconvenience all parties involved.

Chapter 1

Introduction

Message From The Doctor

There exists something in the universe that is akin to some sort of fabric. This fabric supports our assessment of the nature of the universe, the star-faring society that encompasses us all and our relationship with everything else that exists with us in our galaxy.

This fabric stretches, catches and ensures that we all share the same notions and beliefs in our perception of the universe. We travel upon it as we grow, learn and develop our minds and beliefs. But as per every fabric, there are kinks, warps and tears. When one looks not where he is traveling, he might be caught in a tangle of frayed material, or worse, encounter a tear and fall through into the abyss.

My name is Cracken. Doctor Pitch-Flip Cracken, nephew of General Airen Cracken twice removed. I used to run Commenor's Lady of the Sleeping Excavator Sanatorium, until an inmates' revolt during an Imperial attack (and a major toilet blowout), which happened exactly during the time when the Death Star was destroyed at Yavin, caused me to embark on this personal and perilous crusade.

My crusade is a personal one: to ensure public safety by hunting down and neutralizing a cadre of escapees from the Sanatorium. If they actively resist being neutralized, I would have no choice but to eliminate them.

In my crusade against these dangerous individuals I have been shot by blasters thrice, almost incinerated twice, stunned many times and had my left leg broken once.



This book catalogs the most dangerous and the most insane of the escapees. It includes notations and other personal observations or anecdotes that I've picked up about them over the years. If you encounter any of them anywhere within the Galactic Empire, take great care and do not attempt to engage them, or even talk to them.

The last person who did that needed to have a new prosthetic hipbone (and new gall bladders) implanted.

*Dr. Pitch-Flip Cracken
Psychologist, Psychiatrist, Neurosurgeon and Bounty Hunter
Former Director of Lady of the Sleeping Excavator Sanatorium*

Chapter 2

The Escapees

Admiral Ploo Pongwit

Ploo Pongwit was an apprentice of a ceiling sculptor in the village of New Jackboots, 265 kilometers to the northwest of Hanna, the capital of Chandrila, until the day a ceiling he was working on fell on both him and his master. Unlike his master, he survived the accident but suffered massive cranial and neural trauma.

Because of feeling responsible for the injury, the homeowner Dr. Songvakar Niip (who also happened to be the local Imperial military forces' Chief Medical Officer and an accomplished expert in neurocybernetics) brought him to his medical research



facility at Hanna to perform reconstructive surgery using the latest in cybernetic technology. Unfortunately, the good doctor accidentally placed a prototype Strategic and Tactical Information Network receiver chip into Pongwit's brain (allegedly because of a part number label error).

Upon his awakening, Pongwit immediately escaped and disappeared for almost three months until he turned up at the Fondor Shipyards calling himself an admiral of the Imperial Navy. What was surprising was he knew enough of Imperial protocol and codes to avoid any suspicions for four days. He was discovered when someone did a background check and discovered there was no admiral named Ploo Pongwit in the fleet. He was finally captured and arrested while commandeering a fleet of one Imperial-II Star Destroyer, two Victory-IIs and seven Dreadnaught cruisers out of Fondor in an attempt to allegedly attack a rebel outpost on a moon in the Yavin system. (Obviously, it was later established that there actually was a rebel outpost there.)

Upon his incarceration at the Lady of the Sleeping Excavator, it was discovered that his cyborg brain was receiving raw data from secure Imperial Intelligence communication frequencies and processing them into providing Pongwit insight and good instincts for strategies and tactics. Also of great benefit was the amount of codes and other classified information for him to impersonate an Imperial Navy admiral.

"Admiral" Ploo Pongwit

DEXTERITY 2D, blaster 3D+2, dodge 4D, running 5D

KNOWLEDGE 3D+2, alien species 4D, planetary systems 4D+2, scholar: sculpture 6D

MECHANICAL 1D+1, beast riding 3D

PERCEPTION 2D, con 4D, hide 3D, persuasion 3D+2, search 3D, sneak 3D+1

STRENGTH 2D, brawling 3D+2, stamina 4D

TECHNICAL 1D, security 3D

Character Points: 7

Force Points: 2

Special Abilities:

With the Strategic and Tactical Information Network receiver chip in place and active, "Admiral" Pongwit also receives bonuses in KNOWLEDGE skills (bureaucracy: Imperial military 8D, tactics: capital ship combat 7D+2, tactics: starfighter combat 6D) and PERCEPTION skills (command: Imperial Navy 7D+2, command: Imperial Intelligence 5D+2, persuasion: Imperial military 6D+1)

Equipment: Merr-Sonn Quick-Six blaster, datapad, comlink, STIN receiver chip, spare Imperial admiral uniform, immaculately trimmed mustache

Quote: "In accordance with Imperial Ubiquitorate Protocol Orange-9797, I hereby commandeer the Imperial Star Destroyer Eviscerator to hunt down the rebel fleet hiding in the asteroid field in the Dantooine system."

GM's Notes: A person can successfully block the STIN receiver chip's signal by rolling for communications twice, the first is a Moderate roll to determine the current frequency being used by the chip and the next is a Difficult roll to scramble the reception protocols of the chip.

He was about to be executed when he escaped the Sanatorium. After three weeks of absence he appeared and took command of a Lancer frigate using valid command codes that wiped out three squadrons of Y-Wings off the Sriluur system. A month later he commanded a fleet of Imperial Star Galleons and Escort Carriers that destroyed a convoy of rebel transports carrying supplies to an unknown rebel outpost. All these operations and others following them are classified as unauthorized by the Empire. Any attempt to block the Intel data frequencies has resulted in total failure.

It appears that his delusion aided by his cyborg ability is a threat to the security of the Rebel Alliance and civilians that happen to be in the way of his crusade.

Vowarktagash

Vowarktagash was a mayor's aide named Marrow Fatts from the city of Twelfth Crossing on the Brentaal, a fourth-generation Nuknog living on the Core World planet. As a child his pacifistic parents, Benkupi and Apta Fatts, instilled within him a sense of morality and good, abhorring everything that is immoral and evil. In



his teens, he read a great deal of Wookiee warrior tales which led him to love the ideas of Wookiee heroes roving the galaxy for adventure and glory, helping the weak and fighting evil.

Vowarktagash

DEXTERITY 2D, blaster 3D+2, dodge 4D, melee weapons 3D+1

KNOWLEDGE 2D, investigation 5D, willpower 5D+2

MECHANICAL 1D+2, beast riding 3D, repulsorlift operation 3D+1

PERCEPTION 2D+1, hide 3D, persuasion 3D+2, search 6D, sneak 3D+1

STRENGTH 2D, brawling 3D+1, climbing 2D+2, stamina 3D+2

TECHNICAL 2D, blaster repair 6D+2

Character Points: 9

Force Points: 1

Equipment: Custom Wookiee bowcaster (5D damage), a bottle of fizzyglug, vibroblade (STR+1D+1)

Quote: "Raruuuunk!!!! Graarnk!!!"

However, most of his adult life has been in the service of the corrupt Mayor Tems Gralezuzler, formerly an unsuccessful shockball player from Kuat. Most of his time is devoted to embezzlement, nepotism and money politics of Mayor Gralezuzler, where the rich and their cronies get richer and the working class (and lower) of Twelfth Crossing gets poorer.

Then, one fine day cognitive dissonance got the better of Fatts and he experienced a bout of mental breakdown. When he came to, he came to believe that he was a Wookiee adventurer roaming the galaxy for truth and justice. He called himself "Vowarktagash".

Unfortunately, in his travels he is prone to getting himself and others into trouble. Many innocent beings were placed in danger because of his misadventures to rid the galaxy of evil. A mining colony at Subterrel were attacked by rogue battledroids and later, a small tourist spot on Spira was attacked by a gargantuan camray eel, both because could be avoided if Vowarktagash was not actively defending the locations from minor threats.

After his escape it was discovered that he tried to foil a swoop gang terrorizing a small town on Dellalt. Although the details of his actions were unclear, this unfortunately led to an all-out turf war between three swoop gangs, two racketeering gangs and one spice smuggling group which ravaged twelve major towns in near Dellalt's equator.

During his stay at the Sanatorium Vowarktagash (in full Wookiee mode) we learnt something from our interviews with him. He seems to believe that he was exiled from

the Wookiee homeworld of Kashyyyk for some embarrassing crime and he could not return there until he has brought a certain number of crime to justice.

He must be stopped from causing further harm to the public in his crusade to stop crime and corruption in the galaxy.

Fenn Cloudslicer



Ten years ago, the name Fenn Cloudslicer was on the lips, mandibles and vocabulators of trillions of beings on Rodia as well as the Core Worlds. He was a child prodigy who acted in live plays and holodramas that brought joy and tears to their audiences. He also ventured into singing where his lightweight pop songs were snapped up by quadrillions of swooning teen girls. He won accolades and awards for his performances, and by twelve he was a multimillionaire and owned a galaxy-spanning entertainment company.

However less than a year later, he squandered everything away by investing all his money and property into a black hole mining company. Several months after that, he was struck by a dozen lawsuits (from misappropriation to paternity) at once and he lost everything he had. By the end of the year, he was a

Fenn Cloudslicer

DEXTERITY 3D, blaster 4D+2, dodge 4D, melee parry 4D, melee weapons 3D+1, running 4D+1

KNOWLEDGE 1D, investigation 5D, scholar: performing arts 6D, streetwise 4D, willpower 3D+2

MECHANICAL 2D, beast riding 5D, repulsorlift operation 3D+1

PERCEPTION 3D, con 5D, hide 4D, persuasion 4D+2, search 4D, sneak 5D+1

STRENGTH 2D, brawling 3D+1, climbing 4D+2, stamina 3D+2

TECHNICAL 1D, demolitions 4D, first aid 3D+2 security 5D,

Character Points: 5

Force Points: 2

Equipment: Hold-out blaster (3D+2), vibroblade (STR+1D+1), security tool kit (+1D to security), medpac, 4 detonite packs, comlink

Quote: "Never fear! I, Fenn Cloudslicer, will not waste a moment in my struggle to save your lives and save the day! Except for you, ma'am, unless you drop that bottle of narcolethe".

broken shell of the vibrant young man he once was.

After years of being in and out of mental institutions and living a destitute life under bridges and storage warehouses in the lower levels of Coruscant, he saved a pet nuna that belonged to a senator's daughter and he discovered that he loved the praise bestowed unto him by everyone.

Then in the space of two months, Cloudslicer was discovered to have saved many lives from a dozen potential accidents, from an airbus repulsorlift failure to the stampede of a dozen arqets which escaped from a circus in Coco Town. Finally it was discovered that it was Cloudslicer himself who staged the potentially dangerous accidents so he could come in and save the day, after a fuel tank he rigged to burn at a lower spaceport exploded and killed seventy-two sapient beings (and one granite slug).

After the accident, he had been incarcerated in the Sanatorium until he escaped without being cured of his insanity and he will begin to stage accidents again to gain praise from the public. Until he is captured, he poses a threat to the public safety of heavily-populated cities of the Core Worlds.

The strangest thing about Cloudslicer is his aversion and personal distaste for liquid intoxicants. He will never set foot in a spaceport cantina or a bar. When he is faced with a bottle of lum or Corellian brandy or starshine surprise, he will drop everything to smash the bottle or pour its contents into the nearest drainpipe.

Captain Qutarig Zurt

Qutarig Zurt was the first mate of a tourist starliner Chrysanthemum Earlobe, which skirted beautiful nebulae along its tour routes out in the Outer Rim Territories. Then, the Earlobe ran afoul of an uncharted black hole which appeared out of the Laserbagel Nebula 120 light years spinward of Gamorr. The ship along with her crew and passengers were doomed, there was no way for any of them to escape its relentless gravity well.

However, several days later Zurt woke up on a lifepod alone half a light year away from the black hole. She also discovered in the pod blood-encrusted force pike affixed with a mysterious red gem which she had never seen before. Unable to recollect her escape from certain death and stuck in a lifepod for 10 days before she was rescued by a passing star barge, she came to the conclusion that the black hole was a dark and terrible

Captain Qutarig Zurt

DEXTERITY 2D, blaster 4D, brawling parry 4D+1, dodge 5D, melee parry 3D, melee weapons 4D

KNOWLEDGE 1D, alien species 3D, business 3D+2, languages 4D, streetwise 3D+2, willpower 3D+1

MECHANICAL 4D, astrogation 6D+2, communications 4D+2, repulsorlift operation 5D, sensors 5D+1, space transports 6D+1, starship gunnery 5D+1, starship shields 4D+2

PERCEPTION 2D, con 5D, forgery 3D, hide 4D, persuasion 5D+2, search 3D, sneak 3D+1

STRENGTH 2D, brawling 4D+1, climbing 3D+2, stamina 2D+2

TECHNICAL 1D, space transports repair 4D+2, starship weapon repair 4D

Character Points: 8

Force Points: 1

Equipment: Blaster pistol (4D), comlink, spacer outfit, gloves, headband

Quote: "I know your kneecaps are broken and you can't escape, but Strabuphyte here will let me know if he wants you will live without your left leg or live without your right leg. Then, send my love to Ned when you meet him."

god that allowed her to live for a reason.

She now believes that her mission is to feed the god in the black hole more innocent souls lest her own would be reclaimed by the god, which by the way she calls "The Insurmountable Ned". We learned this observing her trying to converse to Ned via the red gem on her

force pike, which she has named "Strabuphyte". She would get into metaphysical arguments with Strabuphyte for hours and sometimes she would lose.

We still have no idea how she came into the possession of Strabuphyte and she still hasn't recalled what happened during her missing time before the Earlobe's destruction. She is extremely attached to it and after her escape she killed four Sanatorium guards breaking into the weapons vault to retrieve the force pike. The red



gem is also a mystery. We were unable to use an electric welder to cut it from the pike.

However we are pretty sure it's not an unknown alien device used to communicate with some sort of malevolent space-borne entity living in the accretion disk of a black hole.

Over the years she would create small tour companies and lease tour ships from various operators. From our interviews with her, we believe that at least two hundred beings were sent to their deaths into The Insurmountable Ned. She avoided capture by moving on to another spaceport immediately after sending people into the black hole, until the unfortunate incident with the Pfib priest-aide, the cross-eyed SE4 droid and the exploding public diaper plasma-disintegrator.

She has not been cured and was still worshipping The Insurmountable Ned in her sanatorium room every

night, praying for Ned to come and deliver her from the unbelievers. After her escape, we are looking out for new star tour operators that will be operating around the vicinity of The Insurmountable Ned.

Skvam Vashtroom

Not much is known about Skvam Vashtroom. He rarely speaks while under the care of the sanatorium. All he did before he escaped was eat his fruits (he only eats fruits) and glower at passers by, which can be



intimidating when he's a hulking, muscular, scarred, dark-skinned Ithorian.

During his time in the Sanatorium he only spoke once, and only to me: "I weep for all of us. I am the last living being in the universe and I live the ultimate nightmare. You are all dead and refuse to believe it. Your speak but unholy, spine-chilling words come out. You eat but all you consume are rotten, putrid, dead things that even carrion refuse to touch. You walk, but all you do is shamle aimlessly, supported by diminished bone and decomposing muscle. You all refuse to die for some evil reason that even eludes you. And it is up to me to send you all to the screaming, quivering, bloodless, dark

Skvam Vashtroom

DEXTERITY 2D, brawling parry 5D, melee parry 5D, melee weapons 4D+1
KNOWLEDGE 2D, streetwise 4D, survival 5D+2, willpower 6D+2
MECHANICAL 1D, beast riding 3D
PERCEPTION 2D, hide 4D, search 5D, sneak 3D+1
STRENGTH 4D, brawling 6D+1, climbing 5D+2, stamina 7D+2
TECHNICAL 1D, demolitions 4D, space transports repair 4D, security 6D
Character Points: 3
Force Points: 1
Equipment: A pouch filled with 9 thermal detonators, a flask of Bothan stun spores (4D+2 stun damage), a flask of clear water, syntherope (10 meters)
Quote: "Undead filth. Your rotten flesh will not sully this universe any longer."

realm where all of you should be." After that he started munching on his fruits again.

After the escape, he was spotted momentarily on Contruum and an entire town of three thousand beings died of an airborne neurotoxin – a homemade weaponized juri juice. Two weeks later, he was reported at Sluis Van and three star liners filled with passengers inexplicably crashed into each other killing seven thousand. Recently, an undercover CorSec agent believed that she saw Vashtroom at Nar Shaddaa hours before a burning tanker fell from orbit, crashed into and decimated three major towers there, killing tens of thousands. He will hide among the shadows as he plans the mass murder of thousands of innocents in highly-populated public areas.

After his escape we were approached by an Aqualish

Weaponized Juri Juice Neurotoxin

This customized neurotoxin is made from fermented juri juice, sparkling mineral water from the polar ice caps of Alderaan (not much left in the galaxy) and bantha dung. KNOWLEDGE skill of Scholar: Chemistry is required to create the concoction. A roll of 20 and below, the concoction fails and all you have is a nasty stink bomb. A roll between 21 to 30 will cause the thing to go off during its manufacture. A result of 31 or above means you got it brewed up and contained perfectly.

When 1 milliliter of the toxin is released as an aerosol, it will cover a sphere with a radius of 2 meters. 5 ml will cover a radius of 10 meters, 10 ml will affect 20 meters, and so forth. The first round exposed to the aerosol, a character rolls his stamina against the toxin's damage, a difficulty number of 10. The next round the difficulty number increases to 20, 30 40 and so forth. Treat the stamina vs. toxin damage as per regular injury rules.

A PC will have to overcome the first round to try to rush out of the aerosol area to prevent incapacitation and death.

trader that claimed to have known Vashtroom before insanity took him. Vashtroom was the Aqualish's friend on one of Ithor's floating herdship before he fell off an observation platform and into the Mother Jungle. The priests of the Mother Jungle searched the entire region for the Ithorian but Vashtroom was never found... until he showed up as an insane mass murderer.

Apparently what caused him to go insane occurred after he fell into the Ithorian jungles.

Vashtroom is extremely dangerous and should be approached with great caution and at least two backup persons wielding BlasTech T-21s.

The Crimson Defender

Growing up in the criminal society on Nar Shaddaa, Ric Zothip wished that life was fairer and more just than it is. After the witnessing the tragic events of his father getting fired from a speeder marketing company, he vowed to fight all manner of injustices in the universe, especially those against the common citizens of the galaxy.

For some reason, he has to wear a red mask, skintight costume and a cape to do it, while calling himself the

"The Crimson Defender"

DEXTERITY 4D, acrobatics 7D, brawling parry 6D+2, dodge 6D, melee parry 5D, running 4D+2

KNOWLEDGE 1D, investigation 6D, law enforcement 4D, streetwise 4D+2, willpower 5D+2

MECHANICAL 1D, communications 4D, repulsorlift operation 3D

PERCEPTION 3D, con 5D, hide 4D, persuasion 5D+2, search 5D, sneak 6D+1

STRENGTH 2D, brawling 5D+1, climbing 7D+2, stamina 4D+2

TECHNICAL 1D, first aid 3D+2 security 5D,

Character Points: 10

Force Points: 3

Equipment: Weird red armored costume (+2D against physical damage and +1D against energy damage), 2 medpacs, Czerka Pulsar-4 ascension gun (10 shots of 50 meter cables), 7 ascension gun liquid cable refill packs, 4 stun grenades, headset comlink

Quote: "Your pitiful need to sow seeds of discord among these innocent citizens sicken me! I will thwart your efforts until my last breath! No, really!"



Crimson Defender. He travels the skies of Nar Shaddaa using an ascension gun and a cable to swing himself across enormous, populated towers there. His hand to hand combat is exceptional and he has been known to evade light repeating blaster fire by just leaping around. He never kills and will do everything in his power to uphold order and defeat chaos.

Unfortunately chaos in his mind also meant the Rebel Alliance and order, The Galactic Empire.

Apart from foiling crooks, con men and thieves, he has made it his business to find out where rebel cells are and disrupt their activities. And if the cell is too much for him to handle, he is not above calling in local security or Imperial garrison to do the job.

The last person who tried to persuade him to join the rebellion's cause was shot half a dozen times by ambushing Imperial stormtroopers. We kept him in the Sanatorium to prevent his further meddling in the affairs of small rebel cells, weapons caches and safehouses.

Unfortunately for the rebellion, he is now out and about, and was last reported by rebel agents sniffing around an Alliance Intelligence safehouse on Corulag, already wearing a newly-made costume.

Osselyn Sandraker / Jira Dhagu / Runboat-Ann Abbit

We're unsure of who this individual started out as, but Osselyn Sandraker seem to be the dominant personality of this person who suffers from multiple personality disorder.

This human female was first caught by Sector Rangers three years ago in the process of planting thermal detonators all over the Community Marketplace in the provincial capital of island state of Thauris on the mining planet of Vandenhelm. She was allegedly attempting to kill one human male named Rinneb Spinvar, whom she claimed to be an evil armored bounty hunter that slaughtered her family five years ago on Tyne's Horkey.

We discovered that this individual indeed existed and was at the Community Marketplace. However he was only an accountant's assistant for a retail store that sold vegetables to restaurants on Tyne's Horkey. Mr.



Spinvar does not know why Sandraker was out to kill him. He had never met Sandraker before that as far as he knows.

Osselyn Sandraker

DEXTERITY 3D, blaster 6D+2, dodge 5D, melee parry 4D, melee weapons 5D+1, running 6D+1

KNOWLEDGE 2D, languages 4D, streetwise 5D, survival 4D+1, willpower 4D+2

MECHANICAL 1D, astrogation 4D, beast riding 3D, communications 4D, repulsorlift operation 4D+1, space transports operation 4D+2, starship gunnery 4D, starship shields 4D+2

PERCEPTION 2D, bargain 3D, con 4D, gambling 4D+2, hide 6D, persuasion 3D+2, sneak 6D+1

STRENGTH 3D, brawling 5D+2, climbing 3D+2, stamina 3D+1

TECHNICAL 1D, demolitions 4D, security 5D

Quote: "I believe I shall rip out your duodenum through five different holes in your body and that's a promise."

Jira Dhagu

DEXTERITY 1D, blaster 2D+2, dodge 3D, melee parry 4D, grenades 3D

KNOWLEDGE 3D, bureaucracy 4D, languages 5D+2,

MECHANICAL 2D, communications 6D+2, sensors 4D

PERCEPTION 2D, hide 6D+2, sneak 4D

STRENGTH 1D, stamina 4D

TECHNICAL 3D, computer prog/repair 7D, droid programming 5D+2, security 6D

Quote: "Er... um... er... just hit the red button and turn, er... the green dial beside it to, um... level four.. never mind. Bye."

Runboat-Ann Abbit

DEXTERITY 3D, blaster 3D+2, brawling parry 4D, dodge 5D, melee weapons 3D+1

KNOWLEDGE 1D, business 4D, cultures 6D, languages 4D, streetwise 4D+1, willpower 6D+2

MECHANICAL 2D, beast riding 5D, repulsorlift operation 3D+1

PERCEPTION 3D, con 5D, hide 4D, persuasion 4D+2, search 4D, sneak 5D+1

STRENGTH 2D, brawling 3D+1, climbing 4D+2, stamina 3D+2

TECHNICAL 1D, demolitions 4D, first aid 3D+2 security 5D

Quote: "You're smart and funny. You fill me with great confidence. I wish... No, I can't say that. I can't trouble you with my petty problems."

Common Stats

Character Points: 14

Force Points: 3

Equipment: Blaster pistol (4D), vibroaxe (STR+1D+1), datapad, comlink, glowrod, survival kit (+1D survival in the wild)

GM's Notes: Osselyn Sandraker is the default personality that exists after she wakes from unconsciousness. However, when she is faced with stressful situations, roll a D6. Jira Dhagu emerges as a result between 1 to 3 and Runboat-Ann Abbit between 4 to 6. Any subsequent sudden increase in stress and / or adrenaline will cause a 50% chance of one of the dormant two personality emerging.

Over the years, Sandraker escaped the Sanatorium twice before being captured, and on both counts she was caught trying to destroy buildings or starships that Mr. Spinvar was on. Before she was caught the last time, a baradium charge went off prematurely at the Oradin Grand Megamall on Brentaal and thirty-four beings died in the blast.

What is interesting about Sandraker is her multiple personality disorder and we have identified three distinct personalities within her psyche. Each has its own mannerisms, special skills and weaknesses. But all of them have vowed to kill Rinneb Spinvar.

Osselyn Sandraker is a warrior. She speaks and moves very little. When she starts to move, it would start and / or end with violence, fighting with or without weapons with great proficiency. A fascinating thing about her is that she will drop everything to save small animals from danger.

Her other personality is Jira Dhagu, a stuttering woman who tries to speak a lot but says very little in the process. But at the keyboard of a computer Dhagu can break through the most hardy of security programs or unlock the most secure doors or reprogram the brains of the most complex droids. Dhagu however is unable to use any kind of weapon to personally kill a person.

The final personality is Runboat-Ann Abbit. She is a sociopathic liar and will lie and bluff into getting what she wants. It's believed that Abbit was responsible for both escapes from the Sanatorium. To strangers, Abbit is the most congenial person they would ever have the pleasure of meeting. After ten minutes with her, almost anyone unawares will be charmed by her flattery and will be willing to help her to do anything. The only strange behavior we've cataloged from Abbit is that she will fly into unbridled rage when talking about Mandalorians. We still have no idea what caused this behavior in her. It's as if she has had enough of the sheer amount of Mandalorians being glorified in popular literature and holos, and their armor being considered 'cool by today's youth.'

The first course of action is to warn Rinneb Spinvar of Sandraker / Dhagu / Abbit's escape. But he seemed to have disappeared from his last known home with a note that he's gone to pursue a new career in dangerous animal wrangling out in the Outer Rim Territories. We have to locate him before she does.

Chapter 3 Afterword

Closing Note by General Airen Cracken

Dr. Pitch-Flip Cracken

DEXTERITY 2D, blaster 3D, brawling parry 4D+2, dodge 3D
KNOWLEDGE 2D, investigation 4D, law enforcement 4D+1, scholar: psychiatry 4D+2, scholar: psychology 5D, streetwise 3D+2, willpower 3D+2
MECHANICAL 2D, communications 4D, sensors 4D+2
PERCEPTION 2D, con 4D, hide 4D+2, persuasion 4D+1, search 5D, sneak 4D+1
STRENGTH 2D, brawling 3D+1, climbing 3D+2, computer prog / repair 5D+1, stamina 4D
TECHNICAL 2D, first aid 3D+2 security 5D,
Character Points: 10
Force Points: 3
Equipment: BlasTech E-11 blaster rifle, flak jacket, comlink, datapad, 3 grenades, doctor's lab coat, fake entry passes into a dozen medical facilities
Quote: "Do not underestimate the power of the whackaloons. If you start down the whackaloon path, forever will it dominate your destiny."

Thank the Force that the delusional neurotic who calls himself Dr. Pitch-Flip Cracken has been apprehended and incarcerated at the Lady of the Sleeping Excavator Sanatorium back on Commenor.

Pitch-Flip Cracken is actually another inmate of the Sanatorium called Zaot Shaphti, a burnt out pod racer's technician who lived most of his life in Pixelito on the planet Malastare before his incarceration. And he's certainly no nephew of mine. Why he has a fixation on my family and how he managed to acquire current Alliance Intelligence data are beyond me.

Since his witnessing the escape of the inmates of the Sanatorium (which led to his subsequent escape), he's written this document as though he was a certified psychiatrist and an adventurer. He's also attempted to capture some of the individuals that resulted in devastation and mayhem, which left hundreds injured on half a dozen worlds.

In my people's attempt to capture him, we have shot him three times and almost incinerated him twice. We were sure we stunned him many times and I broke his left leg broken once during a scuffle at Ord Radama but he still managed to elude us... until recently when we cornered him at a Coruscant water treatment plant. We captured him at the cost of the plant's retention tanks and covered half the neighboring arcology with liquid filth.

In any case, the document which you hold in your hand that he wrote is still a valid document that catalogs each and every potentially dangerous escapee from the Sanatorium. You can still employ the book as a guide to apprehend these characters.

Use it with caution and do not attempt to engage the escapees alone.

May the Force be with you.

Airen Cracken
General
Alliance Intelligence