Characters D6 / Crosshair {CT-9904} {as of Ba



Name: Crosshair {CT-9904} {as of Bad Batch Season 3}
Homeworld: Kamino
Born: Kamino
Species: Human (Genetically defective clone)
Gender: Male
Height: 1.93 meters
Hair color: Gray, later bald
Eye color: Brown
Skin color: Tan

DEXTERITY: 5D (*)
- Blaster: 10D (*)
- Dodge: 8D (*)
- Brawling Parry: 6D (*)
- Grenades: 6D+2 (*)
- Vehicle Blasters: 7D+1 (*)
- Missile Weapons: 7D (*)
- Thrown Weapons: 7D+2 (*)

KNOWLEDGE: 3D
- Survival: 5D
- Streetwise: 4D
- Tactics: 6D+1

MECHANICAL: 3D
- Astrogation: 4D
- Repulsorlift Operation: 5D
- Space Transports: 4D+2
- Starship Gunnery: 5D+1

PERCEPTION: 3D
- Hide: 5D
- Search: 6D
- Sneak: 7D
- Persuasion: 4D

STRENGTH: 2D
- Brawling: 6D
- Climbing/Jumping: 5D

TECHNICAL: 3D
- Blaster Repair: 5D
- First Aid: 6D
- Security: 4D+2

*****: Due to treatments Crosshair received at the Mount Tantiss facility to convert him into a Clone Assassin, he has developed a tremor in his hand. Depending on the Stress he feels (such as Combat Stress, memories of his time in Tantiss, or just Performance anxiety), the Gamesmaster should assign a Stress Value between 1 and 6 (1 for normal activities, 6 for fighting at Mount

Tantiss for his life against Clone Assassins). If his Wild Die for any skill use depending on Dexterity involving that hand is lower than that Value then the skill fails.

Move: 10
Force Sensitive: No
Force Points: 4
Dark Side Points: 1
Character Points: 19

Equipment:
Modified Katarn-Class Clone-Commando Armour (+2D+2 Physical, +1D+2 Energy, -2 Dexterity,)
773 Firepuncher. Sniper Rifle (6D)
BlasTech Industries DC-17 hand blaster (4D+1)
DC-15A blaster carbine (5D)

Description: Crosshair, formerly designated CT-9904, was a clone commando who served in the Grand Army of the Republic during the Clone Wars as part of Clone Force 99. Crosshair possessed genetic mutations that gave him exceptional eyesight and marksmanship skills. As a result, he acted as a sniper and a long-range combatant.

Upon the activation of Order 66, Crosshair was the sole member of Clone Force 99 that attempted to carry out the order. Frustrated with his team's disregard for the rise of the Galactic Empire, Crosshair was eventually selected by Governor Wilhuff Tarkin to be deployed against his former teammates and was given the military rank of Clone Commander.

Even though he had his behavioral modification biochip removed, he remained loyal to the Empire. Crosshair also hoped that Clone Force 99 would band together again, albeit under the new Empire. As an attempt to facilitate this, he shot down his Elite Squad members in Tipoca City on Kamino and fought alongside his brothers in arms before being caught up in the destruction of the city. He survived, but chose to remain loyal to the Empire.

After spending several months getting medically cleared for active duty, Crosshair resumed his work as a trooper and was sent to Desix with Clone Marshal Commander CC-2224 "Cody," who ended up deserting the Empire after witnessing its violent methods. Following a mission on Barton IV, Crosshair turned against the Empire as well after Lieutenant Nolan left Clone Commander Mayday to die, arguing that he was expendable. Crosshair was eventually recovered by the Advanced science division, a clandestine science and research division experimenting on clones, and brought to Mount Tantiss, a facility on Weyland. There, he was interrogated by Imperial scientists Doctor Royce Hemlock and Emerie Karr concerning the location of his former squad, Clone Force 99.

Five more months later, Crosshair still remained a prisoner on Tantiss, this time with the company of a previously captured Omega. Thanks to joint cooperation, Crosshair and Omega managed to escape from Tantiss and ended up reuniting with the Clone Force 99, with whom Crosshair would end up putting the past behind him, recognizing his wrongs in the service of the Empire.

Personality and traits
According to Sergeant Hunter, he was capable of shooting targets from ten kilometers away. Crosshair cherished his 773 Firepuncher rifle. As a result of his sniping skills, the specialist commando had a feeling of superiority, disliking the idea of needing to work alongside unaltered

clone troopers. At some point after rejoining his former squad, Crosshair began to have issues with his sniping skills, missing shots that he would normally have no issue with. This would constantly frustrate him, and he would clench his shooting hand whenever it happened.

Crosshair was also known for his caustic attitude and icy demeanor. He had a general disdain of "regs," a term used by Clone Force 99 to refer to regular clone troopers, and was always the first to express criticism, usually in a very sarcastic way. Nevertheless, he proved that he could always remain calm, even remaining as such when failures occurred around him. He could be rude to others, often offering unsolicited and harsh criticisms accusing others of ineptitude, or otherwise breaching a sore subject.

Crosshair had a very dry sense of humor, which often put him at odds with his boisterous teammate Wrecker. Although the two could work together quite effectively, Crosshair and Wrecker often engaged in competitive quarrels about which one could destroy more battle droids in the course of a mission. This was especially seen when Crosshair destroyed a considerable amount of battle droids within a few seconds with a single blaster shot.

After Order 66, Crosshair's free will was limited, prioritizing the Empire over his teammates, and challenging Hunter for his disobedience. Initially, the chip did not fully corrupt his mind, as he continued to stick with his group despite his frustrations with them for not obeying Order 66. However, once Admiral Tarkin had his inhibitor chip enhanced, the brainwashed Crosshair lost all loyalty to Clone Force 99, attempting to kill his brothers without remorse. Like any other clone under its effects, Crosshair attempted to follow his orders without question, even if it meant killing civilians or children, such as Omega.

Crosshair removed his inhibitor chip at some point, but he continued to remain loyal to the Empire. Nonetheless, despite his initial attempts at killing them, he did show concern for his old squad, wishing to have them serve the Empire together. Likewise, he also showed some degree of concern for Omega's well-being, despite trying to kill her at the start, and was willing to have her taken off-world for her own good, believing that living with "fugitives" placed her in constant danger. He also rescued her to pay back for her saving him earlier during their escape from the Empire's bombardment of Tipoca City. In spite of this he remained fully loyal to the Empire and defended every immoral act committed by it, including murdering Jedi, slaughtering innocent civilians, and even destroying an entire city, as "what needed to be done." However, he later turned on the Empire after realizing that clone trooper loyalty meant nothing to the organization.

Crosshair also demonstrated a rather hypocritical and selfish side to his personality, especially after splitting from his squad. Most notably he derided Hunter for, as he saw it, taking things too personally when Crosshair himself had clearly not let go of what he perceived as his squad betraying him by leaving him behind and also demonstrated little reciprocal loyalty to his squad by not trying even once to reunite with them despite proclaiming a desire to do so but instead expecting them to come back to him.

Crosshair's deformites included him being more slender than his stockier brothers, and having silver hair. He also had a tattoo of a circle and a line vertically across his right eye, obviously a reference to his namesake. After suffering severe burns during the mission on Bracca, Crosshair had burn marks covering the right side of his head. He also shaved his head.

Skills and abilities

Being a genetically enhanced clone, Crosshair had exceptional eyesight. Due to this, Crosshair had almost unrivaled accuracy with ranged weaponry, particularly with his sniper rifle; no matter the

distance, Crosshair could almost always hit any target he was tasked with shooting.

Crosshair could regularly hit objects, large or small, with exceptional precision from extremely long distance. As noted by Hunter, this precision could extend to miles away. On Ryloth, despite being positioned at what seemed to be more than a mile away, Crosshair shot Gobi Glie's starship out of the sky by destroying the engine. Not soon after, this was again displayed when he shot Orn Free Taa in the head so precisely, it did not kill him.

Crosshair could also hit small objects while they were in motion. On Anaxes, in Clone Force 99's effort to destroy a wave of oncoming droids, Crosshair shot explosive charges while they were in mid-air, causing them to activate early and maximize damage. On Kamino, during Tarkin's battle simulation, he shot Wrecker's airborne knife into the head of a battle droid. On Skako Minor, Crosshair destroyed an entire hallway of battle droids using a single blaster bolt, by precisely firing it into a series of reflective apparatus that bounced off the walls and tore through multiple targets.

In addition to his unrivaled marksmanship, Crosshair's enhanced eyesight also allowed him to see objects through low visibility. Following the destruction of Tipoca City, Omega nearly drowned when she swam after AZI-3. Crosshair saved them by precisely hitting the droid with his rifles grappling attachment to pull them both to the surface. He was able to achieve this despite his target being several meters under choppy sea water, a feat made even more incredible by the lack of daylight.

Crosshair is also shown to be both fast and flexible to climb towers and even slide down them. He also showed some hand-to-hand combat skills and held his own against Hunter.

Equipment

Serving as the Bad Batch's team sniper, Crosshair utilized a customized 773 Firepuncher sniper rifle in combat, though he was also armed with a DC-17 hand blaster. The clone commando wore modified Katarn-class Commando Armor with a semi-circular cutout on the right upper edge of his helmet visor, to adapt to the scope of his sniper rifle. His backpack could not also carry grenades but also holster his blaster rifle when he didn't need to use it. He also used a special type of reflector disk that could stick to surfaces and re-deflect his blaster bolts, allowing him to hit multiple enemies with one shot. Crosshair also owned a comlink that could be mounted on the wrist. After the rise of the Galactic Empire, Crosshair's comlink was given to Omega by the rest of the squad, reasoning that he no longer needed it if he was with the Empire. He also had a weapon kit which was left on the Marauder.

After the Order 66 directive in his inhibitor chip was enhanced, he also sported a new Elite Squad Trooper armor model during his Imperial service. His new armor was extremely similar to his older modified Katarn-class Commando Armor model, but it was colored in a sleek dark gray with slight modifications added to the armor itself, some examples are that his visor lacking the semi-circular cutout on the right side of his helmet and the addition of "grills" found on the Phase II clone trooper helmet. The helmet's visor was also changed from black to green in color.

After being taken to Mount Tantiss, Crosshair lost most of his gear and used a DC-15A blaster carbine in an attempt to warn his former squad.

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