



Characters D6 / Setzn Kaizo (Human Bounty Hunter)

Setzn Kaizo

Setzn is a human bounty hunter of minor infamy. He has earned his success countless times by tricking and outsmarting his prey and fellow bounty hunters. He and his partner Tonk always go under cover. They get buddy buddy with their prey then when the prey is least expecting it, ambush them and collect their rewards. Setzn is a master of disguise using advanced suits that simulate bodily functions perfectly and let him conceal weapons under it. He and Tonk became an outterrim elgend, and enarly a myth. In the underworld, whenever you're engaged in a conspiracy or are being hunted it's common to hear the phrase "Careful, Setzn Kaizo is out there somewhere" because setzn gained a reputation for being able to be anyone anywhere. He has collected on over 600 bounties in five years of hunting.

Character Name: Setzn Kaizo

Type: Bounty hunter

Species: Human

Gender: Male

Age: 32

Height: 5'6"

Weight: 155 lbs

Physical Description: He has short blonde hair and blue eyes. He wears light combat armour with trousers over it and a leather jacket. He has a few grenades clipped to the armour and assorted weapons all across his body. A wide range of weapon types are represented on his body.

DEXTERITY: 3D

Blaster 7D+1

Dodge 8D

Firearms 6D+2

Grenade 6D

Melee Combat 4D+2

(S)Knife 5D+1

Missile Weapons 5D

Plasma Weapons 4D+2

Running 5D
Thrown Weapons 4D
Vehicle Blasters 4D+2
Vehicle Firearms 4D
Vehicle Plasma Weapons 4D

KNOWLEDGE: 3D

Languages 4D+2
(S)Huttese 5D
(S)Uukaabblian 5D
(S)Twilek 5D
(S)Rodian 5D
(S)Trandosha 5D
Law Enforcement 4D+2
(S)Palvar Sector 5D+1
(S)Outer Rim 5D
Streetwise 7D
Willpower 4D+2

MECHANICAL: 3D

Repulsorlift Operation 5D

PERCEPTION: 3D

Con 6D+2
Disguise 7D
Forgery 5D
Investigation 6D
Search 5D
Sneak 5D

STRENGTH: 3D

Brawling 4D+2
Climbing/Jumping 4D+1

TECHNICAL: 3D

Armor Repair 4D
Blaster Repair 4D+2
Demolitions 5D
Security 5D

Move: 10

Force Sensitive: no

Force Points: 2

Dark Side Points: 3

Character Points: 16

Wounded Status:

Equipment: Shocknet Pistol (), 2 shocknet cartridges, 2 heavy plasma pistols (5D+2), 4 extra

powerpacks, 2 stun grenades (5D), 2 smoke grenades, 2 Thermal Detonators (10D/8D/5D/2D), comlink, SorroSuub light Combat Armour (+2D versus physical and +1D versus energy damage (torso), +1D versus physical and +2 versus energy (arms and legs))

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).