

Name: Zuckuss
 Homeworld: Gand
 Species: Gand (Breathing)
 Gender: Male
 Height: 1.5 meters
 Eye color: Silver
 Skin color: Brown

DEXTERITY: 4D

Blaster 5D
 Brawling Parry: 5D+1
 Dodge 6D+2
 Grenade 5D+1

KNOWLEDGE: 3D+2

Languages 4D
 Streetwise: 4D+1
 Survival: 5D+2
 Survival; Tracking: 6D+2

PERCEPTION: 3D

Hide 6D
 Investigation 6D
 Search 8D
 Sneak 6D

STRENGTH: 3D+2

Brawling 4D+2
 Climbing/Jumping 4D

MECHANICAL: 2D+2

Astrogation: 3D

Beast Riding 4D
 Starfighter Piloting: 4D
 Starship Gunnery 5D+1
 Starship Shields: 4D+2

TECHNICAL: 2D

Computer Programming / Repair 4D
 Starfighter Repair 3D

Special Abilities:

Ammonia Breathers: Most Gands do not respire. However, there is a small number of Gands that are of older evolutionary stock and do respire in the traditional sense. These Gands are ammonia breathers and find other gases toxic to their respiratory system--including oxygen.



Exoskeleton: The ceremonial chemical baths of some findsmen initiations promote the growth of pronounced knobby bits on a Gand's exoskeleton. The bits on a Gand's arms or legs can be used as rough, serrated weapons in close-quarter combat and will do STR+1 damage when brawling.

Eye Shielding: Most Gands have a double layer of eyeshielding. The first layer is composed of a transparent keratin-like substance: the Gand suffers no adverse effects from sandstorms or conditions with other airborne debris. The Gands' second layer of eye protection is an exceptionally durable chitin that can endure substantial punishment. For calculating damage, this outer layer has the same Strength as the character.

Findsman Ceremonies: Gands use elaborate and arcane rituals to find prey. Whenever a Gand uses a ritual (which takes at least three hours) he gains a +2D to track a target.

Mist Vision: Having evolved on a mist-enshrouded world, Gands receive a +2D advantage to Perception and relevant skills in environments obscured by smoke, fog, or other gases.

Natural Armor: Gands have limited clavicular armor about their shoulders and neck, which provides +2 physical protection to that region (they are immune to nerve or pressure point strikes to the neck or shoulders.)

Regeneration: Many Gands-particularly those who have remained on their homeworld or are of one of the very traditional sects- can regenerate lost limbs. Once a day, a Gand must make a Strength or stamina roll: a Very Difficult roll results in 20 percent regeneration; a Difficult roll will result in 10 percent regeneration, a Moderate roll will not assist a Gand's accelerated healing process, and the character must wait until the next day to roll.

Reserve Sleep: Most Gands need only a fraction of the sleep most living beings require. They can "store" sleep for times when being unconscious is not desirable. As such, the Gand need not make stamina rolls with the same frequency as most characters for purposes of determining the effects of sleep-deprivation. Unless otherwise stated, this is an assumed trait in a Gand.

Ultraviolet Vision: Gand can see in the ultraviolet color spectrum.

Martial Arts: Some Gand are trained in a specialized form of combat developed by a band of findsman centuries ago. The tenets of the art are complex and misunderstood, but the few that have been described. Two techniques are described below. There are believed to be many more.

Piercing Touch Description: The findsman can use his chitinous fist to puncture highly durable substances and materials. Difficulty: Very Difficult Effect: If the character rolls successfully (and is not parried or dodged), the strike does STR+2D damage and can penetrate bone, chitin, and assorted armors.

Striking Mist Description: The findsman can sneak close enough to an opponent to prevent the victim from dodging or parrying the blow. Difficulty: Difficult Effect: If the character rolls successfully, and rolls a successful sneak versus his opponent's Perception, the findsman's strike cannot be dodged or parried. The Gand must declare whether they are striking to injure or immobilize the victim prior to making the attempt.

Force Sensitive: No

Force Points: 2

Dark Side Points: 1

Character Points: 9

Equipment: 550 Credits, Comlink, Gas Mask, Battle Armor (+2D vs Physical, +1D vs Energy, -1D to

Dexterity), Gand Findsman Body Cloak, GRS-1 snare rifle (Damage: A snare rifle fires a burst of shockstun mist, as well as a liquid spraynet. A character hit by this weapon is assumed to be effected by both attacks. The shockstun mist forces a character attempt a Difficult Strength roll. Failure indicates that the character is knocked unconscious for 5D minutes. In addition, the liquid spraynet covers a target, entangling him. A character thus ensnared suffers a -1D penalty to all attack rolls, a -2D penalty to his Dexterity score, and can only move at half of his Move score. The fibers of a spraynet are hard to break, and resist damage as if they have an effective Strength score of 4D+2.), knife (Str+1D damage), G-1A starfighter (Mist Hunter)

Description: Zuckuss was an insectoid male Gand findsman who worked as a bounty hunter prior to and during the Galactic Civil War. A skilled tracker who often worked with 4-LOM, Zuckuss had a run-in with Han Solo that left his ship, the Mist Hunter, powered down on a strange planet. He was later among the hunters assembled by Darth Vader to find the Millennium Falcon following the Battle of Hoth, although Boba Fett ultimately earned the bounty by delivering Solo to Jabba Desilijic Tiure.

Biography

Early life and career

An insectoid being with compound eyes, Zuckuss was a male Gand born on his species' homeworld of Gand as one of the planet's traditional findsmen. Using the findsmen's mystic traditions, dating back centuries, Zuckuss operated as a tireless tracker until the planet's findsman traditions began dying out. He became one of the first such to leave the planet's thick and toxic atmosphere, and wore a respirator to breathe ammonia while operating in oxygen-rich atmospheres in the wider galaxy. He worked as a bounty hunter on lucrative jobs that made use of his particular talents as a highly sought-after hunter with renowned tracking skills, and he often paired up with 4-LOM on many occasions. Although Zuckuss's uncanny abilities made some uneasy, he and 4-LOM remained a formidable team. They flew aboard the Mist Hunter, which Zuckuss filled with gasses to remind him of his homeworld.

Killing Cribiriz Idollax

One of the first jobs Zuckuss took with 4-LOM was a hunt for the Culisetto doctor Cribiriz Idollax given by Deva Lompop. After fighting past Idollax's droid bodyguards Zuckuss would kill the doctor by cutting him in half with his snare rifle. Afterwards, Zuckuss and 4-LOM agreed to split the bounty in half. Unbeknownst to Zuckuss and 4-LOM, the doctor Cribiriz he killed was actually his brother Sribiriz, leading Cribiriz to vow revenge against the bounty hunters.

Capturing Beris Ford

In 9 BBY, Zuckuss and 4-LOM captured the small-time criminal Beris Ford, keeping him imprisoned aboard their ship and hoping to use the reward for his capture to pay for tractor beam repairs. Weeks later, the hunters took up a bounty placed by Rekias Nodo on Han Solo, and confronted him at Valtos Space Port. Zuckuss incapacitated the smuggler inside a stun net fired from his snare rifle, and he and 4-LOM loaded Han's cargo into the Mist Hunter, where they imprisoned him along with Ford. Sensing a disturbance in the Force, Zuckuss checked on the stolen cargo only to be attacked by Chewbacca bursting from one of the containers, and was hit with a stun net from his own rifle. Zuckuss was left tied up while the Wookiee rescued Han and Beris, and the scoundrels fled with their cargo back to the Millennium Falcon. However, the hunters pursued, and after a firefight Zuckuss chased the Falcon into

space.

Following Solo and Chewbacca to an unidentified planet, Zuckuss again sensed something was wrong, but 4-LOM continued the pursuit through a heavy cloud layer until their ship's systems—and 4-LOM himself—suddenly powered down, forcing them to drop out of the sky and crash-land on a beach. Zuckuss was trapped in the wreckage, and called out to Solo for help in freeing his legs, though slapped stuncuffs on Solo when he was in reach. However, the planet's technology-negating effects caused the cuffs to release Solo, who left Zuckuss in his predicament. After Solo and Chewbacca found an energy projector transmitting an immobilizer beam, Zuckuss attacked them with native spears as they climbed the tall mast. Chewbacca dislodged the projection sphere from the top, causing it to crash on the beach below, which caused mechanical drones to erupt from the sand and attack all three interlopers.

Zuckuss, Solo, and Chewbacca climbed the projector to evade the scorpion-droids. The three of them fought the droids until 4-LOM was reactivated. After 4-LOM destroyed several of the scorpion droids, the four made their way to the ocean and swam to the Falcon. Once the Falcon had taken flight, Zuckuss and 4-LOM demanded that Solo fly them to Nodo to collect on Solo's bounty. Han then bumped a lever on the Falcon, causing the ship to plummet back down to the planet below. This caused 4-LOM and Zuckuss to believe the Falcon had flown into another dampening field, and look for a means of escape. When Solo said there were only two Anti-grav chutes aboard, Zuckuss and 4-LOM stunned Solo and Chewbacca. The two of them jumped out of the Falcon, but Zuckuss realized that Solo tricked them again. The two bounty hunters were left on the planet at the mercy of the scorpion-droids.

Galactic Civil War

Shortly after the Battle of Yavin, Zuckuss, along with Krrsantan, IG-90, Dengar, Chanath Cha, Beebox and C-21 Highsinger, was hired by Darth Vader to find and return Doctor Chelli Lona Aphra, who had been captured by the Rebel Alliance.

After the Battle of Hoth, he was once again hired by Vader, this time to hunt down the Millennium Falcon and capture the passengers alive. However, the passengers were soon found and captured by the Empire on Cloud City, with help from Boba Fett.

On Valance's trail

Zuckuss and 4-LOM soon caught wind of a bounty placed on Cadelliah, who was traveling with the cyborg bounty hunter Beilert Valance. The two were intent on capturing the girl, and followed Valance to the Spur Orbiting Market, where they briefly clashed. Valance managed to injure the findsman, and escaped to bring the girl to Lowik. The pair of insect-headed hunters followed Valance to the forest world, and once again clashed with the cyborg, but this time against members of the Rebel Alliance as well. Zuckuss deployed a cache of super battle droids to take care of the Rebel soldiers, while he searched for the girl. After incapacitating Yuralla Vega and stunning Cadelliah, Zuckuss made off with his prize, but was halted in front of the Mist Hunter by Valance. Valance was able to buy 4-LOM and Zuckuss off of his trail by giving them a Fire ruby. They left soon after, Zuckuss vowing the two would resume their hunt in three rotations.

Following his winding path, the duo eventually did catch up with Valance and his new partner Dengar in

the Y'Toub System, engaging in a short dogfight through an Asteroid field before the Corellian bounty hunter achieved a truce with 4-LOM and Zuckuss. This peace came in exchange for information regarding the bounty Jabba the Hutt had recently placed on Boba Fett, and his location on Nar Shaddaa. The two sets of hunters then departed the system.

War of the bounty hunters

Zuckuss, aided by 4-LOM, tracked Boba Fett to Nar Shaddaa and broke into his ship, Slave I to look for Han Solo. When Fett returned from a bar, he skirmished with the duo, displeased that they had disrespected his vessel—and by extension, his father's legacy—by trespassing. Fett won the brawl by activating a hidden bomb onboard the ship, knocking Zuckuss off the platform, with Fett leaving Nar Shaddaa with the head of the disabled 4-LOM.

Having been left for dead on the moon, the injured Zuckuss stumbled into Jega's Music Hall and Petting Zoo in Wormstew Town. After meeting with Trot, Zuckuss recounted one of his first jobs with 4-LOM. Zuckuss soon became distracted, sensing 4-LOM outside, and ran out to encounter the rebuilt 4-LOM, controlled by Cribiriz. Jega's Squad fought the monster droid while Zuckuss tracked down the nearby Cribiriz and killed him. Zuckuss then destroyed the device controlling 4-LOM, freeing him. The rebuilt 4-LOM malfunctioned, fleeing into the alleys of Nar Shaddaa, leaving Zuckuss alone.

After the loss of his friend and partner, Zuckuss made his way to the Gand floating sanctuary in the Outer Rim, a place he could breathe his body's intended atmosphere, ammonia. It was there that he was approached by T'onga and Losha Tarkon to join their crew. Hesitant at first, the Gand bounty hunter eventually conceded and joined the likes of Tasu Leech in the crew whose goal was to find Cadelliah and unite the galactic underworld. Zuckuss's tracking abilities soon came to be of use, as he tracked Valance, who knew the location of the child, to Jekara, the location of the Auction for Han Solo. On the icy world, Zuckuss and the crew found a tied-up Bossk, feigning death to steal Zuckuss's knife to break free. Bossk informed the crew that he knew the location of Valance.

Later, aboard an abandoned Hutt freighter, the reprogrammed 4-LOM lured Zuckuss and the rest of the team into a trap, but they managed to triumph. Zuckuss restored 4-LOM's true programming and the two again worked together as T'onga carried on their mission.

Personality and traits

Zuckuss was a tireless tracker with uncanny abilities that made him a lucrative bounty hunter. Possessing a sixth sense, he claimed he could feel disturbances in the Force, which his partner 4-LOM dismissed as superstitious mumbo-jumbo. According to early testing by the Inquisitorius, Zuckuss did not register to have Force sensitivity on whatever they used to measure one's capability with it. However, the Inquisitors may have been wrong, as he still had extra-sensory abilities beyond Imperial science. Zuckuss spoke about himself in the third person. Zuckuss was also a Laromun'rac follower, a denomination of faith native to the Osia'Kru Brume lowlands.

Equipment

Zuckuss wore a gas mask respirator connected to breather packs to breathe ammonia in oxygen-rich atmospheres. He wore heavy battle armor under his beige findsman body cloak, and armed himself with

a GRS-1 snare rifle, and a knife. He and 4-LOM flew the modified G-1A starfighter Mist Hunter.

Stats by FreddyB, Descriptive Text from WookieePedia.

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