Characters D6 / Bossk (Trandoshan Bounty H



Name: Bossk
Homeworld: Trandoshan
Species: Trandoshan
Gender: Male
Height: 1.90 meters
Mass: 113 kilograms
Eye color: Orange
Skin color: Green
Move: 10

DEXTERITY: 4D
- Blaster: 5D+1
- Brawling Parry: 5D+1
- Dodge: 4D+1
- Flamethrower: 4D+2
- Grenade: 4D+1
- Throwing Weapons: 4D+2
- Vehicle Blasters: 5D

PERCEPTION: 3D
- Con: 3D+1
- Gambling: 4D+1
- Hide: 4D+1
- Search: 5D
- Sneak: 4D

KNOWLEDGE: 2D+2
- Alien Species: 4D
- Intimidation: 5D+1
- Languages: 4D
- Planetary Systems: 5D
- Streetwise: 3D+1
- Survival: 5D
- Value: 3D+2

STRENGTH: 3D+2
- Brawling: 6D+1
- Swimming: 5D+2

MECHANICAL: 2D+2
- Astrogation: 5D
- Space Transports: 6D+1
- Starship Gunnery: 5D+2
- Starship Shields: 4D

TECHNICAL: 2D
- Computer Programming/Repair: 3D+2
- Security: 4D
- Space Transports Repair: 4D+2

SPECIAL ABILITIES:

Vision: Trandoshans' vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.

Clumsy: Trandoshans have poor manual dexterity. They have considerable difficulty performing actions which require precise finger movement and they suffer a penalty of ?2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster rifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshan's use.

Regeneration: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or stamina roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

EQUIPMENT

CREDITS - 350

Relby-v10 mortar gun (Damage: as per grenade -1D (microgrenade)), Heavy Blaster Pistol (5D), Vacuum Suit, Knife (Str+1D), Comlink

FORCE SENSITIVE - N
FORCE POINTS 1
DARK SIDE POINTS 3
CHARACTER POINTS 14

Description: Bossk was a male Trandoshan bounty hunter and the son of Cradossk who was known for hunting Wookiees. During the Clone Wars, Bossk worked alongside fellow hunters Aurra Sing and Castas to mentor the orphaned Boba Fett. Their scheme to kill Fett's hated enemy Mace Windu resulted in Fett and Bossk's arrest. After a stint in prison, Bossk worked in Krayt's Claw, Fett's syndicate of bounty hunters, taking jobs for clients including Otua Blank and Asajj Ventress.

Biography

Background

Bossk was the son of Cradossk, a Trandoshan bounty hunter. From his father, Bossk learned how to boost a landspeeder. When Bossk reached maturity, he followed in the footsteps of his father to become a bounty hunter. Looking back on his childhood, Bossk regarded fathers as overrated and was uncomfortable with people asking questions about his early life. At some point during his career as a bounty hunter, Bossk obtained a modified YV-666 light freighter that was named the Hound's Tooth. This became his main transport for plying his trade as a bounty hunter.

The Clone Wars

A fierce and skilled bounty hunter, Bossk was renowned and feared for his effectiveness at killing Wookiees. Bossk was a member of the Bounty Hunters' Guild as well, an institution that regulated the bounty-hunting trade. During the Clone Wars, Bossk teamed up with fellow bounty hunters Aurra Sing and the Klatooinian Castas to mentor the young Boba Fett and assist him with his vendetta against the renowned Jedi Master Mace Windu. After Fett destroyed the engines of the Republic attack cruiser Endurance, making it crash on Vanqor, the bounty hunters went inside and took three hostages: Admiral Kilian, Commander Ponds and a clone officer. Bossk remained by their ship to watch over the hostages. However, the trio retreated after watching Windu's fighter escape them by making the jump to hyperspace.

As the bounty hunters stopped on Florrum to request services of space pirate Hondo Ohnaka,

Bossk was left in charge of the ship, the Slave I, holding their two Republic hostages which survived the trip. Just as he was about to kill the hostages, the Padawan Ahsoka Tano swooped in on a speeder bike, subdued Bossk and freed the hostages. Bossk was then held at gunpoint by Kilian, with the Trandoshan's own weapon. Aurra Sing then arrived in on a speeder bike, and during the brief battle that followed, Aurra tried to escape with Slave I, but crashed after Ahsoka cut off one of the wings. Later, both Bossk and Boba Fett were taken as Republic prisoners to the Republic Judiciary Central Detention Center on Coruscant.

Incarcerated

While in prison, Bossk decided to act as a bodyguard to Boba. When he saw a fight take place in the cafeteria between Obi-Wan Kenobi disguised as Rako Hardeen and Boba, he cheered his young charge on. As the guards came over to intervene, he knocked them out and threw Hardeen across a dining table, creating a distraction for the prisoners to escape. Bossk and Boba fled the room in the chaos.

After escaping prison, Boba formed his own syndicate of bounty hunters, which Bossk joined. On Tatooine, Bossk, along with fellow bounty hunters Dengar, C-21 Highsinger, Oked and Latts Razzi went to Chalmun's Spaceport Cantina. After seeing Oked killed, Bossk and Latts invited his killer, Asajj Ventress, for a drink and blackmailed her into taking Oked's place on their team for a job. After Ventress agreed, Bossk and Latts took her to meet Fett and the other team members. Fett's team had been hired by the Belugan Major Rigosso to protect a large chest while it was delivered via subtram to his Lord. While on the job, the tram was attacked by Kage Warriors. After several minutes of fighting, Bossk was sent to help Ventress defend the rear. On the way, however, a Kage Warrior blew blinding dust into his face. Unable to see, Bossk was kicked off the tram. He hit the ground hard, bellowing his fury. Later, he and the rest of the team collected their share of the payment from Ventress, though not before Bossk inquired about Boba's whereabouts.

Mission to Serenno

Later during the war, Bossk and Fett's syndicate of hunters stopped at a bar at Level 1313 on Coruscant. Bossk was sitting the bar drinking when the Jedi Quinlan Vos entered, posing as a bounty hunter. Vos, who was seeking a lead on the location of Bossk's former teammate Asajj Ventress, tried to get attention by loudly asking if anyone had any job leads, which Bossk coldly rebuked. When Vos casually referenced Ventress, however, Bossk's attention was piqued and he laughed before buying Vos a drink. Bossk inquired if she had stolen a job from Vos, and he instead asked if he knew where she was, to which Bossk answered he had no idea, but after further prodding from Vos, took him to a back alcove where Boba and the other hunters under his employ were seated. Bossk told his boss that Vos was looking for "No Name," and Boba eventually gave the undercover Jedi the information he needed to locate and confront Ventress. Before Vos departed, Bossk remarked that he hoped Vos was "man enough" for the task.

Not long after Boba and Krayt's Claw were sought out by their old associate Asajj Ventress, who needed help rescuing Vos from Count Dooku's palace on Serenno. While initially spurning the offer due to Ventress's betrayal of Fett, the hunters, in particular Bossk and Latts Razzi, were won over when offered 250,000 credits. Bossk and the rest of the hunters provided a distraction while Ventress entered the castle to retrieve Vos and were able to trap Dooku underneath some netting; however, the appearance of the dark side–wielding Vos forced the hunters and Ventress to flee.

Personality and traits

Bossk was a ruthless and efficient bounty hunter who upheld the Bounty Hunter Code. He did not like other bounty hunters or governments interfering with any of his bounties. While Bossk tended to work alone, he was also capable of working with other individuals, including Boba Fett, Aurra

Sing, and Ezra Bridger. As a businessman, Bossk was also known to keep his promises to the letter of the law. He was also known as a fair and honest combatant.

Skills and abilities
As a bounty hunter, Bossk was a physically fit and a skilled fighter. He developed a fearsome reputation as an effective hunter of Wookiees, a species that shared the Kashyyyk system. While Bossk often wielded a mortar gun, he was also skilled in unarmed combat. On one occasion, he took on two gladiatorial fighters and bested them both in a fight.

Equipment
Bossk's primary weapon was a Relby-v10 mortar gun. He also utilized a YV-series light freighter named the Hound's Tooth.

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