Characters D6 / Setzn Kaizo (Human Bounty

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 udner cover. They get buddy buddy with their rpey then
when the prey is elast expecting it, ambush them and collect their rewards. Setzn is a master of diguise using advanced
suits that simulate bodily fucntions perfeclty 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
ehar the phrase "Careful, Setzn Kaizo is out there somewhere" because setzn gained a rpeutation for being able to be
anyone anywhere. He has colelcted 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 lgiht 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 rnage of
weapon types are rperesented 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)Twi`lek 5D
(S)Rodian 5D
(S)Trandoshan 5D
Law Enforcement 4D+2
(S)Palvar Sector 5D+1
(S)Outter Rim 5D
Streetwise 7D
Willpower 4D+2
MECHANICAL: 3D
Repulsorlfit 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 shcoknet 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 verus 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.