

# Slisst, Trandosha Bounty Hunter

*By JD Wiker*

Slisst left his homeworld of Doshia dreaming of using his military training to make a fortune as a bounty hunter. Initially, he failed miserably, suffering near-fatal wounds from a wily, high-profile target. But Slisst refused to give up his chosen profession, and persevered, slowly acquiring the skills he needed to make him an effective hunter. He joined the Bounty Hunter's Guild on Nar Shaddaa and ultimately became a highly respected member. Slisst has never caught his first quarry, however, and to this day considers that a stain on his reputation.

## Slisst : 1<sup>st</sup> Level Soldier

Ability	Score	Modifier	Skills:	
Strength	15	+2	Computer Use	+2
Dexterity	9	-1	Intimidate	+4
Constitution	12	+1	Knowledge (alien species)	+4
Intelligence	11	+0	Read/Write	Basic
Wisdom	9	-1	Speak	Basic
Charisma	11	+0	Speak	Dosh
Initiative Modifier:	-1		Survival	+2
Speed:	10m		Feats:	
Defense:	15		Armor Proficiency (light)	
Vitality Points:	11		Track	
Wound Points:	12		Weapon Group Proficiency (vibro weapons)	
Saving Throws:			Weapon Group Proficiency (blaster pistols)	
Fortitude:	+3		Weapon Group Proficiency (blaster rifles)	
Reflex:	-1		Weapon Group Proficiency (heavy weapons)	
Will:	-1		Weapon Group Proficiency (simple weapons)	
Equipment:				
Blaster rifle (with 2 extra clips)				
Vibro dagger				
Blast vest (with helmet)				
Swoop				
Special Qualities:				
Darkvision	20m			

**Slisst : 4<sup>th</sup> Level Soldier/1<sup>st</sup> Level Scoundrel**

Ability	Score	Modifier
Strength	15	+2
Dexterity	9	-1
Constitution	12	+1
Intelligence	11	+0
Wisdom	10	+0
Charisma	11	+0
Initiative Modifier:	+3	
Speed:	8m	
Defense:	14	
Vitality Points:	34	
Wound Points:	12	

**Saving Throws:**

Fortitude:	+4
Reflex:	+2
Will:	+1

**Equipment:**

Blaster rifle (with 2 extra clips)
Vibro dagger
Padded battle armor
Vibro-axe
Z-95 Headhunter

**Special Qualities:**

Darkvision	20m
Illicit barter (+5 competence bonus to Diplomacy checks to buy or sell illegal or illicit goods)	

**Skills:**

Computer Use	+2
Intimidate	+8
Knowledge (alien species)	+4
Knowledge (streetwise)	+4
Gather Information	+4
Move Silently	+4
Read/Write	Basic
Read/Write	Dosh
Speak	Basic
Speak	Dosh
Survival	+4

**Feats:**

Armor Proficiency (light)
Armor Proficiency (medium)
Armor Proficiency (heavy)
Improved Initiative
Point Blank Shot
Track
Weapon Focus (blaster rifle)
Weapon Focus (vibro-ax)
Weapon Group Proficiency (vibro weapons)
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)
Weapon Group Proficiency (heavy weapons)
Weapon Group Proficiency (simple weapons)

**Slisst : 4<sup>th</sup> Level Soldier/3<sup>rd</sup> Level Scoundrel/3<sup>rd</sup> Level Bounty Hunter**

Ability	Score	Modifier
Strength	15	+2
Dexterity	10	+0
Constitution	12	+1
Intelligence	11	+0
Wisdom	10	+0
Charisma	11	+0
Initiative Modifier:	+4	
Speed:	6m	
Defense:	20	
Vitality Points:	55	
Wound Points:	12	

**Saving Throws:**

Fortitude:	+7
Reflex:	+6
Will:	+4

**Equipment:**

Blaster rifle (with 2 extra clips)
Vibro-dagger
Heavy battle armor
Vibro-axe
Modified light freighter
Astromech droid.

**Special Qualities:**

Darkvision	20m
Illicit barter (+5 competence bonus to Diplomacy checks to buy or sell illegal or illicit goods)	
Target bonus (+2 attack bonus against a chosen victim—usually his contracted target; specify target before session begins)	
Sneak attack (+1d6 damage against foes unable to effectively defend from attacks; foe must be within 10 meters)	

Skills:	
Hide	+6
Demolitions	+4
Computer Use	+2
Intimidate	+8
Knowledge (alien species)	+4
Knowledge (streetwise)	+4
Gather Information	+10
Move Silently	+6
Read/Write	Basic
Read/Write	Dosh
Speak	Basic
Speak	Dosh
Survival	+4
Pilot	+6

**Feats:**

Heroic Surge
Armor Proficiency (light)
Armor Proficiency (medium)
Armor Proficiency (heavy)
Improved Initiative
Point Blank Shot
Track
Weapon Focus (blaster rifle)
Weapon Focus (vibro-ax)
Weapon Group Proficiency (vibro weapons)
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)
Weapon Group Proficiency (heavy weapons)
Weapon Group Proficiency (simple weapons)