

Slisst, Trandosha Bounty Hunter

By JD Wiker

Slisst left his homeworld of Dosha 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 : 1st 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 : 4th Level Soldier/1st Level Scoundrel

Ability	Score	Modifier	Skills:	
Strength	15	+2	Computer Use	+2
Dexterity	9	-1	Intimidate	+8
Constitution	12	+1	Knowledge (alien species)	+4
Intelligence	11	+0	Knowledge (streetwise)	+4
Wisdom	10	+0	Gather Information	+4
Charisma	11	+0	Move Silently	+4
Initiative Modifier:	+3		Read/Write	Basic
Speed:	8m		Read/Write	Dosh
Defense:	14		Speak	Basic
Vitality Points:	34		Speak	Dosh
Wound Points:	12		Survival	+4
Saving Throws:			Feats:	
Fortitude:	+4		Armor Proficiency (light)	
Reflex:	+2		Armor Proficiency (medium)	
Will:	+1		Armor Proficiency (heavy)	
Equipment:			Improved Initiative	
Blaster rifle (with 2 extra clips)			Point Blank Shot	
Vibro dagger			Track	
Padded battle armor			Weapon Focus (blaster rifle)	
Vibro-axe			Weapon Focus (vibro-ax)	
Z-95 Headhunter			Weapon Group Proficiency (vibro weapons)	
Special Qualities:			Weapon Group Proficiency (blaster pistols)	
Darkvision	20m		Weapon Group Proficiency (blaster rifles)	
Illicit barter (+5 competence bonus to Diplomacy checks to buy or sell illegal or illicit goods)			Weapon Group Proficiency (heavy weapons)	
			Weapon Group Proficiency (simple weapons)	

Slisst : 4th Level Soldier/3rd Level Scoundrel/3rd Level Bounty Hunter

Ability	Score	Modifier	Skills:	
Strength	15	+2	Hide	+6
Dexterity	10	+0	Demolitions	+4
Constitution	12	+1	Computer Use	+2
Intelligence	11	+0	Intimidate	+8
Wisdom	10	+0	Knowledge (alien species)	+4
Charisma	11	+0	Knowledge (streetwise)	+4
Initiative Modifier:	+4		Gather Information	+10
Speed:	6m		Move Silently	+6
Defense:	20		Read/Write	Basic
Vitality Points:	55		Read/Write	Dosh
Wound Points:	12		Speak	Basic
Saving Throws:			Speak	Dosh
Fortitude:	+7		Survival	+4
Reflex:	+6		Pilot	+6
Will:	+4		Feats:	
Equipment:			Heroic Surge	
Blaster rifle (with 2 extra clips)			Armor Proficiency (light)	
Vibro dagger			Armor Proficiency (medium)	
Heavy battle armor			Armor Proficiency (heavy)	
Vibro-axe			Improved Initiative	
Modified light freighter			Point Blank Shot	
Astromech droid.			Track	
Special Qualities:			Weapon Focus (blaster rifle)	
Darkvision	20m		Weapon Focus (vibro-ax)	
Illicit barter (+5 competence bonus to Diplomacy checks to buy or sell illegal or illicit goods)			Weapon Group Proficiency (vibro weapons)	
Target bonus (+2 attack bonus against a chosen victim—usually his contracted target; specify target before session begins)			Weapon Group Proficiency (blaster pistols)	
Sneak attack (+1d6 damage against foes unable to effectively defend from attacks; foe must be within 10 meters)			Weapon Group Proficiency (blaster rifles)	
			Weapon Group Proficiency (heavy weapons)	
			Weapon Group Proficiency (simple weapons)	