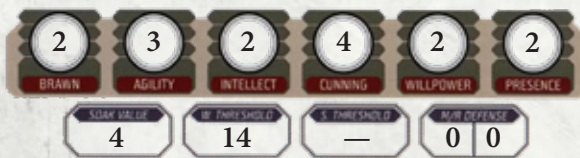


CHELL "COLD CASE" WI'EEDA [RIVAL]

Rodian female; Bounty Hunter

Chell has a well-earned reputation for pitiless, professional detachment. The conditions of her childhood taught her that she couldn't trust anyone and she would need to be ruthless to survive into adulthood. As a result, she rarely partners with other hunters and has trained a pack of Corellian hounds to assist her on hunts. She takes excellent care of her hounds and shows them more affection than she has ever shown another sentient being.



Skills: Athletics 1, Coordination 1, Melee 2, Negotiation 1, Perception 2, Ranged (Heavy) 2, Stealth 2, Streetwise 2, Survival 3.

Talents: Expert Tracker 2 (Remove ■■ from checks to find tracks or track targets; decrease time to track a target by 50%), Heightened Awareness (Allies within close range add □ to Perception or Vigilance checks. Engaged allies add □□), Improved Hunters Quarry (Chell may take the Hunter's Quarry action against an opponent within long range, making a Hard [◆◆◆] Survival check. If the check succeeds, upgrade the ability of all attacks made against the target by one until the end of the character's next turn. Chell can choose to suffer 2 strain to perform the Hunter's Quarry action as a maneuver instead).

Equipment: Padded armor (+2 Soak), binders, comlink, electrobinoculars, survival pack, six Corellian hounds, *Cold Case* (G-9 Rigger light freighter), R5 astromech droid.

Weapons:

- » Blastech M-300 Hunting Blaster (Ranged (Heavy); Damage: 8, Critical 3, Range [Extreme]; Accurate 1, Cumbersome 2, Pierce 2, Stun-Setting)
- » KDY-21 Light blaster pistol (Ranged (Light); Damage: 5, Critical 3, Range [Short]; Stun-setting)
- » StunMaster Shock Prod (Melee; Damage: 6, Critical 3, Range [Engaged]; Disorient 2, Stun Damage)

CORELLIAN HOUNDS [MINION]

Also known as Sibian hounds, these fleet-footed canids have keen senses enhanced through generations of breeding for hunting and attack. Though originally native to Corellia, these beasts can be found all over the galaxy thanks to their aptitude as guard animals.



Group Skills: Athletics, Brawl, Perception, Stealth, Vigilance.

Abilities: Scent (add □□ to Perception or Survival checks made to track prey).

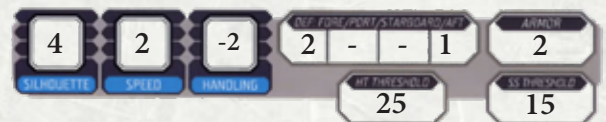
Equipment:

- » Teeth (Brawl; Damage: 4, Critical 4, Range [Engaged]; Ensnare 1, Pierce 1)



COLD CASE

Chell purchased this old freighter a few years ago to increase her hunting options. It has a few modifications from previous owners but Chell herself has made only superficial changes.



Hull Type/Class: Modified Light Freighter.

Manufacturer: Corellian Engineering Corp.

Hyperdrive: Primary: Class 2, Backup: Class 18.

Navicomputer: Yes.

Sensor Range: Medium.

Ships Complement: One pilot, astromech droid.

Encumbrance Capacity: 200.

Passenger Capacity: 6 prisoners, hound kennels.

Consumables: One month.

Weapons:

Turret-Mounted Light Laser Cannon

(Fire Arc: All; Damage: 5; Critical: 3; Range [Close])

Forward-Mounted Heavy Blaster Cannons

(Fire Arc: Forward; Damage: 5; Critical: 4; Range [Close]; Linked 2)