

FOHLG [RIVAL]

Quarren male; Bounty Hunter

A veteran of the Clone Wars campaigns on his homeworld, Fohlg worked in private security in the years after the annexation of Dac by the Empire. As the Empire grew more xenophobic, he found himself struggling to find work and after a few years of scraping together a living, Fohlg turned to bounty hunting.



He is a competent hunter, preferring the ambushes and straight-forward, reliable combat tactics from his military days. He primarily works along the Perlimian Trade Route but has been known to take the occasional foray into Hutt Space.

The quarren is pragmatic and has been known to take a payoff from his quarry to abandon the hunt (though he will often tip off other hunters shortly after for an additional finder's fee). He isn't concerned with honor or glory, he just want to make a living - if he can turn a profit without a fight, so much the better.



Skills: Brawl 1, Cool 2, Coercion 2, Negotiation 1, Perception 1, Ranged (Heavy) 2, Stealth 2, Streetwise 1, Survival 1.

Talents: Adversary 1, Ambush (Once per round while in cover, may perform the Ambush maneuver. Add damage equal to Stealth skill to one hit of next successful combat check against a target within Short range).

Abilities: Amphibious (can breathe underwater without penalty and never suffer movement penalties for traveling through water), Ink Spray (Once per encounter, as an out-of-turn incidental, may suffer 2 strain to add ■ to enemy check within short range. Add ■■■ underwater)

Equipment: Padded armor (+2 Soak), utility belt, extra re-loads, comlink, electrobinoculars, *Bloodfin* (modified shuttle).

Weapons:

- » Blaster Carbine (Ranged (Heavy)); Damage: 9, Critical 3, Range [Medium]; Electronet Launcher, Stun-setting)
- » Underslung Electronet Launcher (Ranged (Heavy));

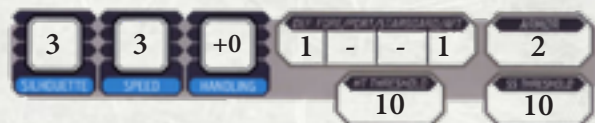
- Damage: 6, Critical -, Range [Short]; Ensnare 5, Limited Ammo: 1, Stun Damage)
- » Light blaster pistol (Ranged (Light); Damage: 5, Critical 3, Range [Short]; Stun-setting)
- » Stun grenade (Ranged (Light); Damage: 8, Critical -, Range [Short]; Disorient 3, Blast 8, Limited Ammo: 2)



BLOODFIN

Fohlg purchased this Clone Wars relic from a salvage yard in the Raxus System. The quarren has removed a row of seats in the passenger area and replaced them with a bunk and a bare-bones refresher unit for longer trips. The ship has little room for the addition of prison cells but he has fitted several of the passenger seats with heavy restraints.

Additionally Fohlg has added a modest weapons array and upgraded the ships sensors package to aid in his work. Though outdated and never designed for this kind of service, the purchase of his own starship significantly increased Fohlg's standing and range as a bounty hunter.



Hull Type/Class: Short-Range Shuttle.

Manufacturer: Haor Chall Engineering.

Hyperdrive: Primary: Class 2, Backup: None.

Navicomputer: Yes.

Sensor Range: Medium.

Ships Complement: One pilot.

Encumbrance Capacity: 25.

Passenger Capacity: 4.

Consumables: One week.

Cost/Rarity: Not available for sale.

Customization Hard Points: 0.

Weapons:

- Forward Mounted Light Ion Cannon
(Fire Arc: Forward; Damage: 5; Critical: 4; Range [Close]; Ion)
- Forward Twin Medium Laser Cannon
(Fire Arc: All; Damage: 6; Critical: 3; Range [Close]; Linked 1)