

THE FRINGE

BOUNTY HUNTERS

JODO KAST [NEMESIS]

Human male; Bounty Hunter

Jodo Kast is a young and ambitious hunter who is determined to make a name for himself. As a member of the exiled Deathwatch-affiliated Clan Kast, Jodo is cold, calculating, and extremely dangerous. His armor makes him a veritable walking arsenal but he favors his darts above all other weapons - each is coated with a different poison to stun, paralyze, or kill.



Skills: Brawl 2, Coercion 2, Cool 3, Deception 2, Perception 2, Piloting (Planetary) 1, Ranged (Light) 3, Streetwise 2, Survival 1, Vigilance 2.

Talents: Adversary 2, Lethal Blows 2 (+20% to critical injuries), Quick Strike 2 (add $\square\square$ against targets that have not acted yet this encounter), Stalker 2 (add $\square\square$ to all Coordination and Stealth checks).

Equipment: Mandalorian battle armor (+3 Soak, +1 Defense; enhanced optics suite, integrated long-range comlink, integrated scanner, integrated weapons, superior quality, vacuum sealed), jetpack, modified *Lambda*-class shuttle, stun collars (2).

Weapons:

- » Blastech J3-E Heavy Blaster Pistol (Ranged (Light); Damage: 8, Critical 3, Range [Medium])
- » Micro-Rocket Launcher (Ranged (Light); Damage: 8, Critical 4, Range [Medium]; Breach 1, Limited Ammo: 1)
- » Frag Grenade (Ranged (Light); Damage: 8, Critical 4, Range [Short]; Blast 6, Limited Ammo: 2)
- » Stun Grenade (Ranged (Light); Damage: 8, Critical -, Range [Short]; Disorient 3, Blast 8, Limited Ammo: 2)
- » Vambrace Blaster (Ranged (Light); Damage: 6, Critical 3, Range [Short])
- » Vambrace Flame Projector (Ranged (Light); Damage:

JODO KAST'S POISON DARTS

Jodo carries a variety of different poisons at any time, but switching out which toxin is being used requires a maneuver as the Prepare 1 quality.

Dendriton Toxin is a painful, but non-lethal, neurotoxin used to incapacitate targets. (Daunting $\{\diamond\diamond\diamond\diamond\}$ Resilience check; The poison inflicts 1 strain at the end of the targets next turn, 3 strain at the end of his subsequent turn, and 5 strain at the end of the turn after that one (this ignores soak). In addition, the target suffers \square to any check he attempts while under the effects of the poison, and each $\{\otimes\}$ he generates on those checks inflicts 1 additional strain, ignoring soak).

Synthetic Standard Neurparalytic (Hard $\{\diamond\diamond\diamond\}$ Resilience check; The poison Immobilizes the target for 3 rounds. In addition, each $\{\otimes\}$ generated inflicts 1 strain on the target, ignoring soak).

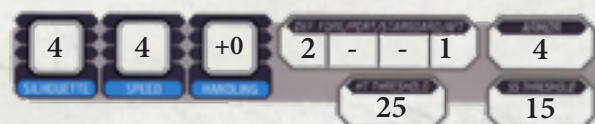
Synthetic Standard Neurotoxin (Hard $\{\diamond\diamond\diamond\}$ Resilience check; The poison inflicts 5 wounds if the target fails a check, ignoring soak. In addition, each $\{\otimes\}$ generated inflicts 1 strain on the target, ignoring soak).

5, Critical 2, Range [Short]; Blast 2, Burn 2, Limited Ammo: 3, Pierce 2, Vicious 3)

- » Vambrace Dart Launcher (Ranged (Light); Damage: 1, Critical -, Range [Long]; Limited Ammo: 5, Poisons [see sidebar])
- » Vambrace Grapnel Launcher (Ranged (Light); Damage: 3, Critical 5, Range [Medium]; Ensnare 3)
- » Vambrace Repulsor (Ranged (Light); Damage: 8, Critical 4, Range [Short]; Disorient 3, Knockdown, Stun Damage)

FOXCATCH

The *Foxcatch* is a heavily modified Lambda-class T-4a shuttle. All three wings were shortened considerably and six Incom 4L4 fusial thrust engines were mounted on its wings and body to improve flight performance. The ship's armament was also increased by adding a twin ion cannon and much of the cargo space has been converted into living quarters and three reinforced prisoner cells.



Hull Type/Class: Modified Shuttle.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: Primary: Class 1, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Short.

Ships Complement: One pilot. *Optional:* One copilot, one sensor/comms operator, one gunner.

Encumbrance Capacity: 50.

Passenger Capacity: 2 passengers; 3 prison cells.

Consumables: Two months.

Cost/Rarity: Not available for sale.

Customization Hard Points: 0.

Weapons:

Forward Mounted Twin Light Ion Cannons (Fire Arc: Forward; Damage: 5; Critical: 4; Range [Close]; Ion, Linked 1)

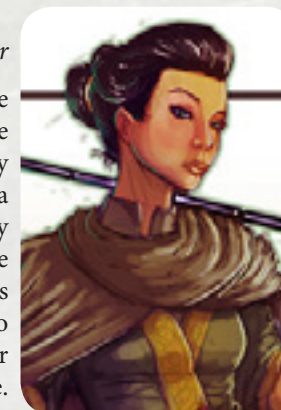
Forward Twin Light Laser Cannons (Fire Arc: All; Damage: 6; Critical: 3; Range [Close]; Linked 3)

Rear Twin Light Laser Cannon (Fire Arc: All; Damage: 5; Critical: 3; Range [Close]; Linked 1)

ZARDRA [RIVAL]

Human female; Bounty Hunter

A relative newcomer to the hunt, but one with considerable promise. Zardra has quickly gained a reputation as a huntress who takes every bounty very personally. She is selective about the targets she chooses, preferring to hunt those who will offer her the best personal challenge. Though capable of clever planning and great cunning, Zardra's recklessness and pride may someday be her downfall.



Skills: Athletics 2, Brawl 2, Charm 2, Coercion 2, Coordination 2, Melee 4, Perception 2, Ranged (Light) 2, Streetwise 1, Survival 1, Vigilance 3.

Talents: Adversary 1, Feral Strength 2, Stalker (add \square to all Coordination and Stealth checks)

Equipment: Armored clothing (+1 Soak, +1 Defense), encrypted comlink.

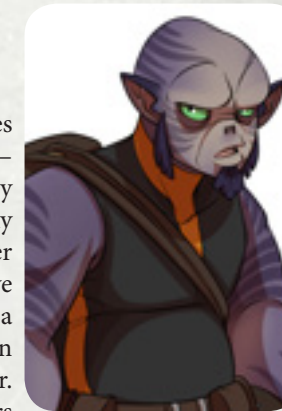
Weapons:

- » Force pike (Melee; Damage: 8, Critical 2, Range [Engaged]; Pierce 2, Stun-setting)
- » Blaster pistol (Ranged (Light); Damage: 6, Critical 3, Range [Medium]; Stun-setting)
- » Mini Thermal Detonator (Ranged (Light); Damage: 12, Critical 2, Range [Short]; Blast 10, Limited Ammo 1)

PUGGLES TRODD [RIVAL]

Lasat male; Bounty Hunter

Small for a Lasat, Puggles disdains actual combat - preferring to take his prey from a distance (typically in an explosion or other trap). He rarely accepts live capture hunts, earning him a reputation more befitting an assassin than a bounty hunter. Trodd frequently partners with other hunters, though his unpleasant personality and constant complaining ensure that most partnerships last only a few hunts.



Skills: Cool 2, Mechanics 3, Perception 2, Ranged (Light) 3, Skulduggery 4, Streetwise 2, Stealth 2, Survival 1.

Talents: Enduring (+1 Soak), Master Grenadier (Decrease the $\{\otimes\}$ cost to activate Blast by 1), Powerful Blast 2 (+2 damage with explosives and grenades), Selective Detonation (spend $\{\otimes\}$ to exclude one target from Blast).

Abilities: Prehensile Feet (As long as his legs are not supporting him, Puggles may use his feet to perform any action that he would normally use his hands for with one setback die).

Equipment: Armored clothing (+1 Soak, +1 Defense), encrypted comlink, 4 detonite charges (Damage 15 [+10]).

Weapons:

- » KDY-21 light blaster pistol (Ranged (Light); Damage: 5, Critical 3, Range [Medium]; Stun-setting)
- » ACP array gun (Ranged (Heavy); Damage: 6, Critical 3, Range [Short]; Blast 7, Stun-setting)
- » Frag grenade (Ranged (Light); Damage: 8, Critical 4, Range [Short]; Blast 8, Limited Ammo: 4)
- » Stun grenade (Ranged (Light); Damage: 8, Critical -, Range [Short]; Disorient 3, Blast 10, Limited Ammo: 4)