



Characters D6 / Cabur Fett (Mandalorian

CHARACTER NAME - Cabur Fett

SPECIES - Mandalorian

Template Type - Bounty Hunter

Gender - Male

Homeworld - Mandalore

HEIGHT - 6ft.4in.

Hair color - Dark Blonde

Eye color - Green

Age - 27

MOVE - 10

Era: 200 ABY

DEXTERITY: 3D+1

Armor Weapons 6D+1

Blaster: 9D+2

Brawling Parry 6D

Dodge 7D+1

Flamethrower 5D+2

Grenade 6D+1

Lightsaber Combat 7D

Melee Parry 7D

Melee Combat 7D+2

Missile Weapons 5D

Vehicle Blasters 6D+2

PERCEPTION: 3D

Bargain: 8D+1

Command: 6D+2

Con: 8D

Forgery: 6D

Gambling: 6D+1

Hide: 6D

Investigation: 7D+2

Persuasion: 6D

Search: 8D+2

Sneak: 7D+1

KNOWLEDGE: 3D+2

Alien Species: 6D+2

Bureaucracy: 5D

Cultures: 8D+1

Intimidation: 9D+1

Languages: 7D+2
Planetary Systems: 5D
Streetwise: 8D
Survival: 10D+2
Value: 6D+2
Willpower: 8D+1

STRENGTH: 4D

Brawling: 7D
Climbing/Jumping: 7D+1
Lifting: 6D+1
Stamina: 7D+2
Swimming: 5D

MECHANICAL: 2D+2

Astrogation: 7D+2
Beast Riding: 4D
Star Fighter Piloting: 5D+2
Capital Ship Gunnery 5D
Communications: 6D
Jet Pack Operation: 6D
Powersuit Operation 6D+2
Repulsorlift Operation: 6D+1
Space Transports: 10D
Starship Gunnery: 9D
Starship Shields: 6D+1
Sensors: 5D

TECHNICAL: 2D

Armor Repair: 6D
Blaster Repair: 6D+2
Computer Programming/Repair: 5D+2
Demolition: 7D+1
Droid Programming: 5D+1
Explosives: 6D+2
First Aid: 6D+2
Security: 8D+1
Space Transport Repair: 5D+1

FORCE SENSITIVE - Yes

CHARACTER POINTS: 15

FORCE POINTS: 18

DARK SIDE POINTS: 2

Special Abilities:

Control 7D

Sense 6D+2

Alter 7D

Powers: Lightsaber combat, Force Cloak, Resist Stun, Control Disease, Control Pain, Force Empathy, Force Track, Healing meditation, Telekinesis, Force Sense, Life Sense, Force Stun, Remove Fatigue, Remain Conscious, Affect Mind, Danger Sense

Weapons: BlasTech DLT-19 heavy blaster rifle 6D

BlasTech DH-17 blaster pistol 5D+2

Lightsaber (blue-black) 5D

Lightsaber (silver) 5D

4 Grenades 5D

Vibor Knife STR+1D

Equipment: Mandalorian Heavy Battle Armour (black, gold, red)

Type: Personal Battle Armour

Game Effects:

Basic Suit:

+4D Physical

+3D Energy

+1D Strength (used for physical activity, not for resisting damage.)

No DEX penalties

Wrist Lasers:

Skill: Armour Weapons

Ammo: Powered from armour power supply

Range: 3-5/25/50m

Damage: 5D

Flame Projector:

Skill: Armour Weapons

Ammo: 20

Range: 1m diameter 1-5m long

Damage: 5D

Grenade Launcher:

Skill: Missile Weapons

Ammo: 4

Fire Rate: 1/2

Range: 1-50/200/300

Damage: Varies

Jetpack:

Allows 70m horizontal or 50m vertical jumps.

Has 10 charges, may expend one charge every other round.

Turbo-Projected Grapple:

Uses either a physical or magnetic grapple.

0-3/10/20m range.

Mounted on the right arm.

Missile Weapons skill.

Winch:

Attached to grapple, has 100kg capacity (wearer and his equipment).

IR/motion Sensor:

+1D PERC in darkness and/or against moving targets, ahead and to both sides.

Sensor Pod:

+2D Search, 25-100m

Macrobinoculars:

+3D Search, 100-500m

Sound Sensor:

+1D PERC in quite situations only.

Broadband Antenna:

Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.

Environmental Filter:

Filters out most harmful particles from the air or seal with two hours of air.

Ship: SoroSuub Horizon-class Star Yacht

Type: Space yacht

Scale: Starfighter

Length: 55 meters

Skill: Space transports: Horizon-class Star Yacht

Crew: 4, gunners: 2

Crew Skill: Varies widely

Passangers: 10

Cargo Capacity: 100 metric tons

Consumables: 2 months

Cost: 230,000(New)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D

Space: 8

Atmosphere: 280; 800 kmh

Hull: 6D

Shields: 8D+2

Weapons: 2 Heavy Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

2 Medium Laser Cannons (Fire Linked)

Fire Arc: Turret (back/left/right)
Crew: 1
Fire Control: 2D
Space: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 4D

2 Concussion Missile Launchers (16 Missiles Each)

Fire Arc: Front
Crew: 1
Fire Control: 5D
Space: 1/3/7
Atmosphere Range: 100/300/700
Damage: 7D

Charcter Bio - Cabur Fett is a direct descendant of Boba Fett and Jango Fett. Cabur means protector in the Mandalorian language. He is the son of a Mandalorian Bounty Hunter and a Human Jedi Knight. Cabur's mother on her way back from a mission had crash landed on Mandalore and there she met her soon to be husband and Cabur's father. Cabur's parents soon were married and were deeply in love. When Cabur was about 4 his mother was killed by a Sith, his father in turn killed the Sith. At the age of 12 his father gave him the holocron that his mother had made for him. Cabur learned how to use his Force Abilities from the holocron. When Cabur turned 20 his father was killed by a member of the Death Watch.

Cabur then became a Bounty Hunter and specializes in hunting Force Users and also won't rest until he personally kills every single Death Watch member. When Cabur was 22 he met Mesh'la Tawr and the two fell in love and have both planned on getting married soon. Cabur is the leader of the Bounty Hunting group called the Fabolus Five which includes himself, Mesh'la Tawr, Kahr'corkh, Tyzen Opress, Zalena Vos. He has a security droid always on board his ship to protect it when he is away on missions and such. There is also a protocol droid who does a lot of translating for the group.

Cabur to most people is a bitter resentful person who won't hold back with things he says and doesn't care if their feelings get hurt. But to the group he is a sweet fun loving caring person who looks out for the others like family. He considers Zalena like a older sister and when they find they time both practice their lightsaber skills with each other. Cabur can speak Basic, Hologran, Mandalorian, Zabraki, Shyriiwook, Pak Pak, Duresse