Characters D6 / Dannik Jerriko (Anzati Bount



Name: Dannik Jerriko
Homeworld: Anzat
Born: 1006 BBY
Species: Anzati
Gender: Male
Height: 1.8 meters
Mass: 80 kilograms
Hair color: Black
Eye color: Brown
Move: 10

DEXTERITY: 3D+1
- Blasters: 5D+2
- Brawling Parry: 6D
- Dodge: 7D
- Melee Combat: 4D
- Melee Parry: 4D

PERCEPTION: 4D
- Bargain: 5D
- Hide: 6D
- Investigation: 4D+1
- Persuasion: 5D
- Search: 5D+2
- Sneak: 6D

KNOWLEDGE: 3D
- Intimidation: 5D
- Languages: 3D+1
- Streetwise: 5D+2
- Survival: 4D+1

STRENGTH: 3D+2
- Brawling: 6D
- Climbing/Jumping: 4D+2

MECHANICAL: 3D+2
- Repulsorlift Operation: 5D+1

TECHNICAL: 3D
- Computer Programming/Repair: 4D+1

Special Abilities:

Anzati Tracking: Anzati are able to sense the Force in others, and each is automatically considered Force-sensitive and possessing of the Sense Force skill. When tracking prey, Anzati often times use Force powers such as Life Detection, Life Sense, Receptive Telepathy, Sense Force, and Sense Force Potential. They receive a bonus to their Sense skill equal to the number of Force Points of their prey.

Anzati Hypnosis: The Anzati use a crude, but affective form of telepathy to hypnotize their

prey. The Anzat may attempt to hypnotize a sentient being within five meters. The Anzat rolls their Sense and the target makes Willpower check (Difficulty = Easy + the Anzati's Sense roll). This difficulty increases to Moderate within two meters or less. If the target fails they are stunned and lose their actions for the round. If an Anzati is attacked, interrupted, or otherwise distracted before he can insert his proboscises into his victim, the hypnosis effect ends immediately and the victim can act normally.

Long-lived: Anzati are practically immortal, and can live for eons.

Stealthy: Because they must secretly hunt sentient beings, Anzati have grown adept at maintaining their stealth and secrecy. This is reflected in a +1D bonus to their hide and sneak skills.

Vampires: The Anzati feed from living beings. For every turn spent feeding, 2 pips are subtracted from the victim's Knowledge, Mechanical, Perception, and Technical attributes. If any one attribute is reduced to 0D or less, the victim dies. The damage to the attributes is permanent, and reduces skills accordingly.

Anhedonia: A common misconception among those who studied tales of the Anzati was that they were hyper-developed scholars, experts in fields of knowledge and craft long since forgotten by younger species. While Anzati could remember things that happened centuries earlier, they had little or no interest in pursuing mastery of any given area of expertise or knowledge. In play whenever an Anzati character attempts to increase a skill they must test that skill against a difficulty equal to 3 times it's Dice code. So an Anzati attempting to increase a skill from 3D+2 to 4D, must roll 3D+2 against a target of 9, or 5D+1 to 5D+2 rolls 5D+1 against a target of 15. If the skill roll succeeds, then the experience is spent, but the skill isn't increased as the Anzati lost interest in the subject without learning anything.

EQUIPMENT

CREDITS - 1,000

Blaster Pistol, Smart Clothes, Comlink

FORCE SENSITIVE Y
FORCE POINTS 2
DARK SIDE POINTS 3
CHARACTER POINTS 6

Description: Dannik Jerriko was an Anzati bounty hunter known as the Eater of Luck, and by others as Death.

Biography

Jerriko drank his victims' brain matter, or soup of life, as he called it. Reasoning that they would go unnoticed, Jerriko preyed on murderers, thieves, and thugs, and was known amongst wealthier underworld bosses as an expensive, but thorough, means of dealing with failed assassins. An enigma, Jerriko did not suffer fools lightly and would not tolerate a client who could not appreciate the value received for his high fees. After brutally slaying and draining one complaining employer, Jerriko never heard another quibble over his price. He also possessed a certain level of Force-attunement.

Born during the New Sith Wars, Jerriko was just under a thousand years old when Palpatine came to power. Somewhat surprisingly, he did not encounter a Jedi after 100 BBY until Obi-Wan Kenobi.

Seeking out the soup of dangerous criminals, Jerriko came to Tatooine's Mos Eisley Cantina. On the day of Greedo's death, Jerriko sensed a strong, intoxicating soup of life from a Human. He attempted to probe Obi-Wan Kenobi, but he found the Jedi able to shield himself from Anzati probing, although young Luke Skywalker was a prime specimen. Jerriko's attention was drawn

upon his discovery of Han Solo's presence at the cantina. Sensing a strong soup and aware of Jabba Desilijic Tiure's hefty bounty on Solo's head, Jerriko planned to make his move, but the smuggler departed from Tatooine before he could act.

Seven months after the Battle of Yavin, Jerriko was hired on Tatooine to protect Tash Arranda, Zak Arranda, and Mammon Hoole from an Imperial assassin named Domisari. Jerriko spent some time in Jabba's Palace secretly following Hoole and the Arrandas. Eventually, Hoole, Zak, and Tash left Tatooine for Nespis VIII. Jerriko followed them there, and when Domisari finally attacked Hoole and the two children, Jerriko sprung into action, killing Domisari and drinking her soup.

After this assignment, Jerriko returned to Jabba's Palace after agreeing to spy on Jabba for Lady Valarian and Eugene Talmont. Still desirous of Solo's soup, the Anzati's became excited upon the arrival of a carbonite slab containing Solo. However, Jerriko was deprived of his chance to drink Solo's soup when his Rebel Alliance comrades saved him. Frustrated at the loss of this opportunity, Jerriko accepted the option of sapping Jabba, only to be foiled by Jabba's death at the Great Pit of Carkoon. Mad with vampiric hunger and rage, Jerriko killed a number of unfortunate survivors at Jabba's Palace and then fled Tatooine to continue his endless search for "soup", now with a hefty bounty on his own head and topping the lists of such bounty hunters as the notorious Boba Fett.

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