

Boba Fett (from Return of the Jedi)

(GURPS 3rd edition) 396 pts.

Race: Clone/Mandalorian; **Age:** Unknown; **Height/Wt:** 1.83 meters/ 190 lbs.; **Dark-skinned human**

Strength 11 [10], **Dexterity** 16 [80], **Intelligence** 13 [30], **Health** 11 [10]

Willpower 10 (optional rules, Compendium 1, pg. 8)

Fright 21 (with Combat Reflexes, Imperturbable, Collected and Cool)

Specials: Never freeze in combat (Combat Reflexes), once per game hour Boba can roll three times for any action due to his Luck Advantage

Perception: 10 (optional rules, Compendium 1, pg. 13)

Specials:

+1 to avoid Surprise, +2 if you are the leader (Combat Reflexes)

+6 to recover from surprise or mental stun (Combat Reflexes)

Once per game hour Boba can roll three times for any action due to his Luck Advantage

Speed: 6.75

Move: 6 (3 with armor)

Basic: Damage: Thrust: 1d-1 **Swing:** 1d+2

- **Punch:** Skill 17, Damage 1d-2 (with Brawling)
- **Kick:** Skill 15, Damage 1d (with Brawling)
- **Vibroknife** (imp): Attack 15, Damage 2d+2; Reach C
- **Sawed-off Mandalorian Blaster** (imp): Attack 21; Dam 13d (SS 14, ACC 13, Basic pg. 209). Note that due to the Sharpshooter Advantage, up to 13 points of range penalties are always taken off, as Boba always gets his ACC bonus from a rifle. Star Wars
- **Rocket:** Attack 16; Dam 6dx4(10) (SS 14, ACC 9, High-Tech. 126)
- **Darts (Needler):** Attack 18 (13, see below); Dam (drug) (SS 9, ACC 1, Ultra-Tech. 126); This is a sub-sonic setting only weapon (see Ultra-tech pg. 19 and 23) that can fire drugged needles. Treat the drugged needles as loaded with Morphazine (Ultra-Tech 44). Note that the attack is made at -5 when fired from the kneepads where they are hidden. However, the victim must roll vs. IQ or be surprised. If surprised, the victim makes their block or Dodge roll at -3.
- **Wrist-Mounted Flamethrower:** (see Ultra-Tech, pg. 52): Attack 21; Dam 5d (SS 4, ACC 12). Right Arm.
- **Wrist-Mounted Whipcord:** Treat as a Tangle Pistol, Ultra-Tech pg. 23 and 126. There is an initial strand that connects the user of the weapon to the victim so he cannot escape, but this can be undone at the touch of a control. Left Arm.

Special: once per game hour Boba can roll three times for any action due to his Luck Advantage

Depending on where Boba is hit, add PD to his defense.

Parry (vibroknife): 7 + PD = 7 (+1 CR, -1 knife penalty)

Parry (Brawl): 11 + PD = 10 (+1 CR) (x2); hand/foot/close only

Dodge: 6 + PD = 7 (+1 CR)

Block*: 7 + PD = 6 (+1 CR)

Special: Scores above represent a +1 defense from Combat Reflexes (*) using his wrist-mounted weapons as a buckler of sorts; note that this equipment has DR 6 and 10 hit points before it is disabled. Any remaining hit points of damage go to the arm hit.

Special: Once per game hour Boba can roll three times for any action due to his Luck Advantage



Hit Points: 11
Crippling Hits: Hand/Foot 3 , Arm/Leg 5
Fatigue: 11 regain at double rate if lost normally (Fit)
Stun: 55
DR/Armor: PD 4, DR 40: See Armor description

Reaction: +4 with those that recognize him (Reputation), **Status:** 0, **Reputation:** +4

Advantages: **Fit** [5], **Combat Reflexes** [15], **Imperturbable** [10], **Wealthy** [20], **Collected and Cool** [6], **Reputation** (as the greatest bounty hunter in the galaxy; +4; large class of people (star-traveling individuals, rebellion and imperial operatives, those wanted by the Empire; Sometimes recognized – roll 10 or less) [15], **Contacts** (Street, Available almost all the time, Completely reliable) [36], **Contacts** (Minor Law Enforcement, Available almost all the time, Completely reliable) [9], **Daredevil** [15], **Sharpshooter** (Enhancement: Usable with Blaster Rifle +50%, Limitation: not useable with Pistols, -50%) [45], **Single-Minded** [5], **Luck** [15], **Patron** (Jabba the Hutt; Boba is Jabba's favorite bounty hunter and often is given special rewards by the Hutt) [25]. Note that Vader often hires Boba Fett, but does not supply him with any special equipment for his missions, so he is not a Patron

Disadvantages: **Callous** [-6], **Code of Honor** (Bounty Hunter*) [-5], **Intolerance** (Rebellion) [-10], **Disturbing Voice** [-10], **Loner** [-5], **Cannot Harm Innocents** [-10], **Intolerance** (Alien Species, but will work around other alien bounty hunters) [-5], **Extreme Intolerance** (Jedi, who he blames for the death of his father and considers criminals against the Imperial government) [-10], **Duty** to the Bounty Hunter's Guild (Occasionally) [-2]

(*): Stays loyal to original customer. Someone cannot buy or bargain their way out of the bounty hunter's willingness to bring them in, even for more credits than the original contract. Must obey the Bounty Hunter's Guild's rules and guidelines.

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Skills: (Note that all skills get +1 in some cases due to the Daredevil Advantage and once per game hour Boba can roll three times for any action due to his Luck Advantage)

Area Knowledge: *Galaxy* (M/H) [4] 13, *Armory* (Beam Weapons) (M/A) [1] 12, *Astrogation* (M/A) [1] 12, *Beam Weapons* (P/E) [2] 21 (with IQ bonus); *Brawling* (P/E) [2] 17, *Camouflage* (M/E) [1] 13, *Climbing* (P/A) [2] 16, *Computer Hacking* (M/VH) [4] 12, *Computer Operation* (M/E) [1/2] 12, *Demolition* (M/A), [1] 12, *Detect Lies* (M/H) [4] 13, *Driving* (landspeeder) (P/A) [2] 16, *Driving* (swoop) (P/A) [2] 16, *Electronics Operation (Comm)* (M/A) [1] 12; *Electronics Operation (starship, includes hyperdrive and deflector screens, small communication systems, sensors, etc.)* (M/A) [1] 12; **Gunner:** Back-mounted Rocket Launcher (P/A) [2] 16, **Gunner:** Starship Blasters (P/A) [4] 17, *Electronics Operation (starship, includes hyperdrive and deflector screens)* (M/A) [4] 14, *Fast-Draw* (Blaster Rifle) (P/E) [2] 17 (with combat reflexes), *First Aid* (M/E) [1/2]: 12, **Gunner** (Starship Blasters) (P/A) [2] 18, *Guns:* Flame Thrower (P/E) [2] 21 (with IQ bonus); *Holdout* (M/A) [2] 13, *Intelligence Analysis* (M/H) [4] 13, *Interrogation* (M/A) [1/2] 11; *Intimidation* (M/A) [4] 14, *Knife* (P/E) [1/2] 15, *Mechanic* (starship) (M/A) (M/A) [4] 14, *Orienteering* (M/A) [2] 13, *Pilot* (jet pack) (P/A) [2] 16, *Piloting* (Cruiser) (P/A) [2] 16, *Piloting* (Freighter) (P/A) [24] 20, *Scrounging* (M/E) [1/2] 12, *Stealth* (P/A) [4] 17, *Strategy* (M/H) [4] 13, *Streetwise* (M/A) [4] 14, *Survival* (desert) (M/A) [4] 14, *Swimming* (P/E) [1/2] 15, *Tactics* (M/H) [4] 13, *Tracking* (M/A) [4] 17 (with Single Minded), *Traps* (M/A) [1] 12

Weapons and Equipment:

- **Rocketpack:** This small pack can launch an average-sized character of 300 lbs. or lighter up to 100 feet (at a Move of 10). In addition, it carries a one-shot anti-personnel mini-rocket with limited burst radius (treat as a LAW rocket from High-Tech with a 1-hex burst radius). 30 lbs.
- **Whipcord**, see above
- **Flamethrower**, see above
- **Darts** (in kneepads), see above
- **Mandalorian Armor:** Treat as TL8 Combat Infantry Dress (Ultra-Tech, pg. 29). For a game using the basic armor rules, this is PD 4, DR 40. For advanced rules, arms, hands and legs are PD2, DR 12, and boots are PD 3, DR 15. Weight is 40 lbs. Boba usually has devices of many kinds hidden in the suit. Treat this as 3 Gizmos he can use each adventure.
- **Mandalorian Helmet:** Treat as a TL8 Combat Helmet (Ultra-Tech, pg. 30), which includes HUD, communicator, light intensification and anti-glare. In addition, the Mandalorian helmet gives Boba the same abilities as the 360-degree vision Advantage, and the helmet does not decrease sight or hearing. The weight is 10 lbs.
- **Sawed-off BlasTech EE-3 rifle:** Treat as Blast Rifle with +1d damage and one-half the normal range. With a touch of a switch, the rifle converts to a Stun Rifle. 9 lbs.
- **Ion Grenade** (5d damage, Actual damage is to the Fatigue of any electronic device, including robots and ships. If the victim does not have a Fatigue score, use HT. If HT is reduced to 0, the device is "knocked out", unharmed but useless until a mechanic can repair the "damage").

Other Equipment: Slave 1 (Starship, Freighter-class)

Total Weight: Around 80 lbs. with gadgets and ammo.

Quirks: Deathly serious, Only says what needs to be said, Never takes off helmet unless alone

Background

(from <http://www.starwars.com/databank/character/bobafett/>)

A faceless enforcer, Boba Fett's distinctive armor strikes fear in the hearts of fugitives. He is a legendary bounty hunter, accepting warrants from both the Empire and the criminal underworld. He is all business, laconic, and deadly.

During the time of the Empire, Boba Fett emerged as the preeminent bounty hunter of the galaxy. Boba Fett's armor, like his father's, is a battered weapon-covered spacesuit equipped with a rocketpack. His gauntlets contain a flamethrower, and a whipcord lanyard launcher. His kneepads conceal rocket dart launchers. Several ominous braids hang from his shoulder -- trophies from fallen prey -- that underscore this hunter's lethality.

Shortly after the Battle of Hoth, Darth Vader desperately wanted to capture the fugitive Rebel craft, the *Millennium Falcon*. To that end, he hired a motley assortment of bounty hunters, including the legendary Fett. It was Fett who successfully tracked the *Falcon* from Hoth to Bespin. Arriving at the gas giant before the *Falcon*, Fett and Vader sprung a trap on the ship's hapless crew. Fett, a shrewd negotiator, received his bounty for capturing the crew, but also was given custody of Han Solo. The bounty hunter was set to collect the reward on Solo's head placed there by the vile gangster Jabba the Hutt.

Fett delivered Solo to Jabba, his some-time employer, and was many thousands of credits richer. Fett stayed at Jabba's palace, and was present when Solo's friends attempted to rescue the carbon-frozen smuggler.

Jabba, enraged at the attempted prison break, brought his captives out to the Tatooine desert, to execute them in the Great Pit of Carkoon. In the sandpit lay the immense Sarlacc, a vile creature that would digest its prey over thousands of years. Rather than let themselves be thrown in the Sarlacc's maw, Solo's friends, led by Luke Skywalker, fought against their captors. In the chaos that followed, Fett entered the fray.

Solo, free of the carbonite and suffering blindness from hibernation sickness, wildly swung a vibro-ax into an inattentive Fett's rocketpack. The pack activated, and the bounty hunter soared into the air, out of control. The airborne Fett slammed into the side of Jabba's sail barge before tumbling into the Sarlacc's mouth. With a sickly belch from the desert creature, it seemed as if Fett's career as the galaxy's most notorious bounty hunter was brought to an end.

Points: Attributes: 130, Advantages: 221, Skills: 93, Disadvantages: -63, Quirks:-3. Books used: Basic, Compendium 1, Ultra-Tech, High-Tech.

Design Notes: I was asked why Fett did not have a DX of 17-20. I don't think Fett was a natural acrobat, just very skilled. In addition, his Move with armor is kind of slow, but I never saw Fett cover a lot of ground very quickly except when he uses his jet-pack, which should do just fine for him in a pinch. His skills are very high but not incredibly so, as he has almost 100 points spread across many skills, not just combat-related.

Written by J. Scott Pittman