

```Main Character Template

GENERAL INFORMATION

Name: Xa'Uhl Fek'hiri

Aliases (optional): The Scorn General, X, Fek'hir

Age: 72

Gender: Male

Race: Drukkan

Faction: Bounty Hunter (The Hell-ects)

CHARACTER INFORMATION

Weapon(s) and equipment (if applicable): C-J8-79A Railgun Blaster Rifle, Anti-proton Battle Axe

Ship/Vehicle (optional): X7-98 Combat Cruiser (The Predator) , T-740 Interceptor class starfighter (The Golem)

Companion (optional):

Appearance: Fek'hir is a tough and bulky green-skinned tough-looking Drukkan. Carrying his mighty battle axe and large rifle on his back, Fek'hir was always ready for combat. gloves are studded with long sharp spikes that complement the skulls attached to his pelt. His face is one only a mother could love, with an underbite so big it's no wonder everyone is scared of him. However, his beard gets a 1000/10 for best beards in the galaxy.

Height (preferred): 7'1

CAPABILITIES

Strengths (Minimum two!): His Bulk, Excellent at fixing almost anything

Weaknesses (Minimum two!): Slowness, slightly poor vision

Altered Ability (if applicable):

BACKSTORY

Personality: Bold, Aggressive, Violent, Enthusiastic

Backstory:

"Fek'hiri said he can live up to three hundred years. Due to lifestyle choices, few survive past eight." - Ogedai the Chronicler

Fek'hir seized the title as a well respected warlord of the Hell-ects and was close to besting all the other clans with a brutal down stroke. His first order was to create a cannon brigade. His second order was that cowardly long-range combat would not be tolerated.

As warlord of the Hell-ects army, he was savage, vengeful, and extremely effective. In battle, he rode on a creature and swung a deadly steel trap made from his predecessor. His innovative use of the tactic "minotaur release" is still studied today.

Under Fek'hir the hell-ects grew rich and powerful. Recruiting was simple - he placed a generous bounty on his own head. Anyone fearless enough to attempt to claim it, and tough enough to survive the resulting beatdown and slaughter under fek'hir, would be offered their own lives as the clans signing bonus.

His physical strength was legendary, and he would fight any challenger for any stakes. He was a champion, a warrior and he honored that wager, switching sides to venture out into space seeking a better life, despite being certain there's something bigger out there for him.

In the dominion, Fek'hir knows he should always lead. He challenged many for leadership, even his own leaders . He challenged The other clans leadership. He always challenged any high authority. At Harad, he will lead a great army, and it makes little difference to him what side that army is on.

"Lift cannons! Charge!" – Fek'hir to the Hell-ects Artillery Corp, Battle of The Pass

Other information (optional):

Weapon/name lore: As a grunt in the Army of Red Mist, Fek'hir set his sights on the rank of Red Mist General. In battle after battle he proved his worth through gory deed. His rise through the ranks was helped by the fact that he never hesitated to decapitate a superior. Through the seven year Campaign of the Thousand Tarns, he distinguished himself in glorious carnage, his star of fame shining ever brighter, while the number of comrades in arms steadily dwindled. On the night of ultimate victory, Fek'hir declared himself the new Red Mist General, and took on the ultimate title of "Xu'uhl." But his troops now numbered zero due to a great war. Of course, many had died in battle, but a significant number had also fallen to Fek'hir,s new weapon. Needless to say, most soldiers now shun his leadership. But this matters not a whit his Axe, who knows that a one-man army is by far the best.

The CJ,s story is a very short story, The CJ was an experimental weapon founded by the collation that was often used for testing. Fek'hir eventually stole this weapon after a raid on a collation freighter, the freighter was transporting the weapon but Fek'hir had other ideas on what to do with it.

Ship lore:

The Predator: An extensively modified combat freighter, The Predator is a legend in smuggler circles and is coveted by many for being one of the fastest ships in the galaxy. Despite its rough origins and flashy exterior, the ship that warped in less than 10 parsecs has played a role in some of the greatest victories of the Hellsclaw clan and the Dominion. The ship looks like a red shiny robo bird, but beneath her hull she carries a lot of surprises. A succession of owners, including Fek'hir, have made special modifications that boosted the freighter's speed, shielding and firepower to impressive – and downright illegal – levels. The price of such tinkering? The Predator can be unpredictable, with her hyperdrive particularly balky. Despite her flaws, she's beloved by her owner – Fek'hir and he spent years searching the galaxy for the ship they once called home, rejoicing when he finally reclaimed her on an abandoned moon.

The Golem: These wedge-shaped one-man starfighters were built during ancient times. The T-740's designers worked with the Drukkans to create a starfighter for pilots with psychic-aided reflexes, stripping down the fighters' systems and making their controls as responsive as possible. With skilled pilots such as Fek'hir at the controls, the T-740 is lightning-quick in combat, darting in for attack runs and then skipping nimbly away from retaliatory fire. During one famous encounter, Fek'hir piloted the T-740 through a desert planet's planetary ring, pursued by a deadly Alliance and their leader in his starship. The general was piloting his Delta-7 class starship above them when Fek'hir executed the general by firing anti-proton torpedos at his starship. Fek'hir caught the General by surprise and blew the fighter out of the sky.

Fun Facts: When The Golem is attached to The Predator, it acts as an extra gun and the abilities of The Golem pass on to The Predator.

Fek'hir's Battle axe is also a spear and builds up anti-proton energy while battling.

Fek'hir was always tinkering throughout his life which is why he is capable of fixing a lot of difficult things. He became a mechanic after he left his homeworld but then quit the job to re-live his old life as a bounty hunter.

Fek'hir really loves eating and he eats A LOT but while doing all that eating he's top tier when cooking meat based foods.

The Predator gets its name from its speed, Fek'hir named his ship "The Predator" after a dogfight broke out between a bounty hunter faction and Fek'hir came out the fight being the last one standing. The Golem however, was also named for its toughness however when Fek'hir crash-landed on the Golem homeworld ramming into some sort of statue. The statue was wrecked but the ship was somehow still intact due to the overshield ability.

Fek'hir smokes and drinks a lot more than anyone else, he loves going to bars telling war stories about his past and boasting about how many victims he killed in his days.

Ship Weapons/Abilities:

Predator-

Dorsal Anti-proton laser cannon turrets (2)

Nose turrets (2)

Taim7'1ak MS-2B Anti-proton twin laser cannons (3)

Hyper Anti-proton Warhead Torpedo Launchers

Radar jammer

Golem:

MS-2B Anti-Proton twin laser cannons (2)

Radar jammer

Overshields

Image:

Predator



Art: Mattis Hesler

Golem

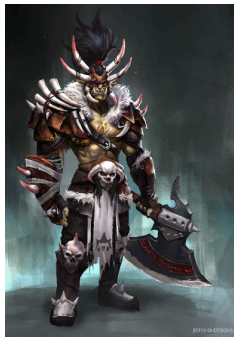


Art: Sarah Marry-pihhp



Battle Armor

Art: jeffchendesigns



Fek'hir-

Art: Raptor



Art: Shutter
-Blaster rifle