

SETH 'THE REAVER' KAIOH

Plays for anyone except genetically pure humans

According to the rumour mill, Colonel Seth Kaioh was once a decorated commander of the GCPS until he demanded justice for those in his charge who had been carelessly discarded in various conflicts across the galaxy. Those demands had fallen on deaf ears. Those same rumours assert that he went rogue and has slain any units sent to retrieve him. Using his covert ops training, he now wages a bloody war on against the Corporation as the 'Reaver', one of the most notorious and wanted pirates in the outer territories.

Regularly taking to the Xtreme pitch, he is easily recognizable in his orange and black tiger-striped Peacekeeper armour. He allegedly acquired the heavy suit of power armour after his crew ambushed an Enforcer detachment that had been decimated while putting down a violent Containment Protocol. It appears to have been modified for maneuverability without sacrificing any protection. On his wrist, he also sports a custom grenade launcher, allowing him to scoop up the ball and fire down the field at extremely high velocity, or more often, at an opposing player.

Kaioh has even made rare appearances in the corporate DreadBall arenas – but if even half of the various theories and tales of The Reaver's adventures are true, cynics argue, wouldn't this be a death sentence for the mercenary? What is clear is that he never does interviews, never signs autographs and never even visits the dressing room. With such a mysterious player, all sorts of stories become plausible.

The Reaver has also been known to bankroll entire teams on the underground circuit with his considerable stolen wealth, often employing Rebs, Asterian pirates, and sometimes even Veer-Myn. Why he does this only he can say, but a calculating mind like his always has an agenda.



LAUNCHER (KEEPER ONLY)

If this player has the ball, they can spend a team action token to fire it with incredible force at a target. The player may use the ball to make a *Throw Action* against an opposing player, adding +1 dice in addition to any other modifiers.

Unlike Jacks and Strikers, the player may not move at all during this action (including turning on the spot).

	Move	Strength	Speed	Skill	Armour	Groups	Cost (DBX)			Notes	
							Stranger	Ally	Friend		
Keeper	5	3+	4+	4+	3+	<i>Cunning, Rebel, Outcast</i>	26mc	17mc	11mc	14mc	<i>Resilient (DBX Only), Steady, Launcher</i>

PLAYER STATLINE

This player can also be used as a Sponsor, and will have the following groups: *Alien, Rebel, Vicious, Pirate, Outcast*

