

Kal Jerico

By Christian Dunn

Daredevil. Rogue. Outlaw. Just some of the words that are uttered in the same breath as the name of Kal Jerico, infamous Underhive bounty hunter of Necromunda's Hive Primus. Born high up in the spires the young Kal Jerico grew up an orphan – his real mother purported to be an off-world dignitary and his father a high ranking noble eager to avoid a political scandal. His sense of adventure developed early and as soon as he attained adulthood, Kal made the journey downhive, choosing a life of action and adventure over one of tedium and protocol. Taking only a pair

of dueling laspistols and his father's ceremonial sabre, Kal's early bounty hunting career was far from spectacular and it was only his trademark good luck that prevented him from meeting with a grisly, premature end.

After several months of barely scraping together a living in his newly chosen profession Jerico crossed paths with another struggling bounty hunter, Scabbs – a pungent, half-ratskin underhiver - who Kal instantly took pity on and allowed to become his partner. Somebody had to do the dirty work after all!

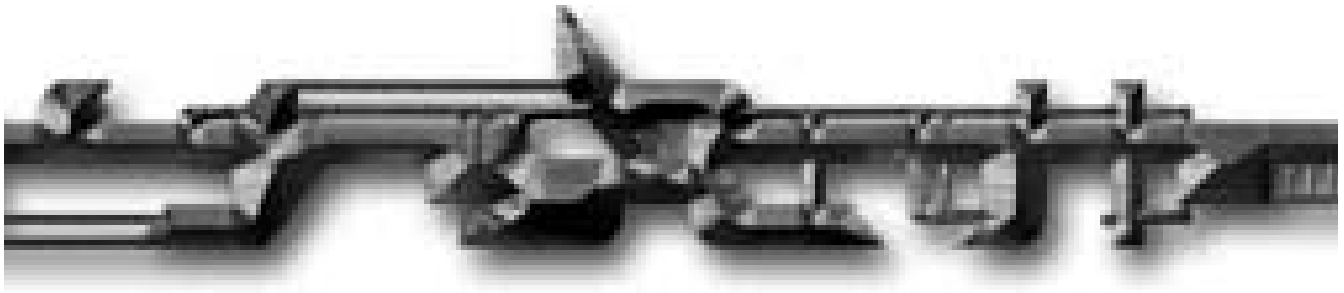
Together the pair succeeded where neither had been able to individually and they soon built a reputation as a competent, if albeit indiscrete, bounty hunting partnership. Some high profile bounties such as the escaped pit slave Vandal Feg, uphive renegade and Escher gang leader Yolanda Catallus and crazed High Hierophant of the Redemptionist crusade Cardinal Crimson soon cemented this reputation but also began to draw the attention of certain factions and individuals who would seek to use Jerico to achieve their own nefarious ends.

One of these individuals was Nemo the Faceless, the shadowy

Underhive crime lord and rumoured agent of the Inquisition. Taking over one of Jerico's gambling debts by way of blackmail Nemo forced Kal to run a little errand for him to retrieve a box that had been stolen by Ash Waste bandits and return it to him. Unbeknownst to Kal, Cheka – one of Nemo's most trusted lieutenants – had made a pact with the faceless one that would allow him to kill Jerico upon his return.

Using the locator ring that Nemo had given him, Kal followed the box's trail deep into the underhive where he was ambushed by none other than his old enemy, Yolanda Catallus. Taunting Kal, Yolanda revealed the contents of the box: the head of a datum drone, a weird servitor hybrid used by Tech-priests for storing valuable information – information that Nemo wished to get his hands on. With a gun pointed to Kal's head, Yolanda was just about to find out who was so desperate to retrieve the drone when a rescue arrived in the most unlikely of guises: fanatical Redemptionist preacher Cardinal Crimson. Since their first encounter Crimson's hatred of Kal had grown to the same proportions as his faith in the Emperor of Mankind and he had launched a crusade to rid the Underhive of the heretic Jerico. In the ensuing combat Yolanda made her escape on the back of a motorcycle but, seeing the locator ring fading, Kal made a last desperate





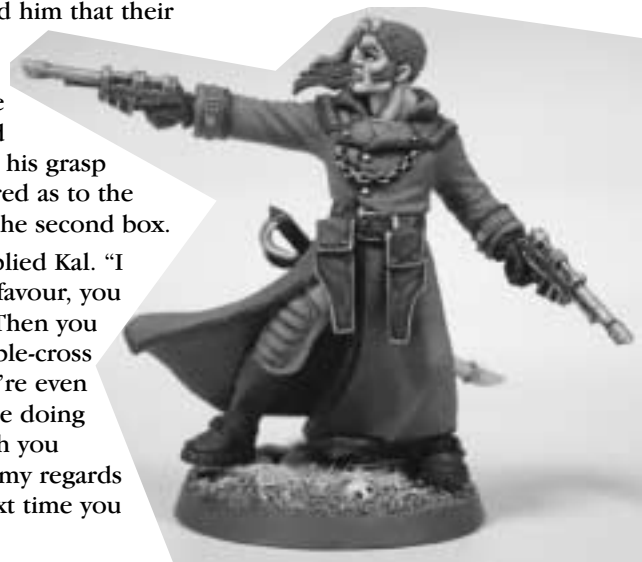
gambit to retrieve the head and fulfil his debt to Nemo.

Spying Yolanda on an underpass, Jerico climbed an overlooking tower and leapt hundreds of feet headfirst towards the speeding motorcycle. Grabbing one of the many ancient Underhive power cables before he hit the ground, Kal was able to kick Yolanda from the bike and make his escape through the cavernous tunnels that snake beneath Necromunda. That escape was not to be as easy as he expected as both Yolanda and Cardinal Crimson took up pursuit on 'borrowed' motor cycles and gave chase through the Underhive. After a lengthy pursuit Kal was able to shake off the twin threats by performing a death-defying jump across a chasm, whilst simultaneously unseating both his would-be captors. With the datum drone now safe, all that remained was to make the rendezvous with Nemo but one final peril lay ahead him; Cheka lying in

wait with a sniper's rifle. With Kal firmly in his sights Cheka squeezed the trigger and BLAM! From out of nowhere a second assassin fired, taking out Cheka in his vantage point high above Kal's position. With his gun still smoking Scabbs stepped out from the shadows having received a message left for him by Kal before he set off on his mission downhive.

Upon arrival at Nemo's hideout Kal presented the crime lord with two boxes and informed him that their score was settled in full. With the drone's head safely within his grasp Nemo inquired as to the contents of the second box. "My fee," replied Kal. "I owed you a favour, you called it in. Then you tried to double-cross me – but we're even now. Pleasure doing business with you Nemo. Give my regards to Cheka next time you see him..."

Having carved a reputation for himself in the lower reaches of Hive Primus and having already had dealings with the Inquisition's agents it cannot be long before the Order of Blessed Inquiry calls upon Jerico for his services. Any Inquisitor's warband that recruits Kal Jerico can depend on a gunslinger who is both capable and lucky, and who always manages to do things in his own debonair style.



Kal Jerico is Ambidextrous.

Equipment: 2 x dueling laspistol with lasersights (standard laspistol profile except damage 3D6-1), Sabre.

Special Abilities: Fast Draw, Gunfighter, Hipshooting, Rock Steady Aim, Plain Dumb Luck (see below).

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Kal Jerico	60	81	51	48	81	65	65	62	55

NEW ABILITY – PLAIN DUMB LUCK

The Emperor smiles kindly on the character and they are able defy the odds and extricate themselves from the most difficult of circumstances. Once per game they may re-roll any one Difficulty test and choose to keep either result, **or** you may force a -60 modifier on any opposing character's roll that **directly** affects the lucky character. GM's must be prepared to judge if there is any incongruity in whether the character is affected by a roll.