

Keirtz Ket'zom

Overview

Keirtz Ket'zom, known as "*The Scavenger*," is a Twi'lek **bounty hunter** who operates under the appearance of a neutral scavenger captain. Unlike those who make headlines with grand conflicts or massive contracts, Ket'zom specializes in smaller, highly specific assignments. These jobs frequently escape immediate notice, their impact only becoming apparent later. This low profile is his greatest asset, enabling him to operate in various territories without drawing much attention.

Most who encounter him see a trader or scavenger moving between systems, dealing in recovered materials from recent battles and salvage. This allows him to operate with minimal interference, often passing through contested planets without raising any suspicion. He is also known to observe situations long before acting, identifying before executing. This approach makes him and his contracts difficult to trace.

Keirtz's operations tend to show him doing scavengers work. making him a valuable but unpredictable figure. Whether recovering lost assets, extracting individuals, or influencing events from the background, his presence is rarely obvious, but often significant once uncovered.

He's the captain of 3 ships, which are the primary method of transport for Keritz and his crew, composed of various armed species seeking adventure and recourses. They joined Keirtz crew as an alternative to dying quickly during usual contract thanks to his way of planning, which brings them motivation, loyalty, excitement, and enthusiasm at all times.

Early Life

Keirtz was born into a minor clan on Ryloth, where his way of thinking set him apart, which made him lose any ties with his clan due to several critics he recieved constantly, attaching him only to his parents. Unfortunately, after losing his parents at a young age, he chose to leave rather than remain dependent on a community that did not accept him.

He began to look after any method to leave Ryloth, as he didn't want to know anything about it, 2 months later, through a contract with some off world traders, he finally left Ryloth and eventually arrived on Tatooine. There, he adapted to a more demanding environment, taking on smaller, often illegal jobs and gradually building the skills that would define his work nowadays.

While working on Tatooine, Keirtz was involved in a solo contract that led to an encounter with a Rancor. The situation escalated beyond what he had anticipated, leaving him with the loss of one eye and severe damage to the other. He fortunately lived before he was found by some Jawas. Since then, he relies on a visual device that assists his vision, along with a mask that helps him endure the harsh desert conditions that affected his health over time.

NAME	Keirtz Ket'zom
TITLE	Bounty Hunter
ALIAS	<i>The Scavenger</i>
BORN	950 RYS
AGE	32
HEIGHT	5'6"
HOMEWORLD	Ryloth
SPECIES	Twi'lek
QUOTE	"You weren't important . . . just useful."



Moments before the Rancor attacked Keirtz.

Not long after, Keirtz and a small group of individuals he worked with took control of three vessels by eliminating their former captains. The operation was planned and executed carefully, as it was a really risky mission, then giving him full control over his mobility and resources. From that point on, he began operating independently, taking on sector-wide contracts.

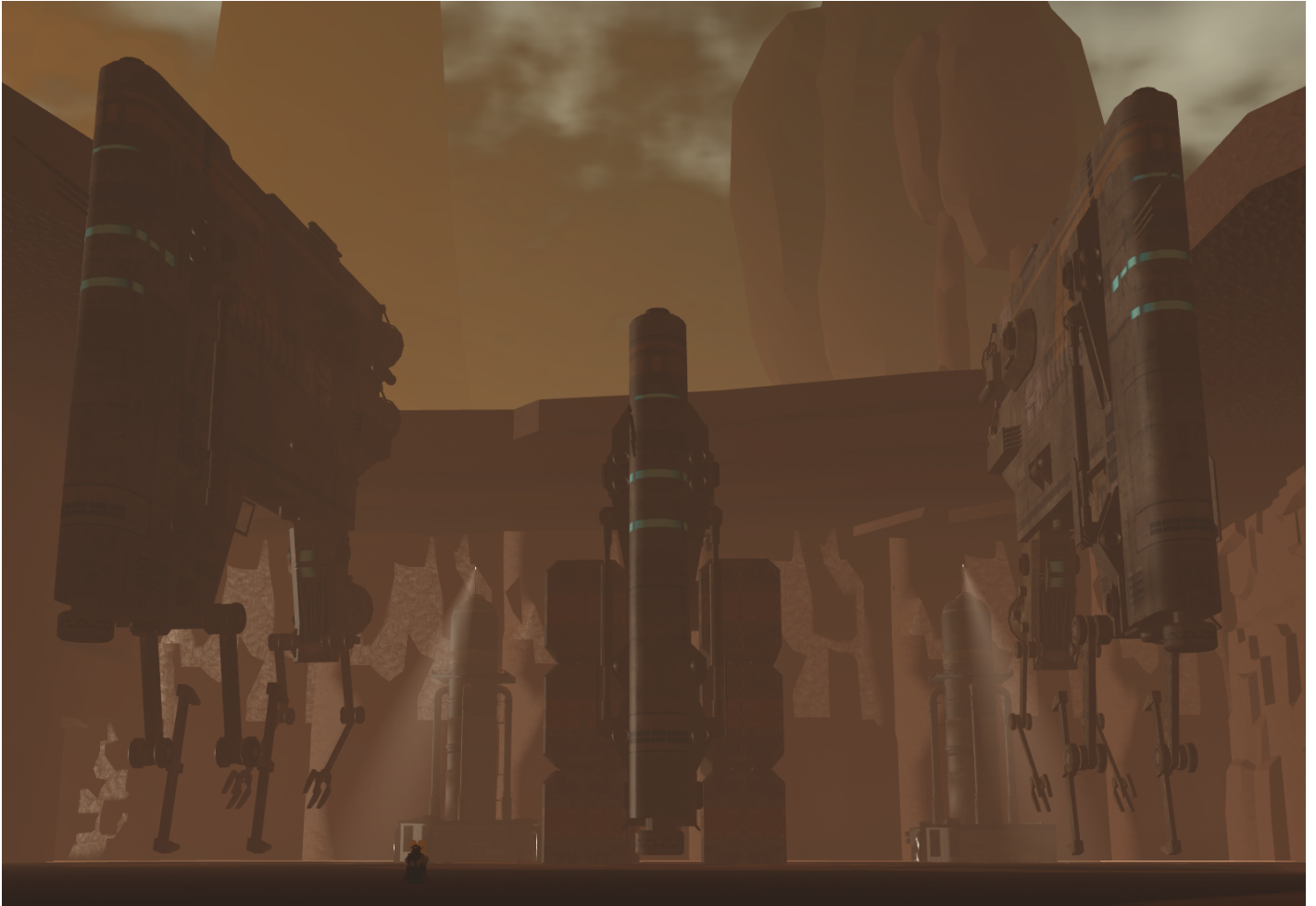
The War as Opportunity

With the Clone Wars beginning, Keirtz found an opportunity that totally suited his way of operating. The constant movement of recourses, on going leaderships shifts of territories, and the need for information created huge opportunities for Keirtz, who could move between sides without drawing any attention.

He maintains a neutral reputation, allowing him to operate in both Republic, CIS and indepentant planets. His work involves infiltration, information gathering, location analisis, and recovering targets or materials. Keirtz doesn't formally align himself with any faction, however, he frequently takes contracts from the CIS, as their operations provide consistent work, resources, and opportunities to upgrade his and his crew's equipment.

Keirtz commands a small fleet of three civilian looking ships, each one named as things that remind him of the past: *Dust Run*, *Scrap*, and *Blind Eye*. Having another intention on the interiors, this allows him to travel freely while maintaining the capability to carry out covert contracts when needed. Each ship serves a practical purpose, from transport to recovery and infiltration.

Across the galaxy, Keirtz is generally seen as a neutral scavenger or contractor, someone predictable and safe to deal and speak with. Among CIS contacts, however, he is recognized as a bounty hunter who can handle tasks that require good thinking and planning rather than unexpected force. His work rarely draws attention, but it is consistently effective.



Dust Run, Scrap, and Blind Eye parked at a spaceport.

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