		A		<u> </u>		CONTRACTOR OF			
CHARACTER SHEET		[
CHARACTER NAME	: Rorwarr			SO	AK VALUE		WOUN	os	
SPECIES Wookiee					4		20		
CAREER Hired Gun (Mar	auder)								
	CHARACTER						THRESHOLD	CURRENT	
4 BRAWN	2 AGILITY		2 INTELLECT	9 THRESHOL	STRAIN			VUURIES	
	1							11.111	
CUNNING	WILLPOW	ER	PRESENCE	alle I S n]			
	SKILL	s			WEAP	ONS & EQUIP	PMENT		
SKILLS	CAREER?	RANK	DICE POOL	WEAPON	SKILL	RANGE	DAMAGE	DICE POOL	
Astrogation (Int)				Vibro-axe	Melee	Engaged	7		
Athletics (Br)	•	2		 Inflict a Critic percentage re 		it for 😲 😲, and	add +40 to you	ur Critical Injury	
Charm (Pr)			••	- Hits with this	weapon ignore 2	2 points of Soak v	when dealing dar	nage	
Coerce (Will)	•	1	-	- Inflict a Sunde		1			
Computers (Int)			*	Fists	Brawl	Engaged	4		
Cool (Pr)			♦	- Inflict a Critical Injury on a hit for ()()()()() , and add +10 to your Critical Injury percentage result					
Coordination (Ag)			••		tuge result				
Deceit (Cun)			••			1			
Discipline (Will)			•	Blaster Pistol	Ranged (Light)		6	•	
Knowledge (Int)			••	 Inflict a Critical Injury on a hit for (1999) Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain 					
Leadership (Pr)					ounds (Short ran				
Mechanics (Int)				·		1			
Medicine (Int)				-					
Negotiation (Pr)									
Perception (Cun)									
Pilot (Ag)	•			GEAR, EQUIPMEN	IT & OTHER ITEN	AS			
Resilience (Br)	•	1		Satchel	ny a officient frei	11			
Skulduggery (Cun)		-		1	(2 days farst	one etimoreali d		urad combines	
Stealth (Ag)				Utility Belt	(3 days food caps, stimpack, 1 extra reload, glow rod, comlink)				
Streetwise (Cun)				Braid Comb Holoprojector	(Ceremonial tool used to make battle braids) (Hand-held, filled with famous Wookiee operas)				
Survival (Cun)	•	1			(manu-neiu, fil		wookiee operas;		
Vigilance (Will)	•	1							
		-		-					
and the second of the local	•	2							
Brawl (Br)		2		2					
Brawl (Br)									
Gunnery (Ag)		2							
Gunnery (Ag) Melee (Br)	•	2							
Gunnery (Ag)	•	2						IONEY Credits	

DICE DICE DICE DICE DICE DICE DICE DICE DICE DICE DICE DICE DICE DICE DICE Solution Solution Sol		SUCCESS Success * Success *					
On each turn, you can perform 1 Action and 1 Manuever, in any orde An Action may include: A Manuever may include: - Perform an attack - Move - Use a skill - Aim - Exchange your 1 Action for an additional Maneuver - Ready or stow a weapon or - Interact with your environme - Engage or disengage - Stand up You can suffer 2 strain to perform a second Maneuver. You cannot perform more than 2 Maneuvers on your turn. You can also perform any number of Incidental actions.	r item						
SPECIAL ABILITIES	_	NAME	RANK	PAGE #			
NAME	PAGE #	Toughened	1	100			
damage with your Brawl and Melee attacks.		 Add +1 damage to any Brawl or Melee attack you make Lethal Blows Add +10 to any percentage roll you make for Critical Inju opponents Frenzied Attack When making a Melee or Brawl check, you may suffer 1 St the attack one time. 	1	93			
OBLIGATIONS PE Obsession TYPE GNITUDE 10 MPLICATIONS Orwarr obsessively searches for is family, still believing they are nslaved somewhere by the mpire.	-	AVAILABLE XP T Act 1	OTAL XP 90				