

CHARACTER SHEET

CHARACTER NAME : Rorwarr

SPECIES Wookiee

CAREER Hired Gun (Marauder)



CHARACTERISTICS

4 BRAWN	2 AGILITY	2 INTELLECT
2 CUNNING	1 WILLPOWER	2 PRESENCE

SKILLS

SKILLS	CAREER?	RANK	DICE POOL
Astrogation (Int)			◆◆
Athletics (Br)	●	2	◆◆◆◆
Charm (Pr)			◆◆
Coerce (Will)	●	1	◆◆
Computers (Int)			◆◆
Cool (Pr)			◆◆
Coordination (Ag)			◆◆
Deceit (Cun)			◆◆
Discipline (Will)	●		◆
Knowledge (Int)			◆◆
Leadership (Pr)			◆◆
Mechanics (Int)			◆◆
Medicine (Int)			◆◆
Negotiation (Pr)			◆◆
Perception (Cun)			◆◆
Pilot (Ag)	●		◆◆
Resilience (Br)	●	1	◆◆◆◆
Skulduggery (Cun)			◆◆
Stealth (Ag)			◆◆
Streetwise (Cun)			◆◆
Survival (Cun)	●	1	◆◆
Vigilance (Will)	●	1	◆
<b>COMBAT SKILLS</b>			
Brawl (Br)	●	2	◆◆◆◆
Gunnery (Ag)			◆◆
Melee (Br)	●	2	◆◆◆◆
Ranged - Light (Ag)	●	1	◆◆
Ranged - Heavy (Ag)			◆◆

SOAK VALUE

4

WOUNDS

20

THRESHOLD CURRENT

STRAIN

9

THRESHOLD CURRENT

CRITICAL INJURIES

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
<b>Vibro-axe</b>	Melee	Engaged	7	◆◆◆◆◆◆◆
<ul style="list-style-type: none"> <li>- Inflict a Critical Injury on a hit for 000, and add +40 to your Critical Injury percentage result</li> <li>- Hits with this weapon ignore 2 points of Soak when dealing damage</li> <li>- Inflict a Sunder on a targeted item for 0</li> </ul>				
<b>Fists</b>	Brawl	Engaged	4	◆◆◆◆
<ul style="list-style-type: none"> <li>- Inflict a Critical Injury on a hit for 0000000, and add +10 to your Critical Injury percentage result</li> </ul>				

<b>Blaster Pistol</b>	Ranged (Light)	Medium	6	◆◆◆◆◆
<ul style="list-style-type: none"> <li>- Inflict a Critical Injury on a hit for 0000</li> <li>- Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)</li> </ul>				

GEAR, EQUIPMENT, & OTHER ITEMS	
Satchel	
Utility Belt	(3 days food caps, stimpack, 1 extra reload, glow rod, comlink)
Braid Comb	(Ceremonial tool used to make battle braids)
Holoprojector	(Hand-held, filled with famous Wookiee operas)

MONEY

100 Credits



