

CHARACTER NAME: Rorwarr

SPECIES Wookiee

CAREER Hired Gun (Marauder)

CUNNING



PRESENCE



SDAK VALUE	WOUNDS
4	20
	THRESHOLD CURRENT
STRAIN	CRITICAL INJURIES
9	
THRESHOLD CURRENT	

WILLPOWER

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		
COMBAT SKILLS				
Brawl (Br)	•	2	+	
Gunnery (Ag)			* *	
Melee (Br)	•	2		
Ranged - Light (Ag)	•	1	•	
Ranged - Heavy (Ag)			* *	

WEAPONS & EQUIPMENT

WEAPON	SKILL RANGE DAMAG			DICE POOL	
Vibro-axe	Melee	Engaged	7		

- Inflict a Critical Injury on a hit for ��, and add +40 to your Critical Injury percentage result
- Hits with this weapon ignore 2 points of Soak when dealing damage
- Inflict a Sunder on a targeted item for 😲

	Fists	Brawl	Engaged	4	
	- Inflict a Critic	al Injury on a hit	for VVVV C	, and add +10 t	to your Critical
ш					

Inflict a Critical Injury on a hit for **333**, and add +10 to your Critical Injury percentage result

- Inflict a Critical Injury on a hit for 😗 😲 😲

Ranged (Light)

Blaster Pistol

 Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)

Medium

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













Proficiency

THE PLAYER'S TURN

On each turn, you can perform 1 Action and 1 Manuever, in any order.

An Action may include:

- Perform an attack
- Exchange your 1 Action for an additional Maneuver

A Manuever may include:

- Move
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- 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.

SPECIAL ABILITIES

Wookiee Rage 39

When you have suffered any Wounds, you deal +1 damage to your Brawl and Melee attacks. When you are Critically Injured, you deal +2 damage with your Brawl and Melee attacks.

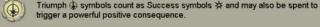
SUCCESS



Success 芬 symbols are canceled by Failure ▼ symbols; if there are any Success * symbols left, the check succeeds.

DICE SYMBOLS

TRIUMPH



ADVANTAGE



Advantage 🔾 symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat 🕸 symbols.

FAILURE



Failure ▼ symbols cancel Success ※ symbols. If there are enough Failure ▼ symbols to cancel all the Success * symbols, the check is a failure



Despair ♥ symbols count as Failure ▼ symbols (they cancel Success ※ symbols) and may also be spent to trigger a powerful negative consequence.

THREAT



PAGE#

Threat 🖾 symbols inidcate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage 😲 symbols.

TALENTS

NAME	RANK	PAGE#
Toughened	1	100
- Gain +2 to your Wound Threshold		

Feral Strength - Add +1 damage to any Brawl or Melee attack you make

Lethal Blows 1 95

- Add +10 to any percentage roll you make for Critical Injuries inflicted on opponents

1 93 **Frenzied Attack**

When making a Melee or Brawl check, you may suffer 1 Strain to upgrade the attack one time.

Heroic Fortitude 94

Spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Brawn or Agility related checks until the end of the encounter.

OBLIGATIONS

TYPE

Obsession

MAGNITUDE

COMPLICATIONS

Rorwarr obsessively searches for his family, still believing they are enslaved somewhere by the Empire.

TYPE

MAGNITUDE

COMPLICATIONS

AVAILABLE XF

TOTAL XP

1

92

Act 2

100