

CHARACTER NAME: Rorwarr

SPECIES Wookiee

CAREER Hired Gun (Marauder)





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

SKILLS				
SKILLS	CAREER?	RANK	DICE POOL	
Astrogation (Int)			* *	
Athletics (Br)	•	2		
Charm (Pr)			••	
Coerce (Will)	•	1	<u> </u>	
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)	•	3		
Ranged - Light (Ag)	•	1	•	
Ranged - Heavy (Ag)			* *	

WEAPONS & EQUIPMENT

WEAPON	PON SKILL RANGE DAMAGE DICE F		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 Critica	al Injury on a hit	for VVVV C	, and add +10 t	to your Critical

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

injury percentage result

Medium

- 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)

GEAR, EQUIPMENT, & OTHER ITEMS

San	The Control of the Co
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 Brawl and Melee attacks. When you are Critically Injured, you damage with your Brawl and Melee attacks. 	•

OBLIGATIONS

TYPE Obsession

MAGNITUDE 10

COMPLICATIONS

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

TYPE

MAGNITUDE

COMPLICATIONS

DICE SYMBOLS SUCCESS

trigger a powerful positive consequence.



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

TRIUMPH



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



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				

1 92 **Feral Strength**

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

Lethal Blows 95

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

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.

AVAILABLE XF

115

TOTAL XP

Act 3