

CHARACTER SHEET

CHARACTER NAME : Yorbacca

SPECIES Wookiee

CAREER Hired Gun (Marauder)



CHARACTERISTICS

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

SOAK VALUE  
5

WOUNDS  
20  
THRESHOLD CURRENT

DEFENSE  
0 0  
RANGED MELEE

STRAIN  
9  
THRESHOLD CURRENT

CRITICAL INJURIES

SKILLS

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)			◆◆
Athletics (Br)	●	1	◆◆◆◆
Charm (Pr)			◆◆
Coerce (Will)	●	2	◆◆◆◆
Computers (Int)			◆◆
Cool (Pr)			◆◆
Coordination (Ag)			◆◆
Deceit (Cun)			◆◆
Discipline (Will)	●	2	◆◆◆◆
Leadership (Pr)			◆◆
Mechanics (Int)			◆◆
Medicine (Int)			◆◆
Negotiation (Pr)			◆◆
Perception (Cun)			◆◆
Pilot - Planet (Ag)	●		◆◆
Pilot - Space (Ag)			◆◆
Resilience (Br)	●	2	◆◆◆◆
Skulduggery (Cun)			◆◆
Stealth (Ag)			◆◆
Streetwise (Cun)			◆◆
Survival (Cun)	●		◆◆
Vigilance (Will)	●	1	◆◆◆◆

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	●	1	◆◆◆◆
Gunnery (Ag)			◆◆
Melee (Br)	●	2	◆◆◆◆
Ranged - Light (Ag)	●		◆◆
Ranged - Heavy (Ag)		1	◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Vibro-ax	Melee	Engaged	8	◆◆◆◆
<ul style="list-style-type: none"> <li>- Inflict a Critical Injury on a hit for ☹☹ or ☹ and add 40% to the critical roll</li> <li>- Hits with this weapon ignore 2 points of Soak when dealing damage</li> <li>- Inflict a Sunder on a targeted item for ☹</li> </ul>				
Bowcaster	Ranged (Hvy)	Medium	10	◆◆
<ul style="list-style-type: none"> <li>- Inflict a Critical Injury on a hit for ☹☹☹ or ☹ and add 10% to the critical roll</li> <li>- Spend ☹☹ to knock the target prone (+1 ☹ per silhouette beyond 1)</li> <li>- Before this weapon can fire, it requires a Maneuver to load it each time</li> </ul>				

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)			◆◆◆◆
Education (Int)			◆◆◆◆
Lore (Int)			◆◆◆◆
Outer Rim (Int)			◆◆◆◆
Underworld (Int)			◆◆◆◆
Xenology (Int)			◆◆◆◆

AMMUNITION AND OTHER COMBAT GEAR

	Heavy Clothing (Provides +1 Soak)
3	Stimpacks

DICE



Ability Die ◆ Proficiency Die ◆ Difficulty Die ◆ Challenge Die ◆ Boost Die ◆ Setback Die ■ Force Die ●

THE PLAYER'S TURN

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

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Maneuver**

A **Maneuver** may include:

- Move
- Aim
- 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

NAME	PAGE #
<b>Wookiee Rage</b>	53
- When you have suffered any Wounds, you deal +1 damage with your Brawl and Melee attacks. When you are Critically Injured, you deal +2 damage with your Brawl and Melee attacks.	

MOTIVATIONS

**TYPE** Cause - Emancipation

After his time a slave, Yorbacca seeks to end servitude wherever he finds it.

**TYPE**

OBLIGATIONS

**TYPE** Family

**MAGNITUDE** 10

**COMPLICATIONS**

Yorbacca is committed to finding and caring for his sister, still enslaved somewhere in the galaxy.

**TYPE**

**MAGNITUDE**

**COMPLICATIONS**

DICE SYMBOLS

SUCCESS



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

TRIUMPH



Triumph symbols count as Success symbols and may also be spent to trigger a powerful positive consequence.

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



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

THREAT



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

TALENTS

NAME	RANK	PAGE #
<b>Toughened</b>	1	145
- You have gained +2 to your Wound Threshold.		
<b>Feral Strength</b>	1	135
- You add +1 damage to any Brawl or Melee attacks you make.		
<b>Lethal Blows</b>	1	138
- You add +10% to any Critical Injury results inflicted on opponents.		
<b>Frenzied Attack</b>	1	135
- When making a Brawl or Melee check, you can choose to suffer 1 Strain to upgrade your check by 1.		

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Short Range)

MONEY

100 Credits

AVAILABLE XP

0

TOTAL XP

120