

CHARACTER NAME: **WOOKIEE**

PLAYER NAME: phinn

SPECIES: Wookiee

CAREER: Hired Gun

SPECIALIZATIONS: Marauder

CHARACTERISTICS

4	3	2	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

ATTRIBUTES

WOUND 22	STRAIN 9	SOAK 4	CRITICAL INJURIES <table border="1"> <thead> <tr> <th>RESULT</th> <th>SEVERITY</th> </tr> </thead> <tbody> <tr><td></td><td>◇ ◇ ◇ ◇</td></tr> <tr><td></td><td>◇ ◇ ◇ ◇</td></tr> <tr><td></td><td>◇ ◇ ◇ ◇</td></tr> <tr><td></td><td>◇ ◇ ◇ ◇</td></tr> </tbody> </table>	RESULT	SEVERITY		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇
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DEFENSE <table border="1"> <tr> <td>0</td> <td>0</td> </tr> <tr> <td>RANGED</td> <td>MELEE</td> </tr> </table>			0	0	RANGED	MELEE							
0	0												
RANGED	MELEE												

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	-	-	◇ ◇ ◇
Athletics (Br)	✓	1	◇ ◇ ◇ ◇
Charm (Pr)	-	-	◇ ◇ ◇
Coercion (Wil)	✓	1	◇ ◇ ◇
Computers (Int)	-	-	◇ ◇ ◇
Cool (Pr)	-	-	◇ ◇ ◇
Coordination (Ag)	-	-	◇ ◇ ◇
Cybernetics (Int)	-	-	◇ ◇ ◇
Deception (Cun)	-	-	◇ ◇ ◇
Discipline (Wil)	✓	1	◇ ◇ ◇
Leadership (Pr)	-	-	◇ ◇ ◇
Mechanics (Int)	-	-	◇ ◇ ◇
Medicine (Int)	-	-	◇ ◇ ◇
Negotiation (Pr)	-	-	◇ ◇ ◇
Perception (Cun)	-	-	◇ ◇ ◇
Piloting - Planetary (Ag)	✓	-	◇ ◇ ◇
Piloting - Space (Ag)	-	-	◇ ◇ ◇
Resilience (Br)	✓	-	◇ ◇ ◇
Skulduggery (Cun)	-	-	◇ ◇ ◇
Stealth (Ag)	-	-	◇ ◇ ◇

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Streetwise (Cun)	-	-	◇ ◇ ◇
Survival (Cun)	✓	-	◇ ◇ ◇
Vigilance (Wil)	✓	-	◇ ◇ ◇

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	2	◇ ◇ ◇ ◇
Gunnery (Ag)	-	-	◇ ◇ ◇
Lightsaber (Br)	-	-	◇ ◇ ◇
Melee (Br)	✓	2	◇ ◇ ◇ ◇
Ranged - Heavy (Ag)	-	-	◇ ◇ ◇
Ranged - Light (Ag)	✓	-	◇ ◇ ◇

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

WEAPONS

WEAPON NAME	SKILL	RANGE	DAM	CRITICAL	DICE POOL	SPECIAL
Vibroknucklers	Brawl	Engaged	5	⚔ ⚔	◇ ◇ ◇ ◇	Pierce 1, Vicious 1, Disorient 1, Knockdown, Stun Setting

NOTES

CHARACTER NAME: **WOOKIEE**

PLAYER NAME:

phinn

SPECIES: Wookiee

CAREER:

Hired Gun

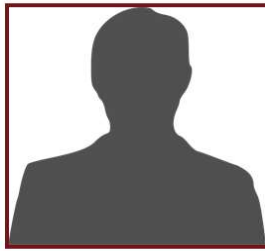
SPECIALIZATIONS: Marauder

DESCRIPTION

GENDER: *Male*AGE: *150*HEIGHT: *6.5*BUILD: *Shaggy*

HAIR:

EYES:



NOTABLE FEATURES

MOTIVATIONS

QUEST

RESCUE

OBLIGATIONS

10

DEBT

Recently ended indentured servitude under a Hutt. Has a family member still serving out time, and is responsible for them being there. Takes jobs to get money to buy family member's freedom.

While serving under the Hutt, he did some pretty horrible shit. He has a reputation for being brutal and sadistic.

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NOTORIETY

BACKGROUND

BEGINNINGS

The Down and Out

ATTITUDE TOWARD FORCE

An Ancient Religion

REASON FOR ADVENTURE

In It for the Money

NOTES

CHARACTER NAME: **WOOKIE**PLAYER NAME: **phinn**SPECIES: **Wookiee**CAREER: **Hired Gun**SPECIALIZATIONS: **Marauder**

EXPERIENCE

TOTAL XP

100

EARNED XP

0

USED XP

100

UNUSED XP

0

ACQUIRED XP

SPECIES FEATURES

Rage*Rages when Wounded*

When a Wookiee has suffered any wounds, he deals +1 damage to Brawl and Melee attacks. When a Wookiee is Critically Injured, he instead deals +2 damage to Brawl and Melee attacks.

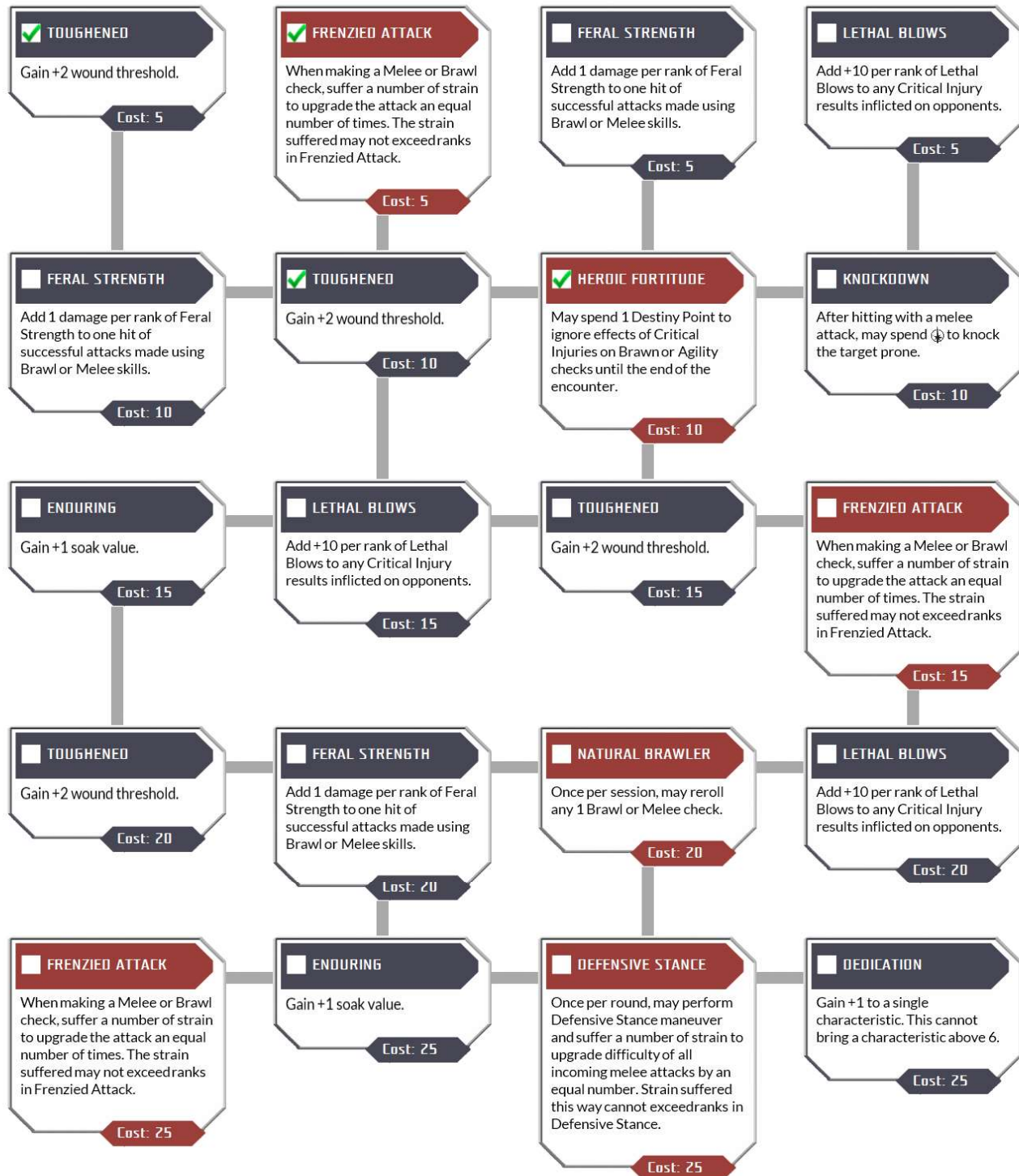
TALENTS

TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Frenzied Attack	1	Incidental	Marauder	When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.
Heroic Fortitude	--	Incidental	Marauder	May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.
Toughened	2	Passive	Marauder	Gain +2 wound threshold.

NOTES

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MARAUDER TALENT TREE



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ENCUMBRANCE

ENCUMBRANCE

0

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VALUE

THRESHOLD

- You are unencumbered.





MONEY

CREDITS

150

ACQUIRED CREDITS

WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL
Vibroknucklers	1	0	✓	✓	✓   	5	2	Engaged	Qualities: Pierce 1, Vicious 1 Features: Cannot deal strain damage Mod, Add  to attempts to locate a concealed vibroknuckler.

Carried Encumbrance: 0

NOTES