

CHARACTER NAME: **Grozryyhn**

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 5	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
Unarmed	Brawl	Engaged	4	○○○○○○	◇◇◇◇	Disorient 1, Knockdown, Stun Setting

NOTES

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

DESCRIPTION

GENDER: *Male*AGE: *150*HEIGHT: *6.5*BUILD: *Shaggy*HAIR: *Black*EYES: *Black*

NOTABLE FEATURES

Heavy scar across left eye. Mostly black fur. Bad attitude.

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

STORY

Grozryyhn and his brother Dewkazza were captured and sold into slavery roughly twenty-five years ago. They have since served a lesser Hutt named Chuuba, functioning as his muscle when some poor sap needed to be made into an example. Though the brothers initially resisted the commands to harm (and often kill) Chuuba's enemies, it didn't take Chuuba long to figure out that maiming one brother would bring the other in line. Unhappy about his situation but unable to allow himself to be the cause of his brother's pain, Groz gave in and buried himself in the work given to him. He gradually grew a reputation for being the more brutal of the two, as he always sought to end his work quickly rather than dragging it out for Chuuba's amusement.

Despite his reputation and the way he worked without complaint, Groz hated his situation and looked for small, covert ways to lash out against Chuuba. One such effort was to look the other way when he encountered a mercenary spy deep within the bowels of Chuuba's lair. What should have ended with the mercenary being tortured to death for Chuuba's entertainment instead ended with him slipping away unharmed with his intel, thanks to the allowance Groz made for him.

The mercenary felt some debt towards the wookiee afterwards, it seemed, because he returned to Chuuba's lair under another guise and purchased Groz from Chuuba for an exorbitant price. Unaware of whom it was that'd purchased him, Groz could do little except show up where instructed to begin his new tenure. Once there, however, he found only a receipt showing he'd been sold back... to himself, and a note explaining that "Sometimes, good deeds are paid back. A life for a life, my friend."

Unable to single-handedly free his brothers by force, and with little other skills to his name aside from the violent kind, Groz has begun taking work as hired muscle. He lives simply, saving every credit he can with the intention of one day buying his brother's freedom.

NOTES

CHARACTER NAME: **Grozryyhn**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

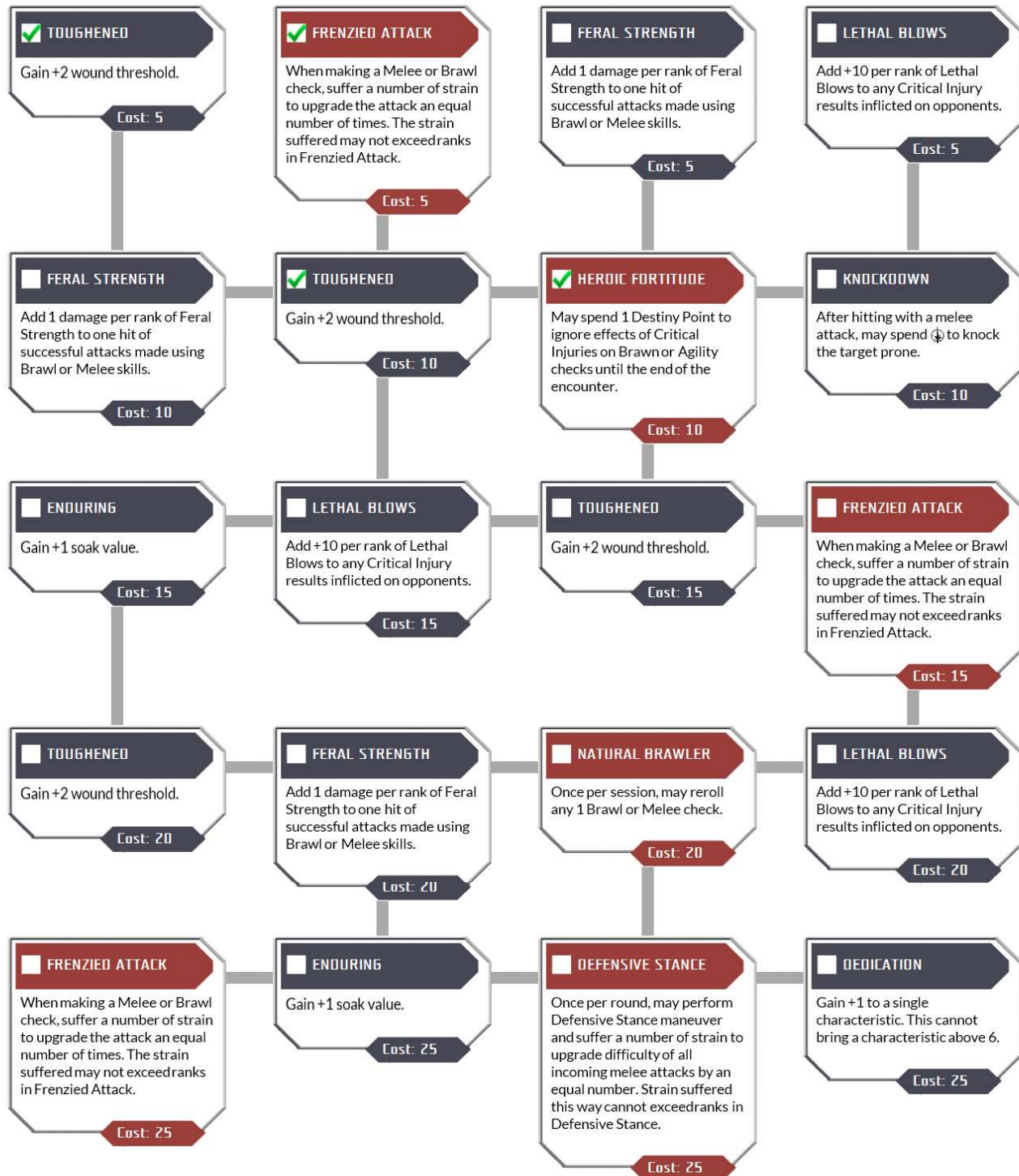
Rage*Rages when Wounded*

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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ENCUMBRANCE

ENCUMBRANCE

2**9**

VALUE

THRESHOLD

- You are unencumbered.





MONEY

CREDITS




0

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							

ARMOR

ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Heavy Clothing	1	0	✓	✓	✓   	1	0	0	
Carried Encumbrance:		0							

GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Comlink (handheld)	1	0	✓		✓ <div><div></div><div></div><div></div></div>	
Breath Mask	1	1	✓		✓ <div><div></div><div></div><div></div></div>	
Stimpack	2	0	✓		✓ <div><div></div><div></div><div></div></div>	Features: Heals 5 wounds.
"Rider" Ascension Pistol	1	1	✓		✓ <div><div></div><div></div><div></div></div>	Features: Average (◆◆) Ranged Light check to fire grappling hook up to medium range. Action to reel in cord., Average (◆◆) Athletics check to reel in himself and another character.
Carried Encumbrance:		2				

NOTES