CHARACTER SHEET

CHARACTER NAME : Kerrewaroo

SPECIES Wookiee

CAREER Explorer (Scout)

CHARACTERISTICS

BRAWN	AGILITY	INTELLECT
3	2	2

CUNNING	WILLPOWER	PRESENCE
3	2	2

SOAK VALUE	WOUNDS THRESHOLD	WOUNDS CURRENT
4	17	

DEFENSE RANGED	DEFENSE MELEE	STRAIN THRESHOLD	STRAIN CURRENT
0	0	11	

CRITICAL INJURIES

SKILLS

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

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)			◆◆
Education (Int)			◆◆
Lore (Int)	●		◆◆
Outer Rim (Int)	●		◆◆
Underworld (Int)			◆◆
Xenology (Int)	●	1	⬢◆

SKILLS

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

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Holdout Blstr.	Ranged (Light)	Short	**5**	⬢◆

- Inflict a Critical Injury on a hit for ✪✪✪✪
- Stun Setting: as a free action, this weapon can be set to Stun
- Spend ✪✪ to Disorient your foe for 1 round (adding ■ to all checks)

Fists	Brawl	Engaged	**3**	⬢◆◆

- Inflict a Critical Injury on a hit for ✪✪✪✪✪
- Spend ✪✪ to Disorient your foe for 1 round (adding ■ to all checks)
- Spend ✪✪ to knock the target prone (+1 ✪ per silhouette beyond 1)

AMMUNITION AND OTHER COMBAT GEAR	
	Heavy Clothing (Provides +1 Soak)
2	Stimpack

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 **Manuever**, in any order.

An **Action** may include:

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

A **Manuever** 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.

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

SPECIAL ABILITIES

NAME	PAGE #
Wookiee Rage	53
- 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.	

TALENTS

NAME	RANK	PAGE #
Stalker	1	143
- Add ■ to all Coordination and Stealth checks you make.		
Grit	1	136
- Your Strain Threshold is permanently increased by 1.		
Shortcut	1	142
- During a chase, add ■ to any checks made to catch or escape an opponent.		
Disorient	1	135
- After hitting with any combat check, you may spend to disorient your foe for 1 round (the foe adds ■ to all skill checks they make).		

MOTIVATIONS

TYPE Ambition - Wanderlust

Even before being on the run, you have long had a love of discovery and exploration.

TYPE

OBLIGATIONS

TYPE Criminal

MAGNITUDE 10

COMPLICATIONS

As a Wookiee, the Empire considers you a member of a slave race, who has no business running free off of Kashyyyk.

TYPE

MAGNITUDE

COMPLICATIONS

OTHER GEAR

NAME	DESCRIPTION
Comlink	(Hand-held)
Hand Scanner	
Glow Rod	
Climbing Gear	

MONEY: 15 Credits

AVAILABLE XP: 0

TOTAL XP: 95