

CHARACTER SHEET

CHARACTER NAME : GRABOW

SPECIES WOOKIEE OBLIGATION 5 10 15 20

CAREER COLONIST (DOCTOR)



CHARACTERISTICS

3 BRAUN	2 AGILITY	3 INTELLECT
2 CUNNING	2 WILLPOWER	2 PRESENCE

SOAK VALUE 4	WOUNDS THRESHOLD 17 CURRENT	STRAIN THRESHOLD 10 CURRENT	CRITICAL INJURIES
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CHARACTER BACKGROUND

**Obligation:** Bounty (5)

Grabow grew up studying with the healers of his clan. When the Separatists and their Trandoshan allies attempted to subjugate his planet, Grabow tended the wounds of his fallen comrades in the Battle of Kashyyyk, treating Wookiees and clone troopers alike. After the collapse of the Republic, he was enslaved with the rest of his species and made to serve the Empire. He managed to escape but has an Imperial bounty on his head for his successful capture and return.

Grabow starts with an Obligation value of 5, but can increase the magnitude of his bounty up to as much as 20 in order to add an additional talent or piece of equipment. He is able to do this by having taken more from his time with the Empire, but it may come back to haunt him in the future. Add the original and any newly incurred Obligation, and circle the appropriate value above.

**Playing Grabow**

- You may make your patients nervous, but you blend the traditional medicine of your species with the technological advances of the galaxy to great effect.
- Like all Wookiees, you live up to their reputation for brute strength and a short temper, though you're as likely to pull someone's arm out to fix a broken bone as you are to injure them.
- You're used to being under pressure, and stress doesn't affect you as much as it would others. However, when pushed over the edge, you become even more deadly in combat.



SKILLS

GENERIC SKILLS	RANK	DICE POOL
Cool (Pr)	1	1 Yellow, 1 Green
Leadership (Will)	2	2 Yellow
Medicine (Int)	3	3 Yellow, 3 Green
Resilience (Br)	1	1 Yellow, 2 Green
Streetwise (Cun)	1	1 Yellow, 1 Green
COMBAT SKILLS	RANK	DICE POOL
Brawl (Br)	2	2 Yellow, 2 Green
Ranged - Light (Ag)	1	1 Yellow, 1 Green

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
<b>Fists</b>	Brawl	3	Engaged	2 Yellow, 2 Green
<ul style="list-style-type: none"> <li>You deal 3 damage on a hit + 1 damage per Success ✨ symbol rolled.</li> <li>Inflict a critical injury on a hit for ○○○○○.</li> </ul>				
<b>Holdout Blaster</b>	Ranged-Light	5	Short	1 Yellow, 1 Green
<ul style="list-style-type: none"> <li>You deal 5 damage on a hit + 1 damage per Success ✨ symbol rolled.</li> <li>Inflict a critical injury on a hit for ○○○○○.</li> </ul>				

GEAR, EQUIPMENT, & OTHER ITEMS

<b>Armor Plates</b>	Soak 1; already included in soak value.
<b>Comlink</b>	Allows communication between other characters with comlinks.
<b>50 Credits</b>	Money with which to buy equipment, information, or cooperation.
OPTIONAL: ADD 5 OBLIGATION TO UNLOCK	
<input type="checkbox"/> <b>Medpack</b>	Add □ to all Medicine checks. In addition, the internal stim storage grants the user the equivalent of one stimpack per scene. Continual use may deplete stim at GM's discretion.

TALENTS & ABILITIES

NAME	ABILITY SUMMARY
Resolve	When a character involuntarily suffers strain, he suffers 1 less strain, to a minimum of 1.
Surgeon	When making a Medicine check to help a character heal wounds, the target heals 1 additional wound.
Wookiee Rage	Wookiee Rage: 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.
OPTIONAL: ADD 10 OBLIGATION TO UNLOCK	
<input type="checkbox"/> <b>Pressure Point</b>	When making a Brawl check against an opponent, instead of dealing damage, may deal equivalent strain plus additional strain equal to ranks of Medicine (this ignores soak).

SYMBOLS & DICE

Success	Triumph	Advantage	Failure	Despair	Threat	
Ability Die	Proficiency Die	Difficulty Die	Challenge Die	Boost Die	Setback Die	Force Die