

Chewbacca

Medium Wookiee scout 6/scoundrel 4

Force 5

Init +6; Senses Perception +10

Languages Basic (understand only),

Shyriiwook



Force Points: Once per round, you may spend a Force Point to add 1d6 to the result of an attack roll, skill check, or ability check.

Defenses Ref 24 (flat-footed 22), Fort 26, Will 21

HP 116, Never Surrender; second wind +29/58; Threshold 26; Extraordinary Recuperation

Attack: bowcaster +8 (3d10+5) or

bowcaster +6 (4d10+5) with Rapid Shot

Special Talents

Acute Senses: May reroll Perception checks, but must accept the result of the reroll even if worse.

Extreme Effort: Spend two swift actions to gain +5 to a strength check or Strength-based skill check.

Jury Rigger: May reroll Mechanics checks to jury-rig, but must accept the result of the reroll even if worse.

Spacehound: Proficient with any starship weapon, and takes no penalty on attack rolls in low- or zero-gravity environments nor suffer space sickness.

Stellar Warrior: Gain a temporary Force Point when rolling a natural 20 on an attack roll made on a starship.

Special Notes

Rage: May Rage 2x/day. Gain +2 to melee attacks and damage, but cannot use skills that require patience, such as Mechanics or Stealth. Rage lasts 10 rounds, at which time Chewbacca moves -1 on the condition track until he can rest for 10 minutes.

Never Surrender: Make an Endurance check when first reduced to 0 hit points in an encounter against the damage dealt to you to stay at 1 hit point.

Pin/Crush: Any grappled opponent is pinned for 1 round, can't move, and loses its Dexterity bonus to Reflex defense. Also deal unarmed damage to a pinned opponent.

Point Blank Shot/Precise Shot: +1 to ranged attack at Point blank range, no -5 penalty for shooting into melee.

Rapid Shot: Take a -2 penalty on a ranged attack roll to deal +1 die of damage.

Shake it off: Spend two swift actions to move +1 step up the condition track.

Careful Shot/Deadeye: If you Aim (2 swift actions) ignore enemy cover bonuses, gain +1 to the attack, and increase damage +1 die. Does not stack with Rapid Shot.

Star Wars RPG Saga Edition Character Sheet

Personal Data	Character Name Chewbacca	Species Wookiee	Gender Male	
	Class scout 6/scoundrel 4	Level 10	Age 236	
	XP 0	Next 55000	Destiny 0	Force Points 5
				Height 2.42m
			Weight 152.4kg	
			Eyes	
			Hair	
			Skin	

ABILITY SCORES	SCORE	ABILITY	MOD	DEFENSES	26 FORTITUDE (Constitution)					DAMAGE THRESHOLD	HIT POINTS	CONDITION					
	19	STR	+4		10	10	1	5	0				Fortitude Defense 26	116 SR(0)	NORMAL		
	13	DEX	+1		24 REFLEX (Dexterity)								Misc Bonus 0			-1 -2 -5 -10 1/2 Speed HELPLESS	
	20	CON	+5		10	10	2	1	1				26				
	12	INT	+1		21 WILL (Wisdom)												DARK SIDE POINTS 0
	10	WIS	+0		10	10	1	0	0								
8	CHA	-1						1 2 3 4 5 6 7 8 9 10									

SPEED 6	INITIATIVE +6	PERCEPTION +10	BASE ATTACK BONUS +7	Melee (+STR) +11	Ranged (+DEX) +8	GRAPPLE +13
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Careful Shot, Crush, Deadeye, Pin, Point Blank Shot, Precise Shot, Rapid Shot, Extreme Effort, rage 2/day, Shake it Off, Stellar Warrior, expert climber, intimidating

ATTACKS

WEAPON bowcaster	ATK +8	DAMAGE 3d10+5	1 2 3 4 5 6 7 8 9 10
CRIT 20	TYPE Energy and Piercing	NOTES Accurate	11 12 13 14 15 16 17 18 19 20
bowcaster +6 (4d10+5) with Rapid Shot			21 22 23 24 25 26 27 28 29 32
			31 32 33 34 35 36 37 38 39 10
			41 42 43 44 45 46 47 48 49 50
WEAPON	ATK	DAMAGE	1 2 3 4 5 6 7 8 9 10
CRIT	TYPE	NOTES	11 12 13 14 15 16 17 18 19 20
			21 22 23 24 25 26 27 28 29 32
			31 32 33 34 35 36 37 38 39 10
			41 42 43 44 45 46 47 48 49 50
WEAPON	ATK	DAMAGE	1 2 3 4 5 6 7 8 9 10
CRIT	TYPE	NOTES	11 12 13 14 15 16 17 18 19 20
			21 22 23 24 25 26 27 28 29 32
			31 32 33 34 35 36 37 38 39 10
			41 42 43 44 45 46 47 48 49 50
WEAPON	ATK	DAMAGE	1 2 3 4 5 6 7 8 9 10
CRIT	TYPE	NOTES	11 12 13 14 15 16 17 18 19 20
			21 22 23 24 25 26 27 28 29 32
			31 32 33 34 35 36 37 38 39 10
			41 42 43 44 45 46 47 48 49 50

