

<b>CHARACTER NAME</b>	Captain Trebeshwarral "Treb"
<b>SPECIES</b>	Wookiee
<b>CAREER</b>	Commander
<b>SPECIALIZATIONS</b>	Tactician/Heavy

SOAK VALUE	
4	
WOUNDS	
21	
THRESHOLD	CURRENT

DEFENSES	
0	0
MELEE	RANGED
STRAIN	
11	
THRESHOLD	CURRENT

CHARACTERISTICS			
<b>BRAWN</b>	<b>3</b>	<b>AGILITY</b>	<b>2</b>
<b>CUNNING</b>	<b>2</b>	<b>WILLPOWER</b>	<b>3</b>
		<b>INTELLECT</b>	<b>2</b>
		<b>PRESENCE</b>	<b>3</b>

SKILLS			
SKILL	CAREER?	RANK	DICE POOL
ASTROGATION (INT)			◆◆
ATHLETICS (BR)			◆◆◆◆
CHARM (PR)			◆◆◆◆
COERCE (WILL)	●	1	◆◆◆◆
COMPUTERS (INT)			◆◆◆◆
COOL (PR)	●	1	◆◆◆◆
COORDINATION (AG)			◆◆◆◆
DECEPTION (CUN)			◆◆◆◆
DISCIPLINE (WILL)	●	2	◆◆◆◆
KNOW. (WARFARE) (INT)	●	2	◆◆◆◆
LEADERSHIP (PR)	●	2	◆◆◆◆
MECHANICS (INT)			◆◆◆◆
MEDICINE (INT)			◆◆◆◆
NEGOTIATION (PR)			◆◆◆◆
PERCEPTION (CUN)	●	1	◆◆◆◆
PILOTING – PLANETARY (AG)			◆◆◆◆
PILOTING – SPACE (AG)			◆◆◆◆
RESILIENCE (BR)	●	1	◆◆◆◆
SKULDUGGERY (CUN)			◆◆◆◆
STEALTH (AG)			◆◆◆◆
STREETWISE (CUN)			◆◆◆◆
SURVIVAL (CUN)			◆◆◆◆
VIGILANCE (WILL)	●	1	◆◆◆◆
COMBAT SKILLS			
BRAWL (BR)	●	2	◆◆◆◆
GUNNERY (AG)	●	1	◆◆◆◆
MELEE (BR)			◆◆◆◆
RANGED – LIGHT (AG)	●		◆◆◆◆
RANGED – HEAVY (AG)	●	2	◆◆◆◆

WEAPONS				
WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Assault Bowcaster	Ranged (Heavy)	Medium	10	◆◆
-Inflict Critical Injury on a hit for ☹☹☹☹ or ☹. -Knockdown: ☹☹ to knock target prone. + ☹ per Silhouette -Auto-Fire: ◆ when used. On hit spend ☹☹ to trigger extra hits. -Quick Draw: Once per round may draw Bowcaster as an incidental. -Cumbersome 3: (Requires 3 Brawn to wield)				
Frag Grenades (2)	Ranged (Light)	Short	8	◆◆
-Inflict Critical Injury on a hit for ☹☹☹☹☹ or ☹. -Blast 6: On hit ☹☹ to deal 6 damage to anyone Engaged with target. On miss: ☹☹☹ to deal 6 damage to target and anyone Engaged with them. -Limited Ammo: 2 Grenades				
Vibroknucklers	Brawl	Engaged	4	◆◆◆
-Inflict Critical Injury on a hit for ☹☹ or ☹. -Pierce 1: Ignores 1 point of target's Soak. -Vicious 1: Adds +10 to Critical Injury roll.				
Unarmed	Brawl	Engaged	3	◆◆◆
-Inflict Critical Injury on a hit for ☹☹☹☹☹☹ or ☹. -Spend ☹☹ to Disorient foes for 1 round (adds ■ to all checks) -Knockdown: ☹☹ to knock target prone. + ☹ per Silhouette				

SPECIES ABILITIES & TALENTS	
<b>Bodyguard 1</b>	Once per round, perform the Body Guard maneuver to guard an Engaged character. Suffer 1 Strain then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by 1 (◆→◆◆).
<b>Burly 1</b>	Reduce any wielded weapon's Cumbersome quality and Encumbrance by 1 to a minimum of 1.
<b>Side Step 1</b>	Once per round may perform a Side Step maneuver and suffer 1 Strain to upgrade difficulty of all incoming ranged attacks by 1 (◆→◆◆).
<b>Swift</b>	Treb does not suffer the usual penalties for moving through difficult terrain.
<b>Toughened 2</b>	+4 Wound Threshold (Added in above.)
<b>Wookiee Rage</b>	When wounded, Treb deals +1 damage to Brawl and Melee attacks. When Critically Injured, he does +2 damage with Brawl and Melee attacks.

EQUIPMENT		
Encumbrance Threshold: 8 (12)		Current Encumbrance: 9
Assault Bowcaster (Enc. 5, Treated as 4.) -Bowcaster Automatic Recocker -Weapon Sling	Combat Webbing (+3 Enc.)	Voicebox Translator (Shryiiwook to Basic)
Frag Grenades (2) (Enc. 2)	Utility Belt (+1 Enc.)	
Vibroknucklers (Enc. 1)	Comlink (Handheld)	
Leather Jerkin - +1 Soak (Enc. 1)	Respirator (Enc. 1)	
Stimpacks (2) – Heals 5 Wounds with diminishing results with repeated use. Second heals 4, third 3, etc.	Field Ration Pack	

**DUTY MOTIVATION**

**XP AVAILABLE**

**XP SPENT**

Personnel – 25  
Species Rights (Wookiee Enslavement, Empire's Anti-Alien Policy)  
0  
130

**GENDER**

**AGE**

**HEIGHT**

**WEIGHT**

Male  
106  
2.2 Meters  
144 KG

**HOMEWORLD**

**HAIR**

**EYES**

**NOTABLE FEATURES**

Kashyyyk  
Black  
Gray  
White Patches of Fur

## BACKGROUND

Born to a great general, Trebeshwarral found himself groomed for military service from an early age. Treb fought in both the wars against the Wookiees' violent neighbors, the Trandoshans, and against the Separatists during The Clone Wars.

With the rise of the Empire and political power favoring the Trandoshans once again, Treb saw millions of his people enslaved or worse. Working as a mercenary for a time and opposing the Empire whenever he could, Treb eventually found his way to the newly formed Rebel Alliance.

Donating his skills as a soldier and as a commander, Treb founded Chimera Squad in order to give non-humans, like himself, a means to assist the war effort and help bloody the Empire's nose.

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

### 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 **Maneuver**, in any order.

An **Action** may include:

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

A **Maneuver** 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.