

**Character Name:** Bowdarr

**Species:** Wookiee

**Career:** Hired Gun

**Specializations:** Marauder

**STAR WARS**

**Roleplaying Game**

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK VALUE
9

WOUNDS
27
THRESHOLD
CURRENT

STRAIN
11
THRESHOLD
CURRENT

DEFENSE
0
1
RANGED
MELEE

**Characteristics**

5	2	2	3	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

General Skills	Rank	Dice Pool
Astrogation (Int)		◆◆
Athletics (Br)		◆◆◆◆◆
Charm (Pr)		◆
Coercion (Will)	2	◆◆◆
Computers (Int)		◆◆
Cool (PR)		◆
Coordination (Ag)		◆◆
Deception (Cun)		◆◆◆
Discipline (Will)	1	◆◆◆
Leadership (Pr)		◆
Mechanics (Int)		◆◆
Medicine (Int)		◆◆
Negotiation (Pr)		◆
Perception (Cun)		◆◆◆
Piloting: Planet (Ag)		◆◆
Piloting: Space (Ag)		◆◆
Resilience (Br)	2	◆◆◆◆◆
Skulduggery (Cun)		◆◆◆
Stealth (Ag)		◆◆
Streetwise (Cun)		◆◆◆
Survival (Cun)	2	◆◆◆
Vigilance (Will)	2	◆◆◆

Combat Skills	Rank	Dice Pool
Brawl (Br)	3	◆◆◆◆◆
Gunnery (Ag)		◆◆
Melee (Br)	2	◆◆◆◆◆
Ranged: Heavy (Ag)		◆◆
Ranged: Light (Ag)		◆◆

Knowledge Skills	Rank	Dice Pool
Core Worlds (Int)		◆◆
Education (Int)		◆◆
Lore (Int)		◆◆
Outer Rim (Int)		◆◆
Underworld (Int)		◆◆
Xenology (Int)		◆◆
Warfare (Int)		◆◆
Other:		

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Vibro-sword	Melee	9	Engaged	2	Pierce 2, Vicious 1, Defensive 1

Description	Abilities	Other Traits
<b>Gender:</b> Male	<b>Wookiee Rage:</b> +1 damage with Brawl and	<b>Likes:</b> A good fight against worthy

<b>Age:</b>	130	Melee attacks when wounded. +2 damage with Brawl and Melee when Critically Injured	foes, protecting the weak, personal honor <b>Dislikes:</b> Cruelty, bullying, slavery, respecting authority that's in the wrong	
<b>Height:</b>	2.3m			
<b>Build:</b>	Burly			
<b>Hair:</b>	Lots			
<b>Eyes:</b>	Green			
<b>Encumbrance Threshold:</b>			<b>Encumbrance Value:</b>	

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**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.

**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.



EQUIPMENT LOG		
<i>Weapons &amp; Armor</i>	<i>Personal Gear</i>	<i>Assets &amp; Resources</i>
Vibro-sword, Padded Armor	2 stim-packs, Commlink	2,250 Cr

TALENTS AND SPECIAL ABILITIES		
<i>Name (Time Required)</i>	<i>Page #</i>	<i>Summary</i>
Defensive Stance		Once per round perform a Maneuver to suffer 1 strain. Until the beginning of next turn, upgrade the difficulty of all incoming melee attacks once
Enduring (2)		+2 to Soak (Already added to stats)
Feral Strength (2)		+2 damage to one hit on all successful Brawl or Melee checks (already added to Vibro-sword stats)
Frenzied Attack		Suffer 1 strain when making a Brawl or Melee combat check to upgrade the ability of the check once
Lethal Blows (2)		+20 to Critical Injury rolls inflicted on opponents
Toughened (4)		+8 Wound Threshold (already added to stats)


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*"The mighty Wookiee gladiator named Bowdaar has spent over a century facing countless opponents without ever losing a match. He solidified his title as the galaxy's greatest gladiator when he defeated notorious Wookiee-hunter Karssk on Ord Mantell. The more gullible underworld scum whisper that Bowdaar is an immortal creature who can't be killed, but those who have faced him and lived know that he is simply the best there is. On the surface, Bowdaar may seem like a simple-minded brute, but nothing could be further from the truth. Case in point: Bowdaar eventually discovered the identity of the Trandoshans who first captured and enslaved him. One night in an arena on Loovria, Bowdaar learned that his former captors were sitting in the stands. An unfortunate "weapons malfunction" caused the drunken Trandoshan slavers to meet an untimely—and extremely messy—end."*

The mighty Wookiee warrior named Bowdaar has fought in every death-match arena from Geonosis to Nar Shaddaa. In over one-hundred years facing countless opponents, Bowdaar has never been defeated. He has bested rancors, gundarks, Mandalorians and even a Jedi in single combat. Even more impressively, he often fights without the benefit of armor or weapons. The more gullible underworld scum whisper that Bowdaar is an immortal creature who can't be killed, but those who have faced him and lived to tell know he is simply the best there is.

Although his many victories have earned and lost fortunes for the gamblers and crime lords wagering on his fights, Bowdaar has never shared that wealth. Enslaved as a child and forced into the arenas against his will, he has served one corrupt master after another for decades. Bowdaar has no family, no friends and no home—only a warrior's strength and an unbeatable will to survive.

Though his fights have made and lost fortunes for countless gamblers, Bowdaar has not profited. He is and has been a slave for all of the time he has been in the arena.