Characters D6 / Chewbacca (as of Solo: A Sta



Name: Chewbacca (as of Solo: A Star Wars Story)
Homeworld: Kashyyyk
Born: 200 BBY, Kashyyyk
Species: Wookiee
Gender: Male
Height: 2.3 meters

DEXTERITY 2D+2
- Blaster 5D
- Bowcaster 7D
- Dodge 5D+1
- Grenade 4D+1
- Melee Combat 7D
- Vehicle Blasters 5D+1

KNOWLEDGE 2D
- Alien species 5D
- Bureaucracy 3D
- Cultures 2D+1
- Intimidation 6D+2
- Languages 4D
- Planetary Systems 5D+2
- Streetwise 4D
- Survival 6D
- Value 3D+1

MECHANICAL 3D
- Astrogation 5D+1
- Beast Riding 4D
- Communications 4D+2
- Repulsorlift Operation 5D+1
- Sensors 5D
- Space Transports 4D+2
- Starship Gunnery 5D
- Starship Shields 4D+1

PERCEPTION 2D
- Bargain 2D+2
- Command 4D+2
- Gambling 3D
- Hide 3D+2
- Search 3D
- Sneak 3D+1

STRENGTH 5D
- Brawling 7D+2
- Climbing/Jumping 6D+2
- Lifting 7D

Stamina 7D
Swimming 5D
TECHNICAL 3D+1
Blaster Repair 4D+1
Bowcaster Repair 4D+2
Computer Programming/Repair 5D
Demolitions 3D+2
Droid Programming/Repair 4D+2
First Aid 5D
Repulsorlift Repair 4D
Security 4D+1
Space Transport Repair 5D

Special Abilities:

Berserker Rage: If a Wookiee becomes enraged (the character must believe himself or those to whom he has pledged a life debt to be in immediate, deadly danger) the character gets a +2D bonus to Strength for the purposes of causing damage while brawling (the character's brawling skill is not increased). The character also suffers a -2D penalty to all non-Strength attribute and skill checks (minimum 1D). When trying to calm down from a berserker rage while enemies are still present, the Wookiee must make a Moderate Perception total. The Wookiee rolls a minimum of 1D for the check (therefore, while most Wookiees are engaged, they will normally have to roll a 6 with their Wild Die to be able to calm down). Please note that this penalty applies to enemies. After all enemies have been eliminated, the character must only make an Easy Perception total (with no penalty) to calm down. Wookiee player characters must be careful when using Force Points while in berserker rage. Since the rage is clearly based on anger and aggression, using Force Points will almost always lead to the character getting a Dark Side Point. The use of the Force Point must be wholly justified not to incur a Dark Side Point.

Climbing Claws: Wookiees have retractable climbing claws which are used for climbing only. They add +2D to their climbing skill while using the skills. Any Wookieee who intentionally uses his claws in hand-to-hand combat is automatically considered dishonorable by other members of his species, possibly to be hunted down - regardless of the circumstances.

Story Factors:

Honor: Wookiees are honor-bound. They are fierce warriors with a great deal of pride and they can be rage-driven, cruel, and unfair - but they have a code of honor. They do not betray their species - individually or as a whole. They do not betray their friends or desert them. They may break the "law," but never their code. The Wookiees Code of Honor is as stringent as it is ancient.

Language: Wookiees cannot speak Basic, but they all understand it. Nearly always, they have a close friend who they travel with who can interpret for them...though a Wookiee's intent is seldom misunderstood. Enslaved: Prior to the defeat of the Empire, almost all Wookiees were enslaved by the Empire, and there was a substantial bounty for the capture of "free" Wookiees.

Reputation: Wookiees are widely regarded as fierce savages with short tempers. Most people will go out of their way not to enrage a Wookiee.

Force Points: 3
Character Points: 11
Move: 13
Equipment: Blaster Rifle (5D), ammo bandolier, Goggles

Description: A Wookiee male, Chewbacca hailed from Kashyyyk, a peaceful planet in which he was born one hundred and eighty years before the Clone Wars. He was married to a female named Malla, and had a family to support, including a son named Lumpawaroo.

During the galaxy-spanning conflict between the Galactic Republic and the Separatists, Chewbacca was captured by a Trandoshan hunting guild led by Garnac; taken to Island Four on Wasskah to be their prey, his transport was attacked by a trio of Jedi apprentices—the Padawan Ahsoka Tano and the younglings Jinx and O-Mer, also prey of the Trandoshans.

Chewbacca escaped from the wreckage and followed the trio (with whom he communicated with thanks to Tano's understanding of Shyriiwook) to their hideout. Using his technical expertise and parts from the crashed transport, he constructed a transmitter to contact his people on his nearby homeworld; however, it seemingly failed and an impatient Jinx, supported by O-Mer, decided to lure down and hijack a hunting pod and take the base ship. As persuaded by Tano, Chewbacca joined in their endeavor and raided the Trandoshan base, only to be joined by a Wookiee relief force led by General Tarfful—who had received Chewbacca's transmission—as well as bounty hunters Sugi and Seripas. Once all the Trandoshans had been killed, Chewbacca and the Wookiees accompanied the young Jedi to the Jedi Temple on Coruscant, where they parted ways.

During the last days of the war, Chewbacca was a major player in the Battle of Kashyyyk, overseeing the confrontation between the Grand Army of the Republic and the invading Separatist Droid Army alongside Tarfful and Jedi General Yoda, as well as Jedi Master Luminara Unduli. Following the implementation of Order 66, Chewbacca and Tarfful witnessed the assassination attempt on Yoda by Commander Gree and his aide; he helped the Jedi Grand Master elude the clone troopers and escape from the planet.

Following the reorganization of the Republic into the Galactic Empire, Chewbacca saw his people sent to work as slaves, or as miners in places such as Kessel, or made to serve as science experiments. At some point, Chewbacca and several other Wookiees were captured and enslaved by several Trandoshan slavers. Like them, he was forced into slavery, working to cut the wroshyr trees in order to feed the Imperial Army. Chewbacca attempted to escape but was betrayed by a greedy bounty hunter and turned over to the Imperial Army on Mimban. Whilst on Mimban, he came to be referred to as "the Beast".

In 10 BBY, after Han Solo was denounced as a deserter, his commanding officer decided to execute him by giving him to "the beast". Han used his knowledge of Shyriiwook to convince Chewbacca to stage a fight with them, allowing them to escape imprisonment. They then managed to join a reluctant Beckett's crew. Chewbacca, grateful for Solo's intervention, proclaimed a life debt to the outlaw. Chewbacca thereby became Solo's lifelong friend.

Chewbacca and Han began their outlaw lives working as part of pirate Tobias Beckett’s crew. The group were hired by Crimson Dawn to steal a train car of refined coaxium on Vandor-1. However, they failed due to the intervention of Enfys Nest and the Cloud-Riders, and Solo's decision to drop the cargo. Solo and Chewbacca promised Dryden Vos of Crimson Dawn an equivalent shipment that they would obtain unrefined by making the notorious Kessel Run. Vos sent Qi'ra, who had become his top lieutenant, with them.

Knowing they would need a fast ship to transport the coaxium before it degraded and exploded, Qi'ra introduced the pair to Lando Calrissian. Solo played Calrissian in a game of "Corellian Spike" sabacc, with the stakes being Calrissian's YT-1300 light freighter, the Millennium Falcon. Solo lost the game, regardless, Calrissian agreed to personally pilot the Falcon for the job in return for a cut

of the profits.

Chewbacca, Solo, Qi’ra, Calrissian, and Beckett stole the unrefined coaxium from Kessel during a slave riot instigated by Calrissian’s navigational droid, L3-37. During the escape, Solo flew the Falcon, with Chewbacca as his copilot, for the first of many times. Because the crew stole the coaxium fuel as unrefined, it was necessary to make the escape from Kessel to the refinery on Savareen in record time, prompting Solo to plot a shorter, and much more dangerous course through the maelstrom that surrounded Kessel and near a gravity well called the Maw, reducing the typical distance required from 20 to 12 parsecs.

Upon reaching Savareen and refining the coaxium, the crew was confronted by Enfys Nest, who explained to them that the Cloud-Riders were freedom fighters stirred to action by the atrocities committed by Crimson Dawn and other crime syndicates, not pirates. Solo devised a plan to give the coaxium to the Cloud-Riders and give Vos fake coaxium, but Vos was prepared for their betrayal because of information given to him by his double-agent in the crew, Beckett.

However, Solo had double-crossed Beckett and Vos: the containers he left with the Cloud-Raiders were empty, and Nest dispatched the agents Vos sent to retrieve it. The coaxium Solo, Qi'ra, and Chewbacca brought to Vos was, in fact, genuine. Beckett managed to escape with the coaxium and Chewbacca as a hostage. After Qi'ra betrayed and killed Vos, Solo found and killed Beckett, but could only watch as he and Chewbacca were left left him behind, while Qi'ra left Savareen in Vos' yacht to meet Crimson Dawn leader Darth Maul. Solo and Chewbacca entrusted the coaxium to Nest, who intended to use it to form a rebellion against the Empire.

Solo and Chewbacca tracked down Calrissian to a tropical world. Solo swiped the spare cards Lando held up his sleeve, and challenged him to a rematch of sabaac for the Falcon, a game which Solo won fairly. The Falcon instantly became Solo's most prized possession. With their new-found ship and confidence, Solo and Chewbacca began engaging in much more dangerous and risky criminal operations, eventually becoming smugglers. Around the same time, Chewbacca likewise hung a pair of chance cube dice above the freighter's piloting console.

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