

Yennasha

Gamorrean · Soldier / Vanguard · Lv 4

Sex: Female Age: 20 Height: 1.8 m Weight: 100 kg



Combat

AC 16	HP Max 60 Current Temp	Initiative +4 DIS	Speed 20ft	Size Medium	Prof +2	Atk/Rd 1
Heroic Surge 1						

Ability Scores & Saves

Ability	Score	Mod	Save
Strength	18	+4	+6
Dexterity	13	+1	+3
Constitution	18	+4	+4
Intelligence	7	-2	-2
Wisdom	10	+0	+0 DIS
Charisma	9	-1	-1

Skills

Skill	Ab	+/-	M
Acrobatics	DEX	+1	
Athletics	STR	+8	☒
Deception	CHA	-1	
Endurance	CON	+8	☒
Investigation	INT	-2	
Intimidation	CHA	+1	●
Insight	WIS	+0	
Knowledge: Galactic Lore	INT	-2	
Knowledge: Sciences	INT	-2	
Knowledge: Tactics	INT	-2	

Skill	Ab	+/-	M
Mechanics	INT	-2	
Perception	WIS	+2	●
Persuasion	CHA	-1	
Pilot	DEX	+1	
Stealth	DEX	+1	
Survival	WIS	+0	
Treat Injury	WIS	+2	●
Use Computer	INT	-2	
Use the Force	WIS	+0	

☒ expert ● proficient ☒ note ☒ source bonus (species / class trait / equipment upgrade / bio-implant). The parenthesized number after the skill bonus is the sum of those contributions.

Weapons

Name	Attack / DC	Damage	Range	Notes
Arg'garok	+7	2d6 Slashing + 4	5 ft	
Blaster Pistol	+3	1d10 Energy	50 ft	stun
Unarmed Strike	+6	1 bludgeoning + 4	—	

Proficient: Melee (Simple), Ranged (Light), Melee (Advanced), Ranged (Medium) · Arg'garok (named) *Non-proficient weapons: -5 to attack*

Equipped Armor

Light Battle Armor

AC +5 · Max DEX +3 · Medium

Proficient: Light, Medium, Heavy

Species Traits

Savage Grappler

You have Advantage on Grapple and Shove checks.

Berserker Rush

When you reduce an enemy to 0 HP, you may immediately move up to your speed and make one melee weapon attack as a Bonus Action.

Mental Simplicity

You have Disadvantage on all Intelligence-based skills and Wisdom-based saving throws.

Slow to React

You have Disadvantage on Initiative checks.

Weapon Proficiency

You are proficient with the Arg'garok, a traditional Gamorrean melee weapon.

Class Traits

Combat Focus Lv 1

You gain +1 to Initiative rolls.

Weapon Familiarity Lv 1

Melee

Weapon Discipline Lv 2

Once per turn when you make a weapon attack, whenever you roll a 1 on a weapon damage die, you may reroll the die and must use the new result, even if it is another 1. Usable a number of times equal to your Proficiency Bonus per Long Rest.

Second Wind Lv 2

Once per Long Rest, you can regain 1d10 + Character Level hit points.

Power Attack Lv 3

Before making a melee attack, you can take a –2 penalty to the attack roll. If the attack hits, it deals +4 bonus damage. This bonus increases to +6 at level 10 and +8 at level 17. Usable once per turn, only while wielding Heavy or two-handed melee weapons.

