Characters D6 / Cha-ka {Chak} (Wookiee Smu



Name: Cha'ka
Homeworld: Kashyyyk
Species: Wookiee
Gender: Male
Hair color: Brown
Eye color: Blue
Affiliation(s): Claatuvac Guild
Move: 11

DEXTERITY: 3D
- Blaster: 6D
- Bowcaster: 5D+2
- Brawling Parry: 6D+2
- Dodge: 5D+2
- Vehicle Blasters: 6D

PERCEPTION: 3D
- Hide 4D+2
- Search: 6D
- Sneak: 5D+2

KNOWLEDGE: 2D
- Intimidation: 6D+1
- Languages: 3D+2
- Planetary Systems 5D+2
- Streetwise: 4D+2
- Survival: 5D
- Value 4D+1

STRENGTH: 5D
- Brawling: 6D
- Climbing/Jumping: 6D+1

MECHANICAL: 3D
- Astrogation: 6D+1
- Beast Riding: 4D
- Communications: 3D+1
- Repulsorlift Operation: 5D+1
- Sensors: 5D
- Space Transports: 5D+2
- Starship Gunnery: 5D

TECHNICAL: 3D
- Blaster Repair 4D+1
- Bowcaster Repair 4D+2
- Computer Programming/Repair 5D
- 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.

EQUIPMENT

Credits: 350

Blaster Carbine (5D), Bowcaster (5D Damage), Comlink, YX-1980 space transport vessel (The Grinning Liar)

FORCE SENSITIVE - N
FORCE POINTS 3
DARK SIDE POINTS 0
CHARACTER POINTS 7

Description: Chak, born Cha'ka, was a Wookiee smuggler, whose long life spanned from the last years of the Galactic Republic until the resurgence of the Galactic Empire after the Sith–Imperial War.

Biography

Chak was the grandchild of Gumbaeki, elder of the village of Palsaang on Kashyyyk, a village targeted by Trandoshan slavers, under the cover of the Battle of Kashyyyk. At this time, the smuggler Vilmarh Grahrk, whom Chak affectionately referred to as "Uncle Villie", had been living in the village, smuggling goods to and from the Wookiee homeworld. During the year or so that Grahrk was with them, the young Chak served as co-pilot of Grahrk's ship, the Inferno. He was also an apprentice in the Claatuvac Guild.

Following the issue of Order 66, Chak also helped Grahrk's old friend Quinlan Vos survive assault by his own troopers in the jungles of Kashyyyk. He was responsible for the deaths of Bogey 1212 and Bogey 9662, two members of Bogey Squad.

Later, Chak was present at the Battle of Kashyyyk, after which he fled Imperial enslavement and hid in the far regions of the galaxy.

A century and a half later, around 137 ABY, the adult Chak was the captain of the smuggling ship

Grinning Liar. He had a reputation as a faithful ally to his friends, who included ex-Jedi Cade Skywalker, but it was a bad move to make an enemy of him.

Like Cade, he and his co-pilot Kee could often be found in Rik's Cantina on Coruscant. It was here that the two found Cade. It transpired that Cade's former crew members, Jariah Syn and Deliah Blue, had rented the Grinning Liar, but had neglected to return the vessel. Kee and Chak found Cade had no idea where the ship was, though Skywalker promised to let his friends know they were being looked for. Chak was not happy with this response.

Chak later tracked down Blue and Syn. He demanded the Grinning Liar back, but Syn said that Rav had taken it long ago. But as an argument began, an Imperial agent named Morrigan Corde approached them. She revealed to them that she was Cade's mother, and needed their help to get him out of the Sith Temple. Chak accepted the offer. Later, Chak was persuaded to purchase the Mynock to help in the rescue operation (records of Chak purchasing the Mynock would throw the Imperials off the track). The rescue mission was a success, and Chak piloted the ship away from Coruscant after Cade was on board.

Chak, along with Cade, Syn, and Kee went after Rav to get the Grinning Liar back after the rescue mission. Rav was forced to hand the ship over after his thugs were beaten by Cade and his friends. Chak said he was going to get lost in the galaxy after recovering his ship, advising Cade to do the same.

Chak carried a hunting blaster carbine.

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