Han Solo and Chebacca



Alignment : Chaotic Good Race : Human , Wookie Class : Rogue , Tech , Sharpshooter

1. Blaster - Deals 20 damage , can not Exaust . Once per Round if Han attacks Chewbaka can also make an Attack at the same time and Speed as him , this does not count for him Attacking normally in that Round. Ranged

2. Who shot first? - if Han targets someone and they use a Ranged attack , Han is always Faster than then (Relativistic Speed) . The audience is free to debate about it. Passive

3. Duck and Cover - Han and up to 2 friendly characters (you can target) Ignore one attack each this Turn , they can not take AoE damage during this or the next Turn . Shield

4. Chewey ! - Summons a 40/40 Chewbaka Servant with a Ranged attack. Whenever Chewey should take damage Han may take it instead of Him or vice versa (if not Stuned/in controll of their character).Only once per Game . Summoning

Ulti : Wookie Rage - Chewbaka must be alive and he must have Attacked at least 3 times in any way during this Game , on the 4th time and afterwards Chewey may instead RIP A TARGETS ARMS OF dealing 100 damage to it . If this damages it , it can no longer use abilities that require Arms (Disarmed Stack). This does count as Cheweys Regular attack for that Turn and he may not use this if he used a Basic Attack in this Round before. Melee

Alt Ulti : Ladysman - if Han is fighting a Female heterosexual character whenever she targets him roll a 1d6 on a 6 she is so distracted by him that she skips that Turn instead of using her chosen Action . This Ultimate is Passive in effect from Round 1 Turn 1 .Passive