Obligation: Bounty (5)

Grabow grew up studying with the healers of his clan. When the Separatists and their Trandoshan allies attempted to subjugate his planet, Grabow tended the wounds of his fallen comrades in the Battle of Kashyyyk, treating Wookiees and clone troopers alike. After the collapse of the Republic, he was enslaved with the rest of his species and made to serve the Empire. He managed to escape but has an Imperial bounty on his head for his successful capture and return.

Grabow starts with an Obligation value of 5, but can increase the magnitude of his bounty up to as much as 20 in order to add an additional talent or piece of equipment. He is able to do this by having taken more from his time with the Empire, but it may come back to haunt him in the future. Add the original and any newly incurred Obligation, and circle the appropriate value above.

Playing Grabow

- You may make your patients nervous, but you blend the traditional medicine of your species with the technological advances of the galaxy to great effect.
- Like all Wookiees, you live up to their reputation for brute strength and a short temper, though you’re as likely to pull someone’s arm out to fix a broken bone as you are to injure them.
- You’re used to being under pressure, and stress doesn’t affect you as much as it would others. However, when pushed over the edge, you become even more deadly in combat.