

Character Name: **Qyzen Fes**

Species: **Trandoshan**

Career: **Hired Gun**

Specializations: **Marauder**

**STAR WARS**

**Roleplaying Game**

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK VALUE
<b>8</b>

WOUNDS	
<b>22</b>	
THRESHOLD	CURRENT

STRAIN	
<b>12</b>	
THRESHOLD	CURRENT

DEFENSE	
<b>2*</b>	<b>1</b>
MELEE	RANGED

**Characteristics**

<b>4</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>2</b>
<b>BRAWN</b>	<b>AGILITY</b>	<b>INTELLECT</b>	<b>CUNNING</b>	<b>WILLPOWER</b>	<b>PRESENCE</b>

General Skills	Rank	Dice Pool
Astrogation (Int)		◆◆
Athletics (Br)	2	●●◆◆
Charm (Pr)		◆◆
Coercion (Will)	1	●◆◆
Computers (Int)		◆◆
Cool (PR)		◆◆
Coordination (Ag)		◆
Deception (Cun)		◆◆◆
Discipline (Will)	1	●◆◆
Leadership (Pr)		◆◆
Mechanics (Int)		◆◆
Medicine (Int)		◆◆
Negotiation (Pr)		◆◆
Perception (Cun)	1	●◆◆
Piloting: Planet (Ag)	1	●
Piloting: Space (Ag)		◆
Resilience (Br)	1	●◆◆◆
Skulduggery (Cun)		◆◆◆
Stealth (Ag)		◆
Streetwise (Cun)		◆◆◆
Survival (Cun)	2	●●◆
Vigilance (Will)	2	●●◆

Combat Skills	Rank	Dice Pool
Brawl (Br)	2	●●◆◆
Gunnery (Ag)		◆
Melee (Br)	2	●●◆◆
Ranged: Heavy (Ag)		◆
Ranged: Light (Ag)		◆

Knowledge Skills	Rank	Dice Pool
Core Worlds (Int)		◆◆
Education (Int)		◆◆
Lore (Int)		◆◆
Outer Rim (Int)		◆◆
Underworld (Int)		◆◆
Xenology (Int)		◆◆
Warfare (Int)		◆◆
Other:		

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Vibro-Greatsword	Melee	7	Engaged	2	Accurate 1, *Defensive 1, Pierce 2, Vicious 2
Claws	Brawl	5	Engaged	3	

Description		Notable Features	Other Traits
<b>Gender:</b>	Male	Milky right eye (blinded)	<b>Likes:</b> Killing powerful enemies, encouraging others to defend
<b>Age:</b>	Late 40s	Regeneration: <no effect in this module>	

<b>Height:</b>	2.1m
<b>Build:</b>	Burly
<b>Hair:</b>	None
<b>Eyes:</b>	One
<b>Encumbrance Threshold:</b>	

<b>Encumbrance Value:</b>	
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themselves, danger, honor

**Dislikes:** Killing the weak, mercenary work, sparing powerful enemies

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**DICE**

**THE PLAYER'S TURN**

On each turn, you can perform 1 Action and 1 Maneuver, in any order.

An Action may include:

- Perform an attack
- Use a skill
- Exchange your 1 Action for an additional Maneuver

A Maneuver may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second Maneuver.  
You cannot perform more than 2 Maneuvers on your turn.  
You can also perform any number of Incidental actions.

**DICE SYMBOLS**

**SUCCESS**  
Success ✨ symbols are canceled by Failure ▼ symbols; if there are any Success ✨ symbols left, the check succeeds.

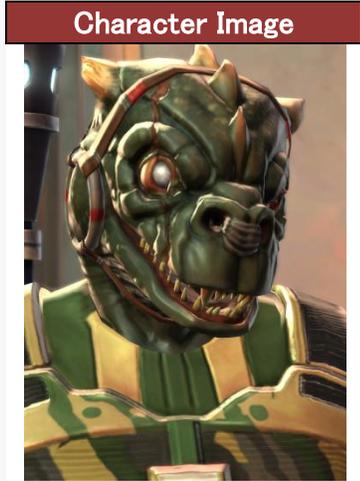
**TRIUMPH**  
Triumph ☰ symbols count as Success symbols ✨ and may also be spent to trigger a powerful positive consequence.

**ADVANTAGE**  
Advantage ☺ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ☹ symbols.

**FAILURE**  
Failure ▼ symbols cancel Success ✨ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✨ symbols, the check is a failure.

**DESPAIR**  
Despair ☹ symbols count as Failure ▼ symbols (they cancel Success ✨ symbols) and may also be spent to trigger a powerful negative consequence.

**THREAT**  
Threat ☹ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ☺ symbols.



<b>EQUIPMENT LOG</b>		
<i>Weapons &amp; Armor</i>	<i>Personal Gear</i>	<i>Assets &amp; Resources</i>
Vibro-Greatsword (Balanced Hilt Mod), Heavy Battle Armor (+2 Soak, Defense 1)	2 Stim-packs, Utility Belt, Commlink	3,400 Cr

<b>TALENTS AND SPECIAL ABILITIES</b>		
<i>Name (Time Required)</i>	<i>Page #</i>	<i>Summary</i>
Defensive Stance		Once per round perform a Maneuver to suffer 1 strain. Until the beginning of next turn, upgrade the difficulty of all incoming melee attacks once
Enduring (2)		+2 Soak value (already added into stats)
Feral Strength (2)		+2 damage to one hit on all successful Brawl or Melee checks (already added to Vibro-sword stats)
Frenzied Attack (2)		Suffer up to 2 strain when making a Brawl or Melee combat check to upgrade the ability of the check an equal amount
Knockdown		After hitting with a melee attack, may spend ☰ to knock the target prone
Lethal Blows		Add +10 to any Critical Injury results inflicted on opponents
Natural Brawler		Once Per Session, may Re-roll any 1 Brawl or Melee check
Toughened (3)		+6 to Wound Threshold (already added to stats)


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*"In contrast to many Trandoshans, Qyzen Fess rejected the path of a mercenary to become a hunter of the galaxy's most dangerous beasts. Earning "Jagannath points" with every honorable kill, Qyzen has traveled for years, seeking worthy prey and honoring his goddess, the Scorekeeper. Although his travels have brought him to Tython several times, he is never seen by the Jedi if Yuon Par is not at the temple. Despite his disdain of fame and fortune, Qyzen has attracted some notoriety. He often slips through apparently watertight Imperial borders to follow his prey, much to the consternation of the Empire's officials. Qyzen is also the only living hunter to have killed a greater crested gundark, thought extinct for centuries. His simple habits and devotion to the Scorekeeper give him common ground with the Jedi, though many disapprove of the attitudes and instincts that come naturally to a Trandoshan."*

Famed as a fearless hunter and tracker, Qyzen's search for the galaxy's deadliest beasts has taken him from the swamps of Belkadan to Tatooine's endless deserts, bartering trophies for

ship passage, anything to reach the next hunting ground.

Qyzen has no interest in possessions, needing only his weapons and his tally of jagganath points; a score every Trandoshan must earn through honorable kills to appease their goddess, the Scorekeeper. While most Trandoshan become guns-for-hire to earn their jagganath points, Qyzen choose a traditional path, hunting everything from sand demons to rancor beasts and refusing to kill anything unworthy of his considerable skills. In his travels he has crossed paths with many other wanderers, criminals, Mandalorians, even Jedi Masters, making him slow to trust any stranger, but once he makes a friend, Qyzen will defend them with his life.

Trandoshan live by a strict code of hunting and points. But this is not the only reason Qyzen will stay with the Bar'senthor. In their travels, Qyzen has come to believe that the Bar'senthor was sent to him by the Scorekeeper, and that by traveling together Qyzen will have many opportunities to earn Jagannath points and please the Scorekeeper.