

Character Name: Guss Tuno

Species: Mon Calamari

Career: Smuggler

Specializations: Scoundrel, Force Sensitive Emergent

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK
VALUE

4

WOUNDS

12

THRESHOLD

CURRENT

STRAIN

13

THRESHOLD

CURRENT

DEFENSE

1

RANGED

1

MELEE

Characteristics

2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

General Skills	Rank	Dice Pool
Astrogation (Int)		◆◆◆
Athletics (Br)		◆◆
Charm (Pr)	3	◆◆◆
Coercion (Will)		◆◆
Computers (Int)		◆◆◆
Cool (PR)		◆◆◆
Coordination (Ag)		◆◆◆
Deception (Cun)	3	◆◆◆
Discipline (Will)	2	◆◆
Leadership (Pr)		◆◆◆
Mechanics (Int)		◆◆◆
Medicine (Int)	3	◆◆◆
Negotiation (Pr)		◆◆◆
Perception (Cun)	2	◆◆◆
Piloting: Planet (Ag)		◆◆◆
Piloting: Space (Ag)		◆◆◆
Resilience (Br)		◆◆
Skulduggery (Cun)		◆◆◆
Stealth (Ag)		◆◆◆
Streetwise (Cun)	2	◆◆◆
Survival (Cun)		◆◆◆
Vigilance (Will)	1	◆◆

Combat Skills	Rank	Dice Pool
Brawl (Br)		◆◆
Gunnery (Ag)		◆◆◆
Melee (Br)		◆◆
Ranged: Heavy (Ag)		◆◆◆
Ranged: Light (Ag)	3	◆◆◆

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
Lightsaber		◆◆◆

Weapon	Skill	Damage	Range	Crit	Special
Blaster Pistol	Ranged (Light)	6	Medium	3	Stun-setting
Lightsaber	Lightsaber	10	Engaged	1	Breach 1, Defensive 1, Sunder, Vicious 2

Description	Notable Features	Other Traits
Gender: Male	Breathe underwater without penalty and	Likes: Mocking Force users, profit

Age:	Early 30s	never suffer movement penalties in water.	from those who can afford it, a good scam
Height:	1.9m		
Build:	Slim		
Hair:	None		
Eyes:	Huge		
Encumbrance Threshold:		Encumbrance Value:	

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DICE

Ability Die (Green), Proficiency Die (Yellow), Difficulty Die (Purple), Challenge Die (Red), Boost Die (Blue), Setback Die (Black), Force Die (White)

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.



EQUIPMENT LOG		
<i>Weapons & Armor</i>	<i>Personal Gear</i>	<i>Assets & Resources</i>
Blaster Pistol, Armored Clothing (Superior Mod), Dead master's Lightsaber	Medical Kit, 4 Stim-packs, Commlink	3,750 Cr

TALENTS AND SPECIAL ABILITIES		
<i>Name (Time Required)</i>	<i>Page #</i>	<i>Summary</i>
Convincing Demeanor		Remove ■ from Deception or Skulduggery checks
Grit		+1 Strain Threshold (already added to stats)
Indistinguishable		Upgrade the difficulty of checks to identify this character once
Quick Strike		Add ■ to a combat check against a target that has not acted yet in the encounter
Rapid Reaction		Suffer 1 strain to add ☆ to any Vigilance or Cool checks to determine initiative order.
Sense Danger		Once per session, remove ■■ from any one skill check
Side Step		Once per round perform a Maneuver to suffer 1 strain. Until the beginning of next turn, upgrade the difficulty of all incoming ranged attacks once
Sleight of Mind		Add ■ to all Stealth checks unless the opposition is immune to Force powers
Touch of Fate		Once per session, add ■■ to any one skill check.
Force Rating: 2		Force Power Check: ○○
Force Power <i>Influence</i>		Make an <i>Influence</i> power check when guiding or shaping thoughts at Engaged

	range. ● can be used to generate negative emotions, ○ can be used to generate positive emotions. Confusion can be generated with either.
	○: stress the mind of one living target at Engaged range, dealing 2 strain
	○: add ✨ or 🌀 to Coerce, Charm, Deception, Leadership, or Negotiation checks
	Make a Discipline vs. Discipline check combined with an Influence power check. If successful spend ○ to force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes
	○: Increase range band once
	○: Increase the number of affected targets once

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"A failed [Jedi Padawan](#) who abandoned his training, the enthusiastically greedy Guss Tuno prefers the underworld lifestyle's potential for material riches. In a perfect galaxy, Guss would spend his retirement lounging in a heated swimming pool surrounded by exotic beauties while consuming a steady diet of fresh fish and expensive cocktails. Although he often speaks before he thinks, Guss has talked his way out of certain death many times. He often uses his minimal knowledge of Jedi—and the lightsaber he stole from his old Master—to fool gullible criminals into leaving him alone. When that fails, Guss reveals he's a much better shot than anyone would believe."

Clumsy, both with his words and his actions, it is something of a minor miracle that the con-man Guss Tuno has been able to survive as long as he has. Born to a rather large family on the ocean-world of Dac, Guss was always seen as something of an outsider; a prankster who was as clumsy as he was devious, and whose pranks would often have unanticipated and unforeseen consequences. After being caught stealing a trinket of his father's, Guss was shunned by his family, and eventually Guss ran away from his family and fled Dac.

After bouncing from one planet to the next, Guss eventually found his way to Nar Shaddaa. Not long after his arrival on the Smuggler's Moon, Guss crossed paths with the Jedi Master Lorenn. It did not take Lorenn long to sense the connection, however faint, that Guss had, and decided to bring the young Mon Calamari to the nearby Jedi Enclave in the hopes that Guss would learn to master his powers and serve the Jedi.

Guss was an outcast within the order, and soon grew resentful of being pushed into a life of servitude. Though he disliked his life in the Order, he never took his frustrations on his Master. Instead, he left the Order and fell into a life as a con-artist, eventually coming into the employ of the White Maw pirates. Though he prides himself on separating smugglers and businessmen from their credits, Guss is a generally kind-hearted soul who shies away from pointless bloodshed.