

**Character Name:** Tanno Vik

**Species:** Weequay

**Career:** Hired Gun

**Specializations:** Enforcer/Demolitionist

**STAR WARS**

**Roleplaying Game**

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK VALUE
8

WOUNDS	
18	
THRESHOLD	CURRENT

STRAIN	
11	
THRESHOLD	CURRENT

DEFENSE	
1	1
RANGED	MELEE

**Characteristics**

4	2	1	4	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

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

Combat Skills	Rank	Dice Pool
Brawl (Br)	1	◆◆◆◆◆
Gunnery (Ag)		◆◆
Melee (Br)	2	◆◆◆◆◆
Ranged: Heavy (Ag)		◆◆
Ranged: Light (Ag)	2	◆◆◆◆◆

Knowledge Skills	Rank	Dice Pool
Core Worlds (Int)		◆
Education (Int)		◆
Lore (Int)		◆
Outer Rim (Int)		◆
Underworld (Int)	2	◆◆◆◆◆
Xenology (Int)		◆
Warfare (Int)		◆
Other:		

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Vibro-sword	Melee	6	Engaged	2	Defensive 1, Pierce 2, Vicious 1
Frag Grenades (4)	Ranged (Light)	8	Short	4	Blast 8, Limited Ammo 1
Ion Grenades (2)	Ranged (Light)	10	Short	5	Blast 9, Disorient 5, Stun Damage (Droid Only), Limited Ammo 1
Stun Grenades (2)	Ranged (Light)	8	Short	NA	Disorient 3, Stun Damage, Blast 10, Limited Ammo 1

Description		Notable Features	Other Traits
<b>Gender:</b>	Male		<b>Likes:</b> Ruthlessness, mercenary behavior, mocking authority and
<b>Age:</b>	Late 30s		

<b>Height:</b>	1.9m
<b>Build:</b>	Stocky
<b>Hair:</b>	Black
<b>Eyes:</b>	Brown
<b>Encumbrance Threshold:</b>	

<b>Encumbrance Value:</b>	
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everyone else, blowing things up  
**Dislikes:** Kindness, self-sacrifice

**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.



<b>EQUIPMENT LOG</b>		
<i>Weapons &amp; Armor</i>	<i>Personal Gear</i>	<i>Assets &amp; Resources</i>
Vibro Sword, assorted grenades, Heavy Battle Armor (Superior Mod)	Commlink, Security Kit, Utility Belt, 2 Stimpacks	10,000 Credits

<b>TALENTS AND SPECIAL ABILITIES</b>		
<i>Name (Time Required)</i>	<i>Page #</i>	<i>Summary</i>
Defensive Stance		Once per round may perform a Defensive Stance maneuver to suffer 1 strain and upgrade the difficulty of all incoming melee attacks by 1 until the beginning of next turn
Durable		May reduce any Critical Injury suffered by 10 to a minimum of 1
Enduring		Gain +1 Soak Value (already added to stats)
Improvised Detonation & Improved Improvised Detonation		Once per session make an <b>Average (◆◆) Mechanics check</b> to perform the Improvised Detonation action and build an explosive device that deals 7 damage + 1 per ✨ (Blast 9)
Intimidating		May suffer 1 strain to downgrade Coercion checks once or upgrade the difficulty when targeted by Coercion checks once
Powerful Blast (2)		Increase Blast damage dealt by explosives, explosive weapons, and grenades by 2 (already added to stats)
Selective Detonation (2)		When using a weapon with the Blast quality, spend ⤴ to exclude 1 target that would be affected by the explosion. Can exclude up to 2 targets
Street Smarts		Remove ■ from Streetwise or Knowledge (Underworld) checks
Toughened (2)		+4 to Wound Threshold (already added to stats)


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*"One of the most talented demolitions experts to ever serve in the Republic military, Tanno Vik is charming, highly skilled and completely amoral. Born to the lawless streets of Nar Shaddaa, Vik is accustomed to putting his own interests first; enlistment was merely a convenient means of escape after betraying one criminal partner too many. But once he got his hands on the most advanced weapons and explosives in the galaxy, he was hooked. During training, Vik impressed his instructors with his unprecedented speed at locating structural weaknesses in everything from buildings to vehicles, ensuring that he always planted his explosives where they would do the most damage. He was even considered for entry into Special Forces division, but his belligerent attitude and disregard for authority held him back. Criminal accusations were registered against him throughout his short service career, leading to his eventual conviction and discharge."*

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During training, Vik impressed his instructors with his unprecedented speed at locating structural weaknesses in everything from buildings to vehicles, ensuring that he always planted his explosives where they would do the most damage. He was even considered for entry into Special Forces division, but his belligerent attitude and disregard for authority held him back. Criminal accusations were registered against him throughout his short service career, until he was finally convicted for masterminding a protection racket while defending a Republic outpost on Talay. After his discharge, Vik resorted to mercenary work, and still plies his abilities in the galaxy's deadliest conflict areas to this day.

As a mercenary, Vik learned to attack obstacles and threats by locating weaknesses with speed, which impressed his instructors when he entered Republic service. He utilized some of the most advanced items of weaponry that were available in the galaxy.