

Character Name: Yuun

Species: Gand

Career: Spy

Specializations: Infiltrator/Force Sensitive Exile

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK
VALUE

6

WOUNDS

15

THRESHOLD

CURRENT

STRAIN

17

THRESHOLD

CURRENT

DEFENSE

0

RANGED

0

MELEE

Characteristics

3

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

1

PRESENCE

General Skills	Rank	Dice Pool
Astrogation (Int)		◆◆
Athletics (Br)		◆◆◆+Force
Charm (Pr)		◆
Coercion (Will)		◆◆◆
Computers (Int)		◆◆
Cool (PR)	1	◆
Coordination (Ag)	1	◆◆
Deception (Cun)		◆◆◆
Discipline (Will)	1	◆◆◆
Leadership (Pr)		◆
Mechanics (Int)	4	◆◆◆◆
Medicine (Int)		◆◆
Negotiation (Pr)		◆
Perception (Cun)	2	◆◆◆
Piloting: Planet (Ag)		◆◆
Piloting: Space (Ag)		◆◆
Resilience (Br)		◆◆◆+Force
Skulduggery (Cun)		◆◆◆
Stealth (Ag)	2	◆◆◆
Streetwise (Cun)	1	◆◆◆
Survival (Cun)		◆◆◆
Vigilance (Will)		◆◆◆

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

Knowledge Skills	Rank	Dice Pool
Core Worlds (Int)		◆◆
Education (Int)		◆◆
Lore (Int)		◆◆
Outer Rim (Int)	1	◆◆
Underworld (Int)		◆◆
Xenology (Int)		◆◆
Warfare (Int)		◆◆
Other:		

Custom Skills	Rank	Dice Pool

Weapon	Skill	Damage	Range	Crit	Special
Force Pike	Melee	7	Engaged	1	Accurate 1, Pierce 2, Stun setting

Description	Notable Features	Other Traits
Gender: Male		Likes: Mysteries, respect for unusual people/beliefs, patience, self-restraint
Age: mid 20s		

Height:	1.5m	Dislikes: Unnecessary violence, chaos, rudeness, recklessness, bragging
Build:	Slight	
Hair:	None	
Eyes:	Bug	
Encumbrance Threshold:		Encumbrance Value:

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DICE



Ability Die, Proficiency Die, Difficulty Die, Challenge Die, Boost Die, Setback Die, Force Die

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.

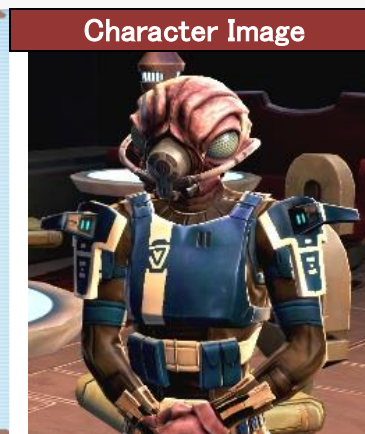
TRIUMPH
Triumph ☼ symbols count as Success symbols ⚔ and may also be spent to trigger a powerful positive consequence.

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>
Force Pike (Balanced Hilt, Mono-Molecular Edge, Superior), Laminate Armor (+3 Soak, Thermal Shielding System mod, Heating System mod, Superior mod)	Ammonia Breather, Commlink, 2 Stimpacks, Tool Kit, Utility Belt	3,500 Cr

TALENTS AND SPECIAL ABILITIES		
<i>Name (Ranks)</i>	<i>Page #</i>	<i>Summary</i>
Defensive Stance (2)		Once per round may perform a Defensive Stance Maneuver and suffer up to 2 strain to upgrade all incoming melee attacks by an equal number
Dodge		When targeted by a combat check, may perform a Dodge incidental to suffer 1 strain to upgrade the difficulty of the check by 1
Frenzied Attack (2)		When making a Brawl or Melee check, suffer up to 2 strain to upgrade the attack an equal number of times
Grit (4)		Increase Strain Shreshold by 4 (already included in stats)
Jump Up		Once per round may stand from a seated or prone as an incidental
Knockdown		After hitting with a melee attack, may spend ☼ to knock the target prone
Sense Danger		Once per game session remove ■■ from any 1 check
Soft Spot		After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit
Touch of Fate		Once per game session add ■■ to any 1 check
Toughened		Gain +2 to Wound Threshold (already included in stats)
Force Rating 2		○○○
<i>Enhance</i>		When making Athletics, Resilience, or Brawl checks, may also make an <i>Enhance</i>

		power check Spend ○: Gain ☯ or ☆ to the skill check
		Make an <i>Enhance</i> power check to activate Force Leap; Spend ○: Jump horizontally or vertically to any point to Short range Spend ○: Increase jump range to Medium Commit ☯: Increase Brawn by 1
<i>Foresee</i>		May make a <i>Foresee</i> power check Spend ○: get vague hints of events up to 1 day in the future, spend ○ to pick out 1 specific detail Roll <i>Foresee</i> power check as part of initiative check: Spend ○: Add ☆ to the check and increase Ranged and Melee Defenses by 2 for first round of combat. Spend ○: Increase number of affected targets by 2



"Even in an organization as diverse as the Republic Army, Yuun stands out. A member of the Gand species and hailing from the Gand homeworld, Yuun is a Findsmen, a type of shamanistic tracker held in very high regard among his people. He applies his unusual training to technical tasks of every kind, resulting in a success record unmatched by any other technician in the military. As effective as Yuun's methods are, they rarely meet with understanding or approval from his fellow soldiers. But despite his eccentricities, Yuun's fighting skill and calm approach to any challenge generally earn at least the grudging respect of the men and women he serves with."

A Force-sensitive Gand from his species' homeworld, Yuun was trained as a Findsmen by the shamanistic order. A technical wizard, Yuun abandoned his homeworld in what he considered a logical decision to join the Republic Army during the Cold War which followed the Great Galactic War. Training with the Galactic Republic, Yuun used his Findsmen techniques to locate portents to rise through the ranks with a list of great accomplishments. As effective as Yuun's methods were, they were rarely met with understanding or approval from his fellow soldiers. But despite his eccentricities, Yuun's fighting skill and calm approach to any challenge generally earned at least the grudging respect of the men and women he served with.

Although revered as a decorated soldier and a brilliant technician whose skills are second to none, what many first notice about Yuun is that he is one of the few Gand serving in the Republic Army. Among his people, Yuun is a highly respected Findsmen; a shaman of sorts who has undergone unique and rigorous training, and practices ancient spiritual rituals. He has used his unique skills to grasp the most advanced technology with ease.

Much of Yuun's life has been spent following particular "signs" that, he believes, will lead him to his ultimate destiny. These signs led him to the war between the Republic and the Empire, and there he saw the Empire as a threat to the harmony of the galaxy. Compelled to combat this threat, Yuun enlisted with the Republic military, not out of any personal vendetta, but in hopes of keeping the galaxy from chaos.

Stationed on Hoth as a member of Havoc Squad thanks to an appointment by General Elin Garza, Yuun was assigned to take down the Imperial superweapon Gauntlet. Reassembling an Imperial device called the Umbra encrypter to crack Imperial codes, Yuun was able to prove his worth to his colleagues and was welcomed to the squad.

