CHARACTER NAME: 0X-57005

SPECIES: DROID_

CAREER: Seeker SPECIALIZATIONS: Hunter













DICE POOL

DICE POOL

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Droid Features

Their droid bodies do not need to eat, sleep, or breath, and are unaffected by vacuum, toxins, and poisons.

Inorganic

Do not gain benefits from bacta, stimpacks, or Medicine checks. They must be repaired with repair patches and Mechanics checks. Their S bodies may be healed through the force.

Cybernetics

GENERAL SKILLS

COMBAT SKILLS

Ranged - Heavy (Ag)

Ranged - Light (Ag)

Perception (Cun) Resilience (Br)

Survival (Cun)

Vigilance (Wil)

Xenology (Int)

Cool (Pr) Mechanics (Int)

Droid bodies have a cybernetics implant cap of 6. They may not take implants that affect biological systems.

SKILLS

CAREER RANK

1

2

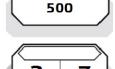
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RANK

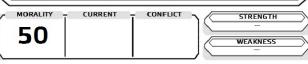
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THRESHOLD

$\overline{}$	CRITICAL INJURIES	
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	EC	EQUIPMENT		
WEAPON	5KILL	DAMAGE	RANGE	DICE POOL
Greff-Timms ATA Pulse- Wave Blaster	Ranged - Light	5	Short	$\bigcirc\bigcirc$

Critical: *** Qualities: Vicious 3 Attachments: Enhanced XCiter (1 Decreases Critical by 1 Mod, GM may spend ♥ ♥ to cause blaster to explode, destroying blaster and inflicting automatic Critical Injury on wielder.)

Engaged Critical: ** Qualities: Disorient 1, Knockdown, Stun Setting

Brawl

TALENTS

CAREER

	TALENT	RANK	DESCRIPTION
	Enduring	1	Gain +1 soak value.
	Expert Tracker	2	Remove perrank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
	Rapid Recovery	1	When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.
	Toughened	2	Gain +2 wound threshold.

ARMOR AND OTHER GEAR

Unarmed

Laminate

Soak: 2 Attachments: Cortosis Weave (Quality (Cortosis) Mod)

FORCE ABILITIES

FORCE RATING: 1

PUR DESCRIPTION UPGRADE

> The Force user can move small objects via the power of the Force.

Move Basic Power (Move)

The user may spend ① to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short

Spend ① to increase targets affected equal to Magnitude (Move) Magnitude upgrades purchased.





























