

CHARACTER NAME: **0X-57005**SPECIES: **DROID**CAREER: **Seeker**SPECIALIZATIONS: **Hunter**SOAK  
**5**DEFENSE  
RANGED **0** MELEE **0**WOUND  
THRESHOLD **16** CURRENTSTRAIN  
THRESHOLD **12** CURRENT**2**  
BRAWN**4**  
AGILITY**3**  
INTELLECT**3**  
CUNNING**2**  
WILLPOWER**2**  
PRESENCE

## SPECIES

**Droid***Features*

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

**Droid***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.

**Droid***Cybernetics*

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

## SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Cool (Pr)		-	◆◆◆◆◆
Mechanics (Int)		1	◆◆◆◆◆
Perception (Cun)		-	◆◆◆◆◆
Resilience (Br)		2	◆◆◆◆◆
Survival (Cun)	✓	1	◆◆◆◆◆
Vigilance (Wil)	✓	2	◆◆◆◆◆
Xenology (Int)	✓	1	◆◆◆◆◆

COMBAT SKILLS	CAREER	RANK	DICE POOL
Ranged - Heavy (Ag)	✓	1	◆◆◆◆◆
Ranged - Light (Ag)		2	◆◆◆◆◆

## TALENTS

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

## FORCE ABILITIES

FORCE RATING: 1

UPGRADE	PUR	DESCRIPTION
		The Force user can move small objects via the power of the Force.
<b>Move Basic Power (Move)</b>	1	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 range.
<b>Magnitude (Move)</b>	1	Spend 1 to increase targets affected equal to Magnitude upgrades purchased.

**500****3** **7**  
VALUE THRESHOLD

## CRITICAL INJURIES

◆◆◆◆◆  
◆◆◆◆◆◆◆◆◆◆  
◆◆◆◆◆MORALITY  
**50**

CURRENT

CONFLICT

STRENGTH

WEAKNESS

## EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Greff-Timms ATA Pulse-Wave Blaster	Ranged - Light	5	Short	◆◆◆◆◆
Unarmed	Brawl	2	Engaged	◆◆

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

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

## ARMOR AND OTHER GEAR

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

## SYMBOLS AND DICE



Success



Advantage



Triumph



Failure



Threat



Despair



Proficiency



Ability



Boost



Challenge



Difficulty



Setback



Force

Removes a setback die from a check for each icon displayed

## Standard Difficulties

Standard Difficulties	
Simple	—
Easy	◆
Average	◆◆
Hard	◆◆◆
Daunting	◆◆◆◆
Formidable	◆◆◆◆◆