CHARACTER CREATION

NAME

FA-4, T3-H8, T0-2R, ZZ-4Z, R5-D2, M-3PO, FLO, TC-14, Mr. Bones, R3-S6, 8D8, Sparky, 2D6, RGR-2, IG-89, C-21, WAC-4U

LOOK

➢ Humanoid, Barrel body, Boxy body, Round body, Multi-limbed
➢ Humanoid features, Machine features, Intimidating features, Innocuous features
➢ Shiny finish, worn finish, matte finish, dark finish, battered finish

DEMEANOR

Diplomatic, Impertinent, Ruthless, Friendly, Insulting, Obsequious

STATS (distribute 3 to these, max 3)

Canny 1, Cool 0, Deep -2, Rugged 0, Suave 0

MOVES

You get **Primary Function** and **Overload**, and choose one more.

GEAR

Integrated tools/resources related to primary function (toolkit, language database, blaster(s), medkit, et cetera, as appropriate)

BONDS

Fill in as many as you like (fill in at least one)
➢ _____ is my master, I see them as a

   _____.
➢ _____ was once my master, these days, we are

   _____.
➢ I don't think _____ can be trusted.
➢ I've known _____ longer than anyone suspects.
➢ I've proven to _____ that I'm a reliable ally.

THE DROID

"Sir, I don't know where your ship learned to communicate, but it has the most peculiar dialect."

They Can Fix Him

When you die, you cease functioning until you are repaired or you download your memory banks into a new chassis. A droid can be repaired by a technician in a workshop by spending 1-credit for every 2 boxes of wounds or overload. Field repairs can be made with a tool kit by spending 2 credits to heal one box of wounds or overload.

If the character successfully fixes you, they mark XP, and either or both of you can add a related Bond.

PRIMARY FUNCTION

Preserve life, Gather intelligence on [subject], Destroy [targets], Obey orders from [being], Diplomatic liaison,

_____

NAME AND LOOK

| Canny | Cool | Deep | Rugged | Suave |

When you do the following, mark experience:
- ➢ When you achieve a goal while following your primary function.
- ➢ When you find a loophole to act against (or around) your orders.
- ➢ When you follow your orders despite grave personal peril.

EXPERIENCE
ADVANCEMENTS

Start with these:
- ☐ Get +1 Canny (max +3)
- ☐ Get +1 Rugged (max +3)
- ☐ Get +1 Cool (max +3)
- ☐ Get +1 Suave (max +3)
- ☐ Get a new Droid move
- ☐ Get a new Droid move
- ☐ Get a move from another playbook
- ☐ Get a move from another playbook
- ☐ Get a move from another playbook

After 5 Advancements, you may select:
- ☐ Get +1 to any Stat (max +3)
- ☐ Get +1 to any Stat (max +3)
- ☐ Retire your character (to safety)
- ☐ Change to a new playbook
- ☐ Create a second character to play
- ☐ Advance 2 basic moves
- ☐ Advance 2 basic moves
- ☐ Advance 2 basic moves

VITALITY   WOUNDS   DEBILITIES
- ☐ -1 Cool
- ☐ -1 Rugged
- ☐ -1 Suave
- ☐ -1 Canny

DRAMA MOVES

When you open up to someone, hold 1 on them. When they're next in trouble, you can spend the hold to show up in the nick of time.

When you die, see **They Can Fix Him**.

DROID MOVES

- ➢ *Primary Function:* When you pursue your Primary Function, take +1 ongoing. If you achieve a goal pertaining to it, **mark xp**.
- ➢ *Overload:* Take 2 Harm (ap) to re-roll.
- ☐ *Combat model:* Your hardened combat chassis gives you 1-tough. Your bare hands are a weapon (2-harm hand).
- ☐ *Designed to assist:* When you **aid** someone who's rolling a non-combat move, the bonus stacks with aid from another PC.
- ☐ *Technician:* When you interface with a machine, roll+**Canny**. On a hit, you take control of the system, gather information, and/or deny the enemy access. On a 7-9 also, the GM will choose one: cost (gear/credits/time), exposure, or compromise.
- ☐ *Analysis:* When you have time and access to a lab appropriate to the task, roll+**Canny**. On a 10+, ask the GM 3 questions about the subject of your analysis. On a 7-9, ask 2. On a miss, ask 1.
- ☐ *Adaptive system:* When you have time to improvise a solution to a problem, tell the GM what you are trying to achieve and the GM will tell you the cost in time and gear. You may reduce the time cost by spending Credits, or vice versa.

OTHER MOVES