

CHARACTER NAME: C2-N2

SPECIES: DROID

CAREER: TECHNICIAN

SPECIALIZATIONS: MECHANIC/POLITICO

STAR WARS

ROLEPLAYING GAME

BY FANTASY FLIGHT GAMES

DARTHGM'S GENCON MOD

SOAK VALUE
8

WOUNDS
16
THRESHOLD CURRENT

STRAIN
14
THRESHOLD CURRENT

DEFENSE
0
0
RANGED MELEE

### CHARACTERISTICS

2	2	4	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

GENERAL SKILLS	RANK	DICE POOL
ASTROGATION (INT)	1	●◆◆◆
ATHLETICS (BR)		◆◆◆
CHARM (PR)	1	●◆◆
COERCION (WILL)		◆◆◆
COMPUTERS (INT)	1	●◆◆◆
COOL (PR)		◆◆◆
COORDINATION (AG)	1	●◆
DECEPTION (CUN)		◆◆
DISCIPLINE (WILL)		◆◆
LEADERSHIP (PR)	1	●◆◆
MECHANICS (INT)	2	●●◆◆
MEDICINE (INT)	2	●●◆◆
NEGOTIATION (PR)		◆◆◆
PERCEPTION (CUN)	2	●●
PILOTING: PLANET (AG)		◆◆
PILOTING: SPACE (AG)	1	●
RESILIENCE (BR)		◆◆
SKULDUGGERY (CUN)	1	●◆
STEALTH (AG)		◆◆
STREETWISE (CUN)		◆◆
SURVIVAL (CUN)		◆◆
VIGILANCE (WILL)	1	●◆

COMBAT SKILLS	RANK	DICE POOL
BRAWL (BR)	1	●◆
GUNNERY (AG)		◆◆
MELEE (BR)		◆◆
RANGED: HEAVY (AG)		◆◆
RANGED: LIGHT (AG)	1	●◆

KNOWLEDGE SKILLS	RANK	DICE POOL
CORE WORLDS (INT)	1	●◆◆◆
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
BLASTER PISTOL (IF ONE CAN BE ACQUIRED)	RANGED (LIGHT)	6	MEDIUM	3	STUN SETTING

DESCRIPTION	NOTABLE FEATURES	OTHER TRAITS
GENDER: MALE PERSONA	DROID	<b>LIKES:</b> BEING HELPFUL, SERVING THE MASTER AND THEIR ALLIES, SERVING THE REPUBLIC  <b>DISLIKES:</b> FAILING AT A TASK, THE EMPIRE
AGE: 6		
HEIGHT: 2.1M		
BUILD: AVERAGE HUMANOID		
HAIR: ...IT'S A DROID...		
EYES: GOLDEN		
ENCUMBRANCE THRESHOLD:	ENCUMBRANCE VALUE:	



### 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.

### CHARACTER IMAGE



## EQUIPMENT LOG

WEAPONS & ARMOR	PERSONAL GEAR	ASSETS & RESOURCES
LAMINATE ARMOR PLATING (+3 SOAK, MOUNTED, SUPERIOR MOD), IMPLANT ARMOR (+1 SOAK)	VARIOUS DROID SENSORS, INTEGRAL COMLINK, ENHANCED OPTICS (+1 RANK TO VIGILANCE AND PERCEPTION), INTEGRATED MEDICAL KIT, 4 STIM-PACKS, 4 REPAIR PATCHES	

## TALENTS AND SPECIAL ABILITIES

NAME (TIME REQUIRED)	PAGE #	SUMMARY
DODGE (1)		WHEN TARGETED BY A COMBAT CHECK, MAY SPEND 1 STRAIN TO UPGRADE THE DIFFICULTY OF THE CHECK BY ONE.
ENDURING		+1 SOAK VALUE (ALREADY INCLUDED IN STATS)
GEARHEAD		REMOVE ■ FROM ALL MECHANICS CHECKS
GRIT (2)		+2 STRAIN THRESHOLD (ALREADY INCLUDED IN STATS)
INSPIRING RHETORIC & IMPROVED INSPIRING RHETORIC		TAKE AN ACTION TO MAKE AN AVERAGE (◆◆) LEADERSHIP CHECK. EACH ✨ CAUSES 1 ALLY IN SHORT RANGE TO RECOVER 1 STRAIN. SPEND ☹ TO CAUSE 1 AFFECTED ALLY TO RECOVER 1 ADDITIONAL STRAIN. EACH AFFECTED ALLY ADDS ■ ON ALL SKILL CHECKS FOR 1 ROUND
KILL WITH KINDNESS		REMOVE ■ FROM ALL CHARM AND LEADERSHIP CHECKS
REDUNDANT SYSTEMS		ONCE PER SESSION MAY TAKE AN ACTION TO MAKE AN EASY (◆◆) MECHANICS CHECK TO HARVEST COMPONENTS FROM A FUNCTIONING DEVICE TO REPAIR A BROKEN ONE WITHOUT DAMAGING THE FIRST DEVICE
TOUGHENED (2)		+4 WOUND THRESHOLD (ALREADY INCLUDED IN STATS)
DROID SENSORS:	C2-N2 CAN BE FITTED WITH A VARIETY OF SENSOR MODULES TO IMPROVE HIS PERFORMANCE. ONLY ONE MODULE CAN BE INSTALLED AT ONE TIME. IT TAKES A MANEUVER ACTION TO SWAP MODULES.	
ENGINEERING DROID SENSOR:	ADDS ■■ TO MECHANICS CHECKS	
EXPLORATION DROID SENSOR:	ADDS ■■ TO SURVIVAL CHECKS	
HUNTER DROID SENSOR:	ADDS ■■ TO ATHLETICS CHECKS	
MEDICAL DROID SENSOR:	ADDS ■■ TO MEDICINE CHECKS	
SECURITY DROID SENSOR:	ADDS ■■ TO BRAWL CHECKS	
SCOUT DROID SENSOR:	ADDS ■■ TO PERCEPTION CHECKS	



The C2-N2 ship droid represents the latest advances in both starship maintenance and personal service. Drawing from a vast library of technical readouts, blueprints, and manuals, C2-N2 can keep your starship in top-shape. C2-N2 is also programmed with advanced etiquette protocols which allow him to tend to each member of a ship's crew on an individual basis. This includes being able to prepare specialized meals to cater to a crewmember's particular tastes or dietary needs.

Some C2 models, including C2-N2, have been programmed with basic first aid and self-defense protocols. However, the effectiveness of these services has proven to be less-than-desired in field testing. Owners of a C2-series ship droid are advised against bringing their droid with them when visiting potentially dangerous areas.