

Character Name: T7-O1

Species: Droid

Career: Technician

Specializations: Mechanic

STAR WARS

Roleplaying Game

by Fantasy Flight Games

DarthGM's GenCon Mod

SOAK  
VALUE

8

WOUNDS

17

THRESHOLD

CURRENT

STRAIN

12

THRESHOLD

CURRENT

DEFENSE

1

RANGED

1

MELEE

### Characteristics

3

BRAWN

3

AGILITY

3

INTELLECT

1

CUNNING

3

WILLPOWER

1

PRESENCE

| General Skills        | Rank | Dice Pool |
|-----------------------|------|-----------|
| Astrogation (Int)     | 1    | ● ● ●     |
| Athletics (Br)        |      | ● ● ●     |
| Charm (Pr)            |      | ●         |
| Coercion (Will)       |      | ● ● ●     |
| Computers (Int)       | 3    | ● ● ●     |
| Cool (PR)             |      | ●         |
| Coordination (Ag)     |      | ● ● ●     |
| Deception (Cun)       |      | ●         |
| Discipline (Will)     | 2    | ● ● ●     |
| Leadership (Pr)       |      | ●         |
| Mechanics (Int)       | 4    | ● ● ● ●   |
| Medicine (Int)        |      | ● ● ●     |
| Negotiation (Pr)      |      | ●         |
| Perception (Cun)      | 2    | ● ●       |
| Piloting: Planet (Ag) |      | ● ● ●     |
| Piloting: Space (Ag)  |      | ● ● ●     |
| Resilience (Br)       |      | ● ● ●     |
| Skulduggery (Cun)     | 1    | ●         |
| Stealth (Ag)          |      | ● ● ●     |
| Streetwise (Cun)      |      | ●         |
| Survival (Cun)        |      | ●         |
| Vigilance (Will)      |      | ● ● ●     |

| Combat Skills      | Rank | Dice Pool |
|--------------------|------|-----------|
| Brawl (Br)         | 3    | ● ● ●     |
| Gunnery (Ag)       |      | ● ● ●     |
| Melee (Br)         |      | ● ● ●     |
| Ranged: Heavy (Ag) |      | ● ● ●     |
| Ranged: Light (Ag) | 2    | ● ● ●     |

| Knowledge Skills  | Rank | Dice Pool |
|-------------------|------|-----------|
| Core Worlds (Int) |      | ● ● ●     |
| Education (Int)   |      | ● ● ●     |
| Lore (Int)        |      | ● ● ●     |
| Outer Rim (Int)   | 2    | ● ● ●     |
| Underworld (Int)  |      | ● ● ●     |
| Xenology (Int)    |      | ● ● ●     |
| Warfare (Int)     |      | ● ● ●     |
| Other:            |      |           |

| Custom Skills | Rank | Dice Pool |
|---------------|------|-----------|
|               |      |           |
|               |      |           |
|               |      |           |
|               |      |           |
|               |      |           |

| Weapon               | Skill          | Damage | Range  | Crit | Special      |
|----------------------|----------------|--------|--------|------|--------------|
| Heavy Blaster Pistol | Ranged (Light) | 7      | Medium | 3    | Stun setting |
|                      |                |        |        |      |              |
|                      |                |        |        |      |              |
|                      |                |        |        |      |              |
|                      |                |        |        |      |              |

| Description | Notable Features | Other Traits                          |
|-------------|------------------|---------------------------------------|
| Gender:     |                  | Likes: Jedi, Morally Correct Actions, |

|                               |                     |                           |
|-------------------------------|---------------------|---------------------------|
| <b>Age:</b>                   | 150+                | Defeating The Empire      |
| <b>Height:</b>                | 1.2m                |                           |
| <b>Build:</b>                 | Boxy                |                           |
| <b>Hair:</b>                  | None...it's a droid |                           |
| <b>Eyes:</b>                  | Blue LED            |                           |
| <b>Encumbrance Threshold:</b> |                     | <b>Encumbrance Value:</b> |

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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 &amp; Armor</i>  | <i>Personal Gear</i>   | <i>Assets &amp; Resources</i> |
| Blaster Pistol (Cyber-mount), Heavy Battle Ammor (Mounted, Superior), Implant Armor | General Purpose Scanner (Implanted), Comlink (Implanted), Grapple-Gun (Range [Short], Implated), Took-Kit (Implanted), Emergency Repair Patch x4 | 1,500 Cr                      |

| TALENTS AND SPECIAL ABILITIES |               |   |
|-------------------------------|---------------|---|
| <i>Name (Rank)</i>            | <i>Page #</i> | <i>Summary</i>  |
| Bad Motivator                 |               | Once per session, may take a Bad Motivator action; make a <b>Hard (◆◆◆)</b> <b>Mechanics</b> check to cause one targeted device to spontaneously fail.                                  |
| Contraption                   |               | Once per session, may take a Contraption action; make a <b>Hard (◆◆◆)</b> <b>Mechanics</b> check to fashion a device to solve a current problem using just the tools and parts on hand. |
| Enduring (1)                  |               | +1 to soak value (already added to stats)   |
| Gearhead (2)                  |               | Remove ■■ from Mechanics checks   |
| Hard Headed                   |               | When staggered or disoriented, perform the Hard Headed action; make a <b>Daunting (◆◆◆◆)</b> <b>Discipline</b> check to remove status   |
| Improved Hard Headed          |               | When Incapacitated due to exceeding strain threshold, may take a more difficult Hard Headed action to reduce strain to 1 below threshold  |
| Toughened (2)                 |               | +4 to Wound Threshold (already added to stats)  |
|                               |               |   |
|                               |               |   |

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*"A quirky and surprisingly stubborn astromech droid with a lively personality and strong independent streak, T7-O1 serves the Jedi by bravely facing danger on a daily basis. Skilled in high-resolution sensor scans, mechanical repair and starship piloting (along with numerous undocumented talents), the droid's hard work is responsible for saving dozens, if not hundreds, of lives on Tython alone. Little is known about T7 before the droid came into the service of the Jedi. Certain features of its construction hint at it being a custom model built some time ago, but there are no official records to substantiate the theory. Despite the uncertainty of its origins, the droid's enthusiasm and willingness to put itself in harm's way leave little doubt as to its loyalty."*

The Astromech Droid designated T7-O1 hasn't been memory-wiped since his activation more than two centuries ago. This rare condition gives T7 a massive knowledge base, with detailed records of every mission he's ever undertaken and the many friends and enemies made along the way. Because his memories remain intact, T7 has developed a candid personality, a strong independent streak and a unique perspective on the galaxy. Unlike other droids, T7 doesn't perceive his organic owners as masters, but instead refers to them more like partners. Over the centuries, he has faithfully teamed up with senators, spies, smugglers and even Jedi.

T7 sees himself as protector of his more fragile organic allies, willingly placing himself in harm's way and always ready to play the hero when innocent lives are in danger. Although he was originally designed for repair and piloting duties, T7 has accumulated many special modifications, expanding his potential uses on and off the battlefield. This little droid is much more than a mechanical servant... he's a friend and ally to the end.