

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	LIKES: BEING HELPFUL, SERVING THE MASTER AND THEIR ALLIES, SERVING THE REPUBLIC DISLIKES: 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:	

DICE



Ability Die ● Proficiency Die ● Difficulty Die ● Challenge Die ● Boost Die ● Setback Die ● Force Die ●

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.



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.

EQUIPMENT LOG

<i>WEAPONS & ARMOR</i>	<i>PERSONAL GEAR</i>	<i>ASSETS & RESOURCES</i>
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

<i>NAME (TIME REQUIRED)</i>	<i>PAGE #</i>	<i>SUMMARY</i>
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.