



botions granted through GMgrants. TALENT RANK ACTIVATION ACQUISITION OPPORTUNT OF CARACTERISTIC AND ACQUISITION OPPORTUNT OPP	CAREER: B	USED XP 255		specialization sk Droid Droids do not ne vacuum, toxins, i Droids do not ga checks. They mu checks. Droids cannot be Rating or Force Force powers. Droids have a cy XP Adjustment Select the option	Feature eed to eat, sleep, or breath, and are unaffected by and poisons. iin benefits from bacta, stimpacks, or Medicine ist be repaired with repair patches and Mechanics ecome Force sensitive, cannot acquire a Force powers, and are not affected by mind-altering bernetics implant cap of 6. ts 0 n for the total of all Hardware and Programming
Armor MasterPassiveGadgeteerWhen wearing armor, increase total soak value by 1.Dedication1PassiveGadgeteerGain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristic: Intellect +1Enduring1PassiveDroid (Legs)Gain +1 soak value.Jury Rigged1PassiveGadgeteerChoose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.Tinkerer1PassiveGadgeteerMay add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.Toughened1PassiveGadgeteerGain +2 wound threshold.			TALENTS	options granted	through GM grants.
Dedication1PassiveGadgeteerGain +1 to a single characteristic. This cannot bring a characteristic above 6. Bonus Characteristic: Intellect +1Enduring1PassiveDroid (Legs)Gain +1 soak value.Jury Rigged1PassiveGadgeteerChoose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.Tinkerer1PassiveGadgeteerMay add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.Toughened1PassiveGadgeteerGain +2 wound threshold.	TALENT	RANK ACTIVATION	ACQUISITION		DESCRIPTION
Dedication 1 Passive Gadgeteer characteristic above 6. Bonus Characteristic: Intellect +1 Enduring 1 Passive Droid (Legs) Gain +1 soak value. Jury Rigged 1 Passive Gadgeteer Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use. Tinkerer 1 Passive Gadgeteer May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once. Toughened 1 Passive Gadgeteer Gain +2 wound threshold.	Armor Master	Passive	Gadgeteer		
Enduring1PassiveDroid (Legs)Gain +1 soak value.Jury Rigged1PassiveGadgeteerChoose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.Tinkerer1PassiveGadgeteerMay add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.Toughened1PassiveGadgeteerGain +2 wound threshold.	Dedication	1 Passive	Gadgeteer		
Jury Rigged1PassiveGadgeteerimprovement while it remains in use.Tinkerer1PassiveGadgeteerMay add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.Toughened1PassiveGadgeteerGain +2 wound threshold.	Enduring	1 Passive	Droid (Legs)		
Toughened 1 Passive Gadgeteer ranks in Tinkerer. Each item may only be modified once. Toughened 1 Passive Gadgeteer Gain +2 wound threshold.	Jury Rigged	1 Passive	Gadgeteer		
Toughened 1 Passive Gadgeteer Gain +2 wound threshold.	Tinkerer	1 Passive	Gadgeteer		
NOTES	Toughened	1 Passive	Gadgeteer		
			NOTES		



CHARACTER NA CAREER:			-401 ty Hur				YER	NAME:	Last Modified: Monday, June 2, 2025 8:44 PM Mike Droid (Legs)
SPECIALIZATION		Gadg					<i></i>		
	ENCUM	BRANC	Έ					-	MONEY
ENCLUMBRANCE 5 9 VALUE THRESHOLD	• Yo	u are une	encumbe	red.				CREDITS O	
						WEAPONS			
WEAPON	QTY	ENCUM	CARRY	EQUIP	REPAIR	DAM	CRIT	RANGE	SPECIAL Qualities: Concussive 1 Features: Spotting sap
Sap Gloves	1	1	×	1		6	5	Engaged	gloves requires Daunting (\$ \$ \$) Perception check.
Carried Encur	ibrance:	1							check.
				-		ARMOR			
ARMOR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SOAK	MDEF	RDEF	SPECIAL
Heavy Clothing Carried Encum	1 brance:	0 0	~	× -		1	0	0	
Carried Encon	ibrance.	•		_		CEAD			
CEAD.	DTV	CNCUM	CADDV	COULD	DEBAID	GEAR			CRECIAL
GEAR		ENCUM	CARRY	EQUIP	REPAIR	Feature	s: Allow	s user to perf	SPECIAL orm most mechanical checks to repair devices and
Tool Kit	1	4	~			droids			
Emergency Repair Patch	2	0	~			Feature	s: Repai	rs 3 wounds o	on a droid. May be used up to five times a day.
Multi-Tool Hand Carried Encum	1	0 4	~	~	V	Feature	s: Provi	des all benefi	ts of a tool kit.