**CHARACTER NAME:** CH (CUSTOM HUMANOID ™)

**SPECIES:** Droid

**OBLIGATION:** 5 10 15 20

**CAREER:** Bounty Hunter (Gadgeteer)

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**CHARACTER BACKGROUND**

**Obligation:** Obsession (5)

In addition to its custom chassis, CH-1 features unique self-improvement programming. The droid is driven to continue its creator’s legacy and modify, upgrade, and customize itself to perfection, and will eliminate any who stand in its way (including its former master). Mechanics and equipment aren’t cheap, however. Luckily, the droid discovered that collecting bounties both paid well and gave it a chance to hone its skills. Ever since the Bounty Hunter Guild accepted it into its ranks, CH-1 has done jobs wherever it can. Its work recently brought it to Coruscant, where the droid heard the Pyke Syndicate was placing a price on the head of an unauthorized, rogue bounty hunter.

CH-1 starts with an Obligation value of 5, but can increase the magnitude of its obsession up to as much as 20 in order to add an additional talent or weapon modification. It is able to do this by benefiting more from its single-purposed programming, but this may come back to haunt it in the future. Add the original and any newly incurred Obligation, and circle the appropriate value above.

**Playing CH-1**

- Heavy weapons are your specialty, though you’re proficient with various types of combat. Between your custom-fitted armor and your talent for firing into melee, you prefer to fight at short range over long, fearlessly wading directly into battle.

- Your senses are finely-tuned compared to average humans, and you’re always on alert for incoming threats, be they organic or inorganic.

- As a gadgeteer you specialize in customizing your equipment and making the most of what you have, such as by modifying your weapons and optimizing your armored chassis.

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**SYMBOLOG & DICE**

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**GEAR, EQUIPMENT, & OTHER ITEMS**

- **Repair Patches**: Repair patches can be used to repair damage.
- **Commlink**: Allows communication between other characters with comlinks.
- **Armored Chassis**: Soak +1, already included in soak value 4.
- **50 Credits**: Money with which to buy equipment, information, or cooperation.

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**TALENTS & ABILITIES**

**ABILITY SUMMARY**

- **Inorganic**: Droids do not need to eat, sleep, or breathe, and are unaffected by toxins or poisons. Droids do not recover with stimpacks or Medicine skill checks. Instead, droids are repaired with a Mechanics check using the same difficulties and results of Medicine checks. Emergency repair patches can be used to repair damage.

- **Defensive Stance**: Once per round, may perform Defensive Stance maneuver and suffer 1 strain to upgrade difficulty of all incoming melee attacks once. The character cannot suffer more than 1 strain per skill check.

- **Point Blank**: Add 1 damage to one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.

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**OPTIMAL: ADD 5 OBLIGATION TO UNLOCK**

- Armor Master: When wearing armor, increase total soak value by 1. Circle soak value 5 on character sheet.