

CHARACTER SHEET

CHARACTER NAME : CH (CUSTOM HUMANOID)-1

SPECIES DROID OBLIGATION 5 10 15 20

CAREER BOUNTY HUNTER (GADGETEER)



CHARACTERISTICS

2 BRAUN	4 AGILITY	1 INTELLECT
2 CUNNING	4 WILLPOWER	1 PRESENCE

SOAK VALUE 4/5	WOUNDS 12 THRESHOLD CURRENT	STRAIN 14 THRESHOLD CURRENT	CRITICAL INJURIES
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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.

SKILLS

GENERIC SKILLS	RANK	DICE POOL
Athletics (Br)	1	1 Green, 1 Blue
Coercion (Will)	1	1 Green, 1 Blue, 1 Red, 1 Purple
Perception (Cun)	2	2 Yellow
Piloting - Planetary (Ag)	1	1 Yellow, 1 Green, 1 Blue, 1 Red
Vigilance (Will)	2	2 Yellow, 1 Green, 1 Red
COMBAT SKILLS	RANK	DICE POOL
Brawl (Br)	2	2 Yellow
Ranged - Light (Ag)	1	1 Yellow, 1 Green, 1 Blue, 1 Red
Ranged - Heavy (Ag)	2	2 Yellow, 1 Green, 1 Red

WEAPONS & EQUIPMENT

WEAPON	SKILL	DAMAGE	RANGE	DICE POOL
Blaster Rifle	Ranged-Heavy	9	Long	1 Yellow, 1 Green, 1 Blue, 1 Red
<ul style="list-style-type: none"> • You deal 9 damage on a hit + 1 damage per Success ✨ symbol rolled. • Inflict a critical injury on a hit for ☹☹☹. 				
Fists	Brawl	2	Engaged	2 Yellow
<ul style="list-style-type: none"> • You deal 2 damage on a hit + 1 damage per Success ✨ symbol rolled. • Inflict a critical injury on a hit for ☹☹☹☹☹. 				

OPTIONAL: ADD 10 OBLIGATION TO UNLOCK

<input type="checkbox"/> Spread Barrel	Grants Blast 4 to CH-1's Blaster Rifle. Blast 4: Spend ☹☹ to hit everyone within short range of the original target, dealing 4 damage each. The weapon's range is reduced from long to medium.
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GEAR, EQUIPMENT, & OTHER ITEMS

2 Emergency Repair Patches	Use a maneuver to heal 3 wounds to a droid. Consumed on use.
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.

TALENTS & ABILITIES

NAME	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.

OPTIONAL: ADD 5 OBLIGATION TO UNLOCK

<input type="checkbox"/> Armor Master	When wearing armor, increase total soak value by 1. Circle soak value 5 on character sheet.
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SYMBOLS & DICE

