

# EB-40 "BAD ROBOT"

**Species:** 2nd-degree (astromech/technical) droid (Small)

**Class:** 1st-level Scoundrel

EB-40 was a starship repair and demolitions droid owned by Czerka known for acting out and playing cantina music while it worked. Despite multiple memory wipes, EB-40's eccentricities continued. Several layers of rust covered the old droid, but it was reliable, a true workhorse. Just the sort of droid that was needed to repair communication towers in the jungles of Dathomir that devoured so many fresh-off-the-line droids. When mining operations began, EB-40 was given another memory wipe and assigned to a remote Czerka outpost there.

## DROID TRAITS

**Immune to charm and fear**

**Immune to disease and poison**

**Immune to atmospheric hazards (non-corrosive)**

**Stun Resistance**

**Ion Vulnerability:** -5 Damage Threshold vs. Ion.

**Maintenance & Repair:** Requires 4 continuous hours of charging after 72 hours of continuous operation. Doesn't heal; instead requires repair with a Tool (Mechanic) check. After an hour it regains 1d4+ level + ½ the repairer's level HP. Self-administered repairs are disadvantaged.

**Behavioral Inhibitor:** EB-40 cannot intentionally harm a sentient living being or knowingly allow a sentient living being to be harmed, or through inaction allow a sentient living being to be harmed. Furthermore, it must follow orders giving to it by its rightful owners, as long as those orders don't require EB-40 to harm a sentient living being.

**Basic Systems:** Basic Probe Appendages (0), Tracked Locomotion (purchased 1,000 c.), Built-in Mechanic's kit (1), Built-in Electronics kit (1). **Additional Mods (4):** Small (1), Heuristic Processor (1), Built-in Pistol (1), Magnetic Feet (1).



## STATS

**STR** 11 +0

**DEX** 12 +1

**INT** 17 +3

**WIS** 10 +0

**CHA** 14 +2

## DEFENSES

**REFLEX** 16

**WILL** 14

**THRESHOLD** 8

**HIT POINTS** 18

**SECOND WIND** d6

## SKILLS

**Athletics** (cannot climb or swim) +0

**Acrobatics** +1 **Initiative** +1 **SLEIGHT OF HAND** +3 **STEALTH** +6

**COMPUTER USE** +5 **Galactic Lore** +3 **INVESTIGATION** +5 **Nature** +3  
**Religion** +3 **Supernatural** +3

**Animal Handling** +0 **Insight** +0 **Medicine** +0 **Perception** +0 **Survival** +0

**Deception** +2 **Gather Information** +2 **PERFORMANCE** +4 **Persuasion** +2

## PROFICIENCIES

**Languages:** Binary, and can understand Basic

**Tools:** Electronics kit, Mechanic's kit, Security kit, Explosives

**Weapons:** Pistols, Simple

## FEATS

**\*Point Blank Shot.** +1 attack and damage at normal range.

**Tech Specialist.** Make custom modifications to stuff.

## COMBAT

**Pistol.** +3 to hit, range 40/160 ft. *Hit:* 3d6 en / 2d6 st.

**Unarmed.** +2 to hit, reach 5 ft. *Hit:* 1d2 bludg.

**Speed:** 8 m

## TALENTS

**Crafty Action:** Bonus action to Dash, Disengage, or Hide.

## EQUIPMENT

2 extra power cells, pocket scrambler, security kit, short-range comlink

1.6 kg / 75 kg