

CHARACTER NAME: **R3-X20 (Rex)**  
 SPECIES: *Droid (R-Series Astromech)*  
 SPECIALIZATIONS: *Slicer, Mechanic*

PLAYER NAME: *Xynthoros*  
 CAREER: *Technician*

## CHARACTERISTICS

<b>1</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>1</b>
<b>BRAWN</b>	<b>AGILITY</b>	<b>INTELLECT</b>	<b>CUNNING</b>	<b>WILLPOWER</b>	<b>PRESENCE</b>

## ATTRIBUTES

<b>WOUND</b> <b>11</b>	<b>STRAIN</b> <b>11</b>	<b>SOAK</b> <b>2</b>	<b>CRITICAL INJURIES</b> <table border="1"> <thead> <tr> <th>RESULT</th> <th>SEVERITY</th> </tr> </thead> <tbody> <tr><td></td><td>◇ ◇ ◇ ◇</td></tr> <tr><td></td><td>◇ ◇ ◇ ◇</td></tr> <tr><td></td><td>◇ ◇ ◇ ◇</td></tr> <tr><td></td><td>◇ ◇ ◇ ◇</td></tr> </tbody> </table>	RESULT	SEVERITY		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇		◇ ◇ ◇ ◇
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<b>DEFENSE</b> <table border="1"> <tr> <td><b>0</b></td> <td><b>0</b></td> </tr> <tr> <td><b>RANGED</b></td> <td><b>MELEE</b></td> </tr> </table>			<b>0</b>	<b>0</b>	<b>RANGED</b>	<b>MELEE</b>							
<b>0</b>	<b>0</b>												
<b>RANGED</b>	<b>MELEE</b>												

## SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	✓	2	◇ ◇ ◇ ◇
Athletics (Br)	-	-	◇
Charm (Pr)	-	-	◇
Coercion (Wil)	-	-	◇
Computers (Int)	✓	2	◇ ◇ ◇ ◇
Cool (Pr)	-	-	◇
Coordination (Ag)	✓	-	◇ ◇
Deception (Cun)	-	-	◇ ◇ ◇ ◇
Discipline (Wil)	✓	1	◇ ◇ ◇
Leadership (Pr)	-	-	◇
Mechanics (Int)	✓	2	◇ ◇ ◇ ◇
Medicine (Int)	-	-	◇ ◇ ◇ ◇
Negotiation (Pr)	-	-	◇
Perception (Cun)	✓	1	◇ ◇ ◇ ◇
Piloting - Planetary (Ag)	✓	1	◇ ◇ ◇
Piloting - Space (Ag)	✓	1	◇ ◇ ◇
Resilience (Br)	-	-	◇
Skulduggery (Cun)	✓	-	◇ ◇ ◇ ◇
Stealth (Ag)	✓	-	◇ ◇ ◇ ◇
Streetwise (Cun)	-	-	◇ ◇ ◇ ◇

GENERAL SKILLS (Cont)	CAREER	RANK	DICE POOL
Survival (Cun)	-	-	◇ ◇ ◇ ◇
Vigilance (Wil)	-	-	◇

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)	✓	-	◇
Gunnery (Ag)	-	-	◇ ◇ ◇
Lightsaber (Br)	-	-	◇
Melee (Br)	-	-	◇ ◇ ◇
Ranged - Heavy (Ag)	-	-	◇ ◇ ◇
Ranged - Light (Ag)	-	-	◇ ◇ ◇

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)	-	-	◇ ◇ ◇ ◇
Education (Int)	✓	1	◇ ◇ ◇ ◇
Lore (Int)	-	-	◇ ◇ ◇ ◇
Outer Rim (Int)	✓	-	◇ ◇ ◇ ◇
Underworld (Int)	✓	1	◇ ◇ ◇ ◇
Warfare (Int)	-	-	◇ ◇ ◇ ◇
Xenology (Int)	-	-	◇ ◇ ◇ ◇

## NOTES

CHARACTER NAME: **R3-X20 (Rex)**  
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PLAYER NAME: *Xynthoros*  
CAREER: *Technician*

DESCRIPTION

GENDER: *Other*

AGE: *Un*

HEIGHT: *1m*

BUILD: *Round*

HAIR: *None*

EYES: *Camera*



NOTABLE FEATURES

MOTIVATIONS

CAUSE

OVERTHROW THE EMPIRE

OBLIGATIONS

20

CRIMINAL

BACKGROUND

BEGINNINGS

*Middle Class Struggles*

ATTITUDE TOWARD FORCE

*An Ancient Religion*

REASON FOR ADVENTURE

*Wrong Place, Wrong Time*

NOTES



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## EXPERIENCE

TOTAL XP

**175**

EARNED XP

**0**

USED XP

**175**

UNUSED XP

**0**

## ACQUIRED XP

## SPECIES FEATURES

## Skills

## Additional Career Skills

May train in two additional career skills and one additional specialization skills

## Droid

## Features

Droids do not need to eat, sleep, or breath, and are unaffected by vacuum, toxins, and poisons.

## Droid

## Inorganic

Droids do not gain benefits from bacta, stimpacks, or Medicine checks. They must be repaired with repair patches and Mechanics checks.

## Droid

## Mechanical Being

Droids cannot become Force sensitive, cannot acquire a Force Rating or Force powers, and are not affected by mind-altering Force powers.

## Droid

## Cybernetics

Droids have a cybernetics implant cap of 6.

## TALENTS

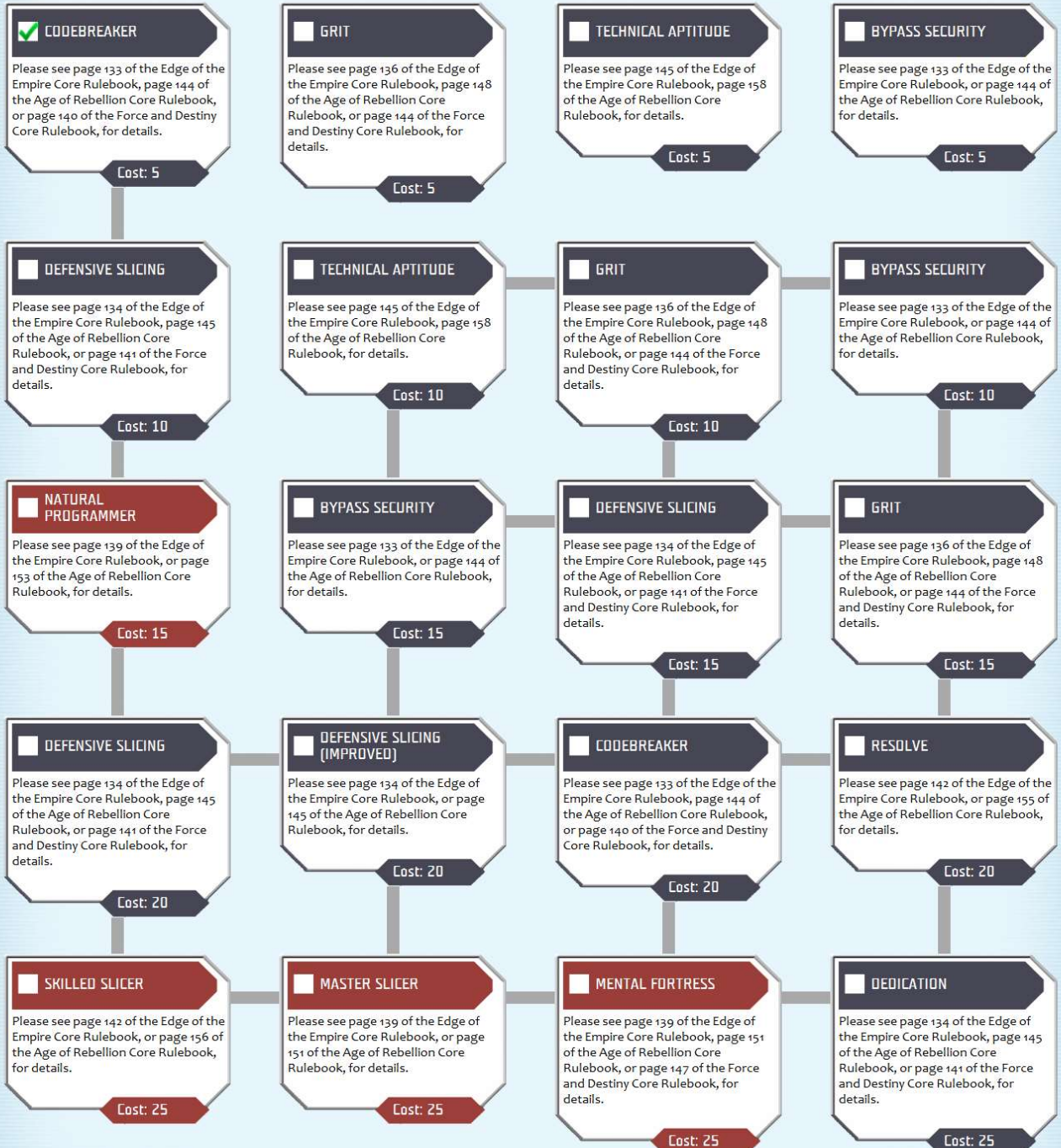
TALENT	RANK	ACTIVATION	ACQUISITION	DESCRIPTION
Codebreaker	1	Passive	Slicer	Please see page 133 of the Edge of the Empire Core Rulebook, page 144 of the Age of Rebellion Core Rulebook, or page 140 of the Force and Destiny Core Rulebook, for details.
Enduring	1	Passive	Droid (R-Series Astromech)	Please see page 135 of the Edge of the Empire Core Rulebook, page 146 of the Age of Rebellion Core Rulebook, or page 100 of the Force and Destiny Core Rulebook, for details.
Gearhead	1	Passive	Mechanic	Please see page 136 of the Edge of the Empire Core Rulebook, or page 148 of the Age of Rebellion Core Rulebook, for details.

## NOTES

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### SLICER TALENT TREE

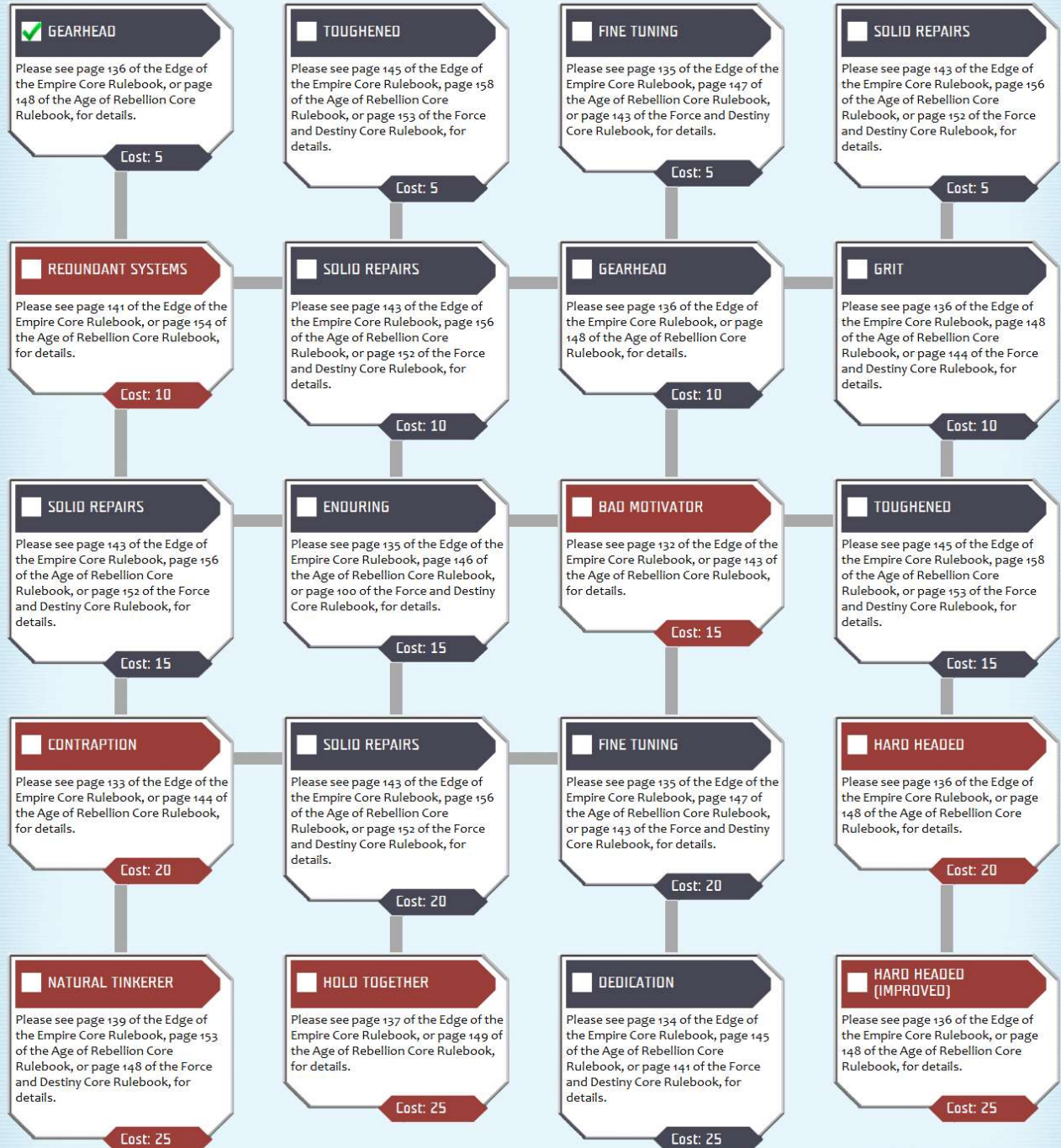




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## MECHANIC TALENT TREE



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 CAREER: *Technician*

## ENCUMBRANCE

## ENCUMBRANCE

9

11

VALUE

THRESHOLD

- You are unencumbered.

## MONEY

## CREDITS

325

## ACQUIRED CREDITS

## WEAPONS

WEAPON	QTY	ENCUM	CARRY	EQUIP	DAM	CRIT	RANGE	REPAIR	SPECIAL
Shock Gloves	1	0	✓	✓	1	5	Engaged	✓	Qualities: Stun 3
Carried Encumbrance:		0							

## GEAR

GEAR	QTY	ENCUM	CARRY	EQUIP	REPAIR	SPECIAL
Comlink (long range)	1	2	✓	✓	✓	
General Purpose Scanner	1	2	✓	✓	✓	
Comm Jammer	1	4	✓	✓	✓	
Data Breaker	1	1	✓	✓	✓	Features: Adds <input type="checkbox"/> to any Computers check made to slice computers
Emergency Repair Patch	8	0			✓	Features: Repairs 3 wounds on a droid.
Utility Belt	1	0	✓	✓	✓	Features: 1 Increase Encumbrance Threshold by 1 Mod
Backpack	1	0	✓	✓	✓	Features: 4 Increase Encumbrance Threshold by 1 Mods
Carried Encumbrance:		9				

## NOTES