

CHARACTER

CHARACTER NAME RA-7-D

SPECIES DROID

CAREER ENGINEER

SPECIALIZATION TREES SABOTEUR

STAR WARS AGE OF REBELLION ROLEPLAYING GAME

PLAYER

SOAK VALUE

4

WOUNDS

12

THRESHOLD

CURRENT

STRAIN

12

THRESHOLD

CURRENT

DEFENSE

0

0

RANGED

MELEE

CHARACTERISTICS

2

BRAWN

2

AGILITY

4

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

SKILLS (CAREER ☆)

GENERAL SKILLS

RANK

Astrogation (Int)	
Athletics (Br) ☆	
Charm (Pr)	
Coercion (Will)	
Computers (Int) ☆	
Cool (Pr)	
Coordination (Ag) ☆	
Deception (Cun)	
Discipline (Will)	
Leadership (Pr)	
Mechanics (Int) ☆	
Medicine (Int)	
Negotiation (Pr)	
Perception (Cun) ☆	
Piloting - Planetary (Ag)	
Piloting - Space (Ag) ☆	
Resilience (Br)	
Skulduggery (Cun) ☆	
Stealth (Ag) ☆	
Streetwise (Cun)	
Survival (Cun)	
Vigilance (Will) ☆	

COMBAT SKILLS

RANK

Brawl (Br)	
Gunnery (Ag)	
Melee (Br)	
Ranged - Light (Ag) ☆	
Ranged - Heavy (Ag)	

KNOWLEDGE SKILLS

Core Worlds (Int)	
Education (Int) ☆	
Galactic Civil War (Int)	
Lore (Int)	
Outer Rim (Int)	
Underworld (Int)	
Xenology (Int)	
Other:	

CUSTOM SKILLS

WEAPONS

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL
Holdout Blaster	Ranged (Light)	5	Short	4	Stun Setting
Frag Grenade	Ranged (Light)	9	Short	4	Blast 6, Limited Ammo 1
Fists	Brawl	2	Engaged	5	Disorient 1, Knockdown

CHARACTER SHEET

TOTAL XP

AVAILABLE XP



MOTIVATIONS

TYPE: CONNECTION - LOVE INTEREST

Whether through emergent behavior or a glitch in code, RA-7-D believes that he is in love with a medical droid in service to the Rebellion. He also has come to believe that the best way to get this droid's attention is to destroy Imperial resources in the most dramatic (and explosive) fashion possible.

TYPE: _____

CHARACTER DESCRIPTION

GENDER: _____

AGE: _____

HEIGHT: _____

BUILD: _____

HAIR: _____

EYES: _____

NOTABLE FEATURES: _____

DUTIES

TYPE: SABOTAGE

RA-7-D is focused on disrupting Imperial operations in any way possible. He prefers truly showy acts of destruction.

MAGNITUDE: 0 _____

TYPE: _____

MAGNITUDE: _____

GROUP'S CONTRIBUTION RANK: _____

CREDITS: 55

EQUIPMENT LOG

WEAPONS & ARMOR

Holdout blaster; 3 frag grenades, reinforced plating (+1 soak).

PERSONAL GEAR

2 emergency repair patches (use a maneuver to heal 5 wounds to an inorganic creature; consumed on use).

CRITICAL INJURIES

SEVERITY: _____

RESULT: _____

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
Droid	38	Does not need to eat, sleep, or breathe. Unaffected by toxins or poisons. Cybernetic cap of 6.
Inorganic	38	Does not recover from bacta, stimpak, or Medicine skill. Repaired with Mechanics and repair kits.
Mechanical Being	38	Not affected by mind-altering Force powers. Cannot become Force sensitive.
Enduring	97	Gain +1 soak value. (Included in profile.)
Resolve	103	When suffering involuntary strain, suffer 1 less strain per rank, to a minimum of 1.
Grit	98	Gain +1 Strain threshold (already included in value).
Powerful Blast	102	Increase Blast damage dealt by explosives by +1. (Included in weapon profile.)