CHARACTER NAME : R2-F4 "Whistler"

SPECIES Droid (R-Series Astromech)

CAREER Technician (Slicer)

SOAK VALUE	WOUNDS	
3	11	
	THRESHOLD	CURRENT

DEFENSE		STRAIN	
0	0	12	
RANGED	MELEE	THRESHOLD	CURRENT

CHARACTERISTICS

1 BRAWN	**2** AGILITY	**4** INTELLECT
2 CUNNING	**1** WILLPOWER	**1** PRESENCE

CRITICAL INJURIES

SKILLS

GENERAL SKILLS	CAREER	RANK	DICE POOL
Astrogation (Int)	●	2	⬡⬡◆◆
Athletics (Br)			◆
Charm (Pr)			◆
Coerce (Will)			◆
Computers (Int)	●	2	⬡⬡◆◆
Cool (Pr)			◆
Coordination (Ag)	●		◆◆
Deceit (Cun)			◆◆
Discipline (Will)	●		◆
Leadership (Pr)			◆
Mechanics (Int)	●	2	⬡⬡◆◆
Medicine (Int)			◆◆◆◆
Negotiation (Pr)			◆
Perception (Cun)	●	2	⬡⬡
Pilot - Planet (Ag)	●	1	⬡◆◆
Pilot - Space (Ag)			◆◆
Resilience (Br)			◆
Skulduggery (Cun)			◆◆
Stealth (Ag)	●	1	◆◆◆
Streetwise (Cun)			◆◆
Survival (Cun)			◆◆
Vigilance (Will)			◆

KNOWLEDGE SKILLS	CAREER	RANK	DICE POOL
Core Worlds (Int)			◆◆◆◆
Education (Int)	●	1	⬡◆◆◆
Lore (Int)			◆◆◆◆
Outer Rim (Int)	●	1	⬡◆◆◆
Underworld (Int)	●	1	⬡◆◆◆
Xenology (Int)			◆◆◆◆

SKILLS

COMBAT SKILLS	CAREER	RANK	DICE POOL
Brawl (Br)			◆
Gunnery (Ag)			◆◆
Melee (Br)			◆
Ranged - Light (Ag)		1	⬡◆
Ranged - Heavy (Ag)			◆◆

WEAPONS & EQUIPMENT

WEAPON	SKILL	RANGE	DAMAGE	DICE POOL
Holdout Blstr.	Ranged (Light)	Short	**4**	⬡◆

- Inflict a Critical Injury on a hit for ⟳⟳⟳⟳
- Stun Setting: as a free action, this weapon can be set to Stun, dealing Strain instead of Wounds (Short range only)
- Integrated Weapon (attached to internal tool mount)

Electro Probe	Ranged (Light)	Engaged	**3 (Stun)**	⬡◆

- Inflict a Critical Injury on a hit for ⟳⟳⟳⟳
- Spend ⟳⟳⟳ on a hit to automatically inflict 2 Strain (bypassing Soak)

AMMUNITION AND OTHER COMBAT GEAR

3	Emergency Repair Patches
5 Uses	Fire Extinguisher [Integrated]

Ability Die ◆	Proficiency Die ◆	Difficulty Die ◆	Challenge Die ●	Boost Die ■	Setback Die ■	Force Die ○

THE PLAYER'S TURN

On each turn, you can perform 1 **Action** and 1 **Manuever**, in any order.

An **Action** may include:

- Perform an attack
- Use a skill
- Exchange your 1 **Action** for an additional **Manuever**

A **Manuever** may include:

- Move
- Aim
- Take cover
- Ready or stow a weapon or item
- Interact with your environment
- Engage or disengage
- Stand up

You can suffer 2 strain to perform a second **Manuever**.
You cannot perform more than 2 **Manuevers** on your turn.
You can also perform any number of **Incidental** actions.

DICE SYMBOLS

SUCCESS
Success ☼ symbols are canceled by Failure ▼ symbols; if there are any Success ☼ symbols left, the check succeeds.

TRIUMPH
Triumph ⊕ symbols count as Success symbols ☼ and may also be spent to trigger a powerful positive consequence.

ADVANTAGE
Advantage ⟨⟩ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ⊙ symbols.

FAILURE
Failure ▼ symbols cancel Success ☼ symbols. If there are enough Failure ▼ symbols to cancel all the Success ☼ symbols, the check is a failure.

DESPAIR
Despair ⍟ symbols count as Failure ▼ symbols (they cancel Success ☼ symbols) and may also be spent to trigger a powerful negative consequence.

THREAT
Threat ⊙ symbols inidcate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ⟨⟩ symbols.

SPECIAL ABILITIES

NAME	PAGE #
Mechanical Being	47

- You do not need to eat, sleep, or breath, and are unaffected by poisons or toxins.
- You are immune to any mind-altering Force powers.

NAME	PAGE #
Inorganic	47

- You cannot recover any damage through the use of a bacta tank, stimpack, or Medicine skill checks. You can recover naturally (automated self-repair), or heal wounds through the use of emergency repair patches or Mechanics skill checks.

TALENTS

NAME	RANK	PAGE #
Codebreaker	1	133

- Remove up to ■ from any checks to break codes or decrypt communications, and decrease the difficulty of any such check by 1.

NAME	RANK	PAGE #
Bypass Security	1	133

- Remove up to ■ from any checks to disable a security device or open a locked door.

NAME	RANK	PAGE #
Grit	1	136

- Gain +1 to your Strain Threshold.

MOTIVATIONS

TYPE	Ambition - Freedom	TYPE	

Whistler's greatest personal desire is to remain a free droid - personality and processor intact.

OBLIGATIONS

TYPE	Bounty	TYPE	
MAGNITUDE	10	MAGNITUDE	
COMPLICATIONS		COMPLICATIONS	

As a former Jedi droid, Whistler's memory banks make him a target for anyone who discovers his secret.

OTHER GEAR

NAME	DESCRIPTION
Plasteel Shell	Provides +2 Soak
Internal Storage	Compartment holds up to 5 kg
Scanning Package	[Integrated] General Purpose Scanner
Comlink	[Integrated]
Astromech Suite	[Integrated] Tool Kit and Electronic Lock Breaker Kit
Holo-Projector	[Integrated]

MONEY	AVAILABLE XP	TOTAL XP
0 Credits	0	180