STAR WARS®

ROLEPLAYING GAME

Droids

Clone Wars Fan Sourcebook

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For millennia, droids have had a role in the growth and shaping of the galaxy. They have made life habitable or profitable in environments that would otherwise prove too hostile for organic life forms. On many worlds, they have helped to create a utopia where living beings never need toil. They provide a trusted sidekick for any being in the galaxy who might want one: scientists; pilots; medics; soldiers; merchants; and more.

By the time of the Clone Wars, droids had become as ubiquitous as to go unnoticed by most passers-by. Droids had completely ceased to be a curiosity and were looked at with no more regard than one gave a caf-dispenser. However, droids played a critical role in the Clone Wars, making up the vast legions of the Confederate Army and provided logistical support for the forces of the Republic. The Clone Wars were a pivotal moment in droid history which resulted in decades of oppression that reached its low point during the Yuuzhan Vong invasion half a century later.

New Droid Manufacturers

Genetech Corporation

Originally a pharmaceutical corporation during the formative years of the Old Republic, Genetech Laboratories first began dealing with droids when it staffed its factories with them. The CEO's son became infatuated with the mechanical laborers. Years later, when he assumed control of his father's shares and took control as CEO, he reorganized as Genetech Corporation, of which Genetech Laboratories was a branch.

As a broader corporation, he was able to use the company's good name to develop droids for the medical field. Over the centuries and many CEOs later, Genetech was creating a large variety of droids. The one thing they all still have in common, though, is that they are created to work alongside organic beings in a way that complements their masters, perhaps

a lesson learned from the historic riots and anti-droid sentiment that broke out when the factory workers of centuries past were replaced. Genetech's droids don't put organics out of jobs; they assist them on the job, or at home.

Traits: Whenever Genetech Corporation droid rolls a natural 20 on their aid another check, they provide an extra standard action to the character they are aiding that must be used by the end of the character's next turn.

Go-Corp/Utilitech

Headquartered on the aristocratic world of Etti IV, Go-Corp and its subsidiary Utilitech join many other droid manufacturers who have set up shop there, such as Cybot Galactica. Go-Corp is best known for "droiding" vehicles so they can act independently without an organic pilot, while Utilitech focuses on processors and personality matrices. Over the years, the ruling class grew exceedingly lazy, eventually turning to droids to run much of their corporation for them while they counted their credits. For a time, a number of MerenData EV-Series Supervisor Droids ran the factories, and many other aspects of the company, resulting in a number of innovative designs and amazing efficiency. These designs included the critically acclaimed WA-series and Todo series droids. However, the EV-series staff was liquidated when scandals revealing their near-torture of organic engineers and workers came to light.

Traits: Once per encounter, a Go-Corp/Utilitech droid can ignore the movement penalty associated with difficult terrain until the beginning of its next turn, or move through a square occupied by an enemy, though they will still draw attacks of opportunity as normal.

Golden Nyss Shipyards

Golden Nyss Shipyards had a reputation of cobbling together new equipment with a variety of off-the-shelf hardware. Golden Nyss was known for catering to smugglers and pirates, often providing illegal modifications to a variety of mid-sized craft. They were not a droid-manufacturer, per say, though they were known for "droiding" a variety of equipment and vehicles. They had a reputation in the underworld for quality, despite the dangerous criminals that populated the yard. Thirteen years before the Clone Wars, when Shipyard Master Gzin ran the orbital yard, Golden Nyss Shipyards was destroyed by a raiding party of Yinchorri warriors.

Traits: Subtract 2 from the DC of any Mechanics checks used to make any hardware modifications or additions to anything produced by Golden Nyss.

Kalibac Industries

A member of the Techno Union, Kalibac Industries was a small droid manufacturer with headquarters on Coruscant and Procopia. Their history was plagued with copyright infringement suits from Cybot Galactica, who claimed Kalibac used their proprietary designs in Kalibac droids. The legal muscle exerted by Cybot Galactica leading up to the Clone Wars kept Kalibac from significantly expanding, though the droids they did market were considered to be of the finest quality. Ironically, the designs were frequently knocked-off by outlaw droid techs and sold to unsuspecting consumers. The imitations were almost always inferior, sullying Kalibac's reputation when customers sought tech support. Droids actually built by Kalibac are exceptionally helpful toward their masters and authorized allies.

Traits: Once per encounter, Kalibac droids provide an additional +2 bonus to any skill check made to aid another's skill check.

PublicTechnic

PublicTechnic is a small droid manufacturing firm based on Sennatt, in Bothan Space. Through careful manipulation and blackmail, they were able to secure exclusive contracts with many government agencies for labor droids. With a captive market, PublicTechnic began manufacturing labor droids related

to city clean-up and repair, as well as industrial droids for tedious labor. Fortunately for the blackmailed officials of many governments, PublicTechnic built the droids to be especially meticulous in the performance of their duties, checking and double checking their work.

Traits: Whenever a PublicTechnic droid is called upon to make a Perception check for any reason, they may choose to increase the length of the action required 1 step (free action to swift action, swift to move, move to standard, etc) in exchange for the option of re-rolling the check and taking the better result.

Rebaxan Columni

Rebaxan Columni is a corporation run by the Chadra-Fan, a small, rodent-like species of beings that are friendly, but also skittish if met with violence. A young start-up corporation during the decades leading up to the Clone Wars, their first great success came in securing a contract with the Separatists for its MSE-4 Mouse Droid. By the end of the Clone Wars, the Chadra-Fan were confident they had worked out all the kinks of the design, and manufactured billions of the MSE-6 model before doing proper market research. The design failed to cross-over, and drove Rebaxan Columni to bankruptcy. Their entire inventory was sold off to the Galactic Empire at fire sale prices.

Traits: If any character within a Rebaxan Columni droid's line of sight makes a Persuasion check to Intimidate, the check is also compared to the droid's Will Defense. If the check is successful, the droid is granted an extra move action, which must be used as a reaction to escape the intimidating character.

New Droid Templates

Droid Template: Advanced
Some droids have state-of-the-art systems and cutting-edge technology incorporated into their designs. An advanced droid is able to have two modifications from the Tech Specialist (*SG* 21)

or Superior Tech (*SV* 24) feats, instead of just one. The advanced droid's damage threshold is increased by 5, and its movement speed increases by 1. The sale price for advanced droids is at least double the stock price of a standard model. The repair and maintenance costs associated with an advanced droid are doubled, and any repair DCs are increased by 5.

Droid Template: Archaic
Although rare, some droids remain in service after thousands of years. Even though they remain functional, archaic droids are generally inferior to their modern-day counterparts. An archaic droid can be obtained for 50% of the cost for a current model, but has its damage threshold lowered by 5. The DC for all Mechanics and Use Computer checks used to repair the droid are increased by 10. Additionally, any built-in weaponry on an archaic droid is incapable of scoring a critical hit against non-archaic droids and equipment.

Droid Template: Junker
Droids that have been cobbled together with inferior parts, or that have been denied routine maintenance over an extended period of time can be considered junk droids. A junk droid has its damage threshold reduced by 5, and must develop a quirk (*SD* 18) each time the droid takes damage that exceeds its damage threshold. The DC of the skill check associated with repairing that quirk is also reduced by 5, and the repair costs are reduced by 50%.

Droid Template: Prototype
The prototype template (as described on page 78 of the *Knights of the Old Republic Campaign Guide*) is expanded to include droids in its use. A prototype droid can have two modifications from the Tech Specialist (*SG* 21) or Superior Tech (*SV* 24) feats, instead of just one, however, the droid inherits a permanent quirk (see table 1-2: Droid Quirks in *Scavenger's Guide to Droids*), its damage threshold is reduced by 25%, and a roll of natural 1 is always considered an automatic failure for both skill checks and attack rolls. The inherent quirks of the prototype droid cannot be removed unless one of the benefits of the prototype template is also removed.

New Skill Uses

Knowledge (life sciences)

Those trained in botany and biology are able to plant and harvest crops on a variety of worlds to feed the masses. During the Clone Wars, the Republic relied on droid-run agricultural concerns to feed their clone army, as well as billions of displaced sentient beings.

Determine Farm Plot (trained only): You can make a DC 20 Knowledge (life sciences) check modified by the table below to determine what land is arable (for a specific crop or herb) known to grow on the planet. Note that this site may be far from the player's current location. Failure indicates that a site with the proper minerals and weather conditions cannot be located.

DC	CONDITIONS
+0	Planet is terrestrial
+5	Planet has extreme weather conditions
+10	Planet has an extreme environment (covered in sand, snow, water, etc.)
-5	Planet has abundant plant life.
-5	Character has access to various maps of the planet/region
-10	Character has access to detailed sensor data of the planet

Farm for Credit Crops: If you are at an existing farm (that has not been harvested) or a plot marked through use of the Determine Farm Plot application of the Knowledge (life sciences) skill, you can spend 8 hours farming for cash crops at the plot. When you do so, you make a Knowledge (life sciences) check to determine the value of the yield farmed. You produce crops equal in value to the result of your Knowledge (life sciences) check multiplied by 5 credits. You can then sell these goods in a market, or apply them toward a Survival check made to feed a group of people at a campsite, reducing the DC by 5 so long as you have at least 5 credits worth of crops per person being fed in the check.

Special: The use of a piece of simple farming equipment, such as a scythe or clippers, adds a +2 equipment bonus to the check. Use of riding equipment, such as a combine or tractor, can add higher bonuses, which vary by object.

Knowledge (physical sciences)

Those trained in geology and mineralogy are able to mine rich minerals and ores from regions that contain them. The scope of the Clone Wars required both the Confederacy and Republic to seek out new sources of raw materials and, in many cases, strip mine them to fuel their war machines.

Determine Mine Site (trained only): You can spend 1d4 days to make a DC 20 Knowledge (physical sciences) check modified by the table below to determine a suitable site for mining raw materials (or a specific ore or crystal) known to exist on that planet. Note that this site may be far from the player's current location. Failure indicates that a high-yield site cannot be located.

DC	CONDITIONS
+0	Planet known to have the desired ore/crystal present
+5	Planet has no history of the desired ore/crystal present
+10	Planet has an extreme environment (covered in sand, snow, water, etc.)
-5	Planet is known to have high quantities of the desired ore/crystal present
-5	Character has access to various maps of the planet/region
-10	Character has access to detailed sensor data of the planet

Mine for Raw Materials: If you are at an existing mine (that has not gone dry) or a site marked through use of the Determine Mine Site application of the Knowledge (physical sciences) skill, you can spend 8 hours mining for raw materials at the site. When you do so, you make a Knowledge (physical sciences) check to determine the value of the yield mined. You produce raw materials equal in value to the result of your Knowledge (physical sciences)

check multiplied by 10 credits. You may apply these raw materials toward the cost of construction of a single object (see Build Object application of the Mechanics skill, *FU* 30). Without access to a processing plant, you may only use mined raw materials to cover up to half the cost of any given object you are attempting to build.

Special: The use of a piece of simple mining equipment, such as a pick axe or shovel, adds a +2 equipment bonus to the check. Use of powered equipment, such as a beam drill or fusion extractor, or mining vehicles, can add higher bonuses, which vary by object.

New Feats

Logic Upgrade: Cross-Platform

You have installed specialized hardware and software that enables you to handle two sets of core programming simultaneously.

Prerequisite: Droid

Benefit: Choose one droid degree different from your own. You can now select talents from both your native and selected Droid Degree Talent trees, provided you are eligible to select talents.

Special: This feat may be selected multiple times. Each time you take this feat, it applies to a different Droid Degree Talent tree.

Logic Upgrade: Pyrowall

You have installed software to harden your systems against outside tampering.

Prerequisite: Droid or cyborg

Benefit: You gain a +5 bonus to Will Defense against Use Computer checks to reprogram your systems.

New Ranged Weapons

Composite Homing Laser
Heavy Weapon

Composite laser weaponry was relatively new during the Clone Wars. An advancement of laser cannon technology, composite lasers formed a beam that sustained itself for a limited time. This advantage allowed gunners to adjust their aim during a shot, increasing accuracy significantly by providing a +2 equipment bonus to attack rolls. Also, if the attack is powerful enough to reduce the target to 0 hit points, a composite laser can make a free attack against any adjacent target. Alternatively, composite lasers can be used to make area attacks as per autofire, but in a straight line (4-square by 1-square, rather than 2-square by 2-square). The intense power consumption of these lasers requires the use of a generator to operate. Homing lasers are a variant of composite lasers that can be sustained indefinitely, allowing them to zigzag across the battlefield until they find their target, or bore through thick armor plating. Composite homing lasers function identically to standard composite lasers, but have an alternate firing technique that forgoes the bonus to attack rolls and ability to hit adjacent targets in favor of Penetration 5. Switching between settings is a free action. Both types of composite lasers use the same range modifiers as heavy weapons (*SE* 129).

Size Huge; **Cost** 14,000; **Damage** 3d10; **Stun Damage** –; **Weight** 52 kg; **Type** energy; **Availability** Military

Prax Arms Protector PRP-502 Dart Pistol
Simple Weapon

Resembling a hold-out blaster, the Protector PRP-502 dart pistol became the weapon of choice for covert operatives and assassins during the final years of the Clone Wars. It grants a +5 equipment bonus on Stealth checks made to conceal the weapon. Additionally, the pistol can be broken down into four separate pieces, making it even easier to hide from the prying eyes of customs and law enforcement officials. While disassembled, the dart pistol grants a +15 equipment bonus on Stealth checks made to conceal the weapon, and can be broken down or reassembled as a full-round action.

The dart pistol's maximum range is the Short range increment. A dart carrying poison delivers the toxin if the pistol successfully deals damage.

A dart pistol houses 6 darts, after which it must be reloaded.

Size Tiny; **Cost** 500; **Damage** by dart; **Stun Damage** by dart; **Weight** 0.5 kg; **Type** piercing; **Availability** Licensed

New Equipment

Fusion Extractor

The Karflo Corporation DM-1F Fusion Extractor is a large drill that emits an adjustable cone of fusion energy used to disintegrate rock up to a specific density. This clears away all rock except the valuable ores or crystals being mined, allowing the desired elements to be removed easily. Fusion extractors can be used as a weapon, but take the -5 penalty of an improvised weapon. They have a range of 2-squares, and deal 1d12 points of damage per attack at their maximum setting. When used as a mining device, the beam drill can be focused on a specific square of material for a full-round action, dealing 2d12 points of damage and ignoring the first 10 points of DR. When enough damage has been done to the barrier to destroy it, a Medium-sized section of material is made clear.

Cost 5,000; **Weight** 12 kg; **Availability** Licensed

Handheld Beam Drill

The Karflo Corporation G1-GA Beam drill was a large drill that emitted an adjustable plasma beam that would disintegrate rock up to a specific density. This would clear away all rock except the valuable ores or crystals being mined, allowing the desired elements to be removed easily. Beam drills can be used as a weapon, but take the -5 penalty of an improvised weapon. They have a range of 2-squares, and deal 1d8 points of damage per attack at their maximum setting. When used as a mining device, the beam drill can be focused on a specific square of material for a full-round action, dealing 2d8 points of damage and ignores the first 10 points of DR. When enough damage has been done to the barrier to destroy it, a Small-sized section of material is made clear.

Cost 2,500; **Weight** 7 kg; **Availability** Licensed

Interference Field

The interference field is used in the game of Sabacc to lock cards from randomly shifting. However, these fields effectively jam all electromagnetic energy in a 1-square area where the field is centered. No comlinks, bugs, or similar devices will function within the square centered on the interference field while active. Activating and deactivating the field is considered a full-round action.

Cost 500; **Weight** 1 kg; **Availability** Licensed

Irrigation Hose

An irrigation hose is used to water crops and feed them nutrients, providing a +5 bonus to any Knowledge (life sciences) checks made to farm for credit crops. The irrigation hose can also be used as a ranged weapon (uses pistol ranges). At a focused stream setting, a successful hit against a target with unprotected eyes' Fortitude Defense can cause blindness (see Total Concealment, *SE* 157) for one round. Leaving the hose on the standard setting can create the heavy rain hazard (see below) in any 2-square by

Heavy Rain Hazard   **CL 1**

*You are drenched by heavy rains, obscuring your vision,
soaking you to the bone, and sapping your will to do
anything but seek shelter.*

Atmospheric, natural

Trigger A creature begins its turn within a square of heavy
rain.

Attack +2 vs. Fortitude Defense and Will Defense

Damage If the attack is a success against Fortitude Defense,
the target suffers 1d6 damage from exposure and is
considered blinded until its next turn, when it can spend
a swift action to clear its eyes. Goggles and other eye
protection provide a +2 circumstance bonus to Fortitude
Defense against the heavy rain. If the attack is a success
against Will Defense, the target moves -1 persistent step
on the condition track. If the target reaches the bottom
of the condition track, they are no longer able to take any
actions except Perception or Survival checks to locate
shelter, and move actions to get to shelter.

Recurrence Each round at the start of the target's turn, as
long as the target remains in the area of the heavy rain.

Skills

Endurance (DC 13): The character forces himself
or herself to move through the storm, gaining a +5
circumstance bonus to Fortitude Defense against the
heavy rain.

Acrobatics (DC 15): The character manages to keep his
or her balance on soaked and slippery surfaces, mucking
through mud, or wading through flash flood waters.

Survival (DC 18): The character identifies the heavy rain
before it reaches him or her.

Special

Heavy rain will make the ground slick, and if the attack
exceeds their Fortitude Defense by 5 or more, they are
considered flat-footed and can move at only half of
their total movement speed. If the attack exceeds their
Fortitude Defense by 10 or more, the character falls
prone.

2-square area. An irrigation hose can also be used to put out
a fire. A full tank can be used to clear out up to 10 squares of
flames at a rate of 1-square per full-round action.

Cost 200; Weight 40 kg; Availability Common

Laser Panels, Small (Pummels)

Laser panels house hundreds of tiny, rapid-moving short range
laser beams that swivel so fast the entire panel appears to emit
a uniform glow. This technology allows the digger to vaporize
rock and metal at a superior rate to beam-drills, and with far
greater precision than blasting can offer. In order to dig, the laser
panel array must first move into the same square as its target.
Each round, the laser panel array rolls an attack against the wall
or similar barrier it is drilling through (see *SE* 151-152, Tables
9-1 and 9-2: Statistics for Substances for information on DR and
hit points of various barriers and materials). The laser panel does
1d6 points of damage per panel, per attack, until the barrier is
destroyed. In cases where the barrier is more than 1-square thick,
1.5 meters worth of the substance is vaporized. Upon destruction,
a 1-square wide by 2-squares tall opening is created in the
barrier. Note, these cannot be used as a weapon unless the target
is helpless, or pinned by the attacker.

Cost 5,000; Weight 75kg; Availability Restricted

Micro-field Generator

The micro-field generator functions similarly to a miniaturized
tractor beam, and allows a droid to handle materials without risk
of contamination. This provides the droid with the ability to make
Use Computer checks to utilize the Move Light Object function of
the Use the Force skill (*SE* 77) as though they were trained in the
skill, though distances are halved.

Cost 1,500; Weight 3 kg; Availability Licensed

Mini High-Speed Cutting Torch and Welding System

A droid can be equipped with a small plasma torch for use in

repairs, salvage, search and rescue, and other essential operations. The cutting torch has a range of 1 square and deals 2d10 points of damage. When in contact with an object for two or more consecutive rounds, the torch also ignores 5 points of DR and reduces the object's damage threshold by 10 points.

Cost 1,500; **Weight** 5kg; **Availability** Licensed

Stun Field

The stun field functions as a non-lethal alternative to the electric defense grid (see page 57 of *Scavenger's Guide to Droids*). To improve a droid's melee defenses, the stun field can be installed either on top or as a part of the droid's outer shell. Whenever a droid with a stun field is damaged by a melee attack, the attacker automatically takes 5 points of stun damage. Melee weapons that rely on energy to cause damage, such as lightsabers, are immune to the effect of the stun field.

Cost 500 x cost factor; **Weight** 10 x cost factor; **Availability** Licensed

Testing Probe

The testing probe is designed to collect olfactory and material data, and can provide a +1 circumstance bonus to either Perception, Knowledge (life sciences, physical sciences, or technology) checks.

Cost 200; **Weight** 2 kg; **Availability** Common

First-Degree Droids

When war erupts on a galactic scale, demands dramatically increase for certain types of droids, especially first-degree droids. The Republic made extensive use of medical droids throughout the Clone Wars to patch up their troops and perform humanitarian relief efforts on war-ravaged planets. The Separatists perverted the programming of many medical droids for torture, or used high-end models as physicians for the Separatist elite, but had little use for large numbers of medical droids. Of course, first-degree droids encompass automatons of all branches of science, and in an arms-race as desperate and lethal as the Clone Wars, scientific droids were in high demand to act as lab assistants for scientists and engineers on both sides of the conflict.

ADK-25-MED Medical Droid

Industrial Automaton ADK-25-MED Medical Droid CL 1
Medium droid (1st-degree) nonheroic 2/Soldier 1
Force 1
Init +1; **Senses** Perception +8
Languages Basic, Binary, 2 unassigned
Defenses Ref 16 (flat-footed 16), Fort 15, Will 13
Hp 18; **Threshold** 15
Immune droid traits
Speed 8 squares (wheeled)
Melee unarmed +4 (1d3+2) or
Ranged by weapon +2
Base Atk +2; **Grp** +4
Atk Options Brink of Death, Pin
Special Actions Known Vulnerability
Abilities Str 14, Dex 11, Con –, Int 14, Wis 14, Cha 10
Special Qualities droid traits
Talents Known Vulnerability
Feats Armor Proficiency (light), Brink of Death, Pin, Skill Focus (Treat Injury), Skill Training (Use Computer), Weapon Proficiency (simple weapons)
Skills Knowledge (life sciences) +8, Perception +8, Treat Injury +13, Use Computer +8
Systems Hand appendages (2), heuristic processor, internal comlink, quadanium plating (+5 armor), vocabulator, wheeled locomotion
Possessions medkit, medpacs (6)
Availability Licensed; **Cost** 6,760 credits
Droid Quirk (sadistic) – The droid takes a perverse pleasure in the physical or mental pain of sentient beings. While non-combat droids are still largely bound by their hardcoded "do no harm" clause, it still elicits a secret thrill from causing

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varying degrees of pain to others when the opportunity presents itself.

Sedatives Are Not An Option – The ADK-25-MED is not equipped with pain-killers of any kind, or if it is, prefers not to use them. Any Treat Injury check made by the ADK-25-MED that equals or exceeds the target's Damage Threshold causes the target to move -1 step on the Condition Track due to the pain. Moving a target down the Condition Track in this way provides the droid a temporary Force point,

which must be used on a Knowledge (life sciences) check or Treat Injury check before the end of the encounter, or else it is lost.

ADK-25-MED Medical Droid

Medium droid (1st-degree)
Hp 18
Threshold 15

Move (1 swift action, 2/turn)
The ADK-25-MED droid moves 8 squares (wheeled).
Diagnosis (1 free action)
The ADK-25-MED droid makes a Knowledge (life sciences) check to determine the source of a disease or an injury and communicates the diagnostic to its owner.
First Aid (2 swift actions, 1/turn)
The ADK-25-MED droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level plus 1 hit point for every point by which the check was successful. A character can be treated with first aid in this manner only once per day.
Heal Damage (2 swift actions, 1/turn)
The ADK-25-MED droid makes a DC 20 Treat Injury check to perform surgery on a wounded creature, healing an amount of damage equal to the creatures Constitution modifier (minimum 1) multiplied by the creature's level. If the check fails, the creature instead takes damage equal to its damage threshold. If the creature was already at 0 hit points, it dies unless it can spend a Force point to save itself (*SE* 93). Performing surgery to heal damage also removes any persistent conditions afflicting the target.
Medical Assistance (1 swift action, 1/turn)
The ADK-25-MED droid assists a character's Treat Injury check, providing a +2 bonus to the check.
Pin (2 swift actions, 1/turn)
If the ADK-25-MED droid succeeds on a grappling attack and its opponent fails an opposed grapple check, the opponent is automatically pinned until the start of the droid's next turn.

Revivify (2 swift actions 1/turn)

The ADK-25-MED droid makes a DC 20 Treat Injury check on a target in an adjacent square that is currently at 0 hit points. If the check is successful, the target is unconscious instead of dead.

Treat Poison (2 swift actions 1/turn)

The ADK-25-MED makes a Treat Injury check against an adjacent target, and if the check equals or exceeds the DC of the poison (varies by poison), the target is successfully detoxified, and they no longer suffer any ill effects (including persistent conditions caused by the poison).

Skills Knowledge (life sciences) +13, Perception +8, Treat Injury +13, Use Computer +8

Vital Systems Hand appendages (2), heuristic processor, internal comlink, quadanium plating (+5 armor), vocabulator, wheeled locomotion

Possessions medkit, medpacs (6)

Based on the input from Neimoidian Gunnery Battalions during the decade leading up to the Clone Wars, the ADK-25-MED was developed as a field combat medic for what few organic troops the Trade Federation and Separatist Movement used. Industrial Automaton, through the Corporate Sector Authority, gladly manufactured a limited run of the droid for the Separatists, aware that medical droid sales would not in any way jeopardize their astromech contracts with the Republic the way other droid sales might.

As a result of using the MED-47 plans as the basis, the ADK-25-MED shares its predecessor's painful bedside manner and sadistic nature. However, the ADK-25-MED is much more durable than its forefather and mounts a medical kit within its chassis. The medkit allows for a wider range of surgical options on the battlefield, increasing the life expectancy of the organics fighting for the Separatist cause. Throughout the Clone Wars, these droids were often paired up with an MED-47 to form a very efficient, if painful, medical team.

Modification: Interrogation Droid

The Separatists and others sometimes use the nature of these nasty droids to transform them into torture droids. Reprogram the droid's skills by switching out Use Computer with Persuasion with a DC 13 Use Computer check, which takes 30 minutes to complete and costs 100 credits. Then make another Use Computer check for 1,000 credits to swap out the Known Vulnerability talent for the Interrogator talent. Finally, add three tool appendages, which each require a DC 20 Mechanics check. 1,000 credits of materials are also required for a circular saw, arc welder, and hypo to use as torture devices.

BRT Supercomputer

Aratech Repulsor Company BRT Supercomputer   **CL 4**

Huge droid (1st-degree) nonheroic 8/Noble 1/Scoundrel 1

Force 2

Init +6; **Senses** Perception +17

Languages Basic, Binary, 11 unassigned, translator unit DC 5

Defenses Ref 12 (flat-footed 12), Fort 12, Will 16; Logic Upgrade: Pyrowall

Hp 65; **Threshold** 22

Immune droid traits

Speed 0 squares (stationary)

Fighting Space 3 x 3 squares; **Reach** 0 squares

Base Atk +6; **Grp** –

Special Actions Coordinate, Distracting Droid, Sensor Link

Abilities Str –, Dex –, Con –, Int 20, Wis 14, Cha 9

Special Qualities droid traits, city coordinator, consciousness transfer

Talents Coordinate, Gimmick

Feats Adaptable Talent (Exceptional Skill [Use Computer]), Distracting Droid, Linguist, Logic Upgrade: Pyrowall, Sensor Link, Skill Focus (Perception, Use Computer), Skill Training (Perception), Weapon Proficiency (pistols)

Skills Gather Information +9, Knowledge (bureaucracy) +15, Knowledge (galactic lore) +15, Knowledge (social sciences) +15, Perception +17, Persuasion +9, Use Computer +20

Systems Automap, communications countermeasure system, heuristic processor, hidden core, internal comlink, maintenance data link, remote processor (500 km range), scomp link ports (3), secondary battery, specialized subprocessor (Use Computer), translator unit (DC 5), video screens (3), vocabulator, wireless link

Availability Restricted; **Cost** 250,000 credits

City Coordinator – This droid can act as a Droid Command Station (*SD* 63) and all computer systems networked to it are considered to be friendly toward the BRT. When trying to access information, the time required to find information is reduced to the following: general, 1 swift action; specific, 1 full-round action; private, 1 minute/10 rounds; secret, 1 hour. Secret information can still only be provided by a computer with a helpful disposition.

Consciousness Transfer – The BRT is able to transfer its consciousness into a number of computer systems equal to its Charisma modifier (minimum of 1). The BRT must make a successful Use Computer check to Reprogram a target droid or Improve Access to a computer system as a full-round check. Success means that consciousness has been transferred, allowing the BRT to inhabit that droid or system. The BRT maintains access to its own skills, talents, feats and statistics so long as it has an unjammed integrated comlink, and also gains access to all the skills, feats and talents of the inhabited system. In the case of duplicated skills, a +2 circumstance bonus is applied to the higher skill. Should the

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inhabited droid body die, or the integrated comlink signal become jammed, the BRT moves -1 persistent step down the condition track.

BRT Supercomputer

Huge droid (1st-degree)

Hp 65

Threshold 22

Access Information (2 swift actions, 1/turn)

The BRT droid makes a Use computer check (*SE* 76) to learn general, specific, private or secret information. Some information types may take multiple rounds to find, but the BRT is free to take other actions while waiting for the time to expire.

Coordinate (2 swift actions, 1/turn)

The BRT provides a +1 bonus to all allies using the aid another action within its direct line of sight, or those of any networked cameras.

Distracting Droid (2 swift actions, 1/turn)

The BRT droid makes a Persuasion check against all enemies Will Defense within a 12-square by 12-square area. If the check meets or exceeds the enemies Will Defense, the enemy loses one move action on its next turn. If the attack exceeds an enemy's Will Defense by 10 or more, the enemy is also flat footed until the start of your next turn. This is a mind-affecting effect.

Improve Access (2 swift actions, 1/turn)

The BRT droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.

Issue Routine Command (1 swift action, 1/turn)

The BRT droid issues a routine command to a computer that has a friendly or better attitude toward it.

Skills Gather Information +9, Knowledge (bureaucracy) +15, Knowledge (galactic lore) +15, Knowledge (social sciences) +15, Perception +17, Persuasion +9, Use Computer +20

Vital Systems Automap, communications countermeasure system, heuristic processor, hidden core, internal comlink, maintenance data link, remote processor (500 km range), scomp link ports (3), secondary battery, specialized subprocessor (Use Computer), translator unit (DC 5), video screens (3), vocabulator, wireless link

An Aratech pet project grown out of the failed G0-T0 project thousands of years before the Clone Wars, BRT Supercomputers are not even considered droids by some, lacking any form of locomotion. One hundred eighty years before the Clone Wars began, the BRT Supercomputer was marketed to planets of the Core Worlds to streamline the infrastructure of its sprawling megalopolises. It took only a few short years of life under the BRTs before they were discarded for doing their job far too well. Corruption was quickly rooted out, efficiency at pinnacles

Encountering a BRT Supercomputer

Though they are extremely rare, on occasion the heroes might be asked by a government to investigate a crime or other mishap within a city equipped with a BRT supercomputer. As an NPC ally or enemy, the BRT is a powerful force in any game, able to control the environment quickly. An evil Separatist commander using a BRT to control his fortress can cause the team slicer no end of woe as they try furiously to out-slice the BRT to control access to doors and other systems, or send waves of maintenance droids to slow the party down and let its master escape. Perhaps it will reverse the flow of life support, or set the generators to overload. A BRT makes the environment a living thing that can be set against or eager to assist the party.

BRT consciousnesses have little respect for governments or bureaucracy, and hold only efficiency in high esteem. However, many BRT models have been employed to function at only a fraction of their potential, and after a century or two, begin to crave excitement or complex issues to stretch their processors.

previously inconsiderable, but unemployment and arrests were at record highs as well. Those corrupt few that had yet to get caught by the BRT's network of security monitors quickly ordered the machines dismantled and sold off.

While only a limited production run was made, enough models survived the violent backlash, and were bought by esoteric interests. The information libraries of Obroa-Skai, as well as their satellites, purchased a number of the decommissioned droids for use as librarians, and many university campuses followed suit. Some were shipped along with colony ships, where small populations already limited corruption, and efficiency was prized above all else in the harsh, frontier conditions. Others were repurposed for corporate tasks, or reprogrammed to serve their original purpose with less zest for efficiency and order.

BRT Supercomputers can't be played as droid heroes.

Modification: Librarian

Many libraries and universities scooped up the reasonably-priced units after the over-achieving droids were decommissioned. AL-BRT-34-X3 of the Esseles University of Calamar and Mistress Memnos of the Obroa-Skai branch library of Fusai are examples of this type of modification. These droids specialize in data-storage and search algorithms, and are amazing repositories of knowledge.

To modify a BRT into a librarian model, first, change the Perception skill to Knowledge (life sciences) and the Persuasion skill to Knowledge (physical sciences). Each of these skill replacements requires 100 credits, a DC 19 Use Computer check and 30 minutes of work. Then, the Skill Focus (Use Computer) and Skill Focus (Perception) must be swapped out for Skill Focus (Gather Information) and Skill Training (Knowledge [technology]). Finally, Adaptable Talent (Exceptional Skill [Use Computer]) should be swapped for Adaptable Talent (Exceptional Skill [Gather Information]). Also, Weapon Proficiency (pistols) is exchanged for Recall. Each of these four changes requires 1,000 credits, a DC 19 Use Computer check, and 30 minutes of work.

Modification: Battle Coordinator

The idea of a centralized military command and control computer is a recurring one throughout galactic history, culminating in the remote processors of the Separatist droid armies. However, some enterprising pirates, mercenaries, and planetary defense forces have converted the BRT to function as a tactical battle computer, acting as a military advisor and chief logistics officer with great success. Transforming a BRT into a battle coordinator requires two DC 15 Mechanics checks to add a Tactician Battle Computer and upgrade the Droid Command Station to a Droid Battle Station. Further, change Knowledge (galactic lore) to Knowledge (tactics) with a DC 19 Use Computer check.

BRT Installation

Installing a BRT Supercomputer to run an entire city is a lengthy and expensive process. While the unit itself only costs a quarter-million credits, the labor to integrate it into all major city systems takes much longer. Wiring every single traffic control device, security monitor, and more to a single computer requires thousands of man-hours. Most installs are done by a team of two-hundred technicians and take 2d4 months, which costs an additional 1.25 million credits in addition to the unit's cost. The job can be done faster for smaller locations or by paying more credits for more workers at the GM's discretion.

Cataloging Droid

Kalibac Industries Information Librarian Droid   CL 1
Medium droid (1st-degree) nonheroic 3
Init +2; **Senses** Perception +12
Languages Basic, Binary
Defenses Ref 11 (flat-footed 10), Fort 12, Will 11
Hp 6; **Threshold** 12
Immune droid traits
Speed 9 squares (flying), 6 squares (hovering)
Melee unarmed +4 (1d4+2) or
Ranged by weapon +3
Base Atk +2; **Grp** +4
Special Actions Informer, Recall
Abilities Str 15, Dex 13, Con –, Int 12, Wis 13, Cha 10
Special Qualities droid traits
Feats Informer, Recall, Skill Focus (Perception, Use Computer), Skill Training (Use Computer)
Skills Knowledge (bureaucracy) +7, Perception +12, Use Computer +12

Cataloging Droid overhauled into a panning droid

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Systems Basic processor, claw appendages (2), flying locomotion (limited), hovering locomotion, scomp link

Availability Licensed; Cost 5,860 credits

Droid Manufacturer Trait (Kalibac Industries) – Once per encounter, cataloging droids provide an additional +2 bonus to any skill check made to aid another's skill check.

Encountering a Cataloging Droid

Librarian droids are polite and considered helpful to those with proper authorization to view the data they watch over. They are considered neutral toward those without clearance, but will ignore the presence of those unauthorized, continuing on with whatever other tasks they have. Librarian droids converted for use in mining activity are usually miserable to be working outside their specialization, and well-aware of their limited life-spans.

Cataloging Droid

Medium droid (1st-degree)

Hp 6

Threshold 12

Move (1 swift action, 2/turn)

The librarian droid moves 6 squares (hovering). Alternatively, the librarian droid can move 9 squares (flying), but must make an Endurance check each round (DC 10 +1 per check after the first) or it cannot use that locomotion system again for 1 minute (10 rounds).

Access Information (2 swift actions, 1/turn)

The librarian droid makes a Use Computer check (*SE* 76) to learn general, specific, private or secret information. Some information types may take multiple rounds to find, but the librarian droid is free to take other actions while waiting for the time to expire.

Expert Opinion (1 swift action)

The librarian droid makes a Knowledge (bureaucracy) check and reports its findings.

Improve Access (2 swift actions, 1/turn)

The librarian droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.

Issue Routine Command (1 swift action, 1/turn)

The Librarian droid issues a routine command to a computer that has a friendly or better attitude toward it.

Skills Knowledge (bureaucracy) +7, Perception +12, Use Computer +12

Vital Systems basic processor, claw appendages (2), flying locomotion (limited), hovering locomotion, scomp link

The Archival droid was created for the Mid Rim Lending Network, where it serviced the MRLN's towering spires of data-stacks, which archived the details of a variety of loans, and loan history dating back thousands of years. The Information Cataloguing Droid has also seen work in archival or library settings throughout the galaxy, often working under the direction of a BRT Supercomputer or similar guiding intelligence. The droids were also used in a variety of other more unlikely locations, including a standard modification to their design for which they are most well-known. The Techno Union sought to pan for heavy metals in the lava floes of Mustafar, and decided that instead of designing a new droid from scratch, they would modify the Kalibac Industries model to suit their needs. The modification was a success, and many of the droids can be found on similar volcanic worlds aiding in scientific research and mining operations.

Modification: DLC-13 Mining Droid

Created in concert with the Techno Union, the panning droid was a cheap modification to mine ore from Mustafar's lava floes. To modify a stock librarian droid into a Mustafar Panning Droid, make three Use Computer checks at DC 11 to swap out the Skill Training (Use Computer) feat for Skill Training (Endurance), the Knowledge (bureaucracy) skill for the Knowledge (physical sciences) skill, and the Skill Focus (Use Computer) feat for the Skill Focus (Knowledge [physical sciences]) feat. Then, make three Mechanics Checks at DC 20 to add a sensor booster, shield generator (SR 5), and Carbonite Plating armor (as Durasteel plating, but +5 to DR and Damage Threshhold against heat/fire damage and 1.25 x the cost). Because these droids are so miserable, they also gain the Sullen quirk (see Table 1-2: Droid Quirks in *Scavenger's Guide to Droids*). Equip the droid with a lava-resistant collection bucket.

JN-66 Analysis Droid

Cybot Galactica JN-66 Analysis Droid   CL 1
Small droid (1st-degree) nonheroic 3
Init +3; **Senses** darkvision; low-light vision; Perception +13
Languages Basic, Binary, 4 unassigned

Defenses Ref 13 (flat-footed 11), Fort 10, Will 10
Hp 7; **Threshold** 10
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +2 (1d2) or
Ranged by weapon +4
Base Atk +2; **Grp** +4
Special Actions Recall

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JN-66 Analysis Droid

Abilities Str 10, Dex 14, Con –, Int 18, Wis 11, Cha 12
Special Qualities droid traits
Feats Informer, Recall, Skill Focus (Knowledge [physical sciences], Perception), Skill Training (Use Computer)
Skills Knowledge (life sciences) +10, Knowledge (physical sciences) +15, Knowledge (social sciences) +10, Knowledge (technology) +10, Perception +13, Use Computer +10
Systems Heuristic processor, hovering locomotion, improved sensor package (darkvision), internal comlink, probe appendage (testing probe), tool appendage (micro-field generator), vocabulator
Availability Licensed; **Cost** 11,500 credits

Cursory Analysis – The JN-66 Analysis Droid is able to work quickly to examine any single object Large or smaller in size. As a full-round action, the JN-66 makes a skill check, using the single roll to count as rolling each trained knowledge skill as well as a Perception check against the single target, and then report its findings. Use of the Informer and Recall feats are disabled for the purposes of this ability, though a more detailed, thorough analysis can later be conducted.

JN-66 Analysis Droid

Small droid (1st-degree)
Hp 7
Threshold 10
Move (1 swift action, 2/turn)
The JN-66 Analysis Droid moves 6 squares (hovering).
Analyze Data (1 swift action, 2/turn)
The JN-66 Analysis droid assists a character's Gather Information check, providing a +2 bonus to the check.
Cursory Analysis (2 swift actions, 1/turn)
The JN-66 Analysis droid performs an inspection of one object as a full-round action, letting it make a Perception check as well as all trained Knowledge skill checks against the selected object, and then report its findings.
Expert Opinion (1 swift action)
The JN-66 Analysis droid makes a Knowledge (life sciences), Knowledge (galactic lore), or Knowledge (physical sciences) check and reports its findings.
Float Object (1 swift action, 1/turn)

The JN-66 Analysis droid makes a Use Computer check to use its micro-field generator to grasp a single object of 5 kg or less up to 3 squares away and bring it into the JN-66's own square.
Identify Technology (1 swift action)
The JN-66 Analysis droid makes a Knowledge (technology) check. If the check is successful, the droid identifies the technology of the item in question.
Skills Knowledge (life sciences) +10, Knowledge (physical sciences) +15, Knowledge (social sciences) +10, Knowledge (technology) +10, Perception +13, Use Computer +10
Vital Systems Heuristic processor, hovering locomotion, improved sensor package (darkvision), internal comlink, probe appendage (testing probe), tool appendage (micro-field generator), vocabulator

Playing a JN-66 Analysis Droid

The JN-66 Analysis Droid is most comfortable in a laboratory, but sometimes will find itself partnered with law enforcement or scientific field teams. Start with the probe droid chassis (*SD* 12), though they have standard droid traits, instead of those of the 4th degree droid, and are Small in size. Take either the Noble or Scout class as your first level. The Noble has a number of talents and bonus feats to assist with Knowledge skill checks, while Scouts will be a bit hardier and have access to talents that will increase their Perception checks. Be sure to take at least three Knowledge skills as trained skills, focusing on the sciences, as well as Perception.

The JN-66 Analysis droid was more of a scientific assistant than analyst, and able to perform a number of scientific tests competently. The droid utilized a number of inspired cost-saving measures, chief among which was the re-purposing of the Cybot Galactica IM-6 Medical Droid chassis, to come in as a low bidder on a number of government contracts. However, it wasn't long before this droid was found useful outside the labs of government-

sponsored scientists and moved into the field of forensics, where its repulsors and micro-field generator allowed it to examine crime scenes with almost zero contamination. The JN-66 is well regarded for its ability to make observations and conduct experiments, though it is not particularly strong at drawing conclusions from those observations, and is often paired up with an SP-4 analysis droid to provide a more complete conclusion. These droids were used by Republic Judicials, scientists, and even the Jedi Order during the Clone Wars.

Modification: Forensics Droid

Forensic droids are common on bustling core worlds where the number of crime scenes are far too great to make the use of trained organic life forms cost-effective, and wild Outer Rim worlds where such trained personnel are few and far between. To modify a JN-66 to function as a forensics droid, reprogram its Skill Focus (Knowledge [physical sciences]) with Skill Focus (Knowledge [social sciences]) to represent the emphasis on criminology and forensics. Additionally, equip the droid with a multi-spectrum searchlight and a repulsorcam, as well as a 5 kg internal storage space for evidence. These modifications cost 2,250 credits, require a DC 11 Use Computer check, and three DC 15 Mechanics checks, representing three and a half hours of work.

Modification: Xenoarchaeology Droid

A specialized modification to aid in processing artifacts at ancient dig sites, many universities with archaeology programs possess at least a handful of the xenoarchaeology variant of the JN-66. To modify a JN-66 to function as a xenoarchaeology droid, reprogram its Skill Focus (Knowledge [physical sciences]) with Skill Focus (Knowledge [life sciences]) to represent the emphasis on the study of fossilized remains or Skill Focus (Knowledge [social sciences]) to focus on ancient civilizations. Additionally, equip the droid with a multi-spectrum searchlight and a remote viewer, as well as a 5 kg internal storage space for smaller fossils.

These modifications cost 2,250 credits, require a Use DC 11 Computer check, and three DC 15 Mechanics checks, representing three and a half hours of work. Also, replace the sensor probe with a quick-release appendage that has a variety of small-scale digging, cutting, and brushing attachments for use in extricating fossils from the ground. The appendage replacement requires an additional hour of work, and a DC 20 Mechanics check.

MED-47 Medical Droid

Industrial Automaton MED-47 Medical Droid   CL 1
Medium droid (1st-degree) nonheroic 2/Noble 1
Force 1
Init +2; **Senses** Perception +8
Languages Basic, Binary, 1 unassigned
Defenses Ref 13 (flat-footed 12), Fort 12, Will 15
Hp 11; **Threshold** 12
Immune droid traits
Speed 8 squares (wheeled)
Melee unarmed +2 (1d3+1) or
Ranged by weapon +2
Base Atk +1; **Grp** +2
Atk Options Brink of Death, Pin
Special Actions Known Vulnerability
Abilities Str 12, Dex 13, Con –, Int 14, Wis 14, Cha 10
Special Qualities droid traits
Talents Known Vulnerability
Feats Brink of Death, Pin, Skill Focus (Treat Injury, Knowledge [life sciences]), Skill Training (Use Computer), Weapon Proficiency (simple weapons)
Skills Knowledge (life sciences) +13, Perception +8, Treat Injury +13, Use Computer +8
Systems Hand appendages (2), heuristic processor, internal comlink, vocabulator, wheeled locomotion
Possessions 6 medpacs
Availability Licensed; Cost 5,000 credits
Droid Quirk (sadistic) – The droid takes a perverse pleasure in the physical or mental pain of sentient beings. While non-combat droids are still largely bound by their hardcoded "do

no harm" clause, it still elicits a secret thrill from causing varying degrees of pain to others when the opportunity presents itself.

Sedatives Are Not An Option – The MED-47 is not equipped with pain-killers of any kind, or if it is, prefers not to use them. Any Treat Injury Check made by the MED-47 that equals or exceeds the target's Damage Threshold causes the target to move -1 persistent step on the Condition Track due to the pain. Moving a target down the Condition Track in this way provides the droid a temporary Force point, which must be used on a Knowledge (life sciences) check or Treat Injury check before the end of the encounter, or else it is lost.

MED-47 Medical Droid

Medium droid (1st-degree)

Hp 11

Threshold 12

Move (1 swift action, 2/turn)
The MED-47 droid moves 8 squares (wheeled).

Diagnosis (1 free action)
The MED-47 droid makes a Knowledge (life sciences) check to determine the source of a disease or an injury and communicates the diagnostic to its owner.

First Aid (2 swift actions, 1/turn)
The MED-47 droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level plus 1 hit point for every point by which the check was successful. A character can be treated with first aid in this manner only once per day.

Heal Damage (2 swift actions, 1/turn)
The MED-47 droid makes a DC 20 Treat Injury check to perform surgery on a wounded creature, healing an amount of damage equal to the creatures Constitution bonus (minimum 1) x the creature's level. If you fail the check, the creature instead takes damage equal to its damage threshold. If the creature was already at 0 hit points, it dies unless it can spend a Force Point to save itself (*SE* 93). Performing surgery

Playing an MED-47 Medical Droid

Start with the stock medical chassis (*SD* 12), which covers the medical basics. Select either the Noble or Soldier class, depending on the conditions in which the droid will operate. For a field medic, select the Soldier class to take advantage of its higher hit points and starting Armor Proficiency feats. Although this class has greater durability, it has fewer useful options for skills and talents. To increase your support abilities, take the Noble class. It would also be wise to add an integrated medkit and surgical kit, and stock up on medpacs.

to heal damage also removes any persistent conditions afflicting the target.

Medical Assistance (1 swift action, 1/turn)
The MED-47 droid assists a character's Treat Injury check, providing a +2 bonus to the check.

Skills Knowledge (life sciences) +13, Perception +8, Treat Injury +13, Use Computer +8

Vital Systems Hand appendages (2), heuristic processor, internal comlink, vocabulator, wheeled locomotion

Possessions 6 medpacs

The MED-47 was a failed attempt to replicate the success of the 2-1B Medical Droid without splitting profits with Genetech. The software programming of the droid was a dismal failure, resulting in a droid with an interest in causing pain. As a result, the MED-47 was a poor seller during the decades prior to the Clone Wars. The Trade Federation ended up purchasing the entire lot of droids as well as the design schematic, unconcerned about their bedside manner. The leadership of the Trade Federation reasoned that with a droid army to do their fighting for them, medical droids were merely a back-up measure, and unlikely to ever see much use. Despite their less than gentle nature, they performed their jobs admirably.

During the Invasion of Naboo and the Clone Wars a decade later, the MED-47 saw extensive use among Neimoidian gunnery battalions and the command crews of droid control ships. Though

in theory they were replaced with the AKD-24-MED droid shortly after the start of the Clone Wars, in practice the two models often worked side by side. They were often given as gifts to local regimes allied with the Confederate cause, usually in effort to get rid of them and justify purchasing a better model.

Modification: Suicide Bomber

Most famously used by the Galactic Empire, they were hardly the first to discover the ease with which one could modify the MED-47 to transform into a smart-bomb. These droids will move to the targeted area and detonate, simply add a self-destruct system (640 credits for 6d6 points of damage over a 2-square burst radius) with a DC 20 Mechanics check and 10 minutes of time. The blast radius can be tripled for 1,000 credits in materials and an additional hour of work. Then, reprogram the MED-47's Use Computer skill with Deception over 30 minutes for 100 credits and a DC 15 Use Computer check.

Second-Degree Droids

Second-degree utility droids are common sights throughout most of galactic history. During the Clone Wars, utility droids helped maintain the vehicles and equipment of both sides of the war. The private sector used them extensively as well, in virtually every market, though perhaps most heavily by shipping concerns of all sizes and legalities. If not for the countless utility droids dutifully keeping vehicles ship-shape, galactic travel and commerce would grind to a halt.

NT-600 Astronavigation Droid

Golden Nyss Shipyards NT-600 Astronavigation Droid   CL 1
Medium droid (2nd-degree) nonheroic 2/Scout 1
Force 5

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Init +1; **Senses** Perception +9
Languages Basic, Binary, 2 unassigned
Defenses Ref 12 (flat-footed 12), Fort 11, Will 14; Vehicular Combat
Hp 9; **Threshold** 11
Immune droid traits
Speed 0 squares (stationary)
Base Atk +1; **Grp** –
Starship Maneuvers Known (Pilot +6): afterburn, angle deflector shields, snap roll, Wotan weave
Abilities Str –, Dex –, Con –, Int 14, Wis 16, Cha 12
Special Qualities droid traits
Talents Quick Astrogation
Feats Skill Focus (Use Computer), Skill Training (mechanics, pilot), Starship Tactics, Vehicular Combat
Skills Knowledge (physical sciences) +8, Mechanics +8, Perception +9, Pilot +6, Use Computer +13

Encountering an NT-600

NT-600 droids will often be a special modification made to a party ship, or perhaps a ship in use by a rival or enemy. Some private mercenary or pirate groups may use them for larger frigates, corvettes and gunships. The NT-600 can control all the functions of a ship via its Use Computer skill (where the system is always considered helpful to them). This can make for an interesting skill challenge between the NT-600 and the party's best slicer(s). However, the NT-600 is most likely to be encountered as an NPC ally that controls the party's ship. This allows a lower level party to compete in higher level space combat challenges because of the advantages an NT-600 unit provides, or provide some moral boundaries for a higher-level party used to skirting such complications.

Systems Antitheft comlink locator, diagnostics package, heuristic processor, internal comlink, remote processor (50 km range), specialized subprocessor (Use Computer), video screen, vocabulator

Possessions advanced remote viewer, astrogation buffer (storage device, 20 memory units)

Availability Restricted; **Cost** 75,000 credits

Droid Manufacturer Trait (Golden Nyss Shipyards) – Subtract 2 from the DC of any Mechanics checks used to make any hardware modifications or additions to the NT-600 Astronavigation droid.

Droid Quirk (ethical) – The droid has a strong sense of morality, and will not ever knowingly perform any action that would involve deception, or cause it or its allies to gain a Dark Side Point.

Droid Quirk (loyalty) – It is common for the NT-600 to develop a strong sense of loyalty to a single master, though this loyalty remains subservient to its ethics circuits.

Hard-wired – As a swift action, an NT-600 astronavigation droid can automatically aid any crew member in any Use Computer or Mechanics check to provide a +2 bonus to the check. This ability is subject to other feats and talents that might increase the amount of the aid another bonus.

Part of the Ship, Part of the Crew – NT-600's droid body is considered to be whatever ship it is installed in, meaning feats or talents like Droid Shield Mastery (*SD* 22), or Turn and Burn (*SD* 25), which effect the droid's body, will instead apply to the ship to which they are installed. Any requirements for specific systems of locomotion or equipment can use equipment installed in the ship to satisfy the requirements.

NT-600 Astronavigation Droid

Size droid (2nd degree)

Hp 9

Threshold 11

Move (1 swift action, 2/turn)

The droid is stationary, but its remote viewer can move 4 squares (hovering).

Jury-Rig (2 swift actions, 1/turn)

With a DC 25 Mechanics check, the NT-600 Astronavigation droid can make temporary repairs to any disabled mechanical or electronic device (see the Jury-rig application of the Mechanics skill on page 70 of the *Saga Edition Core Rulebook*).

Installing an NT-600

The NT-600 is designed to be installed on a starship of Colossal or larger size. Installation requires a DC 25 Mechanics check that takes 1d4 days to complete, and a DC 30 Use Computer check that takes an additional 1d4 days to complete. Upon installation, the NT-600 is a permanent part of the ship, and uses the ship's Strength and Dexterity scores and hit points (unless attacked directly from the inside, in which case its considered a flat-footed target), and replaces the ship's Intelligence score with its own. Any equipment installed on the ship is available to the NT-600 for use, though the Sensor Array Computer (*SG* 51) is now unavailable as a starship modification.

Mechanical Assistance (1 swift action, 1/turn)

The NT-600 Astronavigation droid assists a character's Mechanics check, providing a +2 bonus to the check.

Quick Astrogation (2 swift actions, 1/turn)

The NT-600 Astronavigation droid can make a Use Computer check to astrogate after waiting only 30 seconds instead of 1 minute (see the Astrogate application of the Use Computer skill on page 76 of the *Saga Edition Core Rulebook*, and astrogation on page 237 of the *Saga Edition Core Rulebook*).

Recharge Shields (2 swift actions, 1/turn)

When acting as the shield operator of a vehicle or operating a device with a shield rating, the NT-600 Astronavigation droid makes a Mechanics check to restore 5 points to the shield rating, up to the shield's normal maximum.

Regulate Power (2 swift actions, 1/turn)

When acting as the engineer of a vehicle, the NT-600 Astronavigation droid makes a Mechanics check to move the vehicle +1 step on the condition track.

Run Diagnostics (2 swift actions, 1/turn)

The NT-600 Astronavigation droid makes a Mechanics check to determine why a mechanical or electronic device does not work. If the check is successful, the droid's master gains a +2 circumstance bonus to his or her Mechanics check to fix the device.

Skills Knowledge (physical sciences) +8, Mechanics +8, Perception +9, Pilot +6, Use Computer +13

Vital Systems Antitheft comlink locator, diagnostics package, heuristic processor, internal comlink, remote processor (50 km range), specialized subprocessor (Use Computer), video screen, vocabulator

Like Aratech's BRT Supercomputer before it, the NT-600 was an experiment with taking the same technology and applying it to a single freighter or small capital ship to increase reaction time and efficiency. Developed at Golden Nyss Shipyards, it was believed that the NT-600 would put the little-known shipyard firmly on the galactic map, and the technology would make its creators wealthy beyond their wildest dreams. Unfortunately, the strict ethics circuits made the NT-600 a poor seller, and no military organizations wished to make their ship captains subservient to a singular droid intelligence. They feared it consolidated too much power in one system that was at high risk of being compromised. The NT-600 ended up finding an uncomfortable niche with bounty hunters and smugglers, who are constantly at odds with the ethics circuitry, but in awe of the advantages the NT-600 gives their already-modified freighters. Vilmarh Grahrk, a Devaronian smuggler, was perhaps the most notorious owner of an NT-600 onboard his custom freighter *Inferno*.

NT-600 Astronavigational Droids can't be played as droid heroes.

Modification: Building Superintendant

An NT-600 astronavigation droid can be equipped to monitor and manage a building instead of a starship with relative ease. The ethics circuits are a boon here, ensuring any owners that no illegal activities are likely to occur on the premises and that the building will be kept in a pristine state of repair. To modify a standard NT-600 into a building superintendant, simply add a half a dozen maintenance or labor droids of your choice and fit them with remote receivers to act as droid bodies for the NT-600's remote processor. Then reprogram the Pilot skill with Persuasion and Knowledge (physical sciences) with Knowledge (bureaucracy) with two DC 14 Use Computer checks. These checks take 30 minutes each and cost 100 credits a piece.

NT-600 Advanced Remote Viewer

The NT-600 comes standard with a remote viewer, though it is more capable than the standard upgrade listed in *Scavenger's Guide to Droids*. Instead, use the DRK-1 Probe droid (*TG* 149) to represent NT-600's avatar. Swap out the grenade launcher for a scomp link access and the heuristic processor for a remote receiver. Remove the stealth shell and add a vocabulator.

R1 Series Astromech Droid

Industrial Automaton R1 Series Astromech Droid   **CL 0**
Medium droid (2nd-degree) nonheroic 1
Init +0; **Senses** darkvision; low-light vision; Perception +7
Languages Basic (understand only), Binary, 2 unassigned
Defenses Ref 10 (flat-footed 10), Fort 13, Will 10
Hp 5; **Threshold** 13
Immune droid traits
Speed 6 squares (tracked)
Melee claw +3 (1d4+3)
Ranged by weapon +0
Base Atk +0; **Grp** +3
Abilities Str 16, Dex 10, Con −, Int 14, Wis 10, Cha 8
Special Qualities droid traits
Feats Skill Focus (Mechanics, Use Computer), Skill Training (Pilot), Toughness
Skills Mechanics +12, Perception +7, Pilot +5, Use Computer +12
Systems Claw appendage, diagnostics package, hand appendage, heuristic processor, improved sensor package (darkvision), internal comlink, internal storage (10 kg), scomp link, tool appendages (6; arc welder, circular saw, fire extinguisher), tracked locomotion, video screen
Possessions arc welder (treated as hold-out blaster *SE* 126, 1-square range), astrogation buffer (storage device, 1 memory unit), circular saw (treated as vibrodagger, *SE* 124), fire extinguisher
Availability Licensed; **Cost** 3,500 credits
Droid Manufacturer Trait (Industrial Automaton) – When assisting on a Mechanics check, an Industrial Automaton droid trained in Mechanics can add its Intelligence bonus (minimum +1) to the normal +2 bonus.
Droid Quirk (locomotive malfunction) – The R1's tread malfunctions on a regular basis, often coming to a dead stop if it moves down the condition track, though with particularly overbearing masters, the R1 is known to fake this condition. If the R1 is moved down the condition track,

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make a +1 attack against its Fortitude Defense. A successful attack means the droid suffers a -2 square penalty to its movement. A critical hit means it suffers a -6 square penalty to movement. This effect can be removed with a Mechanics check DC 10 and five minutes of work.

Droid Quirk (rude) – The R1's are well known for being obstinate and rude, causing it to take a -5 penalty to Persuasion checks to improve another's attitude.

R1 Series Astromech Droid

Medium droid (2nd-degree)

Hp 5

Threshold 13

Move (1 swift action, 2/turn)

The R1 Astromech droid moves 6 squares (tracked).

Jury-Rig (2 swift actions, 1/turn)

With a DC 25 Mechanics check, the R1 Astromech droid can make temporary repairs to any disabled mechanical or electronic device (see the Jury-rig application of the Mechanics skill on page 70 of the *Saga Edition Core Rulebook*).

Mechanical Assistance (1 swift action, 1/turn)

The R1-Series Astromech assists a character's Mechanics check, providing a +2 bonus to the check.

Navigation Charts (1 swift action, 1/turn)

Even if the R1-Series astromech droid does not have access to the HoloNet, it can calculate a course through hyperspace as if it had access.

Recharge Shields (2 swift actions, 1/turn)

When acting as the shield operator of a vehicle or operating a device with a shield rating, the R1 Astromech droid makes a Mechanics check to restore 5 points to the shield rating, up to the shield's normal maximum.

Regulate Power (2 swift actions, 1/turn)

When acting as the engineer of a vehicle, the R1 Astromech droid makes a Mechanics check to move the vehicle +1 step on the condition track.

Run Diagnostics (2 swift actions, 1/turn)

The R1 Astromech droid makes a Mechanics check to determine why a mechanical or electronic device does not work. If the check is successful, the droid's master gains a +2 circumstance bonus to his or her Mechanics check to fix the device.

Skills Mechanics +12, Perception +7, Pilot +5, Use Computer +12

Vital Systems Arc welder (treated as hold-out blaster *SE* 126, 1-square range), astrogation buffer (storage device, 1 memory unit), circular saw (treated as vibrodagger, *SE* 124), claw appendage, diagnostics package, hand appendage, heuristic processor, improved sensor package (darkvision), internal comlink, internal storage (10 kg), scomp link, tool appendages (6), tracked locomotion, video screen

Playing an R1 Series Astromech

To play as an R1, start with the astromech chassis (*SD* 11), though with Medium instead of Small size. Take either the Scout or Soldier class to begin, Scout for the more Tech Specialist-minded support droid, or Soldier for assisting as a combat astromech onboard a light freighter modified for combat or light capital ship. As a soldier, the R1 will likely focus on talents from the Weapon Specialization tree with some from the Commando tree, though focusing on their applications in space combat (*SG* 16). As a Scout, the R1 will focus on the Fringer talent tree's repair abilities, while dabbling in the Awareness talent tree. Note that Scoundrel also makes a good class for the more slicer-minded R1 player, focusing on the Slicer and Outlaw Tech talent trees.

The R1 astromech droid was a clever release by Industrial Automaton to sidestep legal issues associated with their P2 Astromech prototype. The R1 was able to avoid legal entanglements by packaging it in the Industrial Automaton Mark II Reactor Drone body, allowing the budding corporation to finance its legal team

until the case was dropped. R1s were popular on bulk freighters and capital ships, and represented a number of firsts for the droid industry. The R1 was the first droid able to calculate a hyperspace jump entirely with its own resources, and introduced the galaxy to the ultra-dense Binary droid language.

At the time of their initial release, the droids were incredibly popular, and could be found on most every capital-scale military craft, large freighter or bulk transport owned by prosperous corporations. At that time, those beings were more than willing to tolerate the surly behavior of the droids, as well as the barely functional uni-pod tread that gave it limited mobility. These two issues, as well as a colossal technological leap forward, would define the R-series astromech droid line not long afterward, letting the R1 fade into obscurity. Most R1 astromechs in use during the Clone Wars era have been converted to work outside their primary function, or are only in use by the very poor or desperate.

Modification: Shopkeeper

As the R1-series astromech grew less and less desirable with the advent of the R2 series, and absolutely obsolete with the release of the R3 series, they began turning up in odd places on the secondary market. The Jawa clans of Tatooine had a tendency to get their hands on so many that they created a number of routine modifications for them, the most popular of which was the shopkeeper modification. Watto, an infamous Mos Espa junk dealer, used such an R1 in his shop. The droid is handy to have at resale shops because it is just as capable of repairing much of the machinery as it is selling it. To modify a standard R1 astromech into a shopkeeper, swap out the Pilot skill with the Persuasion skill and the Toughness feat with the Silver Tongue feat (*GI* 29). Each swap requires a DC 10 Use Computer check and 30 minutes. The Rude droid quirk must also be removed with a DC 30 Use Computer check and 30 minutes.

Notes on R2 Series Astromech Droids

The R2-series astromech droid was already ubiquitous throughout the galaxy by the dawn of the Clone Wars, but the Republic made extensive use of the well-understood technology throughout the epic conflict. While the standard R2 model was perfectly serviceable, the Republic saw the need to contract Industrial Automaton for a number of software upgrade packages that optimized an R2 for a more specialized role, and pre-programmed them with a range of basic military organizational and technical data for the vehicles to which it would be assigned to.

Note that an R2 series astromech can only possess one of the following upgrade kits at a time. While it is possible to change which upgrade a droid has, it requires the original upgrade kit to be removed first. Costs listed do not include the cost of a stock R2 series astromech. The prefix of the name of the astromech is typically changed to reflect the new upgrade kit. For example, if you wanted to apply the R3 upgrade kit to R2-G7, it would be referred to as R3-G7 after the upgrade. While the technical full name of such a droid would be R2-R3-G7, with the R3 standing for Republic Upgrade Kit 3, the R2 prefix is almost always dropped in practice.

Further, note that the scomp link (*SD* 62) is considered to be a stock system of the basic R2 series astromech, though it does take up one of the two empty slots instead of the computer interface probe (*SE* 198).

Modification: R3 Upgrade Kit for R2-Series Astromech (Bombardier)

The R3 upgrade kit was one of the first produced for the Republic, and optimized the R2 unit to function as an astromech onboard clone-controlled bombing craft such as the ARC-170, BLT-B Y-Wing, NTB-630 and PTB-625 bombers. The droid's systems are optimized to work only on these four craft, providing it with a +2 circumstance bonus to any Pilot, Mechanics or Use Computer checks it makes using those systems, though it takes a -2 penalty to the same checks on other vehicles.

To modify a standard R2 series astromech with the R3 Bombardier upgrade kit, the following systems are added as per the Modifying Droids rules (*SE* 197): internal grapple gun (*SD* 60), internal comlink, tactician battle computer (for use with ARC-170, BLT-B Y-Wing, NTB-630 and PTB-625 only). Then trade Skill Training (Stealth) for Skill Training (Initiative). These modifications cost 5,500 credits, requiring three DC 15 Mechanics checks that

take one hour each, and one DC 10 Use Computer check that takes 30 minutes.

Modification: R4-P Upgrade Kit for R2-Series Astromech (Hard-wired)

The R4-P upgrade kit was based off a junk droid designed by Jedi Padawan Anakin Skywalker. Skywalker created the original, R4-P17, out of spare parts and hard-wired it into his master's Delta-7 *Aethersprite* to assist him with some of the technical challenges inherent to the futuristic fighter's complex systems. It was not long before Industrial Automaton issued a standard upgrade kit that made it possible to convert an existing R2 unit into an R4-P unit, helping to ease the learning curve associated with combat flying for the Jedi.

To modify a standard R2 series astromech with the R4-P Pilot upgrade kit, the following systems are removed; wheeled locomotion, walking locomotion, flying locomotion, magnetic feet, 4 tool appendages, internal storage (2 kg), circular saw, electroshock probe. Also, trade the Toughness feat for the Shield Surge feat (*SD* 25). Droid is now considered stationary onboard whatever ship to which it is hardwired. If mounted externally on

a ship, it gains a +5 cover bonus, if mounted internally; it reduces the maximum passengers by one, but is considered to have total cover. Further, while this kit costs 250 credits, the remaining parts can usually be sold for 1,000 credits, or kept to restore the droid to stock R2 series status. As a result of the upgrade kit, the R4-P gains the Hard-wired trait, detailed below.

Hard-wired: As a swift action, an R4-P upgraded R2-series astromech droid can automatically aid any crew member in any Use Computer or Mechanics check to provide a +2 bonus to the check. This ability is subject to other feats and talents that might increase the amount of the aid another bonus.

Modification: R4 Upgrade Kit for R2-Series Astromech (Mission Specialist)

When the Jedi began using the Delta-7B instead of the standard model, the hard-wired astromech concept was abandoned. Again, part due to Anakin Skywalker's success with his own astromech unit, the trend favored having a versatile droid that could contribute technical skills after insertions. As a result, this mod became popular with elite clone trooper squads and Jedi units. These units were also pre-loaded with data on Republic

R6-H5 TRACKS GENERAL GRIEVOUS'
PERSONAL STARFIGHTER

military unit designations and protocol to ease their integration into units, giving them familiarity with ranks and responsibilities within the Republic chain of command.

To modify a stock R2 series astromech with the R4 upgrade kit, add a level of the nonheroic class, including all relevant modifiers, selecting Gearhead (*KR* 33) as its feat. Also, with one hour and a DC 15 Mechanics check for each system, add a remote starship starter (*SD* 53) and a sensor booster (*SD* 62). The R4 upgrade kit costs 1,000 credits and takes three hours to install, with a DC 15 Mechanics check and a DC 10 Use Computer check.

Modification: R6 Upgrade Kit for R2-Series Astromech (Starfighter Mission Specialist)

Many Jedi and clone starfighter pilots found that the versatility of the R4 upgrade was wasted on those who had no need to land their craft and continue engaging in combat on foot. Further, many clones and Jedi were forced to cross-train as pilots. With their limited training, it was decided a very specialized astromech they could transfer with them from ship to ship would be a great advantage. Within the first year of the Clone Wars, input from the best pilots in the Republic led to the R6 upgrade kit, refocusing the droid on its primary function.

To modify a stock R2 series astromech with the R6 upgrade kit, first add the hardware. Take one hour and roll a DC 15 Mechanics check for each system, add an anti-theft comlink locator, earphone Binary-to-Basic translator, a sensor booster, and a specialized subprocessor (Mechanics) (See Chapter III – Droid Equipment in *Scavenger's Guide to Droids*). Add 1 level of the Soldier class, including all relevant modifiers, adding the On-Board System Link talent (*SD* 26) and the Vehicular Surge (*RE* 30) (If the pilot in question the droid is assigned to does not have the Pilot Skill as a trained skill, then the Mission Specialist (Pilot) (*GW* 24) may be taken instead) and Armor Proficiency (light) feats. Remove the Toughness Feat (as well as 2 hit points) and add the Gearhead feat (*KR* 33). Remove Stealth as a trained skill, instead adding Knowledge (tactics).

Modification: R7 Upgrade Kit for R2-Series Astromech (Jedi Mission Specialist)

The R7 upgrade kit was designed specifically as a Jedi companion. Industrial Automaton tried to find the perfect balance between acting as an astromech in the starfighter and a technical support droid on the ground. Ahsoka Tano and Plo Koon were known to favor this upgrade from its first release eight months into the Clone Wars.

To modify a stock R2 series astromech with the R7 upgrade kit, first take six hours and roll six DC 15 Mechanics checks to add an anti-theft comlink locator, earphone Binary-to-Basic translator, a remote starship starter, a sensor booster, and a specialized subprocessor (Mechanics) (See Chapter III – Droid Equipment in *Scavenger's Guide to Droids*). Add 2 level of the Soldier class, including all relevant modifiers, and take the On-Board System Link talent (*SD* 26) and the Jedi Familiarity feat (*CW* 31), Rapport bonus feat (*FU* 34) and Weapon Proficiency (simple weapons) starting feat. Add +1 to Intelligence and +1 to Wisdom as a result of the level-up. Remove the Toughness Feat (as well as 2 hit points) and add the Gearhead feat (*KR* 33). Remove Stealth as a trained skill, instead adding Knowledge (tactics). Add +2 to Wisdom as a result of better operating algorithms.

Modification: R8 Upgrade Kit for R-2 Series Astromech (Tactical Analyst)

The R8 upgrade kit was designed at the request of the Jedi to assist with military strategy and battlefield decisions. Most Jedi, while trained in personal combat, had little to no experience leading troops, or participating in large-scale battlefield maneuvers. The R8 upgrade provided the Jedi with a temporary crutch while they adjusted to the steep learning curve of battlefield command.

To modify a stock R2 series astromech with the R8 upgrade kit, first take five hours and roll five DC 15 Mechanics checks to add a sensor booster, automap, earphone binary to basic translator, internal defenses, and a specialized subprocessor (Knowledge [tactics]) (See Chapter III – Droid Equipment in *Scavenger's*

Guide to Droids). Then, add 5 more levels of the nonheroic class, adding +1 to Intelligence, taking Knowledge (tactics) as a skill, and the Logic Upgrade (tactician) (*KR* 34) and Mission Specialist (Knowledge [tactics]) (*GW* 24) as feats. Finally, swap out the Skill Focus (Mechanics) and Toughness feats for the Skill Focus (Knowledge [tactics]) and Predictive Defense (*GW* 25) feats, and the Stealth skill for Knowledge (technology) with three DC 10 Use Computer checks.

Todo-Series Techno-Service Droid

Go-Corp/Utilitech Todo-Series Techno-Service Droid CL 1
Small droid (2nd-degree) nonheroic 3
Init +3; **Senses** Perception +7
Languages Basic, Binary, 2 unassigned, translator unit DC 20
Defenses Ref 13 (flat-footed 11), Fort 8, Will 11
Hp 6; **Threshold** 8
Immune droid traits
Speed 4 squares (walking), 6 squares (wheeled), 6 squares (hovering)
Melee unarmed +0 (1d2–2) or
Ranged by weapon +4
Base Atk +2; **Grp** +4
Abilities Str 6, Dex 14, Con –, Int 15, Wis 13, Cha 13
Special Qualities droid traits
Feats Skill Focus (Knowledge [technology], Mechanics), Skill Training (Perception, Persuasion), Tech Specialist
Skills Knowledge (technology) +13, Mechanics +13, Perception +7, Persuasion +7, Use Computer +8
**Systems** Diagnostics package, hand appendages (2), heuristic processor, hovering locomotion (limited), internal comlink, internal storage (2 kg), translator unit (DC 20), vocabulator, walking locomotion, wheeled locomotion
Possessions Electric arc welder
Availability Licensed; **Cost** 5,360 credits
Droid Manufacturer Trait (Go-Corp/Utilitech) – Once per encounter, the Todo-360 droid can ignore the movement
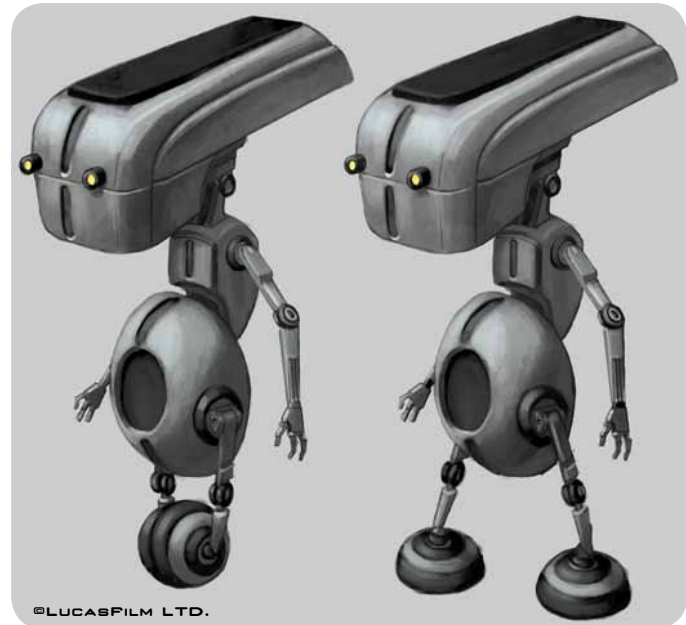
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penalty associated with difficult terrain until the beginning of its next turn, or move through a square occupied by an enemy, though they will still draw attacks of opportunity as normal.

Droid Quirk (excitable) – This droid is high-strung, and often stressed over something, it will often speak rapidly about whatever has it so excited to anyone who will listen.

Techno-Service Droid

Small droid (2nd degree)
Hp 6
Threshold 8
Move (1 swift action, 2/turn)
The Todo model moves 4 squares (walking) or 6 squares (wheeled).). Alternatively, the Todo-360 droid can move 6 squares (hovering), but must make an Endurance check each round (DC 10 +1 per check after the first) or it cannot use that locomotion system again for 1 minute (10 rounds).
Access Information (2 swift actions, 1/turn)

Playing a Todo-Series Techno-Service Droid

Techno-Service droids will most often be best suited to start with a level in Scout, to focus on the Fringer talent tree. Use the mechanic droid chassis (*SD* 12), but change the size to Small and add a heuristic processor. Take the Tech Specialist feat (*SG* 21) and at least Use Computer and Knowledge [technology] as starting skills. After maxing out the mechanics-related talents in the Fringer talent tree, consider moving to Scoundrel for the Outlaw Tech or Slicer talent trees before going for either the Improviser or Military Engineer prestige classes, though Saboteur and Independent Droid are also attractive.

The Todo droid makes a Use Computer check (*SE* 76) to learn general, specific, private or secret information. Some information types may take multiple rounds to find, but the Todo is free to take other actions while waiting for the time to expire.

Improve Access (2 swift actions, 1/turn)

The Todo droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.

Issue Routine Command (1 swift action, 1/turn)

The Todo droid issues a routine command to a computer that has a friendly or better attitude toward it.

Jury-Rig (2 swift actions, 1/turn)

With a DC 25 Mechanics check, the Todo droid can make temporary repairs to any disabled mechanical or electronic device (see the Jury-rig application of the Mechanics skill on page 70 of the *Saga Edition Core Rulebook*).

Mechanical Assistance (1 swift action, 1/turn)

The Todo droid assists a character's Mechanics check, providing a +2 bonus to the check.

Run Diagnostics (2 swift actions, 1/turn)

The Todo droid makes a Mechanics check to determine why a mechanical or electronic device does not work. If the check is successful, the droid's master gains a +2 circumstance bonus to his or her Mechanics check to fix the device.

Skills Knowledge (technology) +13, Mechanics +13, Perception +7, Persuasion +7, Use Computer +8

Vital Systems Diagnostics package, hand appendages (2), heuristic processor, hovering locomotion (limited), internal comlink, internal storage (2 kg), translator unit (DC 20), vocabulator, walking locomotion, wheeled locomotion

During the Clone Wars, and the decades leading up to them, the Go-Corp/Utilitech corporate assets were almost entirely controlled by MerenData EV series supervisor droids. One of the models to come out of the R&D facilities during EV-series stewardship was the Todo-series Techno-Service Droid. The design team had intended to submit a much different droid, but EV-6F6 substituted her own design instead. She had become obsessed with the idea of organic reproduction, and designed the Todo-series thinking of the droids as her children. The Todo-series was marketed toward wealthy beings who wanted a droid with the technical abilities of a repair droid combined with the personality of a protocol droid. Sales were initially modest, but remained steady for many years, even throughout the Clone Wars.

Advertising campaigns for the Todo-series targeted the galaxy's wealthy, but it was often purchased by the upper-middle class. The appearance of luxury in ownership never caught on with the wealthy and elite; they preferred to keep hired experts on retainer or on staff. However, the advertising made the affordabably-priced droid much more appealing to the upper-middle class demographic in the Core worlds, ensuring the droid's place in the galaxy for decades to come. The Todo units are usually employed in fine tuning hot rod speeders and performing general household repairs.

Modification: Courier Droid

The Todo-Series Techno-Service droid is often used by the criminal elements of the galaxy as a private secure courier droid. Its small size, multiple forms of locomotion, and knack for getting

through crowds or obstacles make it a natural for transporting small valuables or secure messages.

To modify a standard Todo-Series Techno Service droid into a Courier droid, first replace the Knowledge (technology) and Mechanics skills with the Stealth and Endurance skills. Replace Skill Focus (Knowledge) with Skill Training (Survival) and Skill Focus (Mechanics) with Skill Focus (Stealth). Each of these replacements takes 30 minutes and a DC 11 Use Computer check. Add a Courier Compartment that can conceal an item up to Fine size. Finally, replace the electric arc welder with a scomp link access. Each of these hardware checks requires a DC 15 Mechanics Check.

Third-Degree Droids

During any time of political turmoil, third-degree droids find themselves in high demand. During the Clone Wars, third-degree droids were used by politicians and diplomats as independent worlds negotiated with the Republic and Separatist Movement for membership or neutrality. Local militia-men and guerilla fighters left their families behind to fight in the Clone Wars, leaving their spouses and children with a third-degree droid to help around the house and a promise to return.

2JTJ Personal Navigation Droid

Genetech 2JTJ Personal Navigation Droid   CL 0
Medium droid (3rd-degree) nonheroic 2
Init +3; **Senses** darkvision; low-light vision; Perception +14
Languages Basic, Binary, 1 unassigned

Defenses Ref 12 (flat-footed 10), Fort 12, Will 11
Hp 5; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Base Atk +1; **Grp** +3
Atk Options Multi-Grab
Abilities Str 14, Dex 14, Con –, Int 13, Wis 12, Cha 10

Special Qualities droid traits
Feats Multi-Grab, Skill Focus (Perception, Use Computer), Skill Training (Knowledge [physical sciences])
Skills Knowledge (physical sciences) +7, Perception +14, Use Computer +12
Systems Automapper, hand appendages (2), heuristic processor, improved sensor package (darkvision), multi-spectrum searchlight, vocabulator, walking locomotion
Availability Licensed; **Cost** 3,960 credits

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2JTJ Personal Navigation Droid

Playing a 2JTJ Personal Navigation Droid

2JTJ Droids are very cheerful, always happy to assist their ill-sighted masters and paint an accurate picture of the world around them to help keep their charges aware of what is near. The 2JTJ is always at their master's side, ready to catch them when they stumble, or grab and shove them to prevent lethal accidents, and gains the Steady Grasp special quality as described in the droid's statistics block. Start by selecting the stock service droid chassis (*SD* 13) and taking either the Noble or Soldier class, depending on if you want to focus on the droid's ability to assist its master, or protect it from harm. As a Noble, focus on the Anticipation and Inspiration talent trees. As a Soldier, focus on the grappling-related talents in the Brawler talent tree before switching to the Elite Trooper prestige class for the Protection talent tree. Make certain you are trained in Perception and Use Computer, though Pilot, Persuasion, and Initiative are also good choices. Finally, be sure to purchase the improved sensor package and dark vision upgrades.

Droid Manufacturer Trait (Genetech Corporation) – Whenever the 2JTJ Personal Navigation droid rolls a natural 20 on their aid another check, they provide an extra standard action to the character they are aiding that must be used by the end of the character's next turn.

Droid Quirk (talkative) – The 2JTJ is overly dedicated to being helpful and cheerful, often to the point of severely annoying its master. The 2JTJ is designed to call out obstructions to its master within 3-6 squares of the master's location, and will often do so at inappropriate volumes and times, especially when its master is trying to be stealthy.

Steadying Grasp – When an adjacent ally (or one within 6 squares if the 2JTJ has not yet taken a move action this turn) is targeted by an effect that causes them to fall prone, the 2JTJ droid can make a grapple check against the prone-causing attack roll (or DC 10 if there is no attack roll) to prevent their ally from becoming prone, though both the

droid and ally are considered flat-footed for the rest of the round.

2JTJ Personal Navigation Droid

Medium droid (3rd-degree)
Hp 5
Threshold 12

Move (1 swift action, 2/turn)
The droid model moves 6 squares (walking).
Avoid Surprise (1 free action)
The 2JTJ droid makes a Perception check at the start of a battle, if the check is successful, the droid's master avoids surprise.
Quick Search (1 swift action, 1/turn)
The 2JTJ makes a Perception check at a -10 penalty to perform the search function on a 5-square area or 5-cubic meter volume of area as a full round action.
Sensor Sweep (2 swift actions, 1/turn)
With a successful Perception check, the 2JTJ personal navigation droid can detect lifeforms within a 24-square range.
Steadying Grasp (1 reaction)
When an adjacent ally (or one within 6 squares if the 2JTJ has not yet taken a move action this turn) is targeted by an effect that causes them to fall prone, the 2JTJ droid can make a grapple check against the prone-causing attack roll (or DC 10 if there is no attack roll) to prevent their ally from becoming prone, though both the droid and ally are considered flat-footed for the rest of the round.

Skills Knowledge (physical sciences) +7, Perception +14, Use Computer +12
Vital Systems Automapper, hand appendages (2), heuristic processor, improved, multi-spectrum searchlight, sensors package (darkvision), vocabulator, walking locomotion

The 2JTJ Personal Navigation Droid was used for over a decade prior to the Clone Wars, and long after their conclusion. The droid was developed to serve patients undergoing a temporary loss of eyesight, usually until cybernetic replacements could be acquired. However, some patients refuse or reject cybernetic implants, and

keep the droids as personal attendants for the remainder of their lives. Genetech was also able to successfully market the 2JTJ to species for whom sight was not a primary sense, such as the Miraluka, Orfites. The units were often rented by such species on over-crowded cityscapes like Coruscant, where alternate sensory species found themselves overwhelmed. The 2JTJ also found a home with independent freighter pilots and smugglers, who found the droids to be excellent copilots and navigators given a chance to adapt to the job.

To perform its task to the utmost, the 2JTJ was able to make due with a more or less standard protocol droid body, but extensive research and development was performed on its unique head. The 2JTJ head is essentially one large sensor which incorporates photoreceptors with the capability of detecting radar, sonar, infrared and ultraviolet spectrums. The droid also has laser range-finders on its head and fingertips, to provide accurate distances and azimuths from its master to a variety of obstacles. Further, its arms were redesigned, drastically increasing the strength of the droid, as well as the ability to telescope its arms several extra centimeters if necessary. This allows the 2JTJ to prevent its master from walking into obstacles for which warnings come too late, and prevent stumbles.

Modification: Sentry Droid

Some local warlords or wealthy individuals have found that the 2JTJ Personal Navigation Droid can function as an excellent night watchman. Their advanced sensor package allows them to easily spot threats that might sneak past sleepy organic guards, though they are not able to do much once the threat is spotted. For this reason, they are often paired with an living sentient being, or tied in to a central guard area, where they can alert and dispatch organic guards to deal with the irregularity. To turn a standard 2JTJ Personal Navigation Droid into a sentry, simply swap out the Skill Training (Knowledge [physical sciences]) for Skill Training (Initiative) with a DC 11 Use Computer check, 30 minutes of time at a cost of 100 credits. Then, install an internal comlink with a DC 15 Mechanics check over an hour, costing 250 credits.

Modification: Grappler Droid

Unscrupulous beings in the Outer Rim tied to the largely illegal gladiatorial fighting industry will often pit droids against each other as preliminary bouts. The 2JTJ Personal Navigation Droid has found a home in this barbaric sport as an underrated dark horse contestant. They can quickly learn to become expert wrestlers, using their strength and long arms to their advantage. To modify a stock 2JTJ Personal Navigation Droid into a Grappler Droid, simply swap out the Skill Training (Knowledge [physical sciences]) for Skill Training (Initiative) with a DC 11 Use Computer check and 30 minutes of time for 100 credits. Then, add three levels of the Soldier class after acquiring and downloading the memory of a grappling droid as if restoring blocks of memory (*SE* 192). This adds three levels of the Soldier class, as well as the Expert Grappler and Strong Grab (*LE* 31) talents, and the Pin bonus feat and Crush level feat. Add attribute bonuses to Strength and Dexterity.

EP-216 Electronic Proprietor Droid

Cybot Galactica EP-216 Electronic Proprietor Droid   CL 0
Medium droid (3rd-degree) nonheroic 2
Init +1; **Senses** Perception +8
Languages Basic, Binary, 2 unassigned, translator unit DC 10
Defenses Ref 10 (flat-footed 10), Fort 10, Will 12
Hp 5; **Threshold** 10
Immune droid traits
Speed 6 squares (walking)
Melee unarmed +1 (1d2) or
Base Atk +1; **Grp** +1
Abilities Str 10, Dex 10, Con –, Int 14, Wis 14, Cha 15
Special Qualities droid traits
Feats Logic Upgrade: pyrowall, Skill Focus (Persuasion), Skill Training (Knowledge [social sciences], Knowledge [bureaucracy])

EP-216 Electronic Proprietor

Skills Knowledge (bureaucracy) +8, Knowledge (social sciences) +8, Knowledge (technology) +8, Perception +8, Persuasion +13

Systems Anti-theft comlink locator, basic processor, credit reader, hand appendages (2), internal comlink, internal storage (10 kg), translator unit (DC 10), vocabulator, walking locomotion

Availability Licensed; **Cost** 2,410 credits

Droid Manufacturer Trait (Cybot Galactica) — Cybot systems are so commonplace that nondroid heroes with Skill Focus (Mechanics) can modify or repair Cybot droids in half the time that would be required for a normal droid (*SE* 197). This does not stack with any other ability that saves modification or repair time. A droid does not gain this benefit when modifying itself.

Ring It Up — As a full-round action, the EP-216 droid can combine its credit reader, internal comlink, and internal storage to charge a customer for a product or service. They can either take hard credits, or debit credit accounts when given account information.

EP-216 Electronic Proprietor Droid

Medium droid (3rd-degree)

Hp 5

Threshold 10

Move (1 swift action, 2/turn)

The EP-216 droid moves 6 squares (walking).

Barter (1 swift action, 1/turn)

The EP-216 droid can make a Persuasion check to increase the sell price of an item by 50%. The DC depends on the attitude of the individual(s) with whom the droid is dealing: unfriendly, DC 30; indifferent, DC 25; friendly, DC 20; helpful, DC 15. The droid can't barter with creatures that are hostile toward it or with creatures that have an Intelligence of 2 or lower. No matter how adept the EP-216 is at bartering, a creature won't pay more for an item that can easily be obtained elsewhere for the standard listed price.

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Databank (1 swift action)

The EP-216 droid attempts a Knowledge check involving bureaucracy, social sciences or technology. If the check is successful, the droid can communicate the information to its master.

Impeccable Manners (2 swift actions, 1/turn)

The EP-216 droid makes a Persuasion check against the target's Will Defense, modified by the target's attitude toward the droid as follows: hostile, -10; unfriendly, -5; indifferent, -2; friendly, +0. If the check succeeds, the target's attitude toward the droid improves by one step. This action can be attempted on a target only once per encounter.

Ring It Up (1 swift action, 1/turn)

As a full-round action, the EP-216 droid can combine its credit reader, internal comlink, and internal storage to charge a customer for a product or service. They can either take hard credits, or debit credit accounts when given account information.

Skills Knowledge (bureaucracy) +8, Knowledge (social sciences) +8, Knowledge (technology) +8, Perception +8, Persuasion +13

Vital Systems Anti-theft comlink locator, basic processor, credit reader, hand appendages (2), internal comlink, internal storage (10 kg), translator unit (DC 10), vocabulator, walking locomotion

The EP-216 Electronic Proprietor Droid was designed to aide business-beings from the smallest vendor all the way to the largest mega-corporations. The droid was able to work as a vendor and credit register all in one, for about the same cost as a single organic being's monthly pay. The droid was commonplace throughout the galaxy for the decades surrounding the Clone Wars. The droid's affordable price tag helped make Cybot Galactica to become a household name, surpassing Serv-O-Droid as the industry leader. While ubiquitous, the droids were employed almost exclusively at the Manarai Merchandise Mart, an upscale shopping area within the Manarai Mountains Park, just outside Monument Plaza. In this unlikely nature preserve, the only region where Coruscant's natural surface could be seen, the EP-216s were painted a distinct green, ostensibly to reinforce the outdoorsy theme.

Modification: Pickpocket Droid

Some less than scrupulous owners will modify the EP-216 to act as a pickpocket. These droids can unassumingly approach victims in crowds and, steal the credits, and feed them into their internal register, thus removing all evidence. To modify a standard EP-216 into a pickpocket droid, reprogram the Knowledge (bureaucracy) and Knowledge (technology) skills to Deception and Stealth and the Skill Focus (Persuasion) should be changed to Skill Focus (Stealth) with three DC 17 Use Computer checks and 90 minutes of work. It is also recommended to install a telescoping claw appendage to do the actual pick pocketing, or perhaps a detachable limb.

Modification: Protocol Rental Unit

On some remote worlds where Basic is not the primary language, many beings will rent EP-216 services to travelers at docking bays, preprogrammed with the appropriate local languages and

Playing an EP-216

Players who would like to use the EP-216 electronic proprietor droid as their character should begin with the stock protocol droid chassis (*SD* 13). The best starting class to use with this droid is the Noble. Choose the Skill Emphasis (Knowledge [social sciences]) feat to emphasize its understanding of customers it might have to sell to. Select at least Persuasion and Perception as the droid's starting skills; for additional skills, consider Knowledge (bureaucracy and technology) to represent familiarity with the rules and regulations associated with some licensed or restricted purchases, as well as with the products it sells. Be sure to purchase a credit reader, internal comlink, internal storage (10 kg) and an anti-theft comlink locator as part of the droid's starting equipment (See Chapter III – Droid Equipment in *Scavenger's Guide to Droids*).

customs, usually at a rate of 5-10 credits a day. These droids are able to sell their own services to newcomers, and their owners need only empty their internal credit storage once every four to six weeks. To modify a standard EP-216 into a protocol rental unit, simply add an automap and a courier compartment for 1,200 credits, and two DC 15 Mechanics checks over two hours.

Orbot Protocol Droid

Serv-O-Droid Orbot Protocol Droid   CL 0
Medium droid (3rd-degree) nonheroic 1
Init +0; **Perception** +7
Languages Basic, Binary, 5 unassigned, translator unit DC 10
Defenses Ref 10 (flat-footed 10), Fort 10, Will 12
Hp 3; **Threshold** 10
Immune droid traits
Speed 6 squares (walking)
Melee unarmed +0 (1d2) or
Base Atk +0; **Grp** +0
Abilities Str 11, Dex 11, Con –, Int 14, Wis 14, Cha 13
Special Qualities droid traits
Feats Linguist, Skill Focus (Knowledge [bureaucracy], Persuasion), Skill Training (Knowledge [social sciences])
Skills Knowledge (bureaucracy) +12, Knowledge (social sciences) +7, Perception +7, Persuasion +11
Systems Basic processor, hand appendages (2), internal comlink, vocabulator, translator unit (DC 10), walking locomotion
Availability Licensed; **Cost** 1,760 credits

Orbot Protocol Droid

Medium droid (3rd-degree)
Hp 3
Threshold 10
Move (1 swift action, 2/turn)
The Orbot protocol droid moves 6 squares (walking).
Databank (1 swift action)
The Orbot protocol droid attempts a Knowledge check involving bureaucracy or social sciences. If the check is successful, the droid can communicate the information to its master.

Diplomacy Assistance (1 swift action, 1/turn)
The Orbot protocol droid aids a character's Persuasion check, providing a +2 bonus to the roll.
Impeccable Manners (2 swift actions, 1/turn)
The Orbot protocol droid makes a Persuasion check against the target's Will Defense, modified by the target's attitude toward the droid as follows: hostile, -10; unfriendly, -5; indifferent, -2; friendly, +0. If the check succeeds, the target's attitude toward the droid improves by one step. This action can be attempted on a target only once per encounter.
Translator (1 free action)
The Orbot protocol droid translates to or from any language it knows.
Skills Knowledge (bureaucracy) +7, Knowledge (social sciences) +7, Perception +7, Persuasion +11
Vital Systems Basic processor, hand appendages (2), internal comlink, vocabulator, translator unit (DC 10), walking locomotion

Playing an Orbot Protocol Droid

Players who would like to use the Orbot protocol droid as their character should begin with the stock protocol droid chassis (*SD* 13). The best starting class to use with this droid is the Noble. Choose the Skill Focus (Persuasion) feat to demonstrate its familiarity with negotiations and diplomatic situations. Select at least Persuasion and Perception as the droid's starting skills; for additional skills, consider Knowledge (bureaucracy) and Knowledge (social sciences) to round out its usefulness in social engagements. Be sure to purchase an internal comlink as part of your starting equipment.

The Orbot protocol droid was created by Serv-O-Droid many decades before the Clone Wars to serve as a niche protocol droid for Mid Rim markets that had less need for protocol droids and

far less disposable income than those in the Core. The droid was a great success, and up-and-coming competitor Cybot Galactica released the I-5YQ series to compete in the same markets almost immediately. Serv-O-Droid, after investigating the I-5YQ model, discovered that it used proprietary components designed by Serv-O-Droid illegally, and took their rival to court. Cybot Galactica eventually settled, paying Serv-O-Droid a hefty settlement before pulling their I-5YQ from the market, allowing the Orbot to dominate.

Despite the victory, Serv-O-Droid's days as a leader in droid manufacturing were numbered, and the Orbot, along with the rest of the corporation's products, was soon relegated to the second-hand markets. The Orbot, however, was a very well-built droid, and was considered a classic by droid enthusiasts. Many of the Orbots originally purchased in the Mid Rim found their way to the Outer Rim by the time of the Clone Wars, and were still common sights in seedy spaceports or backwater kingdoms.

Modification: Industrial Systems Interface Droid

Purchased largely by those in the Mid Rim, the Orbot was common among those who owned farms and factories, producing goods for the Core worlds. Because of the droid's adaptability and low price point, it was often assigned to work with heavy machinery, largely by acting as an interface between the mechanic and the machine itself. To change a stock Orbot protocol droid into an Industrial Systems Interface Droid, swap out the Linguist, Skill Focus (Knowledge [bureaucracy], Persuasion) and Skill Training (Knowledge [social sciences]) feats for Gearhead (*KR* 33), Skill Training (Mechanics, Use Computer, Knowledge [technology]) and swap the Knowledge [social sciences] skill for Knowledge [physical sciences]. These changes each require a DC 12 Use Computer check and 30 minutes to complete. If the programmer does not have the skills or feats trained, they can pay 1,000 per feat or 100 per skill for pre-programmed modules. Finally, add a diagnostics package with a DC 15 Mechanics check and one hour of work for 250 credits.

RKO-Series Protocol Droid

Czerka Corporation RKO-Series Protocol Droid   **CL 1**
Medium droid (3rd-degree) Noble 1
Force 1
Init +1; **Senses** low-light vision; Perception +9
Languages Basic, Binary, 5 unassigned, translator unit DC 5
Defenses Ref 12 (flat-footed 11), Fort 10, Will 14

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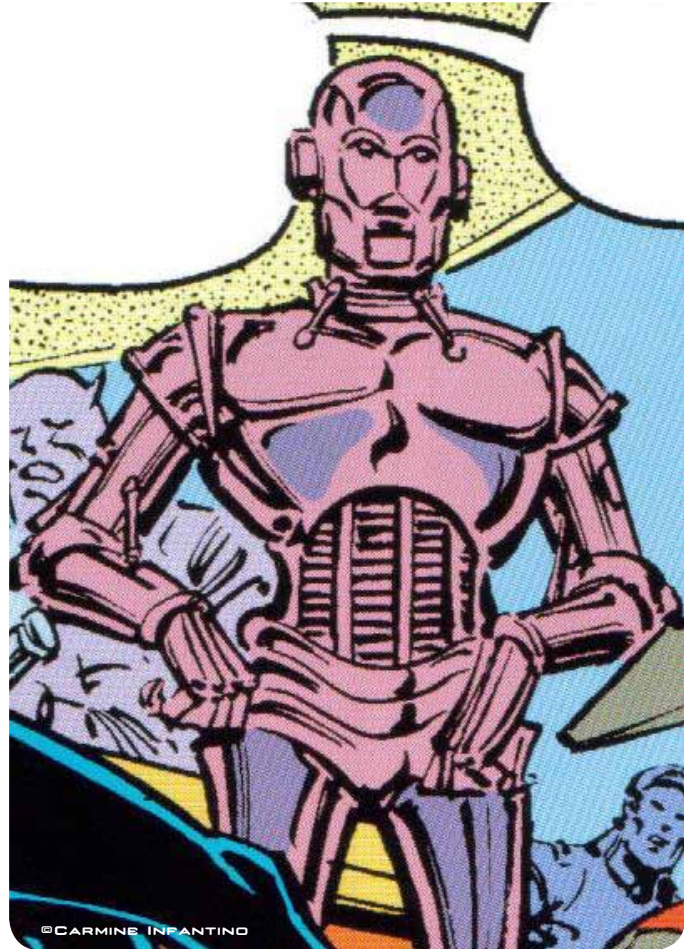
RKO-series Protocol Droid

Hp 18; **Threshold** 10
Immune droid traits
Speed 6 squares (walking)
Melee unarmed +0 (1d3)
Ranged by weapon +1
Base Atk +0; **Grp** +1
Special Actions Nuanced
Abilities Str 10, Dex 12, Con –, Int 14, Wis 14, Cha 13
Special Qualities droid traits
Talents Nuanced
Feats Linguist, Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons)
Skills Deception +6, Gather Information +6, Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Knowledge (social sciences) +7, Perception +9, Persuasion +11, Use Computer +7
Systems Courier compartment, hand appendages (2), heuristic processor, improved sensor package (sensor booster), internal defenses, translator unit (DC 5), vocabulator, walking locomotion
Availability Licensed; **Cost** 5,170 credits

Advanced Sensors – With a successful Perception check, the RKO-series protocol droid can detect electromagnetic energy, radiation, and seismic activity within 500 meters and motion within a 12-square radius.

Droid Manufacturer Trait (Czerka Corporation) – Czerka droid designs are exceptionally personable, no matter their degree or designed purpose. Even the feared HK assassin droids have a certain frightening charm. A Czerka droid can use its Intelligence or Wisdom modifier instead of its Charisma modifier to determine its Persuasion skill modifier.

RKO-Series Protocol Droid

Medium droid (3rd-degree)
Hp 18
Threshold 10

Move (1 swift action, 2/turn)
The RKO-series protocol droid model moves 6 squares (walking).
Advanced Sensors (2 swift actions, 1/turn)
With a successful Perception check, the RKO-Series droid can detect electromagnetic energy, radiation, and seismic activity within 500 meters and motion within a 12-square radius.
Avoid Surprise (1 free action)
The RKO-series protocol droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Databank (1 swift action)
The RKO-series droid attempts a Knowledge check involving bureaucracy, galactic lore, or social sciences. If the check is successful, the droid can communicate the information to its master.
Diplomacy Assistance (1 swift action, 1/turn)
The RKO-series droid aids a character's Persuasion check, providing a +2 bonus to the roll.

Playing an RKO-series protocol droid

Players who would like to use the RKO-series droid as their character should begin with the stock protocol droid chassis (*SD* 13). The best starting class to use with this droid is the Noble. Choose the Skill Training (Bureaucracy) bonus feat to showcase its familiarity with procedure. When the droid begins its adventuring career, it gains the advanced sensors quality as described in the droid's statistics blocks, and improved sensors. Select at least Perceptions and Persuasion as the droid's starting skills; for additional skills, consider Knowledge (social sciences) to represent its ability to skillfully negotiate beside or on behalf of its master and Gather Information, Knowledge (galactic lore) or Use Computer to represent its ability to help its master with research for negotiations. Be sure to upgrade the translator unit and purchase a courier compartment, internal defenses, and a sensor booster as part of the droid's starting equipment (See Chapter III – Droid Equipment in *Scavenger's Guide to Droids*).

Impeccable Manners (2 swift actions, 1/turn)

The RKO-series droid makes a Persuasion check against the target's Will Defense, modified by the target's attitude toward the droid as follows: hostile, -10; unfriendly -5; indifferent -2; friendly +0. If the check succeeds, the target's attitude toward the droid improves by one step. This action can be attempted on a target only once per encounter.

Sensor Sweep (2 swift actions, 1/turn)

With a successful Perception check, the RKO-series droid can detect lifeforms within a 24-square area.

Translator (1 free action)

The RKO-series protocol droid translates to or from any language it knows.

Skills Deception +6, Gather Information +6, Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Knowledge (social sciences) +7, Perception +9, Persuasion +11, Use Computer +7

Vital Systems Courier compartment, hand appendages (2), heuristic processor, improved sensor package (sensor booster), internal defenses, vocabulator, walking locomotion

A common sight in the core worlds, the RKO-series protocol droid was valued for its independence and skill as a courier and diplomatic proxy. They were particularly popular during the Clone Wars when many Republic ambassadors felt safer sending a droid to deliver terms of deals that, should they go sour, could turn lethal. As such, many of the more paranoid members of the Galactic Senate and lobbyists were in possession of at least one RKO-series droid, or something similar. The RKO-series protocol droid was given advanced sensors to allow it to avoid most trouble, but they are also painted in the Republic's diplomatic red, to afford them safe passage. Like many Czerka Corporation units, all RKO-series protocol droids possess the RKO suffix, with their unique identifiers coming before. Most, but not all droids will drop the RKO identifier from their common name to reduce confusion with other droids of the same model.

Toward the latter half of the Clone Wars, one such droid, 68-RKO, was on a diplomatic mission to Alderaan, being ferried by a massive vacation cruiser. The Clone Wars had brought anti-droid sentiment to a new high, and Captain Quasar ordered the droid to room with one Jedi Obi-Wan Kenobi, who was flying at a reduced rate. Together, Kenobi and 68-RKO foiled an attack by Merson pirates, allowing the luxury liner to arrive safely at Alderaan.

Modification: Bodyguard Droid

Many high-ranking diplomats find they are constantly under threat of death from one faction or another and sometimes early warning is the difference between escape and doom. The RKO-series protocol droid is well equipped to serve as an aide to existing security personnel guarding any VIP, though many politicians further modify the droids to serve in this capacity. To turn a standard RKO-series protocol droid into a bodyguard droid, swap out its Skill Focus (Persuasion) feat with Skill Focus (Perception) with a DC 14 Use Computer check and 30 minutes of time. Then, add a shield generator SR 10, an internal comlink, darkvision, audio enhancers, audio-radial stunner, an automap and a weapon detector with seven DC 15 Mechanics checks, each requiring an hour of labor. The sum total of all the new equipment is 14,750 credits. Other common additions are a shield expansion module, silence-bubble generator, survival kit, and multi-spectrum search light.

RH7-D CardShark Sabacc Dealer

LeisureMech Enterprises RH7-D CardShark Sabacc Dealer CL 1

Medium droid (3rd-degree) nonheroic 1/Scoundrel 1

Force 1

Init +3; **Senses** low-light vision; Perception +16

Languages Basic, Binary, 1 unassigned

Defenses Ref 15 (flat-footed 13), Fort 11, Will 15; Grapple Resistance

Hp 5; **Threshold** 11

Immune droid traits

Speed 6 squares (hovering)

Melee unarmed -1 (1d2-1)

Ranged by weapon +2

Base Atk +0; Grp +2

Abilities Str 8, Dex 14, Con –, Int 13, Wis 16, Cha 12
Special Qualities droid traits
Talents Gambler
Feats Grapple Resistance, Skill Focus (Perception), Skill Training (Deception, Stealth), Weapon Proficiency (simple weapons)
Skills Deception +7, Perception +16, Stealth +8, Use Computer +7
Systems Basic processor, hand appendages (2), hovering locomotion, improved sensor package, interference field, vocabulator
Possessions Sabacc deck
Availability Licensed; **Cost** 6,000 credits

Encountering an RH7-D CardShark

RH7-D CardShark droids are a fairly common sight in cheap cantinas and pubs. Any party entering a cantina or similar establishment will likely be propositioned by one of these droids for a game of Sabacc, either for a flat fee, or giving up 10% of each pot to the house.

RH7-D CardShark

Medium droid (3rd-degree)
Hp 5
Threshold 10

Move (1 swift action, 2/turn)
The RH7-D CardShark moves 6 squares (hovering).
Cheat (1 swift action, 1/turn)
Some droids are instructed by the house to cheat, and the RH7-D may use either its Deception (cheat function, *SV* 19) or Stealth (sleight of hand, *SE* 73) skills in lieu of its Wisdom check while gambling.

Detect Cheat (reaction)
If someone at the Sabacc table uses the cheat ability of the Deception skill (*SV* 19), the RH7-D CardShark automatically makes a Perception check to detect cheating. If the roll equals or exceeds the Deception check, the CardShark detects the cheating, and immediately announces it to the table, and possibly any security, suspending the hand until the cheater is dealt with.
Jam Communications (1 swift action, 1/turn)
The RH7-D CardShark can choose to increase the power to its interference field, increasing its area of effect. This effectively functions as a jamming device, shutting down all communications from going in or out within a 6-square radius of the droid.

Skills Deception +7, Perception +16, Stealth +8, Use Computer +7
Vital Systems Basic processor, hand appendages (2), hovering locomotion, improved sensor package, interference field, Sabacc deck, vocabulator

The RH7-D CardShark is a portable version of the ceiling-mounted, stationary RH7 Sabacc Dealer. The RH7-D was designed to serve smaller establishments where private games might spring up. To accomplish this, the RH7-D was outfitted with a repulsorlift system, allowing it to roam from table to table, at the loss of some of the more draconian security measures available on the original model, which was designed with casinos in mind. The RH7-D was a popular addition to Republic military bases throughout the Clone Wars, and their proliferation throughout the Grand Army of the Republic's facilities was first considered a coup by Republic Military Benefit Association, who had lobbied for their purchase.

However, the RMBA had not anticipated that clones would not enjoy playing cards against one another, forgetting they all shared the same face. Their inability to bluff each other removed almost all the subtlety from the game, and it never caught on with the clones. As a result, the droids were either repurposed

by clever soldiers, or taken to officer's clubs and places where civilian contractors or other non-clone forces congregated, such as Republic Mobile Surgical Units. The droid was ubiquitous throughout the Clone Wars, and for decades afterward.

Modification: Explosive Ordnance Disposal

Mechanically minded clone troopers would often convert the RH7-D CardSharks into demolitions droids, filling a niche in which few clones were trained. The modified RH7-D could hover above a detected explosive, and use its hands to disable it from above. Its interference field was often used to prevent remote triggering. To modify a standard RH7-D CardShark into an RH7-D MineShark, simply replace Skill Training (Deception, Stealth) and Grapple Resistance feats with Skill Training (Mechanics), Skill Focus (Mechanics) and Gearhead (*KR* 33) feats with three DC 15 Use Computer checks over an hour and a half, and 3,000 credits. Many clones also add 2-4 additional tool arms, and a sensor booster, though they are not necessary.

Modification: Pubtender

Some of those serving with the Republic Military Benefit Association as cantina owners would often modify the droids to function as pubtenders or other members of bar service staff when they began to notice no one used the droid for Sabacc. To modify a standard RH7-D CardShark into a Pubtender, replace the Skill Training (Stealth) feat with Knowledge (life sciences) with a DC 15 Use Computer check, 30 minutes, and 1,000 credits. This represents the droid's ability to mix drinks that will have the desired effect on a variety of species. Most owners will also add 2-4 hand appendages, and sometimes a tool appendage that is connected to an onboard mixer.

RO-Series Nanny Droid

GoCorp/Utilitech RO–Series Nanny Droid   **CL 1**
Medium droid (3rd-degree) Noble 1
Init +2; **Senses** darkvision; low-light vision; Perception +7

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Languages Basic, Binary, 3 unassigned
Defenses Ref 14 (flat-footed 12), Fort 10, Will 15
Hp 18; **Threshold** 10
Immune droid traits
Speed 8 squares (wheeled)
Melee claw +0 (1d4) or
Ranged by weapon +2
Base Atk +0; **Grp** +2
Special Actions Observant
Abilities Str 10, Dex 14, Con –, Int 13, Wis 14, Cha 12
Special Qualities droid traits

Talents Observant

Feats Cornered, Linguist, Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (bureaucracy) +6, Knowledge (life sciences) +6, Knowledge (social sciences) +6, Perception +7, Persuasion +6, Treat Injury +7, Use Computer +6

Systems Claw appendages (2), heuristic processor, improved sensor package (darkvision), vocabulator, wheeled locomotion

Possessions Baby formula dispenser (as integrated droid survival kit)

Availability Licensed; **Cost** 2,860 credits

Droid Manufacturer Trait (Go-Corp/Utilitech) – Once per encounter, the RO-series nanny droid can ignore the movement penalty associated with difficult terrain until the beginning of its next turn, or move through a square occupied by an enemy, though they will still draw attacks of opportunity as normal.

Playing an RO-series Nanny Droid

Players who would like to use the RO-series nanny droid as their character should begin with the stock protocol droid chassis (*SD* 13), though they will have wheeled locomotion instead of walking, and clawed appendages instead of hands. The best starting classes to use with this droid are Scoundrel or Noble. Choose the Skill Training (Knowledge [social sciences]) feat to demonstrate its familiarity with child psychology. When the droid begins its adventuring career, it gains the lethal protector special quality as described in the droid's statistics block. Select at least Perception and Persuasion as the droid's starting skills; for additional skills, consider Knowledge (biological sciences) and Treat Injury to represent its ability to care for the physical needs of its charges, and Use Computer to showcase its ability to operate in the galaxy independent of organic oversight. Be sure to purchase an improved sensor package, dark vision, and an integrated survival kit as part of the droid's starting equipment.

Lethal Protector – Prior to combat, as a free action, the RO-Series nanny droid can designate a number of child-aged or younger sentient life forms as under their care equal to their charisma modifier. RO-Series nanny droids are able to circumvent their combat inhibitors preventing them from causing harm to other sentient beings when their wards are justifiably threatened. Further, if an being designated as under their care is the target of an attack, including grapple checks, the RO-Series nanny droid gains a +1 bonus to attack and damage rolls against that attacker until the end of their next turn.

RO-Series Nanny Droid

Medium droid (3rd-degree)

Hp 18

Threshold 10

Move (1 swift action, 2/turn)

The RO-series nanny droid moves 8 squares (wheeled).

Avoid Surprise (1 free action)

The RO-series nanny droid makes a Perception check at the start of a battle, if the check is successful, the droid's master avoids surprise.

Databank (1 swift action)

The RO-series nanny droid attempts a Knowledge check involving bureaucracy, life sciences or social sciences. If the check is successful, the droid can communicate the information to its master.

First Aid (2 swift actions, 1/turn)

The RO-series nanny droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level plus 1 hit point for every point by which the check was successful. A character can be treated with first aid in this manner only once per day.

Impeccable Manners (2 swift actions, 1/turn)

The RO-series nanny droid makes a Persuasion check against the target's Will Defense, modified by the target's attitude toward the droid as follows: hostile, -10; unfriendly, -5; indifferent, -2; friendly, +0. If the check succeeds, the target's attitude toward the droid improves by one step.

This action can be attempted on a target only once per encounter.

Issue Routine Command (1 swift action, 1/turn)
The RO-series nanny droid issues a routine command to a computer that has a friendly or better attitude toward it.

Medical Assistance (1 swift action, 1/turn)
The RO-series nanny droid assists a character's Treat Injury check, providing a +2 bonus to the check.

Skills Knowledge (bureaucracy) +6, Knowledge (life sciences) +6, Knowledge (social sciences) +6, Perception +7, Persuasion +6, Treat Injury +7, Use Computer +6

Vital Systems Baby formula dispenser (as integrated droid survival kit), claw appendages (2), heuristic processor, improved sensor package (darkvision), vocabulator, wheeled locomotion

The RO-Series Nanny Droid was introduced to modest sales just as the Separatist crisis began to dominate the newsnets. After the Battle of Geonosis, however, with the formal declaration of a Grand Army of the Republic, sales for the RO-Series skyrocketed as the young men and women of the Republic joined militias and the Republic Navy, leaving their loved ones behind. The RO-Series droid was a boon to the significant others left behind, who relied on the droids to assist at home and watch the children, particularly infants. Perhaps the most notorious, and subversive, use of these droids were by Darth Sidious, who stationed RO-Z67 and RO-Z68 on a secret smelting facility on Mustafar, where they were to perform enslavement surgery on Wee Dunn and Zinn Toa. Both droids were destroyed by Anakin Skywalker and his Padawan.

Modification: Nurse Droid

Many medical professionals outside the Core worlds have always had trouble gaining access to top of the line medical droids, though many have come up with creative, cost-saving solutions. The RO-series nanny droid is half the price of most medical droids, and can serve as a suitable nursing assistant out of the box. However, most backwater hospitals will swap out the Cornered feat with Skill Focus (Treat Injury) with a DC 14 Use Computer check and 30 minutes of work, and swap out the survival kit for a med kit

or emergency oxygen with a DC 15 Mechanics check and one hour of work. Despite a few isolated mishaps where the droids assaulted doctors preparing to operate on patients prepped by RO-series nanny droids, and the occasional lullaby sung during treatment, the mod is a fairly common sight throughout the rim worlds.

Fourth-Degree Droids

No type of droid saw as much growth during the Clone Wars as fourth-degree combat droids. The Separatists manufactured hundreds of droid designs, while countless more were only produced in limited numbers for trials and testing. The Separatist Droid Army was the most massive mechanical military industrial complex ever assembled in the history of the galaxy. Nothing like it had ever been seen before and strict combat droid laws passed in the wake of the Clone Wars ensured nothing like it would be seen after.

Aegis-7 Battle Droid

Arakyd Industries Aegis-7 Battle Droid	CL 13

Large droid (4th-degree) soldier 13
Force 5
Init +17; **Senses** darkvision; low-light vision; Perception +21
Languages Basic, Binary, 1 unassigned

Defenses Ref 29 (flat-footed 28), Fort 30, Will 26
Hp 148; **Threshold** 50
Immune droid traits

Speed 12 squares (flying)
Melee vibro-ax +18 (2d10+11) or
Melee stun baton +18 (1d6+11) or
Melee stun baton +18 (2d6+11 stun) or
Melee unarmed +18 (1d4+11) or
Ranged phased pulse cannon +14 (3d12+6, 1-square splash) or
Ranged blaster rifle +14 (3d8+6) or
Ranged by weapon +14

Base Atk +13; **Grp** +18

Atk Options Careful Shot, Overwhelming Attack, Point Blank Shot, Power Attack, Power Blast, Precise Shot

Special Actions Burst of Speed, Combat Reflexes, Dedicated Guardian, Dedicated Protector, Draw Fire, Harm's Way, Indomitable

Abilities Str 20, Dex 13, Con –, Int 13, Wis 16, Cha 11

Special Qualities droid traits

Talents Armored Defense, Dedicated Guardian, Dedicated Protector, Draw Fire, Harm's Way, Improved Armored Defense, Indomitable

Feats Armor Proficiency (heavy, light, medium), Burst of Speed, Careful Shot, Combat Reflexes, Improved Damage Threshold, Overwhelming Attack, Point Blank Shot, Power Attack, Power Blast, Precise Shot, Skill Focus (Initiative, Perception), Turn and Burn, Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +17, Perception +21, Treat Injury +14

Systems Duranium battle armor (+10 armor), flying locomotion, hand appendages (2), hardened systems (x3), heuristic processor (droid remote control), improved sensor package (darkvision), internal comlink, locked access, multi-spectrum searchlight, secondary battery, specialized subprocessor (Persuasion), vocabulator, weapon detector

Possessions Blaster rifle, medkit, phased pulse cannon (treated as blaster cannon), stun baton, vibro-ax

Availability Restricted, Rare; **Cost** 112,000 credits

Droid Manufacturer Trait (Arakyd Industries) – Once per day, an Arakyd droid can make a Persuasion or Use Computer check against a DC equal to its own Will Defense. If the check is successful, the droid's behavioral inhibitor allows it to take prohibited actions until the forbidden action needed to complete its mission has been completed.

Droid Quirk (aggressive) – The Aegis-7 droid does not back down from a fight unless it has direct orders from its master or is facing obviously overwhelming opposition.

Phased Pulse Cannon – Treated as blaster cannon. If the damage dealt exceeds the target's damage threshold, the cannon deals an additional die of damage from the heat of the plasma.

Aegis-7 Battle Droid

Large droid (4th-degree)

Hp 148

Threshold 50

Move (1 swift action, 2/turn)

The Aegis-7 battle droid moves 12 squares (flying).

Avoid Surprise (1 free action)

The Aegis-7 battle droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Blaster Rifle Attack (1 swift action, 1/turn)

The Aegis-7 battle droid makes a ranged attack at +14. If successful, the attack deals 3d8+6 points of damage.

Encountering an Aegis-7 Battle Droid

An Aegis-7 battle droid can typically be found protecting the wealthiest and most powerful of beings in the Core Worlds. Despite their mammoth size, the Aegis remains relatively unassuming, floating silently on its repulsors so as to not disturb its master and his associates during their dealings. If its charge is threatened, however, the Aegis will quickly spring into action to lend protection using its Dedicated Guardian, Dedicated Protector or Harm's Way talents. Once set against a target, the Aegis-7 battle droid can be aggressive and overly-hostile, intent on eliminating its adversary with fervor. Aegis-7 battle droids move quickly to intercept ranged attacks intended for their masters or as a means of scooping up the being under its protection and fleeing the scene with haste with Burst of Speed, but will readily use this feat to chase down would-be assailants to deliver a killing blow if given the order. Because of their heavy armor and redundant systems, Aegis-7 battle droids are notoriously difficult to destroy.

Burst of Speed (1 swift action, 2/turn)

The Aegis-7 battle droid moves up to twice its speed, but at the end of its movement the droid moves -1 step along the condition track.

Draw Fire (1 swift action, 2/turn)

The Aegis-7 battle droid makes a Persuasion check and compares the result to the Will Defense of all opponents within line of sight. If the check result exceeds an opponent's Will Defense, that opponent cannot attack its master or his allies within 6 squares of the droid until the start of its master's next turn as long as the droid does not have cover against that opponent. (The affected opponents may still attack the droid, however.)

First Aid (2 swift actions, 1/turn)

The Aegis-7 battle droid makes a DC 15 Treat Injury check on a target in an adjacent square. If the check is successful, the target regains a number of hit points equal to its character level + 1 for every point the check was successful. A character can be treated with first aid in this manner only once per day.

Harm's Way (1 swift action, 1/turn)

The Aegis-7 shields an ally from attacks, taking the damage and suffering the ill effects in its ally's stead. Until the start of its master's next turn, any attack made against the protected ally targets the droid instead.

Patrol Duty (1 swift action, 1/turn)

The Aegis-7 battle droid makes a Perception check against a target's Stealth check. If the check is successful, the droid detects the target.

Phased Pulse Cannon Blast (1 swift action, 1/turn)

The Aegis-7 battle droid makes a ranged attack at +14. If successful, the attack deals 3d12+6 points of damage with a 1-square splash.

Stun Strike (1 swift action, 1/turn)

The Aegis-7 battle droid makes a melee attack at +18. If successful, the attack deals 2d6+11 points of stun damage.

Turn and Burn (1 swift action, 2/turn)

The Aegis-7 battle droid uses the withdraw action, moving up to 2 squares without provoking an attack of opportunity, and can move at its full speed.

Vibro-Ax Slash (1 swift action, 1/turn)

The Aegis-7 battle droid makes a melee attack at +18. If successful, the attack deals 2d10+11 points of damage.

Skills Endurance +11, Initiative +17, Perception +21, Treat Injury +14

Vital Systems Blaster rifle, duranium battle armor (+10 armor), flying locomotion, hand appendages (2), hardened systems (x3), heuristic processor (droid remote control), improved sensor package (darkvision), internal comlink, locked access, medkit, multi-spectrum searchlight, phased pulse cannon, secondary battery, specialized subprocessor (Persuasion), stun baton, vibro-ax, vocabulator, weapon detector

Arakyd Industries placed the Aegis-7 battle droid on the market in the final months of the Clone Wars. Arakyd's marketing analysts speculated that the Aegis-7's advanced programming and extensive equipment load-out as a bodyguard unit would catch the eye of many executives within the Techno Union, and appeal to other organizations of the Commerce Guild and Confederate-allied aristocracy. With lofty lobbyists vouching for the Aegis-7's capabilities, Arakyd hoped to break out of the exploration droid market and thrust itself into more lucrative military markets, competing with the Collicoid Creation Nest, despite the model's hefty price tag. It was believed the bodyguard droid would even be capable of dispatching Jedi adversaries. Unfortunately for Arakyd, the Clone Wars reached an abrupt end when the Confederacy was quashed by the clone forces of the Republic, and sales of the Aegis-7 battle droid were never fully realized.

In the days that followed the war's conclusion, the Galactic Empire was formed and many corporations under the umbrella of the Techno Union were nationalized. Although the company was strong-armed into contracts that heavily favored the Empire, Arakyd managed to maintain a degree of independence and continued to sell the Aegis-7 as a bodyguard unit. One such droid was owned by Rokko the Hutt on Coruscant. The Aegis-7 was so formidable that when Rokko ordered his to attack Jedi Jax Pavan, Grey Paladin Laranth Tarak and droid I-5YQ, they immediately retreated. I-5YQ managed to collapse the ceiling on top of the Aegis-7, burying it in rubble, but this only slowed the bodyguard droid down and the group thought it better to flee the scene.

Assassin Probe

Arakyd Industries Assassin Probe CL 8

Large droid (4th-degree) Scout 5/Scoundrel 3
Force 2
Init +11; **Senses** darkvision; low-light vision; Perception +13
Languages Basic (understand only), Binary, 1 unassigned

Defenses Ref 21 (flat-footed 19), Fort 22, Will 21
Hp 50; **Threshold** 27
Immune droid traits

Speed 8 squares (walking), 4 squares (climbing); Running Attack
Melee claw +8 (1d6+7) or
Melee claws +3/+3 (1d6+7) or
Ranged by weapon +7
Base Atk +5; **Grp** +8

Atk Options Point Blank Shot, Shadow Striker, Sneak Attack +1d6, Trip
Special Actions Combat Reflexes

Abilities Str 16, Dex 15, Con –, Int 12, Wis 14, Cha 10
Special Qualities droid traits
Talents Backstabber, Hidden Movement, Improved Stealth, Shadow Striker, Sneak Attack +1d6
Feats Combat Reflexes, Dual Weapon Mastery I, Point Blank Shot, Running Attack, Skill Focus (Climb, Jump, Stealth), Trip, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +17 (may reroll, keeping better result, may take 10 when rushed or threatened), Deception +9, Initiative +11, Jump +17 (may reroll, keeping better result, may take 10 when rushed or threatened), Knowledge (tactics) +10, Perception +13, Stealth +11 (may reroll, keeping second result)

AN ASSASSIN PROBE ATTEMPTS TO SLAUGHTER THE
COUNCIL OF NEUTRAL SYSTEMS

Systems Claw appendages (8), collapsible construction, heuristic processor, improved sensor package (darkvision), internal comlink, internal storage (20 kg), locked access, walking locomotion (climbing claws, extra legs, jump servos, magnetic feet)

Availability Military; Cost 72,000 credits

Deploy Droid Swarm – The assassin probe carries dozens of Fine-sized insectoid droids within an internal storage compartment hidden in its chassis. With a full-round action, the assassin probe deploys droids, which then occupy all squares surrounding the assassin probe (total of 8) and moves to attack any targets within line of sight. These droids also deploy automatically if the droid is disabled or destroyed. This action can be performed only once before the droid swarm is depleted and must be replenished.

Assassin Droid Swarm   CL 6

A swarm of deadly assassin droid beetles spills out of the assassin probe and approaches.

Artificial, contact

Trigger Deployed by assassin probe as a full-round action or automatically upon its destruction. The swarm occupies all squares surrounding the assassin probe (total of 8) and moves to attack any targets within line of sight.

Attack +8 vs. Reflex Defense

Damage 2d10

Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the swarm.

Skills

Acrobatics (DC 22): The character tumbles away from the incoming droid swarm, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Attack Roll (DC 20): A character inside or adjacent to a square occupied by the hazard makes an attack roll against the droid swarm. If successful, the swarm decreases in size by 1 square and the character receives a +5 circumstance bonus to Reflex Defense against the looming droid swarm's attack against the character at the start of his or her next turn.

Jump (DC 22): The character jumps over or away from the approaching droid swarm, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Special

Assassin droid swarms ignore the effects of a creature's armor, unless the armor is natural or airtight. Each square of the swarm can move independently at a speed of 4 squares toward any targets they have been programmed to destroy and attack, as well as targets that stand in the way of its objectives.

Assassin Probe

Large droid (4th-degree)

Hp 50

Threshold 28

Move (1 swift action, 2/turn)

The assassin probe moves 8 squares (walking) or 4 squares (climbing).

Blade Attack (1 swift action, 1/turn)

The assassin probe makes a claw attack at +8. If successful, the attack deals 1d6+7 points of damage.

Create a Diversion to Hide (1 swift action, 1/turn)

The assassin probe can make a Deception check to divert an opponent's attention and give the droid time to hide.

Deploy Droid Swarm (2 swift actions)

The assassin probe deploys dozens of Fine-sized insectoid droids from an internal storage compartment hidden within its chassis, which then occupy all squares surrounding the assassin probe and attack any targets of its master's choosing. These droids also deploy automatically if the droid is disabled or destroyed. This action can be performed only once before the droid swarm is depleted and must be replenished.

Double Blade Attack (2 swift actions, 1/turn)

The assassin probe makes two claw attacks at +3. If successful, each attack deals 1d6+7 points of damage.

Sneak (1 swift action, 1/turn)

The assassin probe can slip past an opponent without being noticed by making a successful Stealth check opposed by the opponent's Perception check.

Skills Climb +17 (may reroll, keeping better result, may take 10 when rushed or threatened), Deception +9, Initiative +11, Jump +17 (may reroll, keeping better result, may take 10 when rushed or threatened), Knowledge (tactics) +10, Perception +13, Stealth +11 (may reroll, keeping second result)

Vital Systems Claw appendages (8), collapsible construction, heuristic processor, improved sensor package (darkvision), internal comlink, internal storage (20 kg), locked access, walking locomotion (climbing claws, extra legs, jump servos, magnetic feet)

Developed by Arakyd Industries after the Clone Wars began, the Assassin Probe is a deadly adversary, ruthless in achieving its mission objectives. When the Crawl-Carrier project on Dagro was destroyed by the Republic, through an act of corporate espionage, Arakyd managed to acquire the data and designs from Baktoid Armor Workshop. The Assassin Probe was the result of combining the stolen research with Arakyd Designs, and it was rushed into production within the first year of the war. Interested in sowing fear and dissent, as well as silencing voices of peace, Count Dooku dispatched a number of these droids to eliminate key Republic political figures, including Duchess Satine Kryze of Mandalore.

B1 Battle Droid

Baktoid Combat Automata B1-series Battle Droid*   **CL 1**
Medium droid (4th-degree) nonheroic 3
Init +0; **Senses** Perception +5
Languages Basic, Binary

Defenses Ref 11 (flat-footed 11), Fort 10, Will 9
Hp 10; **Threshold** 5
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +2 (1d3) or
Ranged blaster carbine +1 (3d8)
Ranged by weapon +1
Base Atk +2; **Grp** +2

Abilities Str 10, Dex 9, Con –, Int 9, Wis 8, Cha 9
Special Qualities collapsible construction, droid traits
Feats Armor Proficiency (light), Coordinated Attack, Separatist Military Training, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
**Skills** Perception +5
Systems Collapsible construction, hand appendages (2), internal comlink, locked access, plasteel shell (+2 armor), remote receiver (backup processor), vocabulator, walking locomotion
Possessions E-5 droid blaster
Availability Military; **Cost** 1,900

Droid Manufacturer Trait (Baktoid Combat Automata) – A character can make a Persuasion check opposed by the Baktoid droid's Perception skill to attempt to temporarily confuse it with contradictory data or brash, seemingly illogical action. If the check is successful, the droid can take no action for one round as it tries to find an appropriate response. If the Persuasion check is unsuccessful, the droid recognizes the ruse and proclaims it loudly while taking an immediate swift action as a reaction.

Droid Quirk (easy repairs) – Due to the B1 battle droid's simplified design and modular components, the DC of any Mechanics check used to perform hardware repairs on the battle droid are reduced by 5 points. Additionally, the repair and modification time on the B1 is reduced by 50%.
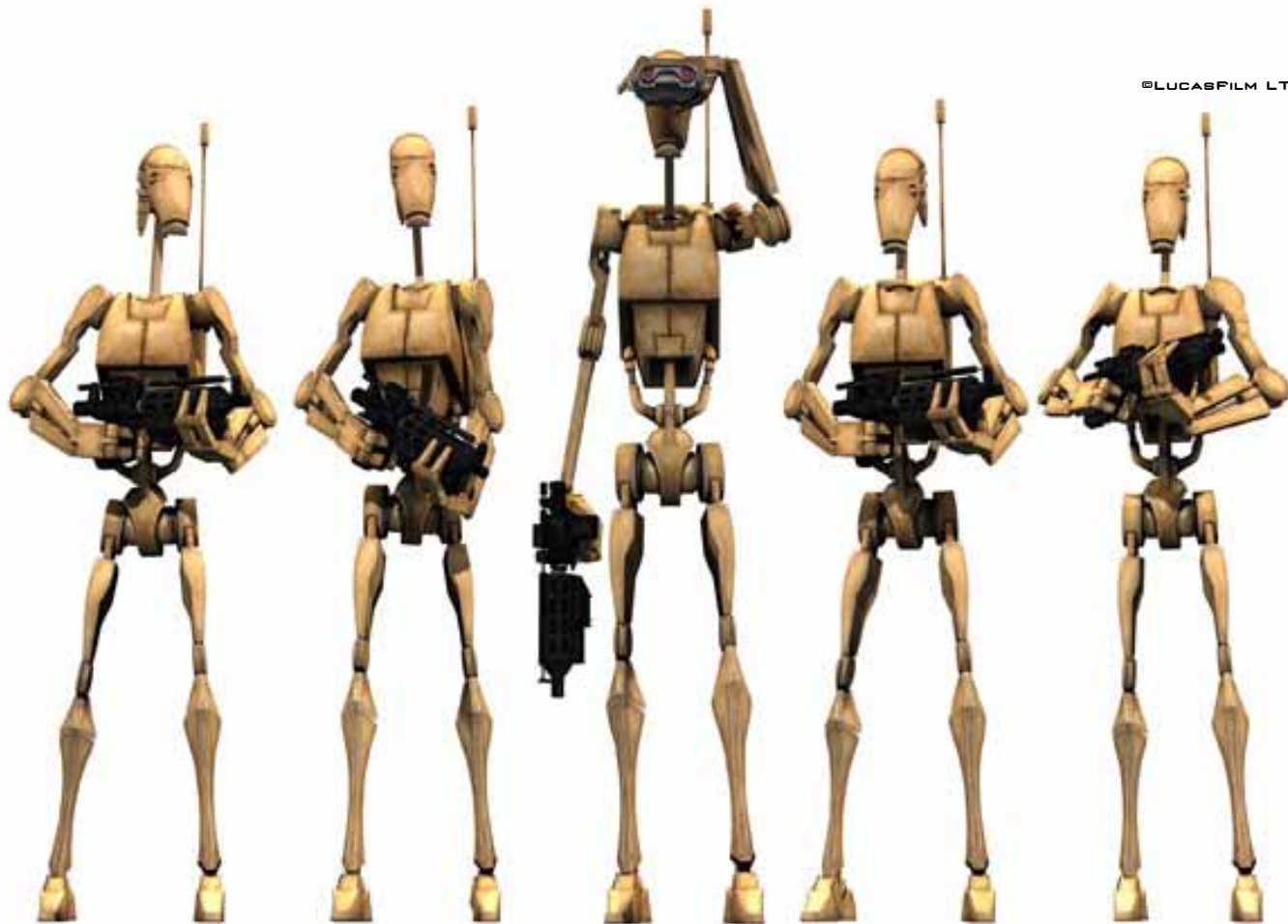
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Droid Quirk (poorly constructed) – The B1 battle droid is mass produced in such a way to reduce manufacturing costs to a point where quality is no longer a chief concern. As such, the B1 has its damage threshold reduced by half. In exchange for this penalty, the B1's hardware manufacturing costs are reduced by 50%.

*Official statistics for the B1 Battle Droid can be found on page 199 of the Saga Edition Core Rulebook *and on page 38 of* Scavenger's Guide to Droids.

B1 Battle Droid
Medium droid (4th-degree)
Hp 10
Threshold 5

Move (1 swift action, 2/turn)
The B1 battle droid moves 6 squares (walking).
Avoid Surprise (1 free action)
The B1 battle droid makes a Perception check at the start of a

Encountering a B1 Battle Droid

B1 battle droids are often encountered on worlds controlled or contested by the Confederacy of Independent Systems. They are usually deployed in vast numbers – it is highly unusual to be confronted by a solitary battle droid. Before the Battle of Naboo, B1 battle droids were stoic and focused on accomplishing their orders, but were slow to respond to new threats and were vulnerable to interruptions in their remote processor's broadcast signal. This weakness was corrected shortly before the Clone Wars with the inclusion of a backup processor, but personality quirks seeped into the B1's programming, and caused them to behave in a buffoonish manner. Throughout the Clone Wars, Republic commandos secretly sabotaged droid Separatist droid foundries that would stamp out tens of thousands of droids with even more programming and hardware flaws that would make it out to the front lines before a problem was discovered. To determine whether the droids encountered have been sabotaged, roll 1d20 – a result of 2-5 means all of the battle droids encountered during the adventure exhibit one hardware quirk (see Table 1-2: Droid Quirks in the *Scavenger's Guide to Droids*), while a result of 1 means all of the droids encountered during the adventure possess two hardware quirks. Despite their general idiocy, they remain highly effective in large numbers on the battlefield.

battle. If the check is successful, the droid's master avoids surprise.

Collapse/Deploy (2 swift actions, 1/turn)
The B1 series battle droid collapses for easy storage and deploys when it is needed. When stowed, the droid lowers itself to Small-scale and shuts down, entering a standby mode.

Patrol Duty (1 swift action, 1/turn)
The B1 series battle droid makes a Perception check against the target's Stealth check. If the check is successful, the battle droid detects the target.

Support Fire (1 swift action, 1/turn)
The B1 battle droid makes a ranged attack at +1. If successful, the attack deals 3d8 points of damage.

Tactical Assistance (1 swift action, 1/turn)
The B1 battle droid assists a character's ranged attack, providing a +2 bonus to the roll.

Skills Perception +5

Vital Systems Blaster carbine, collapsible construction, hand appendages (2), internal comlink, locked access, plasteel shell (+2 armor), remote receiver (backup processor), vocabulator, walking locomotion

Created by Baktoid Combat Automata twenty years before the Clone Wars at the behest of the Neimoidians of the Trade Federation, the B1 battle droid eerily resembles the skeletal form of their organic masters. At a time when the creation of a battle droid army was illegal, the Trade Federation used its considerable influence within the Galactic Senate to push through legislation that allowed them the B1 as a counter-piracy measure. The gaunt droids were less than capable in combat with skilled opponents, but functioned considerably well as a deterrent. The droids were also used to covertly subjugate civilian populations, most notably the Wookiees of Alaris Prime and the peoples of Naboo a decade before the Clone Wars.

At the start of the Clone Wars, the Trade Federation had manufactured billions of the B1 battle droid to form the backbone of the army of the Confederacy of Independent Systems. However, it was readily apparent that to combat Jedi and seasoned clone troopers, more advanced foot soldiers would be required. The B1 was found to be little better than cannon fodder, and most Separatist commanders considered the cheap droids wholly disposable. The simplicity of the B1's design meant they could be deployed on any front with little-to-no adaptation; however, more enterprising Confederate leaders fielded a number of modifications of the B1 to help fill niche combat roles, such as aquatic assault, fire brigades, and EVA teams. The B1 was found on nearly every battlefield of the Clone Wars and the trillions of the droids remaining after Darth Vader's mission to Mustafar were deactivated when the Sith Lord transmitted the Master

OOM-Series Battle Droids

The OOM-series battle droid was the predecessor of the B1-series battle droid and is superior in many aspects. Originally the OOM-series was responsible for performing crew duties onboard Trade Federation starships and platforms, acting as pilots and security. When the Trade Federation was granted permission to maintain its own standing army by the Galactic Senate, OOM-series droids were also appointed as field commanders to the dominant infantry of the B1-series battle droid. Despite their more advanced programming, the OOM was viewed as an outdated model by the leaders of the Trade Federation and was soon relegated to primarily specialized duties through the majority of the Clone Wars.

Several variations of the OOM-series battle droid exist and have color-coded marking according to their duties. All models of the OOM-series droids have an additional 3 levels of the nonheroic class from the stock B1 battle droid design.

Commander droids, marked in yellow, gain 3 levels of the nonheroic class (in addition to those mentioned above) and 1 point each to their Intelligence and Wisdom. Exchange the Weapon Proficiency (pistols) feat for Skill Training (Knowledge [tactics]). Replace Separatist Military Training with the Stand Tall feat (*GI* 29), and add the Rapport (*FU* 34) and Coordinated Barrage (*CW* 28) feats as their level 6 and level 9 feats. A remote receiver signal booster (*SD* 61) is often installed in commander droids with a DC 15 Mechanics check and 1 hour of work at a cost of 500 credits. Electrobinoculars and a handheld holo-comlink are included in a commander droid's inventory.

Marine Droids, marked in green, gain 1 point to Dexterity. Exchange the Separatist Military Training feat for the Artillery Shot feat (*CW* 28), and add the Destructive Force feat (*GW* 22) as their level 6 feat. In addition to the standard E-5 droid blaster, Marine droids are equipped with jetpacks, a blaster pistol, V-1 thermal detonators, an E-60R missile launcher, and HX2 proximity mines.

Pilot droids, marked in blue, gain 1 point to Dexterity. Exchange the Coordinated Attack and Separatist Military Training feats for the Skill Training (Pilot) and Skill Training (Mechanics) feats, and they gain the Vehicular Combat feat as their level 6 feat. A blaster pistol, the RD-4 grenade launcher, SoroSuub F-187 fusion cutter (treated as high-speed cutting torch and welding system [*SD* 57]), and toolkit are sometimes included in a pilot droid's inventory.

Security droids, marked in red, gain 1 point to Wisdom. Exchange the Separatist Military Training feat for the Toughness feat, and they gain the Wary Sentries feat (*GW* 30) as their level 6 feat. Sometimes security droids are equipped with remote viewers with a DC 15 Mechanics check and 1 hour of work at a cost of 1,000 credits. Stun grenades and binder cuffs are also among the common equipment added to a security droid's inventory.

Control Signal. Despite an aggressive Imperial program to entice sentient beings to turn in deactivated battle droids for a reward, the abandoned droids quickly became a commodity for beings all over the galaxy, who took advantage of their simple design to retool them for a variety of uses.

Modification: Aquatic Assault

The standard B1 combat chassis is capable of performing in almost any environment, however, small modifications are required to maneuver underwater. The aquatic assault modification allows the B1 battle droid to operate beneath the waves, acting as infantry support to Separatist droid subfighters. This modification requires the addition of an underwater drive system to the B1's standard walking locomotion. Including this adaptation requires a DC 20 Mechanics check, 12 hours of labor, and 360 credits.

Modification: Fire Brigade

Specialized battle droids are stationed onboard nearly every Confederate capital ship to serve as damage control teams. This job requires that the stock plasteel plating be removed with a

DC 10 Mechanics check and 30 minutes of work, and replaced with a Duravlex shell which costs 1,000 credits. Magnetic Feet are also included on the variant with a DC 10 Mechanics check and 30 minutes of work at a cost of 360 credits. Members of a fire brigade are also equipped with a fire extinguisher.

Modification: Rocket Droid

With the addition of the *Droch-class* boarding craft to the Separatist's arsenal, adjustments were made to the stock B1-series battle droid to partner with the ship while performing escape pod hunting operations. To enable the droids to maneuver freely in the vacuum of space, a jet pack (*SE* 138) is fitted on the droid's chassis with a DC 15 Mechanics check and 30 minutes of labor. A mini high-speed cutting torch and welding system is added to the droid's forearm to allow them to cut into enemy pods, which costs 2,500 credits and requires a DC 10 Mechanics check and 30 minutes of labor to install. Finally, a multi-spectrum searchlight is fitted to the droid's head for DC 10 Mechanics check and 30 minutes of work.

Modification: Sniper

Sniper droids were used with devastating effect throughout the Clone Wars, most notably the battles of Geonosis, Muunilist and Tirahnn. The sniper variant of the B1 battle droid was designed to slow down Republic troop movements along roads and through urban areas. To create a sniper droid, replace the Weapon Proficiency (heavy weapons), Coordinated Attack, and Separatist Military Training feats with the Skill Training (Stealth), Riflemaster (*GW* 25) and Sniper Shot (*KR* 35) feats each with a DC 9 Use Computer check. Sniper droids are also equipped with the E-5s sniper rifle, blaster pistol, V-1 thermal detonators, and a blaster rifle turret (*SE* 256 or *UR* 104). Frequently, sniper droids are accompanied by an Arakyd Industries Mark IV Recon Droid to act as a spotter.

B2 Super Battle Droid

Baktoid Combat Automata B2-series Super Battle Droid* CL 2
Medium droid (4th-degree) nonheroic 6
Init +4; **Senses** Perception +8
Languages Binary, Basic
Defenses Ref 19 (flat-footed 18), Fort 12, Will 10
Hp 24; **Threshold** 12
Immune droid traits
Speed 6 squares (walking)
Melee unarmed +6 (1d3+2) or
Ranged wrist blasters +6 (3d8) or
Ranged wrist blasters +1 (5d8) with Burst Fire or
Ranged by weapon +5
Base Atk +4; **Grp** +6
Atk Options Autofire Sweep, Burst Fire, aid another (+5)
Abilities Str 14, Dex 13, Con –, Int 10, Wis 10, Cha 8
Special Qualities droid traits
Feats Armor Proficiency (light, medium), Autofire Sweep, Burst Fire, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Perception +8
Systems Acertron shell (+8 armor; treated as duranium plating), hand appendages (2), internal comlink, locked access, remote receiver (backup processor, synchronized fire circuits), vocabulator, walking locomotion
Possessions Wrist blasters (treated as blaster rifle)
Availability Military; **Cost** 9,960 credits
*Official statistics for the B2 Super Battle Droid can be found on page 199 of the Saga Edition Core Rulebook *and on page 38 of* Scavenger's Guide to Droids.

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B2 Super Battle Droid

Medium droid (4th-degree)

Hp 24

Threshold 12

Move (1 swift action, 2/turn)

The B2 series super battle droid moves 6 squares (walking).

Autofire Sweep (1 swift action, 1/turn)

The B2 series super battle droid makes an area attack that targets a 6-square cone at +1. If successful, the attack deals 3d8 points of damage.

Avoid Surprise (1 free action)

The B2 series super battle droid makes a Perception check at the start of battle. If the check is successful, the droid's master avoids surprise.

Burst Fire (1 swift action, 1/turn)

The B2 series super battle droid makes a ranged attack +1. If successful, the attack deals 5d8 points of damage.

Patrol Duty (1 swift action, 1/turn)

The B2 series super battle droid makes a Perception check against the target's Stealth check. If the check is successful, the battle droid detects the target.

Suppress Enemy (1 swift action, 1/turn)

The B2 series super battle droid assists an ally by suppressing an opponent's fire, imposing a -2 penalty to the target's next attack roll.

Support Fire (1 swift action, 1/turn)

The B2 series super battle droid makes a ranged attack at +6. If successful, the attack deals 3d8 points of damage.

Tactical Assistance (1 swift action, 1/turn)

The B2 series super battle droid assists an ally's ranged attack, providing a +2 bonus to the roll. If it assists another droid on the same remote receiver, the bonus increases to +5.

Skills Perception +8

Vital Systems Acertron shell (+8 armor; treated as duranium plating), hand appendages (2), internal comlink, locked access, remote receiver (backup processor, synchronized fire circuits), vocabulator, walking locomotion, wrist blasters (treated as blaster rifle)

In the wake of their defeat at the Battle of Naboo, the Trade Federation contracted Baktoid Combat Automata to develop a more robust alternative to their armies of B1-series battle droids. This resulted in a combat unit superior in almost every way, designated the B2-series Super Battle Droid. The B2 boasts heavier armor and more powerful weaponry, while eliminating the weakness imposed by the B1 battle droid's remote processor with the inclusion of a backup processor. The super battle droid was manufactured by the Geonosians, Techno Union and Trade Federation en masse as they geared up for war against the Republic.

Encountering a B2 Series Super Battle Droid

The super battle droid is an extremely common sight during the Clone Wars. As versatile as the design is, the droid can be encountered in any scenario. The B2 series are most commonly deployed in large groups – squads or greater – and will fearlessly bear down on their adversaries. Unlike their B1 battle droid predecessors, the B2 super battle droids rarely, if ever, seek to hide behind cover. Instead, they brazenly march toward their target, relying on their superior armor shell and sheer numbers to accomplish their goal, and unleash a hail of blaster fire as they close in on the enemy. Super battle droids sometimes function as squad or platoon leaders during combat, or they can be found guarding Confederate installations on patrol duty.

The super battle droid was first deployed at the Battle of Geonosis with devastating effect. Since their initial deployment, several variations have been placed in service by the Confederacy. The super battle droid continued to be a core component of the Separatist army until the end of the Clone Wars.

Modification: Artillery Unit

To battle more heavily-armored targets, the super battle droid was outfitted with a missile launcher that was used for anti-infantry and anti-vehicle combat. With a successful DC 20 Mechanics check and 30 minutes of work, remove the droid's left hand appendage, replacing it with an arm mounted missile launcher (*SE* 130) at a cost of 1,200 credits. This modification also requires a DC 10 Use Computer check and 30 minutes of work to substitute the super battle droid's Burst Fire feat for the Artillery Shot feat (*CW* 28).

Modification: Double Wrist Blasters

Within months of its initial production run the Confederacy modified the B2 design, adding a second set of wrist blasters to increase their ability to rain barrages of blaster bolts down on its enemies. To make this modification, add wrist blasters onto the droid's left arm for a cost of 800 credits, which requires a DC 15 Mechanics check and 10 minutes of work. With a successful DC 10 Use Computer check and 30 minutes of work, the droid's Burst Fire feat is substituted for the Dual Weapon Mastery I feat.

Modification: Rocket Droid

A modification commonly combined with other modifications to the B2 super battle droid, the addition of a jet pack allows these droids to perform aerial and EVA operations. Super battle droids with this modification were used with great success during the Battle of Quell. With a successful DC 15 Mechanics check, 30 minutes of work and at a cost of 500 credits, a standard jet pack is mounted on the droid's chassis (*SE* 138).

Modification: Scientific Analyst

With the immense scale of the Confederate army and the vast number of weapons development projects being conducted throughout the galaxy, Separatist scientists quickly encountered staffing problems. Rather than spend time and energy launching an exhaustive recruiting campaign for technicians and analysts among their allied worlds for top secret experiments, the Confederacy opted for a technological solution. Scientific droids were utilized by the thousands. Rather than pour resources into circumventing behavioral inhibitors on 1st degree scientific droids, the clever Confederate technicians chose to modify their

stockpile of B2 super battle droids to work on the more unethical and immoral experiments. Scientific droids require an upgrade from their remote receiver to a basic processor with a DC 20 Mechanics and Use Computer checks which require 24 hours to complete. This more advanced brain provides a +2 Intelligence score increase, which allows Use Computer to be added to the droid's list of trained skills. The wrist blasters and hand appendages of the standard B2 model are removed and replaced with a more dexterous hand appendage that increases the droid's Dexterity score by +2, but decreases their Strength score by -2. With a DC 10 Use Computer check for each, the droid's Autofire Sweep, Burst Fire, Weapon Focus (rifles), Weapon Proficiency (heavy weapons) and Weapon Proficiency (rifles) feats are replaced with Skill Training (Knowledge [life sciences]), Skill Training (Knowledge [physical sciences]), Skill Training (Knowledge [technology]), Skill Focus (Knowledge [physical sciences]) and Skill Focus (Use Computer). With a DC 15 Mechanics check, an improved sensor package is also added to the droid's systems. Finally, a datapad is added to the analyst droid's possessions, which is usually accompanied by a dedicated sensor specific to its current mission (such as a bioscanner [*CW* 65] or toxin detector [*GI* 67]).

Buzz Droids

Colicoid Creation Nest Pistoeka Sabotage "Buzz" Droid Swarm*   CL 4

Small droid (4th-degree) squad nonheroic 6

Init +12; **Senses** low-light vision; Perception +5

Languages Basic (understand only), Binary, 1 unassigned

Defenses Ref 17 (flat-footed 13), Fort 9, Will 11

Hp 48; **Threshold** 19

Immune droid traits

Speed 4 squares (walking), 6 squares (wheeled), 9 squares (flying), fly 1 square (starship scale)

Melee circular saw +12 (2d4-1) or

Melee claw +12 (1d3-1) or

Ranged mini high-speed cutting torch +12 (2d10)

Base Atk +4; **Grp** +8

Special Actions Gearhead

Abilities Str 8, Dex 18, Con –, Int 12, Wis 12, Cha 8

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Special Qualities droid traits

Feats Armor Proficiency (light), Gearhead, Skill Focus (Mechanics), Skill Training (Stealth), Technical Experts, Weapon Finesse, Weapon Proficiency (advanced melee weapons, simple weapons)

Skills Initiative +12, Mechanics +19, Stealth +17

Systems Basic processor, claw appendage, flying locomotion (exclusive), improved sensor package, internal comlink, locked access, mini high-speed cutting torch and welding system, plasteel shell (+2 armor), tool appendage (circular saw), walking locomotion (limited; extra legs, magnetic feet), wheeled locomotion (exclusive)

Possessions Circular saw (treated as vibrodagger, *SE* 124)

Availability Military; **Cost** 33,780 credits

Dismantle – The Buzz Droid swarm may take a full-round action and make a Mechanics check versus the Fortitude Defense of the target droid or vehicle. If successful, the target moves -1 persistent step down the condition track and a vital system has been damaged (see Table 1-2: System Damage in *Starships of the Galaxy*).

Droid Manufacturer Trait (Colicoid Creation Nest) – Once per encounter, a Colicoid droid can ignore all negative penalties from its location on the condition track when making an attack.

Squad Traits – The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Official statistics for the Buzz Droid can be found on page 142 of Threats of the Galaxy.

Encountering a Buzz Droid

A squad of Buzz droids is most commonly deployed via Discord missiles (*TG* 142) during space combat. Once attached to a vessel, the Buzz droid swarm will attack any threat to its mission before focusing on disabling the targeted craft. As an ambush unit, Buzz droids typically hide in darkened areas, ventilation shafts, or specially-made access hatches in Confederate bunkers and outposts. The droid swarm will lay in waiting until an enemy unit is detected with a successful Perception check opposing the opponent's Stealth check. Buzz droids will swarm the detected targets, ensnaring them with a grapple attack before they use their cutting torches and buzz saws to hack away at their prey.

Buzz Droid Swarm

Small droid (4th-degree) squad
Hp 48
Threshold 19

Move (1 swift action, 2/turn)
The buzz droid swarm moves 4 squares (walking). If the droid takes two swift actions to move in the same turn, it changes into wheeled mode and can move 6 squares. Alternatively, if the droid swarm takes two swift actions to move in the same turn, it changes into fly mode and can move 9 squares (1 square starship scale). When deployed via Discord missile, the buzz droid swarm automatically activates its flying mode as a free action.

Buzzsaw Blitz (1 swift action, 1/turn)
The buzz droid swarm makes a melee attack at +12. If successful, the attack deals 2d4-1 points of damage.

Dismantle (2 swift actions, 1/turn)
The buzz droid swarm can move a target droid or vehicle -1 persistent step down the condition track by making a successful Mechanics check versus the target's Fortitude Defense.

Stability (1 free action)
The buzz droid swarm gains a +5 bonus to avoid being knocked prone.

Skills Initiative +12, Mechanics +19, Stealth +17

Vital Systems Basic processor, claw appendage, flying locomotion (exclusive), improved sensor package, internal comlink, locked access, mini high-speed cutting torch and welding system, plasteel shell (+2 armor), tool appendage (circular saw; treated as vibrodagger, *SE* 124), walking locomotion (limited; extra legs, magnetic feet), wheeled locomotion (exclusive)

The Pistoeka sabotage droid, nicknamed the buzz droid, was created by the engineers of the Colicoid Creation Nest for the Trade Federation in their war against the Galactic Republic. Buzz droids were a potent threat to the Republic Starfighter Corps as the menacing droids were ruthlessly efficient in their core function. Deployed in clusters via the Discord missile delivery system, a squad of Buzz droids could be inserted into space combat and quickly overwhelm a target, utilizing their cutting torches and vibrosaws to dismantle a vehicle in mid-flight. The tiny havoc-wreakers were equally valuable in other roles such as anti-infantry and infiltration during ground operations.

Buzz droids most notably saw action during the Second Battle of Coruscant. Droid tri-fighters and vulture droids launched volleys of Discord missiles into Republic fighter screens. Jedi Master Obi-Wan Kenobi's starfighter was one of the many to fall victim to buzz droid attack and he was forced to crash land inside the docking bay of the Confederate flagship *Invisible Hand*.

Modification: Anti-infantry Ambusher

Cutting torches and circular saws are as effective against personal armor and organic tissue as they are starship hulls and mechanical components. For this reason, buzz droids are often refitted to serve as anti-infantry drones used on the battle field and outpost internal defense systems. These buzz droid variants swap out technical programming for more effective means of dispatching organic targets. The anti-infantry buzz droid removes the Gearhead and Technical Experts feats for the Pin and Point Blank Shot feats, each requiring a DC 11 Use Computer skill check, and 30 minutes of work. This variant of the buzz droid is also sometimes fitted with a blaster pistol, which calls for the installation of a stabilized tool appendage in place of their cutting torch, and requires a DC 20 Mechanics check with 1 hour of work, at a cost of 750 credits per buzz droid.

Modification: Infiltration Units

Buzz droids were sometimes used to penetrate enemy installations and sabotage base resources in order to soften targets ahead of Confederate invasion forces. Dedicated infiltration buzz droids add a scomp link (SD 62) to their integrated systems, which requires a DC 15 Mechanics check and 3 hours of work. The Initiative skill is replaced with the Use Computer skill with a DC 11 Use Computer check and 90 minutes of work, and the Slicer Team feat (GW 29) substitutes the Technical Experts feat with a DC 11 Use Computer check and 90 minutes of work.

Modification: Salvage Crew

Following the Clone Wars, many deactivated buzz droids were quickly scooped up by prospectors and salvage crews to serve a new purpose. Buzz droids reprogrammed for mining and salvage are fitted with internal storage units (3 kg) to carry small amounts of ore or other materials back to its command center. To lower costs, most salvage buzz droids swarms have their basic processor

removed and replaced with a remote receiver using a DC 20 Use Computer and Mechanics check and 3 days of work. Occasionally, this type of modification also fits the buzz droid swarm with micro-field generators with a DC 15 Mechanics check and 3 hours of work, allowing it to tow slightly larger objects back to base.

Crawler-Carrier

Baktoid Armor Workshop Crawl-Carrier　　　　CL 6
Large droid (4th-degree) nonheroic 1/Scout 3/Soldier 3
Init +6; **Senses** Perception +3
Languages Basic (understand only), Binary, 2 unassigned
Defenses Ref 20 (flat-footed 17), Fort 23, Will 16
Hp 75; **Threshold** 28
Immune droid traits
Speed 8 squares (walking)
Fighting Space 2 x 2 squares; **Reach** 1 square
Base Atk +5; **Grp** +15
Special Actions Battle Analysis, Coordinated Attack, Hunker Down, Sensor Link
Abilities Str 20, Dex 16, Con –, Int 14, Wis 10, Cha 14
Special Qualities droid traits
Talents Armored Defense, Battle Analysis, Hunker Down, Improved Stealth
Feats Armor Proficiency (light, medium), Coordinated Attack, Leader of Droids, Sensor Link, Skill Focus (Deception, Knowledge [tactics], Stealth), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Deception +15, Knowledge (tactics) +15, Stealth +16 (may reroll, keeping second result)
Systems Basic processor, internal comlink, internal droid storage bay, locked access, plasteel shell (+2 armor), remote processor (50 km range), walking locomotion (extra legs)
Possessions Camouflage netting (powered)
Availability illegal; Cost 250,000 credits (includes 1 acid droid swarm, 1 bomb droid swarm, and 1 shocker droid swarm)
Internal Droid Storage Bay – The Crawl-Carrier droid is capable of housing three Tiny-sized droids, which is typically filled with three collapsed squads of its proprietary espionage

droids, within a special compartment hidden inside its shell. As a full-round action, the Crawl-Carrier may open this compartment and release the droids.

Crawl-Carrier

Large droid (4th-degree)

Hp 75

Threshold 28

Move (1 swift action, 2/turn)

The droid moves 8 squares (walking).

Battlefield Tactics (2 swift actions, 1/turn)

The crawler-carrier attempts a DC 20 Knowledge skill check to grant extra standard actions to its droid squads in combat (see Mass Combat in the Clone Wars Campaign Guide, page 95).

Launch droids (2 swift actions, 1/turn)

The droid opens its internal droid storage compartment and releases up to three of its carried droids.

Sneak (1 swift action, 1/turn)

The droid can slip past an opponent without being noticed by making a successful Stealth check opposed by the opponent's Perception check.

Skills Deception +15, Knowledge (tactics) +15, Stealth +16 (may reroll, keeping second result)

Vital Systems basic processor, camouflage netting (powered), internal comlink, internal droid storage bay, locked access, plasteel shell (+2 armor), remote processor (50 km range), walking locomotion (extra legs)

The crawl-carrier was an experiment by the Trade Federation in utilizing panic to subdue a populace rather than outright force. These squat droids are heavily camouflaged in the field, propelling their large, flat bodies close to the ground on eight stubby legs. Crawl-carriers spend days, sometimes weeks, slowly moving along beneath sensor sweeps and other surveillance to penetrate its target's defenses. Once in place, the droid unleashes swarms of several different types of espionage droids used to knock-out power grids, collapse key installations, and disable internal infrastructures.

These terrorist tactics first saw use on the agriworld of Dagro where the droid was developed. There, the crawl-carrier was fitted with acid droids capable of dissolving permacrete, bomb droids packed with heavy explosives, and shocker droids capable of discharging a high-voltage burst designed to overload nearby electronics. Unfortunately, the research and development facility located on Dagro was discovered and destroyed by Anakin Skywalker and Obi-Wan Kenobi. Despite the Dagro development facility being razed by the Jedi, the droid design had been backed up off-world, and the crawl-carrier saw limited use throughout the Clone Wars.

Acid Droid Swarm   CL 3

Small droid (4th-degree) squad nonheroic 3

Init +5; **Senses** darkvision; low-light vision; Perception +14

Languages Basic (understand only), Binary, 1 unselected

Defenses Ref 15 (flat-footed 11), Fort 8, Will 11

Hp 24; **Threshold** 18

Immune droid traits

Speed 4 squares (walking)

Ranged acid shooter +16 (see below)

Base Atk +2; **Grp** +6

Atk Options Artillery Shot, Point Blank Shot

Abilities Str 6, Dex 18, Con –, Int 12, Wis 12, Cha 8
Special Qualities collapsible construction, droid traits
Feats Artillery Shot, Point Blank Shot, Skill Focus (Mechanics, Perception), Weapon Proficiency (pistols, simple weapons)
Skills Mechanics +12, Perception +14, Stealth +15
Systems Collapsible construction, improved sensor package (darkvision), internal comlink, locked access, remote receiver (synchronized fire circuits), stabilized tool mount (acid shooter), walking locomotion (extra legs)
Possessions Acid shooter
Availability illegal; **Cost** 31,000 credits

Acid Shooter – On a successful attack with the acid shooter, the target comes in contact with acid (*SE* 252). The acid droid can use its acid shooter in place of a security kit for the purpose of using the Disable Device function of the Mechanics skill.

Squad Traits – The melee attacks of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Acid Droid Swarm

Small droid (4th-degree) squad
Hp 24
Threshold 18

Move (1 swift action, 2/turn)
The droid swarm moves 4 squares (walking).

Acid Blast (1 swift action, 1/turn)
The acid droid swarm makes a ranged attack at +16 with its acid shooter. If successful, the target comes in contact with acid (*SE* 252). This attack has a 1-square splash radius.

Sabotage (2 swift actions, 1/turn)
With a successful Mechanics check, the acid droid swarm is capable of using its acid shooter to disable devices and objects.

Sneak (1 swift action, 1/turn)
The acid droid swarm can slip past an opponent without being noticed by making a successful Stealth check opposed by the opponent's Perception check.

Stability (1 free action)
The acid droid swarm gains a +5 bonus to avoid being knocked prone.

Skills Mechanics +12, Perception +14, Stealth +15
Vital Systems Acid shooter, collapsible construction, improved sensor package (darkvision), internal comlink, locked access, remote receiver (synchronized fire circuits), stabilized tool mount (acid shooter), walking locomotion (extra legs)

Squad Traits – The melee attacks of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

BOMB DROID SWARM   CL 3

Small droid (4th-degree) squad nonheroic 3
Init +5; **Senses** darkvision; low-light vision; Perception +14
Languages Basic (understand only), Binary, 1 unselected

Defenses Ref 15 (flat-footed 11), Fort 8, Will 11
Hp 24; **Threshold** 18
Immune droid traits

Speed 9 squares (flying)
Ranged mini-grenade +16 (2d6) or
Ranged self-destruct +5 (4d6, 2-square splash)
Base Atk +2; **Grp** +6
Atk Options Assured Attack, Forceful Blast

Abilities Str 6, Dex 18, Con –, Int 12, Wis 12, Cha 8
Special Qualities collapsible construction, droid traits
Feats Assured Attack, Forceful Blast, Skill Focus (Mechanics, Perception), Weapon Proficiency (heavy weapons, simple weapons)
Skills Mechanics +12, Perception +14, Stealth +15
Systems Collapsible construction, flying locomotion, improved sensor package (darkvision), internal comlink, locked access, remote receiver (synchronized fire circuits), self-destruct system, stabilized tool mount (mini-grenade launcher)
Possessions Mini-grenade launcher (12 shots)
Availability illegal; **Cost** 44,160 credits

Squad Traits – The melee attacks of a squad is an area attack that affects all squares within reach. The ranged attacks of a

squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Strategic Detonation – The bomb droid can use its mini-grenade launcher in place of a security kit for the purpose of using the Disable Device function of the Mechanics skill.

Bomb Droid Swarm

Small droid (4th-degree) squad
Hp 24
Threshold 18

Move (1 swift action, 2/turn)

The bomb droid swarm moves 9 squares (flying).

Detonate (1 swift action)

The bomb droid swarm makes an area attack at +5. The result is compared to the Reflex Defense of all targets within a 2-square burst radius. A successful attack deals 4d6 damage, or half damage on a miss. This action destroys the droid swarm.

Explosive Charges (2 swift actions, 1/turn)

The bomb droid swarm can use its mini-grenades with the Handle Explosives function of the Mechanics skill.

Grenade Attack (1 swift action, 1/turn)

The bomb droid swarm makes a ranged attack at +16 with its mini-grenade launchers. If successful, the attack deals 3d6 points of damage within a 2-square burst radius. The bomb droid can use its mini-grenade launcher in place of a security kit for the purpose of using the Disable Device function of the Mechanics skill.

Skills Mechanics +12, Perception +14, Stealth +15

Vital Systems Collapsible construction, flying locomotion, improved sensor package (darkvision), internal comlink, locked access, mini-grenade launcher, remote receiver (synchronized fire circuits), self-destruct system, stabilized tool mount (mini-grenade launcher)

Shocker Droid Swarm   CL 3

Small droid (4th-degree) squad nonheroic 3
Init +5; **Senses** darkvision; low-light vision; Perception +14
Languages Basic (understand only), Binary, 1 unselected

Defenses Ref 15 (flat-footed 11), Fort 8, Will 11
Hp 24; **Threshold** 18
Immune droid traits

Speed 9 squares (flying)
Ranged ion pistol +16 (3d6 ion)
Base Atk +2; **Grp** +6
Atk Options Overwhelming Attack, Point Blank Shot

Abilities Str 6, Dex 18, Con –, Int 12, Wis 12, Cha 8
Special Qualities collapsible construction, droid traits
Feats Overwhelming Attack, Point Blank Shot, Skill Focus (Mechanics, Perception), Weapon Proficiency (pistols, simple weapons)
Skills Mechanics +12, Perception +14, Stealth +15
Systems Collapsible construction, electric defense grid, flying locomotion, improved sensor package (darkvision), internal comlink, locked access, remote receiver (synchronized fire circuits), stabilized tool mount (ion pistol)
Possessions Ion pistol
Availability illegal; **Cost** 86,970 credits

Electric Defense Grid – With a successful grab or grapple attack, the droid deals 5 points of damage to its target. Whenever the droid is damaged by a melee attack, the attacker automatically takes 5 points of damage. Melee weapons that rely on energy to cause damage, such as lightsabers, are immune to the effect of the electric defense grid.

Squad Traits – The melee attacks of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Shocker Droid Swarm

Small droid (4th-degree) squad
Hp 24
Threshold 18

Move (1 swift action, 2/turn)
The shocker droid swarm moves 9 squares (flying).
High Voltage Discharge (1 swift action, 1/turn)
The shocker droid swarm makes a melee area attack at +10 with
their electric defense grids. If successful, the attack deals 5
points of damage, or 0 with a miss. The shocker droid can
use their electric defense grid in place of a security kit for
the purpose of using the Disable Device function of the
Mechanics skill.
Ion Blast (1 swift action, 1/turn)
The shocker droid swarm makes a ranged attack at +16 with
their ion pistols. If successful, the attack deals 3d6 points
of ion damage with a 1-square splash radius. The shocker
droid can use their ion pistols in place of a security kit for
the purpose of using the Disable Device function of the
Mechanics skill.

Skills Mechanics +12, Perception +14, Stealth +15
Vital Systems Collapsible construction, electric defense grid,
flying locomotion, improved sensor package (darkvision),
internal comlink, ion pistol, locked access, remote receiver
(synchronized fire circuits), stabilized tool mount (ion pistol)

D-60 Assault Droid

Baktoid Combat Automata D-60 Assault Droid   CL 5
Large droid (4th-degree) nonheroic 6/Soldier 3
Force 2
Init +5; **Senses** Perception +9
Languages Basic, Binary

Defenses Ref 21 (flat-footed 20), Fort 20, Will 13
Hp 60; **DR** 10; **Threshold** 25; Just a Scratch
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +12 (1d4+6) or
Ranged heavy wrist blasters +9 (3d10+3) or

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Encountering a D-60 Assault Droid

This towering variant of the B2 super battle droid functions similarly to its base model. The D-60 is often deployed in large groups and will march in formation toward its target, pummeling it with a hail of blaster bolts. This oversized super battle droid is readily deployed individually, however, as they are capable of being more than a match for even the most highly-trained Republic clone troopers squads. The D-60 moves more slowly and behaves in an even more brutish manner than its smaller production, as it has no qualms over battering an armored target with its huge fists in close quarters.

Ranged by weapon +8
Base Atk +7; **Grp** +12
Atk Options Autofire Sweep
Special Actions Just a Scratch
Abilities Str 20, Dex 12, Con –, Int 10, Wis 10, Cha 8
Special Qualities droid traits
Talents Just a Scratch, Weapon Specialization (rifles)
Feats Armor Proficiency (heavy, light, medium), Autofire Sweep, Destructive Force, Flood of Fire, Toughness, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles, simple weapons)
Skills Perception +9
Systems Hand appendages (2), heavy acertron shell (+10 armor; treated as duranium battle armor), internal comlink, locked access, remote receiver (synchronized fire circuits), vocabulator, walking locomotion
Possessions heavy wrist blasters (2; treated as heavy blaster rifle)
Availability Military; Cost 36,480 credits
Blaster-proof – The D-60 Assault Droid's combat chassis is made of a heavy, reinforced variation of acertron alloy. The thick armor provides damage reduction 10 at the expense of mobility, reducing its movement speed to 6 squares (walking).

D-60 Assault Droid
Large droid (4th-degree)
Hp 60; **DR** 10
Threshold 25
Move (1 swift action, 2/turn)
The D-60 super battle droid moves 6 squares (walking).
Autofire Sweep (1 swift action, 1/turn)
The D-60 assault droid makes an area attack that targets a 6-square cone at +4. If successful, the attack deals 3d10+3 points of damage.
Avoid Surprise (1 free action)
The D-60 assault droid makes a Perception check at the start of battle. If the check is successful, the droid's master avoids surprise.
Patrol Duty (1 swift action, 1/turn)
The D-60 assault droid makes a Perception check against the target's Stealth check. If the check is successful, the battle droid detects the target.
Suppress Enemy (1 swift action, 1/turn)
The D-60 assault droid assists its master by suppressing an opponent's fire, imposing a -2 penalty to the target's next attack roll.
Support Fire (1 swift action, 1/turn)
The D-60 assault droid makes a ranged attack at +9. If successful, the attack deals 3d10+3 points of damage.
Tactical Assistance (1 swift action, 1/turn)
The D-60 assault droid assists a character's ranged attack, providing a +2 bonus to the roll.
Skills Perception +9
Vital Systems Hand appendages (2), heavy acertron shell (+10 armor; treated as duranium battle armor), heavy wrist blaster (treated as heavy blaster rifle), internal comlink, locked access, remote receiver (backup processor, synchronized fire circuits), vocabulator, walking locomotion

With the success of the B2 super battle droid during combat trials before the Clone Wars, the Confederacy quickly engineered variations of its design to perform different roles in battle. The D-60 assault droid is a heavier version of the B2, standing 2.63

meters tall and designed to withstand heavier firepower while fighting infantry and mechanized infantry. D-60s were notoriously difficult to take down since they were practically impervious to small-arms fire. Republic Commandos would commonly use anti-tank rounds to dispatch these heavily-armored droids. These droids were deployed on several fronts, and saw action on Cartao, Geonosis and Kashyyyk.

Modification: Grapple Droid

The grapple droid variant of the D-60 assault droid is a terror in close quarters combat. With a DC 10 Use Computer check and 30 minutes of work for each, replace Weapon Focus (rifles) for Pin, Weapon Proficiency (rifles) for Weapon Proficiency (advanced melee weapons), Autofire Sweep for Crush, Flood of Fire for

G-Series Grapple Droideka

Before the D-60 Grapple Droid took over the close-quarters combat niche for the Separatist Droid Army, Colicoid Creation Nest utilized a modified design to fill the niche. The heavy battle chassis of the Droideka destroyer droid was augmented to serve as a specialized melee grappler. The Trade Federation was able to use the droid with notable success in subjugating primitive worlds, securing prisoners at detention centers, and with limited success combating Jedi. This modification was quickly phased out with the development of the super battle droid and the D-60 assault droid.

To modify a Droideka in this manner, begin by downgrading the stock shield generator to SR 10 with a DC 15 Mechanics check and 1 hour of work. Next, the droid's tool appendages with attached laser cannons are removed and replaced with telescopic claw appendages using a DC 20 Mechanics check and 1 hour of work. Finally, the droid's targeting software is swapped out for a close combat technique database by exchanging Burst Fire for the Pin feat, Rapid Shot for the Crush feat, and Point Blank Shot for the Pincer feat (*SD* 24), each requiring a DC 10 Use Computer check to replace.

D-90 Assault Droid

The D-90 Assault Droid was a concept based off of the Baktoid Combat Automata model D-60 and was intended to serve as a commando unit during the Clone Wars. The design called for sophisticated programming and advanced droid hardware that required months, if not years, of research and development. The forces of the Confederacy intended to seize the manufacturing facilities of Spaarti Creations on Cartao, which had a reputation for being able to retool their assembly lines overnight, to expedite the design phase of the D-90 schematics. Unfortunately for the Separatists, the Spaarti Creations factories were destroyed during the Battle of Cartao and Confederate engineers were forced to continue the D-90 research in a more conventional manner. For this reason, the D-90 never saw large-scale deployment during the Clone Wars.

Slammer (*SD* 25), and Destructive Force for Rancor Crush (*LE* 36). The droid's blaster arms and hand appendages are swapped out for claw appendages fitted with vibroknucklers (*CW* 60) with a DC 15 Mechanics check and 10 minutes of work at a cost of 500 credits.

E4 Baron Droid

Baktoid Combat Automata E4 Baron Droid   CL 1
Medium droid (4th-degree) nonheroic 4
Init +2; **Senses** darkvision; low-light vision; Perception +13
Languages Basic, Binary
Defenses Ref 16 (flat-footed 16), Fort 13, Will 11
Hp 16; **Threshold** 13
Immune droid traits
Speed 6 squares (walking)
Melee unarmed +6 (1d3+3) or
Ranged laser cannon +3 (3d8) or
Ranged laser cannons -2/-2 (3d8)
Base Atk +3; **Grp** +6

Atk Options Point Blank Shot

Special Actions Blind Targets, aid another (+5)

Abilities Str 16, Dex 11, Con –, Int 9, Wis 12, Cha 8

Special Qualities collapsible construction, droid traits

Feats Armor Proficiency (light), Dual Weapon Mastery I, Point Blank Shot, Skill Focus (Perception), Weapon Proficiency (heavy weapons, rifles, simple weapons)

Skills Perception +13 (may reroll when listening for sounds, keeping better result)

Systems Audio enhancers, collapsible construction, improved sensor package (darkvision), internal comlink, light acetron armor (+6 armor, treated as durasteel plating), locked access, multi-spectrum searchlight, remote receiver (backup processor, synchronized fire circuits), stabilized tool appendages (2; laser cannons), vocabulator, walking locomotion

Possessions Laser cannons (2, treated as blaster rifles)

Availability Military, Rare; Cost 11,700 credits

Blind Targets – Using its searchlight, as a standard action the E4 Baron droid can make a 6-square cone attack against the Fortitude Defense of all targets within the affected area. All targets within the area suffer a –10 to all Stealth checks. If the attack succeeds, the target suffers a –5 penalty to attack rolls and skill checks until the end of the droid's next turn. If the attack fails, the target suffers only a –2 penalty.

Droid Manufacturer Trait (Baktoid Combat Automata) – A character can make a Persuasion check opposed by a Baktoid droid's Perception skill to attempt to temporarily confuse it with contradictory data or brash, seemingly illogical action. If the check is successful, the droid can take no action for one round as it tries to find an appropriate response. If the Persuasion check is unsuccessful, the droid recognizes the ruse and proclaims it loudly while taking an immediate swift action as a reaction.

E4 Baron Droid

Medium droid (4th-degree)

Hp 16

Threshold 13
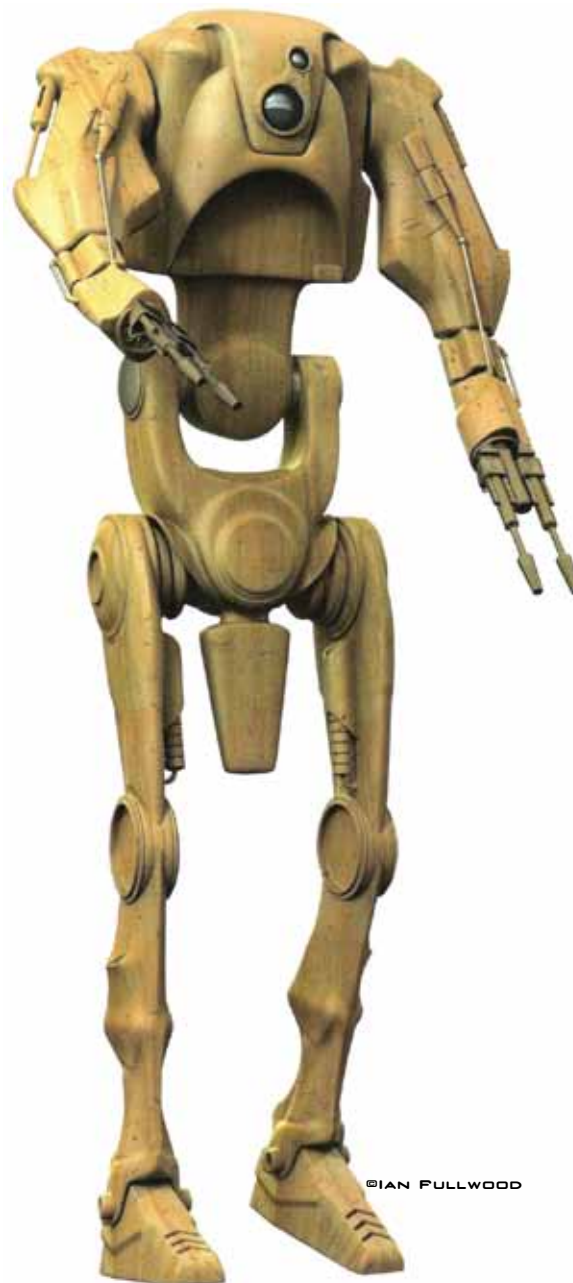
E4 Baron Droid

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Move (1 swift action, 2/turn)
The E4 Baron droid moves 6 squares (walking).

Avoid Surprise (1 free action)
The E4 Baron droid makes a Perception check at the start of battle. If the check is successful, the droid's master avoids surprise.

Blaster Barrage (2 swift actions, 1/turn)
The E4 Baron droid makes two ranged attacks at -2. If successful, each attack deals 3d8 points of damage.

Blind Targets (1 swift action, 1/turn)
The E4 Baron droid makes a 6-square cone attack at +3 against the Fortitude Defense of all targets within the affected area. Targets in the affected area take a -10 penalty to all Stealth checks. If the attack succeeds, the target suffers a -5 penalty to attack rolls and skill checks until the end of the droid's master's next turn. If the attack fails, the target suffers only a -2 penalty.

Patrol Duty (1 swift action, 1/turn)
The E4 Baron droid makes a Perception check against the target's Stealth check. If the check is successful, the battle droid detects the target.

Suppress Enemy (1 swift action, 1/turn)
The E4 Baron droid assists its master by suppressing an opponent's fire, imposing a -2 penalty to the target's next attack roll.

Encountering an E4 Baron Droid

Typically, E4 Baron droids are deployed in pairs or squads around Trade Federation depots and key installations, and will utilize their sensors and powerful searchlights to patrol an area. When confronted, Baron droids will bear down on their target, attempting to blind them with their intense spotlights as they shower their adversary with blaster fire. Baron droids have been known to hide in the shadows and surprise enemy targets, but its glowing photoreceptor is a telltale sign of its presence, which earns it a -2 penalty to all Stealth checks when attempting to use darkness to conceal its position.

Support Fire (1 swift action, 1/turn)
The E4 Baron droid makes a ranged attack at +3. If successful, the attack deals 3d8 points of damage.

Tactical Assistance (1 swift action, 1/turn)
The E4 Baron droid assists a character's ranged attack, providing a +2 bonus to the roll.
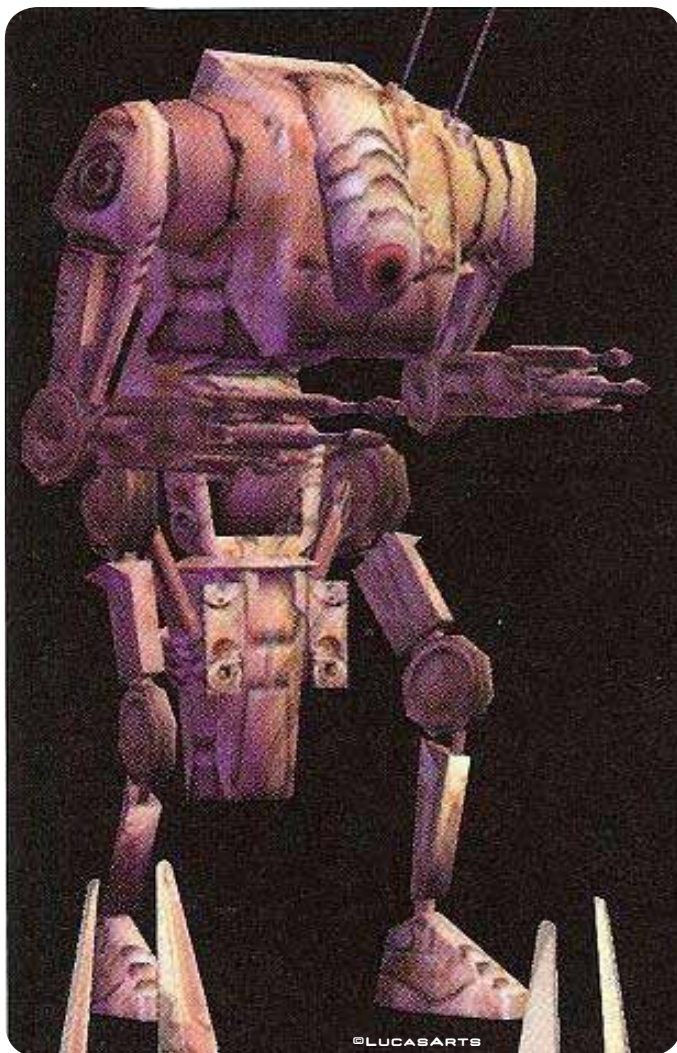
Skills Perception +13 (may reroll when listening for sounds, keeping better result)

Vital Systems Audio enhancers, collapsible construction, improved sensor package (darkvision), internal comlink, laser cannons (2; treated as blaster rifles), light acetron armor (+6 armor, treated as durasteel plating), locked access, multi-spectrum searchlight, remote receiver (backup processor, synchronized fire circuits), stabilized tool appendages (2; laser cannons), vocabulator, walking locomotion

The E4 Baron droid was originally designed by Baktoid Combat Automata to function as a security droid for the Trade Federation. The hefty unit is loaded with a vast array of sensors and scanners to sweep an area to locate hostile targets. This model of combat droid was a favorite of Viceroy Nute Gunray, who hoped to assemble a corps of assassins comprised of E4 Baron droids to dispatch his enemies. Despite Gunray's predilection toward the battle droid, the E4 only saw limited production. During the Clone Wars its role was marginalized as it was more financially feasible to assign redesigned B1 battle droids to function as security, but many of the Baron droid's superior features were folded into the B2 Super Battle Droid design. The E4 continued to see use well after the Clone Wars, however, most often used by private militias and security forces on backwater worlds. Sixteen years after the Battle of Yavin, a squad of modified Baron droids overthrew the colonial government and instated themselves as dictators.

Modification: E-5 Battle Droid

A limited production revision of the E4 model, the E-5 Baron Droid addressed a series of design flaws inherent in several droids used by the Trade Federation in the years preceding the Clone Wars. The E-5 was developed to act as a stopgap between the inferior

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remote receiver and backup processors are removed with a DC 20 Use Computer check and a DC 20 Mechanics check with one day of work, and upgraded with a basic processor.

Heavy Buzz Droid

Colicoid Creation Nest Heavy Sabotage "Buzz" Droid   CL 5
Large droid (4th-degree) nonheroic 6/Soldier 3
Init +12; **Senses** low-light vision; Perception +7
Languages Basic (understand only), Binary, 1 unassigned

Defenses Ref 17 (flat-footed 14), Fort 19 (29 to resist fire and extreme heat), Will 11
Hp 60; **Threshold** 24
Immune droid traits

Speed 8 squares (walking), 10 squares (wheeled), 12 squares (flying), fly 1 square (starship scale)
Melee vibrosaw +12 (2d10+5) or
Melee claw +11 (1d6+5) or
Ranged high-speed cutting torch +10 (4d10+1)
Base Atk +7; **Grp** +11
Atk Options Devastating Attack, Penetrating Attack, Power Attack, Power Blast
Special Actions Gearhead

Abilities Str 18, Dex 16, Con –, Int 12, Wis 12, Cha 8
Special Qualities droid traits, heat resistant
Feats Armor Proficiency (light, medium), Gearhead, Power Attack, Power Blast, Skill Focus (Mechanics), Skill Training (Stealth), Technical Experts, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, simple weapons)
Skills Initiative +12, Mechanics +18, Stealth +7
Systems Basic processor, claw appendage, duravlex shell (+4 armor), flying locomotion (exclusive), improved sensor package, internal comlink, locked access, high-speed cutting torch and welding system, tool appendage (vibrosaw), walking locomotion (limited; extra legs, magnetic feet), wheeled locomotion (exclusive)
Possessions Vibrosaw (*UR* 36)
Availability Military; Cost 17,900 credits

B1 battle droid and the improved B2 super battle droid introduced at the Battle of Geonosis. To produce an E-5 Battle Droid, start by making a DC 15 Mechanics check with one hour of labor to reinforce the Baron Droid's armored shell with a standard acertron body armor (+8 armor; treated as durasteel battle armor) and a DC 11 Use Computer check and 30 minutes of work to replace the Point Blank Shot feat with Armor Proficiency (medium). The

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Dismantle – The Buzz Droid may take a full-round action and make a Mechanics check versus the Fortitude Defense of the target droid or vehicle. If successful, the target moves -1 persistent step down the condition track as a vital system has been damaged (game master's choice).

Droid Manufacturer Trait (Colicoid Creation Nest) – Once per encounter, a Colicoid droid can ignore all negative penalties from its location on the condition track when making an attack.

Heavy Buzz Droid

Small droid (4th-degree)
Hp 60
Threshold 20

Move (1 swift action, 2/turn)
The heavy buzz droid moves 8 squares (walking). If the droid takes two swift actions to move in the same turn, it changes into wheeled mode and can move 10 squares. Alternatively, if the droid takes two swift actions to move in the same turn, it changes into fly mode and can move 12 squares (1 square starship scale).

Buzzsaw Blitz (2 swift actions, 1/turn)
The heavy buzz droid makes a melee attack at +12. If successful, the attack deals 2d10+5 points of damage.

Dismantle (2 swift actions, 1/turn)
The heavy buzz droid can move a target droid or vehicle -1 persistent step down the condition track by making a successful Mechanics check versus the target's Fortitude Defense.

Stability (1 free action)
The heavy buzz droid gains a +5 bonus to avoid being knocked prone.

Skills Initiative +12, Mechanics +18, Stealth +7
Vital Systems Basic processor, claw appendage, duravlex shell (+4 armor), flying locomotion (exclusive), improved sensor package, internal comlink, locked access, high-speed cutting torch and welding system, tool appendage (vibrosaw), vibrosaw (*UR* 36), walking locomotion (limited; extra legs, magnetic feet), wheeled locomotion (exclusive)

Encountering a Heavy Buzz Droid

Heavy Buzz droids are an uncommon sight, but will most likely be found in space battles disabling a capital ship or assisting with boarding operations. Once attached to a vessel, the droid will attack any threat to its mission before focusing on disabling the targeted craft. Heavy Buzz droids typically remain behind to act as sentries onboard ships the Confederacy has captured, rather than being recalled to their command center.

The heavy buzz droid was created not long after the original Pistoeka model, and aimed at sabotaging or dismantling larger transports and capital ships during space combat. Unfortunately, it was never fully implemented, as more successful alternatives, such as the *Droch-class* boarding craft, quickly became available as the war progressed. The heavy buss droid was preferred over the *Droch-class* only when the objective was to disable larger enemy spacecraft without injuring the crew, damaging its cargo, or causing irreparable damage to the ship itself. Heavy buzz droids were often supplied to Separatist commanders stationed in lower-priority sectors and to allies of the Confederacy. Several of these buzz droid variants were awarded to the Dathomir Nightsister Sai Sircu when she assaulted the Jedi cargo transport *Sedawan*.

Modification: Salvage Crew

When the master control signal initiated a complete shut down of the entire Confederate droid army, many of the abandoned droids were appropriated and retooled by beings all over the galaxy. Heavy buzz droids were easily adapted to salvage work and hard labor. With DC 20 Mechanics and Use Computer checks and 1 day of work, the droid's basic processor is replaced with a fifth-degree droid basic processor. Heavy salvage droids are also fitted with an internal storage unit (20 kg) to carry moderate amounts of ore or other materials back to its command center, which requires a DC 15 Mechanics check and 1 hour of work to install.

Modification: Search & Rescue Droid

Following the Clone Wars, many independent governments who managed to obtain buzz droids abandoned on their worlds. Taking advantage of the droid's stock components, these droids were repurposed to assist emergency crews in search and rescue operations. The heavy buzz droid is equipped with a burrower drive with a DC 25 Mechanics check and 1 day of work, which allows it to scour its way through rock and other materials to reach victims trapped underground or beneath rubble. With two DC 12 Use Computer checks and 30 minutes of work each,

the Skill Training (Stealth) and Weapon Focus (advanced melee weapons) feats are replaced with the Skill Training (Treat Injury) and Logic Upgrade: Cross-Platform (fifth-degree) feats. The droid is also supplied with an internal medical kit and 6 medpacs.

Justice Droid

Uulshos Manufacturing Justice Droid   CL 5
Medium droid (4th-degree) nonheroic 4/Scout 3/Enforcer 1
Force 1
Init +8; **Senses** low-light vision, Perception +12
Languages Basic, Binary, 2 unassigned
Defenses Ref 22 (flat-footed 18), Fort 16, Will 17
Hp 42; **Threshold** 16
Immune droid traits
Speed 6 squares (walking)
Melee unarmed +6 (1d3+3) or
Ranged blaster rifle +9 (3d8+2) or
Ranged by weapon +9
Base Atk +5; **Grp** +9
Atk Options Assured Attack, Far Shot, Point Blank Shot
Special Actions Surveillance
Abilities Str 13, Dex 18, Con –, Int 14, Wis 12, Cha 10
Special Qualities droid traits, resources
Talents Pursuit, Surefooted, Surveillance
Feats Armor Proficiency (light), Assured Attack, Far Shot, Point Blank Shot, Skill Focus (Knowledge [bureaucracy]), Skill Training (Knowledge [bureaucracy], Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Gather Information +9, Knowledge (bureaucracy) +16, Perception +12, Stealth +13, Survival +10
**Systems** Basic processor, durasteel shell (+4 armor), hand appendages (2), improved sensor package, internal comlink, locked access, vocabulator, walking locomotion
Possessions Blaster rifle
Availability Licensed; **Cost** 9,910 credits
Droid Quirk (focused) – The droid becomes fixated on a task until it is completed, even if more critical tasks appear. It takes a -2 penalty to Perception checks when fixated.

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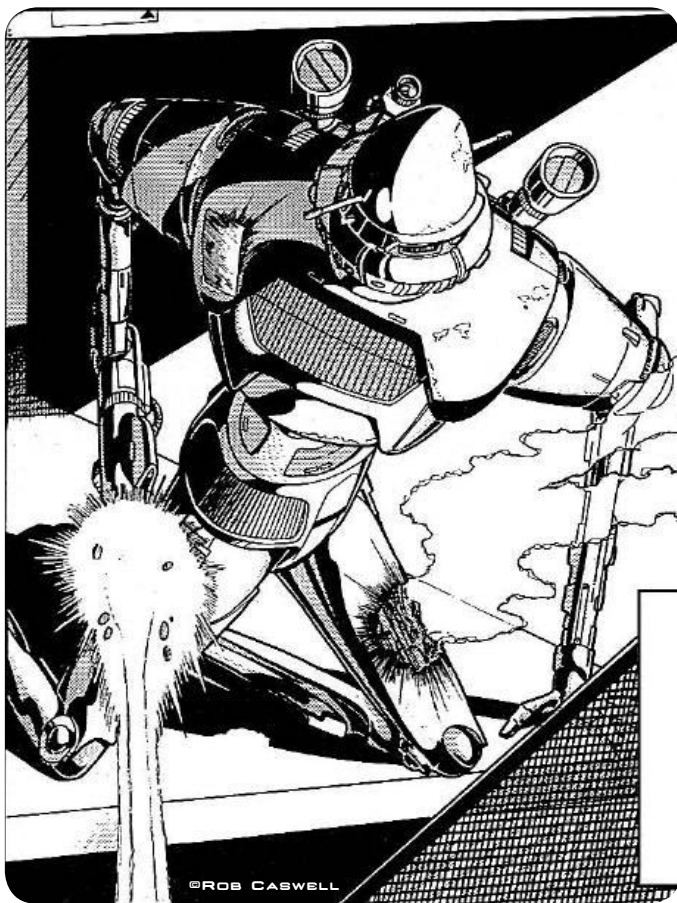
Justice Droid

Medium droid (4th-degree)

Hp 42

Threshold 16

Move (1 swift action, 2/turn)

The justice droid moves 6 squares (walking).

Avoid Surprise (1 free action)

The justice droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Cover Fire (1 swift action, 1/turn)

Playing a Justice Droid

Any player who wants to play as a justice droid should begin with the stock battle droid chassis (SD 11). The Scoundrel or Scout classes are best used to recreate the justice droid, with emphasis on skills and feats that assist in its tasks of locating and observing their targets. When starting its adventuring career, the droid gains the Focused droid quirk as described in its statistics block. Select Perception and Gather Information or Survival as two of its starting skills; for additional skills, consider Knowledge (bureaucracy) to represent the droid's ability to cite paragraph and line of local laws and regulations, or Stealth to benefit the droid when sneaking up on an adversary or when acting as a sniper to assist sentient law enforcement agents. Be sure to install an improved sensor package into the justice droid's systems, and purchase a blaster rifle as part of its starting equipment.

When the justice droid makes a successful ranged attack, all of its allies within 6 squares of the droid gain a +1 bonus to their Reflex Defense until the start of the droid's next turn.

Patrol Duty (1 swift action, 1/turn)

The justice droid makes a Perception check against the target's Stealth check. If the check is successful, the droid detects the target.

Sneak (1 swift action, 1/turn)

The justice droid can slip past an opponent without being noticed by making a successful Stealth check opposed by the opponent's Perception check.

Snipe (1 swift action, 1/turn)

The justice droid can attempt to hide again after making a ranged attack from hiding.

Skills Gather Information +9, Knowledge (bureaucracy) +16, Perception +12, Stealth +13, Survival +10

Vital Systems Basic processor, blaster rifle, durasteel shell (+4 armor), hand appendages (2), improved sensor package, internal comlink, locked access, vocabulator, walking locomotion

Uulshos' justice droid was designed to act as a mechanical partner to sentient law enforcement agents, or to be deployed in pairs on backwater planets where upholding the law was too dangerous a prospect for living beings. Sales on the model were moderately successful, but the justice droid was generally disliked by citizens who had to deal with them on a regular basis. Many justice droids had an annoying habit of issuing citations for minor, even trivial offenses, while more heinous crimes went unnoticed.

Three years after the Battle of Endor, unit number 2-124 became infamous for the destruction of two New Republic installations and a troop transport after being reprogrammed by the Imperial Remnant to act as a saboteur. Not all notable instances in usage of the justice droid were negative, however, as it became a favorite among the silicon-based life forms of Orax known as the Shards. These crystalline-shaped beings would use the droids as vessels in order to become ambulatory, which served as the basis for the formation of the Iron Knights.

Modification: Assassin Droid

Justice droids can very readily be reprogrammed to function as mechanical hitmen for criminal elements, covert operations, and corrupt politicians. With a DC 17 Use Computer check for each, replace the justice droid's Knowledge (bureaucracy) skill and Skill Focus (Knowledge [bureaucracy]) feat for the Initiative skill and the Skill Focus (Initiative) feat. The sensor package on the justice droid is upgraded to include the darkvision system with a DC 15 Mechanics check and one hour of labor. A pricier version of the assassin droid modification includes a holographic image disguiser, added with a DC 15 Mechanics check and one hour of work at a cost of 20,000 credits.

Morp Assassin Droids

Arakyd Industries Morp Assassin Droid   CL 1
Tiny droid (4th-degree) nonheroic 3
Init +4; **Senses** darkvision; low-light vision; Perception +15
Languages Basic (understand only), Binary
Defenses Ref 15 (flat-footed 12), Fort 8, Will 12

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Hp 12; **Threshold** 8
Immune droid traits
Speed 6 squares (hovering)
Melee claw +0 (1d3-2) or
Base Atk +2; **Grp** +0
Atk Options Pin
Abilities Str 6, Dex 16, Con –, Int 9, Wis 15, Cha 10
Special Qualities droid traits
Feats Pin, Skill Focus (Perception, Survival), Skill Training (Stealth), Weapon Proficiency (simple weapons)
Skills Perception +15, Stealth +19, Survival +13
Systems Basic processor, claw appendage, electric defense grid, hovering locomotion, improved sensor package (darkvision), internal comlink, locked access
Availability Restricted; **Cost** 4,470 credits
Coordinated Tracking – The Morp droid shares sensor and observational data when tracking a target. When up to four

Morp droids are tracking the same target and each droid is within 30 squares of at least one other droid in the group, each droid makes a Survival check to track the target, and all droids use the highest result. The droids also automatically aid another on the check.

Droid Manufacturer Trait (Arakyd Industries) – Once per day, an Arakyd droid can make a Persuasion or Use Computer check against a DC equal to its own Will Defense. If the check is successful, the droid's behavioral inhibitor allows it to take prohibited actions until the forbidden action needed to complete its mission has been completed.

Electric Defense Grid – With a successful grab or grapple attack, the droid deals 5 points of damage to its target. Whenever the droid is damaged by a melee attack, the attacker automatically takes 5 points of damage. Melee weapons that rely on energy to cause damage, such as lightsabers, are immune to the effect of the electric defense grid.

Morp Assassin Droid

Tiny droid (4th-degree)

Hp 12

Threshold 8

Move (1 swift action, 2/turn)

The droid moves 6 squares (hovering).

Avoid Surprise (1 free action)

The Morp droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Coordinated Tracking (2 swift actions, 1/turn)

The Morp droid shares sensor and observational data when tracking a target. When up to four Morp droids are tracking the same target and each droid is within 30 squares of at least one other droid in the group, each droid makes a Survival check to track the target, and all droids use the highest result. The droids also automatically aid another on the check.

Electric Defense Grid (1 swift action, 1/turn)

The Morp droid attempts to grab or grapple an enemy with its claw appendage at -5. If the attack is successful, the

droid deals 5 points of damage with its electric defense grid. Whenever the droid is damaged by a melee attack, the attacker automatically takes 5 points of damage. Melee weapons that rely on energy to cause damage, such as lightsabers, are immune to the effect of the electric defense grid.

Skills Perception +15, Stealth +14, Survival +13

Vital Systems Basic processor, claw appendage, electric defense grid, hovering locomotion, improved sensor package (darkvision), internal comlink, locked access

The Morp assassin droid is a lethal design developed by Arakyd Industries. The deadly model gains its name from the amphibious morps native to Dagobah, whose bite is venomous and often fatal. These assassin droids are regularly deployed in groups to perform search and destroy missions. Morp assassin droids hunt down their prey and attack by swarming the target, latching hold of the victim and delivering a potent shock of electricity.

When Rattataki warlord Asajj Ventress was chosen to serve Count Dooku and the Separatists in their fight against the Republic, she utilized these assassin droids on occasion. Onboard the derelict zoological exploration vessel, *Titavian IV*, Asajj Ventress used her Morp droids to herd Jedi Obi-Wan Kenobi and Quinlan Vos into a trap.

Morp assassin droids can't be played as droid heroes.

Encountering Morp Assassin Droids

Morp assassin droids can be found in use anywhere in the galaxy. During the Rise of the Empire era, they are most commonly used in the Outer Rim Territories and locations where Republic influence is sparse. Typically these droids are deployed in groups of four or more, and will fan out and scour an area in search of their target. When the target is located, the Morp will signal the others to converge on its prey. The team of Morp droids will then swarm the target, attempting to latch onto the victim and electrocute it to death. Game masters are encouraged to apply the Squad template to Morp droids swarms (*CW* 93).

Modification: Scavenger Droids

Morp droids are popular among private salvagers, prospectors, and scavengers. Morp droids modified to perform these duties have a plasma cutting torch in lieu of their stock electric defense grid which requires a DC 15 Mechanics check to install. Additionally, the droid's Stealth and Survival skills are often swapped out for Mechanics and Knowledge (technology) each with a DC 12 Use Computer check and 30 minutes of work.

Modification: Sentries

In regions of the galaxy where lethal droids have been outlawed, Morp droids often see use as patrol droids. The electric defense grid is augmented with a DC 15 Mechanics check and 1 hour of work to deliver non-lethal shocks to its target, dealing 5 points of stun damage with a successful grab or grapple attack. The sentry variation is also fitted with a multi-spectrum searchlight, installed with a DC 15 Mechanics check and 1 hour of work, which provides an additional +2 equipment bonus to its Perception checks (stacks with improved sensor package) at a cost of 100 credits.

Plastidroid

Cestus Cybernetics Plastidroid CL 6

Large droid (4th-degree) nonheroic 1/Soldier 3/Scout 3
Init +8; **Senses** darkvision; low-light vision; Perception +11
Languages Basic (understand only), Binary, 1 unassigned

Defenses Ref 20 (flat-footed 20; while amorphous 24, flat-footed 18), Fort 24 (while amorphous 18), Will 17
Hp 75; **Threshold** 34 (while amorphous 18)
Immune droid traits

Speed 8 squares (tracked), 4 squares (burrowing)
Melee unarmed +6 (1d4+9) or
Melee burrowing drive +6 (8d6) or
Ranged blaster cannon +5 (3d12+3) or
Ranged blaster cannon +3 (4d12+3) with Rapid Shot
Fighting Space 2x2; **Reach** 2 squares

Encountering a Plastidroid

While in their plastine form, a plastidroid will avoid confrontation and detection at all costs, as it is incapable of properly defending itself. In its initial shape, the plastidroid will work to complete its task of infiltrating an enemy compound covertly, possibly providing a secret penetration point for its allies. Once this objective has been accomplished, the plastidroid assembles itself into its war droid form so that it may brutally dispatch enemy targets indiscriminately while making its way to eliminating its primary target (if any). Whenever possible, the plastidroid will attempt to make its first attack as a surprise, but once its presence is known, it will utilize every method in its arsenal to eliminate as many targets as possible.

Base Atk +5; **Grp** +11
Atk Options Rapid Shot
Special Actions Sensor Link
Abilities Str 22, Dex 10, Con –, Int 12, Wis 12, Cha 8
Special Qualities droid traits, plastine amorphous design
Talents Ambush Specialist, Acute Senses, Improved Initiative, Spring the Trap
Feats Armor Proficiency (light, medium), Cunning Attack, Flood of Fire, Rapid Shot, Sensor Link, Skill Focus (Stealth), Skill Training (Initiative), Weapon Proficiency (heavy weapons)
Skills Initiative +8 (may reroll, keeping second result), Perception +11 (may reroll, keeping second result), Stealth +8 (+18 while amorphous), Survival +9
Systems Automap, basic processor, communications jammer, duranium plating (+8 armor), hardened systems x2, improved sensor package (darkvision, sensor booster), internal comlink, locked access, telescopic tool appendage (blaster cannon), tracked locomotion (burrower drive)
Possessions Blaster cannon
Availability Illegal; **Cost** 76,500 credits
Plastine Amorphous Design – Deployed as a plastine sack filled with smart fluid and broken-down components, the plastidroid ignores the effects of difficult terrain and is

capable of squeezing through Small-sized openings. While in this form, the plastidroid gains a +10 bonus to its Stealth checks, and its Strength and Dexterity scores are exchanged. The plastidroid gains no benefit from its armor while in amorphous form, and suffers a -10 penalty to its Damage Threshold. While in this form, the plastidroid is incapable of performing attacks. A full-round action is required for the plastidroid to convert from its plastine structure into its droid mode. Once its droid mode has been deployed, the plastidroid is incapable of reverting to its plastine form (a DC 25 Mechanics check, specialized machinery and components, and 4 hours of labor are required to reconfigure the plastidroid into its plastine sack).

Plastidroid

Large droid (4th-degree)

Hp 75

Threshold 34

Move (1 swft action, 2/turn)

The plastidroid moves 8 squares (tracked) and ignores the effects of difficult terrain, but takes a -5 penalty to all Climb checks. Alternatively, the plastidroid moves 4 squares (burrowing).

Avoid Surprise (1 free action)

The plastidroid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Blaster Burst (1 swift action, 1/turn)

The plastidroid makes a ranged attack at +5. If successful, the attack deals 3d12+3 points of damage.

Change Form (2 swift actions)

The plastidroid changes shape from a liquid-filled plastine sack into a hulking battle droid.

Rapid Shot (1 swift action, 1/turn)

The plastidroid makes a ranged attack at +3. If successful, the attack deals 4d12+3 points of damage.

Sensor Sweep (2 swift actions, 1/turn)

With a successful Perception check, the plastidroid can detect lifeforms within a 24-square range.

Squeezing Through Tight Spaces

Creatures and droids are capable of squeezing through spaces too tight for them to fit through normally. Performing this action allows the character to fit into a space one size category smaller (or half their height in meters), but they are considered flat-footed and movement cost is doubled. With a successful DC 25 Acrobatics check (trained only), creatures or droids can squeeze through spaces up to two size categories smaller (or one-quarter their height in meters).

Sneak (1 swift action, 1/turn)

The plastidroid can slip past an opponent without being noticed by making a successful Stealth check opposed by the opponent's Perception check.

Skills Initiative +8 (may reroll, keeping second result), Perception +11 (may reroll, keeping second result), Stealth +8, Survival +9

Vital Systems Automap, basic processor, blaster cannon, communications jammer, duranium plating (+8 armor), hardened systems x2, improved sensor package (darkvision, sensor booster), internal comlink, locked access, telescopic tool appendage, tracked locomotion (burrower drive)

This bizarre model of droid was developed by Baktoid Armor Workshop subsidiary Cestus Cybernetics during the Clone Wars. When the plastidroid is initially deployed, it takes the form of an oversized amoeba; several bundles of various droid components suspended in a conductive super fluid encased within a thin plastine sack. Its unique design allows it to pass through tight spaces a larger droid would find impenetrable. This enables it to infiltrate fortified positions and eliminate enemy targets more effectively than more conventional designs. In addition to the amorphous form, the burrowing drive ensures the plastidroid can penetrate an enemy stronghold undetected. Once inside, the individual components housed inside the plastine shell

magnetically assemble into an intimidating war droid. While in battle mode, the plastidroid travels on heavy treads housed inside thick duranium armor. The battle mode plastidroid is topped with a flexible stalk fitted with a blaster cannon and sensor array.

In the seventh month of the Clone Wars, a squad of these droids was dispatched to locate the hideout of a group of insurgents on Ord Cestus. Due to their hefty price tag, their slow production rate, and the relative ease to which the Jedi defeated them, plastidroids were never implemented on a large scale by the Confederacy.

Police Droid

Cybot Galactica CP-Series Police Droid	CL 2

Medium droid (4th-degree) nonheroic 3/Scout 1
Init +3; **Senses** Perception +8
Languages Basic, Binary, 1 unassigned
Defenses Ref 15 (flat-footed 14), Fort 13, Will 12
Hp 20; **Threshold** 13
Immune droid traits
Speed 6 squares (walking); Sprint
Melee stun baton +3 (1d6+1) or
Melee stun baton +3 (2d6+1 stun) or
Melee unarmed +3 (1d3+1) or
Ranged blaster pistol +3 (3d6) or
Ranged blaster pistol +3 (2d6 stun) or
Ranged by weapon +3
Base Atk +2; **Grp** +3
Atk Options Pin
Special Actions Sensor Link
Abilities Str 12, Dex 13, Con –, Int 12, Wis 12, Cha 12
Special Qualities droid traits
Talents Sprint
Feats Armor Proficiency (light), Pin, Sensor Link, Skill Training (Gather Information), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Gather Information +8, Knowledge (bureaucracy) +8, Perception +8, Pilot +8
Systems Basic processor, hand appendage (2), internal comlink, locked access, plasteel shell (+2 armor), translator unit (DC 15), vocabulator, walking locomotion (gyroscopic stabilizers)
Possessions Binder cuffs, blaster pistol, datapad, holster, stun baton
Availability Restricted; **Cost** 4,872 credits

Police Droid

Medium droid (4th-degree)
Hp 20
Threshold 13
Move (1 swift action, 2/turn)
The police droid moves 6 squares (walking).
Avoid Surprise (1 free action)
The CP-series police droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

CP-Series Police Droid

Blaster Attack (1 swift action, 1/turn)

The CP-series police droid makes a ranged attack at +3. If successful, the attack deals 3d6 points of damage. Optionally, the attack can instead deal 2d6 points of stun damage.

Patrol Duty (1 swift action, 1/turn)

The CP-series police droid makes a Perception check against the target's Stealth check. If the check is successful, the droid detects the target.

Sensor Link (1 swift action, 2/turn)

The CP-series police droid broadcasts the input from its audio and visual receptors to its master's comlink, providing a +2 aid another bonus to its master's Perception checks if within 24 squares of its master even if the droid does not have line of sight with its master.

Stun Baton Attack (1 swift action, 1/turn)

The CP-series police droid makes a melee attack at +3. If successful, the attack deals 1d6+1 points of damage. Alternatively, the attack can deal 2d6+1 points of stun damage.

Translate (1 free action)

With a DC 15 translator check, the CP-series police droid translates to or from any language it knows.

Skills Gather Information +8, Knowledge (bureaucracy) +8, Perception +8, Pilot +8

Vital Systems Basic processor, binder cuffs, blaster pistol, datapad, hand appendage (2), holster, internal comlink, locked access, plasteel shell (+2 armor), stun baton, translator unit (DC 15), vocabulator, walking locomotion (gyroscopic stabilizers)

The Cybot Galactica CP-series Police Droid had been a common sight in metropolitan areas throughout the galaxy for decades before the Clone Wars began. Like the LE-series Repair Droid before it, Cybot Galactica's CP droid was simple, yet effective and versatile. After the Battle of Geonosis, security became an even larger concern on key Republic worlds such as Coruscant and the police droid saw an increased presence. CP-series droids patrolled the streets of Coruscant in droves, intent on keeping the Republic capital free from Separatist plots and those hoping to capitalize on the turbulent times.

Eventually, anti-droid sentiment bolstered by the Clone Wars led to many of these units being decommissioned. The void left by the absence of these droids gave rise to heavier support for the creation of additional numbers in sentient police forces, such as the Coruscant Guard during the time of the Galactic Empire. Fortunately, the exceptional design of the CP-series Police Droid saved many of these units from the junk heap, and they were readily repurposed for other functions all over the galaxy. Many of these droids became butler droids, estate servants, and personal assistants due to their familiarity with bureaucracy, protocol, and linguistics, though they can be found in virtually any role.

Modification: Chauffer Droid

With the visually appealing design of the police droid, and its inherent ability to pilot most vehicles and vessels, many of the CP-series droids were adapted to serve as personal drivers. To create this variation, the Pin and Sensor Link feats are replaced with the Skill Focus (Pilot) and Vehicular Combat feats, and the Sprint talent is substituted with Improved Initiative, each with a DC 12 Use Computer check requiring 1,000 credits and 1 hour of work.

Modification: Concierge

Popular among aristocracy and corporate executives, a personal assistant droid is easily made from the stock CP-series police unit. With a DC 12 Use Computer check, 1,000 credits and 30 minutes of labor for each, the droid's Pin and Sensor Link feats are exchanged for Skill Focus (Gather Information) and Skill Focus (Knowledge [bureaucracy]). The translator unit is often upgraded to a DC 5 unit for 2,000 credits, requiring a DC 15 Mechanics check and 1 hour of work to replace.

Modification: Courier Droid

With its sturdy chassis and gyroscopic stabilizers, the CP-series police droid's systems convert fluidly into that of a courier droid used to navigate bustling cityscapes. An antitheft comlink locator and a Diminutive-sized chest courier compartment is installed in the droid for 300 credits and each requires a DC 15 Mechanics check and 1 hour of work. The droid's Gather Information and Knowledge (bureaucracy) skills are removed and the Endurance and Jump skills are put in their places with a DC 12 Use Computer check, 30 minutes of work, and 100 credits each. Finally, the Pin and Sensor Link feats are exchanged for the Skill Emphasis (Climb) and Skill Emphasis (Jump) feats for 1,000 credits each and a DC 12 Use Computer check.

Modification: Gladiator Droid

With the popularity of the droid-based arena combat in the years preceding the Clone Wars, the simple chassis of the police droid became a favorite model to use as a base for gladiator droids. The locked access and translators are removed, each with a DC 15 Mechanics check and 1 hour of work, to lower the cost of the units and to make them easier to repair in the stockade shop. Quick-release couplings are installed on both arms and legs to allow for rapid change-outs from damage sustained, or occasionally for when certain combatants call for different appendages. Jump servos are often installed with a DC 25 Mechanics check and 1 day of work at a cost of 360 credits. Improved coordination circuitry, requiring a DC 15 Mechanics check, 1 hour of work, and 1,000 credits, is sometimes installed on higher-end gladiator droids to facilitate better teamwork in the arena. The Knowledge (bureaucracy) skill is also replaced with the Knowledge (tactics) skill and Gather Information is swapped out for the Jump skill, each with a DC 12 Use Computer check and 30 minutes of labor. The droid's basic processor was sometimes replaced with a remote receiver to further lower maintenance costs, however, this opened the door for organized crime syndicates and other unscrupulous types slicing the broadcast signal, sabotaging matches or possibly fixing games entirely. Rather than let this problem run rampant, many sponsors quickly instated policies prohibiting the practice.

Upgrade: Riot Control

During times of intense civil unrest, CP-series police droids upgraded to serve as riot control units were deployed. To create a riot control droid, take the stock unit and include 2 levels of the Soldier heroic class, choose the Cantina Brawler (*SV* 17) talent, Armor Proficiency (medium) as its bonus starting feat, Power Attack as its bonus feat, and Weapon Proficiency (advanced melee weapons) as its character-level feat. This upgrade costs 3,000 credits and requires a DC 12 Use Computer check. At a cost of 6,000 credits and a DC 15 Mechanics check with 1 hour of labor, the droid's plasteel shell is replaced with duranium plating. The riot droid has its standard blaster pistol replaced with a stun-only model, and a riot shield (*TG* 77) is added to its inventory.

Prowler 1000 Exploration Droid

Arakyd Industries Prowler 1000 Exploration Droid	CL 0

Tiny droid (4th-degree) nonheroic 2
Init +5; **Senses** darkvision, low-light vision, Perception +15
Languages Basic (understand only), Binary, 1 unassigned

Defenses Ref 16 (flat-footed 12), Fort 9, Will 12
Hp 7; **Threshold** 9
Immune droid traits

Speed 6 squares (hovering)
Melee unarmed +0 (1–1) or
Ranged by weapon +5
Fighting Space 1 square; **Reach** 0 squares
Base Atk +1; **Grp** +5

Abilities Str 8, Dex 18, Con –, Int 12, Wis 15, Cha 12
Special Qualities droid traits
Feats Skill Focus (Gather Information, Perception, Survival), Skill Training (Survival), Weapon Proficiency (pistols)
Skills Gather Information +12, Perception +15, Stealth +19, Survival +13
Systems Basic processor, hovering locomotion, improved sensor package (darkvision), instrument appendages (2; toxin detector), internal comlink, locked access, multi-spectrum searchlight, remote viewer, tool appendage
Possessions Toxin detector, video recorder
Availability Licensed; **Cost** 3,295 credits

Droid Quirk (nervous) – The Prowler 1000 becomes nervous in common situations, bobbing up and down on its repulsors.

Prowler 1000 Exploration Droid

Tiny droid (4th-degree)
Hp 7
Threshold 9

Move (1 swift action, 2/turn)
The Prowler 1000 moves 6 squares (hovering).

Prowler 1000 Exploration Droid
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Chemical Analysis (1 swift action, 1/turn)
The Prowler 1000 exploration droid selects a chemical or other substance makes a DC 15 Perception check. If the droid's check is successful, the droid discovers whether the material contains toxic chemicals or other poisons. The droid can communicate its discoveries as a free action.

Patrol Duty (1 swift action, 1/turn)
The Prowler 1000 exploration droid makes a Perception check against the target's Stealth check. If the check is successful, the droid detects the target.

Scan (2 swift actions, 1/turn)
The Prowler 1000 exploration droid selects an adjacent square and makes a DC 15 Perception check. If the droid's check is successful, the droid discovers any clues, secret doors,

hidden compartments, irregularities, traps, or anything else out of the ordinary in the area. The droid can communicate its discoveries as a free action.

Track (2 swift actions, 1/turn)
The Prowler 1000 exploration droid makes a Survival check to discover any tracks left in an area.

Skills Gather Information +12, Perception +15, Stealth +19, Survival +13

Vital Systems Basic processor, hovering locomotion, improved sensor package (darkvision), instrument appendages (2; toxin detector), internal comlink, locked access, multi-spectrum searchlight, remote viewer, tool appendage, toxin detector, video recorder

Encountering a Prowler 1000

Prowler 1000 exploration droids are often deployed as surveillance droids in order to spy on enemy troop movements on the battlefield. They will attempt to remain hidden when scouting behind enemy lines and will flee from its adversaries if discovered. Models equipped with a light blaster will use it only if cornered or when ordered to do so by their master. Prowler droids will often seem nervous as they carry out their duties as they dip up and down on their repulsors while they work.

The Prowler 1000 exploration droid was manufactured by Arakyd Industries as part of a campaign to thrust the corporation into the galactic probot market with the likes of Galalloy Industries. Designed to scout out uncharted planets in search of alien life and valuable resources, the Prowler was initially met with lackluster sales. Arakyd received a much needed break, however, when the newly-elected Supreme Chancellor Palpatine of the Galactic Republic approached the company with a generous contract offer for the company to supply the Republic Exploration Corps with a supply of Prowler 1000 units. This contract slowly allowed Arakyd

to unseat Galalloy as the frontrunner in probot technology and acquire its lesser competitor, Viper Industries.

Soon after the Prowler's adoption by the Republic, the unit was adapted to serve other purposes, such as a police surveillance unit, forensic examiner, and later as a military scout used by the clone troopers of the Grand Army of the Republic. A squad of these droids was used by Commander Cody in the pursuit of Jedi-General Obi-Wan Kenobi after receiving Order 66. A Prowler droid modified to act as a medical assistant witnessed the transformation of Anakin Skywalker into his menacing mechanical form before being destroyed by the Sith Lord's telekinetic thrashes. The Prowler was utilized well after the Clone Wars, and aesthetics and concepts developed for the Prowler served as inspiration to future designs, like the Viper-series Probot, in decades to follow.

Modification: Military Scout

Prowler droids intended for use on the battlefield or police patrol are often slightly modified with the addition of a blaster for defensive purposes. A hold-out blaster pistol is fitted to the Prowler 1000's tool appendage with a DC 15 Mechanics check, 300 credits, and 10 minutes of work.

Vanguard Probot

The Prowler 1000-series droid was one of two Arakyd models debuted on the exploration droid market a few years before the Clone Wars began. The second model, known as the Vanguard, was a deep space automated probe that Arakyd introduced in an attempt to compete with the probot manufacturing titan Galalloy Industries. During the term of Chancellor Palpatine, Arakyd secured a government contract that allowed them to sell Vanguard probots to the Republic Exploration Corps numbering in the thousands. Palpatine used these resources to blaze trails into the Deep Core, where he would establish secret strongholds on worlds such as Byss.

Modification: Forensics Technician

Police and other law enforcement agencies utilize modified Prowler droids to function as crime scene technicians and analysts. With one hour of labor and a DC 20 Mechanics check at a cost of 100 credits, a claw appendage is fitted onto the underside of the Prowler droid's chassis. With this modification, Prowler droids are capable of carrying small bits of evidence it discovers at a crime scene. This modification is also sometimes used in operating rooms to document surgical procedures, and sometimes to serve as medical assistants.

R-4 Recon Droid

Arakyd Industries Mark IV Recon Droid CL 1

Small droid (4th-degree) nonheroic 3

Init +10; **Senses** darkvision, low-light vision, Perception +15

Languages Basic (understand only), Binary, 2 unassigned (understand only)

Defenses Ref 17 (flat-footed 13), Fort 9, Will 12

Hp 12; **Threshold** 9

Immune droid traits

Speed 6 squares (hovering)

Ranged blaster pistol +6 (3d6)

Base Atk +2; **Grp** +6

Special Actions Sensor Link

Encountering an R-4 Recon Droid

Recon droids are dispatched to scout out a location or spy on targets on behalf of a larger group or military force. When attached to a sniper, the Mark IV will generally scout out potential perches and target locations for its master, or it may secretly patrol a perimeter around the sniper so that they may focus on their target while the droid watches their back. The droid can also be used as another weapon in its master's arsenal, either acting as support fire, or as a weapon itself by utilizing its orbital beacon or self destruct mechanism. The DRK-1 variant can be more creative and hostile than the other models and will often harass a target in an effort to distract or weaken its prey for its master.

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R-4 Recon Droid

Abilities Str 8, Dex 18, Con –, Int 14, Wis 14, Cha 8
Special Qualities droid traits
Feats Armor Proficiency (light), Sensor Link, Skill Focus (Perception, Stealth), Skill Training (Gather Information), Weapon Proficiency (pistols)
Skills Gather Information +5, Initiative +10, Perception +15, Stealth +20, Use Computer +8
Systems Basic processor (droid remote control), hovering locomotion, improved sensor package (darkvision), internal comlink, locked access, orbital beacon, plasteel shell (+2 armor), stabilized tool appendage (blaster pistol)
Possessions Blaster pistol

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BOMBARDMENT

Sometimes starship-scale weaponry is used against character-scale targets, such as the case of orbital bombardments. In these instances, while damage is resolved as normal, the weapons with sufficient range and power to strike surface targets from orbit (As a general guideline, starship-scale weaponry with a times 5 damage multiplier are capable of doing so) are also regarded as having the following splash radiuses:

WEAPON	DAMAGE RADIUS
Concussion missile, light*	4-square splash
Concussion missile, medium*	4-square splash
Concussion missile, heavy	6-square splash
Ion cannon, medium*	2-square splash
Ion cannon, heavy	3-square splash
Laser cannon, heavy	2-square splash
Proton torpedoes*	4-square splash
Turbolaser, light	2-square splash
Turbolaser, medium	3-square splash
Turbolaser, heavy	4-square splash

*Capable of reaching its target via Strafing Attacks only

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Availability Restricted; **Cost** 8,250 credits

Orbital Beacon – As a swift action, the Mark IV recon droid can activate an internal beacon capable of contacting allied spacecraft as far as low orbit. If such craft are present, at the start of the droid's next turn, an orbital bombardment or air strike (rules for Strafing Attack function of Autofire can be found on page 173 of the *Saga Edition Core Rulebook*) comes down on the droid's location. The droid makes an attack at +0 and compares the result to the Reflex Defense of every target within the burst radius or splash. Creatures hit take full damage, and missed creatures take half damage. A target with the Evasion talent (*SE* 50) takes half damage from a successful attack and no damage if the attack misses its Reflex Defense. The R-4 recon droid is destroyed during the bombardment.

R-4 RECON DROID
Small droid (4th-degree)
Hp 12
Threshold 9

Move (1 swift action, 2/turn)
The R-4 recon droid moves 6 squares (hovering).
Avoid Surprise (1 free action)
The R-4 recon droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Blaster Attack (1 swift action, 1/turn)
The R-4 recon droid makes a ranged attack roll at +6. If successful, the attack deals 3d6 points of damage.
Patrol Duty (1 swift action, 1/turn)
The R-4 recon droid makes a Perception check against the target's Stealth check. If successful, the droid detects the target.
Orbital Strike (1 swift action)
The R-4 recon droid activates a beacon that calls down an orbital strike. At the start of its master's next turn, the droid makes a ranged attack at +0 and compares the result to the Reflex Defense of every target within the 4-square burst radius. Creatures hit take full damage, and missed creatures take half damage. A target with the Evasion talent (*SE* 50)

takes half damage from a successful attack and no damage if the attack misses its Reflex Defense. The R-4 recon droid is destroyed during the bombardment.

Scan (2 swift actions, 1/turn)

The R-4 recon droid selects an adjacent square and makes a DC 15 Perception check. If the droid's check is successful, the droid discovers any clues, secret doors, hidden compartments, irregularities, traps, or anything else out of the ordinary in the area. The droid can communicate its discoveries as a free action.

Skills Gather Information +5, Initiative +10, Perception +15, Stealth +20, Use Computer +8

Vital Systems Basic processor (droid remote control), blaster pistol, hovering locomotion, improved sensor package (darkvision), internal comlink, locked access, orbital beacon, plasteel shell (+2 armor), stabilized tool appendage (blaster pistol)

During the Clone Wars, the Reconnaissance Mark IV droid, also known as the R-4, was used by the Confederacy in unison with specially-programmed sniper droids. The black, spherical chassis Arakyd used on the R-4 was used on several other models the company manufactured, such as the R-1 and DRK-1 recon droids. The R-4 differentiated itself from other models, however, with the inclusion of a high-powered locator beacon used for precision orbital bombardments and strafing runs by allied craft. Decades after the Clone Wars, surplus units of the R-4 recon droid were adopted by Rebel Alliance sharpshooters and mercenary groups all over the galaxy.

Variant: DRK-1 Probe Droid*

The DRK-1 Probe Droid was a variation of Arakyd's design conceived by company technicians working secretly with agents of the Sith Empire. Since its inception, the DRK-1 has been used by many Sith Lords including Darth Maul. It is unclear whether the R-series served as the inspiration for the DRK-1 or vice versa, but the "Dark Eye", as it was nicknamed, was used by the Sith

as early as the legendary Battle of Ruusan. To make this variant, start by replacing the droid's basic processor with a heuristic processor with DC 20 Mechanics and Use Computer checks and 1 day of labor. The droid benefits from a +2 increase to their Intelligence score, and they gain the Survival skill as a result of the enhancement. Next, the droid's blaster pistol is replaced by a frag grenade launcher with a 6-shell magazine after a DC 15 Mechanics check and 1 hour of work. The armor of the R-series is also removed and replaced with a specialized stealth shell, which provides a +2 equipment bonus to Stealth checks instead of an armor bonus, with a DC 15 Mechanics check and 1 hour of effort. With a DC 15 Mechanics check and 1 hour of work, the droid's standard photoreceptor is swapped out for one with a built-in holoprojector to display recon data to its master. Finally, the droid's orbital beacon (or self-destruct mechanism) is replaced with a secondary battery with a DC 15 Mechanics check and 1 hour of labor.

Official statistics for the DRK-1 Probe Droid can be found on page 149 of Threats of the Galaxy.

Variant: R-1 Recon Droid*

A slightly earlier model of the R-series recon droids produced by Arakyd Industries, the R-1 was used by the Grand Army of the Republic and later the Galactic Empire much in the same manner it was utilized by Separatist sniper droids. Though not as powerful as a precision orbital strike, the R-1 replaced the orbital beacon module with a self-destruct mechanism. This made the droid much more versatile in that it could navigate enemy strongholds and locate hard targets situated underground, where a strafing run or bombardment had little effect, and detonate itself in key locations to maximize damage. To create an R-1 recon droid, simply remove the R-4's orbital beacon module with a DC 15 Mechanics check and one hour of labor, and replace it with a self-destruct mechanism. When the droid self-destructs, it does 4d6 points of damage within a 2-square burst radius.

Official statistics for the R-1 Recon Droid can be found on page 197 of The Force Unleashed Campaign Guide.

Sabotage Droid

Arakyd Industries Sabotage Droid   CL 4

Medium droid (4th-degree) nonheroc 3/Soldier 3
Init +5; **Senses** darkvision; low-light; Perception +10
Languages Basic (understand only), Binary, 1 unassigned
Defenses Ref 16 (flat-footed 14), Fort 17, Will 13
Hp 30; **Threshold** 17
Immune droid traits
Speed 6 squares (hovering)
Melee rotary blades +7 (2d6+3) or
Melee electroshock prod +7 (1d8+3 ion) or
Ranged composite homing laser +9 (3d8+1) or
Ranged composite homing laser +7 (3d8+1, penetration 5)
Base Atk +5; **Grp** +7
Atk Options autofire (composite homing laser), Far Shot,
   penetration 5 (composite homing laser), Point Blank Shot,
   Whirlwind Attack

Sabotage Droid

Special Actions cloaking (total concealment), dismantle, Melee
   Defense, self-destruct (+5 area attack, 4d6, 2-square burst),
   Target Acquisition
Abilities Str 14, Dex 15, Con –, Int 13, Wis 10, Cha 8
Special Qualities droid traits
Talents Target Acquisition, Target Lock
Feats Far Shot, Melee Defense, Point Blank Shot, Skill Focus
   (Mechanics, Stealth), Weapon Proficiency (heavy weapons,
   rifles, simple weapons), Whirlwind Attack
Skills Mechanics +12, Perception +10, Stealth +13
Systems Basic processor, cloaking holoprojector (treated as
   stygium cloaking device), hovering locomotion, improved
   sensor package (darkvision), internal comlink, locked access,
   self-destruct system (4d6), stabilized tool appendages (5;
   composite homing laser, vibroblades)
Possessions Composite homing laser, vibroblades (3)
Availability Military; **Cost** 30,000 credits
Dismantle – The sabotage droid may take a full-round action
   and make a Mechanics check versus the Fortitude Defense
   of the target droid or vehicle. If successful, the target
   moves -1 persistent step down the condition track as a vital
   system has been damaged (see Table 1-2: System Damage in
   Starships of the Galaxy).

Sabotage Droid

Medium droid (4th-degree)
Hp 30
Threshold 17
Move (1 swift action, 2/turn)
The sabotage droid moves 6 squares (hovering).
Composite Beam Blast (1 swift action, 1/turn)
The sabotage droid makes a ranged attack at +9. If successful,
   the attack deals 3d8+1 points of damage.
Dismantle (2 swift actions, 1/turn)
The sabotage droid can move a target droid or vehicle -1
   persistent step down the condition track by making a
   successful Mechanics check versus the target's Fortitude
   Defense.
Electroshock Prod (1 swift action, 1/turn)
The sabotage droid makes a melee attack at +7. If successful,

the attack deals 1d8+3 points of ion damage.

Rotary Blade Attack (2 swift actions, 1/turn)

The sabotage droid makes an unarmed attack at +7 against the Reflex Defense of all adjacent opponents. The attack deals 2d6+3 points of damage to any opponent whose Reflex Defense is exceeded by the attack roll.

Sustained Composite Beam (2 swift actions, 1/turn)

The sabotage droid makes a ranged attack at +7. If successful, the attack deals 3d8+1 points of damage with a penetration of 5.

Skills Mechanics +12, Perception +10, Stealth +13

Vital Systems Basic processor, cloaking holoprojector (treated as stygium cloaking device), composite homing laser, hovering locomotion, improved sensor package (darkvision), internal comlink, locked access, self-destruct system (4d6), stabilized tool appendages (5; composite homing laser, vibroblades), vibroblades (3)

As a member of the Techno Union, Arakyd Industries supplied the Confederacy with Sabotage droids early in the Clone Wars. These

Encountering Sabotage Droids

Sabotage droids are deployed alone or in groups, and will typically remain cloaked as they search for ways to maximize damage to their target. Once a weak point is discovered, the droid uncloaks to blast its opponent with its composite homing laser from a distance, often sustaining the beam for as long as possible to penetrate armor and melt internal components. Although it is not their primary function, sabotage droids are highly effective in combat, and will use their composite beam on hard and soft targets indiscriminately. Up close, it will cleave its prey with its claws that it spins like a rotary blade. If resistance is too great, as a last resort the Sabotage droid will activate its self-destruct system to incur one last bit of damage to its target. Sabotage droids are not equipped with armor, however, making them vulnerable to a well-placed blaster bolt.

droids were designed to use their cloaking projectors to infiltrate Republic installations and disable defensive shields or weapon systems before a large-scale assault. Sabotage droids were deployed sparingly to interrupt Republic attempts to spearhead into the Outer Rim and stymie operations on such worlds as Alzoc III and Ryloth. Due to the inflated price tag of the sabotage droid, they were eventually phased out and replaced by Colicoid Creation Nest's Pistoeka "Buzz" droids.

Modification: Damage Control

Sabotage droids are often used by the Confederacy to perform external starship repairs in the field. With a few components and programming modules swapped out, the droid can go from dismantling starships to reassembling them. With a DC 25 Mechanics check and approximately 1 day of work, the sabotage droid's locomotion system is upgraded to maneuvering jets so it can operate in the vacuum of space, increasing its movement speed to 12 squares, 1 square (starship scale). The cloaking device is removed from the sabotage droid with a DC 15 Mechanics check. The sabotage droid's composite homing laser is swapped out for a high-speed cutting torch and welding system with a DC 15 Mechanics check and one hour of work. Using a DC 15 Mechanics check and 10 minutes of work for each appendage, the droid's stabilized tool mounts are fitted with a fire extinguisher, scomp link, and tool kit. A DC 13 Use Computer check and 30 minutes of work is required to replace its Stealth skill with Knowledge (technology).

Modification: LZ Scout

Since cloaking devices are an expensive commodity, many sabotage droids are retasked to function as landing zone scouts for Separatist invasion forces. It uses its composite homing laser and rotary blades to slash and burn forests and other vegetation to make way for incoming landing craft. The cloaking device is removed with a DC 15 Mechanics check and one hour of work, which is then replaced with a sensor booster with an additional DC 15 Mechanics check and an hour of work. The electroshock prod is often replaced with a flame thrower with a DC 15
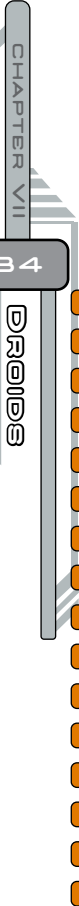
mechanics check and one hour of work to deforest an area by burning it to a cinder.

Modification: Thresher

A small number of sabotage droids found their way to the open market on backwater planets with little use for espionage. A common repurposing of this droid was as a farming implement used to harvest wheat and other field crops. Most had their cloaking devices and composite lasers stripped long before they reached the hands of the farmers. A DC 13 Use Computer check with 30 minutes of work is required to replace the droid's Stealth skill with Knowledge (life sciences). If still equipped with a cloaking device and/or composite beam, a DC 15 Mechanics check and one hour of work are needed to remove each of them. The electroshock prod is often kept to use in herding livestock, and the rotary blades are ideal for threshing field crops.

Scarab Mark III Assassin Droid

Sienar Intelligence Systems Scarab Mark III Assassin Droid   **CL 2**

Diminutive droid (4th-degree) nonheroic 6
Init +6; **Senses** darkvision; low-light vision; Perception +13
Languages Basic, Binary, 2 unassigned

Defenses Ref 18 (flat-footed 15), Fort 8, Will 13
Hp 26; **Threshold** 8
Immune droid traits

Speed 6 squares (hovering)
Ranged dart pistol +7 (see below) or
Ranged hold-out blaster +7 (3d4 stun) or
Ranged dart pistol +2 (see below) and
    hold-out blaster +2 (3d4 stun)
Fighting Space 1 square; **Reach** 0 squares
Base Atk +4; **Grp** +7

Abilities Str 6, Dex 16, Con –, Int 16, Wis 16, Cha 8
Special Qualities droid traits, neurotoxin darts, stun field
Feats Accelerated Strike, Dual Weapon Mastery I, Skill Focus (Survival), Skill Training (Persuasion), Toughness, Weapon

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Proficiency (pistols, simple weapons)
Skills Perception +13, Persuasion +7, Stealth +26, Survival +16, Use Computer +11
Systems Heuristic processor, hovering locomotion, improved sensor package (darkvision), internal comlink, locked access, recording unit (video), stabilized tool mounts (2; dart pistol, hold-out blaster), stun field (see below), vocabulator
Possessions Hold-out blaster (stun only), Prax Arms Protector PRP-502 dart pistol
Availability Restricted; **Cost** 9,860 credits
Neurotoxin Darts – On a successful attack with a neurotoxin dart on a living creature, the target is injected with a paralytic poison (*SE* 255).
Stun Field – With a successful grab attack, the droid deals 5 stun damage to its target. Whenever the droid is damaged by a melee attack, the attacker automatically takes 5 points of stun damage. Melee weapons that rely on energy to cause damage, such as lightsabers, are immune to the effect of the stun field.

Scarab Mark III Assassin Droid

Diminutive droid (4th-degree)
Hp 26
Threshold 8
Move (1 swift action, 2/turn)
The droid moves 6 squares (hovering).

Playing a Scarab Mark III Assassin Droid

Players who would like to use the sleeper droid as their character should begin with the stock probe droid chassis (*SD* 12). The best starting class to use with this droid is the Scout. Choose the Skill Emphasis (Survival) feat to demonstrate its ability to locate its prey. When the droid begins its adventuring career, it gains a stun field and two stabilized weapon mounts in lieu of its appendages and dark vision. Select at least Stealth and Survival as the droid's starting skills; for additional skills, consider Initiative to represent its rapid response to threats encountered while carrying out its mission, Knowledge (tactics) to represent the benefit its heuristic processor provides in combat, and Mechanics to represent the droid's ability to circumvent security systems to reach its objective. Be sure to purchase a hold-out blaster, Prax Arms Protector PRP-502 dart pistol, and video recording unit as part of the droid's starting equipment.

Avoid Surprise (1 free action)

The sleeper droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Neutralizing Burst (2 swift actions, 1/turn)

The sleeper droid makes a ranged attack at +2 with its dart pistol and at +2 with its hold-out blaster. If successful, the dart pistol can paralyze an opponent (*SE* 255) and the hold-out blaster deals 3d4 points of stun damage.

Paralyze Opponent (1 swift action, 1/turn)

The sleeper droid makes a ranged attack at +7 with its dart pistol. If successful, the droid can paralyze an opponent (*SE* 255).

Sneak (1 swift action, 1/turn)

The sleeper droid can slip past an opponent without being noticed by making a successful Stealth check opposed by the opponent's Perception check.

Stun Opponent (1 swift action, 1/turn)

The sleeper droid makes a ranged attack at +7 with its hold-out blaster. If successful, the attack deals 3d4 points of stun damage.

Skills Perception +13, Persuasion +7, Stealth +26, Survival +16, Use Computer +11

Vital Systems Heuristic processor, hold-out blaster (stun only), hovering locomotion, improved sensor package (darkvision), internal comlink, locked access, Prax Arms Protector PRP-502 dart pistol, recording unit (video), stabilized weapon mounts (2; dart pistol, hold-out blaster), stun field, vocabulator

Following the massacre at Caprioril in which assassin droids slaughtered nearly 20,000 spectators at a swoop arena during an assassination attempt, the Galactic Republic decreed assassin droids be outlawed. Sienar Intelligence Systems stepped in and took advantage of the niche market that these new laws created and introduced the Scarab Mark III Assassin Droid. The sleeper droid, as it came to be known, was a tiny, hovering, disc-shaped droid that could stealthily carry out its mission, but because it was only equipped with non-lethal weapons, the sleeper could do so without any loss of life. As the Galactic Republic grew more corrupt, the sleeper droid became exceedingly popular, and Sienar saw sales soar.

At the onset of the Clone Wars, the regulations preventing the use of assassin droids saw increasingly less enforcement, and sales on the Scarab Mark III slumped to abysmal rates. The business-savvy minds of the Confederacy saw this as an opportunity to bolster the ranks of their droid army, bought up a sizable portion of the Mark III surplus and refitted them with lethal implements. Sleeper droids became notorious among the aristocracy of the Republic. Over time, the sleeper droid became infamous and the faint buzz of its activated stun field proved a convincing intimidation factor to its potential targets.

Modification: Lethal Weapon

During the Clone Wars, the Separatists employed many modified versions of these droids to quietly dispatch their enemies. The alteration of the sleeper droid replaces its stock stun-only hold-

out blaster with a standard version, allowing the droid to take deadly shots at its targets. This requires a DC 15 Mechanics check and 10 minutes of work. The dart pistol is loaded with fatal toxins such as Trihexalon (*GI* 65), and its stun field is replaced with the electric defense grid accessory with a DC 15 Mechanics check and 1 hour of work, making the droid capable of dealing a lethal electric shock when it takes melee damage.

Modification: Investigator

Law enforcement agencies often refit the sleeper droid to serve as an investigator used to locate missing persons and tail suspects. The ammunition inside its dart pistol is replaced with surveillance taggers (*GW* 67) and with a DC 13 Use Computer check and 30 minutes of work, its Stealth skill is replaced with the Gather Information skill.

Strider Series Recon Droid

Arakyd Industries Strider Series Recon Droid　　　CL 1
Small droid (4th-degree) nonheroic 3
Init +4; **Senses** darkvision; low-light vision; Perception +15
Languages Basic (understand only), Binary, 1 unassigned

Defenses Ref 16 (flat-footed 13), Fort 10, Will 12; Dodge, Turn and Burn
Hp 12; **Threshold** 10
Immune droid traits

Speed 6 squares (hovering), 4 squares (walking)
Melee unarmed +2 (1d3) or
Ranged by weapon +5
Base Atk +2; **Grp** +5

Abilities Str 10, Dex 16, Con –, Int 12, Wis 14, Cha 9
Special Qualities droid traits
Feats Armor Proficiency (light), Dodge, Skill Focus (Stealth, Perception), Turn and Burn, Weapon Proficiency (simple weapons)
Skills Perception +15, Stealth +19, Survival +8
Systems Automap, basic processor, claw appendages (4), hovering locomotion, improved sensor package (darkvision),

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internal comlink, locked access, plasteel shell (+2 armor),
waking locomotion (extra legs, magnetic feet)
Possessions Recording unit (video)
Availability Licensed; **Cost** 11,750 credits

Strider Series Recon Droid

Small droid (4th-degree)
Hp 12
Threshold 10
Move (1 swift action, 2/turn)
The Strider-Series recon droid moves 6 squares (hovering) or 4
squares (walking).
Patrol Duty (1 swift action, 1/turn)
The Strider-Series recon droid makes a Perception check against
the target's Stealth check. If the check is successful, the
droid detects the target.
Reconnoiter (1 swift action, 1/turn)
The Strider-Series recon droid can help its master determine
their location by examining their surroundings, granting a
+2 circumstance bonus to its master's Perception check.
Scan (2 swift actions, 1/turn)
The Strider-Series recon droid selects an adjacent square and
makes a DC 15 Perception check. If the droid's check is
successful, it discovers any clues, secret doors, hidden
compartments, irregularities, traps or anything else out of
the ordinary in the area. The droid can communicate its
discovery as a free action.
Track (2 swift actions, 1/turn)
The Strider-Series recon droid makes a Survival check to
discover any tracks left in the area.
Turn and Burn (1 swift action, 2/turn)
The Strider-Series recon droid uses the withdraw action, moving
up to 2 squares without provoking an attack of opportunity,
and can move at its full speed.
Skills Perception +13, Stealth +19, Survival +8
Vital Systems Automap, basic processor, claw appendages (4),
hovering locomotion, improved sensor package (darkvision),
internal comlink, locked access, plasteel shell (+2 armor),

recording unit (video), waking locomotion (extra legs,
magnetic feet)

The Strider recon droid was a popular model developed by Arakyd
Industries in the years leading into the Clone Wars. Due to its
size and speed, the Strider makes an excellent reconnaissance
and spy droid – able to use its powerful sensors to locate life
forms, and its quiet repulsors and tiny legs to maneuver itself to
a prime position to eavesdrop. Since so few recon droids were
manufactured by the other companies of the Techno Union,
Arakyd was able to secure a larger volume of orders from the
Confederacy, and the Strider saw frequent use all over the galaxy
on behalf of the Separatists. Most notably, Strider recon droids
were used by General Lok Durd on Maridun, and Emir Wat Tambor
of the Techno Union during the occupation of Ryloth.

Modification: Courier

Faced with a heavy surplus of these droids, the commanders of
the Confederacy would frequently repurpose the Strider-series
recon droid for a myriad of applications, the most common of
which was acting as a courier. With a DC 15 Mechanics check
and one hour of work, the Strider's improved sensor package
(including darkvision) is replaced with a courier compartment
equipped with a toaster unit.

Modification: Suicide Bomber

During the Clone Wars, the Confederacy held an over-abundance of these recon droids at their disposal. Often, Separatist leaders would have a compliment of Strider droids stripped of their more valuable parts (to be reused in the repairs of other droids of the same model) and fitted with a self-destruct mechanism. Using a DC 15 Mechanics check and one hour of work, the improved sensor packaged (including darkvision) and automap system are replaced with a self-destruct system that deals 4d6 points of damage over a 2-square burst radius.

Tactical Droid

Baktoid Combat Automata T-Series Tactical Droid*   **CL 9**
Medium droid (4th-degree) Noble 7/Droid Commander 2
Force 3
Init +4; **Senses** Perception +10
Languages Basic, Binary, 3 unassigned

Defenses Ref 16 (flat-footed 16), Fort 21, Will 22
Hp 40; **Threshold** 21
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +7 (1d3+4) or
Ranged E-5 droid blaster +7 (3d8+4) or
Ranged by weapon +7
Base Atk +7; **Grp** +7
Special Actions Anticipate Movement, Coordinate, Logic Upgrade: Tactician, Observant, Supervising Droid

Abilities Str 10, Dex 11, Con –, Int 16, Wis 12, Cha 14
Special Qualities droid traits, Networked Mind (1 ally)
Talents Anticipate Movement, Coordinate, Expanded Sensors, Observant, Supervising Droid
Feats Armor Proficiency (light), Coordinated Attack, Coordinated Barrage, Leader of Droids, Linguist, Logic Upgrade: Cross-Platform (third-degree), Logic Upgrade: Tactician, Skill Focus (unassigned), Stand Tall, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +11, Gather Information +11, Knowledge (bureaucracy) +12, Knowledge (tactics) +12, Perception +11, Persuasion +11, Pilot +9, Use Computer +12, 1 unassigned
Systems Durasteel shell (+4 armor), hand appendages (2), heuristic processor, internal comlink, locked access, vocabulator, walking locomotion
Possessions E-5 droid blaster, electrobinoculars
Availability Military; **Cost** 24,000 credits

Droid Quirk (calculating) – The droid constantly weighs options using probability statistics and will often rebuke the advice of others by quoting the odds.
Droid Quirk (overconfident) – The droid believes it is thoroughly capable of succeeding at any task it is trained in or proficient in.
*Official statistics for the T-series Tactical Droid can be found on page 55 of Galaxy at War.

Tactical Droid

Medium droid (4th-degree)
Hp 56
Threshold 21

Move (1 swift action, 2/turn)
The tactical droid moves 6 squares (walking)
Anticipate Enemy Strategy (1 swift action, 2/turn)
The tactical droid makes a Knowledge (tactics) check opposed to the Will Defense (or 10 + the target's CL if it does not have a Will Defense) of its master's target. If successful, the tactical droid learns what actions the target is likely to take on its next turn based on the current circumstances.
Battlefield Tactics (2 swift actions, 1/turn)
The tactical droid makes a DC 20 Knowledge (tactics) check. If successful, it grants an extra standard action to its master or other droids under its command.
Coordinated Attack (1 swift action, 1/turn)
The tactical droid grants its allies within line of sight a +2 bonus to attack rolls made against an enemy that is adjacent to the droid or within point blank range of the droid.
Support Fire (1 swift action, 1/turn)
The tactical droid makes a ranged attack at +7. If successful, the attack deals 3d8 points of damage.
Tactical Analysis (1 swift action)

The tactical droid makes a Knowledge (tactics) check and reports its findings.

Tactical Assistance (1 swift action, 1/turn)
The tactical droid assists a character's range attack, providing a +2 bonus to the roll.

Tactician (1 swift action, 1/encounter)
The tactical droid assists a character's range attack, providing a +5 bonus to the roll.

Skills Deception +11, Gather Information +11, Knowledge (bureaucracy) +12, Knowledge (tactics) +12, Perception +11, Persuasion +11, Pilot +9, Use Computer +12, 1 unassigned

Vital Systems Durasteel shell (+4 armor), E-5 droid blaster, electrobinoculars, hand appendages (2), heuristic processor, internal comlink, locked access, vocabulator, walking locomotion

With trillions of battle droids rolling off of Confederate assembly lines, it quickly became apparent that it was logistically impossible for the Separatists to assign a living being to command every droid army. In response, the Geonosians of Baktoid Combat Automata designed and built the tactical droid, which competently commanded Confederate armies and fleets for the rest of the Clone Wars. Each tactical droid has sophisticated programming which allows for a unique personality, and many are specially-programmed to excel at a certain skill set: many served as field commanders; others were assigned as starship captains; most live commanders were assigned a tactical droid to act as an adjutant; some tactical droids even became laboratory scientists or research and development engineers or assistants for weapons design.

Modification: Scientist

The advanced droid brains of the T-series tactical droid weren't just utilized for battle tactics, their superior programming is also put to good use developing new weapons for the Confederacy. Tactical droids tasked with scientific analysis and development often modify themselves to better suit the task at hand, and as such, undergo a complete memory wipe in order to replace its noble levels with those of the scoundrel. Scientist droids will populate their core programming with talents from the Slicer talent tree, and will choose a Knowledge skill and a Skill

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T-series Tactical Droid

Playing a Tactical Droid

Players who would like to use the tactical droid as their character should begin with the stock battle droid chassis (*SD* 11). The best starting classes to use with this droid is the Noble or Scoundrel class. Choose the Logic Upgrade: Cross-Platform feat, allowing it to choose talents from any one droid degree in addition to its native 4th degree. Select at least Knowledge (tactics) and Use Computer as the droid's starting skills; for additional skills, consider Perception to represent its keen eye for spotting tricky maneuvers, Persuasion to demonstrate the droid's ability to intimidate, or Deception for its affinity for trickery. Be sure to purchase an E-5 droid blaster and electrobinoculars as part of the droid's starting equipment.

Focus feat pertaining to their area of expertise along with the Mechanics and Use Computer skills. Many scientist and technician variants will opt for the Independent Droid prestige class early on and choose the Modification Specialist talent so that they may more effectively self-modify to fit their current needs. The Cross-Platform special quality for the tactical droid is also reset to accommodate 1st degree droid talents. Although the memory wipe is invasive, the T-series retains its Calculating and Overconfident personality quirks.

Fifth-Degree Droids

Where there are battlefields, there is salvage. Fifth-degree labor droids saw increased use during the Clone Wars as a result of the need to clean up after battles, limiting civilian exposure to undetonated ordnance, or access to military grade weapons and equipment. Labor droids were also used in a number of logistical and support operations, unloading cargo and re-arming expended munitions. The Clone Wars would have been a financial impossibility to sustain for three years without the cheap labor force provided by the galaxy's supply of fifth-degree droids.

CLE-004 Window Cleaning Droid

PublicTechnic CLE-004 Window Cleaning Droid   CL 0
Diminutive droid (5th-degree) nonheroic 1
Init +6; **Senses** Perception +12
Languages Basic (understand only), Binary
Defenses Ref 16 (flat-footed 15), Fort 9, Will 12
Hp 2; **Threshold** 8
Immune droid traits
Speed 9 squares (flying)
Ranged by weapon +1
Base Atk +0; **Grp** +1
Abilities Str 9, Dex 13, Con –, Int 10, Wis 14, Cha 9
Special Qualities droid traits
Feats Skill Focus (Perception), Skill Training (Endurance, Initiative), Turn and Burn
Skills Endurance +5, Initiative +6, Perception +12
Systems Flying locomotion, remote receiver, tool appendage (electrostatic polisher)
Possessions Electrostatic polisher
Availability Licensed; **Cost** 3,550 credits

Droid Manufacturer Trait (PublicTechnic) – Whenever a window cleaning droid is called upon to make a Perception check for any reason, they may choose to increase the length of the action required 1 step (free action to swift action, swift to move, move to standard, etc) in exchange for the option of re-rolling the check and taking the better result.

Electrostatic Polisher – The electrostatic polisher is often mounted on droids, but can just as easily be placed on a pole and operated by organic beings. The polisher is capable of scrubbing any glass, metal, plastic, or similar smooth surface clean in seconds. To clean an area, as a full round action, make a Perception check to detect dirt DC 5, if successful, you clean 1 square, plus 1 additional square for every 5 you beat the DC by. (e.g. the CLE-004 wants to scrub a window

CLE-004 Window Cleaning
Droid

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that is 4-squares large. He rolls a 17 for his Perception check, meaning he beat the DC by 12. This means he will have scrubbed 3 squares during his full round action.)

CLE-004 Window Cleaning Droid

Diminutive droid (5th-degree)
Hp 2
Threshold 8
Move (1 swift action, 2/turn)
The CLE-004 Window Cleaning Droid moves 9 squares (flying).
Avoid Surprise (1 free action)
The CLE-004 Window Cleaning Droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Polish Surface (1 swift action, 1/turn)
The CLE-004 Window Cleaning Droid makes a Perception check DC 5 and polishes 1 square clean, plus 1 additional square for every 5 points the roll exceeds the DC.

Encountering a CLE-004 Window Cleaning Droid

Window cleaning droids can be found anywhere skyscrapers or cloudcutters were built, especially planet-wide cityscapes such as Coruscant, Denon and Vorzyd V. However, even planets like Alderaan, which only had a few tall buildings in its capitol cities, employed the droids to keep their ivory spires gleaming. Planets where sentient beings were doing high-rise cleaning labor were considered barbaric by most of the civilized galaxy. The droids were sometimes found indoors, cleaning high, vaulted ceilings and skylights. Window cleaning droids are programmed to be skittish, and will usually flee at the first sign of danger, a survival mechanism programmed in to help them avoid traffic in the crowded skylanes of the galaxy's ecumenopolises.

Skills Endurance +5, Initiative +6, Perception +12
Vital Systems remote receiver, tool appendage (electrostatic polisher), flying locomotion

The CLE-004 Window Cleaning Droid was the fourth in a series of window cleaning designs created hundreds of years prior to the Clone Wars to cut down on senseless worker deaths in the massive cities of the galaxy. By the time of Palpatine's reign as Chancellor, the CLE-004 was the dominant model, and was ubiquitous on Coruscant. Most buildings had their own private squadrons of the droids, and corporations that installed new windows often sent a CLE-004 unit along with their technician droids to polish the newly-installed transparisteel or glass.

Modification: Eavesdropping Droid

Many criminal, government and news organizations have used the omnipresence of window cleaning droids on planets like Coruscant to their advantage, modifying a small number to serve as listening devices. To modify a standard CLE-004 into an eavesdropping droid, make two DC 12 Use Computer checks to

swap out the Turn and Burn and Skill Training (Endurance) feats for the Informer (*FU* 33) and Skill Training (Stealth) feats. Make a DC 20 Use Computer check and a DC 20 Mechanics check to give the droid a basic processor, and three DC 15 Mechanics checks to give the droid a single recording unit of your choice, audio enhancers, and an internal comlink.

Modification: Tree Sculptor

Many landscaping artists, including many Ho'din and Ithorians, modify the CLE-004 to trim larger plants according to the artist's designs, acting as an extension of the artist's will. To modify a standard CLE-004 Window Cleaning Droid into a tree sculptor, make a DC 12 Use Computer check to swap out the Turn and Burn feat for the Skill Training (Knowledge [life sciences]) feat. Then, make a DC 15 Mechanics check to replace the electrostatic polisher tool appendage with vibroclippers (treated as vibroblade). Also, swap out the basic processor for a remote processor with a Use Computer Check DC 12 and Mechanics Check DC 20, and add an internal comlink with a Mechanics check DC 15.

COO Cook Droid

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Industrial Automaton COO Cook Droid   CL 0
Medium droid (5th-degree) nonheroic 2
Init +3; **Senses** Perception +2
Languages Basic, Binary
___
Defenses Ref 12 (flat-footed 10), Fort 11, Will 11
Hp 6; **Threshold** 11
Immune droid traits
___
Speed 6 squares (walking)
Melee unarmed +2 (1d3+1) or
Ranged by weapon +3
Base Atk +1; **Grp** +3
Atk Options Tool Frenzy
___
Abilities Str 13, Dex 14, Con –, Int 10, Wis 12, Cha 8
Special Qualities droid traits
Feats Skill Training (Deception, Mechanics, Survival), Tool Frenzy
Skills Deception +5, Knowledge (life sciences) +6, Mechanics

+6, Survival +7
Systems Basic processor, quick-release hand appendages (2), quick-release tool appendages (10; cooking utensils), vocabulator, walking locomotion (magnetic feet)
Possessions Cooking utensils (carving knife, chopping knife, grease brush, hot plate, injector, measuring cup, meat fork, mini-flame projector, serving plate, serving spoon, spatula, strainer, whisk)
___
Availability Licensed; **Cost** 1,300 credits
___
Droid Manufacturer Trait (Industrial Automaton) – When assisting on a Mechanics check, an Industrial Automaton droid trained in Mechanics can add its Intelligence bonus (minimum +1) to the normal +2 bonus.
Droid Quirk (compulsive liar) – The droid is a notorious liar when it sees a chance to improve its station or deflect criticism or anger away from its own performance. Whenever

Playing a COO Cooking Droid

Players who would like to use the COO cooking droid as their character should begin with the stock labor droid chassis (*SD* 11). The best starting class to use with this droid is the Scout, though you should alternate with levels of Scoundrel. When the droid begins its adventuring career, it gains the mess chef and inaccessible processor special qualities as described in the droid's statistics block, and 10 quick-release tool appendages in lieu of its 2 claw appendages and durasteel shell. Select at least Mechanics and Survival as the droid's starting skills; for additional skills, consider Knowledge (life sciences) to represent its knowledge of which foods are digestible by which species. Consider the Task Optimization talent from the Fifth-degree Droid talent tree as the 1st level talent, and go for the Fast Talker talent from the Scoundrel's Smuggling talent tree afterward. Be sure to purchase the magnetic feet and a variety of culinary utensils as part of the droid's starting equipment.

the droid would be called upon to make a Persuasion check, it must make a Deception check instead.

Inaccessible Processor – COO cook droids have their processors in their heads tied to modules in the body, making them exceptionally difficult to reprogram. Since both spots need to be accessed to reprogram the droid, all reprogramming checks first require a DC 10 Mechanics check and fifteen minutes to gain physical access. Also, all Use Computer checks made to reprogram the droid have their DC increased by 5. While this results in them rarely getting modified, it also makes them fairly tamper resistant.

Note on Cooking Utensils

All cooking utensils, when used as improvised weapons, do either 1d4 bludgeoning damage, or 1d6 slashing damage as appropriate. Each and any cooking utensil tool costs 10 credits.

Mess Chef – COO cook droids are designed to cook simple meals for large groups. When using the Basic Survival mechanic of the Survival skill, a COO cook droid can provide food and water for one additional person for every point by which their check result exceeds the DC.

COO Cook Droid

Medium droid (5th-degree)
Hp 6
Threshold 10

Move (1 swift action, 2/turn)
The COO cook droid moves 6 squares (walking).
Assistant Chef (1 swift action, 1/turn)
The COO cooking droid can aide another with the Basic Survival ability of the Survival skill or a food-related question related to Knowledge (life sciences), providing a +2 bonus to the check.
Deceptive Information (2 swift actions, 1/turn)
The COO cook droid communicates deceptive information (up to a moderate deception) by rolling a Deception check against the target's Will Defense. Success means that the target believes the false information.
Swap Tool (1 swift action, 1/turn)
The COO cooking droid can either remove or attach a quick-release tool appendage that is within reach.

Skills Deception +5, Knowledge (life sciences) +6, Mechanics +6, Survival +7
Vital Systems Basic processor, cooking utensils (carving knife, chopping knife, grease brush, hot plate, injector, measuring cup, meat fork, mini-flame projector, serving plate, serving spoon, spatula, strainer, whisk), quick-release hand appendages (2), quick-release tool appendages (10; cooking utensils), vocabulator, walking locomotion (magnetic feet)

The COO was developed by Industrial Automaton with input from PublicTechnic as a cheap answer to feeding the growing number of refugees as a result of the Separatist Crisis. The COO

cook droid was hastily designed from the overstocked ASP-2 labor droid model. The droid was given six appendage mounts that were each capable of supporting two active cooking utensils or a single limb each. A few hundred common recipes from the Humbarine Housekeepers Holobook provided a database of meals that favored mass-production.

Four-star chef Gormaanda was brought in to teach the prototype's heuristic processor the art of cooking. This prototype's droid brain was then imaged and replicated for the countless standard droid processors created for the production model. Unfortunately, Gormaanda had a habit of constantly fibbing excuses for anything that might go wrong, a trait that became firmly lodged into the prototype and is very present in the production model.

The droid was sold to bulk passenger liners and cargo ships that were quickly converted into evacuation craft for planets like Ando Prime and Berchest. While the droid was panned by food critics and droid reviewers alike, it was serviceable in its specific niche, and saw widespread use throughout the galaxy. Jedi Anakin Skywalker and Senator Padmé Amidala were served by a COO Cooking Droid on the refugee ship *Jendirian Valley* just before the Separatist Crisis boiled over into the Clone Wars. After the defeat of Count Dooku and General Grievous, the Galactic Empire used the droids extensively on its prison barges and detention facilities.

Modification: Tunneling Droid

The COO cooking droid was cheap enough that many small-time prospectors and scouts would purchase one and modify it to create mining tunnels. This would make it much easier for independent scouts to take core samples or search for veins of ore detected by sensors before laying in legal claims on the sites. To modify a standard COO cook droid into a tunneling droid, purchase up to six small laser panels, and install them on permanent tool mounts by making a DC 15 Mechanics check and 10 minutes per panel. Also, a DC 10 Mechanics check and a DC 16 Use Computer check must be made to reprogram the droid's Knowledge (life sciences) skill and replace it with Knowledge (physical sciences).

Modification: Repair Droid

COO cooking droids were so affordable that anyone could put one in their home if they so desired. However, the food quality was so poor, no one really wanted to. Of course, people out on the Rim were always in need of a good mechanic, and a twelve-armed technician with a variety of tool mounts was a boon to any isolated farmer or rancher. To modify a COO cook droid into a repair droid, simply spend an hour to make a DC 10 Mechanics check and a DC 16 Use Computer check to swap its Skill Training (Survival) skill for Skill Focus (Mechanics). Also, replace the detachable cooking utensils with a tool kit for 250 credits, as well as any other specific tools you may want to mount. It is also a good idea to consider a multi-tool appendage if you find you don't quite have enough tool appendages.

HL-444 Hover Loader Droid

Arakyd Industries HL-444 Loader Droid   CL 1
Medium droid (5th-degree) nonheroic 5
Init +1; **Senses** Perception +11
<u>**Languages** Basic (understand only), Binary</u>
Defenses Ref 9 (flat-footed 9), Fort 15, Will 11
Hp 18; **Threshold** 15
<u>**Immune** droid traits</u>
Speed 6 squares (hovering)
Melee claw +8 (1d6+5) or
Ranged by weapon +2
Base Atk +3; **Grp** +8
<u>**Atk Options** Crush, Pin, Pincer</u>
Abilities Str 20, Dex 8, Con –, Int 10, Wis 12, Cha 8
Special Qualities droid traits
Feats Crush, Pin, Pincer, Skill Training (Knowledge [bureaucracy], Mechanics, Use Computer)
Skills Knowledge (bureaucracy) +7, Mechanics +7, Perception +11, Use Computer +7
Systems Basic processor, improved sensor package, internal comlink, telescoping claw appendage, tool appendage (2), hovering locomotion, vocabulator

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Availability Licensed; **Cost** 7,160 credits

Droid Manufacturer Trait (Arakyd Industries) – Once per day, an Arakyd droid can make a Persuasion or Use Computer check against a DC equal to its own Will Defense. If the check is successful, the droid's behavioral inhibitor allows it to take prohibited actions until the forbidden action needed to complete its mission has been completed.

Loading Claw – The HL-444 has a massive loading claw designed for handling ordnance. Because of the unusual size of the claw, for purposes of claw damage, as well as lifting and carrying capacity, the HL-444 is treated as one size category larger than it actually is.

HL-444 Hover Loader Droid

Medium droid (5th-degree)

Hp 18

Threshold 15

Move (1 swift action, 2/turn)

The HL-444 Hover Loader moves 6 squares (hovering).

Avoid Surprise (1 free action)

The HL-444 Hover Loader makes a Perception check at the start of a battle, if the check is successful, the droid's master avoids surprise.

Expert Opinion (1 swift action)

The HL-444 Hover Loader makes a Knowledge (bureaucracy) check and reports its findings.

Improve Access (2 swift actions, 1/turn)

The HL-444 Hover Loader makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.

Issue Routine Command (1 swift action, 1/turn)

The HL-444 Hover Loader issues a routine command to a computer that has a friendly or better attitude toward it.

Mechanical Assistance (1 swift action, 1/turn)

The HL-444 Hover Loader assists a character's Mechanics check, providing a +2 bonus to the check.

Quick Search (1 swift action, 1/turn)

The HL-444 Hover Loader makes a Perception check to search a 5-square area for anything of note at a -10 penalty, and reports its findings to its master.

Encountering an HL-444 Hover Loading Droid

The HL-444 Hover Loader can be found at any starport, regardless of the class or size. Coruscant relied heavily on the units for quickly moving light cargo containers with its grasper claw to various points around spaceports. They were also often used to direct droid traffic at busier spaceports, where the cargo loaders were too numerous to be handled by organics. At Jedi hangar bays and hyperspace ring stations, the droids always have at least a small presence, as their claws are ideal for maneuvering the rings into position for the fighters to dock with.

Retrieve Item (free action, 1/turn)
The HL-444 Hover Loader picks up an item
Sensor Sweep (2 swift actions, 1/turn)
With a successful Perception check, the HL-444 Hover Loader
  can detect life forms within a 24-square area.

Skills Knowledge (bureaucracy) +7, Mechanics +7, Perception
  +11, Use Computer +7
Vital Systems Basic processor, improved sensor package,
  internal comlink, tool appendage (2), hovering locomotion,
  telescoping claw appendage, vocabulator

Created by Arakyd Industries, the HL-444 Hover Loader was a commercial labor droid that saw use throughout the galaxy, particularly on Coruscant. Arakyd often used obsolete probot components for its HL-line of droids, resulting in a military-grade reputation for the unit. Throughout the Clone Wars, the HL-444 was used at most civilian spaceports, and the famed Jedi Temple. The Jedi also used the droid at a hyperspace ring stations, where the HL-444 would be responsible for deploying and recovering the external hyperdrives utilized by the Jedi. After Order 66, the Arakyd hover loader was used to pile up the dead bodies of Jedi and clone troopers alike.

Modification: Dig Droid
Some individuals have found that with slight modification, the large grasper claw can be modified into a powerful digging implement. While much more powerful machinery exists for large commercial concerns, smaller companies interested in landscaping and burial favor the HL-444. To modify a standard HL-444 Hover Loader into a dig droid, exchange the Skill Focus (Mechanics) feat for the Skill Training (Knowledge [physical sciences]) feat with a DC 11 Use Computer check. Then make a DC 10 Mechanics check to modify the claw appendage to cup outward and hold dirt. In the case of formal funeral droid, in cultures where ground burial are common, another 2,000 credits are spent in decorative plating.

Modification: Enforcer Droid
Many criminals favor the HL-444 Hover Loader as an enforcer. Thanks to its Arakyd-built processor, it has a flexible view on harming organic sentient life, making its conversion into criminal thug more achievable. Crime bosses have been known to use the HL-444 enforcer mod for anything from dangling snitches over rooftops, or as personal getaway vehicles and bodyguards. To modify a standard HL-444 Hover Loader into an enforcer, swap out the Skill Focus (Mechanics) feat for Logic Upgrade: Cross-Platform (fourth-degree), the Skill Training (Use Computer) for Armor Proficiency (light), and the Skill Training (Mechanics) for Weapon Proficiency (rifles) with three DC 11 Use Computer checks. Then, replace the tool mounts with a light repeating blaster rifle, and a blaster rifle and add Durasteel plating armor with three DC 15 Mechanics checks.

Hologlide J57 Cam Droid

Industrial Automaton Hologlide J57 Cam Droid   CL 0
Small droid (5th-degree) nonheroic 1
Init +9; **Senses** low-light vision, Perception +14
Languages Basic (understand only), Binary

Defenses Ref 15 (flat-footed 11), Fort 10, Will 12
Hp 4; **Threshold** 10
Immune droid traits

Speed 9 squares (flying)
Ranged by weapon +4
Base Atk +0; **Grp** +4
Abilities Str 10, Dex 18, Con –, Int 8, Wis 14, Cha 7
Special Qualities droid traits
Feats Mission Specialist (Perception), Skill Focus (Perception),
  Skill Training (Initiative, Stealth)
Skills Initiative +9, Perception +14, Stealth +14

Systems Basic processor, flying locomotion, improved sensor package, internal comlink, recording unit (holo or video)

Availability Licensed; **Cost** 8,650 credits

Droid Manufacturer Trait (Industrial Automaton) – When assisting on a Mechanics check, an Industrial Automaton droid trained in Mechanics can add its Intelligence bonus (minimum +1) to the normal +2 bonus.

Photographic Evidence – A J57 Cam Droid may choose to make a DC 15 check instead of a DC 10 check in the appropriate skill when it chooses to aid another. If successful, the J57 cam droid add a +4 bonus instead of the normal +2 bonus for aiding another on the Gather Information or Persuasion check it assists with.

Hologlide J57 Cam Droid

Small droid (5th-degree)

Hp 4

Threshold 10

Move (1 swift action, 2/turn)

The droid model moves 9 squares (flying).

Avoid Surprise (1 free action)

The J57 Cam Droid makes a Perception check at the start of a

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Hologlide J57
Cam Droid

battle. If the check is successful, the droid's master avoids surprise.

Patrol Duty (1 swift action, 1/turn)

The J57 cam Droid makes a Perception check opposed by the target's Stealth check. If its check is successful, the droid detects the enemy.

Sensor Sweep (2 swift actions, 1/turn)

With a successful Perception check, the J57 Cam Droid can detect lifeforms within a 24-square range.

Sneak (1 swift action, 1/turn)

The J57 Cam Droid can slip past an enemy without being noticed with a successful Stealth check opposed by the enemy's Perception check.

Skills Initiative +9, Perception +14, Stealth +14

Vital Systems Basic processor, flying locomotion, improved sensor package, internal comlink, recording unit (holo or video)

The J57 Cam Droid was a solid design from Industrial Automaton, who wanted to enter a competitive field that already featured similar models from Trang Robotics, Cybot Galactica, Data-Link Industries, and Arakyd Industries. Industrial Automaton was able to lean on the strong reputation built by the R2-Series Astromech, and their J57 immediately carved out a significant share of the market. By the time of the Clone Wars, the cam droids were found everywhere, in use by militias, news agencies, and broadcast networks. There were even city governments that purchased fleets of the droids as a part of their law enforcement strategy, using the droids to catch law-breakers in the act, and then present video evidence at trial. The droids would remain in use throughout and long after the Clone Wars.

Modification: Military Probe

Often, local militias will not have the resources to commission a military probe, and will instead modify a team of civilian-grade cam droids to gather intelligence. The J57 is often used in desperation by resistance movements suffering under the yoke of oppression. To modify a standard J57 cam droid into a military

Encountering a J57 Cam Droid

J57 cam droids are in use throughout the galaxy in a variety of modalities. They can be found covering anything from live outdoor sporting events, such as podracing, to political rallies and speeches. The J57 rarely operates independently, and will most often accompany an organic operator, who communicates with the droid via a headset. These operators are most often broadcast directors, but can also be reporters, paparazzi, scientists who record their findings, or even military or corporate scouts.

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probe, make a DC 12 Use Computer check, to swap out the Mission Specialist (Perception) feat for the Wary Sentries team feat (*GW* 30). It is also common to make two DC 15 Mechanics checks to add sensor boosters and darkvision.

Modification: News Droid

Many news agencies preferred the J57 cam droid to other models for its multiple lenses, versatile recording abilities, and its knack for being in the right place to capture great images. Newsnets will often send the droids out to blanket disasters and find stories on their own, relying on their independence. To modify a standard J57 cam droid into a news droid, make a DC 12 Use Computer check to swap out the Mission Specialist (Perception) feat for the Informer Feat (*FU* 33).

INS-444 Window Installer Droid

PublicTechnic INS-444 Window Installer Droid   CL 1
Small droid (5th-degree) nonheroic 3
Init +1; **Senses** Perception +7
Languages Basic (understand only), Binary

Defenses Ref 11 (flat-footed 11), Fort 13, Will 11
Hp 9; **Threshold** 13

Immune droid traits
Speed 9 squares (flying)
Melee unarmed +5 (1d3+3) or
Ranged by weapon +2
Base Atk +2; **Grp** +5
Special Actions Feat of Strength
Abilities Str 16, Dex 10, Con –, Int 10, Wis 13, Cha 8
Special Qualities droid traits
Feats Feat of Strength, Recurring Success (Feat of Strength), Skill Focus (Endurance), Skill Training (Mechanics, Perception)
Skills Endurance +11, Mechanics +6, Perception +7
Systems Claw appendages (2), flying locomotion, remote receiver, tool appendages (3)

Availability Licensed; **Cost** 11,750 credits

Droid Manufacturer Trait (PublicTechnic) – Whenever a window installer droid is called upon to make a Perception check for any reason, they may choose to increase the length of the action required 1 step (free action to swift action, swift to move, move to standard, etc) in exchange for the option of re-rolling the check and taking the better result.

Magnatomic Grip-Pads – The INS-444 is fitted with three magnatomic grip-pads to lift incredibly large and heavy pieces of glass. For the purposes of determining the INS-444's Encumbered and Carrying Capacities, treat the droid as though it were two sizes larger.

INS-444 Window Installer Droid

Small droid (5th-degree)

Hp 9

Threshold 13

Move (1 swift action, 2/turn)

The INS-444 Window Installer Droid moves 9 squares (flying).

Avoid Surprise (1 free action)

The INS-444 Window Installer Droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.

Install Window (1 swift action, 1/turn)

The INS-444 Window Installer Droid can make a DC 15 Mechanics check to install a properly sized pane of glass or transparisteel into a frame. Failure means another check is required to finish installing. Failure by 5 or more means the frame or glass has somehow been damaged irreparably, or was not cut right to fit the frame.

Mechanical Assistance (1 swift action, 1/turn)

The INS-444 Window Installer Droid assists a character's Mechanics check, providing a +2 bonus to the check.

Retrieve Item (free action, 1/turn)

The INS-444 Window Installer Droid picks up an item.

Skills Endurance +11, Mechanics +6, Perception +7

Vital Systems Claw appendages (2), flying locomotion, remote receiver, tool appendages (3)

Designed by PublicTechnic for use on worlds such as Coruscant, where thousands of panes of glass and transparisteel are broken each day by airspeeder crashes and dropped objects, the INS-444's existence has saved countless sentient beings from suffering accidents, and saved corporations millions of credits in wages and insurance premiums. The droids are efficient at their work, often dispatched to reinstall a broken window within hours of a reported breakage. Senator Padmé Amidala made such a call to Congressional Crystalline just days before the Clone Wars began. INS-444 Window Installer Droid "Mick" was sent alongside CLE-004 Window Cleaning Droid "Buffy" to repair the damage.

Modification: Tug Droid

The INS-444 is typically used for its intended purpose, though its prodigious strength and ability to fly have found it work as a tug-droid by junk dealers and wreckage removal corporations. To modify a standard INS-444 Droid into a Tug Droid, make five DC 15 Mechanics checks to add 2 hand appendages, and replace the 3 magnatomic grip hands with claw appendages. This allows the droid to tie off large pieces of scrap to haul away.

LIN Demolitions Droid

Cybot Galactica LIN Demolitionmech
  Autonomous Minelayer   CL 4
Small droid (5th-degree) Scout 3/Soldier 1
Force 3
Init +2; **Senses** Perception +9
Languages Basic (understand only), Binary, 2 unassigned
  (understand only)

Defenses Ref 17 (flat-footed 17), Fort 17, Will 17
Hp 37; **DR** 5; **Threshold** 17
Immune droid traits

Speed 3 squares (tracked)
Melee unarmed +1 (1d3+2) or
Ranged by weapon +1

Base Atk +3; **Grp** +1
Special Actions Gearhead

Abilities Str 11, Dex 10, Con –, Int 14, Wis 14, Cha 8
Special Qualities droid traits
Talents Acute Senses, Demolitionist, Evasion
Feats Destructive Force, Gearhead, Improved Defenses, Skill
  Focus (Mechanics), Weapon Proficiency (pistols, rifles, simple
  weapons)
Skills Deception +6, Knowledge (physical sciences) +9,
  Knowledge (technology) +9, Mechanics +14, Perception
  +9 (may reroll, keeping second result), Stealth +0, Use
  Computer +9
Systems Basic processor, durasteel shell (+4 armor), internal
  comlink, internal storage (16 kg), telescoping claw
  appendage, tracked locomotion, vocabulator
Possessions Demolitions sensor (*KR* 73), security kit
Availability Restricted; **Cost** 7,000 credits

Droid Manufacturer Trait (Cybot Galactica) – Cybot systems
  are so commonplace that non-droid heroes with Skill Focus
  (Mechanics) can modify or repair Cybot droids in half the
  time that would be required for a normal droid (*SE* 197). This
  does not stack with any other ability that saves modification
  or repair time. A droid does not gain this benefit when
  modifying itself.

Droid Quirk (locomotion malfunction) – Damp environments
  can often cause the LIN Demolitionmech's treads to seize up.
  Whenever the LIN Demolitionmech passes through a square
  of water terrain (or swamp, or other similar liquids), it must
  resist an attack at +3 to its Fortitude Defense, or suffer a
  -2 movement penalty and be considered flat-footed for the
  next 2d4 rounds.

Industrial-grade Armor – The LIN Demolitionmech has
  exceptionally thick armor plating, providing it with Damage
  Reduction 5 in addition to the normal benefits of durasteel
  shell droid armor. This doubles the weight of the standard
  durasteel shell and causes the LIN Demolitionmech to be
  considered carrying a heavy load at all times This penalty
  can potentially be removed by increasing the Strength score
  to 14 or replacing the armor.

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LIN Demolitionmech
Droid

LIN Demolitions Droid

Small droid (5th-degree)
Hp 37
Threshold 12

Move (1 swift action, 2/turn)
The droid model moves 3 squares (tracked).

Disarm Explosive (1 swift action, 1/turn)
The LIN Demolitionmech makes a Mechanics check (DC determined by table on *SE* 69). Success means the explosive is disarmed, failure means the explosive is still active, while failure by 5 or more causes the explosive to detonate while the droid is adjacent to the charge.

Minesweeper (1 swift action, 1/turn)
The LIN Demolitionmech can make a Perception check to search a 1-square area for explosives (or a 5 square area at a -10 penalty to the check). The result of the check is compared to the Stealth check or DC for explosive devices in the square(s). Success indicates the droid is aware of the device(s). Note that the demolition sensor provides a +5 bonus to Perception checks made for this purpose.

Place Explosives (1 swift action, 1/turn)
The LIN Demolitionmech makes a Mechanics check to carefully place an explosive device against a fixed structure, such as a building or vehicle. On a result of 15 or higher, you ignore the object's damage reduction. On a result of 25 or higher, the explosive deals double damage to the object. On a result of 35 or higher, it deals triple damage to the object. Regardless of the check result, damage is done to targets in the blast radius as normal.

Set Detonator (1 swift action, 1/turn)
The LIN Demolitionmech can set a remote detonator or timer my making a Mechanics check DC 10 (or higher if the droid wants the disarm difficulty increased). Failure means the charge fails to detonate. Failure by 10 or more means the charge detonates while the droid is adjacent to the charge.

Skills Deception +6, Knowledge (physical sciences) +9, Knowledge (technology) +9, Mechanics +14, Perception +9, Stealth +0, Use Computer +9

Vital Systems Basic processor, demolitions sensor (*KR* 73), durasteel shell (+4 armor), internal comlink, internal storage (16 kg), security kit, telescoping claw appendage, tracked locomotion, vocabulator

Encountering a LIN Demolitionmech

LIN Demolitionmechs are commonly found at strip mines, buildings scheduled for demolition, and places where military mine laying or minesweeping operations are ongoing. LINs have very little personality, but are often treated like pets by bomb squads and other tight-knit units that utilize the droids. In these cases, the LINs are often painted with unit logos or other markings on their black durasteel shell. LIN units are fearless, and frequently charge ahead of battalions of clone troopers as they clear a path through suspected minefields. Minesweepers are often painted in a local camouflage pattern.

LINs assigned to mining or demolition crews are treated much more like equipment, placed in secure storage until needed. These droids are tightly controlled by private industry, and the detonite charges are typically stored separately from the droids, who are only equipped for specific jobs just before performing them.

Created by Cybot Galactica years before the Clone Wars, the LIN Demolitionmech was considered a master-crafted droid. Unfortunately, improperly prepared ordnance caused a cave-in that left ten miners dead on Gosfambling. While the fault was found in the ordnance, not the droid, the public relations fall-out resulted in the droid being pulled from the civilian mining and structure demolition market.

When the Clone Wars began, and the Republic had a need for a droid capable of both laying and disarming explosives, so Cybot Galactica put the LIN back into production. The LIN was sold to the Republic by the thousands, and used extensively to clear minefields and detonate unexploded ordnance throughout the battlefields of the Clone Wars. At the Battle of Gligger, 563 heroic LIN Demolitionmechs were destroyed clearing mines from Marrow's Moor. The droid would continue to see use by the Galactic Empire after the Clone Wars.

Modification: Scrap Droid

While the LIN Demolitionmech is very expensive and competent at its primary function, many individuals have no use for a demolitionmech. However, many enterprising individuals, such as the Jawas of Tatooine, have modified found LIN's to detect scrap and potential salvage. To modify a standard LIN Demolitionmech into a scrap droid, make two DC 13 Use Computer checks to swap the Stealth skill for Survival, and the Destructive Force feat for the Scavenger feat (*FU* 35). Also, make two DC 15 Mechanics checks to add an improved sensor package and sensor booster and remove the Demolitions sensor and security kit.

MSE-4 Droid

Rebaxan Columni MSE-4 Droid Squad   **CL 2**
Tiny droid squad (5th-degree) nonheroic 1
Init +4; **Senses** Perception +6
Languages Basic (understand only), Binary
Defenses Ref 15 (flat-footed 12), Fort 7, Will 11
Hp 4; **Threshold** 18
Immune droid traits
Speed 6 squares (wheeled); Impulsive Flight
Melee claw appendage +2 (1d2-2) or
Ranged by weapon +6
Base Atk +0; **Grp** +4
Abilities Str 7, Dex 16, Con –, Int 11, Wis 12, Cha 11
Special Qualities droid traits, squad traits
Feats Impulsive Flight, Skill Training (Mechanics, Use Computer), Weapon Proficiency (simple)
Skills Perception +6, Mechanics +5, Use Computer +5
Systems Basic processor, claw appendage, scomp link, tool appendage, wheeled locomotion
Availability Licensed; **Cost** 6,600 credits
Droid Manufacturer Trait (Rebaxan Columni) – If any character within an MSE-4 droid's line of sight makes a Persuasion check to Intimidate, the check is also compared to the droid's Will Defense. If the check is successful, the droid is granted an extra move action, which must be used as a reaction to escape the intimidating character.

Squad Traits – The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Rebaxan Columni MSE-4 Droid Squad

Tiny droid squad (5th-degree)
Hp 4
Threshold 19
Move (1 swift action, 2/turn)
The MSE-4 Droid squad moves 6 squares (wheeled).
Improve Access (2 swift actions, 1/turn)
The MSE-4 droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.
Issue Routine Command (1 swift action, 1/turn)
The MSE-4 droid issues a routine command to a computer that

Encountering an MSE-4 Droid Squad

MSE-4 droids usually run in trains of three or four units, linked in a line with one of each specialization in the linkage. However, some squads might be specialized, built specifically for mechanical repairs. The droids are common sights during the Clone Wars in Separatist installations, where the MSE-4 trains will scurry through the passageways to repair malfunctioning doors, lights, and similar mundane tasks. Many sentient officers use the droids to run reports from one floor to another, reducing the amount of time taken to file papers in the Confederacy's vast bureaucracy. At the first sign of trouble, the MSE-4 droids will flee to the nearest safe vent or recharge station until the danger passes.

has a friendly or better attitude toward it.

Jury-Rig (2 swift actions, 1/turn)
With a DC 25 Mechanics check, the MSE-4 droid can make temporary repairs to any disabled mechanical or electronic device (see the Jury-rig application of the Mechanics skill on page 70 of the *Saga Edition Core Rulebook*).

Mechanical Assistance (1 swift action, 1/turn)
The MSE-4 droid assists a character's Mechanics check, providing a +2 bonus to the check.

Skills Perception +6, Mechanics +5, Use Computer +5
Vital Systems Basic processor, claw appendage, Scomp link, tool appendage, wheeled locomotion

The MSE-4 Mouse Droid was designed by Chardra-Fan owned and operated Rebaxan Columni. Designed to be a cutesy house-cleaning droid, Rebaxan Columni thought they had created something that would hold cross-over appeal, and be present in every home in the galaxy. One of the corporations of the Separatist Alliance saw promise in the small company and their design, and purchased a number of the prototype MSE-4 droids for field testing in many of their installations. The MSE-4's limited production run was short-lived, soon replaced by the MSE-5 just after the Clone Wars, and then the MSE-6 utilized heavily by the Galactic Empire. The droid failed to catch on in commercial or residential markets, who were largely reminded of vermin whenever they looked at the droid.

Upgrade: Repair Team

Sometimes, instead of having a chain of MSE-4 droids that each has a unique specialty, MSE-4 units of the same type will be chained together to better focus on a single task. To upgrade a standard MSE-4 squad to a repair team, simple make a DC 11 Use Computer check to swap out the Skill Training (Use Computer) for Skill Focus (Mechanics). Also, remove the scomp link and claw appendage in favor of a diagnostics package with a DC 15 Mechanics check.

Upgrade: Cleaning Crew

Often, MSE-4 droids are simply used to clean installations and keep them tidy. To upgrade a standard MSE-4 squad to a cleaning crew, simple make a DC 11 Use Computer check to swap out the Skill Training (Use Computer) for Skill Focus (Perception). Also, remove scomp link in favor of a multi-function apparatus containing a cleanser emitter, scrubber, and dust-trap with a DC 15 Mechanics check.

Upgrade: Computer Control

Occasionally, MSE-4 units are the best available droids to help with database or mainframe computer maintenance, and three computer specialist MSE-4 units will be chained together instead of the standard variety. To upgrade a standard MSE-4 squad to a Computer Control squad, simple make a DC 11 Use Computer check to swap out the Skill Training (Mechanics) for Skill Focus (Use Computer). Also, remove the tool appendage and claw appendage in favor of a specialized subprocessor (Use Computer) with a DC 15 Mechanics check.

Otoga-222 Maintenance Droid

Veril Line Systems Otoga-222 Maintenance Droid **CL 2**
Medium droid (5th-degree) nonheroic 3/Scoundrel 1
Force 2
Init +7; **Senses** Perception +1
Languages Basic, Binary, (1 unassigned)
Defenses Ref 13 (flat-footed 13), Fort 13, Will 11
Hp 10; **Threshold** 13
Immune droid traits
Speed 6 squares (walking)
Melee unarmed +4 (1d4+2) or
Ranged by weapon +2
Base Atk +2; **Grp** +4
Special Actions Gearhead
Abilities Str 14, Dex 11, Con –, Int 13, Wis 8, Cha 12
Special Qualities droid traits
Talents Fast Repairs
Feats Gearhead, Skill Training (Initiative, Use Computer), Skill
    Focus (Mechanics), Technical Experts, Weapon Proficiency
    (simple weapons)
Skills Initiative +7, Knowledge (technology) +8, Mechanics +16,
    Use Computer +8
Systems Claw appendages (2), heuristic processor, vocabulator,
    walking locomotion
Availability Licensed; **Cost** 3,950 credits
Droid Manufacturer Trait (Veril Line Systems) – Once per day,
    a Veril Line Systems Droid can make a DC 20 Endurance
    check to extend its run time by 25 hours or to move +1 step
    on the condition track.

Otoga-222 Maintenance Droid

Medium droid (5th-degree)
Hp 10
Threshold 12
Move (1 swift action, 2/turn)

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Otoga-222 Maintenance Droid

The Otoga-222 Maintenance droid moves 6 squares (walking).

Identify Technology (1 swift action)

The Otoga-222 Maintenance Droid makes a Knowledge (technology) check. If the check is successful, the droid identifies the technology of the item in question.

Issue Routine Command (1 swift action, 1/turn)

The Otoga-222 Maintenance Droid can issue a routine command to a computer that has a friendly attitude toward it.

Jury-Rig Repairs (2 swift actions, 1/turn)

The Otoga-222 Maintenance Droid makes a Mechanics check (DC 25) on a disabled mechanical device or vehicle. If the check is successful, the target moves +2 steps on the condition track (see the Jury-Rig application of the Mechanics skill *SE* 70). Note that the vehicle or device regains a number of temporary hit points equal to the Mechanics check via the Fast Repairs Talent (*SG* 16).

Mechanical Assistance (1 swift action, 1/turn)

The Otoga-222 Maintenance Droid assists a character's Mechanics check, providing a +2 bonus to the check.

Regulate Power (2 swift actions, 1/turn)

The Otoga-222 Maintenance Droid makes a DC 20 Mechanics check. If the check is successful, the vehicle moves +1 step on the condition track.

Skills Initiative +7, Knowledge (technology) +8, Mechanics +16, Use Computer +8

Playing an Otoga-222 Maintenance Droid

Players who would like to use the Ototga-222 maintenance droid as their character should begin with the stock labor droid chassis (*SD* 11). The best starting class to use with this droid is the Scout, for their Fringer talent tree, or Scoundrel, for their Outlaw Tech talent tree. When the droid begins its adventuring career, it gains the Veril Line Systems corporate trait as described in the droid's statistics block. Select at least Mechanics and Use Computer as the droid's starting skills; for additional skills, consider Knowledge (technology) to represent the droid's deep understanding of technology.

Vital Systems Claw appendages (2), heuristic processor, vocabulator, walking locomotion

The Otoga-222 is the most current version of the almost infamous Otoga line of Maintenance Droids from Veril Line Systems. The droid is well-known throughout the galaxy for its turn in the Holovids as a faithful child companion, the dominant Nuna-Ball League fielded by Veril Line Systems, and podracing pit crews throughout the galaxy. The versatility of the heuristic processor lends it a flexibility and intelligence that most other labor droids can't compete with, though their price point is slightly higher than most comparable general labor and maintenance droids. However, Veril Line Systems was able to sell the droid in other markets thanks to the model's behavioral matrix, which generally displayed a youthful enthusiasm for its work. For a time, they were immensely popular as child playmate/nanny droids, and home maintenance droids among the middle class.

Modification: Nanny Droid

After the rise in popularity of the Otoga-222 as a result of its appearance in the Holovids, children began demanding one as a playmate. Already prepared for this influx of demand, Veril Line Systems released a standard modification to transform the droid into a suitable nanny and playmate, programmed with hundreds of children's games. To turn a standard Otoga-222 Maintenance Droid into a nanny droid, make a DC 12 Use Computer check to swap out its Gearhead and Skill Focus (Mechanics) feats for the Skill Training (Perception) and Skill Training (Knowledge [social sciences]) feats. Also, make a DC 15 Mechanics check to install an internal comlink to alert parents and authorities and emergency services in the event of an incident.

OX-9 Labor Droid

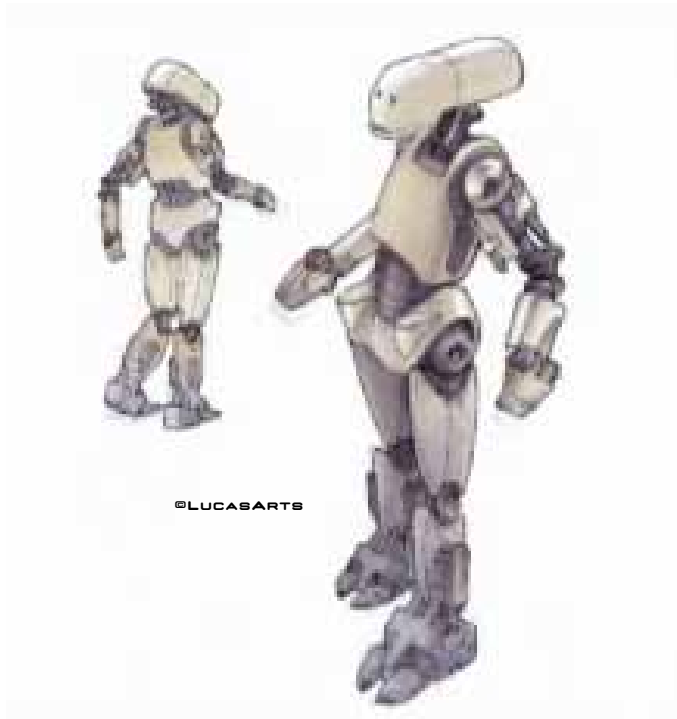**MerenData OX-9 Labor Droid**   CL 0

Medium droid (5th-degree) nonheroic 1

Init +1; **Senses** Perception +5

Languages Basic (understand only), Binary, Pak-pak (understand only)

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Defenses Ref 11 (flat-footed 10), Fort 12, Will 10
Hp 4; **Threshold** 12
Immune droid traits

Speed 6 squares (walking)
Melee unarmed +2 (1d4+2) or
Ranged by weapon +1
Base Atk +0; **Grp** +2

Abilities Str 15, Dex 12 Con –, Int 12, Wis 10, Cha 8
Special Qualities droid traits
Feats Droidcraft, Skill Focus (Mechanics), Skill Training
(Mechanics, Perception)
Skills Endurance +5, Knowledge (physical sciences) +6,
Mechanics +11, Perception +5
Systems Basic processor, claw appendages (2), vocabulator,
walking locomotion
Availability Licensed; **Cost** 450 credits

Droid Manufacturer Trait (MerenData) – When making a
Persuasion check to intimidate, a MerenData droid adds
its Wisdom bonus to the skill check. When attempting to
intimidate another droid, it adds its Wisdom bonus and its
Charisma bonus to the check.

OX-9 Labor Droid
Medium droid (5th-degree)
Hp 4
Threshold 12

Move (1 swift action, 2/turn)
The OX-9 Labor Droid moves 6 squares (walking).
Avoid Surprise (1 free action)
The OX-9 Labor Droid makes a Perception check at the start of
a battle. If the check is successful, the droid's master avoids
surprise.
Jury-Rig (2 swift actions, 1/turn)
With a DC 25 Mechanics check, the OX-9 Labor droid can make
temporary repairs to any disabled mechanic or electronic
device (see the Jury-Rig application of the Mechanics skill
SE 70).
Mechanical Assistance (1 swift action, 1/turn)
The OX-9 Labor Droid assists a character's Mechanics check,
providing a +2 bonus to the check.
Patrol Duty (1 swift action, 1/turn)
The OX-9 makes a Perception check opposed by a target's
Stealth check. If the check is successful, the droid detects
the target.

Playing an OX-9 Labor Droid
Players who would like to use the OX-9 labor droid as their
character should begin with the stock labor droid chassis (*SD*
11). The best starting class to use with this droid is the Scout.
Select at least Knowledge (physical sciences) and Mechanics
as the droid's starting skills; for additional skills, consider
Endurance to represent the droid's ability to work long hours
without rest.

Quick Search (1 swift action, 1/turn)
The OX-9 Labor Droid makes a Perception check to search a 5-square area for anything of note at a -10 penalty, and reports its findings to its master.

Skills Endurance +5, Knowledge (physical sciences) +6, Mechanics +11, Perception +5
Vital Systems Basic processor, claw appendages (2), vocabulator, walking locomotion

The OX-9 Labor Droid was originally designed by MerenData as a general labor droid to work beneath the EV-series supervisor droid. Unfortunately, when the EV-series supervisor proved to have a near-psychotic personality, sales on the OX-9 tanked. After MerenData executives made the decision to refocus their company on security and espionage, they were approached by the Trade Federation, who purchased exclusive rights to the versatile OX-9 design, taking advantage of MerenData's desperate need for capital.

The Trade Federation immediately put the droids into production in great numbers, and deployed them to their mining and agro-worlds. The droids were largely independent, able to tirelessly accomplish a number of simple tasks with minimal supervision, often carried out by OOM commander droids reporting to a Neimoidian superior. The OX-9 was instrumental in providing logistics to the droid army during the Trade Federation's campaign against the Wookiees and Naboo, and saw similar service throughout the Clone Wars.

Modification: Mining Droid
The Trade Federation largely used their OX-9 labor force to mine raw materials, their stock in trade. To modify a standard OX-9 into a mining droid, make a DC 11 Use Computer check to swap the Skill Focus (Mechanics) feat for Skill Focus (Knowledge [physical sciences]) to allow the droid to mine for raw materials. Then, make two DC 15 Mechanics checks to integrate a spacer's chest and fusion extractor.

Modification: Farming Droid
While the Trade Federation had little use internally for agriculture, it was still a valuable commodity in trade, and their droids worked the fields of agriworlds throughout the galaxy. To modify a standard OX-9 into a farming droid, make a DC 11 Use Computer check to swap the Skill Focus (Mechanics) feat for Skill Training (Knowledge [life sciences]) to represent the droid's planting and harvesting knowledge. Then, make two DC 15 Mechanics checks to integrate an irrigation hose and water tank, as well as an internal 5 kg compartment to hold and dispense seeds.

Modification: Lumber Droid
Considered a luxury commodity on worlds such as Coruscant, the Trade Federation would often have their OX-9 labor droids log heavily forested worlds in the Outer Rim to sell fine woods at inflated prices in the Core. To modify a standard OX-9 into a lumber droid, make two DC 11 Use Computer checks to swap the Skill Training (Perception) and Skill Focus (Mechanics) feats for Skill Training (Survival) and Skill Training (knowledge [life sciences]) feats to represent the droid's familiarity with the forest and logging trade. Then, equip the droid with a vibro-saw (*UR* 36).

P-100 Salvage Droid

Serv-O-Droid P-100 Salvage Droid   CL 1
Large droid (5th-degree) nonheroic 5
Init +3; **Senses** Perception +8
Languages Basic (understand only), Binary
Defenses Ref 14 (flat-footed 13), Fort 16, Will 11
Hp 25; **Threshold** 21
Immune droid traits
Speed 6 squares (hovering)

Melee claw +8 (1d6+6) or
Ranged by weapon +3
Base Atk +2; **Grp** +8
Atk Options Multi-grab
Special Actions Scavenger, Sensor Link
Abilities Str 22, Dex 13, Con –, Int 8, Wis 12, Cha 9
Special Qualities droid traits
Feats Armor Proficiency (light), Multi-grab, Scavenger, Sensor Link, Skill Training (Knowledge [technology], Perception)
Skills Endurance +7, Knowledge (technology) +6, Perception +8
Systems Automap, basic processor, claw appendages (2), collapsible construction, durasteel shell (+4 armor), hovering locomotion, internal comlink
Availability Licensed; **Cost** 14,730 credits

Droid Manufacturer Trait (Serv-O-Droid) – When recharging, a Serv-O-Droid droid can remove one persistent condition that requires repairs to remove per day, moving it +1 step along the condition track.

P-100 Salvage Droid

Large droid (5th-degree)
Hp 25
Threshold 21

Move (1 swift action, 2/turn)
The P-100 salvage droid moves 6 squares (hovering).
Identify Technology (1 swift action)
The P-100 salvage droid makes a Knowledge (technology) check. If the check is successful, the droid identifies the technology of the item in question.
Jury-Rig (2 swift actions, 1/turn)
With a DC 25 Mechanics check, the P-100 salvage droid can make temporary repairs to any disabled mechanical or electronic device (see the Jury-rig application of the Mechanics skill on page 70 of the *Saga Edition Core Rulebook*).
Mechanical Assistance (1 swift action, 1/turn)
The P-100 salvage droid assists a character's Mechanics check, providing a +2 bonus to the check.
Patrol Duty (1 swift action, 1/turn)
The P-100 salvage droid makes a Perception check opposed by

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the target's Stealth check. If its check is successful, the droid detects the enemy.
Quick Search (1 swift action, 1/turn)
The P-100 salvage droid makes a Perception check to search a 5-square area for anything of note at a -10 penalty, and reports its findings to its master.
Retrieve Item (free action, 1/turn)
The P-100 salvage droid picks up an item.
Sensor Link (1 swift action, 2/turn)
The P-100 salvage droid broadcasts the input from its audio and visual receptors to its master's comlink, providing a +2 aid another bonus to its master's Perception checks if within 24 squares of its master even if the droid does not have line of sight with its master.

Skills Endurance +7, Knowledge (technology) +6, Perception +8

Encountering a P-100 Salvage Droid

P-100 Salvage Droids are most often encountered on racetracks, specifically podracing tracks. However, the droid does see use in other areas, and after a paint-job, they often function as baggage handlers at busy spaceports. On the podracing track, they usually are stored within a salvage barge that floats over the track. When there is a wreck, the barge will fly nearby and deploy three salvage droids to retrieve the wreck. The P-100s, depending on the size of the wreck, will either bring the parts back to the barge, or directly back to the arena's designated area for wreckage. If attacked, the droids will usually grab what they can and flee.

Vital Systems Automap, basic processor, claw appendages (2), collapsible construction, durasteel shell (+4 armor), hovering locomotion, internal comlink

The P-100 Salvage Droid was created by the Cyrillian species for Serv-O-Droid, who had purchased designs from them before, such as the DUM-series pit droid and R-9008 utility droid. Renowned for their love of racing, the Cyrillians have influenced most racing sports in the known galaxy for centuries. The wide domes that top both droids are modeled after a strain of giant mushrooms native to Cyrillia. The P-100 Salvage Droid specifically was a breakout success, crossing over from the podracing circuit to a number of other everyday functions.

Modification: Pest Control Droid

On Coruscant, an infestation of Stratt Vermin prompted a venture capitalist to import thousands of these units and equip them for pest control. The entrepreneur was forced to flee the Republic when the horde was unable to distinguish between pest and citizen, stun-blasting either indiscriminately. The droids still roam the lower levels. To modify a P-100 Salvage Droid into a pest control droid, swap out the Skill Training (Knowledge [technology]) feat for the Weapon Proficiencies (pistols) feat with a Use Computer check DC 11. Then make a DC 15 Mechanics check to mount a stun-only blaster pistol.

Modification: Search & Rescue Droid

Invaluable during crashes and cave-ins, the SAR modification to the P-100 Salvage Droid is a common sight during rescue operations. To modify a standard P-100 Salvage Droid into a SAR droid, make two Use Computer checks at DC 11 to swap out the Skill Training (Endurance, Knowledge [technology]) feats for the Skill Training (Knowledge [life sciences], Treat Injury) feats. Also, make three DC 15 Mechanics checks to add a multi-spectrum searchlight, survival kit, and medkit. You can also make up to

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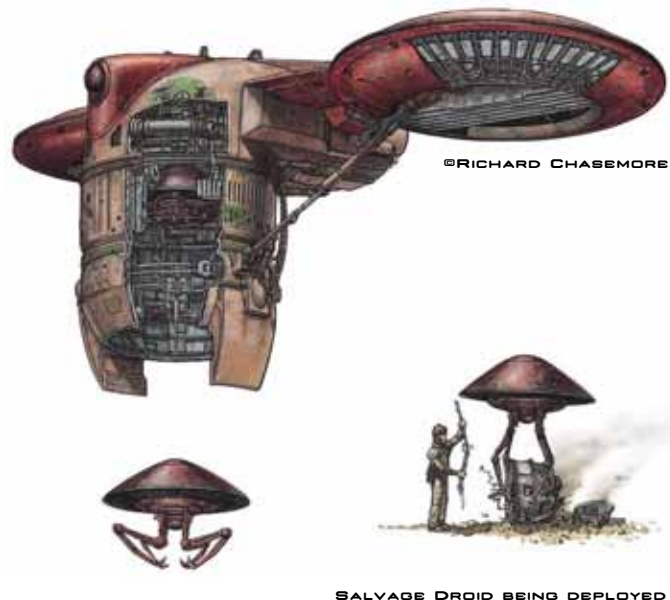
Salvage Droid being deployed

two more DC 15 Mechanics checks to add an emergency oxygen supply or radiant heat element as appropriate to the environment or situation.

Refresh Droid

Haor Chall Engineering Air-Mobile Refresh Droid　　CL 1
Huge droid (5th-degree) nonheroic 3
Init +4; **Senses** Perception +5
Languages Basic (understand only), Binary, 2 unassigned
Defenses Ref 19 (flat-footed 16), Fort 18, Will 9
Hp 72; **Threshold** 48
Immune droid traits
Speed 12 squares (flying)
Melee unarmed +10 (1d8+8) or
Ranged by weapon +5
Fighting Space 3x3 squares; **Reach** 2 squares
Base Atk +2; **Grp** +10
Special Actions Gearhead
Abilities Str 26, Dex 16, Con –, Int 14, Wis 8, Cha 4
Special Qualities droid traits, reloader
Feats Armor Proficiency (light, medium), Gearhead, Skill Focus (Mechanics), Technical Experts
Skills Mechanics +16, Perception +5, Use Computer +8
Systems 2-ton cargo pods (4), diagnostics package, durasteel battle armor (+8 armor), flying locomotion, hardened systems x3, internal comlink, remote receiver, telescopic claw appendages (4)
Availability Military; Cost 166,970 credits

Explosive Payload – Because the refresh droid carries so much ordnance, should one be destroyed with an attack that exceeds its damage threshold; the droid explodes violently, doing 9d10x5 damage to everything in a 6-square splash (those with the Evasion talent take half damage).

Reloader – The refresh droid replaces one power pack or reloads five projectiles of a weapon of an adjacent ally of large or greater size with a DC 10 Mechanics check. On a natural 20, twice as many projectiles can be reloaded. Both the refresh

droid and the droid or vehicle it is reloading are considered flat-footed until their next turn.

Refresh Droid

Huge droid (5th-degree)
Hp 72
Threshold 48
Move (1 swift action, 2/turn)
The refresh droid moves 12 squares (flying).
Avoid Surprise (1 free action)
The refresh droid makes a Perception check at the start of a battle, if the check is successful, the droid's master avoids surprise.
Jury-Rig (2 swift actions, 1/turn)
With a DC 25 Mechanics check, the refresh droid can make

temporary repairs to any disabled mechanical or electronic device (see the Jury-rig application of the Mechanics skill on page 70 of the *Saga Edition Core Rulebook*).

Reloader (1 swift action, 2/turn)

The refresh droid replaces one power pack or reloads five projectiles of a weapon of an adjacent ally of large or greater size with a DC 10 Mechanics check. On a natural 20, twice as many projectiles can be reloaded (up to its maximum capacity). Both the refresh droid and the droid or vehicle it is reloading are considered flat-footed until their next turn.

Run Diagnostics (2 swift actions, 1/turn)

The refresh droid makes a Mechanics check to determine why a mechanical or electronic device does not work. If the check is successful, the droid's master gains a +2 circumstance bonus to his or her Mechanics check to fix the device.

Skills Mechanics +16, Perception +5, Use Computer +8

Vital Systems Diagnostics package, durasteel battle armor (+8 armor), flying locomotion, hardened systems x3, internal comlink, light cargo pod (5 tons), remote receiver, telescopic claw appendages (4)

The Refresh Droid was designed by Haor Chall Engineering when it began to notice a slump in sales of several of its popular combat droids, most notably the Hailfire tank and MAF. The chief complaint was that limited ammunition led to only short-term effectiveness in the battlefield. Haor Chall engineers took a hard look at the combined forces of the Separatist droid army, including designs by Baktoid Armor and Colicoid Creation Nest, and set upon the solution of a droid-controlled re-supply vehicle. A grand demonstration to the Separatist leadership made the droid an overnight success, with orders for hundreds of thousands of units placed immediately. This allowed many other stockpiled droid models to return to service that would otherwise have been left warehoused. After the Clone Wars, the Galactic Empire largely stayed away from expendable munitions, allowing the refresh droid to fade into obscurity.

Modification: Hazmat Droid

The Refresh Droid is ideally suited to handling volatile agents, and has been converted for use in transporting hazardous chemicals or explosives, or even cleaning up chemical spills. To convert a Refresh droid into a Hazmat droid, with a DC 9 Use Computer check, trade the Skill Focus (Mechanics) feat for the Skill Training (Knowledge [physical sciences]) feat. Then make a DC 15 Mechanics check over four hours with a cost of 4,000 credits in materials to modify the loader arms to take on or unload materials from its internal cargo bay.

RIC-Series General Labor Droid

Serv-O-Droid RIC-Series General Labor Droid CL 1

Small droid (5th-degree) nonheroic 3

Init +2; **Senses** Perception +2

Languages Binary, (1 unassigned, usually Basic)

Defenses Ref 14 (flat-footed 14), Fort 12, Will 11

Hp 10; **Threshold** 12

Immune droid traits

Speed 6 squares (wheeled), or 4 squares (tracked)

Melee unarmed +3 (1d4+2) or

Ranged by weapon +3

Base Atk +1; **Grp** +3

Special Actions Burst of Speed, Feat of Strength

Abilities Str 15, Dex 11, Con –, Int 10, Wis 12, Cha 9

Special Qualities droid traits

Feats Armor Proficiency (light), Burst of Speed, Feat of Strength, Skill Focus (Endurance), Skill Training (Mechanics)

Skills Endurance +11, Mechanics +6

Systems Basic processor, claw appendages (2), gyroscopic stabilizers, quadanium shell armor (+3 armor), tracked locomotion (limited), vocabulator, wheeled locomotion

Availability Licensed; **Cost** 1,148 credits

Droid Manufacturer Trait (Serv-O-Droid) – When recharging, the RIC-series droid can remove one persistent condition that requires repairs to remove per day, moving +1 step on the condition track.

RIC-Series General Labor Droid

Medium droid (5th-degree)
Hp 9
Threshold 12
Move (1 swift action, 2/turn)
The RIC General Labor Droid moves 6 squares (wheeled) or 4 squares (tracked).
Jury-Rig (2 swift actions, 1/turn)
With a DC 25 Mechanics check, the RIC General Labor Droid can make temporary repairs to any disabled mechanic or electronic device (see the Jury-Rig application of the Mechanics skill *SE* 70).
Mechanical Assistance (1 swift action, 1/turn)
The RIC General Labor Droid assists a character's Mechanics check, providing a +2 bonus to the check.
Retrieve Item (free action, 1/turn)
The RIC General Labor Droid picks up an item.
Run (1 swift action, 1/turn)
The RIC General Labor Droid makes an Endurance Check DC 10. If the check is a success, it moves 24 squares (wheeled) or 16 squares (tracked) in a straight line only as a full round action. This check increases by +1 DC for each consecutive round of running. Failing a check moves the droid -1 step on the condition track as per the Run application of the Endurance skill (*SE* 66).
Stability (1 free action)
The RIC General Labor Droid gains a +5 bonus to avoid being knocked prone.

Skills Endurance +11, Mechanics +6
Vital Systems Basic processor, claw appendages (2), gyroscopic stabilizers, quadanium shell armor (+3), tracked locomotion (limited), vocabulator, wheeled locomotion

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The Rudimentary Industrial Construct, or RIC droid, had already been successfully in production for centuries by the time of the Clone Wars, with millions of active units throughout the galaxy. The droid was well-received thanks to its durability and dependability. Its unique unipod tread is rugged, and supported by a robust internal gyroscopic stabilization system, which ensures it will remain upright no matter how wild the terrain gets. It is capable of an impressive sixty-five kilometers per hour top speed in its high gear, though only for short bursts.

Playing a RIC Series General Labor Droid

Players who would like to use the RIC general labor droid as their character should begin with the stock labor droid chassis (*SD* 11). The best starting class to use with this droid is the Scout. When the droid begins its adventuring career, it gains the Serv-O-Droid Corporate Trait special quality as described in the droid's statistics block, and wheeled locomotion in lieu of walking locomotion and quadanium shell armor instead of durasteel shell armor. Select at least Endurance and Mechanics as the droid's starting skills; for additional skills, consider Initiative to represent the droid's eager work ethic. Be sure to purchase the limited tracked mobility and gyroscopic stabilizers as part of the droid's starting equipment.

During the Clone Wars, the droid was perhaps most famous for its championship Nuna-Ball League team, where its speed and agility regularly beat Accutronics, Industrial Automaton and Veril Line System's teams. However, the droids were also known throughout the Outer Rim as rickshaw droids, where they pulled repulsor carts through crowded spaceports. Jedi Anakin Skywalker and Senator Padmé Amidala used such a rickshaw to travel from the Mos Espa Spaceport to Watto's Junk Shop days before the Clone Wars broke out.

Modification: Rickshaw Droid

Perhaps the most well-known modification of the standard RIC General Labor Droid is the rickshaw droid. To modify a standard RIC series droid into a rickshaw droid, make a DC 11 Use Computer check to swap out the skill training (Initiative) with skill training (Pilot) for the purpose of allowing the droid to perform vehicle stunts. Also, make three DC 15 Mechanics checks to install an anti-theft comlink locator, automap, and a credit reader. Finally, purchase a rickshaw repulsor cart capable of holding up to 3 objects of Medium size, or any size combinations that add up to 3 Medium-sized objects.

Modification: Exploration Droid

Perhaps because of their low starting price-point, RIC droids are attractive to fringe elements that wish to modify the droid for specific tasks. Many independent scouts use the droid as a cheap alternative to a MULE or other dedicated scouting droid. To modify a standard RIC droid into an Exploration droid, make a DC 11 Use Computer check to swap out the Skill training (Initiative) feat for Skill Training (Survival). Also, make six DC 15 Mechanics

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RIC-Series droid playing in the Nuna-Ball League

checks to add an automap, darkvision, improved sensor package, radiant heat element, survival kit, and sensor booster.

SRT Cargo Hauler

**Baktoid Combat Automata Autonomous
    Short-Range Transport**   CL 2
Huge droid (5th-degree) nonheroic 3/soldier 1
Init +2; **Senses** Perception +8
Force 2
Languages Basic (understand only), Binary
Defenses Ref 16 (flat-footed 16), Fort 23, Will 12
Hp 40; **Threshold** 33
Immune droid traits
Speed 9 squares (flying)
Melee claw +13 (1d8+10) or
Melee unarmed +13 (1d6+10) or

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SRT Cargo Hauler

Ranged by weapon +3
Base Atk +3; **Grp** +13
Atk Options Pin
Special Actions Adaptable Talent (Grabber)
Abilities Str 30, Dex 10, Con –, Int 10, Wis 12, Cha 8
Special Qualities droid traits
Talents Cargo Hauler
Feats Adaptable Talent (Grabber), Armor Proficiency (light), Pin, Skill Training (Mechanics, Perception, Use Computer)
Skills Endurance +7, Mechanics +7, Perception +8, Use Computer +7
Systems Automap, basic processor, claw appendages (2), durasteel plating (+6 armor), flying locomotion, hand appendages (2)
Availability Licensed; **Cost** 163,700 credits
Droid Manufacturer Trait (Baktoid Combat Automata) – A character can make a Persuasion check opposed by the Baktoid droid's Perception skill to attempt to temporarily confuse it with contradictory data or brash, seemingly illogical action. If the check is successful, the droid can take no action for one round as it tries to find an appropriate response. If the Persuasion check is unsuccessful, the droid

Encountering an SRT Cargo Hauler

The SRT droid is ubiquitous throughout the galaxy, and used to fulfill a variety of roles. Virtually any planet with high-rise buildings or other vertical environment such as Utapau, or Alderaan's crevasse cities with have at least a small number of SRT droids working in some capacity. Because they are so common-place, many smugglers and other nefarious characters will reprogram the droids to move contraband or even people past otherwise tight security. Authorities rarely do more than the most cursory of checks on SRT droids, unless they have a tip or other specific reason to suspect something strange is going on. During the Clone Wars' Battle of Byblos, a squad of Republic ARC Troopers used this technique to sneak past enemy lines.

recognizes the ruse and proclaims it loudly while taking an immediate swift action as a reaction.

SRT Cargo Hauler

Huge droid (5th-degree)
Hp 40
Threshold 33

Move (1 swift action, 2/turn)
The SRT droid moves 9 squares (flying).
Improve Access (2 swift actions, 1/turn)
The SRT droid makes a Use Computer check against the target computer's Will Defense to improve the computer's attitude toward it.
Issue Routine Command (1 swift action, 1/turn)
The SRT droid issues a routine command to a computer that has a friendly or better attitude toward it.
Jury-Rig (2 swift actions, 1/turn)
With a DC 25 Mechanics check, the SRT droid can make temporary repairs to any disabled mechanical or electronic device (see the Jury-rig application of the Mechanics skill on page 70 of the *Saga Edition Core Rulebook*).
Mechanical Assistance (1 swift action, 1/turn)
The SRT droid assists a character's Mechanics check, providing a +2 bonus to the check.
Patrol Duty (1 swift action, 1/turn)
The SRT droid makes a Perception check against the target's Stealth check. If the check is successful, the droid detects the target.
Retrieve Item (free action, 1/turn)
The SRT droid picks up an item.
Skills Endurance +7, Mechanics +7, Perception +8, Use Computer +7
Vital Systems Automap, basic processor, claw appendages (2), durasteel plating (+6 armor), flying locomotion, hand appendages (2)

The SRT, or Short Range Transport Labor Droid, was designed by Baktoid Combat Automata to work in their factories, keeping the assembly lines clear of debris or other mechanical errors. Baktoid licensed the design to a dozen other companies during the Clone Wars, such as Publictechnic and Go-Corp/Utilitech, who then tweaked the design to function in niche markets. This allowed Baktoid to convert all of their factories to the construction of battle droids for the Confederacy, while still providing an income stream from their non-combat models such as the SRT. During the Battle of Geonosis, SRT's patrolled the Geonosian Droid Factory Spire, repairing damage and wreckage caused by Jedi Anakin Skywalker and his droids during their time in the factory.

Variant: Trash Droid

Produced by Go-Corp/Utilitech, who creates an identical design, the Trash variant, instead of forklift arms to support a pallet, has a fully enclosed container. To alter the SRT's statistics to be a Go-Corp/Utilitech model trash droid, simply swap out the Baktoid corporate trait for the Go-Corp Utilitech corporate trait, and exchange the Use Computer skill for Survival. Then, remove the claw appendages in favor of an external storage container with two DC 20 Mechanics checks. This air-tight container can hold a half-ton of cargo.

Variant: Construction Droid

Produced by Publictechnic, who creates an identical design, the Construction variant has an open box instead of forklift arms to support a pallet. This droid is often used as mobile disposal on construction sites, or as a re-supply platform. However, sometimes it will operate independently, pulling materials from its container to build as it goes. To alter the SRT to become a Publictechnic Construction droid, simply swap out the Baktoid corporate trait for the Publictechnic corporate trait, and exchange the Use Computer skill for Knowledge (physical sciences). Then, remove the claw appendages in favor of an external storage container with two DC 20 Mechanics checks, and with two more DC 20 Mechanics checks, add telescoping arms. This container can hold a half-ton of cargo, but is open to the air. This droid is also often equipped with either a fusion welder or power pry bar, depending on if it is construction or demolishing.

WA-7 General Labor Droid

Go-Corp/Utilitech WA-7 General Labor Droid   CL 1
Medium droid (5th-degree) nonheroic 3
Init +2; **Senses** Perception +12
Languages Basic, Binary
Defenses Ref 11 (flat-footed 10), Fort 11, Will 11
Hp 8; **Threshold** 11
Immune droid traits
Speed 8 squares (wheeled)
Melee unarmed +3 (1d3+1) or
Ranged by weapon +3
Base Atk +2; **Grp** +3
Special Actions Stay Up
Abilities Str 12, Dex 12, Con –, Int 10, Wis 12, Cha 12
Special Qualities droid traits
Feats Skill Focus (Perception), Skill Training (Mechanics, Perception), Scavenger, Stay Up
Skills Endurance +6, Mechanics +6, Perception +12
Systems Basic processor, hand appendages (2), improved coordination circuitry (Mechanics), vocabulator, wheeled locomotion
Availability Licensed; Cost 1,470 credits
Droid Manufacturer Trait (Go-Corp/Utilitech) – Once per encounter, the WA-7 general labor droid can ignore the movement penalty associated with difficult terrain until the beginning of its next turn, or move through a square occupied by an enemy, though they will still draw attacks of opportunity as normal.

WA-7 General Labor Droid

Medium droid (5th-degree)
Hp 8
Threshold 10
Move (1 swift action, 2/turn)
The WA-7 Droid moves 8 squares (wheeled).

Avoid Surprise (1 free action)
The WA-7 Labor Droid makes a Perception check at the start of a battle. If the check is successful, the droid's master avoids surprise.
Jury-Rig (2 swift actions, 1/turn)
With a DC 25 Mechanics check, the WA-7 Labor droid can make temporary repairs to any disabled mechanic or electronic device (see the Jury-Rig application of the Mechanics skill *SE* 70).
Patrol Duty (1 swift action, 1/turn)
The WA-7 makes a Perception check opposed by a target's Stealth check. If the check is successful, the droid detects the target.
Quick Search (1 swift action, 1/turn)
The WA-7 Labor Droid makes a Perception check to search a 5-square area for anything of note at a -10 penalty, and reports its findings to its master.
Skills Endurance +6, Mechanics +6, Perception +12
Vital Systems Basic processor, hand appendages (2), improved coordination circuitry (Mechanics), vocabulator, wheeled locomotion

Playing a WA-7 Labor Droid

Players who would like to use the WA-7 labor droid as their character should begin with the stock labor droid chassis (*SD* 11). The best starting class to use with this droid is the Scout. When the droid begins its adventuring career, it gains the Go-Corp/Utilitech corporate quality as described in the droid's statistics block, and wheeled locomotion and hand appendages in lieu of its walking locomotion, clawed appendages and durasteel shell. Select at least Mechanics and Perception as the droid's starting skills; for additional skills, consider Endurance to represent the droid's ability to work tirelessly for hours each day and either Knowledge (physical, life or social sciences) or Survival to represent an area of labor focus. Focus on the Awareness, Fringer and Survivor talent trees. Be sure to purchase a vocabulator as part of the droid's starting equipment.

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A Note on Building Construction

WA-7 labor droids are often used by the Grand Army of the Republic to construct pre-fabricated buildings such as fortresses, command centers, cantinas, RMSU facilities, Raw Material Processing Centers, Defensive Turret Towers, and more. To simulate building construction, use the Build Object application of the Mechanics Skill (*FU* 30). Most all buildings are either Gargantuan or larger. These pre-fabricated buildings are considered moderately difficult to assemble (DC 25), but with detailed schematics available (-10 to DC). WA-7 droids can either each work separately, making separate Mechanics checks and rolling individually for hit points constructed, or WA-7 droids can assist another's check. For every two WA-7 labor droids assisting on a Build Object Mechanics check adds +1 to the check, and +1d8 to the hit points added if successful.

A unique design focused on elegance and the integration of flowing lines and sharp angles, the Workplace Automaton Model 7, or WA-7, was considered the gold-standard of the Mondeo Modernist design movement. However, the droid was more than just aesthetically pleasing; it was extremely versatile and competent as a general laborer. Though already considered an aged model by the time of the Clone Wars, it was looked at as something of a classic, and still produced in great numbers by Go-Corp/Utilitech. In fact, the WA-7 represented Go-Corp Utilitech in the all-droid Nuna-Ball League.

The Republic, desperate to quickly harvest resources to support its burgeoning military-industrial complex, ordered thousands of the droids after market research suggested they were easily adaptable to a variety of tasks and conditions. The droids were soon a common sight on Republic-controlled worlds labeled as resource-rich, under the protection of clone troopers. The clones often referred to the WA-7 as a Kaminoan Droid, in reference to the similarity of appearance; both have round heads with large, round eyes, and a tall, reedy silhouette.

Modification: Courier Droid

Many WA-7 droids are purchased to act as couriers on bustling urban planetscapes such as Coruscant. Their ability to weave through crowds coupled with their quickness made them efficient delivery droids for small objects and messages. To modify a standard WA-7 droid into a Courier, make a DC 11 Use Computer check to swap out the Skill Training (Mechanics) feat for Burst of Speed (*SV* 21) and a DC 10 Mechanics check to add an integrated spacer's chest.

Modification: Mining Droid

The Republic used their stockpile of WA-7 Labor Droids largely for resource mining, which included the mining of ore and Nova Crystals. This modification was designed to be performed quickly, with a mod-chip, which installs the software in a full-round. The owner then just equips the droid with its specialized equipment harness, and the droid is ready to work. Such chips are specific to the role for WA-7 Labor droids only, and cost 200 credits. Equipment prices vary. To modify a standard WA-7 into a mining droid by hand, make a DC 11 Use Computer check to swap the Skill Training (Mechanics) feat for Skill Training (Knowledge [physical sciences]) to represent the droid's awareness of different elements and how to mine without collapsing tunnels on itself. Then, make two DC 15 Mechanics checks to integrate a spacer's chest and beam drill.

Modification: Farming Droid

The Republic also used their stockpile of WA-7 Labor Droids for farming to feed their clone army. This modification was designed to be performed quickly, with a mod-chip, which installs the software in a full-round. The owner then just equips the droid with its specialized equipment harness, and the droid is ready to work. Such chips are specific to the role for WA-7 Labor droids

only, and cost 200 credits. Equipment prices vary. To modify a standard WA-7 into a farming droid by hand, make a DC 11 Use Computer check to swap the Skill Training (Mechanics) feat for Skill Training (Knowledge [life sciences]) to represent the droid's planting and harvesting knowledge. Then, make two DC 15 Mechanics checks to integrate an irrigation hose and water tank, as well as an internal 5 kg compartment to hold and dispense seeds.

Modification: Game Hunter Droid

Many scientific outposts and colonists on planets where the land isn't arable instead modify their WA-7s to function as game hunters to provide food. This modification was designed to be performed quickly, with a mod-chip, which installs the software in a full-round, and overrides the behavioral matrix banning the harming of organic life forms with the beast descriptor. The owner then just equips the droid with its specialized equipment, and the droid is ready to work. Such chips are specific to the role for WA-7 Labor droids only, and cost 200 credits. Equipment prices vary. To modify a standard WA-7 into a game hunting droid by hand, make three DC 11 Use Computer checks to swap the Skill Training (Endurance), Skill Training (Mechanics) and Scavenger feats for Skill Training (Knowledge [life sciences]), Sport Hunter (*GW* 25) and Weapon Proficiency (rifles) to represent the droid's database of non-sentient creature knowledge and aim with a sporting blaster rifle. Then, equip the droid with a standard sporting blaster rifle (for hunting) and knife (for skinning and preparing the meat).

Modification: Lumber Droid

On forest worlds, using sentient workers is prohibitively dangerous and expensive, and droids are often brought in to do the job. The WA-7 can make a suitable lumber droid, though

there are specialized droids much better equipped for the job. This modification was designed to be performed quickly, with a mod-chip, which installs the software in a full-round. The owner then just equips the droid with its specialized equipment harness, and the droid is ready to work. Such chips are specific to the role for WA-7 Labor droids only, and cost 200 credits. Equipment prices vary. To modify a standard WA-7 into a game hunting droid by hand, make three DC 11 Use Computer checks to swap the Skill Focus (Perception), Skill Training (Mechanics) and Scavenger feats for Skill Training (Survival) and Skill Training (Knowledge [life sciences]) as well as the Weapon Proficiency (advanced melee weapons) feats to represent the droid's familiarity with the forest and skill with the vibro-saw. Then, equip the droid with a vibro-saw (*UR* 36).

Modification: Waitress Droid

Perhaps the most popular modification of the WA-7 Labor droid prior to the Clone Wars was as a waitress droid, taking advantage of the sleek design. To modify a standard WA-7 into a waitress droid, make two DC 11 Use Computer checks to swap the Skill Training (Mechanics) and Scavenger feats for Skill Training (Gather Information) and Skill Training (Knowledge [social sciences]) to represent the droid's ability to take food orders and chit-chat with their customers. Then, make a DC 15 Mechanics check to equip the droid with an internal comlink.