

Welby's Droids

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Stats for the D20 Star Wars Roleplaying Game

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First Degree Droids

LIN Series

Originally designed to lay explosive charges in spice and ore mines, Cybot Galactica's LIN series of armored demolitions droids have also been reprogrammed to lay mines for military purposes, for the demolition of condemned buildings, and has even been adapted in some places to plant seeds instead of bombs.



Although still a common sight on military bases and outer-rim territories, Cybot Galactica issued a full recall order for the LIN series following the premature detonation of a timer mine that killed 600 miners on Gosfambling. It is actually unknown whether the droid or faulty explosives were to blame.

Sample names LIN-2D2, LIN-V8K, LIN-V8M

LIN Series: Tracked demolitions droid, Expert 1; Init +2 (DEX); Defense 16 (+2 size, +4 armor); Spd 8m ; VP/WP -/14; Atk +0 melee (1d2, claw); SV Fort +2, Ref +0, Will +3; SZ T; Rep 0; Str 10, Dex 10, Con 14, Int 16, Wis 10, Cha 5.

Equipment: Heuristic processor, improved sensor package, diagnostics package, internal storage space for 10 mines (explosive charges, not included in price).

Skills: Demolitions +4, Disable device +4, Knowledge (explosives) +4, Knowledge (strategic explosives deployment) +4, Speak Basic (understanding only).

Unspent Skill Points: 7.

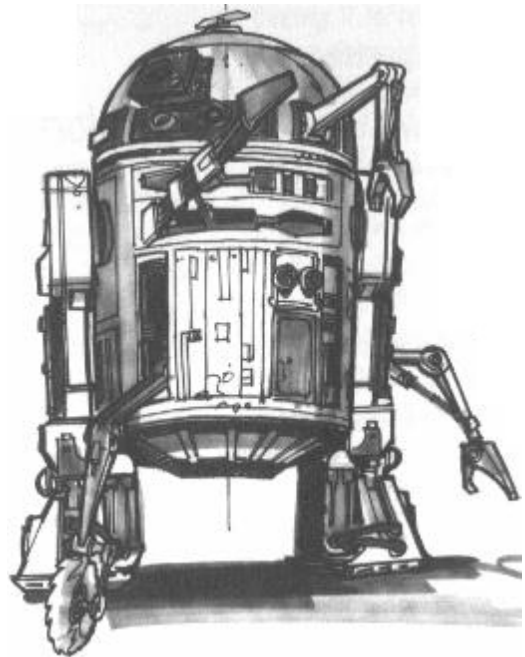
Feats: Skill Emphasis: Knowledge (explosives)

Cost: 2,000 plus explosive charges.

Second Degree Droids

P2 Series

The P2 unit was the first non-military astromech droid. Designed by Industrial Automation, the prototype astro-droid feature the same basic layout that would continue to be Industrial Automations signature: A rotating head atop a cylindrical body with three legs and several retractable arms. The droid was by no means as compact as those that would come later, standing nearly 2 meters tall and being rather more stout than IA's later droids. The P2 unit was used primarily for repair work and maintenance on bulk cruisers and freighters, which generally travelled only between 2 systems unless the ships owner had become quite wealthy. This is because the P2 was only capable of storing the data for a single hyperroute.



The P2 lacked the computing power to calculate hyperroutes for itself, and thus had to upload pre computed data from the data bases of very large and primitive Navi-computers. New or unusual routes would have to be computed in a process that took several weeks and tied up all RAM in the computer making the computations--thus making it unable to provide the other navigational data it contained until the calculations were complete.

The P2 was discontinued after a long and costly technology-infringement lawsuit.

P2 Series: Tracked astromech droid, Expert 1; Init +0; Defense 12 (+2 armor); Spd 4m ; VP/WP -/10; Atk +1 melee (1d2, clamp or 1d3, claw or 2d6, Saw or 2d6, laser welder); SV Fort +0, Ref +0, Will +2; SZ M; Rep 0; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 10.

Equipment: standard sensor package, diagnostics package, infrared vision, tool mount (X2), telescopic appendage.

Skills: Astrogate +1, Computer Use +3, Disable Device +3, Knowledge (astronomy) +1, Repair +4, Search +2, Listen +2.

Unspent Skill Points: None.

Feats: Skill Emphasis (Repair)

Cost: 3,500 credits

R1 Series

The R1 was launched immediately after the P2 was pulled from the market. Following the P2 lawsuit, Industrial Automation's funds were low, so IA used leftover hull casings from their Mark II Reactor Drone series to encase the R1 astro-droid instead of developing and producing a new shell for it.



Although (much like the P2) the R1 was generally filled the roles of technician and repair droid, they had one great improvement over their predecessors. While a P2 unit could only remember the direct hyperroute between two systems, the R1 could be given a new set of coordinates and calculate the course itself. Although this detail seemed trifling at first, it quickly becomes important when one is trying to find a data-base containing droid ready data on less frequently use hyperroute. It might take several hours to find hyperroute information on travelling from Naboo to Kiffex so that a P2 could make the trip. An R1 would only need around twenty standard minutes to calculate the path. This was largely due to the Intellex III computer that served as the droid's CPU.

The R1 was still very large for an astromech, standing two meters tall, and nearly twice as broad as later IA astro droids. In order to fit the R1 into the Mark II reactor drone's shell, the R1 was given a single leg with tracks on the bottom to allow movement instead on the three legged format of the P2. This treaded unipod was prone to failure, stranding the droid in one spot.

R1 Series: Tracked astromech droid, Expert 2; Init -1 (DEX); Defense 14 (-1 DEX, +5 armor); Spd 2m ; VP/WP -/14; Atk +1 melee (1d2, clamp or 1d3, claw); SV Fort +2, Ref -1, Will +3; SZ M; Rep 0; Str 12, Dex 8, Con 14, Int 14, Wis 10, Cha 10.

Equipment: Heuristic processor, standard sensor package, diagnostics package, infrared vision, tool mounts (X2), telescopic appendage, comlink antenna.

Skills: Astrogate +5, Computer Use +5, Disable Device +5, Knowledge (astronomy) +5, Pilot +5, Repair +5.

Unspent Skill Points: 10.

Feats: Skill Emphasis (Repair)

Cost: 3,500 credits

R3 Series

The R3 was intended to be better than the R2 in some areas, worse in others. The R3 could only carry five sets of hyper space coordinates, but had an advanced computer specially designed for making fast and accurate gunnery calculations.

The R3 has a transparent head cupola that allows the inner workings to be seen.



R3 Series: Tracked astromech droid, Expert 4; Init +2 (DEX); Defense 13 (+1 size, +2 DEX); Spd 8m ; VP/WP -/14; Atk +3 melee (2d6, saw or 2d6, arc welder) or + ranged; SV Fort +3, Ref +3, Will +5; SZ S; Rep 0; Str 14, Dex 15, Con 14, Int 18, Wis 12, Cha 11.

Equipment: Heuristic processor, improved sensor package, diagnostics package, holorecording unit, infrared vision, tool mounts (X2), telescopic appendage, environmental compensation (vacuum), magnetic feet, fire extinguisher, gunnery calculations unit (+2 to ranged attacks for any starfighter or weapons bank the units is plugged into).

Skills: Astrogate +5, Computer Use +7, Disable Device +7, Knowledge (astronomy) +5, Knowledge (weapons systems) +7 Pilot +7, Read/Write Basic, Repair +5, Speak Basic (understanding only), Spot +3 .

Unspent Skill Points: 19.

Feats: Skill Focus (Astrogate), Skill Emphasis (Repair)

Cost: 3,500 credits

R4 Series

The R4 was created in response to complaints that the R2 was too expensive and the R3 was too suited for military use. The R4 became very popular in the outer rim territories because it came pre programmed with detailed information on many general purpose craft like air- and land-speeders, and specialized in repair work on such vehicles.

The R4 is more likely to be found in a garage than on starships because it can only hold a single set of hyperspace coordinates.

The R4 features a head cupola that begins round at the bottom and rises steeply to form a small octagon at the top.



R4 Series: Tracked astromech droid, Expert 3; Init +2 (DEX); Defense 13 (+1 size, +2 DEX); Spd 8m ; VP/WP -/14; Atk +2 melee (1d3, claw or 2d6, saw or 2d6, arc welder); SV Fort +2, Ref +2, Will +5; SZ S; Rep 0; Str 12, Dex 14, Con 14, Int 16, Wis 14, Cha 12.

Equipment: Heuristic processor, improved sensor package, diagnostics package, comlink, infrared vision, tool mounts (X4), telescopic appendage, internal storage (2kg), fire extinguisher.

Skills: Astrogate +1, Computer Use +6, Disable Device +6, Knowledge (astronomy) +1, Knowledge (repulsor vehicles) +6, Pilot +6, Read/Write Basic, Repair +6, Speak Basic (understanding only), Spot +3 .

Unspent Skill Points: 17.

Feats: Skill Focus (Computer Use), Skill Emphasis (Repair)

Cost: 2,700 credits

R5 Series

The R5 unit represents Industrial Automation's only true failure in the Astro droid market. The R5 was intended to be a less expensive alternative to the popular R2 and R4 units, but in practice it became too cheap.

The R5 was indeed the least expensive IA astro droid, but Outer Rim territories avoided it because it was prone to malfunctions including chronic overheating and bad motivators, and pilots shunned it because it could store only a single set of hyperspace coordinates.



The head cupola of the R5 is trapezoidal and roughly halfway in height between the R2 and R4.

R2 Series: Tracked astromech droid, Expert 4; Init +1 (DEX); Defense 12 (+1 size, + 1 DEX); Spd 8m ; VP/WP -/14; Atk +1 melee (1d3, claw or 2d6, saw or 2d6, arc welder), or +1 ranged; SV Fort +1, Ref -1, Will +3; SZ S; Rep 0; Str 12, Dex 12, Con 8, Int 8, Wis 10, Cha 10.

Equipment: Heuristic processor, standard sensor package, diagnostics package, infrared vision, tool mounts (X4), telescopic appendage, internal storage (2 kg), fire extinguisher.

Skills: Astrogate +1, Computer Use +2, Disable Device +3, Read/Write Basic, Repair +4, Speak Basic (understanding only).

Unspent Skill Points: 13.

Feats: Skill Emphasis (Repair)

Cost: 2,200 credits

R6 Series

Industrial Automation's R6 droid was the first new model to be released after the fall of the Empire. IA saw it as a chance for a "new beginning" after the failure of its R5 series.

Like the R5, the R6 was intended to be a cheaper alternative to the R2. Unlike the R5, the R6 delivered. It had the sensor and equipment package of the R2, the practicality of the R4 and was still nearly as inexpensive as the R5. The R6 even topped the R2's capabilities in astrogation, storing up to 12 hyperspace jump coordinates. It quickly became as much a success as the R5 had been a failure.

R2 Series: Tracked astromech droid, Expert 5; Init +2 (DEX); Defense 13 (+1 size, + DEX); Spd 8m ; VP/WP -/14; Atk +3 melee (1d3, claw or 2d6, saw or 2d6, arc welder), or +3 ranged; SV Fort +3, Ref +3, Will +6; SZ S; Rep 0; Str 14, Dex 14, Con 14, Int 18, Wis 14, Cha 12.

Equipment: Heuristic processor, improved sensor package, diagnostics package, holorecording unit, infrared vision, tool mounts (X6), telescopic appendage, environmental compensation (vacuum), magnetic feet, internal storage (2 kg), fire extinguisher, rust inhibitor.

Skills: Astrogate +9, Computer Use +9, Disable Device +9, Knowledge (astronomy) +9, Knowledge (repulsor vehicle) +9, Pilot +9, Read/Write Basic, Repair +9, Speak Basic (understanding only).

Unspent Skill Points: 15.

Feats: Skill Focus (Astrogate), Skill Emphasis (Repair)

Cost: 2,500 credits

Availability: aprox. 10 years after Return of the Jedi

R7 Series

The last addition so far to the R-series line, the R-7 was designed to work specifically with the E-wing starfighter.

The R-7 boasts storage space for a whopping 15 sets of hyperjump coordinates, and is designed to resist ion blasts which could disable or even destroy another droid's inner workings.

Jedi Master Luke Skywalker was issued an R7 and E-wing starfighter, but (despite numerous improvements over previous models), Luke returned the droid and fighter to the New Republic, preferring the Incom T65 X-wing and his faithful droid companion, R2-D2.

R2 Series: Tracked astromech droid, Expert 4; Init +2 (DEX); Defense 13 (+1 size, + DEX); Spd 8m ; VP/WP -/14; Atk +3 melee (1d3, claw or 2d6, saw or 2d6, arc welder), or +3 ranged; SV Fort +3, Ref +3, Will +5; SZ S; Rep 0; Str 14, Dex 14, Con 14, Int 18, Wis 12, Cha 11.

Equipment: Heuristic processor, improved sensor package, diagnostics package, holorecording unit, infrared vision, tool mounts (X4), telescopic appendage, environmental compensation (vacuum), magnetic feet, gunnery calculations unit (+3 to attack rolls by the E-wing the R-7 unit is plugged into), fire extinguisher.

Skills: Astrogate +9, Computer Use +9, Disable Device +9, Knowledge (astronomy) +9, Knowledge (E-wing Starfighter) +9, Pilot +9, Read/Write Basic, Repair +9, Speak Basic (understanding only).

Unspent Skill Points: 15.

Feats: Skill Focus (Astrogate), Skill Emphasis (Repair)

Cost: Government issue, not available for sale.

Availability: approx. 25 years after Return of the Jedi

Third Degree Droids

C3PO - Episode I



C-3PO: Walking protocol droid, Diplomat 2; Init -1 (DEX); Defense 9 (-1 Dex); Spd 6m ; VP/WP -/11; Atk +0 melee (1d4, punch); SV Fort +0, Ref +0, Will +3; SZ M; Rep 1; Str 8, Dex 8, Con 11, Int 14, Wis 8, Cha 10.

Equipment: Vocabulator

Skills: Computer Use 5 ranks, Diplomacy 5 ranks, Speak Basic, Read/Write Basic, Speak Huttese, Speak Tusken, Speak Bocce

Unspent Skill Points: 15.

Feats: Skill Emphasis (Diplomacy)

TC Series

Following the success of the 3PO series of protocol droids, the Trade Federation ordered a series of Cybot Galactica protocol droids specially suited to their needs. The TC series would be able to perform all the primary functions of a protocol droid, but would not be programable with secondary functions. Since it would not be put to work on menial tasks, such a droid could have a thin metal shell instead of a harder armor plate, would not have to be as strong, and would not need to endure damage as well. As the Federation planned, it was also less expensive.

Unlike a 3PO unit, TC droids are available exclusively to the Trade Federation and are available in only one shell color--silver.



TC Series: Walking protocol droid, Diplomat 1; Init +0; Defense 10; Spd 8m ; VP/WP -/6; Atk -1 melee (1d6, hand); SV Fort -2, Ref +0, Will +2; SZ M; Rep 0; Str 8, Dex 10, Con 6, Int 16, Wis 10, Cha 10.

Equipment: Translator unit (DC 5), recording unit (audio), vocabulator.

Skills: Appraise +4, Bluff +4, Computer use +4, Diplomacy +4, Knowledge (Trade Federation) +4, Knowledge (Etiquette) +4, Sense Motive +4, Speak Basic

Unspent Skill Points: none

Feats: Skill Emphasis: Knowledge (etiquette)

Cost: Not available for sale (1,500 credits for Trade Federation)

Fourth Degree Droids

Death Star Droid

So many of these droids were owned by high-ranking Imperials on the original Death Star that they were nicknamed "Death Star Droids". Appearing to be a standard RA series servant droid, the Death Star Droid is one of the Imperial Security Bureau's many tools. Death Star Droids like 5d6-RA7 (pictured above) had a small addition to their primary programming--loyalty to the Empire, and not their stated master--was inserted into their programming. They were then given to high-ranking officers throughout the Empire. Death Star Droids would observe their designated "master" and report any suspicious--or outright treasonous--activities immediately to the ISB.



RA Series: Walking droid, Commoner 1; Init +0; Defense 10; Spd 6m ; VP/WP -/12; Atk +1 melee (1d6, hand); SV Fort +1, Ref +0, Will +0; SZ M; Rep 0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 8.

Equipment: Diagnostic package, vocabulator.

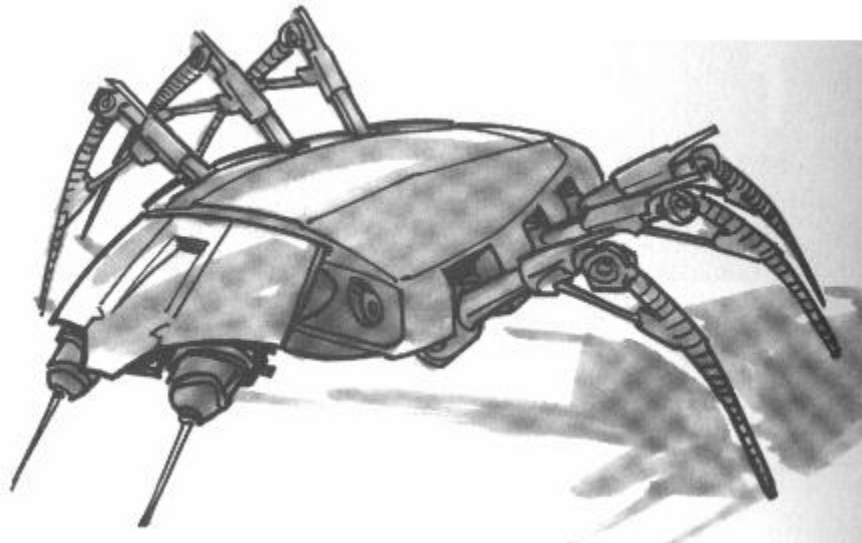
Skills: Profession (Servant) +3 **Unspent Skill Points:** 1.

Feats: None

Cost: 900 credits

Scarab Droid

Developed in Seinar Intelligence Systems Black Ops laboratory, the Scarab droid represents years of work in field of droid miniaturization. 18 different designs of scarab were developed for Imperial Intelligence, all small enough to fit in the palm of a human hand. Of these, the



simple Scarab mark VI carried the best kill ratio and was produced in greatest numbers. The mark VI was a beetle-shaped droid carried on six legs. Most of the droid's body was taken up by a reservoir filled with poison (usually lethal or hallucinogenic). The droid's head is shaped like an insect head, with a pair of syringes where the beetle's mandibles would be.

The droid was so light and quiet that it could go undetected by all but the most advanced security systems, crawl on top of a sleeping victim, target the most vulnerable spot on the victim (the carotid artery in humans) and leave before anyone knew the victim was dead.

Later models of scarab were much more vicious. Even some Imperials saw them as being too sinister. Many sported large claws, spines and flesh-eating shredders. They were more useful for intimidation and torture than the mark VI, but could never live up to their predecessor's reputation as the ultimate stealthy assassin.

Although scarabs were usually given single assignments, swarm tactics were used occasionally with great success. Very few humans are swift enough to destroy a dozen of the tiny assassins without suffering a lethal bite.

Mark VI Scarab Droid: Walking assassin droid, Thug 1; Init +0; Defense 18; Spd 8m ; VP/WP -/4; Atk +7 melee (1 plus poison, poison stingers); SV Fort +0, Ref +0, Will +2; SZ Fine; Rep 0; Str 6, Dex 10, Con 8, Int 10, Wis 10, Cha 3.

Equipment: Diagnostic package, poison reservoir, low-light vision, improved sensor package.

Skills: Knowledge (biology) +4, Profession (assassin) +4

Unspent Skill Points: 0.

Feats: None

Cost: 4000 credits

Fifth Degree Droids

RA Series

The RA series of servant droids, Arrakyd Industry's only attempt at creating a personal-assistant droid, was intended for sale to well-off families in need of a simple household assistant. Although its humanoid body is reminiscent of several different protocol droid designs, the droid has a low intelligence fifth-degree droid brain, allowing it to perform only menial labor.



Although the droid sold poorly in its intended market, the Empire bought up almost the entire production run. Those droids purchased by the Empire were converted into "Death Star Droids", programmed to spy on their masters and periodically report to the ISB.

RA Series: Walking service droid, Commoner 1; Init +0; Defense 10; Spd 6m ; VP/WP - /12; Atk +1 melee (1d6, hand); SV Fort +1, Ref +0, Will +0; SZ M; Rep 0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 8.

Equipment: Diagnostic package, vocabulator.

Skills: Profession (Servant) +3 **Unspent Skill Points:** 1.

Feats: None

Cost: 900 credits