

## **BB-8**

Small droid (2nd-degree) nonheroic 2/scoundrel 6

Force 9

**Init** -2; Senses **Perception** +10

Languages Basic (Understand) (understand only), Binary

**Force Points:** Once per round, you may spend a Force Point to add 1d6 to the result of an attack roll, skill check, or ability check.

**Defenses** Ref 20 (flat-footed 20), Fort 16, Will 19; Dodge, Mobility

**HP** 45; second wind +12/22; Threshold 16

Immune droid traits

**Attack:** Electroprobe +10 (1d8+3 Ion)

### **Special Talents**

**Bad Feeling:** May always take a move action during a surprise round.

**Gimmick:** Issuing computer commands is a swift action instead of a standard action.

**Master Slicer:** May re-roll any Use Computer checks to improve access and keep the better result.

**Trace:** Use Computer may be used to make Gather Information checks, provided a computer network is available.

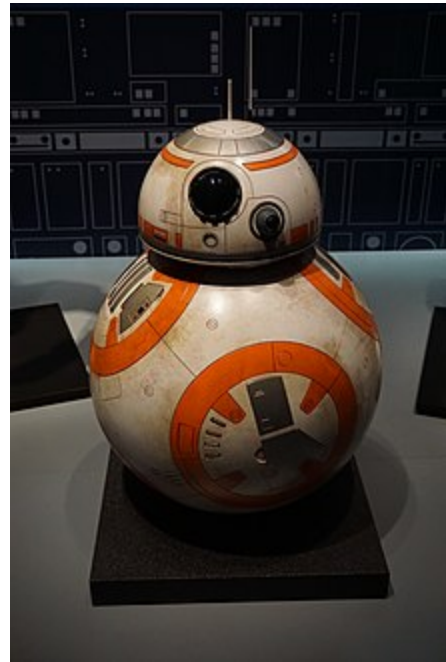
### **Special Notes**

**Dodge:** Gain +1 Reflex Defense against a selected opponent.

**Melee Defense:** May trade attack bonus on melee attacks for a dodge bonus to Reflex defense (up to BAB).

**Mobility:** +5 bonus to Reflex defense against attacks of opportunity.

**Weapon Finesse:** Use Dex modifier instead of Str on attack rolls with light melee weapons and lightsabers.



Star Wars RPG Saga Edition Character Sheet

Personal Data	Character Name <b>BB-8</b>	Species <b>Droid, Astromech</b>	Gender <b>Male</b>	
	Class <b>nonheroic 2/scoundrel 6</b>	Level <b>8</b>	Age <b>4</b>	
	XP <b>0</b>	Next <b>36000</b>	Destiny <b>0</b>	Force Points <b>9</b>
				Height <b>26"</b>
			Weight <b>180.0kg</b>	
			Eyes	
			Hair	
			Skin	

ABILITY SCORES	SCORE	ABILITY	MOD	DEFENSES	<b>16</b> FORTITUDE (Constitution)					DAMAGE THRESHOLD	HIT POINTS	CONDITION		
	9	STR	-1		10	6	0	-1	1				Fortitude Defense <b>16</b>	<b>45</b> SR(0)
	18	DEX	+4		20	<b>20</b> REFLEX (Dexterity)					Misc Bonus <b>0</b>		<b>16</b>	
	-	CON	-		10	6	2	0	-2	=	DARK SIDE POINTS <b>0</b>			
	18	INT	+4		<b>19</b> WILL (Wisdom)								1 2 3 4 5 6 7 8 9 10 11 12	
	12	WIS	+1		10	6	1	1	1					
14	CHA	+2												

SPEED <b>0</b>	INITIATIVE <b>-2</b>	PERCEPTION <b>+10</b>	BASE ATTACK BONUS <b>+5</b>	Melee (+STR) <b>+4</b>	Grapple <b>+4</b>
				Ranged (+DEX) <b>+9</b>	

Melee Defense, Gimmick, Bad Feeling

ATTACKS

WEAPON <b>Electroprobe</b>	ATK <b>+10</b>	DAMAGE <b>1d8+3 (Ion)</b>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 32 31 32 33 34 35 36 37 38 39 10 41 42 43 44 45 46 47 48 49 50
CRIT	TYPE	NOTES <b>Telescopic multitool</b>	
internal, hidden			
WEAPON	ATK	DAMAGE	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 32 31 32 33 34 35 36 37 38 39 10 41 42 43 44 45 46 47 48 49 50
CRIT	TYPE	NOTES	
WEAPON	ATK	DAMAGE	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 32 31 32 33 34 35 36 37 38 39 10 41 42 43 44 45 46 47 48 49 50
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