

DROID CUSTOMIZATION

The ability to customize your droid companion with equipment tailored to them, in the same way you modify your items or starship, adds an additional layer of customization to any character or companion. If players want access to droid-specific equipment, consider allowing the following rules.

CUSTOMIZING DROIDS

Modifying a droid with droid-specific equipment requires three key components: a droid with a valid slot for the equipment, a piece of equipment to install, and astrotech's tools. A droid can only be customized by someone with proficiency in astrotech's tools.

Droids have a number of valid equipment slots, depending on their size, as shown below in the Droid Size Equipment Slots and Time table.

INSTALLATION TIME

It takes an amount of time to install a customization in a Medium droid, depending on the customization's rarity, as shown below in the Customization Installation Time by Rarity table.

CUSTOMIZATION INSTALLATION TIME BY RARITY

Rarity	Installation Time
Standard	4 hours
Premium	8 hours
Prototype	16 hours
Advanced	24 hours
Legendary	2 days
Artifact	1 week

The customizer works 8 hours per day. It costs 100 credits per hour if the operation is performed by an NPC.

TIME MODIFIERS

In addition to the equipment's rarity, the customization time varies based on the size of the target, as shown below in the Droid Size Equipment Slots and Time table.

DROID SIZE EQUIPMENT SLOTS AND TIME

Droid Size	Equipment Slots	Time Modifier
Tiny	2	x 0.25
Small	3	x 0.5
Medium	4	x 1
Large	6	x 2
Huge	8	x 5
Gargantuan	10	x 10

For instance, to customize a Medium droid with a standard customization takes 4 hours. To customize a Huge droid with a prototype customization, however, it takes 80 hours (16 x 5).

INSTALLING EQUIPMENT

In addition to the time and cost requirement, installing customizations requires an ability check with astrotech's tools. The DC for the check is determined by the rarity of the customization being installed, as shown below in the Installation and Removal DC by Rarity table.

INSTALLATION AND REMOVAL DC BY RARITY

Rarity	Installation and Removal DC
Standard	5
Premium	10
Prototype	15
Advanced	20
Legendary	25
Artifact	30

On a success, the customization is correctly installed. On a failure, the customization is not installed, the time and credits are spent, and you must wait 24 hours before you try again.

REMOVING CUSTOMIZATIONS

Removing a customization takes half the time and credits it would to install, and requires an ability check with astrotech's tools. The DC for the check is determined by the rarity of the customization being removed, as shown above in the Installation and Removal DC by Rarity table.

On a success, the customization is removed and salvaged. On a failure, the customization is removed but destroyed.

REVERSE ENGINEERING CUSTOMIZATIONS

You can attempt to reverse engineer a customization and learn the schematic in order to craft more at a later date. When you do so, you must make an ability with astrotech's tools. The DC for the check is determined by the rarity of the modification being reverse engineered, as shown below in the Reverse Engineering DC by Rarity table.

REVERSE ENGINEERING DC BY RARITY

Rarity	Reverse Engineering DC
Standard	10
Premium	15
Prototype	20
Advanced	25
Legendary	30
Artifact	35

On a success, you learn the schematic for the customization and the customization is destroyed. On a failure, you do not learn the schematic and the customization is still destroyed.

Once you know a schematic, you can craft it with no additional ability checks.

CUSTOMIZATION CATEGORIES

Two major categories of droid customizations exist in the galaxy: parts and protocols.

PARTS

Parts typically enhance or replace the features of a droid. Additional arms, integrated shield generators or weapons, or built-in repulsor lifts.

PROTOCOLS

Protocols bestow new abilities or improvements on the target droid. Typically, they take the shape of systems improvements and offer no visible indicator that they exist.

DROID CUSTOMIZATIONS

The value of each individual customization should fall within a range, depending on its rarity, as shown below in the Customization Value by Rarity table.

CUSTOMIZATION VALUE BY RARITY

Rarity	Value
Standard	up to 1,000 cr
Premium	1,001 to 5,000 cr
Prototype	5,001 to 25,000 cr
Advanced	25,001 - 100,000 cr
Legendary	100,001 - 500,000 cr
Artifact	at least 500,001 cr

As always, it's up to the GM to determine the availability of droid customizations.

SAMPLE CUSTOMIZATIONS

The following are examples of cybernetic augmentations your players might come across.

PROFICIENCY PROTOCOL

Premium protocol

This protocol grants the droid proficiency in a new skill.

You gain proficiency in a skill of your choice.

VERSATILE INTEGRATIONS

Advanced part

This part grants more efficient and accessible storage.

You can integrate two tools of your choice into your torso. You must be proficient in the chosen tools.

STUN RAY

Prototype part

This part integrates a stun ray into your droid.

As an action, you can cast the *hold droid* or *paralyze humanoid* tech power. Intelligence is your techcasting ability for these powers. You do not require use of a wristpad for these powers.

You can use this stun ray twice. You regain all expended uses when you complete a short or long rest.