

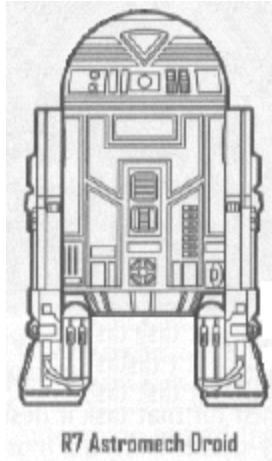
### Industrial Automaton R7X Series Astromech Droid

**Classification:** small second-degree astromech droid

**Cost:** 8,000

**Availability:** Prevalent

**Era:** *Future of the Galaxy* era only



Though Industrial Automaton's initial release of the highly specialized R7 droid was a moderate success, thanks to continuous attacks from the Imperial Remnant, and later the war with the Yuuzhan Vong, the line of droids eventually and inevitably became obsolete when the New Republic's use of the E-Wing fell out of practice in favor of newer models. Industrial Automaton has since released the R8 Series, and in the short time since the series has been available, it has been the company's biggest success since the R2 model. However, Industrial Automaton wanted to keep an astromech specialized in piloting on the market, and released the R7X, a less-focused version of the R7.

The R7X looks nearly identical to the R7 series; in fact, just about any part from either model is interchangeable, and Industrial Automaton even offered the R7X as a retrofit upgrade to existing R7 series owners. However, in order to make the droid appealing to the market, a micro-version of the advanced droid brain found in certain protocol droids was installed, enabling the R7X to be far more easily reprogrammed for use on different starships.

At the cost of all internal storage space, the R7X can be reprogrammed for any common starship with minimal effort. The DC to reprogram an R7X's Starship Operation feat or the ship with which the R7X is Familiar (as the Starship Ace class ability) is only 15, due to its immense knowledge base of hundreds of starships models. This also enables the owners to get better use out of the droid when switching starship specialties; because the droid stores data for so many vessels, memory wipes to allow the droid better specialty at piloting the new vessel are not needed. Although the starship data is not stored in the droid's active memory for the sake of physical space, starship aces and freighter captains have already noticed that the R7X is far easier to reprogram than previous astromech models.

Otherwise, the R7X delivers the same outstanding performance for any starfighter or space transport as was previously observed in the R7 series for the now venerable E-Wing. It was offered at the same price as the R7, and its advanced technology and broader specialization has, for the very short time the model has been available, yielded notable success on the market.

**R7X Series:** Tracked astromech droid, Expert 8/Starship Ace 2; Init +7 (+3 Dex, +4 Imp Init); Defense 18 (+4 class, +3 Dex, +1 size); Spd 10 m; VP/WP 12/14; Atk +10/+5 melee (1d4+2, claw) or +10/+5 melee (2d6, arc welder) or +11/+6 ranged; SQ starship defense +2, Familiarity +1; SV Fort +6, Ref +8, Will +9, SZ S; Face/Reach 2 m by 2 m/2 m; Rep +2; Str 14, Dex 16, Con 14, Int 20, Wis 12, Cha 12; Challenge Code C.

**Equipment:** Comlink, heuristic processor, sensors (improved sensor package, infrared vision, 360-degree vision), diagnostics package, recording unit (holo), tool mounts (x2), telescopic appendage, environmental compensator (vacuum), magnetic feet, fire extinguisher.

**Skills:** Astrogate +19 (12 ranks), Computer Use +17 (12 ranks), Disable Device +14 (9 ranks), Knowledge (Astronomy) +17 (12 ranks), Pilot +19 (12 ranks), Read/Write Basic, Repair +14 (9 ranks), Search +16 (9 ranks), Speak Language (Binary), Spot +12 (9 ranks), Understand Language (Basic)

**Unspent Skill Points:** 55 (5 unused languages)

**Feats:** Ambidexterity, Improved Initiative, Spacer, Starship Dodge, Weapon Group Proficiency (blaster pistols, simple weapons)

**Unspent Feats:** 1; Must either be Starship Operation (starfighter) or (space transport)