Name: R2-DC0 (Artoo Deco)
Class: Astromech droid
Color: Teal

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 2D
    Astrogation 5D, Sensors 5D, Space Transports 3D, Starfighter Piloting 4D
PERCEPTION 1D
    Search 4D, Persuasion 5D
STRENGTH 1D
TECHNICAL 2D
    Computer Programming/Repair4D, Space Transport Repair 5D, Starfighter Repair 5D*, Repulsorlift Repair 4D
* Astromech droids, if acting in co-pilot capacity, may attempt starship repairs while in flight.

Artoo Deco
by Kurt Zimmerman

Equipped With:
    Three wheeled legs
    Retractable heavy grasper arm (lifting skill at 2D)
    Retractable fine work grasper arm
    Extendable 0.3 metre long video sensor (360o rotation)
    Small electric arc welder (1D to 5D damage, 0.3 metre range)
    Small circular saw (4D damage, 0.3 metre range)
    Video display screen
    Holographic projector/recorder
    Fire extinguisher
    Acoustic signaller
    Small (20cm. by 8 cm.) internal "cargo" area
    Some additional tools and equipment

Move: 6
Size: 0.96 meters

Description: Astromechs are extremely useful and extremely common droids, seen almost everywhere across the galaxy, so even the extremely rich want to have one for their skills and capabilities. However Apreel Foulincius disliked the utilitarian look of owning one, thinking that keeping such an industrial device near him all the time reduced his status to just that of a mere commoner. So he had the most capable droidsmiths in the galaxy modify his astromech into the most stylish and appealing design they

could.

R2-DC0 (Artoo Deco) was the result, enhanced in not only looks, but also to better help around its masters starship.

One problem was that the droid was programmed knowing its own value, and to avoid situations where it might become damaged or lose that value, and therefore was a fairly cowardly and persnickety droid, which spent as much time polishing itself as it did doing its duties.