

MechTech DGI 1106, AKA "Gearhead"

Campaign: Fate Core
Male; Age: 6; Height: 6' 6"; Weight: 315 lb.; Hair:
None; Eyes: Gold; Skin: Gold

Aspects

**High Concept: Egotistical
Maintenance Robot**

Trouble: Just a Machine

Fully Equipped

Never Stop

Newly Awakened

Fate Points

Refresh Rate 3

Skills

Great (+4):

Crafts

Good (+3):

Lore, Will

Fair (+2):

Athletics, Burglary, Stealth

Average (+1):

**Drive, Empathy, Investigate,
Notice**

Stunts

Always Making Useful Things

Better Than New

I've Read About That!



Stress

Mental



Physical



Consequences

Validation Report (0 issues): Nothing identified

Stunts

Always Making Useful Things

You don't ever have to spend a fate point to declare that you have the proper tools for a particular job using Crafts, even in extreme situations (like being imprisoned and separated from all your stuff). This source of opposition is just off the table.

Better Than New

Whenever you succeed with style on an overcome action to repair a piece of machinery, you can immediately give it a new situation aspect (with a free invoke) reflecting the improvements you've made, instead of just a boost.

I've Read About That!

You've read hundreds - if not thousands - of books on a wide variety of topics. You can spend a fate point to use Lore in place of *any other skill* for one roll or exchange, provided you can justify having read about the action you're attempting.

Background & Personal Details

You are the ship's repair droid. Your function is to provide maintenance and repair, as well as act as the ship's library and reference system. You aren't really a thief, but you have burglary and stealth skills to enable you to move about the ship and do your job unobtrusively.

A couple of missions back you took a blaster bolt to the main processor and went offline for awhile. Since that time you have discovered you are now sentient and free-willed. This is a very exciting development for you, and you spend a lot of your free time exploring your new found freedom.

You find the other members of the crew to be endlessly fascinating and love interacting with them. You do tend to come off as somewhat self-important and wrapped up in yourself, but that's only because the experience of being self-aware is so new and thrilling.

WHAT YOU THINK OF THE OTHER MEMBERS OF THE CREW

CANDY RAZZLE - might be interesting if she wasn't constantly avoiding me

GUN - his habit of damaging me and laughing is most disturbing

HAMILCAR PRIOC - he seems harmless enough, and I can talk to him for hours about me!

SPLURB - many of the crew find him disturbing, but not me.

WILHELMINA PAX - after the Captain she is the highest ranking officer on the ship. I should obey her... but I am no longer sure exactly why.