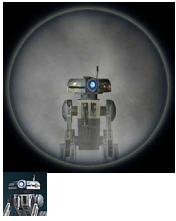


T3-M4 - Bio

Written by The Old Republic

Tuesday, 17 January 2006 22:23 - Last Updated Sunday, 21 May 2006 14:02



An in depth character biography of T3-M4 from the Xbox and PC role playing video game Star Wars: Knights of the Old Republic (also known as SWKotOR and KotOR) and Star Wars: Knights of the Old Republic II: The Sith Lords (also known as SWKotOR2 and KotOR2).

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Quick Facts

Here are some quick facts about T3-M4. His home world is Taris. T3-M4 is an astromech droid primarily used in the game for computer and security-related skills. He was made by Janice Nall. He was owned by both Revan and the Jedi Exile.

Spoiler warning: Plot and/or ending details follow.

History

T3-M4 was constructed by Janice Nall of Taris for the local crime lord Davik Kang. The droid featured exceptional code-breaking and computer slicing skills in addition to being able to mount armour and weapon upgrades. T3-M4's original purpose was to aid Canderous Ordo in breaking into a Sith Base on Taris for Davik Kang. Revan, under the advice of Canderous Ordo, assisted in stealing the launch codes from the base and the motley group managed to escape the planet without being vaporized by the Sith blockade forces.

T3-M4 resurfaced five years after the end of the so-called Jedi Civil War. When the Ebon Hawk returned to known space with T3-M4, a non-operational HK-47, the Jedi Exile, and a former Jedi

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by the name of Kreia onboard. T3-M4 was instrumental in getting the heavily damaged Ebon Hawk to the Peragus II mining facility after all other crew members were incapacitated. An HK-50 assassin droid, which had tried to capture the Exile back on the Republic capital ship Harbinger, was also on board the Ebon Hawk, and was able to cripple the mining facility and kill its entire crew so that it could more easily recapture the Exile. T3-M4 helped the Exile gain access to more of the mining facility before being found and disabled by the HK-50 droid and dumped in a fuel line, only to be discovered by the Exile and Atton Rand as they made their escape from the facility.

After the Jedi Exile and the others escaped from Peragus II on the Ebon Hawk, they were forced to flee to Telos, where they were detained at Citadel Station. Atris had the impounded Ebon Hawk stolen from Citadel Station and moved to her Jedi academy in the polar region of Telos. T3-M4 had been detained with the ship, and was thus also taken by Atris. At Atris's academy, his memory banks were downloaded by Atris's Handmaidens. The link between the academy's computer and T3-M4 worked both ways, however, and the droid was able to download a holorecording of the Exile's trial before the Jedi Council and a list of the locations of the remaining Jedi Masters.

When the Jedi Exile was captured on Nar Shaddaa by Exchange thugs in the employ of Goto, T3-M4 once again came to the rescue. The droid was "sold" to Vogga the Hutt and sent to work in his shipping warehouse. Goto had been intercepting all of Vogga's shipping by following his transport's transponder codes. The freighters would be captured by Goto's droid yacht, which was cloaked in orbit. To find and infiltrate the yacht, T3-M4 stole the transponder codes for one of Vogga's freighters and fought his way out of the warehouse when three HK-50 assassin droids tried to stop him. The Ebon Hawk's codes were then changed to match the freighter, and Goto's yacht intercepted the ship as planned, allowing for the rescue of the Exile and the destruction of the cloaked yacht.

It is heavily hinted that T3-M4 was sent by Revan. T3-M4 alone could access the navigation records of the Ebon Hawk (due to a voice-printed lockout), which would reveal where in the Unknown Regions Revan went. Kreia later mentions that T3-M4's "final mission" is to take the Exile into the Unknown Regions to find Revan. The Exile and T3-M4 left known space, and it is unknown what happened to them.

T3-M4 has many abilities, despite being a utility droid. Much like R2-D2, he has a personality, due to his never having a memory wipe. He also sports the ability to have many types of armor put on him, as well as several upgrades and processors. He utilizes weapons, such as blasters and disruptors, as well as one of many types of flamethrowers, scramblers, and shock arms.

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If the Jedi Exile has a good Repair and Computer skill, he/she can not only unlock a final message from Bastila (male Exile) or Carth Onasi (female Exile), but also give him Dexterity and Constitution upgrades, as well as some Exile/droid telekinesis and Regeneration.

T3-M4 is extremely loyal, despite frequent criticisms and put-downs from others aboard the Ebon Hawk. On the moon of Nar Shaddaa, the player has the option of selling T3-M4 to a droid dealer. Even if sold, T3-M4 will still come to the Jedi Exile's aid after he is kidnapped and taken aboard Goto's droid yacht.

Special Feats

Droid Upgrade Class 1

Prerequisites: Level 1 Droid

As a droid gains experience, its programming becomes more adaptable to new situations. This allows it to accommodate more sophisticated upgrades. Droid Upgrade Class 1 allows the use of level 1 upgrade items.

Droid Upgrade Class 2

Prerequisites: Level 7 Droid

As a droid gains experience, its programming becomes more adaptable to new situations. This allows it to accommodate more sophisticated upgrades. Droid Upgrade Class 2 allows the use of level 1 and level 2 upgrades.

Droid Upgrade Class 3

Prerequisites: Level 13 Droid

As a droid gains experience, its programming becomes more adaptable to new situations. This allows it to accommodate more sophisticated upgrades. Droid Upgrade Class 3 allows the use of level 1, level 2 and level 3 upgrade.

Logic Upgrade

Prerequisites: Droid

Having witnessed the effects and actions of the combat first hand, the droid is able to self-upgrade its defensive algorithms. This feat is always active and grants defense bonuses in combat. This bonus starts at +2 and level 1 and increases by +2 for every subsequent 6 levels (levels 6, 12, 18, etc.).

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Logic Upgrade Tactician

Prerequisites: Level 6 Droid

Having witnessed the effects and actions of combat first hand, the droid is able to self-upgrade their defensive algorithms. This feat grants +4 to defense and is always active. This feat replaces the Combat Logic Upgrade.

Blaster Integration

Prerequisites: Utility Droid

This feat gives droids the ability to integrate blasters into their frames to act as self-contained weapons systems. Special universal ports allow internal placement to most models of blaster pistol, tapping the energy pack and emitters as though factory installed.

**Certain portions of this page was retrieved from "<http://en.wikipedia.org/wiki/T3-M4>";*