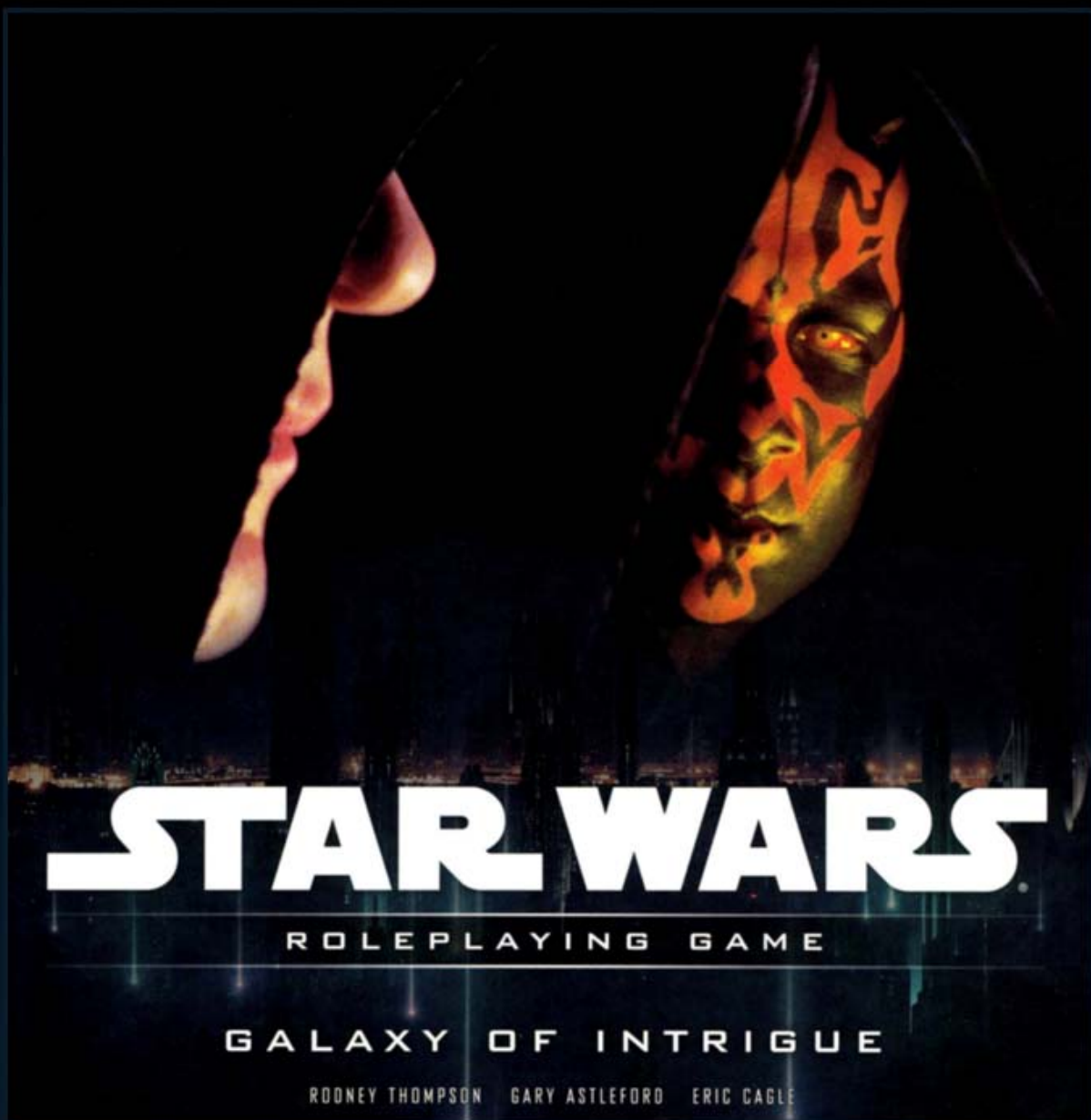


# STAR WARS

D 6 C O N V E R S I O N

## GALAXY OF INTRIGUE



# STAR WARS

ROLEPLAYING GAME

GALAXY OF INTRIGUE

RODNEY THOMPSON GARY ASTLEFORD ERIC CAGLE

Inspired by



## Alien Species

### Bith



**Home Planet:** Clak'Dor VII

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 2D/6D

**MECHANICAL** 2D/5D

**PERCEPTION** 2D/5D

**STRENGTH** 1D/2D

**TECHNICAL** 2D/5D

**Special Abilities:**

*Vision:* Bith have the ability to focus on microscopic objects, giving them a +1D to *Perception* skills involving objects less than 30 centimeters away. However, as a consequence of this, the Bith have become extremely myopic. They suffer a penalty of -1D for any visual-based action more than 20 meters away and cannot see more than 40 meters under any circumstances.

*Scent:* Bith have well-developed senses of smell, giving them +1D to *Perception* skills when pertaining to actions and people within three meters.

*Manual Dexterity:* Although the Bith have low overall *Dexterity* scores, they do gain +1D to the performance of fine motor skills - picking pockets, surgery, fine tool operation, etc. - but not to gross motor skills such as *blaster* and *dodge*.

**Move:** 5/8

**Size:** 1.5-1.75 meters tall

**Source:** Ultimate Alien Anthology (pages 23-25), Alien Anthology (page 61), Galaxy Guide 4: Alien Races (pages 22-24), Threats of the Galaxy (page 26), Galaxy of Intrigue (pages 10-11)

### Defel



**Home Planet:** Af'El

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D

**STRENGTH** 3D/4D+1

**TECHNICAL** 1D/3D

**Special Skills:**

*Dexterity Skills:*

*Blind Fighting:* Time to use: one round. Defel can use this skill instead of their *brawling* or *melee combat* skills when deprived of their sight visors or otherwise rendered blind. *Blind fighting* teaches the Defel to use its senses of smell and hearing to overcome any blindness penalties.

*Special Abilities:*

*Invisibility:* Defel receive a +3D bonus when using the *sneak* skill.

*Claws:* The claws of the Defel can inflict *Strength*+2D damage.

*Light Blind:* Defel's eyes can only detect ultraviolet light, and the presence of any other light effectively blinds the Defel. Defel can wear special sight visors which block out all other light waves, allowing them to see, but if a Defel loses its visor, the difficulty of any task involving sight is increased by one level.

**Story Factors:**

*Reputation:* Defels are considered to be a myth by most of the galaxy - therefore, when they are encountered, they are often thought to be supernatural beings. Most Defel in the galaxy enjoy taking advantage of this perception.

*Overconfidence:* Most Defel are comfortable knowing that, if they wish to hide, no one will be able to spot them. They often ignore surveillance equipment and characters who might have special perception abilities when they should not.

**Move:** 10/13

**Size:** 1.1-1.5 meters tall

**Source:** Ultimate Alien Anthology (pages 44-45), Galaxy Guide 4: Alien Races (pages 33-34), The Thrawn Trilogy Sourcebook (pages 140-141), Dark Force Rising Sourcebook (page 86), Galaxy of Intrigue (pages 11-12)

## Elomin



**Home Planet:** Elom

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D+2/3D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 1D/3D

**TECHNICAL** 2D+1/4D

**Move:** 10/12

**Size:** 1.6-1.9 meters

**Source:** Alien Encounters (page 41), The Thrawn Trilogy Sourcebook (pages 142-143), Heir to the Empire Sourcebook (page 96), Ultimate Alien Anthology (page 54), Alien Anthology (pages 71-72), Galaxy of Intrigue (page 133)

## Fosh



**Home Planet:** Unknown

**Attribute Dice:** 12D

**DEXTERITY** 3D/4D+2

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/3D+1

**PERCEPTION** 2D+2/4D+2

**STRENGTH** 1D+1/3D+1

**TECHNICAL** 1D+2/3D+2

**Special Abilities:**

*Deceptive:* A Fosh can reroll any *con* check, but must keep the second result, even if it is worse.

*Healing Glands:* Fosh can exude a powerful fluid from their tear ducts that can aid in the healing process for most species. A dose of healing tears has the same effect of using a medpac, and grants a +1D bonus to the *first aid* roll. After producing a dose of healing tears, the Fosh feels drained, suffering a -1D penalty to all skill uses until he rests for an hour.

**Story Factors:**

*Hidden:* Most Fosh prefer to stay on their homeworld. Thus, as their population is small, they have a reputation for being secretive.

**Move:** 10/11

**Size:** 1.3 meters on average

**Source:** Galaxy of Intrigue (pages 12-13)

## Givin

**Home Planet:** Yag'Dhul

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D+2/4D+2

**PERCEPTION** 1D/3D

**STRENGTH** 1D+1/3D

**TECHNICAL** 3D/5D



### Special Abilities:

*Mathematical Aptitude:* Givins receive a bonus of +2D when using skills involving mathematics, including astrogation. They can automatically solve most “simple” equations (gamemasters option.)

*Vacuum Protection:* Every Givin has built-in vacuum suit which will protect it from a vacuum or harsh elements. Add +2D to a Givin’s Strength or stamina rolls when resisting such extremes. For a Givin to survive for 24 standard hours in a complete vacuum, it must make an Easy roll, with the difficulty level increasing by one every hour thereafter.

*Increased Consumption:* Givins must eat at least three times the food a normal Human would consume or they lose the above protection. Roughly, a Givin must consume about nine kilograms of food over a 24 hour period to remain healthy.

**Move:** 8/10

**Size:** 1.7-2 meters tall

**Source:** Ultimate Alien Anthology (pages 65-66), Galaxy Guide 4: Alien Races (pages 44-46), Galaxy of Intrigue (pages 13-14)

### Gotal

**Home Planet:** Antar 4

**Attribute Dice:** 12D

**DEXTERITY 1D+2/4D+2**

**KNOWLEDGE 1D/3D**

**MECHANICAL 1D/2D**

**PERCEPTION 2D/5D**

**STRENGTH 2D+1/4D+1**

**TECHNICAL 1D/3D**

### Special Abilities:

*Energy Sensitivity:* Because Gotals are unusually sensitive to radiation emissions, they receive a +3D to their search skill when hunting targets in wide open areas of up to 10 kilometers around them. In crowded areas, such as towns and cities,



the bonus drops to +1D, and the range drops to less than one kilometer. In areas with intense radiation, they suffer a -1D penalty to search because their senses are overwhelmed by radiation static.

*Mood Detection:* By reading the auras and moods of others, Gotals receive a positive or negative bonus when engaging in interactive skills with other characters. The Gotals makes a moderate Perception check and adds the following bonus to his Perception skills when making opposed rolls for the rest of that encounter:

### Rolls Misses Difficulty By/Penalty:

6+/-3D    2-5/-2D    1/-1D

### Roll Beats Difficulty By/Bonus:

0-7/1D    8-14/2D    15+/3D

*Fast Initiative:* Gotals who are not suffering from radiation static receive a +1D when rolling initiative against non-Gotal opponents. This is due to their ability to read the emotions and intentions of others.

### Story Factors:

*Droid Hate:* Gotals dislike droids because the emissions produced by droids overwhelm their special senses. They receive a -1D to all Perception-based skill rolls when within three meters of a droid.

*Reputation:* Because of the Gotal’s reputation as being overly sensitive to moods and feelings, other species are uncomfortable dealing with them. Assign modifiers as appropriate.

**Move:** 10/15

**Size:** 1.8-2.1 meters

**Source:** Ultimate Alien Anthology (pages 67-68), Alien Anthology (pages 76-77), Galaxy Guide 4: Alien Races (pages 46-48), The Thrawn Trilogy Sourcebook (pages 144-145), Dark Force Rising Sourcebook (page 89), Galaxy of Intrigue (page 14)

## Herglic



**Home Planet:** Giju  
**Attribute Dice:** 12D  
**DEXTERITY** 1D/3D  
**KNOWLEDGE** 1D/3D  
**MECHANICAL** 1D/4D  
**PERCEPTION** 1D+2/3D+2  
**STRENGTH** 3D/5D  
**TECHNICAL** 1D+1/4D+1

### Special Abilities:

*Natural Body Armor:* The thick layer of blubber beneath the outer skin of a Herglic provides +1D against physical attacks. It gives no bonus to energy attacks.

### Story Factors:

*Gambling Frenzy:* Herglics, when exposed to games of chance, find themselves irresistibly drawn to them. A Herglic who passes by a gambling game must make a Moderate *willpower* check to resist the powerful urge to play. They may be granted a bonus to their roll if it is critical or life-threatening for them to play.

**Move:** 6/8

**Size:** 1.7-1.9 meters

**Source:** Alien Encounters (pages 68-69), Lords of the Expanse Sector Guide (pages 13-15), Player's Guide to Tapani (pages 41-42), The Thrawn Trilogy Sourcebook (pages 145-146), Dark Force Rising Sourcebook (pages 91-92), Ultimate Alien Anthology (pages 70-71), Alien Anthology (pages 77-78), Galaxy of Intrigue (pages 15-16)

## Mrlssi



**Home Planet:** Mrlsst  
**Attribute Dice:** 12D  
**DEXTERITY** 1D+2/2D+1  
**KNOWLEDGE** 3D/4D+2  
**MECHANICAL** 3D/5D  
**PERCEPTION** 1D+1/3D  
**STRENGTH** 1D/1D+2  
**TECHNICAL** 2D/4D

### Special Abilities:

*Teaching Ability:* The vast majority of Mrlssi are scholars and should have the scholar skill and a specialization. Mrlssi can advance all specializations of the scholar skill at half the normal Character Point cost.

### Story Factors:

*Enslavement:* The Mrlssi were subjugated by Imperial forces. During that time, many Mrlssi left their planet and most continue roaming the space lanes. Some are refugees, but most are curious scholars.

**Move:** 5/8

**Size:** 0.3-0.5 meters tall

**Source:** Alien Encounters (page 97), Lords of the Expanse Sector Guide (pages 15-16), Player's Guide to Tapani (42-43), Ultimate Alien Anthology (pages 100-101), Alien Anthology (page 89), Galaxy of Intrigue (pages 16-17)

## Neimoidian



**Home Planet:** Neimoidia

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D+2/4D+1

**MECHANICAL** 1D+1/4D

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/3D+1

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Skill Bonus:* At the time of character creation only, Neimoidian characters gain 2D for every 1D placed in either the *bargain* or *con* skills.

**Move:** 10/12

**Size:** 1.9 meters

**Source:** Ultimate Alien Anthology (pages 106-107), Galaxy of Intrigue (pages 17-18)

## Nyrianaan

**Home Planet:** Nyriaan

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D+1/4D+1

**MECHANICAL** 2D/4D

**PERCEPTION** 1D+2/3D+2

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Survivors:* At character creation only, Nyrianaan characters get 1D for every pip placed in the *survival* skill.



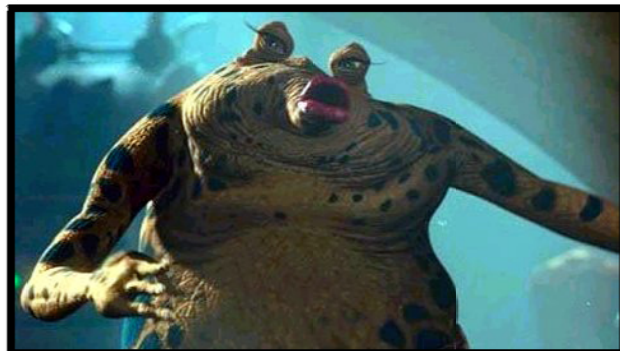
**Low-Light Vision:** Nyrianaan gain 2D in low-light conditions, and retain the ability to distinguish color and detail under these conditions.

**Move:** 10/12

**Size:** 1.4-1.65 meters

**Source:** Galaxy of Intrigue (page 144)

## Pa'lowick



**Home Planet:** Lowick

**Attribute Dice:** 10D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D+2/4D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D+2

**STRENGTH** 2D/4D

**TECHNICAL** 1D / 4D

**Move:** 7/10

**Size:** 1.2-1.8 meters

**Source:** Alien Encounters (page 116), Ultimate Alien Anthology (pages 119-120), Galaxy of Intrigue (page 131)

## Umbaran

**Home Planet:** Umbara

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D+1

**MECHANICAL** 2D/4D

**PERCEPTION** 2D+2/4D+2

**STRENGTH** 1D+1/3D+1

**TECHNICAL** 2D/4D

### Special Abilities:

**Darkvision:** Umbarans can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal light.

**Low-Light Vision:** Umbarans gain 2D in low-light conditions, and retain the ability to distinguish color and detail under these conditions.

**Light Sensitivity:** Abrupt exposure to bright light (such as sunlight) blinds Umbarans for 1 round. In addition, they suffer a -1 penalty while operating in bright light without protective eyewear.

**Perceptive:** Umbarans gain a +2 bonus to *Perception* against *con* and *bargain* rolls.

### Story Factors:

**Influence:** In situations where a character's reputation can be a factor, Umbarans gain a +2 bonus to *con*, *bargain*, *persuasion*, *investigation* and *intimidation* rolls.

**Move:** 10/12

**Size:** 1.7-2 meters (male), 1.5-1.8 meters (female)

**Source:** *Ultimate Alien Anthology* (pages 175-176), *The Clone Wars Campaign Guide* (page 160), *Galaxy of Intrigue* (pages 18-19)



## Weapons

### Wrist Blaster

**Type:** Concealed wrist blaster

**Scale:** Character

**Skill:** Blaster: wrist blaster

**Ammo:** 1

**Cost:** 1,500

**Availability:** 2, R

**Range:** 3-5/10/20

**Damage:** 3D+2

**Game Notes:** Special alloys mask the wrist blaster from weapon sensors, detecting it with a sensor scan requires a Very Difficult *sensors* roll.

**Source:** *Galaxy of Intrigue* (page 64)

### Dart Shooter

**Model:** Typical dart shooter

**Scale:** Character

**Skill:** Missile weapons: dart shooter

**Ammo:** 30 (per clip)

**Cost:** 350

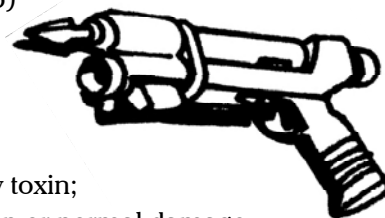
**Availability:** 1, F

**Fire Rate:** 4

**Range:** 2-4/8/10

**Damage:** Varies by toxin; normally 2D-6D stun or normal damage

**Source:** *Gundark's Fantastic Technology* (page 17), *Han Solo and the Corporate Sector Sourcebook* (page 118), *Galaxy of Intrigue* (page 64)



### Snare Gun

**Model:** Thalassian Corodex Snare

**Type:** Ranged personal restraint weapon

**Scale:** Character

**Skill:** Missile weapons: thalassian snare gun

**Ammo:** 6

**Cost:** 1,200 (black market)

**Availability:** 3, F or X

**Range:** 5-10/25/50

**Damage:** 2D stun damage

**Game Notes:** Upon initial contact, the target individual must make an opposed *Strength* roll to avoid entanglement; the snare has a beginning *Strength* of 3D. Failure to do so results in entanglement. The snare's *Strength* increases by +1D for each additional round as the filaments continue to constrict and harden. The filaments cause no physical damage. A special formulated dissolving agent degrades the filaments.

**Source:** *Galaxy Guide 11: Criminal Organizations* (pages 81/83), *Gundark's Fantastic Technology* (pages 72-73), *Galaxy of Intrigue* (page 64)

## Xerrol Nightstinger



**Model:** Xerrol Nightstinger

**Type:** Sniper blaster rifle

**Scale:** Character

**Skill:** Blaster: blaster rifle

**Ammo:** 5

**Cost:** 1,500

**Availability:** 2, R

**Fire Control:** 1D

**Range:** 2-50/150/450

**Damage:** 4D

**Game Notes:** This weapon fires invisible blaster bolts, however it utilizes customized gas canisters that cost 1,000 each, and must be replaced after 5 shots.

**Source:** Arms and Equipment Guide (page 19), Galaxy of Intrigue (page 64)

## Bundar Root

**Type:** Mind affecting plant

**Availability:** 2, F

**Game Notes:** Causes short-term memory loss and affects a victim's ability to reason. When a creature ingests bundar root, it must make an Easy *stamina* roll every round or suffer a -2D penalty to all actions for that round. The poison attacks each round until cured with a successful Moderate *first aid* roll.

**Source:** Galaxy of Intrigue (page 65)

## Chuba Poison

**Type:** Debilitating poison

**Availability:** 2, F

**Game Notes:** Potentially causing a stroke in a creature that ingests it, chuba is derived from glands of the gorg, a small amphibious creature found on swampy planets. When a creature ingests chuba poison, it must make a Moderate *stamina* roll or suffer a -1D penalty to all actions for 1D hours. If the roll fails by 10 or more, the victim remains in this condition until it receives extended

treatment (three separate and successful Difficult *first aid* rolls, one per hour).

**Source:** Galaxy of Intrigue (page 65)

## Devaronian Blood Poison

**Type:** Paralyzing stone

**Availability:** 3, R

**Game Notes:** A rare crystalline gem which is poisonous on contact. Each round that a creature is in contact with Devaronian blood-poison, it must make an Easy *stamina* roll. If the roll fails, the target is wracked with pain, can move only at half its Move score, and suffers a cumulative -1D penalty to all actions. If the accumulated penalties bring the target's *Dexterity* score to zero, it is immobilized. The poison remains in effect until treated with a successful Difficult *first aid* roll.

**Source:** Galaxy of Intrigue (page 65)

## Irksh Poison

**Type:** Yuuzhan Vong suicide poison

**Availability:** 4, X

**Game Notes:** Irksh poison is a deadly substance created by the Yuuzhan Vong for their undercover agents to use on themselves in case they are captured. When a creature ingests irksh poison, it must make a Moderate *stamina* roll or take 8D damage. If the *stamina* roll is successful, it takes only 4D damage. The poison attacks each round until cured with a successful Very Difficult *first aid* roll.

**Source:** Galaxy of Intrigue (page 65)

## Quongoosh Essence

**Type:** Blinding poison

**Availability:** 3, R

**Game Notes:** When a creature ingests quongoosh essence, it must make an Easy *stamina* roll. If the roll fails, the target suffers a cumulative -1D penalty to *Perception*. The poison continues attacking each round until it brings the creature's *Perception* score to zero, rendering it blind. The poison remains in effect until cured with a successful Moderate *first aid* roll.

**Source:** Galaxy of Intrigue (page 65)

## Trihexalon

**Type:** Biological weapon

**Availability:** 4, X

**Game Notes:** Also known as Dragon's Breath or Hex, this potent biological agent comes in powder form and causes massive breakdown in organic material. Each round that a creature is in contact with trihexalon, it must make a Very Difficult



*stamina* roll or take 10D damage. If the *stamina* roll is successful, it takes only 5D damage. At the GM's discretion a Killed result may inflict the disintegration of the limb which suffered contact with the poison.

**Source:** Galaxy of Intrigue (page 65)

## Equipment

### Antitoxin Patch

**Type:** Immune system booster adhesive patch

**Skill:** First aid

**Cost:** 25

**Availability:** 1

**Game Notes:** Applied near the stomach, the patch emits a low dose of antitoxin, giving the wearer a +3D *stamina* bonus against ingested poisons, and +2D against inhaled poisons. A patch lasts for 24 hours. Wearing antitoxin patches continuously incurs a -1 pip penalty to all actions for each consecutive day of use.

**Source:** Galaxy of Intrigue (page 66)

### Earbud Comlink



**Type:** Earpiece comlink

**Skill:** Communication

**Cost:** 200

**Availability:** 2

**Range:** 50 kilometers overland or up to low orbit

**Game Notes:** The earbud comlink gives the wearer +2D bonus to *hide* to conceal its presence. It can be programmed to initiate or receive a transmission when the wearer touches his ear or even clicks or grinds his teeth.

**Source:** Galaxy of Intrigue (page 66)

### Flash Suppressor/Silencer

**Model:** Merr-Sonn NonSonic Silencer

**Type:** Firearm noise/flash suppressor

**Scale:** Character

**Skill:** Blaster repair: modification

**Cost:** 1,200

**Availability:** 2, R

**Game Notes:** Absorbs the sound and muzzle flash of a firearm, imposing a -3D penalty to *Perception* checks to discern the sound or spot the flash of the fired slugthrower.

**Source:** Rules of Engagement – The Rebel SpecForce Handbook (page 62), Arms and Equipment Guide (page 38), Galaxy of Intrigue (page 66)

### Holo Converter

**Type:** Holographic communication masker

**Skill:** Con

**Cost:** 3,000

**Availability:** 2

**Game Notes:** The small device is attached to a holoprojector to modify the outgoing signal so that the user's image and sound are disguised. It can even alter the user's gender and species. Preset with 10 different personae, complete with rotating wardrobe, the holo converter grants a +2D *con* bonus for the user to impersonate another individual.

**Source:** Galaxy of Intrigue (page 66)

### Panic Ring

**Type:** Personal emergency signaler

**Cost:** 300

**Availability:** 2

**Game Notes:** Available in a variety of shapes and sizes, including a large ornamental ring, this device contains a concealed distress signal transmitter (locating the hidden activation button requires a Very Difficult *search* roll). The encrypted emergency signal has a 100 km range and continually broadcasts a preset signal to local law enforcement, personal security or any other designated group. Changing this signal requires a Very Difficult *communications* roll, and failure by 5 or more activates the panic ring.

**Source:** Galaxy of Intrigue (page 66)

### Redirection Crystal

**Type:** Blaster bolt redirection device

**Scale:** Character

**Skill:** Blaster

**Cost:** 500

**Availability:** 4, R

**Range:** 3-10/20/40

**Game Notes:** A redirection crystal is filled with Tibanna gas and has a small blasting tube which must be preset at the desired firing angle. The sniper must hit it with a blaster bolt (the difficulty to hit is increased by +3D due to its small size), which ignites the gas and directs the blaster bolt

through the crystal's firing tube. A new attack roll must be made for the redirected bolt, using the device's range and the *blaster* skill of the person who set up the device, with a -3D penalty. The damage is that of the original blaster bolt, but the crystal can only handle a bolt of up to 5D+2 damage. Xerrol Nightstinger rifles are sometimes used with the redirection crystal, which turns the weapon's invisible bolt into a visible one, confusing the enemy as to the shot's origin. Once hit, the redirection crystal is destroyed, leaving only minuscule fragments, requiring a Heroic *investigation* roll to notice and identify.

**Source:** Galaxy of Intrigue (page 67)

### Shield Cage



**Type:** Ray shield trap

**Skill:** Security

**Cost:** 10,000

**Availability:** 3, F

**Game Notes:** A shield cage is a portable shield generator used to trap a target. It's a large flat disk, 2 meters in diameter, which must be connected to a power supply to operate and drains portable power generators after 2 hours of continuous use. Multiple shield cages can be linked together to expand the shielded area. The shield is air permeable, allowing the target to breathe and communicate verbally. Anyone confined within the cage must make an opposed roll against the cage's *Strength* of 7D to break out.

**Source:** Galaxy of Intrigue (page 67)

### Surveillance Detector

**Model:** Dalabar Micro-Electronics SDS-632

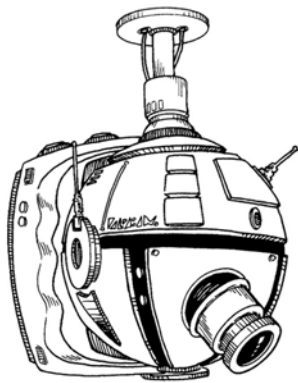
**Type:** Personal surveillance detector

**Skill:** Sensors

**Cost:** 450

**Availability:** 3

**Game Notes:** The SDS-632 scans an area with a *sensors* skill of 5D. For an additional 175 credits, the optional noise inhibitor (NI-632) blocks aural receptors by blanketing a 10-meter diameter area with sonic disturbances to match the frequency of the sensors detected.



**Source:** Galladinium's Fantastic Technology (pages 59-60), Arms and Equipments Guide (page 89), Galaxy of Intrigue (page 67)

### Tagger



**Model:** Culcanis MicroInstruments Tagger

**Type:** Remote surveillance tracking tool

**Cost:** 250

**Availability:** 3, F

**Game Notes:** The business end of the tagger is a small (5 mm) transponder dart. The tagger stylus has a small amount of pressurized gas to silently propel the transponder up to 5 meters. Once attached to its target, the device broadcasts an intermittent (once every 5 minutes) signal which can be picked up 1.2 kilometers away. Dart operates up to 40 standard hours.

**Source:** Galladinium's Fantastic Technology (page 62), Arms and Equipment Guide (page 87), Galaxy of Intrigue (page 67)

### Toxin Detector

**Model:** Zzip Personality Series ChaumScanner 5

**Type:** Poison detector

**Cost:** 6,540

**Availability:** 3, F (standard model), 4, R (luxury version)

**Game Notes:** The food scanner itself has a 4D *search* to detect any chemical or biological toxins. If specially programmed with the owner's unique biochemistry (allergies and the like), its skill goes to 7D. It produces a distinctive rhythmic vibration (detectable only by the wearer) when it detects a toxic substance. The wearer may make a Moderate *cultures* roll to seem inconspicuous when rejecting the poisoned food or drink.

**Source:** Cracken's Rebel Field Operatives (page 34), Galaxy of Intrigue (page 67)

### Veridicator

**Model:** Saldalith

Manufacturing

Veridicator 200

**Type:** Response analysis device

**Skill:** Sensors: personal sensors

**Cost:** 4,000

**Availability:** 4, R

**Game Notes:**

An Easy *sensors* roll is required for normal use. Detection range is 5 meters within a 60-degree scanning arc. Device acts as a *Perception* check (4D+2) when rolled to detect possible falsehood. If target is aware of possible scans, the target can make a *willpower* roll to control natural biorhythms and disguise a lie.

**Source:** Galladinium's Fantastic Technology (page 37), Arms and Equipment Guide (page 91), Galaxy of Intrigue (page 67)



### Vid-Vox Scrambler

**Type:** Video/audio/holo recording scrambler

**Cost:** 3,400

**Availability:** 3, F or R

**Game Notes:** The small handheld device emits a low-frequency wave that scrambles all video, audio, and holographic recordings within a 4-meter radius area, but leaves the actual conversation unaffected. Anyone using scanners to eavesdrop on protected targets must make a Heroic *sensors* or *communications* roll to pick up only fragments of images or scattered words and phrases. A scrambler can operate continuously for one week on a single power cell, or it can be connected to a generator or other permanent power source.

**Source:** Galaxy of Intrigue (page 67)

### Nyriaan Spice

**Model:** Mire nettle fungus spice

**Type:** Euphoria narcotic

**Availability:** 3, R

**Game Notes:** When imbibed, it instantly dispels any weariness the user might be feeling, and grants a +2D *stamina* bonus for 1 hour. In addition, Force-sensitive characters who are exposed to Nyriaan spice gain a +2D bonus to *control* and *sense* when using the Farseeing power. When the effect of Nyriaan spice wears off, users lapse into near catatonia, resulting in a -2D penalty to *Knowledge* and *Perception* for 4 hours.

**Source:** Galaxy of Intrigue (page 142)

## Starships

### PTV-2100 Incarcerator

**Craft:** Kuat Drive Yards PTV-2100 Incarcerator  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Prisoner transport vessel  
**Scale:** Capital  
**Length:** 320 meters  
**Skill:** Capital ship piloting: Incarcerator  
**Crew:** 250, gunners: 36, skeleton 150/+15  
**Crew Skill:** Capital ship piloting 3D, capital ship gunnery 4D, starship gunnery 4D+1  
**Passengers:** 1,500 (prisoners)  
**Cargo Capacity:** 5,500 metric tons  
**Consumables:** 1 year  
**Cost:** 4.5 million credits (new), 1.8 million (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 3  
**Hull:** 5D+1  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 45/2D  
*Focus:* 4/3D  
**Weapons:**  
**6 Turbolasers**  
*Fire Arc:* 1 front, 2 left, 2 right, 1 back  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 3-15/35/75  
*Atmosphere:* 6-30/70/150 km  
*Damage:* 5D  
**6 Laser Cannons**  
*Fire Arc:* 1 front, 2 left, 2 right, 1 back  
*Crew:* 2  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/10/15  
*Atmosphere:* 1-5/10/15 km  
*Damage:* 2D+2  
**Game Notes:** Due to its focus in repelling boarding actions, the Incarcerator and all its nearby allies gain a +1D damage bonus against starships about to dock with it.  
**Source:** Galaxy of Intrigue (page 58)

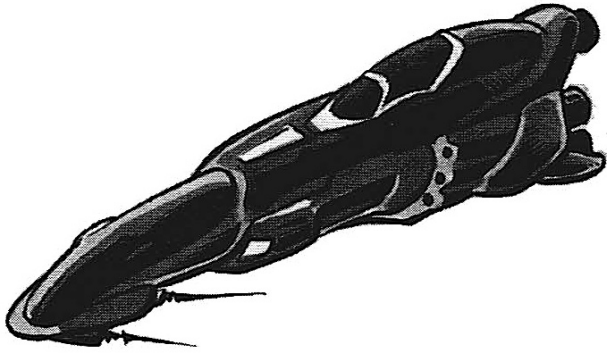
### A-24 Sleuth Scout Vessel



**Craft:** Incom Corporation A-24 Sleuth  
**Affiliation:** General  
**Era:** Old Republic  
**Type:** Scout Ship  
**Scale:** Starfighter  
**Length:** 14 meters  
**Skill:** Space transports: A-24 Sleuth  
**Crew:** 1 (Astromech droid may serve as a co-pilot)  
**Passengers:** 1  
**Cargo Capacity:** 2 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Source:** Wanted by Cracken (page 81), Galaxy Guide 10 – Bounty Hunters (page 111), Galaxy of Intrigue (pages 58-59)

### Ferret

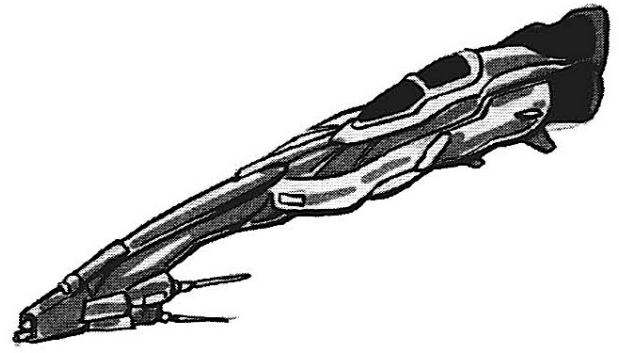
**Craft:** Republic Engineering Corporation Ferret-class Reconnaissance Vessel  
**Affiliation:** New Republic  
**Era:** New Republic  
**Type:** Stealth spyship  
**Scale:** Starfighter



**Length:** 28 meters  
**Skill:** Space transports  
**Crew:** 3  
**Crew Skill:** Astrogation 5D, sensors 5D  
**Cargo Capacity:** 2 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale (890,000 credits for government sale)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 10 (5 using baffled drive)  
**Hull:** 2D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/3D  
*Search:* 200/4D  
*Focus:* 6/4D+2  
*Stealth:* +5D to *sensor* difficulties  
**Weapons:**  
**2 Missile Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-2/8/15  
*Atmosphere Range:* 100-200/800/1.5 km  
*Damage:* 7D  
**Source:** Cracken's Threat Dossier (page 83), Galaxy of Intrigue (page 59)

### Prowler

**Craft:** Republic Engineering Corporation *Prowler*-class Reconnaissance Vessel  
**Affiliation:** New Republic  
**Era:** New Republic  
**Type:** Long term spy ship  
**Scale:** Starfighter  
**Length:** 48 meters  
**Skill:** Space transports  
**Crew:** 6  
**Crew Skill:** Astrogation 5D, space transports 4D, sensors 5D  
**Cargo Capacity:** 3 metric tons



**Consumables:** 5 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5 (2 using baffled drive)  
**Hull:** 3D  
**Sensors:**  
*Passive:* 100/1D  
*Scan:* 125/2D  
*Search:* 150/3D  
*Focus:* 5/4D+2  
*Stealth:* +3D to *sensor* difficulties  
**Weapons:**  
**2 Missile Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-2/8/15  
*Atmosphere Range:* 100-200/800/1.5 km  
*Damage:* 7D  
**Source:** Cracken's Threat Dossier (page 84), Galaxy of Intrigue (page 60)

### Sabaoth Frigate Spy Ship

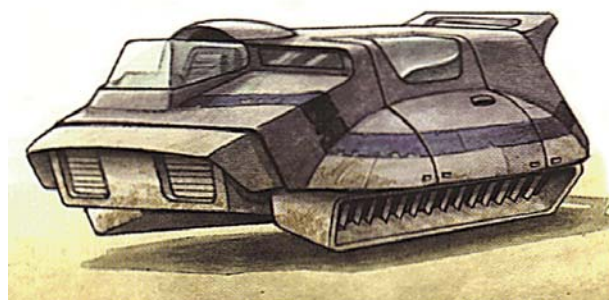


**Craft:** Modified Sabaoth Frigate  
**Affiliation:** Cavik Toth (Sabaoth Mercenary)  
**Era:** Old Republic  
**Type:** Scout vessel  
**Scale:** Capital  
**Length:** 275 meters  
**Skill:** Capital ship piloting; Sabaoth Frigate

**Crew:** 100, gunners: XX  
**Crew Skill:** Astrogation 5D+2, capital ship piloting 5D, capital ship shields 5D+1, communications 5D+2, sensors 6D, starship gunnery 4D+2  
**Passengers:** 450  
**Cargo Capacity:** 1,200 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x18  
**Nav Computer:** Yes  
**Space:** 5  
**Maneuverability:** 1D+2  
**Hull:** 2D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 90/1D+1  
*Scan:* 150/2D+1  
*Search:* 200/3D+2  
*Focus:* 6/4D+2  
*Stealth:* +2D to *sensor* difficulties  
*Comm Scanner:* +2D to *communications* to tap into transmissions  
**Weapons:**  
**4 Heavy Laser Cannons**  
*Fire Arc:* 2 left, 2 right  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Space Range:* 1-2/8/15  
*Atmosphere Range:* 100-200/800/1.5 km  
*Damage:* 6D  
**Source:** Galaxy of Intrigue (page 59)

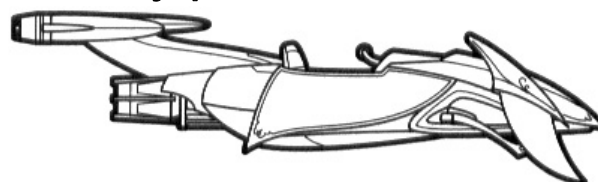
## Vehicles

### Mobquet Corona



**Craft:** Mobquet Corona Limited  
**Type:** Luxury speeder  
**Scale:** Speeder  
**Length:** 10 meters  
**Skill:** Repulsorlift operation: luxury speeder  
**Crew:** 1  
**Crew Skill:** Repulsorlift operation 3D  
**Passengers:** 6  
**Cargo Capacity:** 225 kilograms  
**Cover:** Full  
**Altitude Range:** Ground level-0.5 meters  
**Cost:** 27,599 (new)  
**Maneuverability:** 1D  
**Move:** 80; 230 kmh  
**Body Strength:** 3D  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 106-107), Galaxy of Intrigue (page 71)

### JG-8 Luxury Speeder



**Craft:** SoroSuub JG-8 Luxury Speeder  
**Type:** Luxury speeder  
**Scale:** Speeder  
**Length:** 6.2 meters  
**Skill:** Repulsorlift operation: landspeeder  
**Crew:** 1  
**Passengers:** 1  
**Cargo Capacity:** 50 kilograms  
**Cover:** 1/2  
**Altitude Range:** Ground level-1 meter  
**Cost:** 45,000 (new), 12,500 (used)  
**Maneuverability:** 0D  
**Move:** 150; 450 kmh  
**Body Strength:** 2D+2  
**Source:** Arms and Equipment Guide (page 76), Galaxy of Intrigue (page 71)

## Droids

### 5-BT Threat Analysis Droid

**Type:** Arakyd Industries 5-BT Threat Analysis Droid

#### DEXTERITY 3D+1

Blasters 4D

#### KNOWLEDGE 1D+2

Alien species 2D+1, languages 2D+2, tactics 3D

#### MECHANICAL 1D

Sensors 3D+2

#### PERCEPTION 3D

Con 4D+1, search 4D+2, sneak 3D+2

#### STRENGTH 1D+2

#### TECHNICAL 2D+2

Computer programming/repair 3D+2, security 3D+1

#### Equipped With:

- Repulsorlift unit
- Instrument appendage
- Tool appendage
- Vocabulator
- Improved sensors package (+2 to all *search* rolls)
- Infrared vision (can see in the dark up to 30 meters)
- Toxin sensor (+1D to *search* for poisons)
- Surveillance detector (+1D to *search* for eavesdropping devices)
- Translator unit (+2D to *languages*)
- Locked access (the droid's shut-down switch is secured or internally located)

**Move:** 10 (hovering)

**Size:** 0.2 meter diameter

**Cost:** 17,490

**Equipment:** Warning bracelet (worn by the owner, vibrates when the droid detects a threat).

**Source:** Galaxy of Intrigue (page 72)

### NR-1100 Slicer Droid

**Type:** New Republic Research & Development

NR-1100 Slicer Droid

#### DEXTERITY 3D

Blaster 3D+1, dodge 4D

#### KNOWLEDGE 2D+2

Bureaucracy 4D, languages 4D

#### MECHANICAL 2D

Sensors 3D

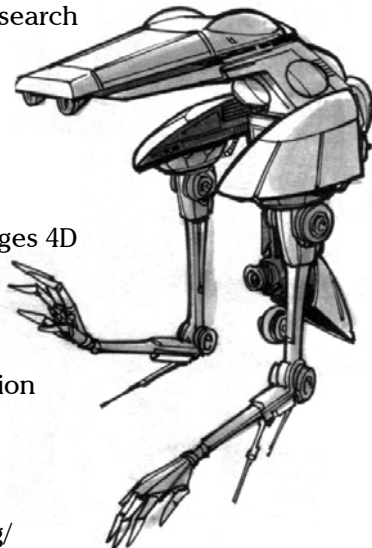
#### PERCEPTION 2D+2

Search 3D+2, investigation 4D+2, sneak 5D+2

#### STRENGTH 1D

#### TECHNICAL 3D+2

Computer programming/repair 7D, droid programming 5D, security 7D+1



#### Equipped With:

- Repulsorlift engine
- Two manipulator arms with data probe fingers
- Scomp-link computer port
- Internal comlink
- Infrared sensors (ignores low-lighting penalties)
- Self-destruct system (5D/4D/3D, blast radius: 0-1/2/3)

**Move:** 10 (hovering)

**Size:** 1.2 meters tall

**Cost:** 16,340

**Equipment:** Security kit, sensor pack, video recorder, blaster (4D).

**Source:** Galaxy of Intrigue (pages 72-73)

### 3D-4 Administrative Droid

**Type:** Genetech Corporation 3D-4 Administrative Droid

#### DEXTERITY 1D

#### KNOWLEDGE 3D

Business 4D+1, cultures 5D, languages 8D+2

#### MECHANICAL 1D

#### PERCEPTION 4D

Bargain 4D+2, con 5D+1, persuasion 5D+1

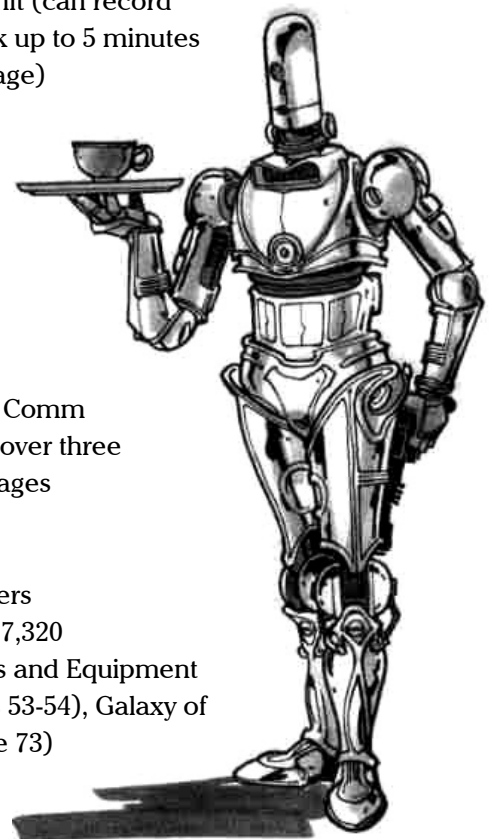
#### STRENGTH 1D

#### TECHNICAL 2D

Computer programming/repair 3D+1

#### Equipped With:

- Comlink
- Internal storage (2 Kg of extra space available for storage or upgrades)
- Recording unit (can record and play back up to 5 minutes of audio footage)



- TransLang II Comm module with over three million languages
- Vocabulator

**Move:** 10

**Size:** 1.7 meters

**Cost:** 5,500 – 7,320

**Source:** Arms and Equipment Guide (pages 53-54), Galaxy of Intrigue (page 73)

## M4 Message Droid



**Type:** Cybot Galactica M4 Message Droid

### DEXTERITY 1D

Dodge 5D

### KNOWLEDGE 1D

### MECHANICAL 1D

### PERCEPTION 1D

### STRENGTH 1D

### TECHNICAL 1D

#### Equipped With:

- Holographic projector/recorder
- Repulsorlift drive unit with 4-meter flight ceiling
- Body armor (+2D physical, +1D energy, military version only)
- Internal sporting blaster (3D+1 stun damage, ranges: 0-5/10/20, military version only)

**Move:** 30

**Size:** 0.3 meters tall

**Cost:** 2,000, 4,000 (military version)

**Source:** Galladinium's Fantastic Technology (page 24), Arms and Equipment Guide (page 62), Adventure Journal 14 (page 249), Galaxy of Intrigue (pages 73-74)

## FIII Footman Droid

**Type:** Tac-Spec Corporation FIII Footman Droid

### DEXTERITY 3D+2

Brawling parry 4D+2, blaster 4D+2, dodge 5D+2, rail cannon 5D, running 4D+2

### KNOWLEDGE 2D

Cultures 4D, languages 3D, tactics 4D

### MECHANICAL 2D

Repulsorlift operation 3D

### PERCEPTION 3D+1

Con 5D, search 5D+1

### STRENGTH 3D+2

Brawling 5D+1, climbing/jumping 6D

### TECHNICAL 2D

Computer programming/repair 4D, first aid 4D, security 3D+1

#### Equipped With:

- Humanoid body (2 arms, 2 legs, head)
- Infrared sensors (ignores low-lighting penalties)
- Improved sensor package (+2D to *search*)
- Internal encrypted comlink
- Vocabulator
- Translator unit (+3D to *languages*)
- Durasteel plating (+2D physical, +1D energy)

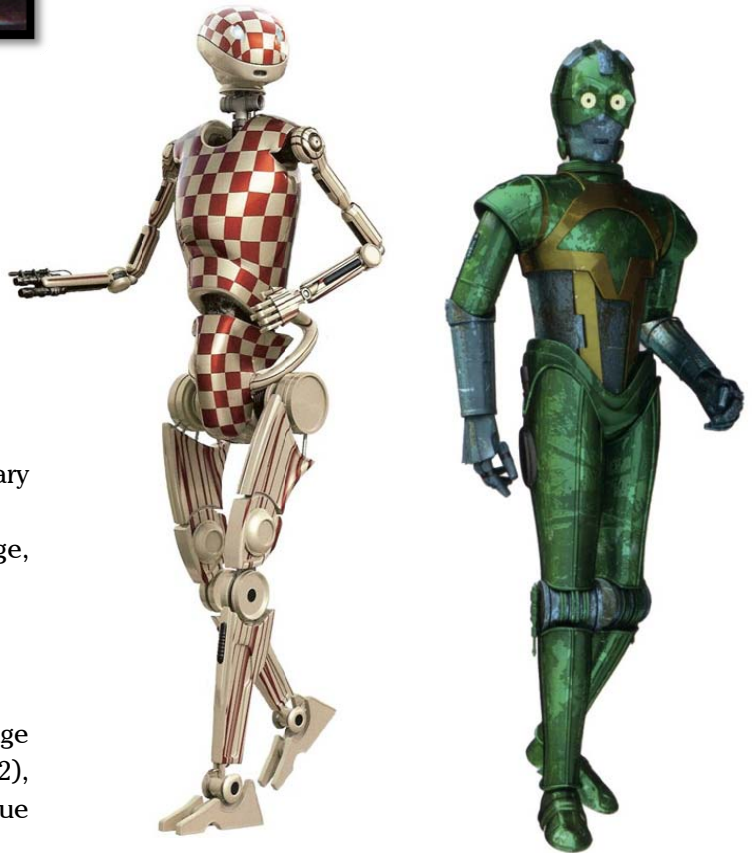
**Move:** 10

**Size:** 1.85 meters tall

**Cost:** 35,630

**Equipment:** 2 miniaturized rail cannons (6D)

**Source:** Galaxy of Intrigue (page 74)



## Battle Legionnaire

**Type:** Baktoid Combat Automata BL-Series Battle Legionnaire

### DEXTERITY 3D

Blaster 3D+2, dodge 3D+1, melee combat 4D+1

### KNOWLEDGE 3D

### MECHANICAL 1D

### PERCEPTION 2D

Search 4D

### STRENGTH 2D

### TECHNICAL 2D

#### Equipped With:

- Finger blades (STR+2D)
- Humanoid body (2 arms, 2 legs, head)
- Gyroscopic stabilizers (+2D to *Dexterity* to prevent falling prone)



-Infrared sensors (ignores low-lighting penalties)  
-Improved sensor package (+2D to *search*)  
-Internal comlink  
-Quadanium plating (+1D to resist damage)  
-Internal storage (1kg)  
-Vocabulator  
-Silence-bubble generator (4D to counter audio pickups)  
**Move:** 10  
**Size:** 1.7 meters tall  
**Cost:** 15,090  
**Equipment:** Assault blaster (5D+2), medpac (in internal storage).  
**Source:** Galaxy of Intrigue (page 75)

### **B4J4 Security Droid**

**Type:** Blujay B4J4 Sentry

#### **DEXTERITY 2D**

Blaster 5D

#### **KNOWLEDGE 1D**

#### **MECHANICAL 1D**

#### **PERCEPTION 1D**

Search 2D

#### **STRENGTH 2D**

#### **TECHNICAL 1D**

#### **Equipped With:**

-Repulsorlift engine  
-2 heavy blasters (fire-linked damage 5D)  
-2 stun blasters (fire-linked stun damage 7D)  
-2 grapple-cable shooters (1D damage plus entangle)  
-Vocabulator  
-Internal comlink  
-Plasteel shell (+1 to resist damage)

**Move:** 15 (flying)

**Size:** 1 meter tall

**Cost:** 25,340

**Source:** Mission to Lianna (page 31), Galaxy of Intrigue (page 75)

### **MRD-39B Assassin Droid**

**Type:** Corporate Sector Authority MRD-39B Assassin Droid

#### **DEXTERITY 5D**

Blaster 6D, dodge 6D+1, melee combat 5D+2

#### **KNOWLEDGE 1D**

#### **MECHANICAL 1D**

#### **PERCEPTION 2D**

Search 4D, sneak 4D+1

#### **STRENGTH 2D+2**

Climbing/jumping 3D+1

#### **TECHNICAL 2D**

Security 3D+1

#### **Equipped With:**

-Integrated blaster (3D damage)  
-2 vibrodagger claws (STR+2D damage)  
-4 climbing claws (+2D to *climbing*)  
-Infrared sensors (ignores low-lighting penalties)  
-Improved sensor package (+2D to *search*)  
-Internal comlink  
-Self-destruct system (5D/4D/3D, blast radius: 0-1/2/3)

**Move:** 6 (walking), 3 (climbing)

**Size:** 1.2 meters tall

**Cost:** 20,270

**Source:** Galaxy of Intrigue (page 208)

## Creatures

### Lluma

**Type:** Bioluminescent herd animal

**Planet of Origin:** Nyriaan

**DEXTERITY 2D+2**

**PERCEPTION 3D**

*Search 4D+2*

**STRENGTH 6D**

**Special Abilities:**

*Darkvision:* Lluma ignore low-lighting penalties.

**Move:** 12

**Size:** Large

**Source:** Galaxy of Intrigue (page 140)

### Pherin



**Type:** Semi-sentient amphibian

**Planet of Origin:** Nyriaan

**DEXTERITY 3D**

**PERCEPTION 3D**

**STRENGTH 3D**

*Climbing/jumping 6D*

**Special Abilities:**

*Bite:* Does STR+1 damage.

*Darkvision:* Pherin ignore low-lighting penalties.

**Move:** 12

**Size:** 1.1 meters

**Source:** Galaxy of Intrigue (pages 140-141)

### Chlovi Cat



**Type:** Bioluminescent amphibian predator

**Planet of Origin:** Nyriaan

**DEXTERITY 4D**

**PERCEPTION 4D**

*Sneak 6D+2*

**STRENGTH 2D+1**

*Brawling 3D, climbing/jumping 3D*

**Special Abilities:**

*Bite:* Does STR+2 damage.

*Claws:* Do STR+1 damage.

*Darkvision:* Chlovi cats ignore low-lighting penalties.

**Move:** 12

**Size:** 1 meter tall at the shoulders

**Source:** Galaxy of Intrigue (page 141)

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