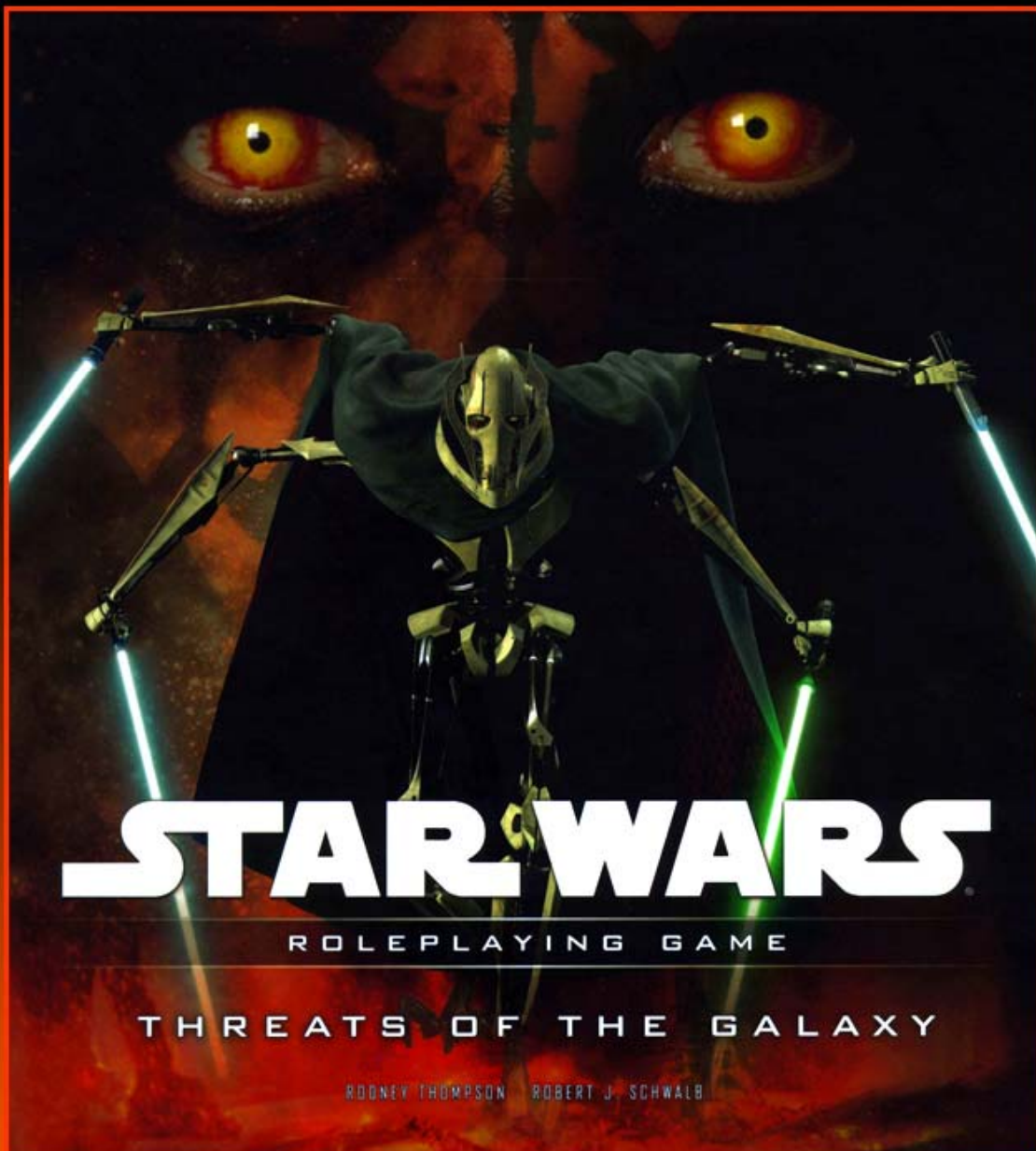


STAR WARS

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

THREATS OF THE GALAXY



Inspired by



Alien Species

Mantellian Savrip



Home Planet: Ord Mantell

Attribute Dice: 11D

DEXTERITY 1D/3D+2

KNOWLEDGE 1D/3D

MECHANICAL 1D/2D+2

PERCEPTION 1D/3D

STRENGTH 4D/6D+2

TECHNICAL 1D/2D+1

Special Abilities:

Claws: A Mantellian Savrip can claw for STR+1D damage.

Poisonous Bite: Does STR+1D+2 damage. If the bite deals damage, the target must make a Difficult *stamina* roll or suffer a cumulative -1 penalty to *Dexterity*. This roll must be made every round until the poison is extracted or neutralized (Difficult *first aid*). If the target's *Dexterity* is reduced to zero, he is immobilized, but not unconscious.

Natural Armor: Grants +1D protection against physical and +2 against energy attacks.

Intimidating Bellow: Mantellian Savrips gain a +2D+2 bonus to their *intimidation* skill checks when bellowing.

Keen Sight and Hearing: +2D bonus to *Perception* checks to notice things that involve either sight or hearing.

Low Light Vision: Mantellian Savrips can see twice as far as a normal human in poor lighting conditions.

Rage: Once per day, a Savrip can fly into a rage, gaining a +2 bonus to brawling or melee attacks and damage, but cannot use skills that require patience and concentration. A fit of rage lasts for a number of rounds equal to 4+ the character's number of full *Strength* dice. At the end of its rage, the character is tired, suffering a -1 penalty to all actions until he rests for at least 10 minutes.

Story Factors:

Creature: Nearly everyone in the universe believes the Savrips are animals and treats them as such.

Primitive: Because they are a primitive species, beginning Mantellian Savrip characters may not place any skill dice in any vehicle operations, starship operations, or repair skills. Savrip characters who are primitive gain a +2D+2 bonus to *survival* skill checks, and a +2 bonus on *sneak* skill checks. Upon learning any technical skills, however, the Savrip is considered to have been "civilized." Civilizing a Savrip results in a loss of the *sneak* skill bonus, and a reduction of the *survival* bonus to +1D+1.

Move: 12/14

Size: Up to 4 meters tall.

Source: Alien Anthology (pages 86-88), Ultimate Adversaries (pages 100-101), Threats of the Galaxy (pages 116-117)

Replica Droid

Attribute Dice: 12D

DEXTERITY 2D+2/4D+2

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 1D/3D

STRENGTH 2D+2/4D+2

TECHNICAL 2D/4D

Special Abilities:

Bonus Equipment: Replica droids can be constructed with two of the following droid systems installed: integrated comlink, darkvision (negates darkness penalties), diagnostic package (+2D to *droid repair*), improved sensor package (+2D to *search*), internal storage (subject to size limitations), translator unit (+2D to *languages*).

Droid Traits: Replica droids operate as if they were 4th-degree droids, but require none of the usual maintenance. They have all the immunities of normal droids.

Mimics: Seeking to perfectly imitate organic creatures, at character creation, replica droids get 2D for every 1D spent on the *con* skill.

Replica: Replica droids are designed to pass for organics in every aspect, including behavior and biology. A Very Difficult *sensors* roll is needed to notice "something odd" about a replica droid.

Move: 12-14

Size: Depends on mimicked species

Source: Threats of the Galaxy (page 153)

Creatures

Corellian Banshee Bird



Type: Avian predator

Planet of Origin: Corellia

DEXTERITY 4D+1

PERCEPTION 2D

Search 5D

STRENGTH 2D+1

Special Abilities:

Claws: Do STR+2 damage

Low Light Vision: A banshee bird can see twice as far as a normal human in poor lighting conditions.

Wail: The banshee can emit a loud wail that disorients opponents. Nearby targets must make a Difficult *willpower* roll or suffer a cumulative -1 penalty to all actions. This is a temporary mind-affecting effect.

Move: 20 (flying)

Size: 2-meter wingspan

Source: Threats of the Galaxy (page 106)

Tyrant Rancor

Planet of Origin: Various

DEXTERITY 4D

PERCEPTION 1D

Search: tracking: 3D

STRENGTH 11D

Special Abilities:

Claws: Do STR+2D damage

Teeth: Do STR+3D damage

Aarmor: +3D against physical and energy attacks

Move: 20

Size: 15 meters tall

Source: Threats of the Galaxy (page 123)

Varactyl



Type: Riding lizard

Planet of Origin: Utapau

DEXTERITY 4D+2

Running 5D

PERCEPTION 1D+2

Search 3D, sneak 4D

STRENGTH 7D

Climbing/jumping 8D, swimming 7D+2

Special Abilities:

Cold-Blooded: During nighttime, varactyls suffer a -2D penalty to all actions.

Spined Tail: Females have a fan of rigid spines along its tail that deal STR+2 damage.

Claws: Provide +1D to *climbing*.

Move: 40

Size: 15 meters long

Orneriness: 2D+2

Source: Threats of the Galaxy (page 126)

Droids

GH-7 Medical Droid



Type: Multi-Configuration GH-7 Medical Droid

DEXTERITY 1D

KNOWLEDGE 2D

Alien species 6D, languages 4D

MECHANICAL 1D

(A) Bacta tank operation 3D+2

PERCEPTION 2D

(A) Injury/ailment diagnosis 5D, sneak 4D

STRENGTH 1D

TECHNICAL 3D

Computer programming/repair 6D, first Aid 5D, (A) medicine 7D

Equipped With:

- Repulsorlift unit
- Two main manipulator arms
- Articulated sampling grasper
- Head-mounted probe arm
- Internal analysis chamber
- Holographic projector
- Enhanced vocoder
- Parallax brainwave scanner and bioscanner
- Diagnostic display screen
- Equipment tray

Note: The above equipments represent only one of the droid's possible configurations. It is equipped with multiple graspers and expansion ports allowing for last-minute emergency customization to meet exotic patient needs, optimizing performance and efficiency.

Move: 12

Size: 0.7 meters tall

Cost: 4,840

Source: Threats of the Galaxy (page 147)

T0-D Interrogation Droid

Type: Imperial T0-D Interrogation Droid

DEXTERITY 2D+2

Sonic weapons 5D, melee combat 4D+2

KNOWLEDGE 3D

Intimidation: interrogation 5D

MECHANICAL 2D

Sensors 3D

PERCEPTION 4D

Con 5D, persuasion

6D, search 5D

STRENGTH 2D+2

TECHNICAL 3D

First aid 5D

Equipped With:

- Wheeled locomotion
 - 2 claw appendages
 - 2 tool mounts
 - Stun baton (5D stun)
 - Sonic stunner (6D stun, 3-10/15/20)
 - Improved sensor package (+2D in low-light conditions, +2 to *search*)
 - Internal storage space (20 Kg)
 - Durasteel shell (+1D to resist damage)
 - Medical tools
 - Vocabulator
- Move:** 10
- Size:** 1 meter
- Cost:** 5,500
- Source:** Threats of the Galaxy (page 146)



R2-R Astromech Droid

Type: Industrial Automaton R2-R Astromech Droid

DEXTERITY 1D

Blaster: hold-out blaster 2D

KNOWLEDGE 1D

Streetwise 5D

MECHANICAL 2D

Astrogation 5D, starfighter piloting 3D, space transports 2D+2

PERCEPTION 1D+1

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

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 3D+2, starfighter repair 3D+2*

* Astromech droids, if acting in co-pilot capacity, may attempt starship repair while in flight.

Equipped With:

- Hold-out blaster pistol (3D)
- Three wheeled legs (center leg retractable)
- Retractable heavy grasping arm (*lifting* at 2D)
- Retractable fine work heavy grasper arm

- Extendable 0.3 meter long video sensor (360 degree rotation)
- Video display screen
- Holographic projector/recorder
- Small (20 cm by 8 cm) internal "cargo" area
- Data storage unit (holds up to 50 hours of holorecording or 50,000 holo images)

Move: 5

Size: One meter tall

Cost: 5,000 (new)

Source: Threats of the Galaxy (page 139)

Buzz Droid



Type: Colla Designs/Phlac-Arphoc Automata Industries Pistoeka Sabotage droid

DEXTERITY 5D+1

KNOWLEDGE 2D

MECHANICAL 1D

PERCEPTION 2D

Search 5D, sneak 6D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 4D+2, starfighter repair 4D

Equipped With:

- Plasma cutting torch (1D to 5D damage, 0.3 meters range)
- Vibrosaw (4D+1, 0.3 meter range)
- Claw appendage
- 2 tool appendages with stabilized mounts
- Magnetic feet
- Improved sensor package (+2 to *search*, +2D in low-light conditions)
- Integrated comlink
- Vacuum environmental compensator
- Durasteel shell (+1D to resist damage)

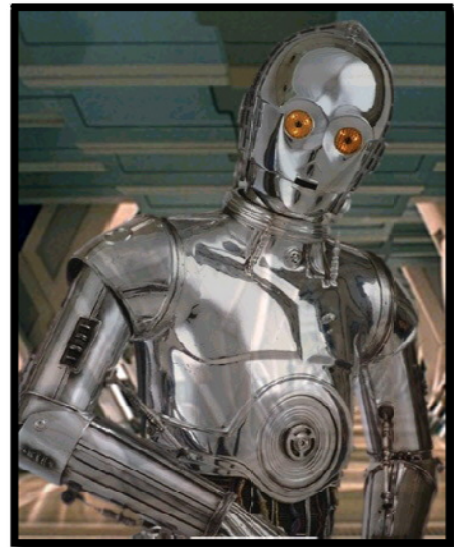
Move: 4 (walking), 16 (flying)

Size: 0.25 meter diameter

Cost: 11,400

Source: Threats of the Galaxy (page 142)

TC Protocol Droid



Type: Cybot Galactica TC-Series Protocol Droid

DEXTERITY 1D

KNOWLEDGE 3D+1

Cultures 6D, languages 10D+1*, streetwise 5D

MECHANICAL 1D

PERCEPTION 1D

Command 3D, con 3D

STRENGTH 1D

TECHNICAL 1D

* The droid's vocabulator speech/sound system makes the droid capable of reproducing virtually any sound it hears or is programmed to reproduce.

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – human range
- Vocabulator speech/sound system
- AA-1 VerboBrain
- TransLang III Communications module with over seven million languages

Move: 8

Size: 1.7 meters tall

Cost: 5,000 (new)

Source: Threats of the Galaxy (page 151)

Replica Droid

Type: Custom Human Replica Droid

DEXTERITY 4D

Blaster 4D+2, brawling parry 5D, dodge 5D, melee combat 4D+2, melee parry 4D+2

KNOWLEDGE 2D+1

Bureaucracy 3D, business 3D, survival 3D

MECHANICAL 2D

Astrogation 3D, repulsorlift operation 3D, space transports 4D, starfighter piloting 3D, starship gunnery 3D, starship shields 3D

PERCEPTION 2D+1

Search 3D+1

STRENGTH 4D+1



Brawling 5D, climbing/jumping 7D

TECHNICAL 2D

Equipped With:

- Humanoid body
- Highly modified AA-1 Verbo-brain
- Human bio-fibers
- Clone vat-grown skin

Special Abilities:

Human Replica: Human replica droids are designed to pass for humans in every aspect, including behavior and biology. A Very Difficult *sensors* roll is needed to notice “something odd” about a human replica droid masquerading as a human.

Move: 14

Size: 1.8 meters tall

Cost: 9 million

Source: Threats of the Galaxy (page 152)

VX Artillery Droid



Craft: Czerka Corporation VX Series Artillery Droid

Type: Artillery droid

DEXTERITY 3D+1

Missile weapons 4D+2

KNOWLEDGE 1D

Tactics 2D

MECHANICAL 1D

Ground vehicle operation 3D+1

PERCEPTION 1D+2

Search 3D

STRENGTH 1D

TECHNICAL 1D

Scale: Speeder

Length: 5 meters

Cost: 30,000 credits

Maneuverability: 1D

Move: 25; 70 kmh

Body Strength: 3D

Weapons:

2 Missiles Launchers (4 magazines)

Fire Arc: Turret

Skill: Missile weapons

Fire Control: 2D

Range: 5-300/600/1 Km

Damage: 4D+2

Light Concussion Missile Launcher (2 missiles)

Fire Arc: Turret

Skill: Missile weapons

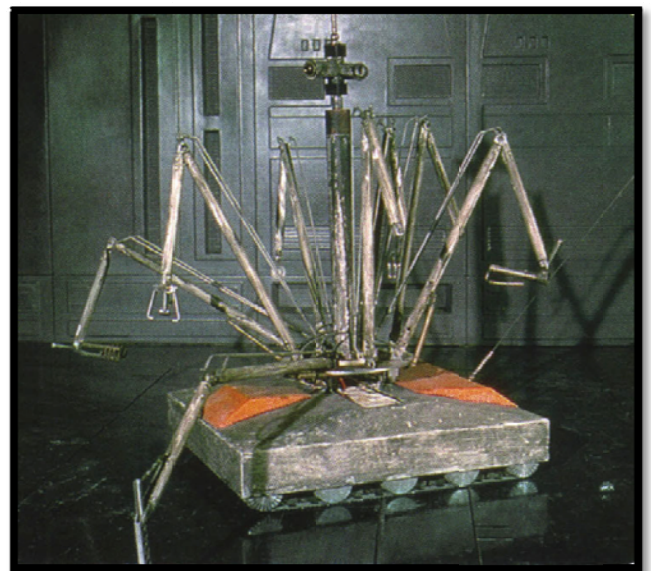
Fire Control: 2D

Range: 50-250/1/3 Km

Damage: 5D+2

Source: Threats of the Galaxy (page 134)

WSB-15 Sabotage Droid



Type: Cybot Galactica WSB-15 Sabotage Droid

DEXTERITY 3D

Plasma cutter 4D

KNOWLEDGE 2D

Languages: droid languages 4D

MECHANICAL 1D

PERCEPTION 2D

Con 4D, search 4D, sneak 5D

STRENGTH 2D

TECHNICAL 2D

Computer programming/repair 4D+2, demolitions 4D, droid programming 5D, droid repair 4D, machinery repair 6D, repulsorlift repair 4D, security 4D+1, space transports repair 4D+1, starfighter repair 5D+1

Equipped With:

- Video sensor
- Dual-tread locomotion
- Fine manipulator arms (+1D to repair skills)
- Extensible video microbinoculars (+2D to *search* for microscale work)
- Various tools
- 2 plasma cutters (3D+1, 1/2/5)
- Cybot acoustic signaler (droid languages)
- Self-destruct system

Move: 8

Size: 1.6 meters

Cost: 13,000

Source: Threats of the Galaxy (page 154)

Ultra Battle Droid



Type: Baktoid Combat Automata B3 Series Battle Droid

DEXTERITY 2D

Blaster cannon 4D, dodge 3D, missile weapons 4D, plasma cannon 4D+1

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 3D

STRENGTH 4D+2

TECHNICAL 1D

Equipped With:

- Tight-spray flamethrower (5D first round, 3D for next five rounds unless extinguished, range: 3-4/5/7)

-Wide-spray plasma cannon (6D, range: 0-5 cone is 0.5 meters wide)/15 cone is 1.5 meters wide/30 cone is 3 meters wide)

-Two rapid-fire blaster cannons (5D, range: 3-30/100/300)

-Brilliant homing missile launcher (7D, range: 5-50/150/400, missile guides itself with a skill of 4D+2)

-Remote receiver (5,000 km range, with local back-up processor)

-Low-light vision (+2D to *search* in low-light conditions)

-Armor (+1D to *Strength* to resist damage)

-Vocabulator (the droid can replicate organic speech)

Move: 14

Size: 5 meters tall

Cost: 13,400 credits

Source: Threats of the Galaxy (page 140)

B3-A Ultra Battle Droid

Type: Baktoid Combat Automata B3-A Battle Droid

DEXTERITY 2D

Blaster cannon 4D, dodge 3D, missile weapons 4D, plasma cannon 4D+1

KNOWLEDGE 2D

Tactics 4D

MECHANICAL 1D

PERCEPTION 1D

Search 3D

STRENGTH 4D+2

TECHNICAL 2D

Equipped With:

-Tight-spray flamethrower (5D first round, 3D for next five rounds unless extinguished, range: 3-4/5/7)

-Wide-spray plasma cannon (6D, range: 0-5 cone is 0.5 meters wide)/15 cone is 1.5 meters wide/30 cone is 3 meters wide)

-Two rapid-fire blaster cannons (5D, range: 3-30/100/300)

-Brilliant homing missile launcher (7D, range: 5-50/150/400, missile guides itself with a skill of 4D+2)

-Low-light vision (+2D to *search* in low-light conditions)

-Armor (+1D to *Strength* to resist damage)

-Vocabulator (the droid can replicate organic speech)

Move: 14

Size: 5 meters tall

Cost: 16,200 credits

Source: Threats of the Galaxy (page 141)

ASN-121 Assassin Droid

Type: Arakyd Industries ASN-121 Assassin Droid

DEXTERITY 3D+2

Blaster 5D

KNOWLEDGE 1D

Tactics 4D

MECHANICAL 1D

PERCEPTION 2D

Search 5D, sneak 5D+1

STRENGTH 2D

TECHNICAL 1D

Computer

programming/repair 2D+2

Equipped With:

- Low-light and UV sensors (ignores low-lighting penalties)
- Two interchangeable tool/weapon mounts
- Claw appendage
- Internal storage (2 Kg)
- Sniper Blaster (5D)
- Quadanium shell (+1D to resist damage)
- Security scrambler (can emit energy beam that renders it immune to electronic observation of any kind)

Move: 24

Size: 0.3 meters

Cost: 5,730

Source: Threats of the Galaxy (page 135)



-Motion sensors (+2 to *search* rolls against moving targets)

-Sonic sensors (+2 to *search* rolls that involve sound)

-Locked access (the droid's shut-down switch is secured or internally located)

Move: 20

Size: 0.2 meter diameter

Cost: 4,000

Source: Arms and Equipment Guide (pages 60-61), Threats of the Galaxy (page 156)

PK General Work Droid

Type: Cybot Galactica PK General Work Droid

DEXTERITY 3D

KNOWLEDGE 1D

Languages 2D

MECHANICAL 2D

PERCEPTION 1D

Search 4D

STRENGTH 2D

Lifting 3D, climbing/jumping 3D

TECHNICAL 1D+2

Machinery repair 3D

Equipped With:

- Environmental compensator (heat, radiation)
- Two manipulator arms
- Two legs
- One photoreceptor
- Vocabulator

Move: 8

Size: 1.3 meters

Cost: 1,000 credits

Source: Threats of the Galaxy (page 160)



Mark VII Inquisitor

Type: Arakyd Industries Mark VII "Inquisitor"

Seeker Droid

DEXTERITY 5D

Blasters 5D+2

KNOWLEDGE 1D+2

Alien species 3D+2, intimidation 4D, streetwise 3D

MECHANICAL 1D

PERCEPTION 3D+2

Hide 6D, search 5D, search: tracking 6D, sneak 5D

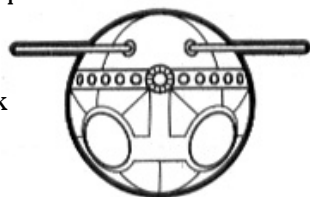
STRENGTH 2D

TECHNICAL 3D

Computer programming/repair 4D

Equipped With:

- Internal comlink
- Universal data access jack
- Audio recording unit
- Repulsorlift unit
- Vocabulator
- Improved sensors package (+2 to all *search* rolls)
- Infrared vision (can see in the dark up to 30 meters)



GRZ-6B Demolition Droid

Type: Serv-O-Droid GRZ-6B Wrecker Droid

DEXTERITY 2D

KNOWLEDGE 1D

Scholar: technology 4D

MECHANICAL 1D

PERCEPTION 1D

Search 4D

STRENGTH 8D

TECHNICAL 1D

Demolitions 4D

Equipped With:

- Two hydrological legs
- Two heavy manipulator arms
- Layered durasteel plating (+2D physical, +1D energy)
- Industrial-grade plasma torch (7D damage, left palm)



- Laser cutter (5D damage, right palm)
- Shearing maw (STR+2D damage)
- Internal fusion furnace
- Handheld remote commander
- Integrated comlink

Move: 6

Size: 6 meters tall

Cost: 43,650

Source: Threats of the Galaxy (page 144)

Equipment

Datadagger



Model: Datadagger

Type: Melee weapon/ code cylinder

Scale: Character

Skill: Melee combat

Cost: 500 - 2,000

Availability: 3, X

Difficulty: Easy

Damage: STR+2 (maximum: 5D)

Game Notes: The code cylinder allows access to restricted data via scomp link, based on the owner's level of personal security clearance.

Source: Coruscant and the Core Worlds (page 66), Threats of the Galaxy (page 13)

Rhen-Orm Biocomputer

Model: Rhen-Orm Biocomputer

Type: Cybernetic Force detector

Skill: Search: tracking

Availability: 4, X

Game Notes: The surgically implanted computer processes information received from a long antenna that protrudes from the user's forehead. When tracking a Force-sensitive individual, the target's Force Point total is added to the *tracking* roll.

Source: Threats of the Galaxy (page 17)

Cortosis Gauntlet



Model: Imperial Knight Cortosis Gauntlet

Type: Gauntlet

Scale: Character

Skill: Melee parry: gauntlet

Cost: 1,500

Availability: 3

Game Notes: +1D physical, +2 energy. If a lightsaber blade touches the cortosis gauntlet, it is deactivated (though the strike still deals normal damage) and remains inoperative for 2 minutes.

Source: Threats of the Galaxy (page 36)

Lectroticker

Model: Custom-made electronic lock breaker

Type: Security card lock signal scrambler

Skill: Security

Cost: 1,500 per pip of *security* bonus, up to +3D bonus (13,500)

Availability: 3, X

Game Notes: Sense-plate scrambles the signals sent to the electronic lock, fooling the system. Provides a bonus to the user's *security* roll to disable the electronic lock according to the lectroticker quality (and cost).

Source: Threats of the Galaxy (page 87)