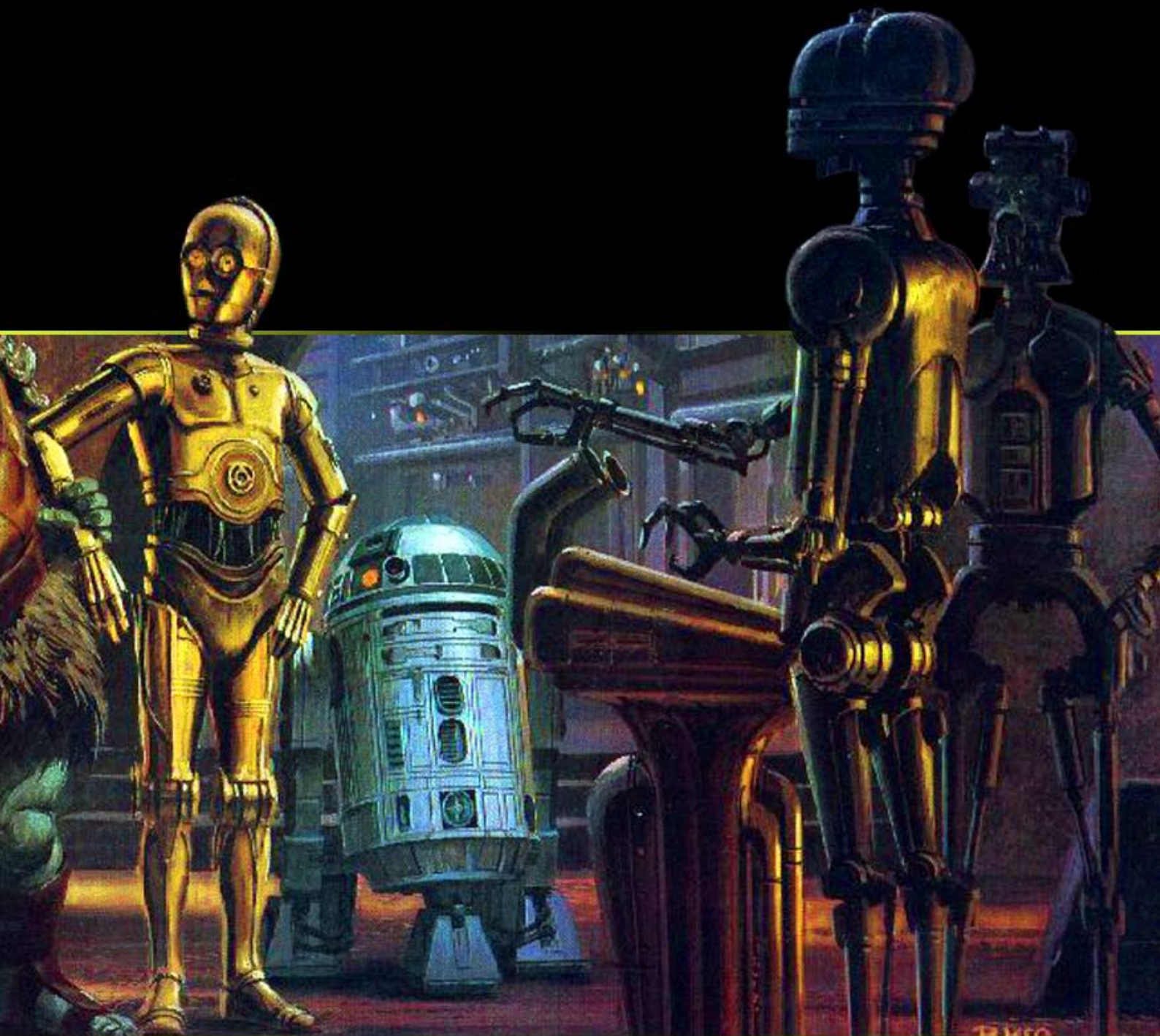


STAR WARS

ROLEPLAYING GAME



DROIDS STATS

THIAGO S. ARANHA

STAR
WARS

STAR WARS

DROIDS STATS

by Thiago S. Aranha

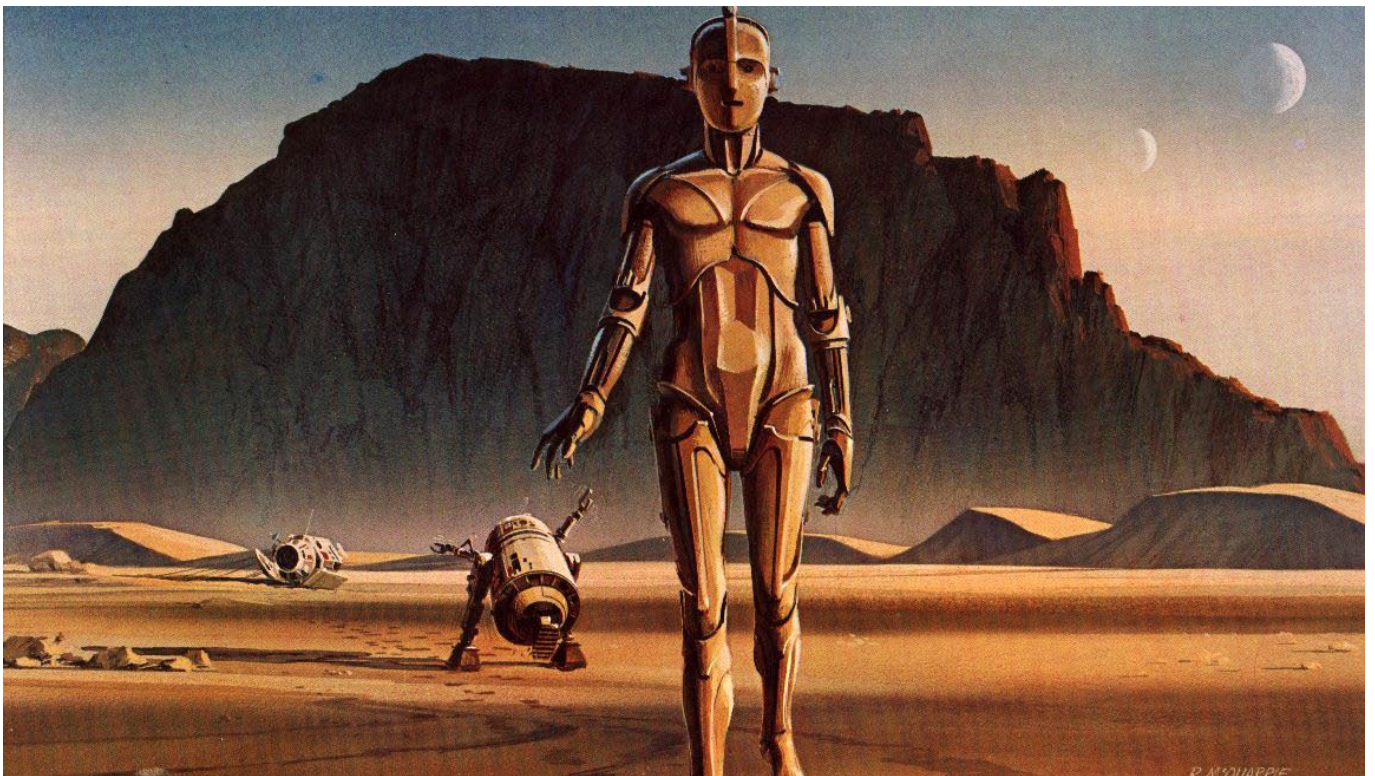


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- 44. LE-BO2D9 (Leebo)
- 45. GSAD-43
- 45. X0-X1 (Exo-ExOne)
- 45. Blue Max
- 46. AL-BRT-34-X3 (Albert)
- 46. CUTH-BRT-92-X3 (Cuthbert)

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- 47. Chiba DR-10 Protocol Droid
- 48. Siak Protocol Droid
- 48. LB Courier Droid
- 48. PD "Lurrian" Protocol Droid
- 48. BD-3000 Luxury Droid
- 49. 3PO Protocol Droid
- 49. LOM Protocol Droid
- 50. M-3PO Military Protocol Droid
- 50. Espionage Droid
- 51. TTS-15 Tutor Droid
- 51. Droid Gatewatcher
- 51. TT-8L "Tattletale" Guard Droid

Servant Droids

- 51. WA-7 Server Droid
- 52. SE4 Servant Droid
- 52. RA-7 Servant Droid
- 52. Robo-Valet
- 52. "Webby" Sailing Droid

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- 53. MK2 Attendant Droid
- 53. MK 8001 Attendant Droid
- 53. Model E Childcare Droid
- 54. TDL Nanny Droid

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- 54. SCM-22 Stenographer
- 54. XA-540 Secretary Droid
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- 55. 3D-4X Administrative Droid
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- 58. TC-14
- 58. C-3PO (See-Threepio)
- 59. K-3PO (Kay-Threepio)
- 59. T-3PO (Tee-Threepio)
- 60. Squeaky
- 60. F-RTZ-2 (Fritz)
- 60. J-9SB
- 60. CBX-9
- 61. K-27
- 61. KL-6T-LF7V-T (Sixtee-El)
- 61. Spanner
- 61. MK221 (Emmy-Kaye)
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- 66. Krath War Droid
- 67. Xim's War Robot
- 67. Sith War Droid
- 67. Sith Slayer
- 67. Sith Elite Warbot
- 68. Battle Droid
- 68. Battle Droid Commander
- 68. Battle Droid Infantry
- 68. Battle Droid Pilot
- 69. Battle Droid Security
- 69. Super Battle Droid
- 69. L8-L9 Battle Droid Prototype
- 70. IG Lancer Droid
- 70. Eradicator Battle Droid
- 70. Protector Battle Droid
- 70. Crab Droid
- 71. Chameleon Droid
- 71. Dwarf Spider Droid
- 71. Octuptarra Battle Droid
- 72. Tri-Droid
- 72. Droideka Destroyer Droid
- 73. ZQ Infantry Droid
- 73. DCM-8 Missile Platform Droid
- 73. Fromm Tower Droid
- 73. RM-2020 Espionage Droid
- 74. DX War Droid
- 74. Dark Trooper Phase One
- 74. Dark Trooper Phase Two
- 75. Dark Trooper Phase Three
- 75. SD-6 Hulk Infantry Droid
- 76. SD-9 Infantry Droid
- 76. SD-10 Infantry Droid
- 77. X-1 Viper Automadon War Droid
- 77. Battle Probot

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- 78. ASP-4 Hunter Droid
- 78. HASH-19 Assassin Droid
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- 79. DSK-1 Deathstrike Seeker Droid
- 79. NIL-8 Assassin Droid
- 80. LXC-3TF Assassin droid
- 80. HK Assassin Droid
- 80. Eliminator 434 Assassin Droid
- 80. Infiltrator Assassin Droid
- 81. IG Combat Prototype
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- 82. Attack Droid
- 82. Terminax TX-1118 Assassin Droid
- 82. Executioner Gladiator Droid
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- 83. Seeker
- 84. RLG Guardian Droid System
- 84. DZ Tracker Droid
- 84. KI 301-MAX Nightlight
- 85. Blujay B4J4 Security Droid
- 85. Mark VII Inquisitor
- 85. BT-16 Perimeter Security Droid
- 86. Ssi-ruuvi Security Droid
- 86. Zed Police Droid
- 86. Defense Droid
- 86. GV Guardian Droid
- 87. Hutt Security Droid
- 87. K4 Security Droid
- 88. K7 Security Droid
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- 88. Sith Sentry
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- 89. C-10-L Rapid Response Droid
- 89. BDG Bodyguard Droid
- 90. HXZ-1 Immobilizer Police Droid
- 90. LE-VO Law Enforcement Droid
- 91. S-EP1 Security Droid
- 91. Warden 10-24 Security Droid
- 91. MMV-608 Security Droid
- 92. IG-100 MagnaGuard
- 92. FIDO
- 93. Hunter-Killer Probot

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- 93. Marksman-H Training Remote
- 93. RHTC-560
- 94. HT Drone
- 94. Dueling Elite Droid
- 95. ASP Lightsaber Training Droid

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- 95. DX-2K2
- 95. Armx
- 96. ERYX-4
- 96. YVH 1-1A
- 97. 2-124 (Too-Onetofour)
- 97. RX-5-TLN
- 98. LC-Zed
- 98. HK-47
- 99. EL-434
- 99. IG-72
- 99. IG-88
- 100. HN-TR1
- 100. NT-X2 (Entax) & BT-X2 (Botax)
- 101. IX-2A (Ix-twoay)
- 101. K4-06B (Kay)
- 101. 6FT-DP (Sixteeftee-Depee)

5th Degree Droids

Cargo Droids

- 102. B'omarr Brain Walker
- 102. SM Scavenger Droid
- 102. P-100 Salvage Droid
- 103. V5-T Transport Droid
- 103. Robo-Hauler
- 103. MULE Droid
- 104. Load-Lifter
- 104. C-2V9 Cargo Lifter Droid
- 104. CLL-8 Binary Load Lifter
- 104. Freight Droid
- 105. X10-D Draft Droid
- 105. B-1 Worker Droid
- 105. Trade Federation Loader Droid
- 105. Loader Droid

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- 106. Q-4 Borer Droid
- 106. General Labor Mining Droid GLD-M
- 106. LIN Demolitionmech
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- 108. U2-C1 Housekeeping Droid
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- 108. JR-8 Maintenance Droid
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- 111. Decon III Droid
- 111. Gyrowheel 1.42.08 Recycling Droid
- 111. FLR Logger Droid
- 112. GRZ-6B Wrecker Droid
- 112. I-C2 Construction Droid
- 112. EVS Construction Droid

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- 113. ASN Courier Droid
- 113. AS-M12 Message Droid
- 114. Tech 4 PDV Messenger Pod
- 114. Messenger Drone
- 114. "Elegance" Message Droid

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- 116. TS-Arach Pest Control Droid
- 116. DBX Mynock Exterminator Droid

Individual Droids

- 116. LIN-D2D
- 117. ZZ-4Z (ZeeZee)
- 117. FE-9Q (Elfie)
- 117. Bollux
- 118. AX-M12 (Ayex)
- 118. Gonk
- 118. EG-67

119. Alphabetical Index

1st Degree Droids

Information Droids

Memory Droid

Type: SoroSuub Corporation Memory Droid

DEXTERITY 1D

KNOWLEDGE 2D

Bureaucracy: library science 4D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D

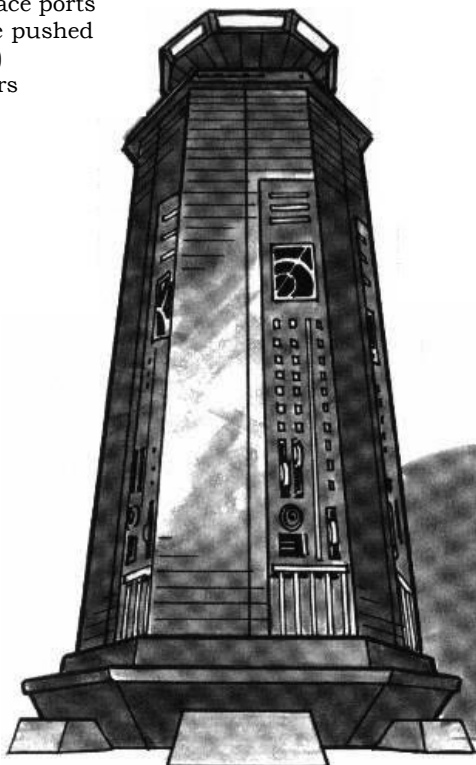
Computer programming/repair 4D

Equipped With:

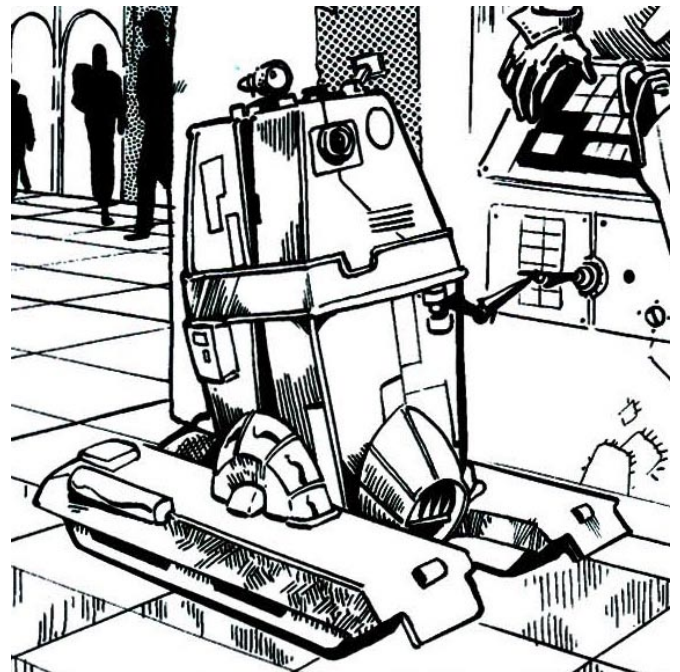
- Repulsorlift pads (nullifies weight for transport)
- Two manipulator arms
- Three high- volume memory cores with Kraren XI Superprocessors, allowing rapid data collation
- Monitoring screens, input keyboards and numerous computer interface ports

Move: 0 (can be pushed on its repulsors)

Size: 1.85 meters



IN-4 Information Droid



Type: Veril Line Systems IN-4 Information Droid

DEXTERITY 1D

KNOWLEDGE 4D

Languages 5D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Computer programming/repair 6D

Equipped With:

- Box framed body
- Treadwell locomotion unit
- Video sensor
- Vocabulator speech/sound system
- Extendible I/O computer jack

Move: 3

Size: 1.3 meters tall

Cost: 2,500 credits

Source: Cynabar's Fantastic Technology – Droids, Shadows of the Empire Sourcebook (pages 105/108)

Archive Droid

Type: Industrial Automaton
A9G-series Data Storage Unit

DEXTERITY 2D

KNOWLEDGE 2D

Bureaucracy: library science
4D, bureaucracy: Alliance
information storage 12D*

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D+2

TECHNICAL 2D

Computer programming/repair
5D

*Alliance modified model only

Equipped With:

-Kraren XI Superprocessor,
allowing rapid data collation

-Cybot Galactica Data-Sifter
software package (adds +1D
to all *computer programming/
repair* rolls involving data
searches)

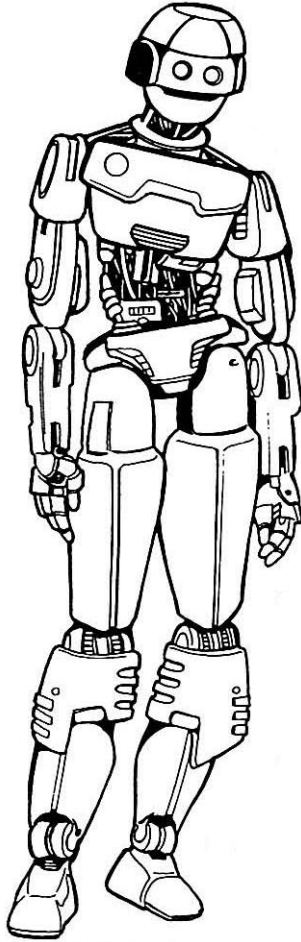
-Humanoid body (two arms,
two legs, head)

Move: 9

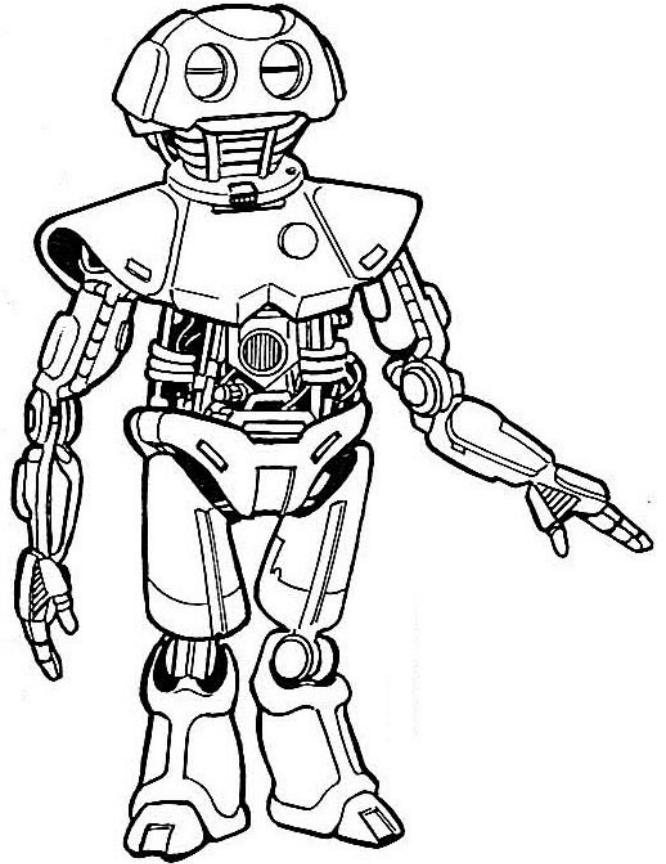
Size: 1.7 meters tall

Cost: 8,000 credits (used only)

Source: Cynabar's Fantastic
Technology: Droids, The Truce
at Bakura Sourcebook (page
134)



GY-I Information Analysis Droid



Type: Cybot Galactica GY-I Information Analysis Unit

DEXTERITY 2D

KNOWLEDGE 3D+1

Planetary systems 3D+2 tactics: fleets 4D+2*, tactics:
starfighters 4D+1*

MECHANICAL 2D

PERCEPTION 2D+1

STRENGTH 1D+1

TECHNICAL 2D

Computer programming/repair 3D+2

Equipped With:

-Humanoid body (two arms, two legs, head)

-Arakyd data storage and collation software (adds +1D to all
computer programming/repair rolls involving data search)

-Cybot Galactica multi-socket computer interface (allows
access to most computer systems currently in operation in
the Empire)

-Humanoid body (two legs, two arms, head)

-Cybot Galactica GY-I data analysis software (+2D to all
computer programming/repair rolls that involve analysis of
data)

-Stores 30 sets of astrogation coordinates*

-Tactical database software (adds +1D to *tactics*)*

* Military model only

Move: 5

Size: 1 meter tall

Cost: 7,500 credits

Source: Cynabar's Fantastic Technology – Droids, The
Truce at Bakura Sourcebook (page 133)

TT-40 Library Droid

Type: Telbrintel TT-40 Information Search & Retrieval
Droid

DEXTERITY 1D

KNOWLEDGE 1D+2

MECHANICAL 1D

PERCEPTION 1D

Investigation 5D

STRENGTH 2D

TECHNICAL 2D

Computer programming/
repair 5D

Equipped With:

-Repulsorlift unit
-360 degree data
terminal

-Auditory sensors

-Three data wheels with
extendable probes for fast
linkage with Telbrintel
switchboard

-Twin cable support link
to central mainframe

-Vocabulator

Move: 2



SP-4 Analysis Droid

Type: Analysis Droid

DEXTERITY 2D

KNOWLEDGE 3D+1

Planetary systems 7D, scholar: electronics 7D, scholar: science 7D, scholar: starships 7D, scholar: weapons 7D

MECHANICAL 2D+2

Sensors 5D

PERCEPTION 1D+2

Investigation 5D+2, search 5D

STRENGTH 1D+1

TECHNICAL 2D

Computer programming/repair 6D

Equipped With:

-Comlink

-Improved sensor package
-Recording unit (audio, holo)

-Computer interface tether (5 meters long). When connected to mainframe, adds +1D to +3D to *Knowledge*, depending on mainframe's size)

-Two manipulator arms

-Two legs

-Vocabulator

Move: 10

Size: 1.3 meters



Equipped With:

-Comlink

-Diagnostics package

-Improved sensor package

-Infrared vision

-Recording unit (audio, holo)

-Two manipulator arms tipped with analysis tools

-Repulsorlift unit

-Sonic sensors

-Telescopic vision

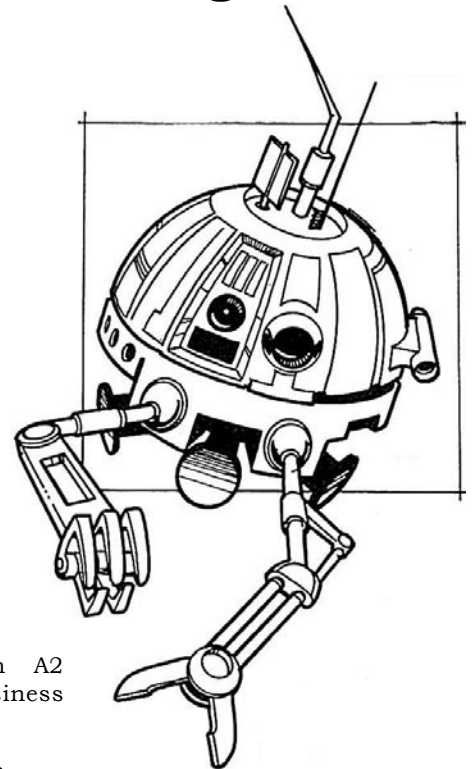
-Vocabulator

Move: 10

Size: 1 meter

Utilitarian Droids

A2 Accounting Droid



Type: Genetech A2 Accounting/Business Unit

DEXTERITY 1D

KNOWLEDGE 3D

Bureaucracy 8D, business 8D, value 7D

MECHANICAL 1D

PERCEPTION 1D

Bargain 3D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

-Hemispherical body with two fine manipulators

-Repulsorlift unit (2 meters ceiling)

-Speech synthesizer

-Holographic recorder and projector

Move: 10

Size: 1 meter wide, 0.6 meters tall

Cost: 8,000 credits (new)

Source: Cynabar's Fantastic Technology: Droids, Classic Adventures – Volume 4 (pages 139-140)

JN-66 Analysis Droid



Type: Analysis Droid

DEXTERITY 2D

KNOWLEDGE 4D

Planetary systems 8D+2, scholar: electronics 8D+2, scholar: science 8D+2, scholar: starships 8D+2, scholar: weapons 8D+2

MECHANICAL 1D+1

PERCEPTION 1D+2

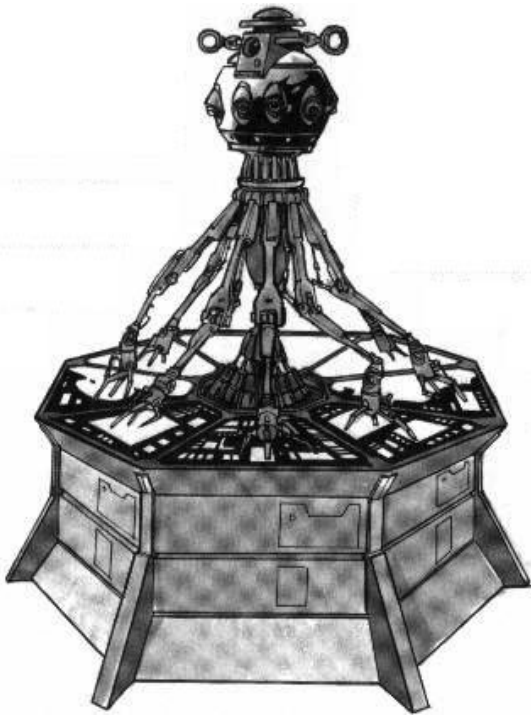
Investigation 5D+2, search 5D+2

STRENGTH 1D+1

TECHNICAL 2D+2

Computer programming/repair 7D

Systems Control Droid



Type: Genetech Corporation Pip/2 Systems Control Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

Communication 3D, sensors 3D+2

PERCEPTION 2D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 5D+1

Equipped With:

- Eight manipulator arms
- Visual and auditory sensors (360 degree vision)

Move: 0

Size: One meter tall

receiver

-Restraining bolt applicator and remover

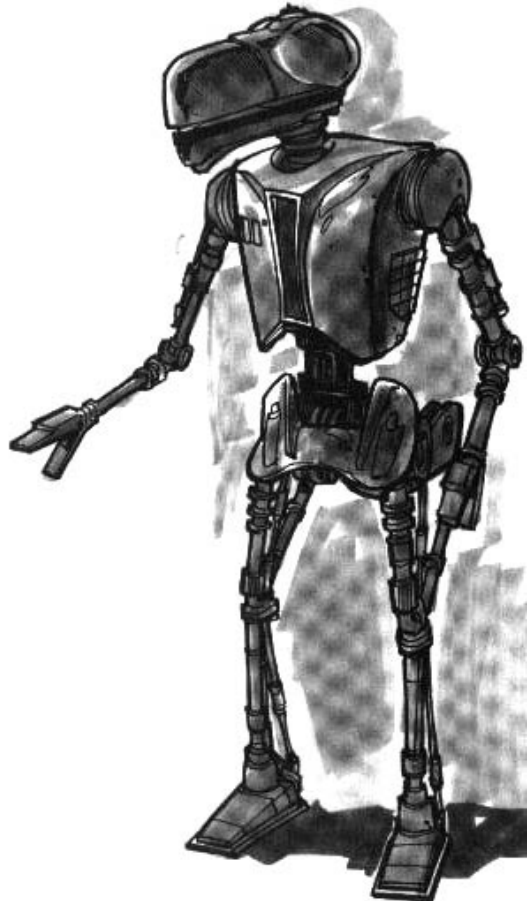
Move: 7

Size: 1.7 meters tall

Cost: 4,500

Source: The DarkStryder Campaign - Boxed Set (page 82)

EV Supervisory Droid



Type: Cybot Galactica EV Series Supervisor

DEXTERITY 1D

KNOWLEDGE 3D

Intimidation 4D, languages 4D, value: droids 5D

MECHANICAL 1D

PERCEPTION 2D

Command: droids 5D

STRENGTH 1D

TECHNICAL 3D

Computer programming/repair 4D, droid programming 5D, droid repair 4D+1

Equipped With:

- Humanoid body (two arms, two legs, head)
- High frequency binary comlink
- Broadband broadcast antenna/receiver system
- Photoreceptors (Human range)
- Auditory receptor
- Vocabulator

Move: 7

Size: 1.8 meters tall

Cost: 6,400 credits

Source: Cynabar's Fantastic Technology: Droids, Arms and Equipment Guide (pages 63-64)

Overseer Droid

Type: Ubrikkian DD-19

"Overseer" Droid

DEXTERITY 1D

KNOWLEDGE 1D+2

Languages: droid

languages 3D+2

MECHANICAL 1D+2

PERCEPTION 2D

Command 3D, command:

droids 5D, con 3D, search

3D

STRENGTH 1D

TECHNICAL 2D

Computer programming/

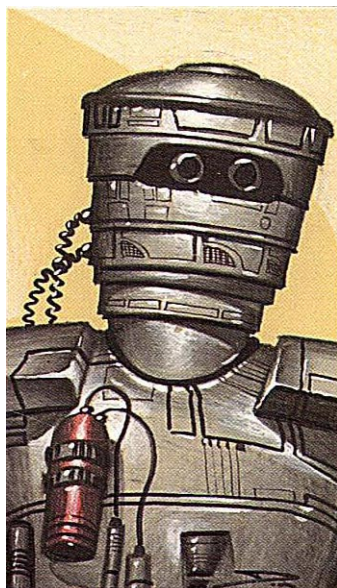
repair 4D, droid

programming 5D, droid

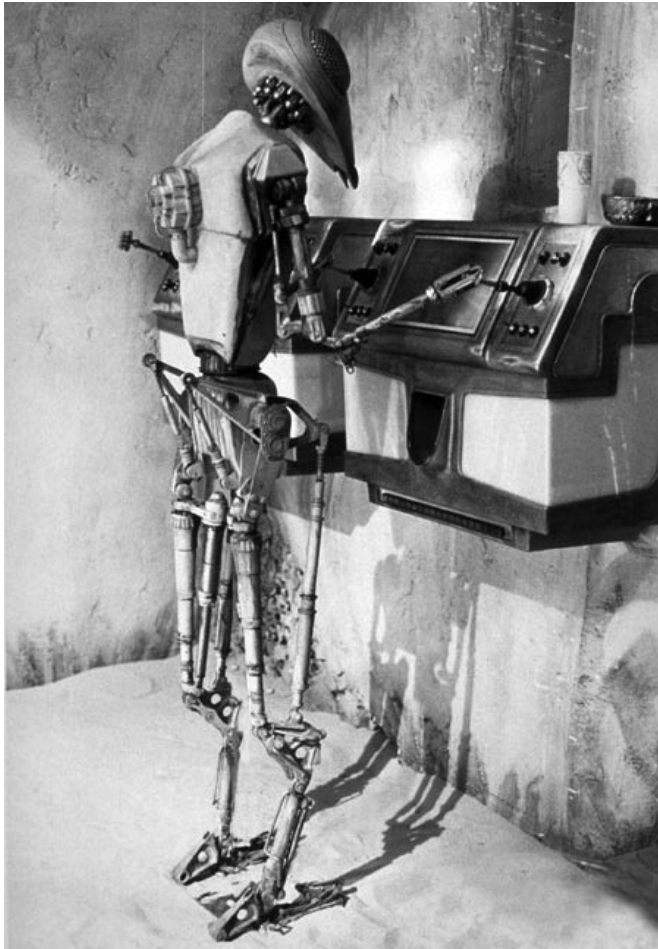
repair 5D, security 5D

Equipped With:

- Two tracked feet
- Two extendible arms
- Three photoreceptors
- Broad band antenna-



J9 Worker Drone



Type: Roche J9 Worker Drone

DEXTERITY 2D

KNOWLEDGE 4D

Alien species 5D+1, bureaucracy 5D+2, languages 4D+1

MECHANICAL 1D

PERCEPTION 3D

Bargain 4D+2, sneak 4D

STRENGTH 1D

TECHNICAL 1D

Security 5D+1

Equipped With:

- Two photoreceptors/video sensors (Verpine range)
- Bipedal locomotion
- Olfactory sensors (+1D to odor-based *search* rolls)
- Arjan vocabulator
- TransLang II Communications module (+2D to *languages*)

Move: 10

Size: 1.9 meters

Cost: 1,200 credits

Source: Cynabar's Fantastic Technology – Droids, The DarkStryder Campaign - Boxed Set (page 86), d20 Core Rulebook (page 375)

Factory Droid

Type: Cybot Galactica Factory Droid

DEXTERITY 1D

KNOWLEDGE 2D

Value 3D, scholar: engineering 3D+2

MECHANICAL 1D

PERCEPTION 1D

Search 2D+1

STRENGTH 2D

Lifting 3D+2

TECHNICAL 3D

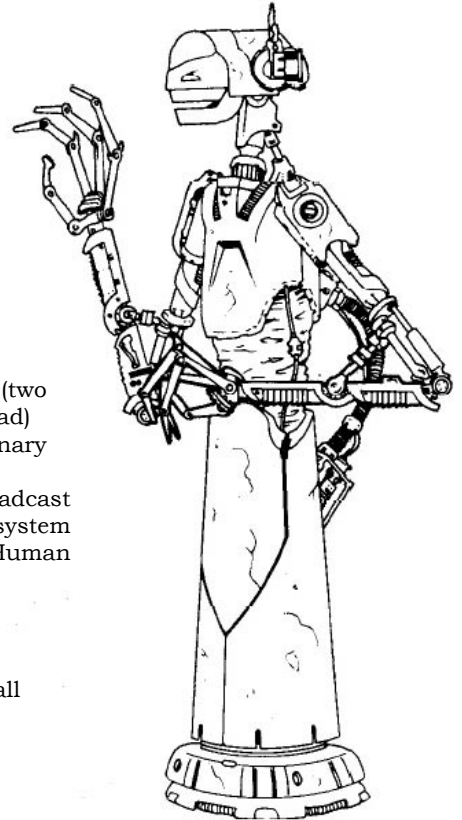
Computer programming/repair 4D, droid programming 4D, droid repair 4D, machinery repair 4D

Equipped With:

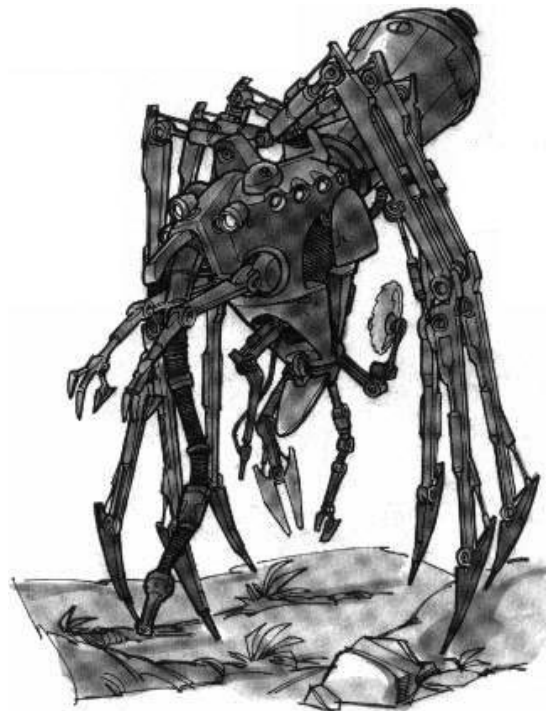
- Humanoid body (two arms, two legs, head)
- High frequency binary comlink
- Broadband broadcast antenna/receiver system
- Photoreceptors (Human range)
- Auditory receptor
- Vocabulator

Move: 0

Size: 1.9 meters tall



5T Tree Feeder Droid



Type: Publitech RO/5T.N1 Tree Feeder Droid

DEXTERITY 1D

KNOWLEDGE 3D

Scholar: botanic 6D

MECHANICAL 1D

PERCEPTION 1D

Search 4D

STRENGTH 3D

Lifting 4D+2

TECHNICAL 2D

Plant tending 5D+1

Equipped With:

- 6 legs
- Sprayer nozzle (fertilizer, organic pesticides or water)
- 2 manipulator arms
- Combination edger/trimmer
- Pruning shears, probes, & weeders

Move: 6

Size: Large

Cooking Droids

Robo-Bartender

Type: Cybot Galactica
MixRMastR Robo-
Bartender

DEXTERITY 1D

KNOWLEDGE 4D

Alien species: favorite
drinks 6D, drink
mixology 7D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

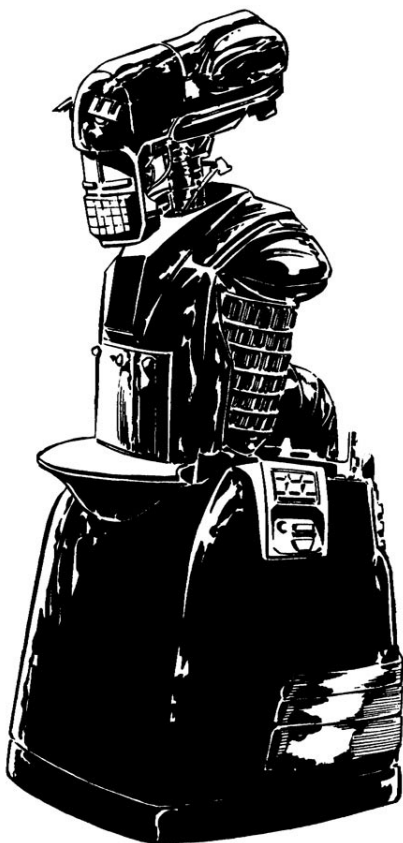
- Chemical/liquor
drum siphons
- Photoreceptor/audio
receiver (Human
range)
- Two fine manipulator
arms
- Retractable drink/
credit tray
- Repulsorlift unit
(optional)

Move: 12

Size: 0.5 meters

Cost: 1,000 credits

Source: Han Solo
and The Corporate
Sector Sourcebook
(pages 129)



COO-2180 Cook Droid

DEXTERITY 1D

KNOWLEDGE 1D

Cooking 4D+2

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 1D

Equipped With:

- 6 arms tipped with exchangeable cooking utensils
- Two legs
- One photoreceptor

Move: 7



Size: 1.7 meters

Cooking Droid

DEXTERITY 1D

KNOWLEDGE 2D

Cooking 5D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Two dozen internalized but extendable arms, each containing specialized cook's utensils, or with digits for preparing food.

Source: Mission to Lianna (page 42)

L9-G8 Cooking Droid

Type: Standard Cooking Droid

DEXTERITY 2D

KNOWLEDGE 3D

Alien nutrition 4D, alien recipes 7D, food preparation 4D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 1D

TECHNICAL 3D

Food preparation equipment
5D

Equipped With:

- Humanoid body (two legs,
two arms, head)
- Vocabulator
- Visual and auditory
receptors

Move: 6

Size: 1.8 meters

Source: Scavenger Hunt (page 21)



FDP-6000 Culinary Droid

Type: FDP-6000 Culinary Droid

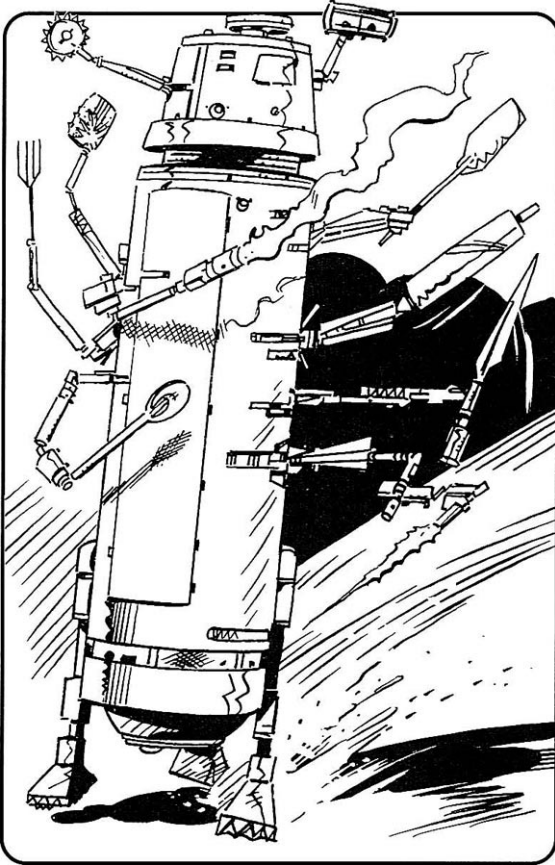
DEXTERITY 3D+2

Melee combat 4D+1

KNOWLEDGE 3D

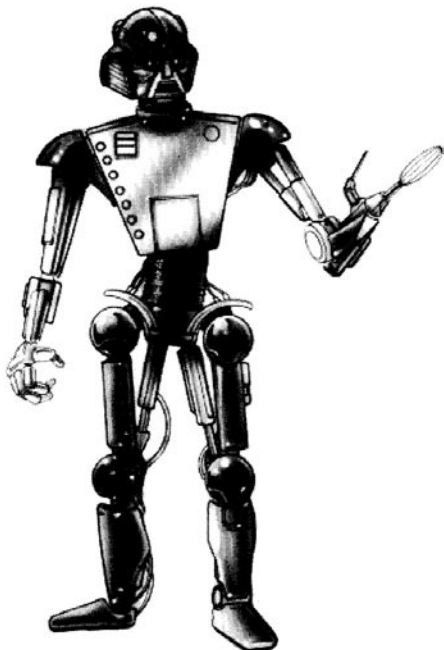
Alien species 6D, culinary arts 6D, cultures 6D

MECHANICAL 1D



PERCEPTION 1D
STRENGTH 2D+1
TECHNICAL 1D
Equipped With:
 -Tractor tread mobile unit
 -Numerous kitchen utensils
Move: 9
Source: Supernova (page 48)

Personal Chef Droid

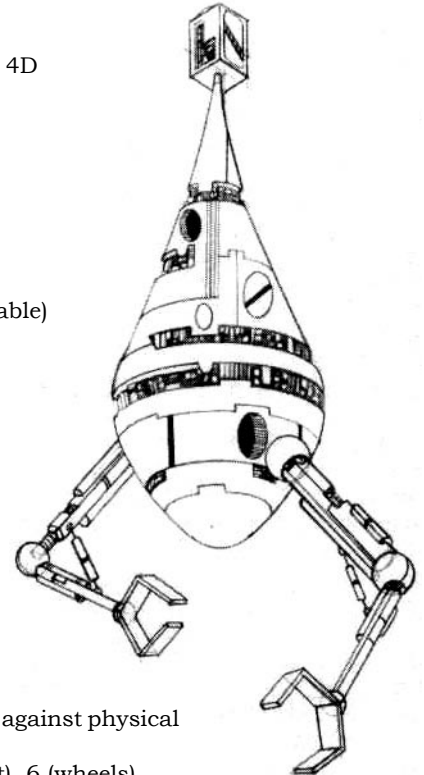


Type: Cybot Galactica 434-FPC Personal Chef Droid
DEXTERITY 1D
KNOWLEDGE 2D
 Culinary arts 6D+2, cultures 3D, cultures: galactic cuisines 5D, cultures: food preparation 5D, home economics 4D+2, languages 2D+1, value: foodstuff 2D+2
MECHANICAL 1D
PERCEPTION 2D
STRENGTH 1D
TECHNICAL 1D
Equipped With:
 -Humanoid body (two arms, two legs)
 -Two visual and auditory sensor recorders – Human range
 -Vocabulator speech/sound system
 -Various cooking attachments (replaceable; attach to left arm)
 -AA-1 Verbobrain
 -TransLang I Communications module
 -Food Preparation Database
 -Food Sample Analyzer
Move: 6
Size: 1.4 meters tall
Cost: 4,000
Source: Galladinium's Fantastic Technology (pages 21/23)

Medical Droids

GHT Medevac Droid

Type: TelBrinTel GHT Medevac Unit
DEXTERITY 1D
KNOWLEDGE 2D
 Alien species: biology 4D
MECHANICAL 1D
PERCEPTION 2D
 Search 4D, hide 3D
STRENGTH 2D
 Lifting 4D
TECHNICAL 3D
 First aid 6D
Equipped With:
 -Four wheels (retractable)
 -Repulsorlift (capable of lifting the droid and one wounded individual of roughly human body type and weight, flight ceiling 0.5 meters)
 -Two photoreceptors (human and macro range)
 -Auditory receptors
 -Two reinforced fine work manipulator arms
 -Reinforced hull (+1D against physical and energy damage)
Move: 11 (repulsorlift), 6 (wheels)
Size: 1 meter long
Cost: 5,200 credits



Galactic Chopper Medical Assistant Droid

Type: Ubrikkian Model DD-13 Medical Assistant Droid

DEXTERITY 1D

KNOWLEDGE 1D

Alien Species 3D

MECHANICAL 1D

PERCEPTION 2D

(A) Injury/ailment diagnostics 3D

STRENGTH 1D

TECHNICAL 2D

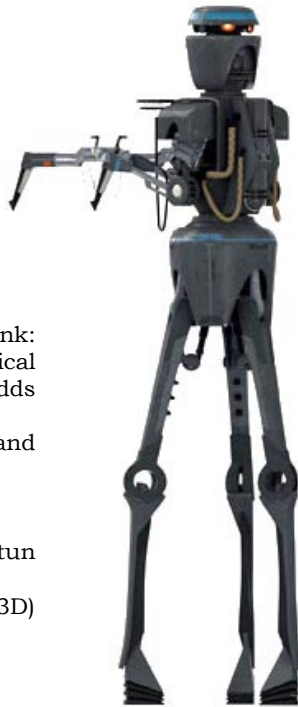
First aid 3D, (A) medicine: cyborging 4D+2

Equipped With:

- Medical computer scomp link: interface to adequate medical computer or surgeon droid adds +1D to all medical skills.
- Medical diagnostic computer and sensor
- Two manipulator arms
- Various surgical attachments
- Hypodermic injectors (4D stun damage)
- Amputation vibroblade (STR+3D)
- Three legs

Move: 3

Size: 1.83 meters tall



Lifting 3D

TECHNICAL 2D

First aid 5D, (A) medicine: infant delivery 7D

Equipped With:

- Repulsorlift unit
- Multi-spectrum photoreceptors
- Warming cushion
- Two manipulator arms with cradling paddles
- Vocabulator

Move: 8

Size: 1.16 meters

FX-6 Medical Droid



Midwife Droid

DEXTERITY 1D

KNOWLEDGE 2D

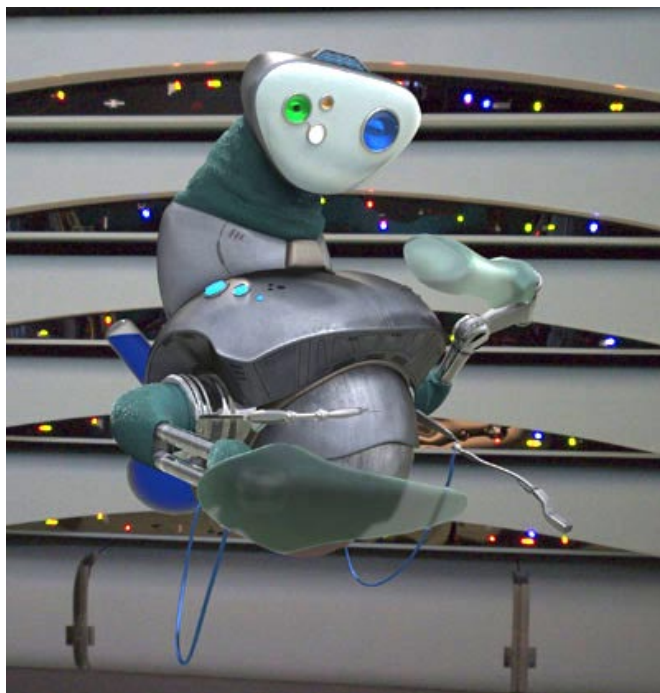
Alien species 5D

MECHANICAL 1D

PERCEPTION 1D

Persuasion: calming 3D

STRENGTH 2D



Type: Medtech Industries FX-series Medical Assistant Droid

DEXTERITY 1D

KNOWLEDGE 1D

Alien Species 3D

MECHANICAL 1D

(A) Bacta tank operation 3D+1

PERCEPTION 2D

(A) Injury/ailment diagnostics 3D+2

STRENGTH 1D

TECHNICAL 2D

First aid 3D+1, (A) medicine 4D

Equipped With:

- Medical computer scomp link: interface to adequate medical computer or surgeon droid adds +1D to all medical skills.
- Readout screen
- Medical diagnostic computer and sensor
- Analytical computer and sensors
- 14 light manipulator arms
- 6 main manipulator arms
- Various surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers
- Mobility caster trio

Move: 4

Size: 1.83 meters tall

FX-7 Medical Droid

Type: Medtech Industries FX-series Medical Assistant Droid

DEXTERITY 0D

KNOWLEDGE 2D

Alien Species 4D

MECHANICAL 1D

(A) Bacta tank operation 4D

PERCEPTION 2D

(A) Injury/ailment diagnostics 4D

STRENGTH 1D

TECHNICAL 2D

First aid 4D, (A) medicine 5D

Equipped With:

-Medical computer scomp link: interface to adequate medical computer or surgeon droid adds +2D to all medical skills.

-Medical diagnostic computer and sensor

-Analytical computer and sensors

-20 light manipulator arms

-Primary manipulator arm

-Various surgical attachments

-Hypodermic injectors (4D stun damage)

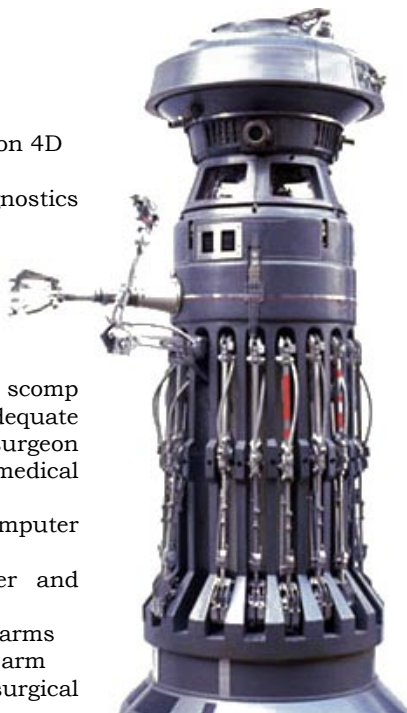
-Medicine dispensers

Move: 0

Size: 1.7 meters tall

Cost: 3,500 (used only)

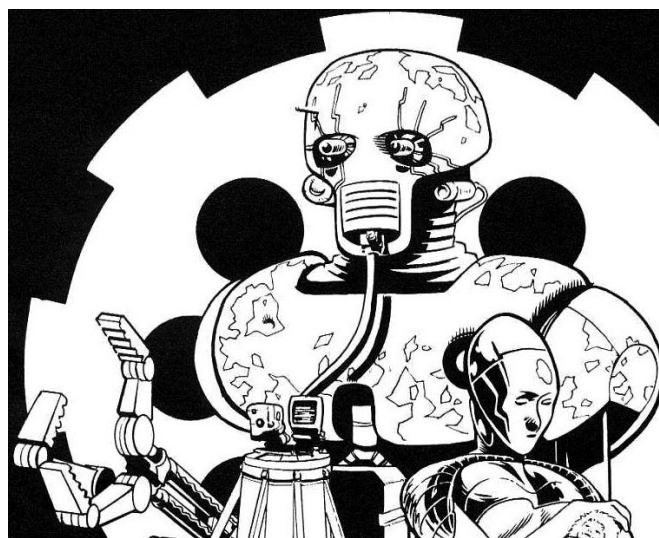
Source: Cynabar's Fantastic Technology: Droids, Galaxy Guide 3 - The Empire Strikes Back (pages 19-20), Star Wars Trilogy Sourcebook SE (page 164-165), Arms and Equipment Guide (pages 55-56)



Move: 8

Size: 0.7 meters tall

2-ZH Medical Droid



Type: Industrial Automaton 2-ZH Surgical Droid

DEXTERITY 1D

KNOWLEDGE 2D

Alien Species 3D+1

MECHANICAL 2D

PERCEPTION 3D

(A) Injury/ailment diagnosis 4D+2

STRENGTH 1D

TECHNICAL 3D

First Aid 6D, (A) medicine 7D

Equipped With:

-Computer interface tether (range of 5 meters, adds +2D to all medical skills)

-Medical diagnostic computer

-Analytical computer

GH-7 Medical Droid

Type: Multi-Configuration GH-7 Medical Droid

DEXTERITY 1D

KNOWLEDGE 2D

Alien species 6D

MECHANICAL 1D

(A) Bacta tank operation 3D+2

PERCEPTION 2D

(A) Injury/ailment diagnosis 5D

STRENGTH 1D

TECHNICAL 3D

First Aid 5D, (A) medicine 7D

Equipped With:

-Two main manipulator arms

-Articulated grasping sampler

-Head-mounted probe

-Internal analysis chamber

-Holographic projector

-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.

- Surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers
- Move:** 4
- Size:** 1.5 meters tall
- Cost:** 3,000 (used)
- Source:** The Jedi Academy Sourcebook (page 141)

MD-5 Medical Droid

Type: Industrial Automaton
MD-5 General Practitioner
Medical Droid

DEXTERITY 2D

KNOWLEDGE 4D

Alien species 5D,
humanoid biology 5D

MECHANICAL 2D+2

Sensors 3D+2

PERCEPTION 3D

Bargain 4D, investigation
4D+1, search 4D+1

STRENGTH 2D+1

TECHNICAL 3D

First aid 6D, (A) medicine
8D

Equipped With:

- Computer interface tether
- Medical diagnostic computer
- Analytical computer
- Surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers

Move: 7 (within confines of its medical bay)

Size: 1.6 meters

Source: Dark Force Rising Sourcebook (pages 103-104), The Thrawn Trilogy Sourcebook (pages 197-198), Arms and Equipment Guide (page 55)



- Medicine dispensers

Move: 4

Size: 1.5 meters tall

Cost: 4,300 (new)

Source: Rulebook (page 239), Cynabar's Fantastic Technology: Droids, Galaxy Guide 3 – The Empire Strikes Back (pages 18-19), Star Wars Trilogy Sourcebook SE (pages 169-170), The DarkStryder Campaign - Boxed Set (page 83), The Movie Trilogy Sourcebook (pages 69-70), The Star Wars Sourcebook (pages 53-54), d20 Core Rulebook (page 370)

IT-0 Interrogator Droid



Type: Imperial IT-0 Interrogator Droid

DEXTERITY 1D

Dodge 3D, melee combat 3D, melee combat: interrogation tools 4D+1

KNOWLEDGE 3D

2-1B Medical Droid

Type: Geentech/Industrial Automaton 2-1B Surgical Droid

DEXTERITY 1D

KNOWLEDGE 2D

Alien Species 5D

MECHANICAL 2D

(A) Bacta tank operation 5D

PERCEPTION 3D

(A) Injury/ailment diagnosis 6D

STRENGTH 1D

TECHNICAL 3D

First Aid 6D, (A) medicine 9D

Equipped With:

- Computer interface tether (5 meters long). When connected to medical mainframe, adds +2D to all medical skills)
- Medical diagnostic computer
- Analytical computer
- Surgical attachments
- Hypodermic injectors (4D stun damage)

Alien species 4D, humanoid biology 5D, intimidation 6D, intimidation: interrogation 7D

MECHANICAL 2D

Sensors 3D

PERCEPTION 4D

Investigation 5D, search 5D

STRENGTH 3D

TECHNICAL 2D

First aid 5D, (A) medicine 5D, security 4D

Equipped With:

- Repulsorlift engine
- Visual/sound sensor package
- Vocalator speech/sound system
- Laser scalpel (2D damage)
- Hypodermic injectors (4D stun damage)
- Power shears (5D damage)
- Grasping claw (+1D to *lifting*)

Move: 3

Size: 1 meter

Source: Dark Force Rising Sourcebook (page 103), Death Star Technical Companion (page 93), Galaxy Guide 1 – A New Hope (page 58), Star Wars Trilogy Sourcebook SE (page 165-166), The Movie Trilogy Sourcebook (pages 52-53), The Thrawn Trilogy Sourcebook (page 197), d20 Core Rulebook (page 371)

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

-Power shears (3 sets, do 5D damage)

-Recording unit (The droid can record and play back up to 5 minutes of video footage)

-Sith poison (See the entry on Sith poison)

-Sonic torture device (does 3D stun damage)

-Syringes (4, for injecting serums, stimulants, and Sith Poison)

-Telescopic appendages (3 telescopic appendages that can reach up to 2 meters away from the droid)

-Tool mounts (The droid has six appendages that have tools attached to them)

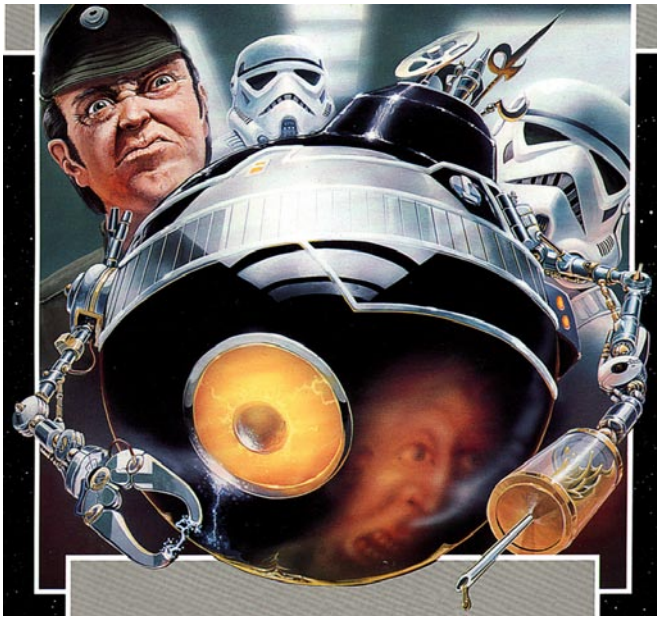
Move: 4

Size: 0.3 meters in diameter

Cost: Restricted to Imperial use only.

Source: The Dark Side Sourcebook (pages 63-64)

IT-3 Interrogator Droid



Type: Imperial IT-3 Series Interrogator Droid

DEXTERITY 1D

Dodge 1D+1, interrogation devices 5D, melee combat 2D+1, melee parry 2D+1

KNOWLEDGE 3D

Intimidation: interrogation 5D+1, scholar: Biology 5D+2, scholar: Chemistry 5D+2, scholar: Psychology 5D+2

MECHANICAL 1D

PERCEPTION 3D

Persuasion 5D+1

STRENGTH 1D

TECHNICAL 2D

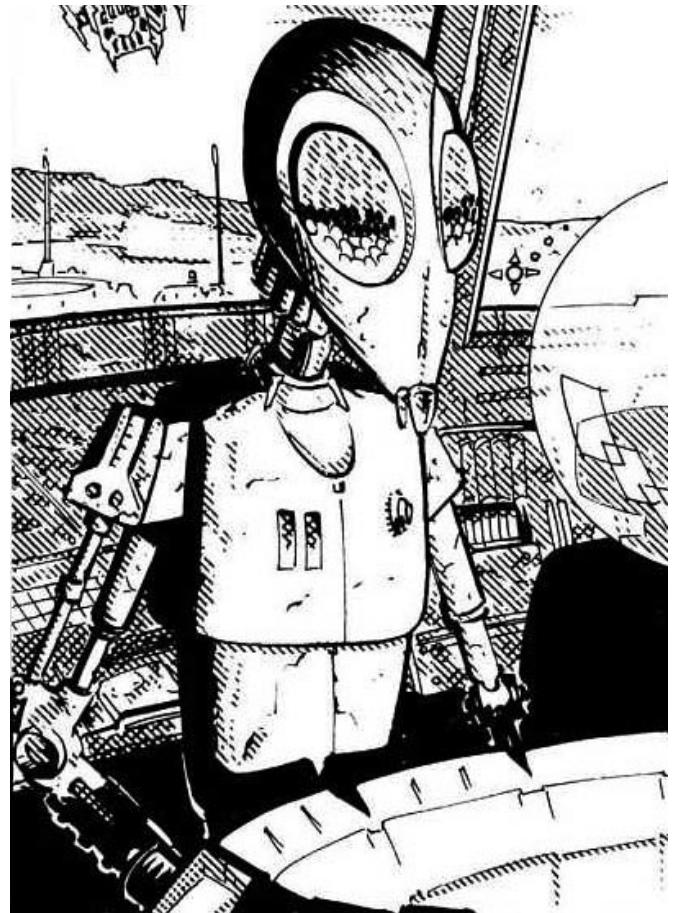
First aid 5D+1

Equipped With:

- Electroshock probe (does 1D to 4D stun damage)
- Laser scalpel (does 3D damage)

Individual Droids

J9-5



Type: Roche J9 Worker Drone

DEXTERITY 2D

KNOWLEDGE 4D

Alien species 5D+1, bureaucracy 4D+2, languages 4D+1

MECHANICAL 1D

Communications 3D, sensors 2D+1

PERCEPTION 3D

Bargain 4D+2, sneak 4D

STRENGTH 2D

TECHNICAL 3D

Equipped With:

- Video sensors
- Bipedal locomotion
- Olfactory sensors (+1D to odor-based *search* rolls)
- Torplex microwave sensors (+1D to *security*)
- Arjan vocabulator
- TransLang II Communications module (+2D to *languages*)

Character Points: 2

Move: 4

Size: 1.9 meters

Source: Galaxy Guide 7 – Mos Eisley (page 66)

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – Human range
- Vocabulator speech/sound system
- Arc welder (6D)
- Plasteel cutter (2D)
- Thermal drill (5D)
- Three solution injectors (damage for solution varies)

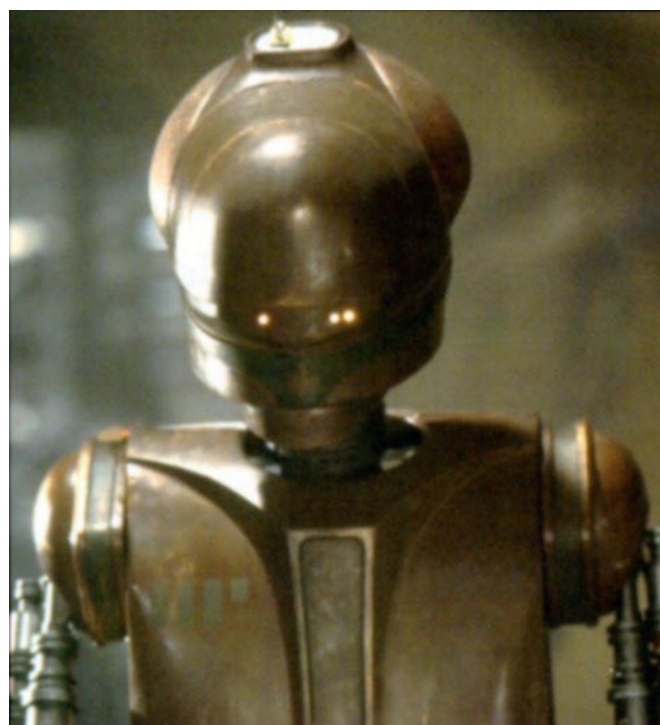
Move: 9

Size: 1.6 meters tall

Cost: Not for sale

Source: Alliance Intelligence Reports (page 61)

EV-9D9



Type: Modified MerenData EV Supervisor Droid

DEXTERITY 4D

KNOWLEDGE 3D

Intimidation: droids 6D, value 5D

MECHANICAL 3D

PERCEPTION 3D

Command 4D+2

STRENGTH 2D

TECHNICAL 4D

Droid programming 7D, droid repair 7D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – Human range
- Vocabulator speech/sound system

Move: 10

Size: 1.6 meters tall

Cost: 4,500

Equipment: Arc welder (6D), datapad

Source: Galaxy Guide 5 – Return of the Jedi (page 16), Star Wars Trilogy Sourcebook SE (page 164), The Movie Trilogy Sourcebook (pages 114-115)

J9-6



Type: Roche J9 Worker Drone

DEXTERITY 2D

KNOWLEDGE 4D

Alien species 5D+1, bureaucracy 5D+2, languages 4D+1

MECHANICAL 1D

PERCEPTION 3D

Bargain 4D+2, sneak 4D

STRENGTH 2D

TECHNICAL 3D

Security 5D+1

Equipped With:

- Video sensors
- Bipedal locomotion
- Olfactory sensors (+1D to odor-based *search* rolls)
- Torplex microwave sensors (+1D to *security*)
- Arjan vocabulator
- TransLang II Communications

module (+2D to *languages*)

Move: 10

Size: 1.9 meters

Cost: 1,100 (used)

Source: Galaxy Guide 7 – Mos Eisley (pages 60-61)

EV-4D9

Type: Modified MerenData EV Supervisor Droid

DEXTERITY 3D

Blaster 4D, dodge 3D+2

KNOWLEDGE 3D

Intimidation 6D, intimidation: droids 7D, intimidation: torture 7D, intimidation: interrogation 6D+2

MECHANICAL 3D

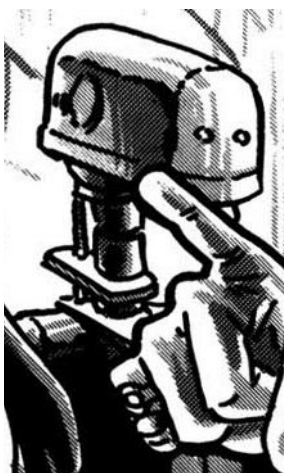
PERCEPTION 3D

Command 4D+2

STRENGTH 2D

TECHNICAL 4D

Computer program./repair 7D



MD-OC6 (Doc)

Type: Modified Industrial Automaton MD Medical Droid

DEXTERITY 3D

Blaster 5D, dodge 4D

KNOWLEDGE 3D

Languages 10D, planetary systems: Lamaredd 6D+2, scholar: biology 6D+2, scholar: chemistry 6D+2

MECHANICAL 1D

Repulsorlift operation 4D+2

PERCEPTION 2D

Search 5D+1

STRENGTH 2D

Brawling 4D

TECHNICAL 4D

Computer programming/repair 7D+2, droid repair 5D+2, first aid 8D+2, medicine 8D+2, repulsorlift repair 7D+2

Equipped With:

- Diagnostics package (+2D to one repair skill, or +1D to two of them)
- Improved sensor package (+2 to all *search* skill rolls)
- Internal storage (10 kilograms of extra space available for storage or upgrades)
- Medical diagnostic computer (+1D+1 to *medicine* and *first aid* skills)
- Repulsorlift unit (allows flight, altitude Range: 10 meters)
- TransLang III Communications module with over seven million languages
- Vocabulator
- Weapon mount (The droid has an appendage with a blaster pistol attached)

Move: 16 (flying)

Size: Medium

Cost: Not for sale

4-1B (Four-Onebee)

Type: Industrial Automaton 2-1B Surgical Droid

DEXTERITY 1D

KNOWLEDGE 2D

Alien Species 4D

MECHANICAL 2D

(A) Bacta tank operation 5D

PERCEPTION 3D

(A) Injury/ailment diagnosis 6D

STRENGTH 1D

TECHNICAL 3D

First Aid 6D, (A) medicine 8D

Equipped With:

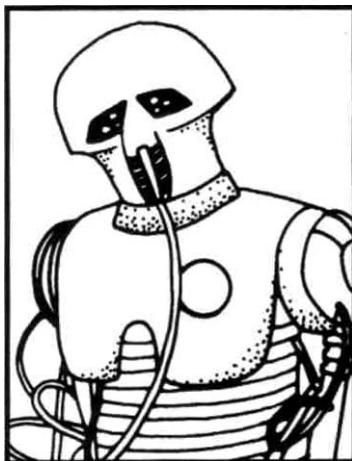
- Computer interface tether (5 meters long). When connected to medical mainframe, adds +2D to all medical skills)
- Medical diagnostic computer
- Analytical computer
- Surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers

Move: 4

Size: 1.5 meters tall

Cost: 1,275 (used)

Source: Classic Campaigns (page 20)



Z2-1B

Type: Geentech/Industrial Automaton 2-1B Surgical Droid

DEXTERITY 1D

KNOWLEDGE 2D

Alien Species 5D, intimidation 1D

MECHANICAL 2D+1

(A) Bacta tank operation 6D

PERCEPTION 3D

Con 2D, (A) Injury/ailment diagnosis 7D, search 4D, streetwise 2D

STRENGTH 1D

TECHNICAL 4D

Computer programming/repair 11D, droid repair 10D, first Aid 7D, (A) medicine 10D, security 6D

Equipped With:

- Computer interface tether (5 meters long). When connected to medical mainframe, adds +2D to all medical skills)
- Medical diagnostic computer
- Analytical computer
- Surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers

Equipment: Medical lab, numerous droid minions

Move: 4

Size: 1.5 meters tall

Cost: Not for sale

Source: Ultimate Adversaries (pages 43-44)

IT-904

Type: Modified Imperial IT-series Interrogator Droid

DEXTERITY 1D

Blaster 5D, dodge 3D, melee combat 6D, melee parry 4D, missile weapons 7D

KNOWLEDGE 3D

Intimidation: interrogation 7D

MECHANICAL 2D

Astrogation 5D, starship shields 5D

PERCEPTION 4D

Search 6D

STRENGTH 3D

TECHNICAL 2D

Computer program./repair 6D, first aid 5D, security 6D

Equipped With:

- Laser scalpel (3D damage)
- Hypodermic injectors (4D stun damage; alternately, loaded with truth serums)
- Two grasping claws (allows fine manipulation of controls and tools)
- Repulsorlift locomotion (altitude 10 meters)
- Internal blaster (range 20 meters, 6D damage)
- Internal grenade launcher (fire rate:1/2, range: 5-20/100/250, damage 6D stun damage; armed with 10 micro-stun grenades)
- TransLang III translation module (with 100,000 languages)
- Vocoder speech system
- Scomp-link (adds +1D to *computer programming/repair* rolls when linked to a computer network)
- Astrogation buffer (stores one set of nav coordinates that can be scomp-linked into a nav computer with a Moderate *computer programming/repair* roll)

Move: 6

Size: 0.3 meters diameter

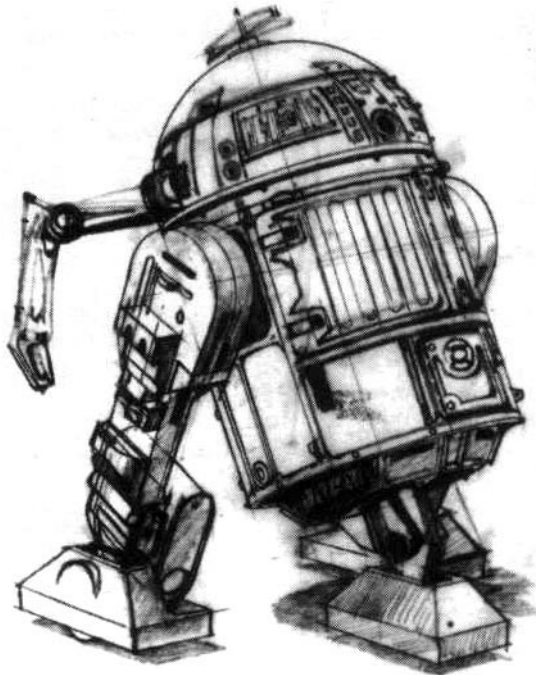
Cost: Not for sale

Source: The Far Orbit Project (pages 97-98)

2nd Degree Droids

Astromech Droids

P2 Astromech Prototype



Type: Industrial Automaton Astromech Droid Prototype

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

Space transports 2D

PERCEPTION 1D

Search 2D

STRENGTH 2D

TECHNICAL 2D

Space transports repair 5D

Equipped With:

- Three wheeled legs (one retractable)
- Heavy grasper arm
- Three medium arms (retractable)
- Laser welder (5D damage, 0.5 meter range)
- Video display screen
- Buzzsaw (5D damage)
- Armored hull (+1D to *Strength* when resisting damage)

Move: 4

Size: 2.2 meters

Cost: 2,500 (used)

Source: Cynabar's Fantastic Technology – Droids, Arms and Equipment Guide (page 46)

PG-5 Gunnery Droid

Type: Industrial Automaton Gunnery Droid Prototype

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

Capital ship gunnery 3D, capital ship shields 4D, communication 3D, sensors 6D, starship gunnery 3D, starship shields 4D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D

Capital ship weapons repair 5D, computer programming/repair 4D, starship weapon repair 5D

Equipped With:

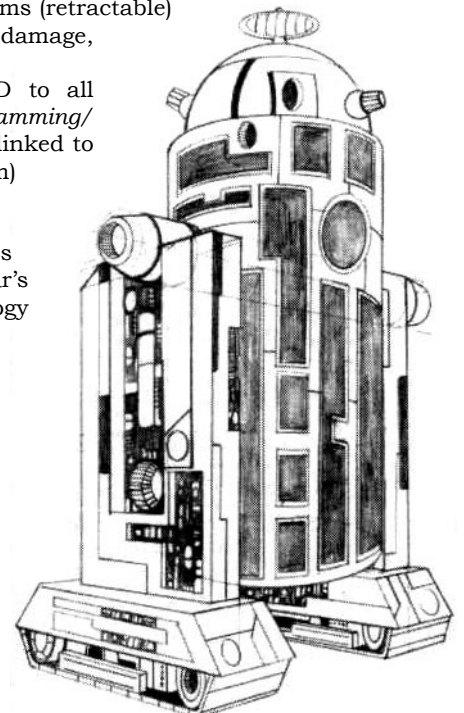
- Three wheeled legs (one retractable)
- Heavy grasper arm
- Three medium arms (retractable)
- Laser welder (6D damage, 0.3 meter range)
- Scomp link (+1D to all *computer programming/repair* rolls when linked to a computer system)

Move: 4

Size: 2.5 meters

Cost: 5,100 credits

Source: Cynabar's Fantastic Technology – Droids



R1 Astromech Droid



Type: Industrial Automaton R1 Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

Planetary systems 2D+2

MECHANICAL 1D+1

Astrogation 4D, space transports 2D+2

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 2D

Computer programming/repair 3D+2, security 3D+2, space transport repair 5D, starfighter repair 4D+2

Equipped With:

- Video sensor with infrared vision
- Internal comlink
- Fire extinguisher
- Wheeled locomotion
- Small storage area (holds 10 Kg)
- 6 medium arms with varied tools (retractable)

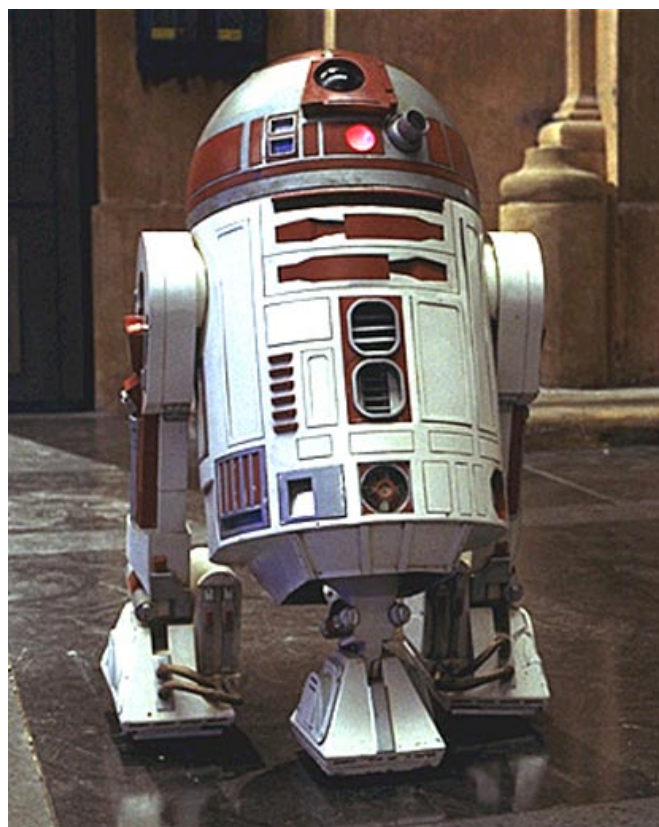
Move: 5

Size: 2.2 meters tall

Cost: 3,500

Source: Arms and Equipment Guide (page 47)

R2 Astromech Droid



Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

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

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 4D, starfighter repair 5D*

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

Equipped With:

- 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)
- Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range)
- Small circular saw (4D, 0.3 meter range)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Small (20 cm by 8 cm) internal "cargo" area
- Some additional small tools and equipment

Move: 5

Size: One meter tall

Cost: 4,525 (new)

Source: Rulebook (page 238), Cynabar's Fantastic Technology: Droids (page 70), Platt's Smugglers Guide (pages 60-61), The DarkStryder Campaign - Boxed Set (pages 83-84), The Movie Trilogy Sourcebook (pages 15-16), The Star Wars Sourcebook (pages 51-52), d20 Core Rulebook (page 371), Invasion of Theed (page 30)

R3 Astromech Droid



Type: Industrial Automaton R3 Astromech Droid, military issue

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 4D, starfighter piloting 4D, space transports 3D

PERCEPTION 1D

Search 4D

STRENGTH 1D

TECHNICAL 2D

Capital ship repair 6D, capital ship weapon repair 6D, computer programming/repair 5D, security 5D

Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasping arm (*lifting* at 2D)
- Retractable fine work arm
- Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range)
- Small circular saw (4D, 0.3 meter range)
- Video display screen
- Acoustic signaler
- Holographic projector/recorder
- Fire extinguisher

Move: 5

Size: 1 meter tall

Cost: 5,000

Source: The DarkStryder Campaign - Boxed Set (page 84), Arms and Equipment Guide (pages 47-49)

R4 Astromech Droid



Type: Industrial Automaton R4 Astromech Droid

DEXTERITY 2D

KNOWLEDGE 2D

Languages 3D

MECHANICAL 3D

Repulsorlift operation 4D

PERCEPTION 2D

Search 3D

STRENGTH 2D

TECHNICAL 3D

Computer programming/repair 4D+2, droid repair 4D, repulsorlift repair 5D, security 4D

Equipped With:

- Three wheeled legs (one retractable)
- Internal comlink
- Photoreceptor with infrared vision (can see in the dark up to 30 meters)
- Internal storage (extra space available for 8 kilograms of storage or upgrades)
- 4 tool mounts (has four appendages that have tools attached to them)
- Acoustic signaler

Move: 8

Size: 1 meter tall

Cost: 2,500

Source: Arms and Equipment Guide (page 49)

R5 Astromech Droid



Type: Industrial Automaton R5 Astromech Droid

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 2D

Computer programming/repair 4D, space transports repair 4D

Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasper arm (+1D to *lifting*, maximum 2D)
- Retractable fine worker arm
- Small circular saw (4D damage, 0.3 meter range)
- Acoustic signaler
- Holographic projector/recorder
- Fire extinguisher

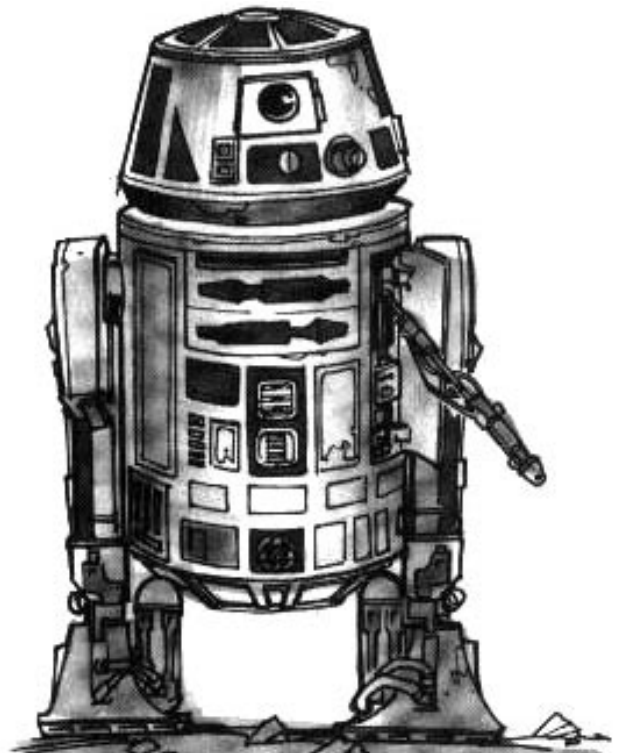
Move: 5

Size: 1 meter tall

Cost: 2,000 credits

Source: Cynabar's Fantastic Technology – Droids (page 71), Platt's Smugglers Guide (page 61)

R6 Astromech Droid



Type: Industrial Automaton R6 Astromech Droid

DEXTERITY 2D+1
KNOWLEDGE 2D+2

Planetary systems 4D

MECHANICAL 3D

Astrogation 6D+1, starfighter piloting 4D, space transports 4D

PERCEPTION 2D+2

Search 3D+1

STRENGTH 2D

TECHNICAL 4D

Computer programming/repair 6D, security 5D, starfighter repair 5D+1

Equipped With:

- Three wheeled legs (one retractable)
- Internal comlink
- Extendable 0.3 meter long video sensor with infrared vision (360 degree rotation, night vision)
- Holographic projector/recorder
- Retractable heavy grasper arm (+1D to *lifting*, maximum 2D)
- Retractable fine worker arm
- Acoustic signaler
- Fire extinguisher
- Small internal "cargo" area (2 Kg)

Move: 10

Size: 1 meter tall

Cost: 6,000 credits

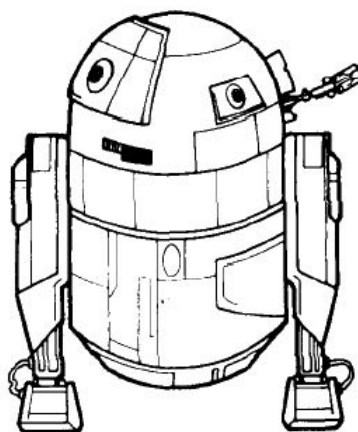
Source: Arms and Equipment Guide (pages 49-50)

R7 Astromech Droid



Type: Industrial Automaton R7 Astromech Droid
DEXTERITY 2D+1
KNOWLEDGE 2D+2
 Planetary systems 4D+2
MECHANICAL 3D
 Astrogation 7D, starfighter piloting: E-Wing 5D+1
PERCEPTION 2D+2
 Search 3D+1
STRENGTH 2D
TECHNICAL 4D
 Computer programming/repair 6D+2, security 5D, starfighter repair: E-Wing 6D
Equipped With:
 -Three wheeled legs (one retractable)
 -Internal comlink
 -Environmental compensation (the droid is adapted for a vacuum environment)
 -Extendable 0.3 meter long video sensor with infrared vision (360 degree rotation, night vision)
 -Holographic projector/recorder
 -Retractable heavy grasper arm (+1D to *lifting*, maximum 2D)
 -Retractable fine worker arm
 -Acoustic signaler
 -Fire extinguisher
 -Small internal "cargo" area (1 Kg)
Move: 10
Size: 1 meter tall
Cost: 8,000 credits
Source: Arms and Equipment Guide (page 50)

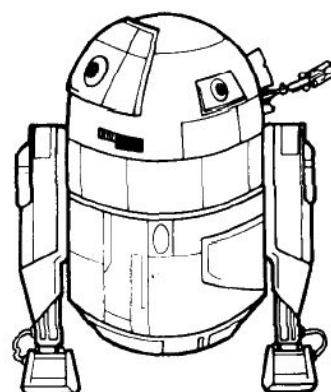
System Operator Droid



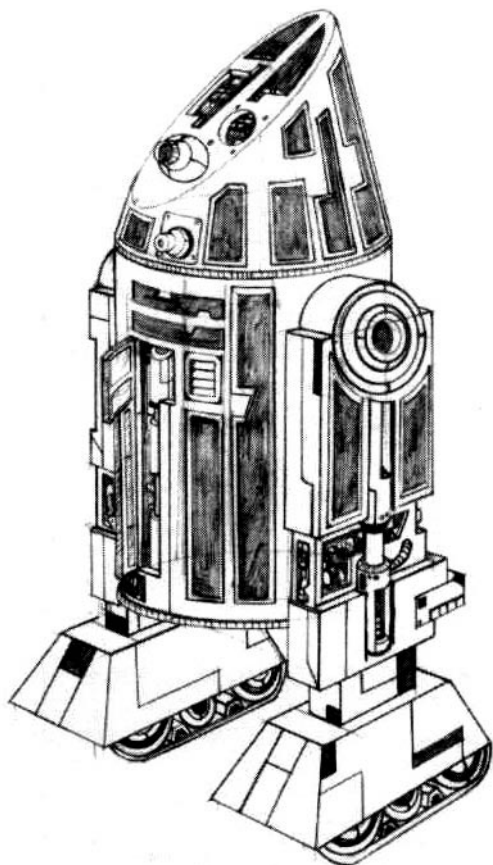
Type: Imperial-issue System Operator Astromech Droid
DEXTERITY 1D
KNOWLEDGE 2D
 Planetary systems 5D, value 5D
MECHANICAL 2D
 Astrogation 5D, battle station piloting 5D, capital ship piloting 5D, space transports 5D
PERCEPTION 3D
STRENGTH 1D
TECHNICAL 2D
 Computer programming/repair 3D
Equipped With:
 -Fine manipulators
 -Starship interface jacks retractable tool appendages
Move: 3
Size: 1 meter tall
Source: Death Star Technical Companion (page 93)

V1 Pilot Droid

Type: Industrial Automaton V1 Pilot Droid
DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
 Astrogation 3D, space transports 5D
PERCEPTION 1D
STRENGTH 2D
TECHNICAL 1D
 Computer programming/repair 3D, space transports repair 3D
Equipped With:
 -Three wheeled legs (one retractable)
 -One retractable arm
 -Visual sensor (Human range)
 -Starship interface jack
 -Video display screen
 -Memory for three pre-programmed hyperspace jumps
Move: 5
Size: 1 meter tall
Cost: 11,800 (new), 9,600 (used)
Source: Rebel Alliance Sourcebook (page 118)



V6 Pilot Droid



Type: Industrial Automaton V6 Pilot Droid

DEXTERITY 1D

KNOWLEDGE 1D

Planetary systems 4D

MECHANICAL 1D

Astrogation 4D, space transports 5D+2

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 1D

Computer programming/repair 3D, space transports repair 3D, starfighter repair 3D

Equipped With:

- Three wheeled legs (one retractable)
- One retractable arm
- One visual sensor (human range)
- Starship interface jack
- Video display screen
- Memory for five pre-programmed hyperspace jumps

Move: 5

Size: 1 meter tall

Cost: 17,800 (new), 12,000 (used)

Source: Cynabar's Fantastic Technology - Droids

FA-4 Pilot Droid

DEXTERITY 2D

KNOWLEDGE 1D

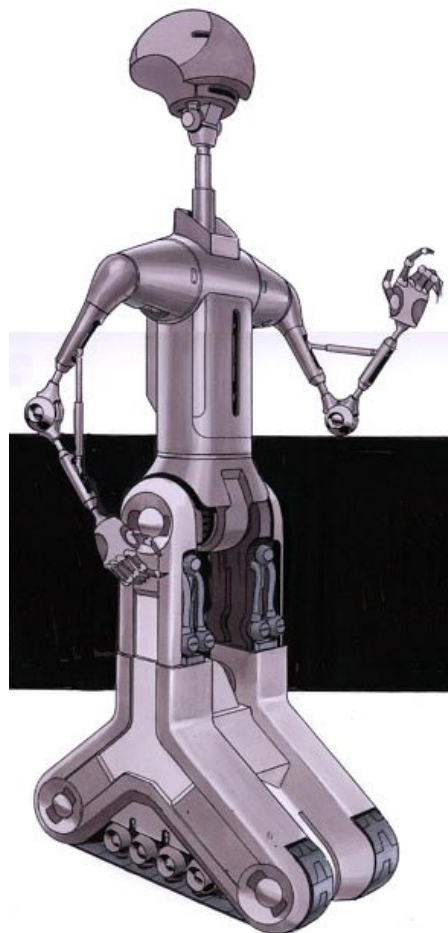
Planetary systems 4D+1

MECHANICAL 2D

Astrogation 3D+2, space transports 4D+2, starship shields 3D

PERCEPTION 1D

STRENGTH 2D



TECHNICAL 1D

Computer programming/repair 2D, space transports repair 2D

Equipped With:

- Audio and visual receptors
- Two manipulator arms
- Tread locomotion system
- Vocabulator

Move: 7

Size: 1.3 meters

FA-5 Valet Droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 2D

Repulsorlift operation 4D+2, ground vehicle operation 3D, hover vehicle operation 3D

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 1D

Computer programming/repair 2D, repulsorlift repair 2D+1

Equipped With:

- Audio and visual receptors
- Humanoid body (two arms, two legs, head)
- Vocabulator

Move: 9

Size: 1.7 meters



Repair Droids

MSE-6 Utility Droid



Type: Rebaxan Columni MSE-6 General Purpose Droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

-Electro-photoreceptor

-Auditory sensors

-Holocam

-Treads

-Retractable heavy manipulator (+2D to *lifting*)

-Retractable fine manipulator (+1D to *lifting*)

-One skill matrix programmed with one of the following skills: *bureaucracy 3D*, *sensors 3D*, *hide 3D*, *search 3D*, *armor repair 3D*, *blaster repair 3D*, *capital ship repair 3D*, *capital ship weapon repair 3D*, *computer programming/repair 3D*, *droid programming 3D*, *droid repair 3D*, *security 3D*, *starfighter repair 3D*

Move: 5

Size: 0.3 meters

Cost: 350 credits

Source: Cynabar's Fantastic Technology: Droids, Dark Force Rising Sourcebook (pages 102), Death Star Technical Companion (page 93), The Thrawn Trilogy Sourcebook (page 197), Rebellion Era Sourcebook (page 27), Arms and Equipment Guide (pages 51-52)

Pit Droid

Type: Serv-O-Droid DUM Series Pit Droid

DEXTERITY 1D

Running 2D+1

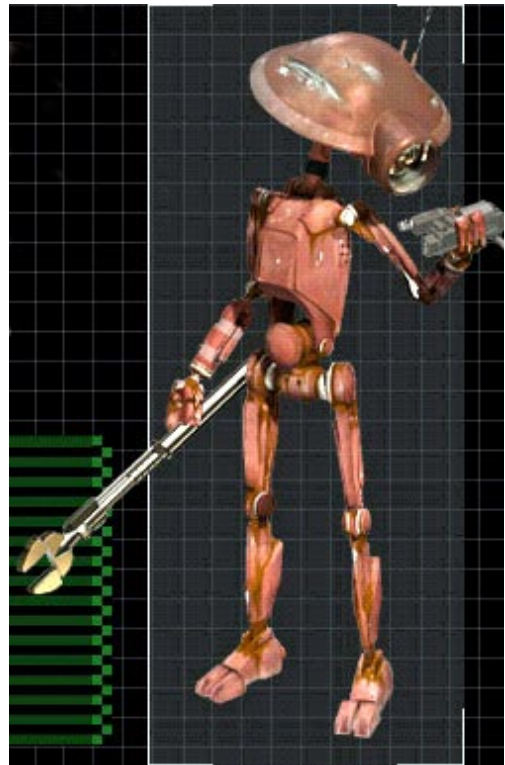
KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 2D

Lifting 4D



TECHNICAL 2D

Ground vehicle repair 4D, repulsorlift repair 4D

Equipped With:

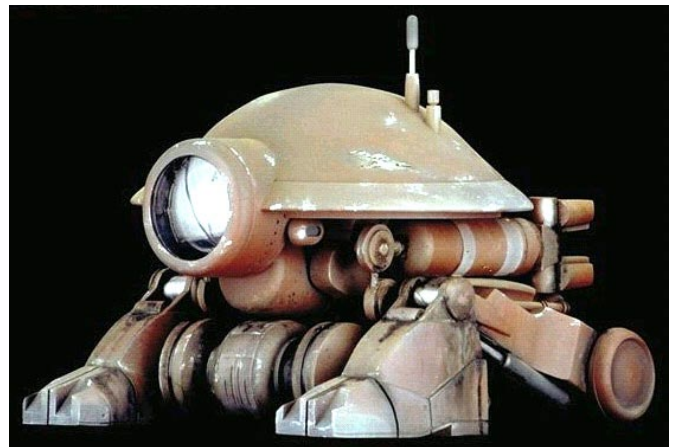
-Foldable humanoid body (two arms, two legs, head)

-Receiver/transmitter with antenna (range .25 km)

Move: 6

Size: 1 meter tall

Cost: 750 for one, 3,500 for a crew of five



Otoga 222 Pit Droid

Type: Otoga 222 Pit Maintenance Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 2D

Lifting 4D

TECHNICAL 2D

Ground vehicle repair 3D+2, repulsorlift repair 3D+2

Equipped With:

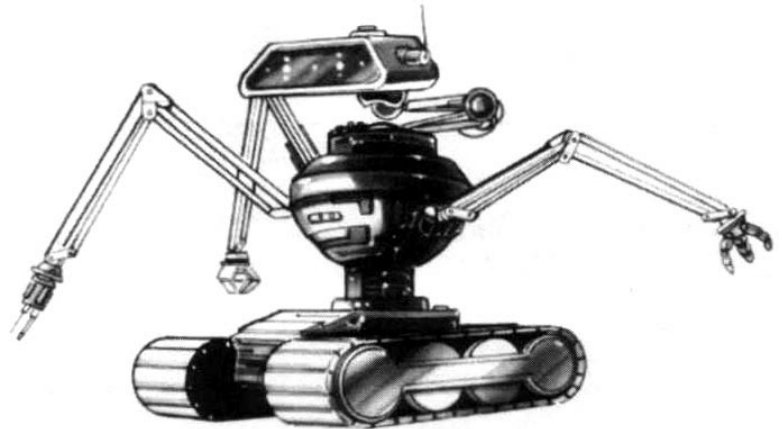
-Humanoid body (two arms, two legs, head)



Move: 8
Size: 1.8 meters tall
Cost: 1,000

Cost: 2,050 credits
Source: Cynabar's Fantastic Technology - Droids

NR-5 Maintenance Droid



Type: Kalibac Industries NR-5 Maintenance Droid

DEXTERITY 1D

Dodge 1D+2

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Computer programming/repair 4D, security 2D, space transports repair 3D

Equipped With:

- Visual photoreceptor (human range, infrared, ultra-violet)
- Kalibac Mechro-II brain
- Wide-band comm receptors
- Retractable heavy grasper arm (+1D to *lifting*)
- Retractable fine manipulator arm
- Treads

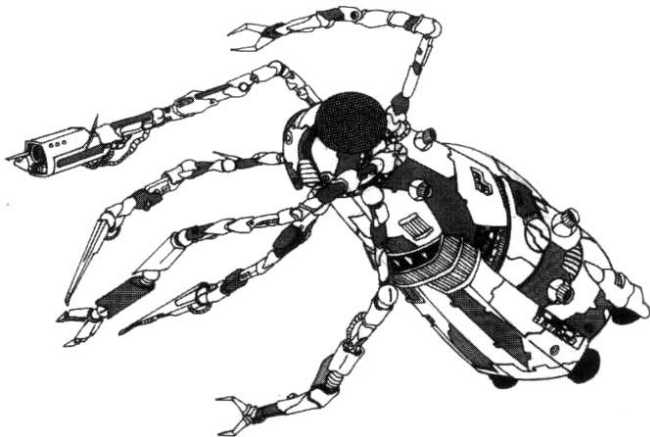
Move: 3

Size: 0.7 meters

Cost: 2,200 (new)

Source: Cynabar's Fantastic Technology - Droids (page 67), Galladinium's Fantastic Technology (page 25), Platt's Smugglers Guide (page 60), Arms and Equipment Guide (page 51)

Hatchling Maintenance Droid



Type: Roche zero-g maintenance droid

DEXTERITY 2D

Blaster 5D, blaster: welding tools 7D, dodge 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 4D

STRENGTH 4D

TECHNICAL 1D

Equipped With:

- Repulsorlift/thruster package (allows movement in atmosphere with a flight ceiling of 10 meters, thruster package allows movement in space)
- Six arms
- Welding laser (0.3 meter range, 8D damage)
- Various repair appendages (fitted for specific missions)
- Broadband transmitter/receiver package
- Repair database (adds +1D to all repair rolls to spacecraft)

Move: 6 (in atmosphere), 15 (in space)

Size: 2 meters long

LE Repair Droid

Type: Cybot Galactica LE-series repair droid

DEXTERITY 1D

KNOWLEDGE 2D

MECHANICAL 2D

Astrogation 2D+1, communications 3D, sensors 3D

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 2D

Capital ship repair 4D, computer programming/repair 5D, space transports repair 3D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Visual/audial sensors (human range)
- Vocabulator speech/sound system

Move: 7

Size: 1.7 meters tall

Cost: 12,800 (new), 6,500 (used)

Source: Cynabar's Fantastic Technology - Droids (page 65),



Platt's Smugglers Guide (pages 60), Arms and Equipment Guide (pages 50-51)

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
- Cybot acoustic signaler (droid languages)

Move: 8

Size: 1.6 meters

Cost: 650 (used)

Source: Platt's Smugglers Guide (page 62), Galaxy Guide 7 – Mos Eisley (pages 59-60), The DarkStryder Campaign - Boxed Set (page 86)

KDY-4 Tech Droid

Type: Kuat Drive Yards-4 Series Repair/Shipbuilding Droid

DEXTERITY 2D

KNOWLEDGE 3D

Languages 8D, scholar: engineering 4D+2, scholar: physics 4D+2, scholar: technology 5D+2

MECHANICAL 2D

PERCEPTION 2D

Search 5D

STRENGTH 3D

TECHNICAL 4D

Computer programming/repair 5D, capital ship repair 7D, capital ship weapon repair 5D, security 4D+1, space transports repair 6D, starfighter repair 6D, starfighter weapon repair 5D

Equipped With:

- Comlink
- Diagnostics package (+2D to *capital ship repair*)
- Environmental compensation (the droid is adapted for exposure to open space)
- Heuristic processor (the droid is able to use skills it is untrained in)
- Improved sensor package (+2 bonus to all *search* skill checks)
- Infrared vision (can see in the dark up to 30 meters)
- Internal storage (3 kilograms of extra space available for storage or upgrades)
- Low-light vision (can see twice as far as a human in dim light)
- Magnetic feet (the droid's feet are equipped with electromagnetic grippers)
- Recording unit (can record and play back up to 5 minutes of video footage)
- Telescopic appendage x2 (can reach up to 2 meters away from the droid)
- Tool mounts (has two appendages that have tools attached to them)
- Translator unit (+5D to *languages*)
- Voculator (the droid has a speaker that allows it to replicate organic speech)

Move: 10

Size: Medium

Cost: Not generally available for sale to non-Kuati

Source: Coruscant and the Core Worlds (page 109)

WED 15 Treadwell Droid



Type: Cybot Galactica WED 15 Treadwell Droid

DEXTERITY 2D

KNOWLEDGE 1D

Languages: droid languages 4D

MECHANICAL 1D

PERCEPTION 3D

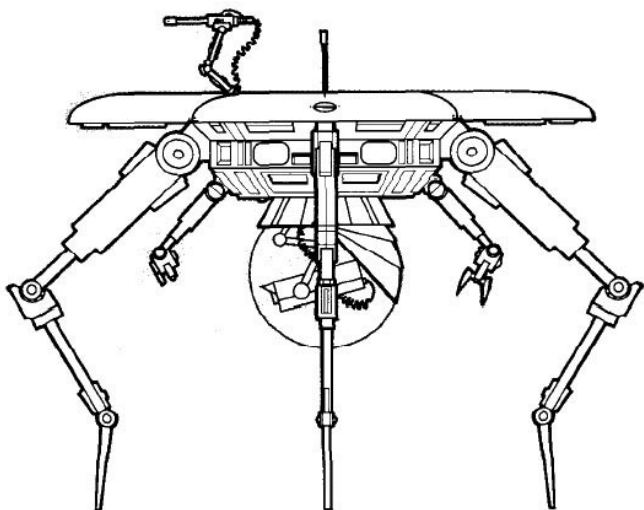
Search 3D+1

STRENGTH 1D

TECHNICAL 2D

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

Maintenance Droid



DEXTERITY 2D
KNOWLEDGE 1D
 Value 4D
MECHANICAL 2D
PERCEPTION 2D
 Search 3D
STRENGTH 3D
TECHNICAL 2D
 Battle station repair 5D, capital ship repair 3D, system diagnosis 5D
Equipped With:
 -Heavy grasper (+2D to *lifting*)
 -Fine manipulator
 -Laser cutter (4D damage)
 -Diagnostic scanners (+1D to all repair skills)
 -Retractable tool appendages
Move: 7
Source: Death Star Technical Companion (page 93)

Large Maintenance Droid

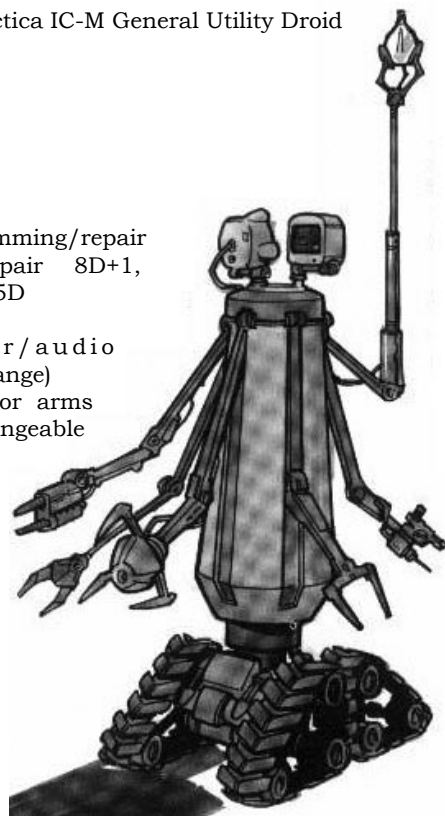


DEXTERITY 4D
 Blasters 5D, melee combat 4D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 2D
 Hide 3D, search 4D, sneak 3D
STRENGTH 6D+1
 Brawling: gripper attachments 7D+1
TECHNICAL 1D
Equipped With:
 -Integral welding/defensive blaster (4D damage)
 -Cleanser application nozzle (2D stun damage)
 -Cutting attachments (6D+1 damage, uses *melee combat*)
 -Gripping attachments (crushing damage STR+1D, opposed *Strength* roll to break free)
Move: 8
Source: Graveyard of Alderaan (page 50)

IC-M Maintenance Droid

Type: Cybot Galactica IC-M General Utility Droid

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 2D
PERCEPTION 2D
STRENGTH 3D
 Lifting 5D
TECHNICAL 4D
 Computer programming/repair 5D, general repair 8D+1, machinery repair 5D
Equipped With:
 -Photoreceptor/audio receiver (human range)
 -Seven manipulator arms (with interchangeable attachments)
 -One pair of heavy caterpillar treads
 -Rear storage bay
Move: 7
Size: 1.5 meters tall
Cost: 500 credits (used)
Equipment: Various cleaning and repair tools
Source: The Jedi Academy Sourcebook (page 141)



Buzz Droid

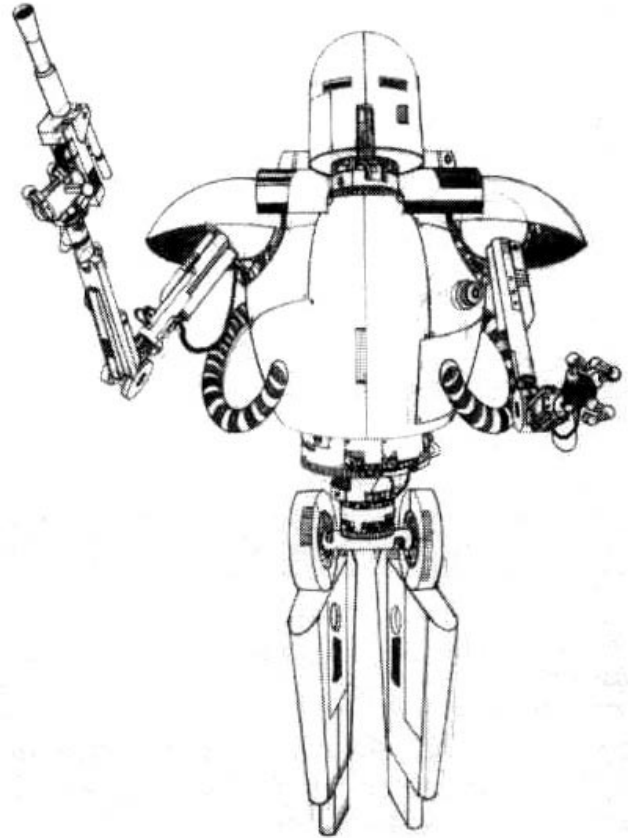
Type: Sabotage droid
DEXTERITY 5D+2
KNOWLEDGE 2D
 Scholar: engineering 4D
MECHANICAL 1D
PERCEPTION 2D
 Search 4D
STRENGTH 1D
TECHNICAL 3D+2
 Computer programming/repair 5D+2, demolitions 5D, security 6D+1, starfighter repair 5D
Equipped With:



- Drill head
- Extendable computer probe
- 2 plasma cutting torches (2D+2, 2-meter range)
- Circular saw
- Prying hook
- Pincer
- Puncture/cutting tool
- Magnetic feet
- Improved sensor package (+2 to *search*, infrared vision)
- Self-destruct system
- Comlink
- Vacuum environmental compensator
- 8 tool mounts
- Move:** 2
- Size:** 0.25 meter diameter
- Cost:** 2,000 (missile carrying 5 droids)

AD Armorer Droid

- Type:** Arakyd AD Weapons Maintenance Droid
- DEXTERITY 2D**
- KNOWLEDGE 2D**
- MECHANICAL 2D**
- PERCEPTION 2D**
- STRENGTH 2D**
- TECHNICAL 3D**
- Armor repair 4D+1, blaster repair 5D, blaster repair: blaster artillery 5D
- Equipped With:**
- AA-12X Verbobrain
 - Communications link with base computer
 - Humanoid body (two arms, two legs, head)
 - Repulsorlift unit (hovers, flight ceiling 1 meter)
 - Visual/auditory sensors (human range)
 - Vocabulator speech/sound system
- Move:** 6
- Size:** 1.5 meters tall
- Cost:** 7,700 (used only)
- Source:** Cynabar's Fantastic Technology - Droids



Squire Armorer Droid

- Type:** House Paramexor Squire Armorer Droid
- DEXTERITY 2D**
- KNOWLEDGE 2D**
- Bureaucracy 2D+1, law enforcement 2D+2
- MECHANICAL 2D**
- PERCEPTION 2D**
- Search 4D
- STRENGTH 1D**
- TECHNICAL 3D**
- Armor repair 5D+1, blaster repair 6D, hover vehicle repair 3D+1, repulsorlift repair 3D+1
- Equipped With:**
- Humanoid body (two arms, two legs, head)
 - AA-12X Verbobrain
 - Communications link with base computer
 - Repulsorlift unit (range: ground level-1 meter)
 - Two visual and auditory sensor recorders - Human range
 - Vocabulator speech/sound system
- Special Abilities:**
- Weapons Database:* The squire has a detailed database containing specifics on most known personal weapons, including blasters and other energy weapons, as well as melee, projectile and archaic weapons.
- IMR Module:* Installation, maintenance and repair module provides specialized tools and attachments needed for weapons and related equipment maintenance, modification, and safety checks.
- Move:** 6
- Size:** 1.5 meters tall
- Cost:** Not for sale
- Availability:** 4
- Source:** Galaxy Guide 9 – Bounty Hunters (page 90)

Slicer Droids

SB-20 Security Breach Droid

Type: Illicit Electronics SB-20 Slicer Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

Communications
5D

PERCEPTION 1D

Forgery 3D

STRENGTH 1D

TECHNICAL 1D

Computer programming/
repair 7D, security
5D

Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasping arm (*lifting* at 2D)
- Retractable fine work heavy grasper arm
- Extendable 0.3 meter long video sensor (360 degree rotation)
- Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range)
- Small circular saw (4D, 0.3 meter range)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Small (20 cm by 8 cm) internal "cargo" area
- CodeRifter Encryption programming
- SecurityViolator security programming

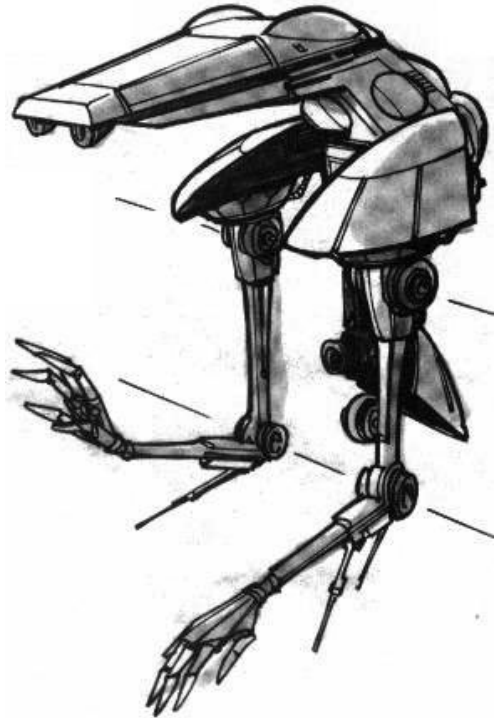
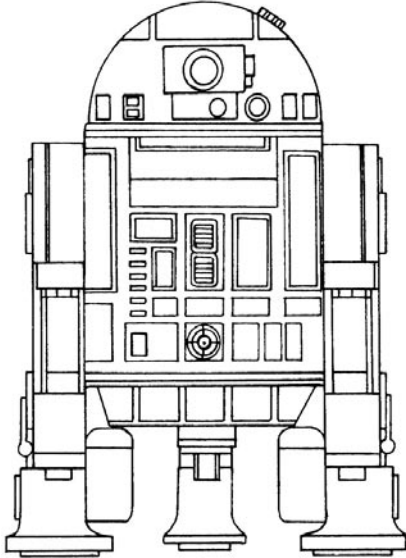
Move: 5

Size: 1 meter tall

Cost: 12,000

Availability: 4, X

Source: Galladinium's Fantastic Technology (pages 94-95)



Move: 6

Size: 1.2 meters tall

B2-X Positronic Processor



Type: MerenData B2-X Computer Interface Unit

DEXTERITY 1D

KNOWLEDGE 2D

Bureaucracy 5D, languages: computer languages 7D

MECHANICAL 2D

Communications 5D

PERCEPTION 1D

Investigation 7D

STRENGTH 1D

TECHNICAL 5D

Computer programming/repair 12D, droid programming
5D, security 6D

Equipped With:

- Fine computer interface probe
- Plastron Interface socket
- Two miniature arms

Size: 0.4 meters tall

Cost: Not available for sale

NR 1100 Slicer Droid

Type: New Republic Research & Development NR 1100 Slicer Droid

DEXTERITY 1D

KNOWLEDGE 2D

Bureaucracy 5D, languages 4D

MECHANICAL 1D

PERCEPTION 2D

Search 3D+2, investigation 4D+2

STRENGTH 1D

TECHNICAL 4D

Computer programming/repair 8D, droid programming 6D,
encryption 7D, security 9D

Equipped With:

- Repulsorlift engine
- Two manipulator arms with data probe fingers
- Scomp-link computer port
- Compound scanners

Surveillance Droids

Senate Cam Droid



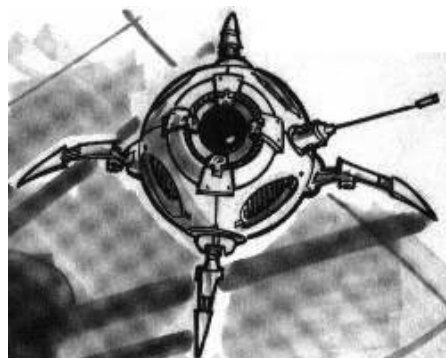
DEXTERITY 3D
KNOWLEDGE 2D
 Bureaucracy: senate proceedings 4D
MECHANICAL 1D
PERCEPTION 2D
 Search 4D
STRENGTH 1D
TECHNICAL 1D
Equipped With:
 -Repulsorlift engine
 -Transmission antenna
 -Multiple video receivers (holographic, telescopic, infrared)
Move: 15
Size: 20 centimeters wide

Podrace Cam Droid

DEXTERITY 4D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 2D
 Search 4D
STRENGTH 1D
TECHNICAL 1D
Equipped With:
 -Repulsorlift engine/wing
 -Transmission antenna
 -Multiple video receivers (telescopic, low-light)
Move: 200
Size: 25 centimeters wide



Fly Eye Espionage Droid



Type: Loronar Corporation Fly Eye Espionage Droid
DEXTERITY 2D
 Dodge 6D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 2D
 Search 3D, sneak 6D
STRENGTH 1D
TECHNICAL 1D
Equipped With:
 -Repulsorlift engine (flight-ceiling: 9 meters)
 -Holographic recorder (visual only)
 -Coded transmission circuitry
 -Four clawed limbs
 -Joystick controller: maximum range 500 meters
Move: 3
Size: 4 centimeters

Imperial Mark IV Patrol Droid

Type: Imperial Mark IV Patrol Droid
DEXTERITY 3D
 Dodge 4D
KNOWLEDGE 1D
 Law enforcement: Imperial legal codes 5D
MECHANICAL 2D
PERCEPTION 4D
 Search 5D
STRENGTH 1D
TECHNICAL 1D
Equipped With:
 -Holorecording macrobinoculars (+1D to *search*, can record events with a 50-meter line of sight)
 -Broad-band comlink (coded to local Imperial alert frequencies)
 -Hover package (flight ceiling 10 meters)
Move: 15
Size: 0.3 meters diameter
Cost: Not available for sale
Source: Star Wars Trilogy Sourcebook SE (page 164)



SIS Surveillance Droid

Type: Taptronics SIS Surveillance Droid

DEXTERITY 3D

Dodge 6D

KNOWLEDGE 2D

Law enforcement 4D

MECHANICAL 1D

PERCEPTION 2D

Search 6D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

-Repulsor unit with

50-meter flight ceiling

-Holographic/audio

recorder

-Internal comlink

Move: 20

Size: 1 meter

diameter

Cost: 5,000 credits

Source: Tapani Sector

Instant Adventures (page 9)



-Spotlight

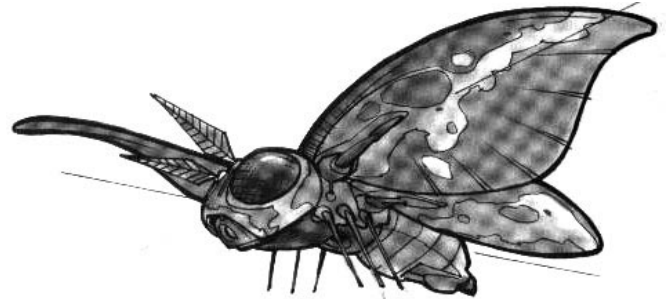
-Light blaster (damage 2D)

Move: 9

Size: 0.6 meters wide

Source: Death Star Technical Companion (page 93)

Moon Moth Spy Droid



Type: Arakyd Industries Moon Moth Espionage Droid

DEXTERITY 2D

Dodge 5D+2

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Hide 6D+2, search 3D, sneak 6D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

-Twin antennae (visual sensors and electromagnetic field receptor)

-Encoded hyperwave signal transmitter/receptor

-Microscopic tracking device "egg"

-Three legs

-Four wings

-Self-destruct system

Move: 3

Size: 6 centimeters long

AC1 Surveillance Droid

Type: Cybot Galactica's AC1 "Spy-Eye" Surveillance Droid

DEXTERITY 2D

Dodge 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

Search 6D, sneak 4D

STRENGTH 1D+1

TECHNICAL 1D

Equipped With:

-Repulsorlift engine:

maximum height 3

meters

-Visual range holocam

(500 meter range) with

simultaneous transmitter

-Holo receiver unit

-Joystick controller: maximum

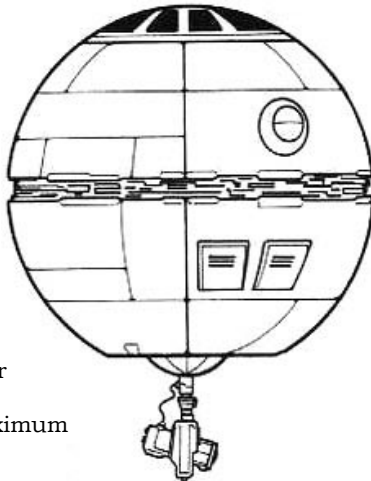
range 500 meters

Move: 10

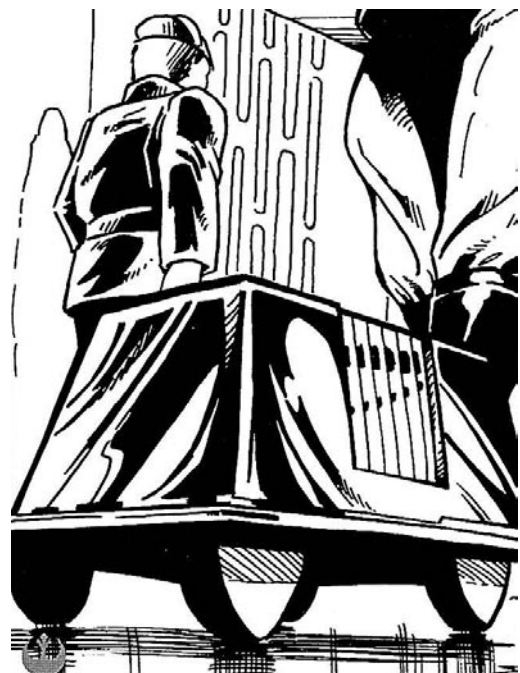
Size: 0.7 meters tall

Cost: 5,300 (new), 2,600 (used)

Source: Rebel Alliance Sourcebook (pages 122-123)



Spy MSE-6 GP Droid



Surveillance Remote Droid

Type: Imperial-issue AC1 Surveillance Droid

DEXTERITY 2D

Blaster 2D+1, dodge 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 6D

STRENGTH 1D+1

TECHNICAL 2D

Equipped With:

-Repulsorlift engine

-Visual Range Holocam with simultaneous transmitter

-Holo receiver unit

Type: Modified Rebaxan Columni MSE-6 GP Droid

DEXTERITY +1

KNOWLEDGE +1

Imperial deep-dock layout 7D

MECHANICAL +1

Communication 6D

PERCEPTION 2D

Investigation 9D, search 5D, sneak 6D

STRENGTH +1

TECHNICAL +1

Computer programming/repair 4D, security 3D

Equipped With:

- Electro-photoreceptor
- Auditory sensors
- Internal retractable holocamera
- Retractable fine manipulator
- Class IV Gentik/Columni AX-1 Espionage Brain
- Gentik Mk1 EM System
- Hentik/Harris AVX-1 Holographic Storage System

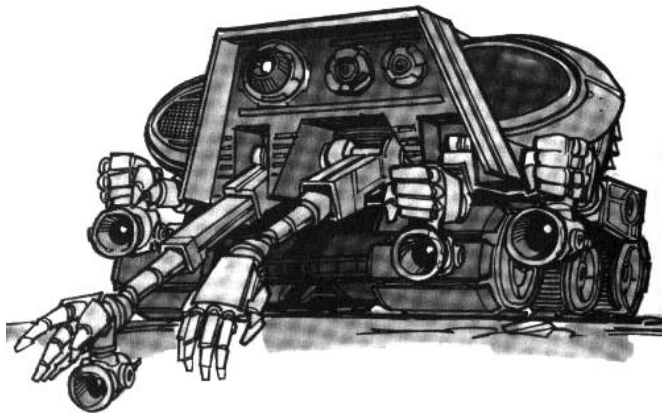
Move: 6

Size: 25 cm tall

Cost: Not available for sale

Source: Cracken's Rebel Operatives (page 57)

Hound SPD Droid



Type: Industrial Automaton Hound-W2 SPD (Scanning Patrol Detail) Droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 5D

Search 6D, search: transmitting devices 8D+2

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Fabritech communications/sensor array
- Four retractable extensor arms, capable of extending up to 15 meters
- Retractable fine work grasper arm
- Extendable video sensor
- Four sensor modules (one pre arm), including thermal imaging (+1D to *search*), audio receptors, laser scan and pulse scan emitters
- Probability projection computer, for assistance in detailed search procedures

Move: 7

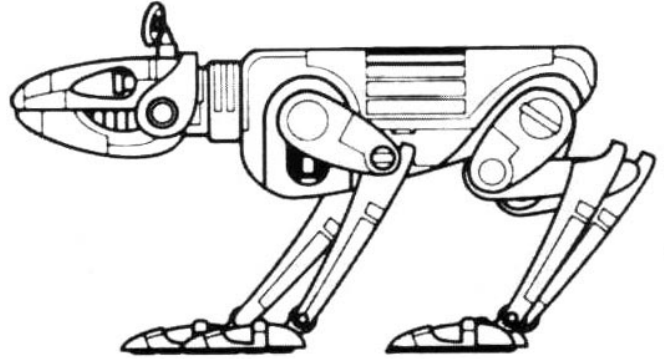
Size: 0.4 meters tall

Cost: 3,500

Source: The Last Command Sourcebook (page 125), The Thrawn Trilogy Sourcebook (pages 199-200)

Exploration Droids

F1 Exploration Droid



Type: Cybot Galactica F1 Exploration Droid

DEXTERITY 2D

KNOWLEDGE 1D

Survival 4D

MECHANICAL 2D

Communications 2D, sensors 5D

PERCEPTION 1D

Hide 2D, sneak 2D, search 3D

STRENGTH 1D

Lifting 2D

TECHNICAL 1D

Security 2D

Equipped With:

- Four legs
- Heavy grasper jaw designed for holding targets without crushing damage
- Two photoreceptors (human range)
- Auditory sensors (human range)
- Olfactory sensors
- Motion sensor array (+1D to *search* for detecting movement, range 50 meters)
- Communications link to a base-ship computer extending from the rear of the body
- Binary vocoder

Move: 10

Size: 1 meter

Cost: 2,750 credits

Source: Cynabar's Fantastic Technology – Droids, Galaxy Guide 8 – Scouts (page 44)

F2 Exploration Droid

Type: Cybot Galactica F2 Exploration Droid

DEXTERITY 2D

KNOWLEDGE 1D

Survival 4D

MECHANICAL 2D

Communications 2D, sensors 5D

PERCEPTION 1D

Hide 3D, sneak 3D, search 4D

STRENGTH 1D

Lifting 3D

TECHNICAL 1D

Security 2D

Equipped With:

- Four legs
- Heavy grasper jaw
- Video, audio and olfactory sensors attached to head
- Movement sensor
- Comlink
- Rear-mounted antenna

Story Factors:

Loyalty: The F2 is loyal, dedicated and moderately clever, and will often go to extremes to perform its duty or protect a unit member.

Move: 10

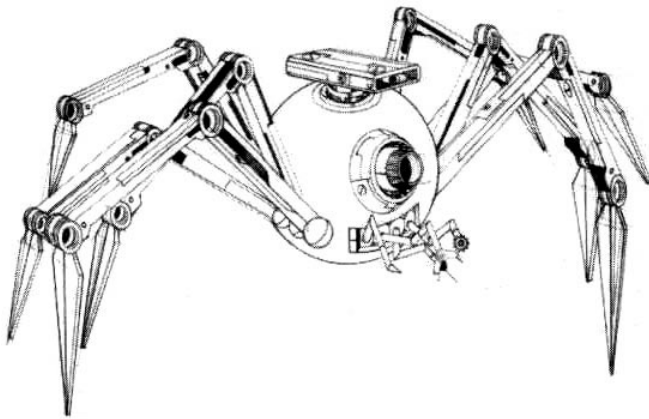
Size: 1 meter tall

Cost: 5,000 credits

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 56)



Scout Survey Droid



Type: SoroSuub Wanderer Scout Survey Droid

DEXTERITY 3D

Blaster: stun blaster 5D

KNOWLEDGE 0D

MECHANICAL 3D

PERCEPTION 1D

Search 5D

STRENGTH 2D

Climbing/jumping 4D

TECHNICAL 1D

Medical dissection 6D

Equipped With:

- Eight mechanical legs
- Photoreceptor eye
- Stun blaster (5D damage, 3-20/35/50 m)
- Three fine manipulators
- Sensor pack

Move: 12

Size: 1 meters diameter, 2 meters tall

Cost: 17,000 (new), 8,000 (used)

Source: Cynabar's Fantastic Technology - Droids

Scout Collector

Type: Serv-O-Droid 87-RM Scout Collector

DEXTERITY 1D

Stun prod 3D+2

KNOWLEDGE 2D

Alien species 5D, planetary systems 4D, scholar: biology 4D, scholar: botanic 4D

MECHANICAL 1D

PERCEPTION 2D

Search 4D, search: tracking 5D

STRENGTH 4D

TECHNICAL 1D

Equipped With:

- Repulsorlift engine
- Large storage chamber with cryogenic freezing system
- Reinforced hull (+1D to *Strength* to resist damage)
- Energy shield (+2 against energy attacks)
- Sensor array (+2 to *search*)
- Two heavy manipulator arms (+1D to *lifting*)
- Stun prod (5D stun damage, 3-meters range)

Move: 8

Size: 2.5 meters tall

Scout Droid

Type: Smitroo Industries Explorer Mk. V

DEXTERITY 1D

KNOWLEDGE 2D

Alien species 3D, cultures 3D, languages 3D, planetary systems 4D

MECHANICAL 2D

Communications 3D, sensors 3D

PERCEPTION 2D

Search 4D

STRENGTH 3D

Lifting 4D

TECHNICAL 2D

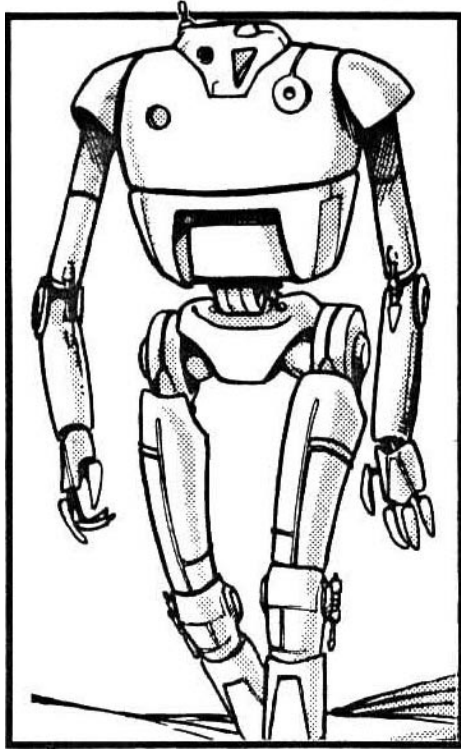
Equipped With:

- Chest storage case (0.5 cubic meters)
- Internal Analysis kit (used with storage case, +2D to *investigation* and *value* of minerals only)
- Long-range sensors (+2D to *search* for objects 25-30 meters away)
- Atmosphere sensor (determines air content in 1 hour and type (I, II, III or IV) in 5 minutes)

Move: 7

Size: 1.8 meters

Source: Galaxy Guide 8 – Scouts (page 96)



M38 Explorer Droid



Type: LesTech M38 Explorer Droid

DEXTERITY 1D

KNOWLEDGE 1D

Planetary systems 4D+2, survival 4D+2

MECHANICAL 1D

PERCEPTION 1D

Search 4D+2

STRENGTH 5D

TECHNICAL 1D

Equipped With:

-Seismic sensors (+1D to *search* for ground vibrations and to determine what the source of those vibrations might be)

- Movement sensors (+1D to *search* to spot moving objects up to 500 meters away)
- Electromagnetic sensors (allows droid to monitor electromagnetic spectrum)
- Dual photoreceptors (visual and infrared)
- Radiation sensors (allows droid to determine radiation levels, paying particular attention to levels harmful to organic life-forms)
- Heavy grasper arm (+1D to *lifting*)
- Fine works manipulator arm (+1D to *Dexterity* or *Technical* skills; used to gather samples)
- Holocam
- Specimen hopper (holds 5 Kg)
- Heavy treads

Move: 5

Size: 1.3 meters tall

Cost: 13,000 (new), 5,500 (used)

Source: Cynabar's Fantastic Technology – Droids, Rebel Alliance Sourcebook (pages 117-118), Arms and Equipment Guide (page 65)

Dark Eye Probe Droid



Type: Arakyd Industries DRK-1 "Dark Eye" Probe Droid

DEXTERITY 3D

Blaster 4D, dodge 5D

KNOWLEDGE 3D

Scholar: Jedi lore 6D, survival 7D

MECHANICAL 1D

PERCEPTION 3D

Hide 7D, search 10D, sneak 6D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Anti-scan shell (scan-absorbing shell provides a +1D+1 bonus to *hide* skill rolls)
- Comlink
- Improved sensor package (+2 bonus to all *search* skill

- rolls)
- Infrared vision (the droid can see in the dark up to 30 meters)
- Laser cannon (5D damage, range: 3-30/100/300)
- Low light vision (the droid can see twice as far as a human in dim light)
- Motion sensors (+2 bonus to *search* checks against moving targets)
- Recording unit (the droid can record and play back up to 5 minutes of footage)
- Self-destruct system (the droid will self-destruct/explode under predetermined circumstances)
- Sonic sensors (+2 bonus to *search* checks that involve sound)
- Stun blaster (4D stun damage, range: 3-10/30/120)
- Poison dart needler (range 3-10/30/60, see below for other details)
- Telescopic vision (the droid's visual sensors include a long-range capability)
- Weapon mounts (the droid has three appendages that have weapons attached to them)

Equipment Notes:

Poison Dart Needler: This needler gun is loaded with darts that contain a paralytic poison. The darts inflict no damage, but if used against an unarmored target (or an unarmored portion of a target, see the rules for called shots, SWD6, page 91), they inject their poison. The target of such an attack must succeed at a Difficult Strength check or be paralyzed and unable to move for 1D x 40 minutes (40-240 minutes). No ammunition total is listed, so assume the needler gun carries enough darts for ten shots.

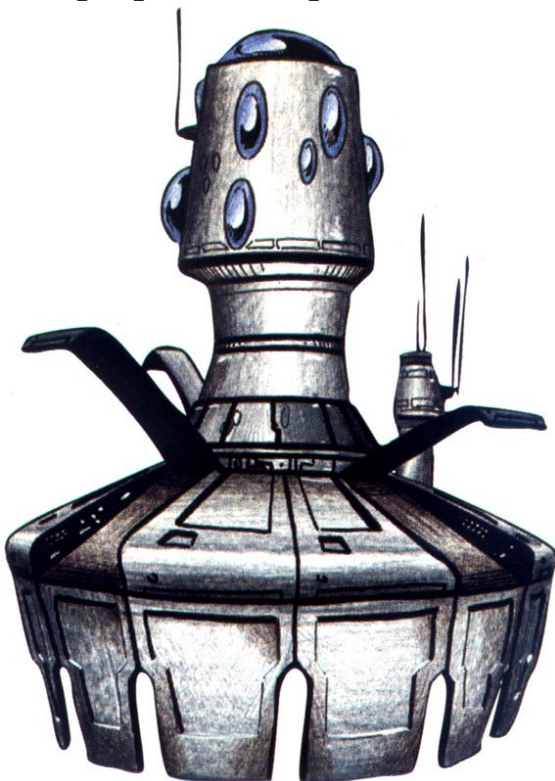
Move: 16

Size: Tiny

Cost: Not available for sale.

Source: The Dark Side Sourcebook (pages 64-65), Arms and Equipment Guide (page 60)

DeepSpace Explorer Droid



Type: Arakyd 6G2 DeepSpace Explorer Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 4D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Repulsor unit with three meter flight ceiling
- Retractable heavy grasper arm (*lifting* at 4D)
- Holographic/audio recorder
- Long-range sensor (+2D to *search* for moving objects)
- Atmosphere sensor – can determine atmosphere class (Type I, Type II, Type III or Type IV) within one half-hour

Move: 10

Size: 1.3 meters

Cost: 6,700 (new)

Source: Rulebook (page 238)

Resource Probe Droid

Type: Arakyd Resource Probe Droid

DEXTERITY 2D

KNOWLEDGE 3D

Planetary systems 4D+2, scholar: mineral resources 5D

MECHANICAL 3D

Astrogration 5D, communications 6D, sensors 6D, space transports 5D

PERCEPTION 3D

Investigation 6D, search 6D

STRENGTH 2D

TECHNICAL 2D

Equipped With:

- Multi-purpose appendages
- Repulsorlift engine (5-meters ceiling)
- Investigation and analytical computer
- Planetary sensor array with long range sensors:

Passive: 10/0D

Scan: 100/1D

Search: 500/2D

Focus: 10/3D

-Recording devices

-Broad-band transceiver

-Mineral sampler

-Beam drill (3D, 5-meter range, lower 180-degree arc only)

Move: 12/13

Size: 1.5 meters tall

Cost: 10,000

Source: Flashpoint! Brak Sector (pages 26-27)

ER-1 Probe Droid

Type: Naboo ER-1 Series Probe Droid

DEXTERITY 1D

Dodge 2D, stun blaster 2D

KNOWLEDGE 3D

Scholar: life science 5D, scholar: physical science 5D, survival 4D+1

MECHANICAL 2D

PERCEPTION 3D

Search 7D, search: tracking 6D+1, hide 4D

STRENGTH 2D

TECHNICAL 3D

Demolitions 4D

Equipped With:

- Stun blaster (3D stun damage, range 3-10/20/40)

- Improved sensor package (+2 to all *search* skill rolls)
- Infrared vision (can see in the dark up to 30 meters)
- Low-light vision (can see twice as far as a human in dim light)
- Telescopic vision (visual sensors include a long-range capability)
- Sonic sensors (+2 to *search* skill rolls that involve sound)
- Comlink
- Recording unit (can record and play back up to 5 minutes of footage)
- Environmental compensation (heat, cold, water)
- 24 Biosensors (see below)
- Remote sensor platform (see below)

Equipment Notes:

Biosensors: These biosensors provide the droid with a +1D bonus to all *search* skill rolls as long as it is within 2 kilometers of one or more of them. Each sensor can operate for 3 hours before it runs out of power. If the droid deploys all biosensors, the internal space can be used as a 10 Kg storage space.

Remote Sensor Platform: When deployed, this allows the droid to make skill checks as if it were at the platform's location, as long as the droid is within 10 kilometers of the platform.

Move: 12 (repulsorlift)

Size: Man-sized.

Cost: 22,000 (new)

PERCEPTION 3D

Search 4D, search: tracking 7D+1

STRENGTH 4D

TECHNICAL 2D+1

Equipped With:

- Long-range sensor (+1D to *search* for objects between 200 meters and five kilometers away)
- Movement sensor (+2D to *search* for moving objects up to 100 meters away)
- Atmosphere sensors – can determine atmosphere class (Type I, Type II, Type III or Type IV) within one half-hour
- Blaster cannon (4D+2, 3-10/30/120)
- Self-destruct mechanism
- Repulsor generator for movement over any terrain
- Several retractable manipulator arms
- Several retractable sensor arms for gathering samples

Move: 14

Size: 1.6 meters tall

Cost: 14,500 (new)

Source: Rulebook (page 239), Cynabar's Fantastic Technology: Droids, Dark Force Rising Sourcebook (pages 104-105), Galaxy Guide 3 – The Empire Strikes Back (pages 8-11), Star Wars Trilogy Sourcebook SE (pages 166-167), The DarkStryder Campaign - Boxed Set (pages 84-85), The Movie Trilogy Sourcebook (pages 64-65), The Star Wars Sourcebook (pages 54-56), The Thrawn Trilogy Sourcebook (pages 198-199), d20 Core Rulebook (page 374), Rebellion Era Sourcebook (page 92)

Viper Probot



Type: Arakyd Viper Probe Droid

DEXTERITY 3D

Blaster 4D

KNOWLEDGE 2D+2

Planetary systems 4D

MECHANICAL 3D

Sensors 6D

Probot Hyperdrive Pod

Model: Hyperdrive Jump Pod

Craft: Arakyd Predator Jump Pod

Scale: Starfighter

Length: 4 meters

Skill: Space transports: hyperdrive pod

Crew: One probe droid

Passengers: None

Cargo Capacity: None

Consumable: None

Hyperdrive Multiplier: x2

Maneuverability: 1D+2

Space: 3

Atmosphere: 225, 750 kmh

Hull: 3D

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 5/2D

Source: Cynabar's Fantastic Technology: Droids, Dark Force Rising Sourcebook (page 105), Death Star Technical Companion (page 93), Galaxy Guide 3 – The Empire Strikes Back (pages 8-11), Star Wars Trilogy Sourcebook SE (pages 166-167), The DarkStryder Campaign - Boxed Set (pages 84-85), The Movie Trilogy Sourcebook (pages 64-66), The Star Wars Sourcebook (pages 54-56), The Thrawn Trilogy Sourcebook (pages 198-199), Rebellion Era Sourcebook (page 92)



Individual Droids

T3-M4



Type: Modified T3-series Astromech Droid

DEXTERITY 2D

Blasters 3D+2, flamethrower 3D

KNOWLEDGE 2D

Alien species 3D, scholar: chemistry 4D, scholar: engineering 4D

MECHANICAL 3D

Astrogation 6D, space transports 5D

PERCEPTION 2D

Forgery 4D+1, hide 2D+2, search 4D, sneak 2D

STRENGTH 2D

TECHNICAL 3D

Computer programming/repair 7D, demolitions 6D+2, droid programming 4D, droid repair 4D, security 5D+1

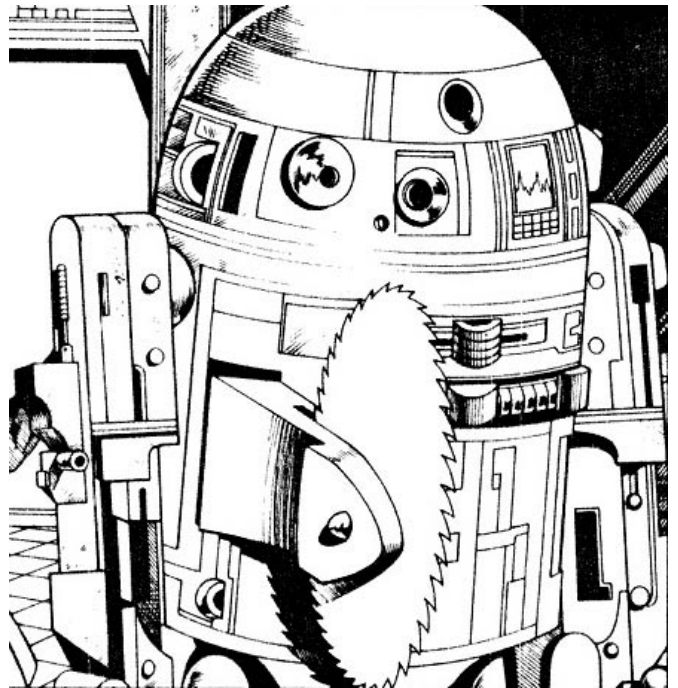
Equipped With:

- Armor plating (+1D physical, +1 energy)
- Heavy blaster pistol (5D damage)
- Comlink
- Video and auditory sensors
- High pitch acoustic signaler
- Flamethrower (3D damage, range 7 meters, flame does 3D damage each round until extinguished)
- Internal storage space (5 Kg)
- 4 wheeled magnetic feet
- Telescopic appendage
- 3 tool mounts
- Welding laser

Move: 8

Size: 1 meter tall

P2-D19



Type: Modified Industrial Automaton Astromech Droid Prototype

DEXTERITY 2D

Laser welder 6D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 3D

STRENGTH 5D

TECHNICAL 4D

Space transports repair 5D

Equipped With:

- Three wheeled legs (one retractable)
- Heavy grasper arm
- Three medium arms (retractable)
- Laser welder (4D damage, 3 meter range)
- Video display screen
- Buzzsaw (5D damage)

Move: 4

Size: 2.2 meters

Cost: Not for sale

Source: Black Ice (page 30)

R2-C3

Type: Espionage Droid

DEXTERITY 2D

Dodge 4D, electroshock prod 4D

KNOWLEDGE 2D

MECHANICAL 4D

Communications 8D

PERCEPTION 4D

STRENGTH 1D

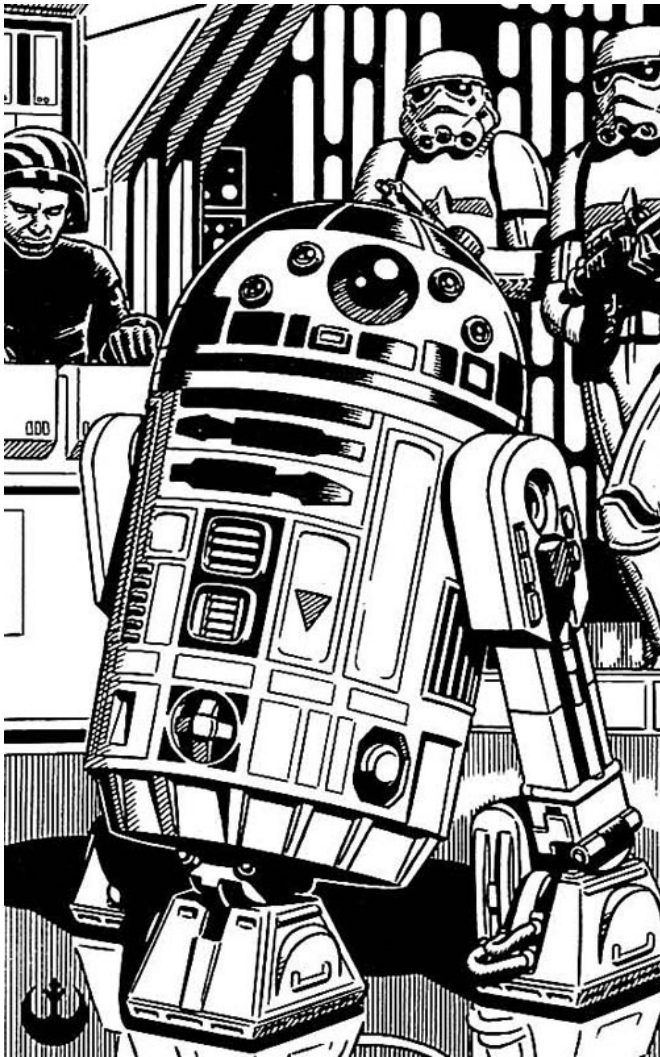
Lifting 4D

TECHNICAL 3D

Computer programming/repair 13D, droid programming 8D, droid repair 8D, security 10D

Equipped With:

- Three wheeled legs (one retractable)



- Retractable heavy grasper arm
- Retractable fine work grasper arm
- Extendable 0.3 meter long video sensor (360 degree rotation)
- Small electric arc welder (1D-5D damage, 0.3 meters range)
- Small circular saw (4D damage, 0.3 meter range)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Small internal "cargo" area

Move: 5

Size: 1 meter tall

Cost: Not for sale

Source: Cracken's Rebel Operatives (page 58)

R2-D0

Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 2D

Dodge 3D, electroshock prod 4D

KNOWLEDGE 2D

Planetary systems 7D, survival 5D, value: technology 6D

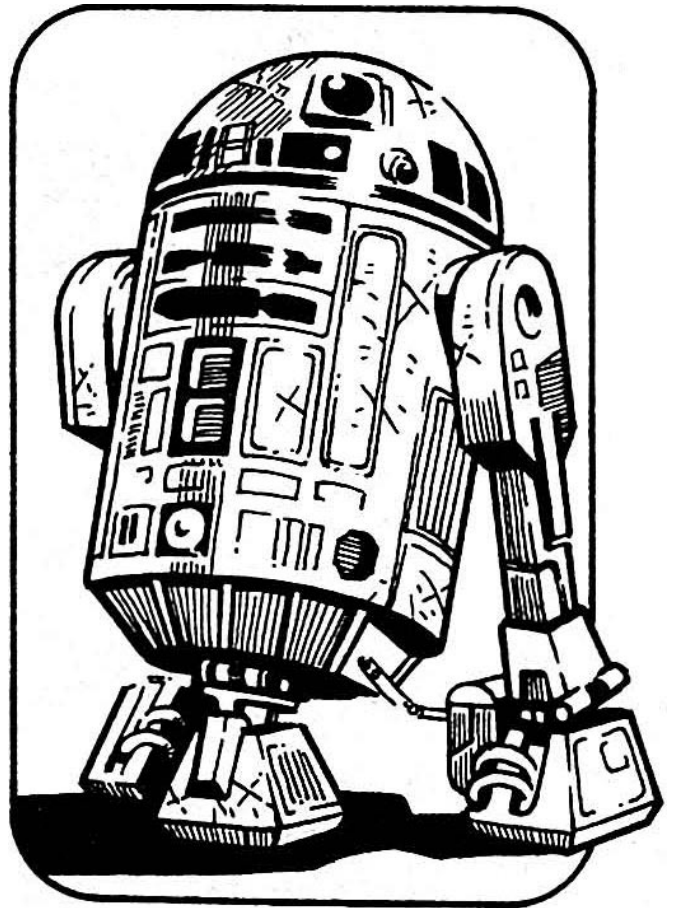
MECHANICAL 2D

Astrogation 8D, starship piloting 5D

PERCEPTION 1D

Gambling 5D, hide 4D, sneak 4D

STRENGTH 1D



Lifting 4D

TECHNICAL 2D

Computer programming/repair 7D, droid programming 5D, droid repair 5D, repulsorlift repair 4D, security 6D, starship repair 6D

Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasping arm (+1D to *lifting*)
- Retractable fine work heavy grasper arm
- Extendable 0.3 meter long video sensor (360 degree rotation)
- Infrared receptor
- Electromagnetic-field sensors
- Video display screen
- Holographic projector/recorder (one meter range)
- Computer link-up jack
- Auditory receivers
- Laser welder (1D+2)
- Electroshock prod (3D, stun damage only)

Move: 7

Size: 0.96 meters tall

Cost: Not for sale

Source: The Game Chambers of Questal (page 24)

R2-D2 (Artoo-Detoo)



- Retractable heavy grasping arm (+1D to *lifting*)
- Retractable fine work heavy grasper arm
- Extendable 0.3 meter long video sensor (360 degree rotation)
- Small electric arc welder (3D damage, 0.3 meters range)
- Small circular saw (4D damage, 0.3 meter range)
- Video display screen
- Holographic projector/recorder (one meter range)
- Fire extinguisher
- Small internal "cargo" area (20 cm by 8 cm)
- High pitch acoustic signaler
- One Long range sensing array: includes radar, radiation counter and life form sensor, infrared receptors, electromagnetic field receptor (+3D to *search* at range of up to 100 meters)
- Broad-band antenna receiver (can monitor all broadcast and communication frequencies)
- Information storage/retrieval jack for computer link-up
- One compressed air launcher (used for Luke's lightsaber or for flares)

Force Points: 1

Character Points: 13

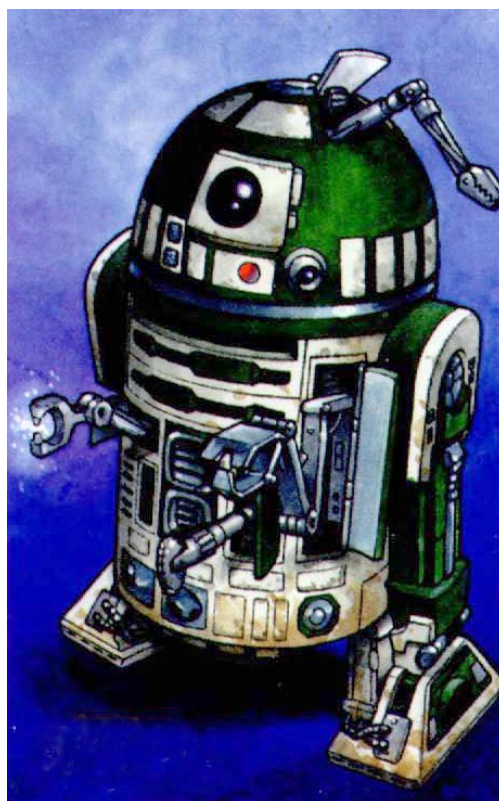
Move: 5

Size: 0.96 meters tall

Cost: 1,250 credits (as purchased by Owen Lars)

Source: Galaxy Guide 3 – The Empire Strikes Back (pages 83-85), Dark Empire Sourcebook (pages 16-17), Heir to the Empire Sourcebook (pages 25-27), Shadows of the Empire Sourcebook (pages 13-14), Star Wars Trilogy Sourcebook SE (pages 24-26), The Jedi Academy Sourcebook (pages 13-15), The Last Command Sourcebook (pages 15-16), The Movie Trilogy Sourcebook (pages 15-17), The Star Wars Sourcebook (pages 133-135), The Thrawn Trilogy Sourcebook (page 32), The Truce at Bakura Sourcebook (pages 32-33)

R2-D6



(as of the Battle of Yavin – as of the Jedi Academy Trilogy)

Type: Industrial Automaton R2-D2 Astromech Droid

DEXTERITY 2D

Dodge 3D-5D, electroshock prod 4D-4D+2

KNOWLEDGE 2D

Planetary systems 8D-9D, survival 6D-6D+2, value 6D-7D+2

MECHANICAL 4D

Astrogation 10D-12D, communications 5D+1-7D, repulsorlift operation 4D-6D+2, sensors 7D-8D+1, starfighter piloting 6D, starfighter piloting: X-wing 6D-9D, starship gunnery 4D-5D, starship shields 4D-5D+2

PERCEPTION 3D

Command 3D-4D, con 3D-4D+2, gambling 6D, search 3D-4D, sneak 4D-5D

STRENGTH 3D

Lifting 4D, swimming 3D-3D+1

TECHNICAL 4D

Computer programming/repair 8D-9D+2, droid programming 5D-5D+2, droid repair 5D-8D, machinery repair 5D+2, repulsorlift repair 4D-5D, security 6D-7D+1, starfighter repair 6D-7D, starfighter repair: X-wing 6D-9D+2, space transports repair 5D-7D, space transports repair: YT-1300 transport 5D-9D+1

Equipped With:

-Three wheeled legs (one retractable)

Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 7D, starfighter repair 7D

Equipped With:

- Three wheeled legs (center leg retractable)
- Small electric arc welder (3D, 0.3 meters range)
- Computer interface port
- Extendable 0.3 meter long video sensor (360 degree rotation)
- Retractable fine work heavy grasper arm
- Fire extinguisher
- Retractable heavy grasping arm (*lifting* at 2D)
- Video display screen
- Holographic projector/recorder
- Small circular saw (4D, 0.3 meter range)

Move: 5

Size: One meter tall

Cost: Not for sale

Source: Introductory Adventure Game

R2-K7



Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 2D

Dodge 3D, arc welder 5D

KNOWLEDGE 2D

MECHANICAL 4D

Astrogation 9D

PERCEPTION 3D

Sneak 4D

STRENGTH 3D

Lifting 4D

TECHNICAL 4D

Capital ship repair 5D, capital ship repair: Kiltirin-class dungeon ship 8D+2, computer programming/repair 8D, droid programming 4D+2, droid repair 4D+2, machinery repair 5D, repulsorlift repair 5D, starfighter repair 4D+2, space transports repair 5D

Equipped With:

- Three wheeled legs (center leg retractable)
- Retractable heavy grasping arm (+1D to *lifting*)
- Retractable fine work heavy grasper arm
- Extendable 0.3 meter long video sensor (360 degree rotation)
- Small electric arc welder (3D damage, 0.3 meters range)
- Small circular saw (4D damage, 0.3 meter range)
- Video display screen
- Holographic projector/recorder (one meter range)
- Fire extinguisher
- Long range sensing array: includes radar, Geiger counter and life form sensor, infrared receptors, electro-magnetic field receptor (+3D to *search* at range of up to 100 meters)
- Broad-band antenna receiver (can monitor all broadcast and communication frequencies)
- Information storage/retrieval jack for computer link-up

Character Points: 4

Move: 5

Size: 0.96 meters tall

Cost: Not for sale

Source: Alliance Intelligence Reports (pages 54-55)

R2-V0

Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 5D,

space transports

3D, starfighter

piloting 3D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D

C o m p u t e r

p r o g r a m m i n g /

r e p a i r 7D, space

t r a n s p o r t s r e p a i r

7D, starfighter

r e p a i r 5D

Equipped With:

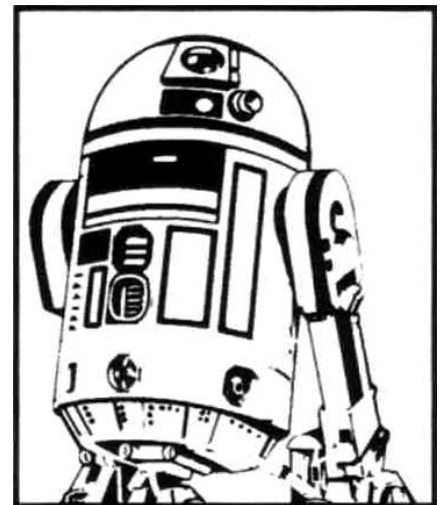
- Three wheeled legs (one retractable)
- Retractable heavy grasping arm (*lifting* at 2D)
- Retractable fine work grasper arm
- Extendable 0.3 meter long video sensor (360 degree rotation)
- Small electric arc welder (1D to 5D, as fits the situation, 0.3 meters range)
- Small circular saw (4D, 0.3 meter range)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Small (20 cm bt 8 cm) internal "cargo" area

Move: 5

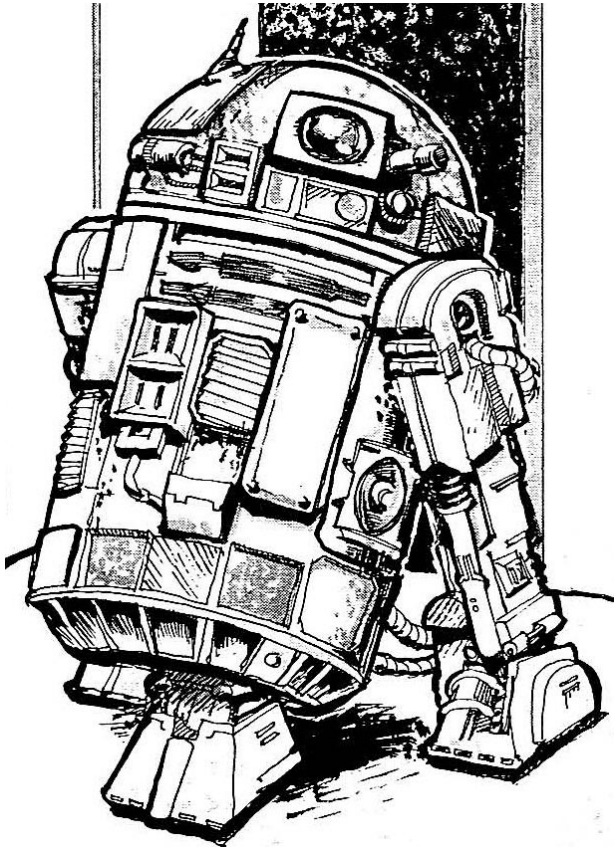
Size: 1 meter tall

Cost: Not for sale

Source: Classic Campaigns (page 20)



R2-X0 (Patchwork)



Type: Modified Industrial Automaton R2 Astromech Droid

DEXTERITY 1D

Blaster 3D

KNOWLEDGE 1D

MECHANICAL 2D

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

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 2D

Computer programming/repair 4D, space transports repair 5D, starfighter repair 5D

Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasper arm (*lifting* skill at 3D)
- Retractable fine work grasper arm
- Extendable 0.3 meter long video sensor
- Small plasma torch (1D to 5D damage, 0.3 meters range)
- Small circular saw (4D damage, 0.3 meter range)
- Blaster (in head turret, 3D damage, 3-5/10/15)
- Holographic projector/recorder
- Fire extinguisher
- Extendable hydrospanner
- I/O computer interface jack

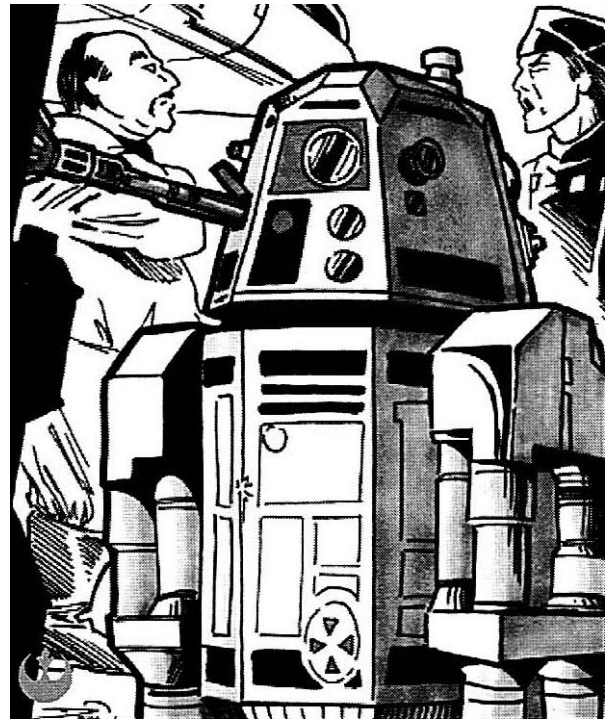
Move: 5

Size: 1 meter tall

Cost: Not for sale

Source: Cracken's Rebel Operatives (page 93)

R2z-DL (Toozy)



Type: Industrial Automaton R2z Starship Maintenance Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 6D, space transports repair 7D, starfighter repair 6D, starship weapons repair 5D

Equipped With:

- Vertically extendable movement platform (allows two meters of vertical movement)
- Retractable heavy grasper arm (*lifting* skill +2D)
- Retractable fine work heavy grasper arm (*Dexterity* 3D)
- Video sensor with one meter long fiber optic lens extension
- Electric arc welder (2D to 6D damage, 0.3 meter range)
- Shielded data storage module
- Droid/starship interface

Character Points: 12

Move: 5

Size: 1 meter tall

Cost: 3,200 (used)

Source: Cracken's Rebel Operatives (page 56)

R4-B11

Type: Industrial Automaton R4 Agromech Droid

DEXTERITY 1D+1

Blaster 3D+2, dodge 2D+1

KNOWLEDGE 1D

Business: agriculture 4D+2, languages: computer languages 5D, languages: droid languages 3D+1

MECHANICAL 2D

Astrogation 4D, repulsorlift operation 3D, space transports 3D+1

PERCEPTION 2D



STRENGTH 2D

TECHNICAL 3D+2

Computer programming/repair 5D+1, machinery repair 4D+1, space transports repair 4D

Equipped With:

- Three wheeled legs
- Video sensors
- One fine manipulation arm (+1D to repair skills)
- Heavy duty arc welder (4D+1 damage, range 0.5/1/1.5, +1D to repair skills)
- Video display screen
- Portable nav storage unit (stores coordinates for one hyperspace jump)
- Acoustic signaler
- Hold-out blaster (3D+2)

Move: 6

Size: 1 meter tall

Cost: Not for sale

Source: Operation: Elrood (page 32)

R4-J1 (Jaywun)

Type: Modified Industrial Automaton R4 Droid

DEXTERITY 2D

Dodge 3D+1

KNOWLEDGE 2D

Languages 3D, scholar: astronomy 4D, value 5D

MECHANICAL 3D

Astrogation 5D, repulsorlift operation 5D+2

PERCEPTION 1D

Search 3D

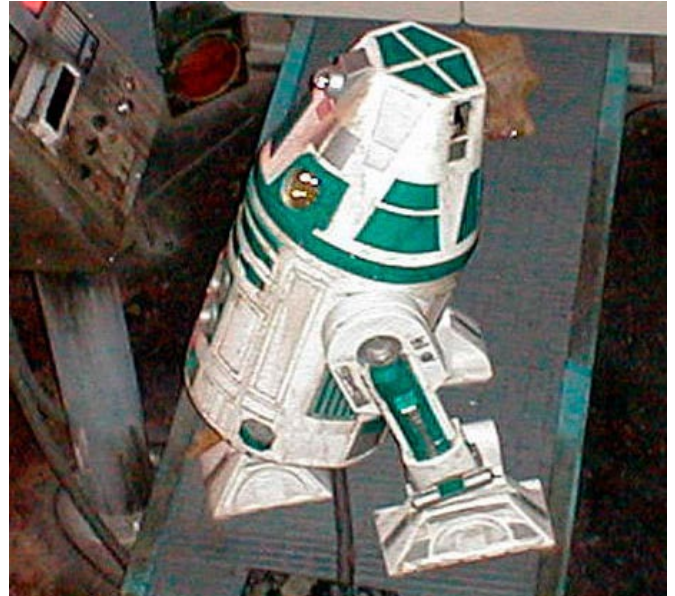
STRENGTH 1D

TECHNICAL 3D

Computer programming/repair 6D+2, droid repair 5D+1, repulsorlift repair 6D, security 7D, space transports repair 5D+1

Equipped With:

- Diagnostics package (+2D to one repair skill, or +1D to two of them)



- Environmental compensation (vacuum) (the droid is adapted for a vacuum environment)
- Heuristic Processor (the droid is able to use skills it is untrained in)
- Holorecording unit (can record and play back up to 5 minutes of holographic footage)
- Improved sensor package (+2 to all *search* skill rolls)
- Infrared vision (can see in the dark up to 30 meters)
- Internal storage (extra space available for 2 kilograms of storage or upgrades)
- Magnetic feet (the droid's feet are equipped with electromagnetic grippers)
- Telescopic appendage (can reach up to 2 meters away from the droid)
- Tool mounts x4 (has four appendages that have tools attached to them)

Move: 8

Size: 1 meter tall

Cost: Not for sale

Source: Rebellion Era Sourcebook (pages 30-31)

R4-M17

Type: Industrial Automaton R4 Agromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

Business 2D, business: agriculture 5D+1, languages: computer languages 4D+2, languages: droid languages 4D

MECHANICAL 2D

Machinery operation 5D+1, repulsorlift operation 3D+1

PERCEPTION 2D

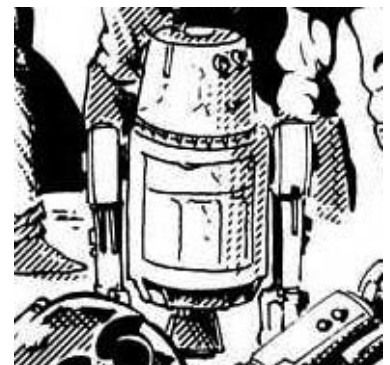
STRENGTH 2D

TECHNICAL 3D

Computer programming/repair 4D+2, machinery repair 5D, machinery repair: moisture vaporators 6D+2, repulsorlift repair 4D

Equipped With:

- Three wheeled legs
- Video sensors
- Two fine manipulation arms (+1D to repair



skills)

- Arc welder (3D damage, +1D to repair skills)
- Video display screen
- Cybot acoustic signaler (droid and computer languages)

Move: 5

Size: 1 meter tall

Cost: 750 credits (used)

Source: Galaxy Guide 7 – Mos Eisley (page 58)

R5-D4



Type: Industrial Automaton R5 Astromech Droid

DEXTERITY 1D

Dodge 2D+1

KNOWLEDGE 1D

Planetary systems 5D, value 3D

MECHANICAL 3D

Astrogation 5D, starfighter piloting 4D, starship gunnery 3D+2, starship shields 4D

PERCEPTION 2D

STRENGTH 2D

Lifting 2D+2

TECHNICAL 3D

Computer programming/repair 4D, droid programming 3D+1, droid repair 4D, repulsorlift repair 3D+2, space transports repair 4D+1

Equipped With:

- Three wheeled legs (one retractable)
- Video sensor
- Two fine manipulation arms (+1D to all repair skills)
- Arc welder (3D damage, 0.3 meter range)
- Video display screen
- Cybot acoustic signaler (droid and computer languages only)

Move: 5

Size: 1 meter tall

Cost: 1,450 credits

Source: Galaxy Guide 1 – A New Hope (pages 21/24), Star Wars Trilogy Sourcebook SE (pages 168-169), The Movie Trilogy Sourcebook (pages 30-33)

Gate

Type: Modified Industrial Automaton R5 Astromech Droid

DEXTERITY 2D

Dodge 2D+1, melee combat 3D+1

KNOWLEDGE 1D

Scholar: astronomy 3D+1

MECHANICAL 2D

Astrogation 5D+1, starfighter pilot 4D+2

PERCEPTION 2D

Hide 3D+1, search 5D+2

STRENGTH 1D

TECHNICAL 4D

Computer programming/repair 6D+1, security 6D, starfighter repair 9D+1

Equipped With:

- Diagnostics package (+2D to *starfighter repair*)
- Environmental compensation (The droid is adapted for vacuum)
- Fire Extinguisher (can create a cloud granting a +2D cover modifier)
- Improved Sensor package (+2 to all *search* skill rolls)
- Internal Storage (1 kilogram of extra space available for storage or upgrades)
- Magnetic Feet (the droid's feet are equipped with electromagnetic grippers)
- Telescopic appendage (can reach up to 2 meters away from the droid)
- 4 Tool mounts
- Video recording unit (can record and play back up to 5 minutes of video footage)

Move: 8

Size: 1 meter tall

Cost: Not for sale

Q9-X2

Type: Industrial Automaton Q9 astromech droid prototype

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 3D

Astrogation 5D, space transports 3D, starfighter repair 3D

PERCEPTION 2D

Search 6D

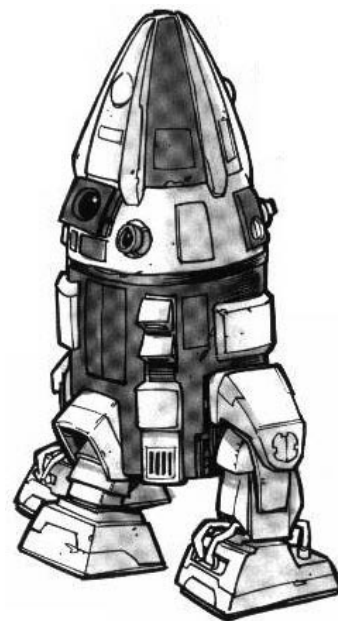
STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 6D, starfighter repair 5D

Equipped With:

- Three wheeled legs (one retractable)
- Repulsor units
- Vocoder unit (Astromech voice box)
- Molecular backtrack sniffer (tracks targets by pheromone trail; +1D to scent-based *search: tracking* rolls)
- Residual heat-trend directionalizer (reveals footprints or other similar heat sources that leave a trail, 5 meter range, attempts must be made within 20 minutes of the trail being made, +1D to *search: tracking* rolls)
- Enhanced movements sensor (+2D to movement-based



search checks)

-Enhanced audio sensors (+2D to sound-based *search* checks)

-Enhanced infrared sensors (+2D to heat-based *search* checks)

Electromagnetic field receptors (+1D to EM-based *search* checks)

-Broadband antenna receiver (5 Km range)

-Built-in comlink (1 Km range)

-Retractable heavy grasper arm (+1D to *lifting*)

-Retractable fine work grasper arm

-Extendible 0.3 meter long video sensor (360 degree range)

-Small electric arc welder (1D-5D, 0.3 meter range)

-Small circular saw (4D damage, 0.3 meter range)

-Video display screen

-Holographic projector/recorder

-Flat-image photoimager (reproduces a non-holographic, single frame image; 50 meter range, photoimaging takes roughly 90 seconds)

-Fire extinguisher

-Small (10 cm by 8 cm) internal cargo area

-Some additional tools and equipment

Move: 6 (wheels), 10 (repulsors, flight ceiling 3 meters)

Size: 1.3 meters tall

Note: Q9 is constantly upgrading himself. It is believed he possesses more attachments and gear than is indicated here, and will likely upgrade his existing attachments in the future.

Source: Cracken's Threat Dossier (pages 113-114)

Type: TTC MdZ Maintenance Droid

DEXTERITY 2D

Blaster: hold-out blaster 4D

KNOWLEDGE 1D+2

Streetwise 6D

MECHANICAL 2D+2

Space transports 5D

PERCEPTION 2D

Search 4D

STRENGTH 2D

Brawling 5D

TECHNICAL 3D

Computer programming/repair 5D, droid programming 4D+2, droid repair 7D, space transports repair 5D

Equipped With:

-Two auto-balance legs

-Two heavy grasper arms (*lifting* skill at 4D)

-Two retractable fine manipulators (*Dexterity* 4D, 2 Kg load maximum)

-Sensor array (standardized Human range, plus infra-red and micro-/macro-ocular extensions)

-Internal comlink with simplified Basic speech module

-Hold-out blaster (3D) concealed in left leg

Character Points: 20

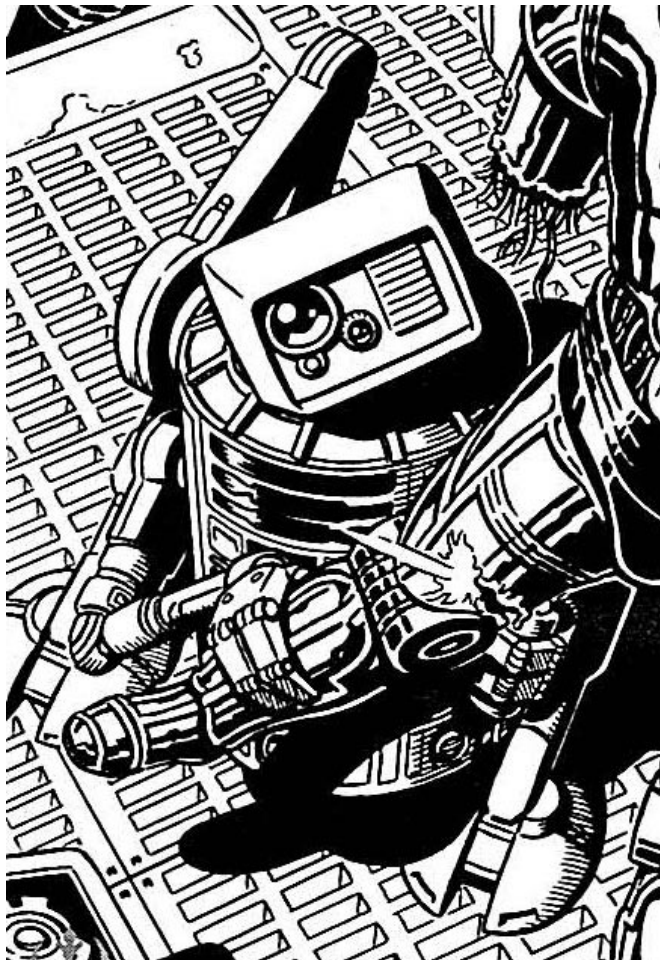
Move: 12

Size: 1.5 meters tall

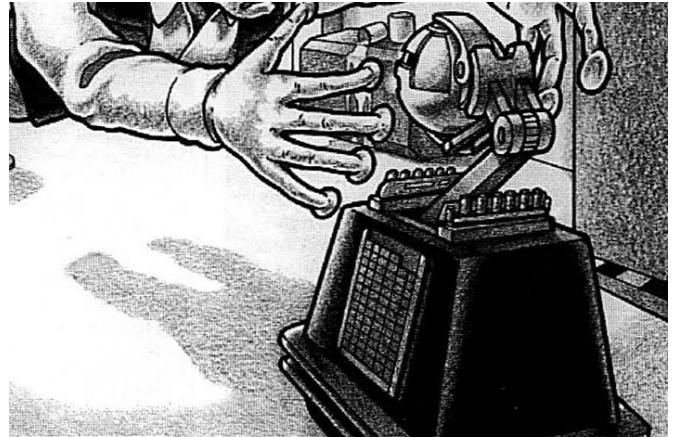
Cost: Not for sale

Source: Cracken's Rebel Operatives (page 55)

MdZ-BLK (Blockhead)



MSE-X-PR6



Type: Modified Rebxan Columni MSE-6

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

-Electro-photoreceptor

-Auditory sensors

-Vocabulator speech system

-Treads

-Storage area (0.1 meter cube)

-Retractable fine manipulator arm (+1D to *lifting*)

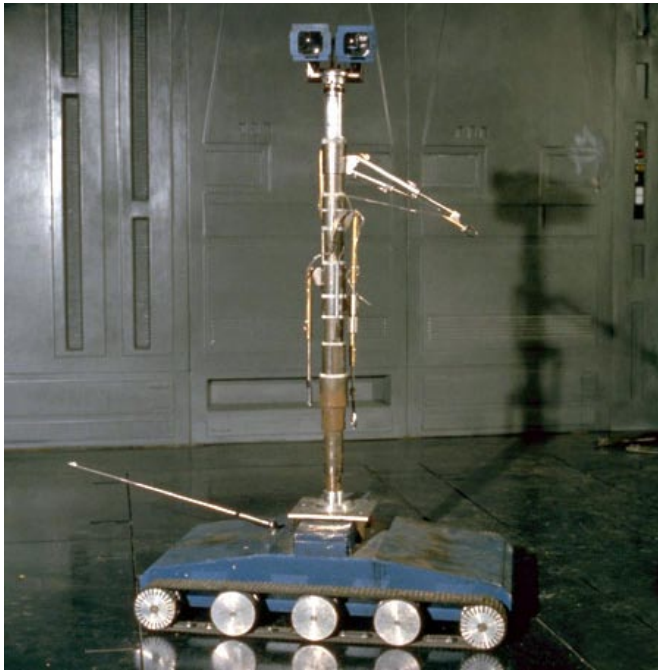
Equipment: Thermal detonator in storage area (10D), piece of DarkStryder technology.

Move: 5

Size: 0.3 meters

Source: The DarkStryder Campaign – The Kathol Outback (pages 30-31)

WED00-88 (Weedo)



Type: Modified Cybot Galactica WED Treadwell Droid

DEXTERITY 3D

Blaster 4D, dodge 3D+2

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 4D+2, space transports 4D+2

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 2D

Computer programming/repair 4D, security 4D, space transports repair 7D

Equipped With:

- Arm-mounted blaster (4D damage)
- Diagnostics package (+2D to *space transports repair*)
- Microbinoculars
- 5 tool mounts
- Telescopic appendage (can reach two meters from the droid)
- Environmental compensation (vacuum)
- Magnetic feet (droid's feet are equipped with electromagnetic grippers)
- Vocabulator

Move: 8

Size: 1.6 meters

Cost: Not for sale

MK-09 (Emkay)

Type: Modified Kalibac Industries MK-09 Maintenance Droid

DEXTERITY 1D+2

KNOWLEDGE 2D

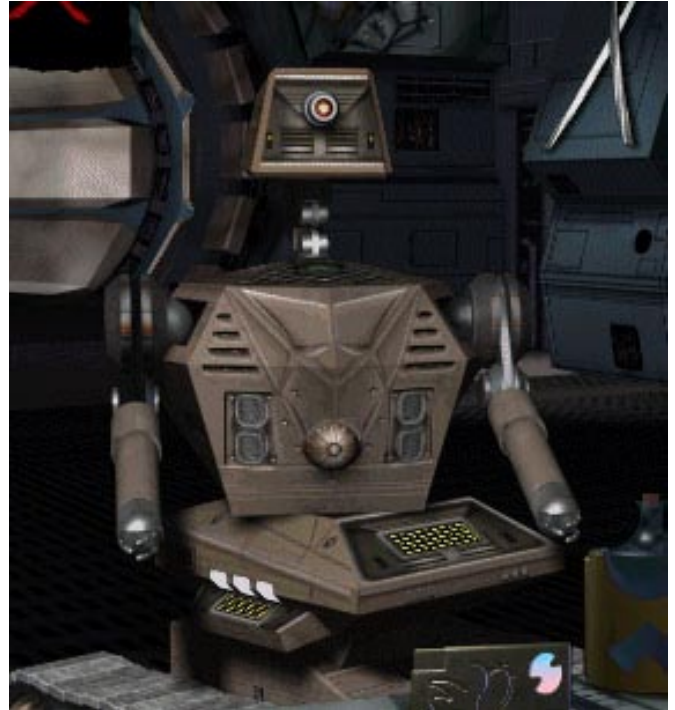
Planetary systems 4D

MECHANICAL 3D

Astrogation 4D+1, communications 4D, sensors 3D+2, space transports 5D+1, space transports: YT-2000 6D, starfighter piloting 4D, starship shields 4D+2, starship gunnery 5D

PERCEPTION 1D

Search 2D



STRENGTH 1D+2

Lifting 3D

TECHNICAL 4D

Computer programming/repair 4D+2, droid repair 5D, security 5D, space transport repair 6D+2, starfighter repair 6D, starship weapons repair 6D+2

Equipped With:

- Visual and auditory receptors
- Holographic projector/recorder
- Network connector
- Fire extinguisher
- Electric arc welder (1D-5D damage, 0.4 meter range)
- Small (20 cm by 10 cm) internal "cargo" area
- Repair tools
- Small circular saw (3D, 0.4 meter range)
- Tread locomotion system
- Two manipulator arms
- Vocabulator

Move: 5

Size: 1.23 meters tall

Cost: Not for sale

LE-BO2D9 (Leebo)

Type: Modified Cybot Galactica LE-series Repair Droid

DEXTERITY 1D

Dodge 3D

KNOWLEDGE 3D

Bureaucracy: starport customs 4D, languages 5D, law enforcement: Imperial Customs 4D, planetary systems 5D, streetwise 4D+2

MECHANICAL 2D

Astrogation 3D, communications 3D, sensors 3D, space transports 5D+2, starship gunnery 4D, starship shields 4D

PERCEPTION 1D

Bargain 3D, investigation 2D, search 3D

STRENGTH 3D

TECHNICAL 3D

Capital ship repair 4D, computer programming/repair 5D, security 3D+2, space transports repair 5D

Equipped With:



-Stripped-down skeletal body (two arms, two legs, head)
 -Visual/audial sensors (human range)
 -Holographic projector/recorder
 -Vocabulator speech/sound system
 -Broad-band antenna receiver/transmitter
 -Long-range, shielded single-channel comlink to Dash Rendar's unit
Move: 7
Size: 1.7 meters tall
Cost: Not for sale
Source: Shadows of the Empire Sourcebook (pages 53-54)

GSAD-43

Type: Rogue Armorer Droid

DEXTERITY 2D

Blaster 6D+1, missile weapons 4D+1

KNOWLEDGE 2D

Bureaucracy 2D+1, law enforcement 3D

MECHANICAL 2D

PERCEPTION 2D
 Investigation 2D+2, search 3D

STRENGTH 3D

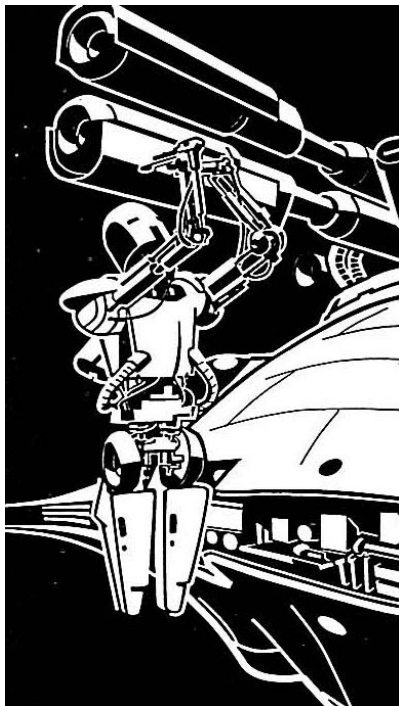
TECHNICAL 3D

Armor repair 4D+1, blaster repair 5D, jet pack repair 3D+1, repulsorlift repair 3D+1

Equipped With:

-AA-12X Verbobrain
 -Communications link with base computer
 -Humanoid body (two arms, two legs, head)
 -Repulsorlift unit (hovers, flight ceiling 1 meter)

-Two Visual/auditory sensor recorders (human range)
 -Vocabulator speech/sound system
 -Internal blaster/missile launcher weapons pod (blaster: 4D, 3-25/100/250, missile: 4D/3D/2D, blast radius 0-2/



4/6, 10-25/50/100)

-Sensor Pod: +2D to search

Move: 6

Size: 1.5 meters tall

Cost: 7Not for sale

Source: Galaxy Guide 9 – Bounty Hunters (page 75)

X0-X1 (Exo-ExOne)

Type: X1 prototype Droid

DEXTERITY 1D

Dodge 4D

KNOWLEDGE 4D

Scholar: technology 6D

MECHANICAL 2D

PERCEPTION 2D

Search 5D

STRENGTH 2D

TECHNICAL 4D

Computer programming/repair 6D

Equipped With:

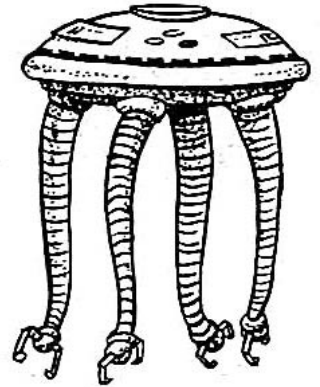
-Special shielding (+3D to resist damage)

Equipment: Virtually everything on Cloud City connected to the Computer Core.

Move: 7

Size: 1 meter

Source: Crisis on Cloud City (page 22)



Blue Max

Type: Customized MerenData B2-X Computer Interface Unit

DEXTERITY 1D

KNOWLEDGE 2D+1

Bureaucracy 5D, business 2D+2, languages: computer languages 7D

MECHANICAL 2D

Communications 5D

PERCEPTION 1D



Con 5D, forgery 3D, investigation 7D

STRENGTH 1D

TECHNICAL 5D

Computer programming/repair 14D, droid programming 6D, security 7D+2

Equipped With:

- Fine computer interface probe
- Plastron Interface socket

Special Abilities:

Plastron Interface Socket: Blue Max can communicate with and interface through Bollux via a computer socket. Max fits into Bollux's chest plastron compartment.

Size: 0.4 meters tall

Cost: Not for sale

Source: Han Solo and The Corporate Sector Sourcebook (pages 125-126)

AL-BRT-34-X3 (Albert)



Type: Sentient Mainframe Computer

KNOWLEDGE 5D

Bureaucracy 7D, bureaucracy: Calamar University 11D, bureaucracy: Esseles 9D, business 6D+2, cultures 5D+2, macroeconomics 7D, languages 7D, law enforcement 8D, law enforcement: Esseles 9D+1

MECHANICAL 2D

Sensors 4D

PERCEPTION 3D

Bargain 6D+1, command 7D, forgery 8D, investigation 6D, persuasion 5D+1

TECHNICAL 5D

Computer programming/repair 14D, droid programming 7D, security 10D+2

Force Points: 1

Character Points: 6

Move: Physically, Albert is stationary, but his "consciousness" can virtually be anywhere on the planet in seconds.

Equipment: Albert has no possessions *per se*, but has a great many electronic resources at his disposal.

Source: Cracken's Rebel Operatives (pages 52-53)

CUTH-BRT-92-X3 (Cuthbert)

Type: Sentient Mainframe Computer

KNOWLEDGE 5D

Bureaucracy 7D, bureaucracy: Gandle Ott 10D, business 6D+2, business: urban government 7D+1, cultures 6D+2, macroeconomics 7D, languages 7D, law enforcement 8D, law enforcement: Gandle Ott 9D+1

MECHANICAL 2D

Sensors 4D

PERCEPTION 3D

Bargain 6D+1, command 7D, forgery: electronic 7D+1, investigation 8D, persuasion 5D

TECHNICAL 5D

Computer programming/repair 8D, droid programming 7D, security 10D+2

Character Points: 9

Move: Physically, Cuthbert is stationary, but can virtually be anywhere on the planet in seconds.

Equipment: Cuthbert has no possessions *per se*, but has a great many electronic resources at his disposal.

Source: The DarkStryder Campaign - Boxed Set (pages 45-46)

3rd Degree Droids

Protocol Droids

M-TD Translator Droid

Type: M-TD Series Translator Droid

DEXTERITY 2D

KNOWLEDGE 3D

Languages 5D, planetary systems 5D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Computer programming/repair 2D+1

Equipped With:

-Repulsorlift unit (allows limited flight)

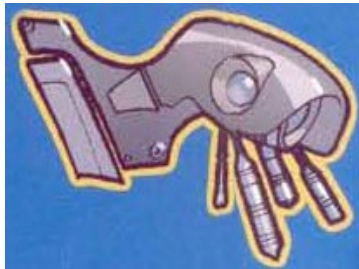
-Vocabulator (the droid can replicate human speech)

Move: 10

Size: Tiny

Cost: 2,350 credits

Source: d20 Core Rulebook (page 372)



Chiba DR-10 Protocol Droid

Type: Chiba DR-10 Hovering Protocol Droid

DEXTERITY 2D

Blaster 3D

KNOWLEDGE 2D

Alien species 3D+2, bureaucracy 3D+1, value 3D+1, willpower 3D+1

MECHANICAL 3D

PERCEPTION 1D

Investigation 3D+1, persuasion 3D+1, search 3D, search: tracking 3D+2

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 3D+1

Equipped With:

-360 Degree Vision (The droid can see in all directions at once, making it difficult to surprise)

-Blaster (4D, 3-10/30/120)

-Comlink

-Heuristic processor (the droid is able to use skills it is untrained in)

-Improved sensor package (+2 to all *search* rolls)
 -Infrared vision (can see in the dark up to 30 meters)
 -Motion sensors (+2 to *search* rolls against moving targets)
 -Recording unit (can record and play back up to 5 minutes of holographic footage)
 -Repulsorlift unit (allows limited flight)
 -Telescopic vision (visual sensors include a long-range capability)
 -Vocabulator (the droid has a speaker that allows it to replicate organic speech)
Move: 10 (hover)
Size: Medium
Cost: 12,000
Source: Coruscant and the Core Worlds (page 94)

Siak Protocol Droid

Type: Roche Siak-series Protocol Droid

DEXTERITY 1D

Dodge 2D

KNOWLEDGE 3D

Cultures 4D, cultures: human 5D, languages 5D

MECHANICAL 1D

PERCEPTION 2D

Persuasion 3D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

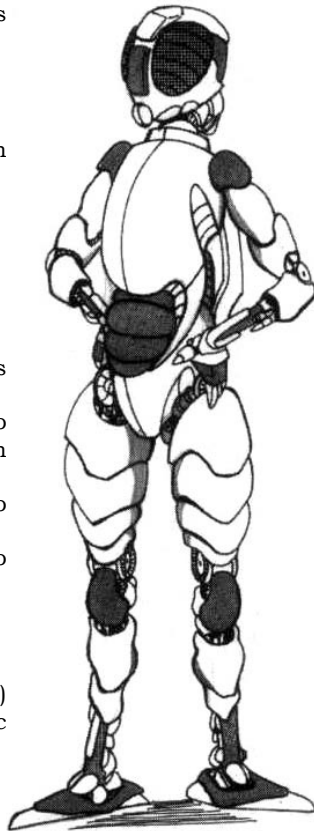
- Translang IV Communications module
- Two photoreceptor and two auditory receptors (human range)
- Languages database (+1D to languages)
- Verpinoid body (two arms, two legs, head)
- Vocabulator

Move: 6

Size: 1.5 meters

Cost: 3,500 (new), 1,200 (used)

Source: Cynabar's Fantastic Technology - Droids



PD "Lurrian" Protocol Droid

Type: Cybot Galactica PD Series Protocol Droid

DEXTERITY 1D+2

KNOWLEDGE 2D+2

Languages 6D, scholar: genetics 6D, scholar: biology 6D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D+2

Climbing/jumping 2D+2

TECHNICAL 1D

Equipped With:

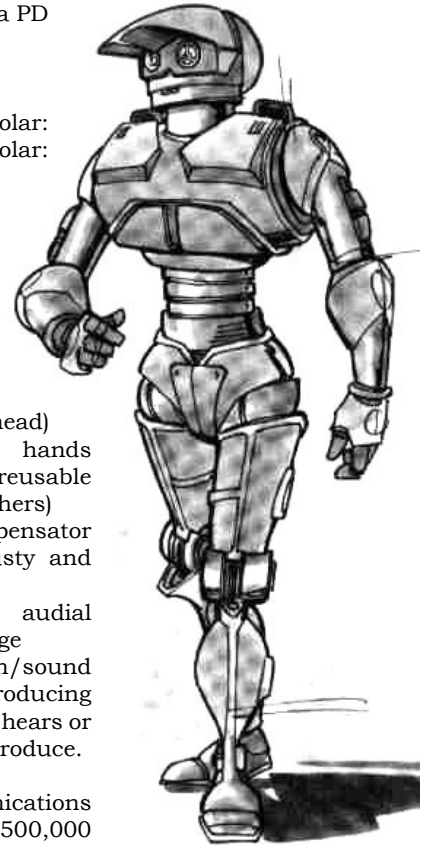
- Humanoid body (two arms, two legs, head)
- Climbing cable hands (function as reusable grappling hook launchers)
- Environmental compensator (adapted to cold, dusty and water environments)
- Two visual and audial sensors – human range
- Vocabulator speech/sound system capable of reproducing virtually any sound it hears or is programmed to reproduce.
- AA-1 VerboBrain
- TransLang I Communications module with over 500,000 languages

Move: 8

Size: 1.7 meters tall

Cost: 4,000 (new)

Source: Arms and Equipment Guide (pages 52-53)



LB Courier Droid

Type: Industrial Automaton LB series Courier Droid

DEXTERITY 1D

KNOWLEDGE 2D

Languages 4D

MECHANICAL 1D

Communications 5D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 3D

Computer programming/repair 5D, droid programming 5D

Equipped With:

- Fine work grasping arm
- Extendable video sensor
- Full range audio sensor
- Broad-band Transceiver
- Holorecorder/projector
- Vocabulator/sound system
- Translang 2A comm module
- Universal I/O coupling
- Ion surge shielding
- Repulsor unit (4 meter ceiling)

Special Abilities:

Remote programming: LB class droids can program computers that have radio or audio receivers at a distance of 10 meters at their normal die codes.

Ion Resistance: This class of droid resists ion fields and Jawa DEMP guns (add 3D to droid's *Strength* to resist damage).

Move: 9

Size: 0.75 diameter

Cost: 8,500 credits (new)

Source: Supernova (pages 42-43)

BD-3000 Luxury Droid



Type: LeisureMech Enterprises BD-3000 Luxury Attendant Droid

DEXTERITY 1D

KNOWLEDGE 3D

Business 5D, culinary arts 5D, languages 6D

MECHANICAL 1D

Repulsorlift operation 3D

PERCEPTION 2D

Persuasion 4D

STRENGTH 1D

TECHNICAL 1D

First aid 3D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – human range
- Vocabulator speech/sound system capable of reproducing a wide variety of sounds and voices
- Communications module with over 1.5 million languages

Move: 8

Size: 1.65 meters tall

Cost: 25,000 (new)

Type: Cybot Galactica 3PO Human-Cyborg Relations Droid

DEXTERITY 1D

KNOWLEDGE 3D

Cultures 6D, languages 10D*

MECHANICAL 1D

PERCEPTION 1D

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

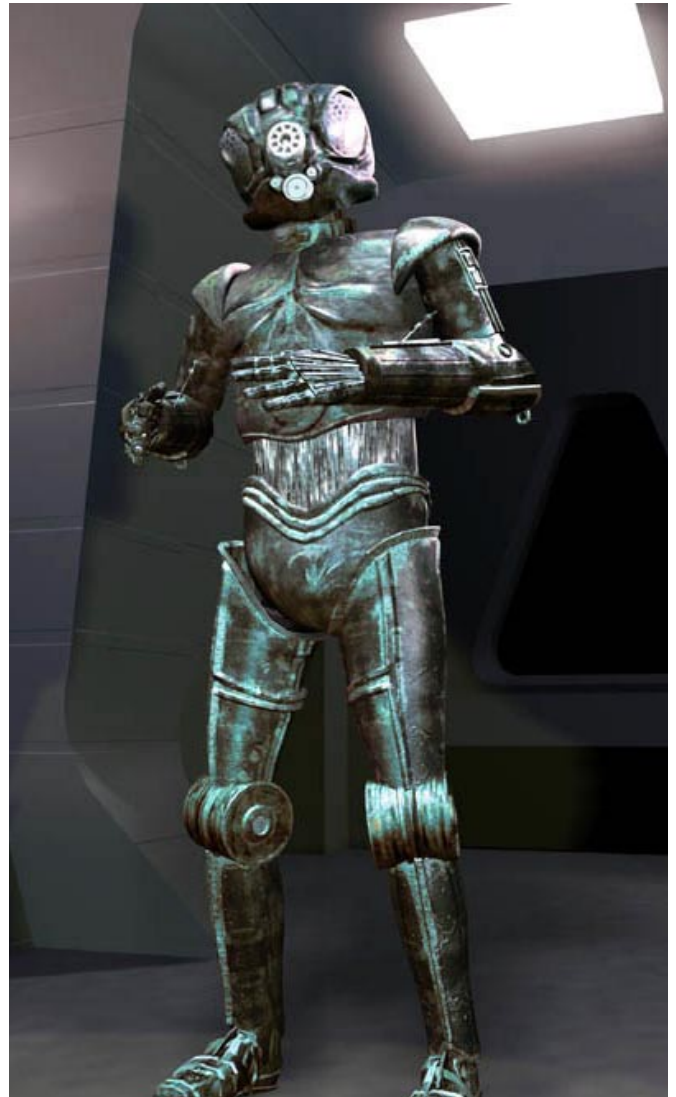
Cost: 3,000 (new)

Source: Rulebook (page 239), Cynabar's Fantastic Technology: Droids, The Star Wars Sourcebook (pages 52-53), d20 Core Rulebook (pages 371-372)

3PO Protocol Droid



LOM Protocol Droid



Type: Industrial Automaton LOM Human-Cyborg Relations Unit

DEXTERITY 2D

KNOWLEDGE 3D

Cultures 5D, cultures: insectoid 4D, languages 10D

MECHANICAL 1D

PERCEPTION 3D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 4D

Equipped With:

-Body armor (+1D to *Strength* rolls versus physical attacks, and +1 pips versus energy attacks)

-TransLang III Communications module with over seven million languages

-Audio recording unit

-Holographic recording unit

-Vocabulator (the droid is capable of organic speech)

Move: 8

Size: 1.6 meters

Cost: 3,000 credits

Source: Arms and Equipment Guide (page 54)

million languages

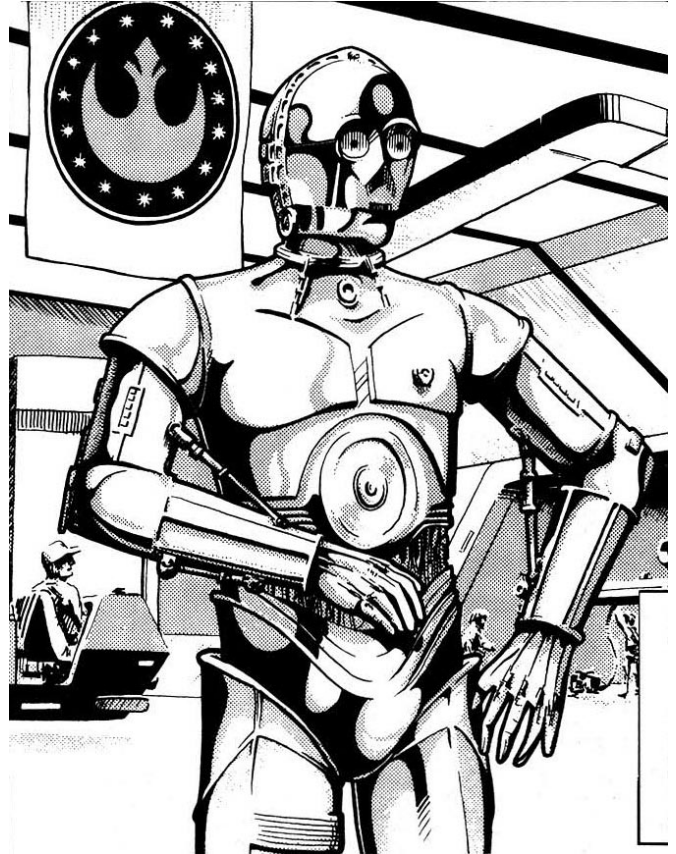
Move: 8

Size: 1.7 meters

Cost: 4,500 credits

Source: Arms and Equipment Guide (page 58)

Espionage Droid



Type: MerenData Espionage Droid in Protocol Droid shell

DEXTERITY 2D

Dodge 2D+2, pick pocket 3D

KNOWLEDGE 3D

Cultures 4D, languages 8D, value 6D

MECHANICAL 2D+1

Communications 5D+1, sensors 5D+1

PERCEPTION 4D

Con 6D, hide 6D+1, investigation 6D, search 6D, sneak 6D+1

STRENGTH 2D

TECHNICAL 3D

Computer programming 5D, security 6D

Equipped With:

-Humanoid body (head, two arms, two legs)

-Information recording and coded retrieval/broadcast system

-Vocabulator speech/sound system

-Broad-band antenna receiver

-AA-1 VerboBrain processor

-TransLand III communication/protocol module

-Espionage hard-wired module

Move: 8

Size: 1.7 meters tall

Source: Dark Force Rising Sourcebook (pages 100-101), Rebel Alliance Sourcebook (pages 118-120), The Thrawn Trilogy Sourcebook (pages 195-196)

M-3PO Military Protocol Droid



Type: Cybot Galactica M-3PO Series Protocol Droid

DEXTERITY 2D

Blasters 2D+2

KNOWLEDGE 3D

Cultures 6D, languages 10D, tactics 5D

MECHANICAL 1D

PERCEPTION 1D

Persuasion 3D

STRENGTH 1D

TECHNICAL 1D

Demolitions 3D

Equipped With:

-Humanoid body (two arms, two legs, head)

-Light armor (+1D against physical damage, +1 against energy damage)

-Two visual and audial sensors – human range

-Vocabulator speech/sound system

-AA-1 VerboBrain

-TransLang III Communications module with over seven

TTS-15 Tutor Droid

Type: Industrial Automation
TTS-15 Education and
Tutorial Droid

DEXTERITY
KNOWLEDGE

Alien species 4D+1,
business: economics
4D+2, cultures 4D+1,
languages 4D+2,
planetary systems 4D+1,
scholar 3D+2, scholar:
applied education
theory 5D+2, scholar:
galactic history 4D

MECHANICAL 1D
PERCEPTION 2D
STRENGTH 1D
TECHNICAL 1D

Computer programming/
repair 2D

Equipped With:

- Humanoid body (two arms,
two legs, head)
- Two visual and auditory
sensor recorders (human
range)
- Vocabulator speech/sound
system
- Verbobrain
- TransLang II Communication
module

Special Abilities:

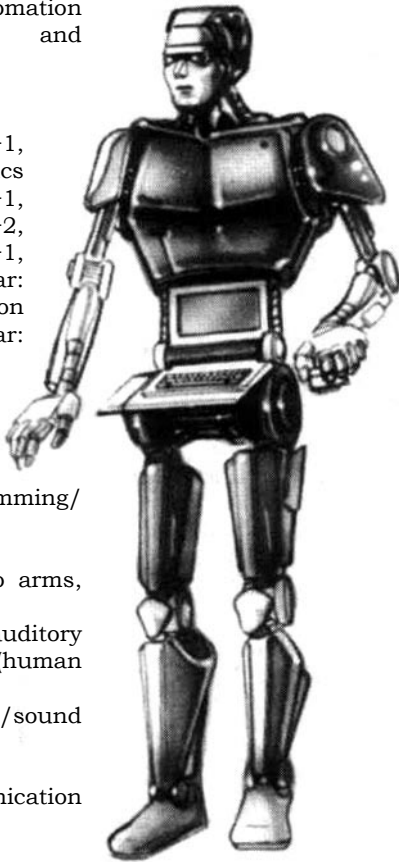
Education pack: Each droid
comes programmed with up to three specific areas of
subject expertise to include: Galactic history, material
and theoretical sciences, languages, literature, multi-
cultural literature, cultures, and mathematics. Specific
programming selections and competence levels are selected
prior to shipment.

Move: 7

Size: 1.5 meters tall

Cost: 3,000 (new), 500 credits initial lease fee, 1,000 annual
service contract fee, which includes routine inspection and
program upgrades.

Source: Cynabar's Fantastic Technology – Droids,
Galladinium's Fantastic Technology (page 24), Arms and
Equipment Guide (pages 54-55)



-Improved sensor package (+2 bonus to all *search* skill
rolls)

-Vocabulator

Move: 0 (stationary)

Size: Diminutive

Cost: 3,500 credits

TT-8L Tattletale Guard Droid

Type: Serv-O-Droid TT-8L
"Tattletale" Series Guard Droid

DEXTERITY 1D

KNOWLEDGE 4D

MECHANICAL 1D

PERCEPTION 4D

Con 5D, persuasion 5D, search 5D

STRENGTH 4D

TECHNICAL 1D

Equipped With:

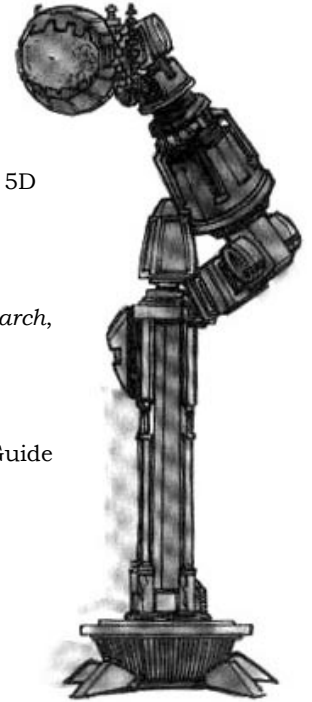
- Remote receiver
- Improved sensors (+1D to *search*,
+2D in low-light conditions)

-Vocabulator

Move: 0

Cost: 7,000

Source: Arms and Equipment Guide
(page 59)



Servant Droids

WA-7 Server Droid

Type: WA-7 Wheeled Server Droid

DEXTERITY 1D

KNOWLEDGE 2D

Value 3D+1, streetwise:
Coruscant 3D+2, willpower
3D+2

MECHANICAL 1D

PERCEPTION 3D

Con 4D+2, investigation

4D+2, persuasion 4D+1, search 3D+2

STRENGTH 1D

TECHNICAL 1D

Computer programming/repair 2D

Equipped With:

- Order transmitter (transmits orders
automatically to the kitchen)

- Repulsor stabilizer (+2D to any rolls
involving the droid's balance)

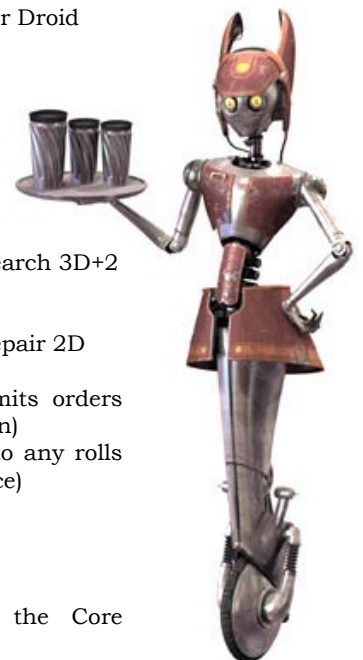
-Vocabulator

Move: 10

Size: Medium

Cost: 2,500

Source: Coruscant and the Core
Worlds (page 30)



Droid Gatewatcher

DEXTERITY 3D

Blaster 5D

KNOWLEDGE 3D

Languages 4D, intimidation 4D, willpower 4D

MECHANICAL 1D

PERCEPTION 3D

Hide 7D, investigation 5D, persuasion 3D, search 4D+2

STRENGTH 2D

TECHNICAL 1D

Equipped With:

- Body armor (+1D to *Strength* to resist damage)

- Blaster array (blaster pistol, only deals stun damage)

-Comlink

- Heuristic processor (the droid is able to learn by
experience)

SE4 Servant Droid

Type: Industrial Automaton SE4 Servant Droid

DEXTERITY 2D

KNOWLEDGE 2D

Culinary arts 4D, cultures 3D, home economics 4D, languages 3D

MECHANICAL 2D

Communications 3D, repulsorlift operation 3D

PERCEPTION 2D

Bargain 3D

STRENGTH 2D

Lifting 3D

TECHNICAL 2D

First aid 3D

Equipped With:

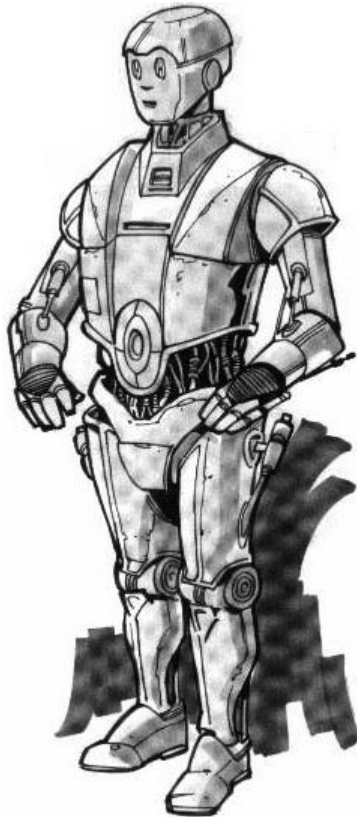
- Humanoid body (two arms, two legs, head)
- Vocabulatory speech system
- Photoreceptors
- Auditory sensors

Move: 7

Size: 1.6 meters tall

Cost: 2,600 (new), 1,300 (used)

Source: Cynabar's Fantastic Technology - Droids, Dark Force Rising Sourcebook (page 105), Rebel Alliance Sourcebook (pages 120-121), The DarkStryder Campaign - Boxed Set (page 84), The Thrawn Trilogy Sourcebook (page 199), Arms and Equipment Guide (page 54)



Robo-Valet

Type: Cybot Galactica Sartoriflex Robo-Valet

DEXTERITY 1D

KNOWLEDGE 3D

Alien species: native garbs and fabrics 6D, cultures 5D, cultures: fashion 7D

MECHANICAL 1D

PERCEPTION 2D

Fashion trends 4D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

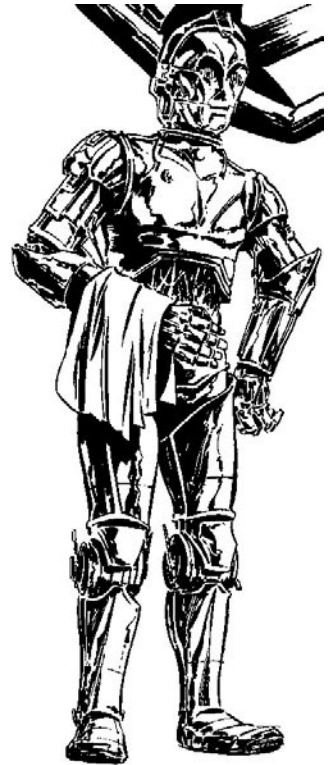
- Internal VibroSound dry cleaning device
- Internal steam press
- Rethreading/reweaving micro manipulators
- One pair photoreceptors (Human range)
- Galactic fashion database

Move: 3

Size: 1.5 meters tall

Cost: 5,600 credits

Source: Han Solo and The Corporate Sector Sourcebook (pages 127/129)



“Webby” Sailing Droid

Type: WBY-102 First Mate

DEXTERITY 3D

KNOWLEDGE

MECHANICAL

Communications 4D, sailed nautical vessel operation 4D

PERCEPTION 1D

Command 4D (in tutorial matters only)

STRENGTH 1D

TECHNICAL 2D

First aid 3D+1, sailed vessel repair 4D

Equipped With:

- Humanoid body (two legs, two arms, torso)
- Emergency inflatable floating bag
- Comlink
- Two visual and auditory sensor recorders - Human range
- Vocabulator speech/sound system
- AA-1 Verbobrain

Special Abilities:

Inertia compensator: Add 1D to *Dexterity* when attempting to maintain footing on a violently swaying deck.

Move: 8

Size: 1.6 meters tall

Cost: 3,000

Source: Adventure Journal - The Best of Issues 1-4 (page 68)

RA-7 Servant Droid

Type: Arakyd Industries RA-7 Series Protocol Droid

DEXTERITY 2D

KNOWLEDGE 2D

Bureaucracy 3D, cultures 4D, languages 3D, scholar: culinary arts 5D, scholar: home economics 4D

MECHANICAL 1D

Repulsorlift operation 2D

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 1D

Equipped With:

- Visual spectrum scanners
- Vocabulator speech/sound system
- Humanoid appendages configuration

Move: 9

Size: 1.7 meters tall

Cost: 3,000

Source: Death Star Technical Companion (page 93), Arms and Equipment Guide (page 52)



Caretaker Droids

Droid Lifeguard

DEXTERITY 1D+1

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 3D+1

Swimming 7D

TECHNICAL 3D

First aid 6D

Equipped With:

-Waterproof covering

Move: 10 (walking), 15 (swimming)

Source: Rider of the Maelstrom (page 15)

MK2 Attendant Droid

Type: AccuTronics MK2 Attendant droid

DEXTERITY 2D

Running 2D+1

KNOWLEDGE 2D+2

Alien species 3D, cultures 3D, languages 3D+1

MECHANICAL 1D+1

Communications 4D

PERCEPTION 1D+1

Injury/ailment diagnostics 2D

STRENGTH 1D+1

TECHNICAL 2D

First aid 6D

Equipped With:

-Humanoid body (two arms, two legs, head)

-Two visual and two auditory sensors.

-Vocoder

Move: 8

Size: 1.6 meters tall

Source: No Disintegrations (page 30)

MK 8001 Attendant Droid

Type: AccuTronics MK 8001 Attendant Droid

DEXTERITY 2D

Running 2D+1

KNOWLEDGE 2D+2

Alien species 3D, cultures 3D, languages 3D+1

MECHANICAL 1D+1

Communications 4D, ground vehicle operation 2D+1, hover vehicle operation 2D, repulsorlift operation 2D+2, sensors 2D

PERCEPTION 1D+1

(A) Injury/ailment diagnostic 2D

STRENGTH 1D+1

TECHNICAL 2D

First Aid 6D

Equipped With:

-Humanoid body (two arms, two legs)

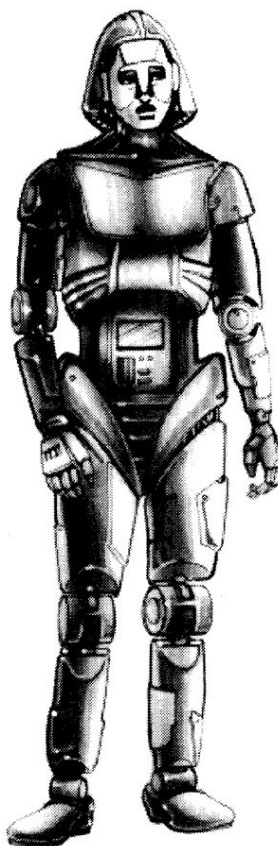
-Two visual and auditory sensor recorders – Human range

-Vocabulator speech/sound system

-AA-1 Verbobrain

Special Abilities:

Medical Database: The MK 8001 is equipped with a medical reference database listing nearly 50,000 common



illnesses and diseases. Search and retrieval sub-routines can access information to permit advanced first aid treatment of severe injury or illness in crisis situation.

Medical Support Link: Attendant droids can maintain direct communication links with the nearest medical facility and are capable of two-way transmission of data using planetary communication grids.

Move: 7

Size: 1.6 meters tall

Cost: 3,000 (new)

Source: Galladinium's Fantastic Technology (page 20)

Model E Childcare Droid



Type: Accutronics Corporation Model E Childcare Giver Droid

DEXTERITY 3D

Running 4D

KNOWLEDGE 2D+2

Cultures 4D, languages 4D, scholar: child care 5D, scholar: child's play 6D

MECHANICAL 1D

PERCEPTION 2D

Hide 3D+1, persuasion 5D, search 3D

STRENGTH 1D+2

TECHNICAL 1D

First aid 4D

Equipped With:

-Humanoid body (two arms, two legs, head)
-Plastic-coated durasteel frame (+2D against physical damage)

-Two visual and two audial sensors – human range
-Vocabulator speech/sound system, capable of producing music accompaniment

Move: 9

Size: 0.9 meter tall

in lower set of arms

-Two visual and two audial sensors – human range

-Vocabulator speech/sound system

-AA-1 VerboBrain

-TransLang III Communications module with over seven million languages

Move: 10

Size: 1.9 meters tall

Cost: 9,000 (new)

Source: The Jedi Academy Sourcebook (pages 141-143)

TDL Nanny Droid



Type: XL-Lioness TDL Nanny Droid

DEXTERITY 4D

Blaster: arm blaster 7D, dodge 5D+1

KNOWLEDGE 3D

Cultures 6D, languages 5D, scholar: child care 9D

MECHANICAL 1D

PERCEPTION 2D

Hide 3D+1, search 3D, sneak 4D

STRENGTH 2D

TECHNICAL 1D

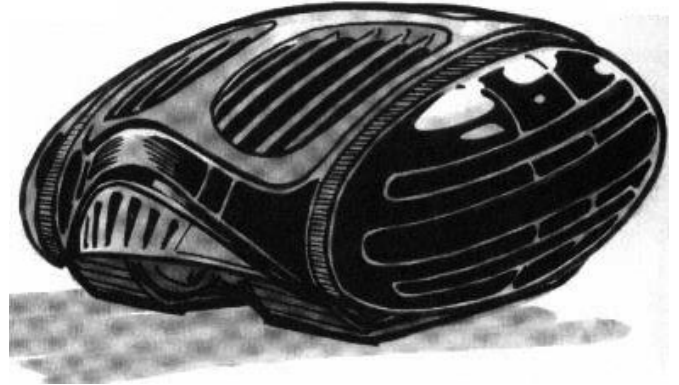
First aid 5D, security 4D

Equipped With:

-Humanoid body (four arms, two legs, head)
-Armor plating (+2D against physical and energy attacks)
-Two heavy blasters (4D+2 damage, 0-3/10/20), concealed

Business Droids

SCM-22 Stenographer



Type: PowerPost & Industrial Automaton SCM-22 Stenographer Recorder Droid

DEXTERITY 1D

KNOWLEDGE 1D

Business 3D, languages 4D

MECHANICAL 1D

PERCEPTION 1D

Search 3D

STRENGTH 1D

TECHNICAL 1D

Computer programming/repair 3D

Equipped With:

-Two wheeled legs

-Directionalized microphone receiver (can record from up to 15 meters, 170 hours capacity)

-Visual sensor

-High-pitched vocabulator

-Advanced encryption code transmitter

Move: 3

Size: 12 centimeters diameter

XA-540 Secretary Droid

Type: Opti-Prime XA-540 Personal Secretary Droid

DEXTERITY 1D

KNOWLEDGE 2D+1

Bureaucracy 4D, business 4D

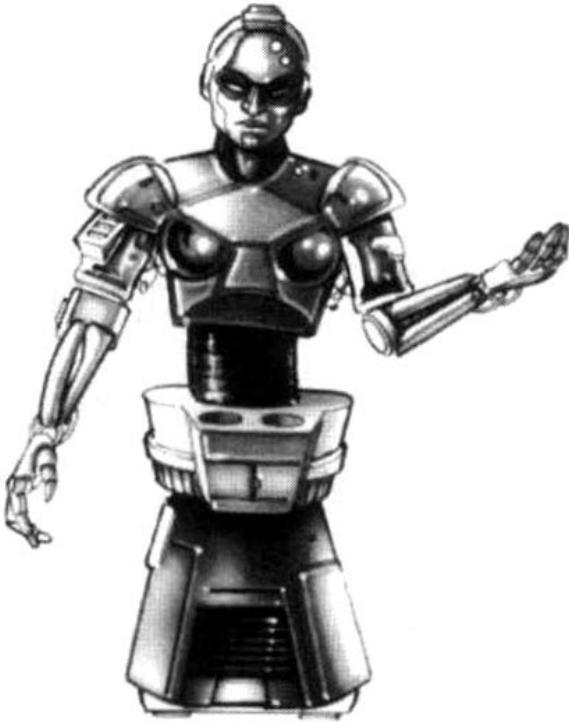
MECHANICAL 1D

PERCEPTION 1D+1

Bargain 2D+2

STRENGTH 1D

TECHNICAL 1D



Computer programming/repair 3D+2

Equipped With:

- Humanoid body (two arms, two legs)
- Two visual and auditory sensor recorders – Human range
- Vocabulator speech/sound system
- TransLang I Communication module
- Business administration policies and procedures database

Special Abilities:

Loyalty Inhibitor: Hardwired programming inhibits this unit from disclosing any information classified “business-sensitive” to unauthorized personnel. Attempts to reprogram this automated function will result in circuitry overload and burnout.

Move: 8

Size: 1.6 meters tall

Cost: 2,500 credits

Source: Cynabar’s Fantastic Technology – Droids, Galladinium’s Fantastic Technology (page 23)

CZ Secretary/ Communications Droid

Type: Serv-O-Droid CZ Series Secretary and Communications Droid

DEXTERITY 1D+1

KNOWLEDGE 2D

Business 5D, languages 5D

MECHANICAL 1D

PERCEPTION 2D

Con 3D+1, persuasion 3D+2

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 4D+2

Equipped With:

- Humanoid body (two legs, two arms, head)
- Locked access (The droid’s shut-down switch is secured or internally located)
- Multinode communications link
- Internalized datapad



-TransLang I Communications module with over 500,000 languages

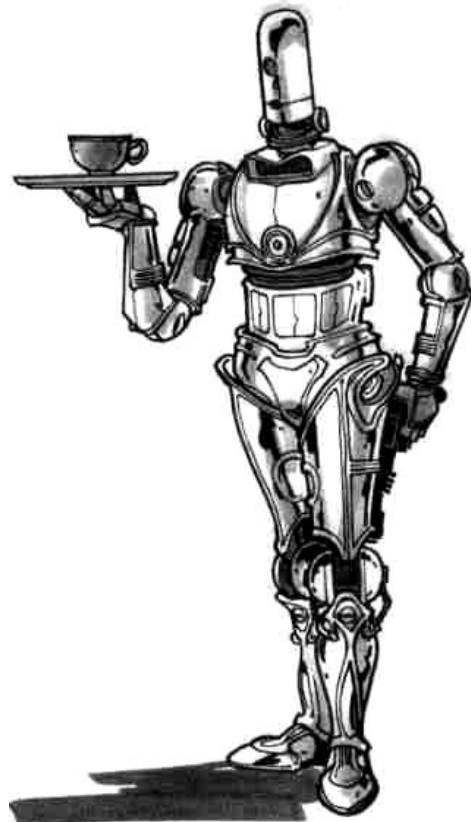
Move: 10

Size: 1.7 meters tall

Cost: 2,750

Source: Arms and Equipment Guide (page 55)

3D-4X Administrative Droid



Type: Genetech 3D-4X Series 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

-Heuristic processor (the droid is able to use skills it is untrained in)

-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 Communications module with over three million languages

-Vocabulator

Move: 10

Size: Medium

Cost: 5,500

Source: Arms and Equipment Guide (pages 53-54)

C4LR Litigation Droid



Type: Caldrahisen mechanicals C4LR Litigation Droid

DEXTERITY 1D

KNOWLEDGE 2D

Bureaucracy: Imperial administration 5D+2, bureaucracy: courtroom procedures 5D+2, cultures 4D+1, intimidation 4D+2, law enforcement 6D, scholar: Imperial law 6D+2

MECHANICAL 1D

PERCEPTION 2D

Bargain 3D, persuasion 5D+1

STRENGTH 1D

TECHNICAL 1D

Equipped With:

-Humanoid body (two arms, two legs, head)

-Two visual and auditory sensors recorders (human range)

-Holographic projector/recorder

-Vocabulator speech/sound system

-AX-02 verbobrain

-Litigation module: Compilation of Imperial legal precedents and special case histories pertaining to a specific facet of Imperial Law. Specializations can include: civil law, taxation law, military jurisprudence, and so on. One base module is installed with each droid. Up to four additional modules can be installed at any time.

Special Abilities:

Perfect memory: Litigation droids keep a permanent record of all courtroom proceedings as well as data transcripts and holovids of material entered into evidence in a court of law. It can replay all relevant courtroom conversations verbatim, as well as provide hardcopy of all relevant printed material.

Honesty: A litigation droid is prevented by its programming from lying, exaggerating or misrepresenting acts that might otherwise benefit its client/master.

Move: 8

Size: 1.6 meters

Cost: 3,000-10,000 (varies depending on specific programming requirements; up to 4 litigation expertise modules can be installed at 2,000 credits per module)

Source: Cynabar's Fantastic Technology - Droids, Galladinium's Fantastic Technology (page 21)

R-97 Quartermaster Droid

Type: Bossikian/Rendili R-97 Quartermaster Droid

DEXTERITY 1D

KNOWLEDGE 3D

Bureaucracy 4D, value 3D+2

MECHANICAL 1D

PERCEPTION 3D

Search 4D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

-Two auto-balance legs with extensions

-Four arms

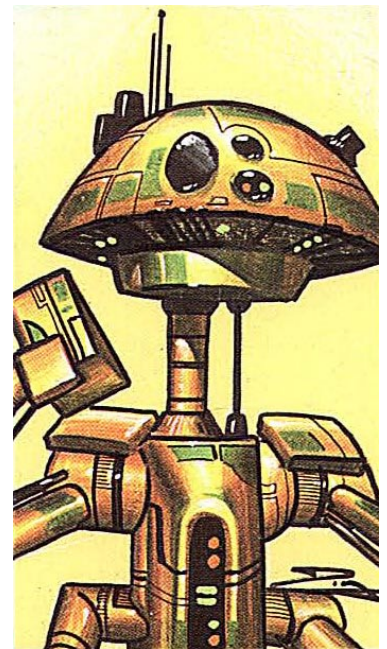
-Domed head with photoreceptors and micro-scanner for inventory

Move: 7

Size: 2 meters tall (can raise up to 3 meters)

Cost: 4,000

Source: The DarkStryder Campaign - Boxed Set (page 81)



12-4C-41 Traffic Controller

Type: SoroSuub Corporation 12-4C-41 Traffic Controller

DEXTERITY 1D

KNOWLEDGE 2D

Bureaucracy 5D, law enforcement 5D

MECHANICAL 2D

Communications 4D+2, sensors 5D

PERCEPTION 1D+2

Search 5D, persuasion 3D

STRENGTH 1D

TECHNICAL 1D

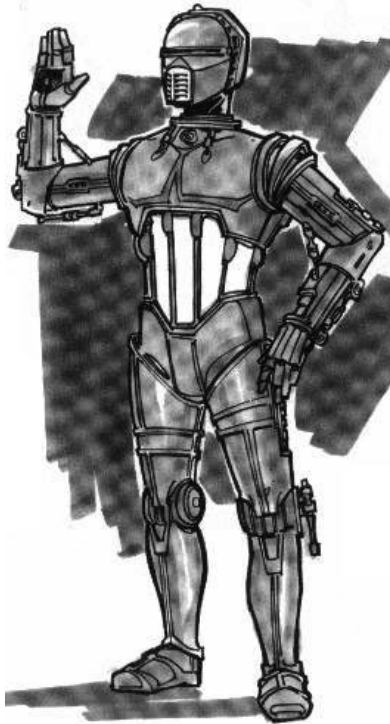
Computer programming/repair 3D+2

Equipped With:

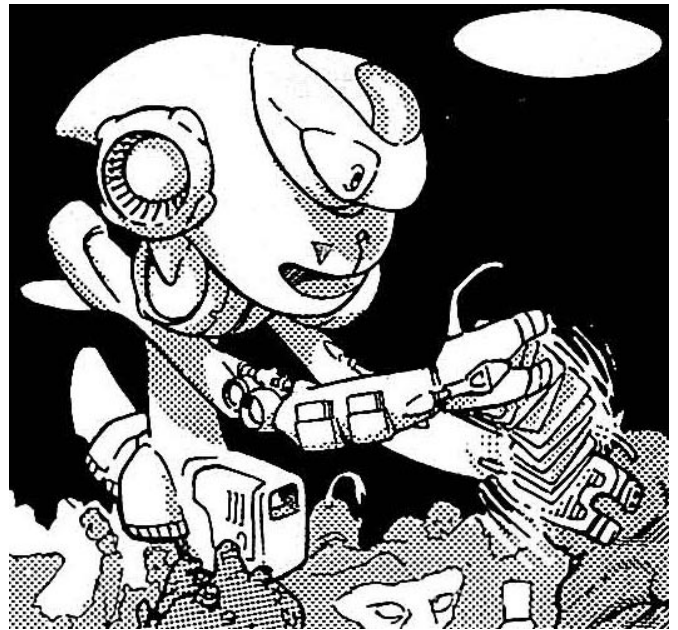
- Humanoid body (two arms, two legs, head)
- Optic/recorder system (capable of panoramic and macroscopic scans, +2D to *search*)
- Retractable data-probe (in left index finger)
- Torso multi-colored landing beacon

Move: 8

Size: 1.7 meters tall



Gambling Droid



Type: Droxian Model GDA-8 Gambling Droid

DEXTERITY 2D

KNOWLEDGE 3D

Value: currency conversion 4D, cultures 3D+2, languages 4D

MECHANICAL 1D

PERCEPTION 3D

Gambling 6D, persuasion 4D

STRENGTH 1D

TECHNICAL 2D

Droid repair 3D

Equipped With:

- Semi-humanoid body (two arms, repulsorlift generator at base)
- Two visual and auditory sensor recorders – Human range
- Vocabulator speech/sound system
- AA-1 Verbo-brain
- Video display screen
- Gambling Database: contains rules, procedures and odds estimation programming for common games of chance. Standard model is programmed for up to 100 different games. Additional modular memory add-ons can increase this capacity to 500 games.
- Currency Reservoir: a gambling droid can hold upwards of 10,000 credits. Some droids are programmed to exchange numerous planetary currencies in addition to the standard New Republic and/or Imperial credits.
- Credit Verification/Transfer System. Access via onboard comlink with house banking agency.

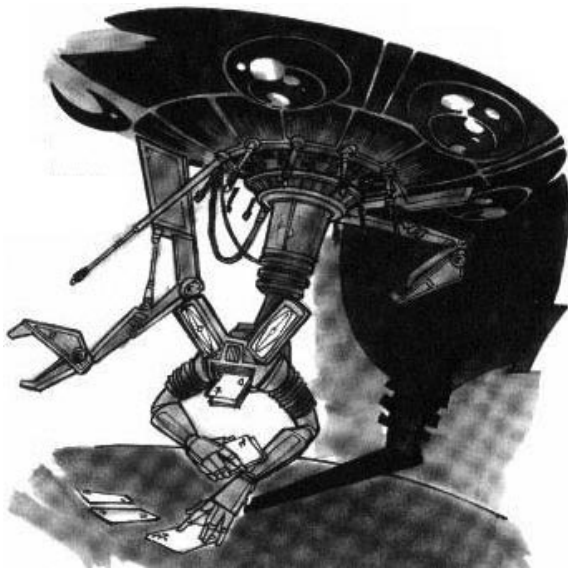
Move: 7

Size: 1.9 meters tall

Cost: 10,000 (new)

Source: Galaxy Guide 11 – Criminal Organizations (pages 86-87)

Automated Sabacc Dealer



Type: LeisureMech Enterprises RH7 CardShark

DEXTERITY 2D

Melee combat: force pike 3D

KNOWLEDGE 2D

Languages 4D, sabacc variant rules 6D

MECHANICAL 1D

PERCEPTION 3D

Gambling 6D, persuasion 4D, search 5D+2

STRENGTH 1D+2

TECHNICAL 1D

Equipped With:

- Six visual and auditory sensor recorders – Human range
- Vocabulator speech/sound system
- Two heavy grasper arms (+2D to *lifting* and *brawling*)
- Extendable force pikes (3D stun damage)

Move: 0 (bolted to the ceiling)

Size: 1.5 meters tall

Individual Droids

A-3DO (Threedee)



Type: Duwani Mechanical Products 3DO Protocol/Service Droid

DEXTERITY 2D

KNOWLEDGE 4D

Alien species 6D+2, bureaucracy 5D+2, cultures 8D, languages 10D, planetary systems 9D+2, scholar: protocol 10D+1

MECHANICAL 3D+1

Ground vehicle operation 4D+1, hover vehicle operation 4D, repulsorlift operation 4D+2, sensors 5D, space transports 4D+2, starship shields 3D+2

PERCEPTION 2D+2

STRENGTH 3D

TECHNICAL 3D

Armor repair 3D+2, computer programming/repair 4D, repulsorlift repair 4D, space transports repair 4D+1

Equipped With:

- Humanoid body (two arms, two legs, head)
- Advanced fine-motor circuitry and servos for delicate repair work
- Two visual and audial sensors – human range
- Vocabulator speech system capable of imitating vocal sound waves within human range

Character Points: 3

Move: 7

Size: 1.6 meters tall

Cost: 1,500 credits (as purchased by Andur Sunrider)

Source: Tales of the Jedi Companion (page 97)

TC-14

Type: Cybot Galactica TC Human-Cyborg Relations Droid

DEXTERITY 1D

KNOWLEDGE 3D

Cultures 4D, cultures: Trade Federation 7D, languages 10D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors - Nemoidian range (yellow to UV)



-Vocabulator speech/sound system

-AA-1 VerboBrain

-TranLang III Communications module with over seven million languages

Move: 7

Size: 1.7 meters tall

Cost: 3,000 credits

C-3PO (See-Threepio)

(as of the Battle of Yavin – as of the Jedi Academy Trilogy)

Type: Cybot Galactica C-3PO Human-Cyborg Relations Droid

DEXTERITY 2D

Dodge 4D-5D+2

KNOWLEDGE 5D+2

Alien species 7D-8D+1, bureaucracy 8D-9D, cultures 8D, languages 12D-13D, planetary systems 6D, scholar: child care 5D+2-6D, survival 5D+2, value 5D+2

MECHANICAL 3D

Repulsorlift operation 4D-5D+2, space transports 3D-4D, starship shields 3D

PERCEPTION 3D+1

Bargain 6D-7D, con 5D-6D+1, hide 3D+1-5D, sneak 3D+1-5D

STRENGTH 2D

TECHNICAL 3D

First Aid 3D-4D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors (human range)
- Broad-band antenna receiver
- AA-1 VerboBrain
- TransLang III Communications module with over seven million languages

K-3PO (Kay-Threepio)



Type: Cybot Galactica K-3PO Human-Cyborg Relations Droid

DEXTERITY 1D

KNOWLEDGE 3D

Alien species 4D, bureaucracy 6D, cultures 5D, languages 11D, military history 5D+2, planetary systems 5D, tactics: fleets 5D+1, tactics: starfighters 6D+2

MECHANICAL 1D

PERCEPTION 2D+1

Command 4D, command: Alliance High Command droids 6D+2

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – human range
- Broad-band antenna receiver
- AA-1 VerboBrain
- TransLang III Communications module with over six million languages
- Vocabulator speech/sound system capable of providing an extraordinarily wide range of sound effects and exact impersonation of voices.

Character Points: 8

Move: 8

Size: 1.67 meters tall

Cost: Not for sale

Source: Galaxy Guide 3 – The Empire Strikes Back (page 20)

-Vocabulator speech/sound system capable of providing and extraordinarily wide range of sound effects and exact impersonations of voices

Force Points: 1

Character Points: 8

Move: 8

Size: 1.67 meters tall

Cost: 1,700 credits (as purchased by Owen Lars)

Source: Galaxy Guide 4 – The Empire Strikes Back (pages 83-85), Dark Empire Sourcebook (pages 18-19), Heir to the Empire Sourcebook (pages 28-29), Shadows of the Empire Sourcebook (pages 13-14), Star Wars Trilogy Sourcebook SE (pages 24-26), The Jedi Academy Sourcebook (pages 15-16), The Last Command Sourcebook (pages 16-17), The Movie Trilogy Sourcebook (pages 15-16), The Star Wars Sourcebook (pages 133-135), The Thrawn Trilogy Sourcebook (pages 32-33), The Truce at Bakura Sourcebook (page 33)

T-3PO (Tee-Threepio)

Type: Cybot Galactica 3PO Imperial Protocol Droid

DEXTERITY 2D

Dodge 3D+2

KNOWLEDGE 2D

Alien species 3D, bureaucracy 4D, languages 8D*

MECHANICAL 2D

PERCEPTION 2D

Bargain 4D

STRENGTH 2D

TECHNICAL 2D

Droid programming 3D, security 4D

*The droid's vocabulatory speech/sound system makes the droid capable of reproducing virtually any sound it hears or

is programmed to reproduce.

Equipped With:

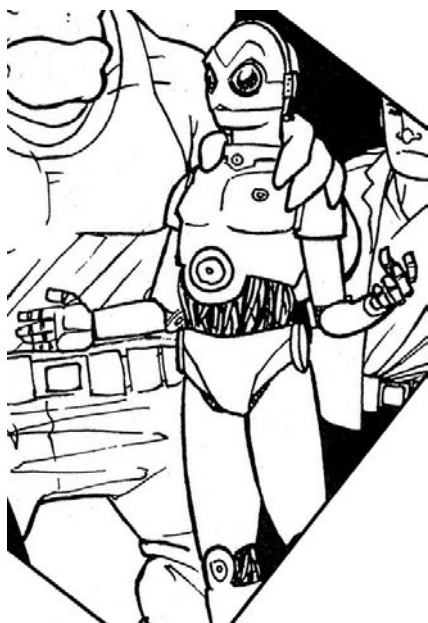
- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – human range
- Vocabulator speech/sound system
- AA-1 VerboBrain

Move: 8

Size: 1.7 meters

Cost: Not for sale

Source: Starfall (page 18)



Squeaky

Type: Cybot Galactica 3PO Human-Cyborg Relations Droid

DEXTERITY 1D

KNOWLEDGE 3D

Languages 10D, scholar: etiquette 6D, scholar: spacer lore 5D

MECHANICAL 1D

PERCEPTION 3D

Persuasion 6D

STRENGTH 1D

TECHNICAL 3D

Computer programming/repair 5D, security 5D

Equipped With:

- Recording unit (can record and play back up to 5 minutes of audio footage)
- Self-destruct system (the droid will self-destruct/explode under predetermined circumstances)
- TransLang III Communications module with over seven million languages
- Vocabulator

Move: 8

Size: 1.7 meters tall

Cost: Not for sale

F-RTZ-2 (Fritz)

DEXTERITY 2D

KNOWLEDGE 3D

Languages 8D, scholar: biology 4D+1, scholar: chemistry 4D+1

MECHANICAL 1D

PERCEPTION 2D

Hide 4D+2

STRENGTH 1D

TECHNICAL 3D

Droid repair 3D+2, first aid 6D, medicine 3D, computer programming/repair 4D+2

Equipped With:

- Holorecording unit (can record and play back up to 5 minutes of holographic footage)
- Repulsorlift unit (allows flight, altitude Range: 20 meters)
- Tool mount (has three appendages that have tools attached to them)

-TransLang II Communications module with over three million languages

Move: 10 (flying)

Size: Tiny

Cost: Not for sale

J-9SB

Type: J-9 Protocol Droid

DEXTERITY 1D

KNOWLEDGE 3D

Alien species 6D+2, bureaucracy 4D, business 5D, cultures 5D+1, languages 7D+2

MECHANICAL 1D

PERCEPTION 1D

Investigation 4D

STRENGTH 1D

TECHNICAL 1D

Computer programming/repair 5D, droid programming 5D, droid repair 3D+2

Equipped With:

- Internal comlink
- Link to Boliscon Towers' database

Equipment: Datapad

Move: 7

Cost: Not for sale

Source: The Black Sands of Socorro (page 37)

CBX-9

Type: Hybrid Human-Cyborg Relations Droid

DEXTERITY 2D

Dodge 3D+2

KNOWLEDGE 3D

Alien species 5D, business 6D+2, cultures 6D, languages 10D

MECHANICAL 2D

Repulsorlift operation 5D, space transports 4D+1, starship shields 4D

PERCEPTION 2D

Bargain 7D, con 6D

STRENGTH 2D

TECHNICAL 3D

First aid 4D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors – human range
- Vocabulator speech/sound system. CBX-9's vocabulator speech/sound system makes her capable of reproducing virtually any sound she hears or is programmed to reproduce.

-AA-1 VerboBrain

-TransLang III

Communications module with over seven million languages

Move: 9

Size: 1.5 meters tall

Cost: Not for sale

Source: The Jedi Academy Sourcebook (page 84)



K-27

Type: Protocol droid

DEXTERITY 1D

KNOWLEDGE 3D

Cultures 4D+1, languages 10D, planetary systems: Kashyyyk 4D+1, scholar: Doshu 4D+1, scholar: galactic politics 4D+1, willpower 4D+1

MECHANICAL 1D

PERCEPTION 3D

Persuasion 5D+1

STRENGTH 2D

TECHNICAL 1D

Computer programming/repair 2D+1

Equipped With:

-TransLang III Communications module with over seven million languages

-Audio recording unit

-Vocabulator

Move: 8

Size: 1.7 meters

Move: 8

Size: 1.6 meters

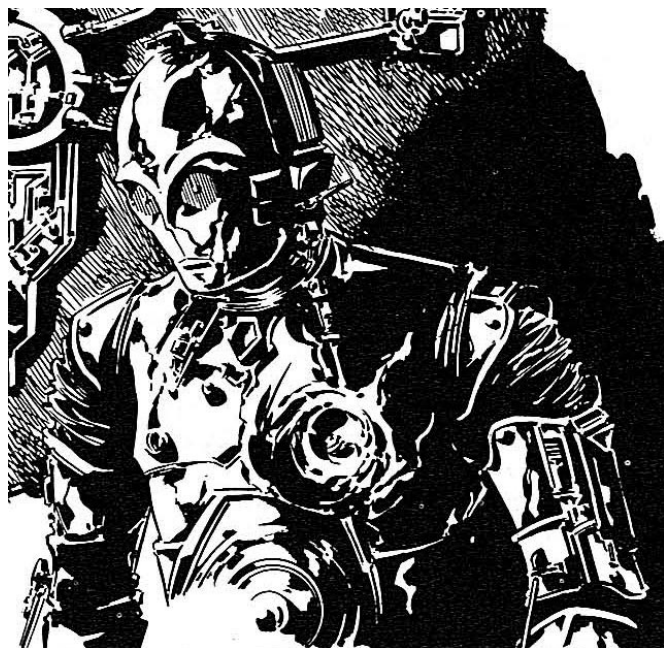
Cost: 2,500

Source: The Abduction of Crying Dawn Singer (page 61)

Spanner



KL-6T-LF7V-T (Sixtee-EI)



Type: Valet/Translator Droid

DEXTERITY 2D

KNOWLEDGE 2D

Alien species 8D, cultures 8D, languages 10D, planetary systems 6D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

-Humanoid body (two arms, two legs, head)

-Two video sensors

-Broad-band antenna receiver

-Vocabulator speech/sound system capable of providing an extraordinarily wide range of sounds

-Hidden security camera

-Hidden homing transponder

-TransLang II Communications modules (can access nearly three million languages)

Type: Modified Cybot Galactica E3 Companion Droid

DEXTERITY 3D

Dodge 5D, running 7D

KNOWLEDGE 2D

Alien species 4D+2, survival 7D

MECHANICAL 2D

Communications 4D, sensors 5D+2

PERCEPTION 3D

Hide 4D, search 6D+2, sneak 6D

STRENGTH 2D

Climbing/jumping 3D+2, lifting 3D+2

TECHNICAL 2D

Security 4D

Equipped With:

-Four legs

-Heavy grasping jaw (STR+1D+1 damage)

-Video, hearing, and olfactory sensor arrays

-Movement sensor (+1D to *search*)

-Retractable blaster (5D, ranges 0-3/10/20)

-Infrared detectors (+2D to *search* in darkness)

-Vocabulator

Move: 12

Size: 1 meter tall

Cost: Not for sale

Source: Wretched Hives of Scum and Villainy (page 20)

MK221 (Emmy-Kaye)

Type: Attendant droid

DEXTERITY 2D

Running 2D+1

KNOWLEDGE 2D+2

Alien species 3D, cultures 3D, languages 3D+1

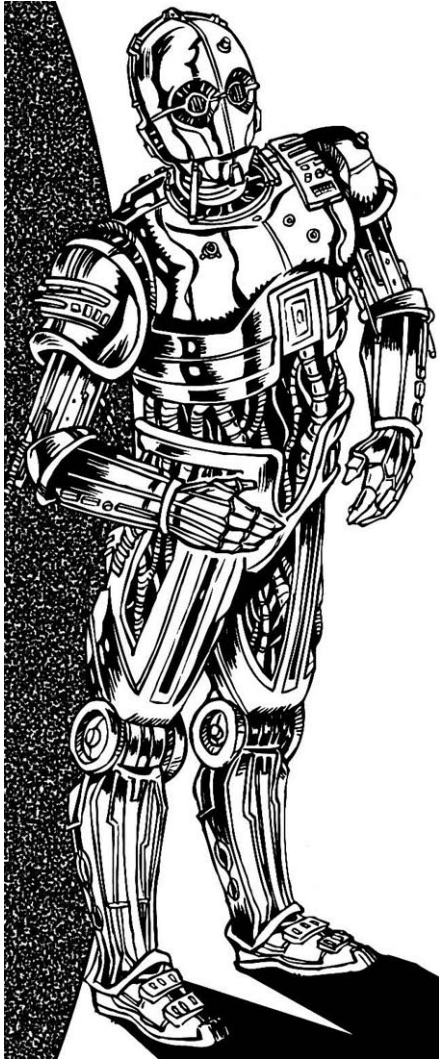
MECHANICAL 1D+1

Communications 4D

PERCEPTION 1D+1

Injury/ailment diagnostics 2D

STRENGTH 1D+1



X3D-IO (Exthreedee)

Type: Modified Genetech 3D-4X Administrative Droid

DEXTERITY 1D

KNOWLEDGE 3D

Business 4D+1, cultures 5D, languages 9D+2

MECHANICAL 1D

PERCEPTION 4D

Con 5D+1, persuasion 5D+1

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 3D+1

Equipped With:

-Comlink

-Heuristic processor (the droid is able to use skills it is untrained in)

-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)

-Translator unit (+6D to *languages*)

-Vocabulator (the droid has a speaker that allows it to replicate organic speech)

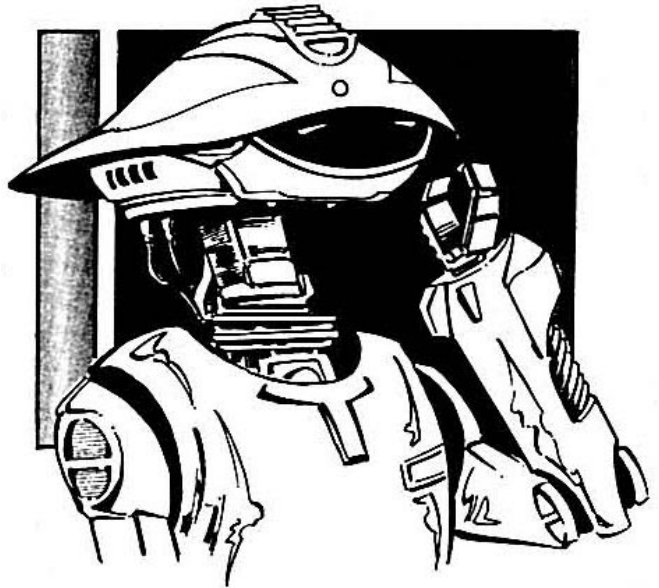
Move: 8

Size: Medium

Cost: Not for sale

Source: Rebellion Era Sourcebook (pages 31-32)

K-M2 (Kay-Emtoo)



Type: Industrial Automaton K Series Spaceport Control Droid

DEXTERITY 2D

Dodge 4D

KNOWLEDGE 3D

Bureaucracy 8D, languages 5D, planetary systems 5D+1

MECHANICAL 4D

Astrogation 5D+1, repulsorlift operation 4D+2, space transports 6D+1, starship shields 5D+2

PERCEPTION 3D

Con 5D+1, hide 5D+2, search 6D+1, sneak 5D+2

STRENGTH 2D

Lifting 4D

TECHNICAL 4D

Computer programming/repair 6D+1, demolitions 6D, droid programming 7D, droid repair 7D, repulsorlift repair 5D+1, security 6D+1, space transports repair 5D+2

Equipped With:

-Humanoid body (two arms, two legs)

-Two visual and auditory sensor recorders

-Vocabulator speech/sound system

Special Abilities:

Backup Memory: A combination of backup battery and memory storage units allows K-M2 to retain certain information even through routine memory wipes.

Command Override: An extra unit in K-M2's housing neutralizes the effect of restraining bolts.

Move: 8

Size: 2 meters tall

Cost: 1,500 credits (used)

Source: Galaxy Guide 6 – Tramp Freighters (page 79)

C-3PX

Type: Assassin droid

DEXTERITY 3D+2

Blaster 7D+1, dodge 6D, melee weapons 6D+2

KNOWLEDGE 2D+2

Intimidation 6D, languages 8D, survival 4D+1

MECHANICAL 3D+1

PERCEPTION 2D+1

Con 5D+2, con: disguise 6D, investigation 4D, search 7D, search: tracking 6D, sneak 5D+1



STRENGTH 3D+2

Brawling 6D+2

TECHNICAL 3D

Computer programming/repair 7D, demolitions 5D, droid repair 7D, security 5D+2

Equipped With:

- Two concealed blaster pistols (4D damage)
- Concealed heavy blaster pistol (5D damage)
- Concealed vibro-dagger (STR+2D damage)
- Locked access (C-3PX's shut-down switch is secured or internally located)
- Low-light vision (C-3PX can see twice as far as a human in dim light)
- Vocabulator
- Improved Sensor Package (+2 to all *search* skill rolls)
- 360 Degree Vision (C-3PX can see in all directions at once)
- TransLang II Communications module with over three million languages
- Internal storage (3 Kg capacity)

Move: 8

Size: 1.7 meters

Cost: Not for sale

Source: Ultimate Adversaries (pages 13-14)

4-LOM

Type: Industrial Automaton 4-LOM Protocol Droid

DEXTERITY 2D

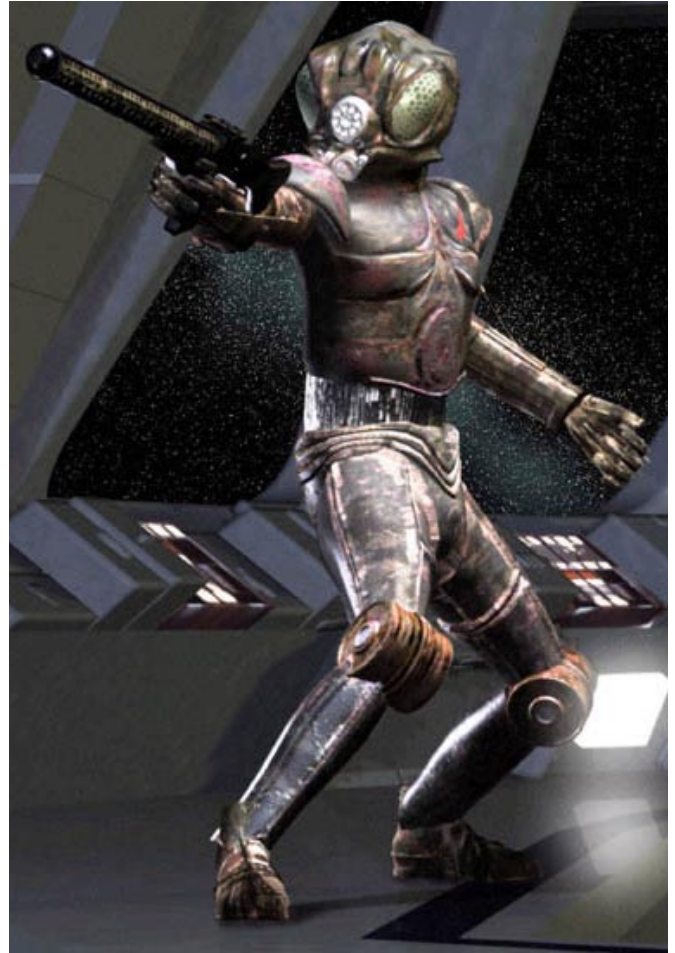
Blaster 4D+2, dodge 4D+2, firearms: stun gas gun 5D

KNOWLEDGE 4D

Alien species 6D, bureaucracy 7D, cultures 5D, heist coordination 6D, languages 7D, planetary systems 6D+2, streetwise 5D

MECHANICAL 3D

PERCEPTION 4D



Con 6D, hide 5D, investigation 7D, sneak 5D

STRENGTH 2D

Brawling 3D+2

TECHNICAL 6D

Computer programming/repair 5D, demolitions 6D, droid programming 6D+1, droid repair 6D+1, security 7D+2

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors – human range
- Vocabulator speech/sound system
- Broad-band antenna receiver
- VerboBrain
- TransLang III Communications module with over seven million languages
- Stun gas blower (4D stun)
- Body armor (adds +3D physical, +1D energy)

Move: 10

Size: 1.6 meters

Cost: Not for sale

Equipment: Blaster pistol (4D), blaster rifle (5D), datapad

Source: Galaxy Guide 3 – The Empire Strikes Back (page 59), Galaxy Guide 9 – Bounty Hunters (pages 75-76), Star Wars Trilogy Sourcebook SE (pages 58-59), The Movie Trilogy Sourcebook (pages 95-96)

SE4-10 & SE4-12 Protection Droids

Type: Modified Industrial Automaton SE4 Servant Droid

DEXTERITY 3D

Blaster 7D, dodge 3D+1, running 4D

KNOWLEDGE 1D

Culinary arts 4D, cultures 3D, home economics 4D, languages 3D

MECHANICAL 1D

Communications 3D, repulsorlift operation 3D

PERCEPTION 2D

Bargain 3D

STRENGTH 2D

Lifting 3D

TECHNICAL 2D

First aid 3D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors – Human range
- Vocabulator speech/sound system
- Body armor (+1D to torso)
- Internal blaster rifle (5D damage, ranges: 5-30/100/200)

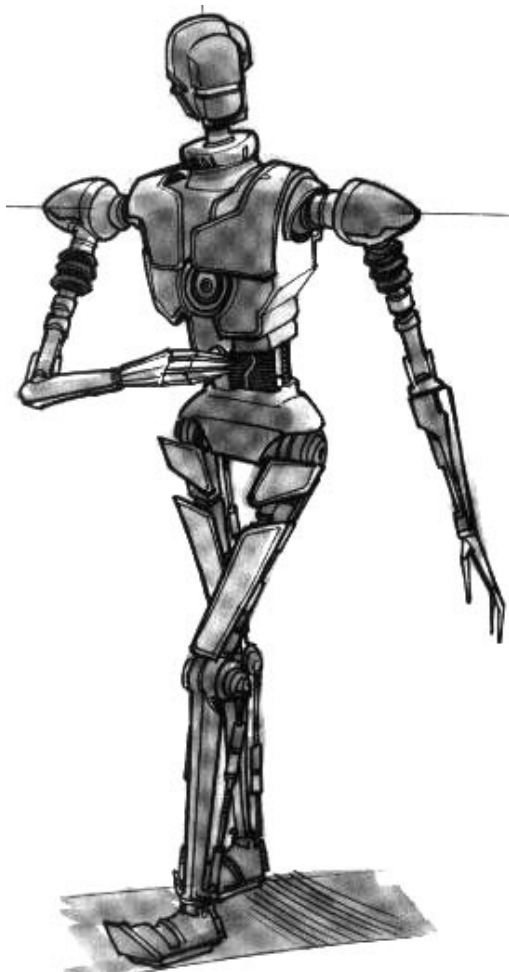
Move: 10

Size: 1.6 meters tall

Cost: Not for sale

Source: Flashpoint! Brak Sector (page 34)

8T88



Type: Tiss'shari Company 88-model

DEXTERITY 2D

Blaster 5D+1, dodge 5D+1

KNOWLEDGE 3D+1

Business: organized crime 7D+2, forgery 7D+2, scholar: Mathematics 7D, planetary systems 7D+1, value 7D+2

MECHANICAL 2D+2

Astrogation 4D+1,

PERCEPTION 3D

Con 7D+1, hide 4D, intimidation 6D, persuasion 10D, streetwise 6D

STRENGTH 1D

TECHNICAL 3D+1

Computer programming/repair 9D+1, droid repair 5D+1, security 5D+1

Equipped With:

- Blaster Pistol (4D)
- Security Protocols Package
- Programmable Droid Brain
- Built-in Comlink & Communications Array
- Holorecording unit
- Secret Compartment
- Vocabulator

Move: 10

Size: 1.8 meters



Guri

Type: Customized Human Replica Droid

DEXTERITY 5D

Blaster 7D, brawling parry 11D, dodge 8D, melee combat 7D, melee parry 7D, thrown weapons 7D

KNOWLEDGE 3D

Bureaucracy: Black Sun 7D, business: Black Sun 7D, business: XTS 7D, intimidation 9D, streetwise 6D, streetwise: Black Sun 7D, survival 6D

MECHANICAL 2D

Astrogation 4D, repulsorlift operation 4D, space transports 5D, starfighter piloting 4D, starship gunnery 4D, starship shields 4D

PERCEPTION 4D

Command 6D, investigation 7D, search 6D, sneak 7D

STRENGTH 5D

Brawling: martial arts 10D, climbing/jumping 7D

TECHNICAL 2D

First aid: Falleen 6D, security 7D

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: 15

Size: 1.8 meters tall

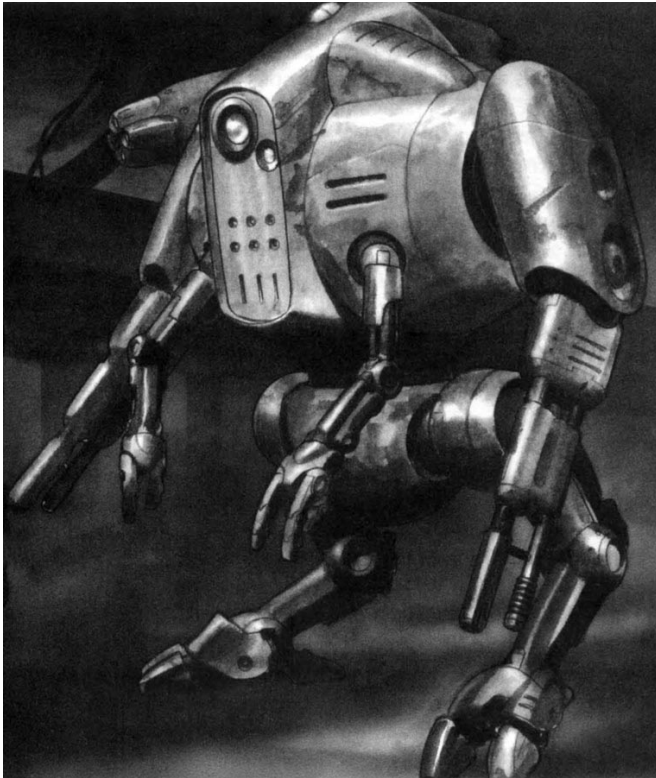
Cost: 9 million

Source: Shadows of the Empire Sourcebook (pages 33-35)

4th Degree Droids

Military Droids

Hutt War Droid



Type: Walking Military Droid

DEXTERITY 3D

Blaster 5D+1, missile weapons 4D+1

KNOWLEDGE 1D

Tactics 2D, languages: Huttese 3D

MECHANICAL 1D

PERCEPTION 1D

Search 2D

STRENGTH 3D+1

TECHNICAL 1D

Equipped With:

- Body armor (+1D+2 to *Strength* to resist damage)
- Deflector shields (+1D to *Strength* to resist damage)
- 2 arm-mounted light repeating blaster rifles (6D+2)

-Shoulder-mounted grenade launcher (5D)

-2 manipulating appendages

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

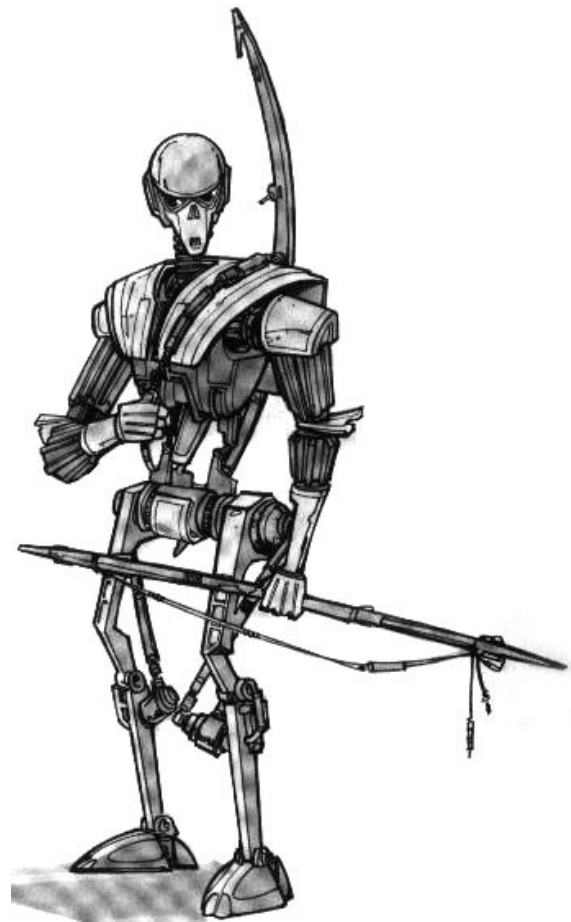
Move: 10

Cost: Not available for sale

Note: These war droids are ancient in the Rebellion era, and as such are prone to failure. If a war droid rolls a 1 on the wild die when attacking, its weapons and battle computer breaks down and it suffers a permanent -4D penalty to all attack rolls. Repairing this breakdown is a Heroic *droid repair* task.

Source: Tempest Feud (page 127)

Krath War Droid



Type: The Krath War Droid

DEXTERITY 3D

Melee combat 6D, melee parry 6D, pulse-wave cannon 5D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 3D

STRENGTH 2D+2

Brawling 4D

TECHNICAL 1D

Equipped With:

-Humanoid body (two arms, two legs, head)

-Body armor (+1D to *Strength* to resist damage)

Equipment: Short sword (STR+2D damage), pulse-wave cannon (6D damage)

Move: 10

Size: 1.7 meters tall

Cost: Not available for sale

Xim's War Robot

DEXTERITY 3D

Dodge 5D, blasters 6D, energy weapons 6D+2, firearms 5D+2

KNOWLEDGE 1D

Tactics 2D+2

MECHANICAL 1D

PERCEPTION 1D

Search 3D

STRENGTH 5D

TECHNICAL 1D

Equipped With:

-Humanoid body (two arms, two legs, head)

-Body armor (+1D+1 to resist damage)

-Various chemical and energy weapons, including heatbeams (4D+2) and particle dischargers (5D)

-Optical lenses

-Vocubulator

Move: 12

Size: 2.2 meters tall



Sith War Droid

DEXTERITY 5D

Blasters 6D, melee weapons 6D

KNOWLEDGE 1D

Intimidate 3D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 3D

Brawling 4D

TECHNICAL 1D

Equipped With:

-Body armor (+1D+1 to *Strength* to resist damage)

-Arm-mounted vibro-ax (STR+3D+1 damage, max: 7D)

-Arm-mounted blaster rifle (5D damage, range: 3-30/100/300)

Move: 10

Size: 1.8 meters tall

Cost: Not available for sale

Source: The Dark Side Sourcebook (page 121)

Sith Slayer

Type: Ancient War Machine

DEXTERITY 2D

Blasters 6D, dodge 3D, melee parry 3D+2, melee weapons 7D, vehicle blasters: heavy repeating blaster 6D+2

KNOWLEDGE 2D

Intimidation 6D

MECHANICAL 1D

PERCEPTION 3D

Search 5D+2

STRENGTH 5D

TECHNICAL 1D

Equipped With:

-Alchemically-treated Sith armor plating (+3D to *Strength* to resist damage, -2D to *Dexterity*)

-2 arm-mounted Sith spinning bladers (STR+1D+2 damage each)

-2 shoulder-mounted blaster cannons (8D damage each, range: 3-75/200/500)

-Vocubulator (the droid has a speaker that allows it to replicate organic speech)

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

Move: 6

Size: Gargantuan

Cost: Not available for sale

Sith Elite Warbot

Type: Ancient Battle Droid

DEXTERITY 4D

Blasters 6D, dodge 5D+1, melee weapons 7D+1, melee parry 5D+2, vehicle blasters 6D

KNOWLEDGE 2D

Intimidation 5D+1

MECHANICAL 1D

PERCEPTION 4D

Search 5D+1

STRENGTH 4D

Brawling 6D

TECHNICAL 1D

Equipped With:

-Alchemically-treated sith armor (+3D to *Strength* to resist damage, -2D to *Dexterity*)

-2 arm-mounted blaster pistols (do 4D damage each, range: 3-7/25/120)

-Arm-mounted Sith sword (does STR+2D damage)

-Vocubulator (the droid has a speaker that allows it to replicate organic speech)

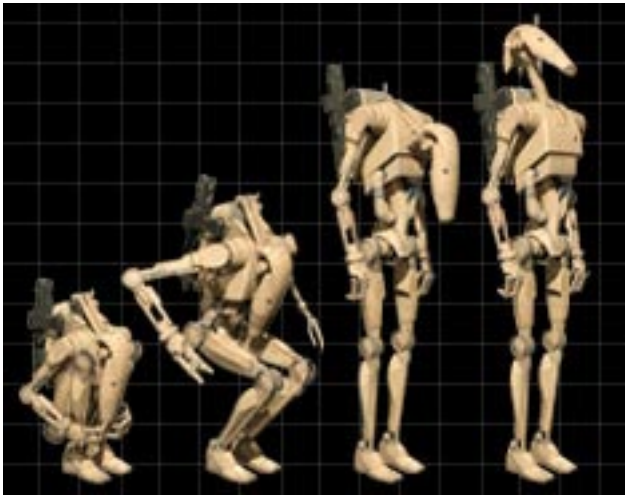
-Locked access (The droid's shut-down switch is secured or internally located)

Move: 6

Size: 1.8 meters tall

Cost: Not available for sale

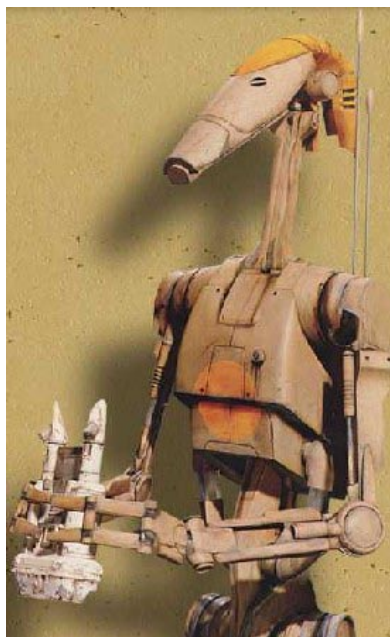
Battle Droid



Type: Baktoid Combat Automata B1 Series Battle Droid
DEXTERITY 1D
 Blaster: blaster rifle 3D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 2D
 Brawling 3D
TECHNICAL 1D
Equipped With:
 -Integrated comlink
 -Remote receiver (5,000 km range)
 -Body armor (+1D to *Strength* to resist damage)
 -Vocabulator (the droid can replicate organic speech)
Equipment: Blaster rifle (5D damage, range: 3-30/100/300)
Move: 10
Size: 1.8 meters tall
Cost: 1,800 credits
Source: d20 Core Rulebook (pages 372-373)

Battle Droid Commander

Type: Neimoidian Series Commander Battle Droid
DEXTERITY 2D
 Blaster 3D
KNOWLEDGE 2D
MECHANICAL 1D
PERCEPTION 1D
 Search 3D
STRENGTH 2D
 Brawling 3D
TECHNICAL 1D
Equipped With:
 -Integrated multichannel comlink
 -Remote receiver (5,000 km range)
 -Body armor (+1D to *Strength* to resist damage)
 -Vocabulator
Equipment:



Macrobinoculars, blaster rifle (5D damage, range: 3-30/100/300)
Move: 10
Size: 1.8 meters tall
Cost: 1,200 credits
Source: Secrets of Naboo (page 11), Invasion of Theed (page 24), Arms and Equipment Guide (pages 56-57)

Battle Droid Infantry



Type: Neimoidian Series Infantry Battle Droid
DEXTERITY 1D
 Blaster 2D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 1D+2
 Brawling 2D+1
TECHNICAL 1D
Equipped With:
 -Integrated multichannel comlink
 -Remote receiver (5,000 km range)
 -Body armor (+1D to *Strength* to resist damage)
 -Vocabulator (the droid can replicate organic speech)
Equipment:
 Blaster rifle (5D damage, range: 3-30/100/300)

Move: 10
Size: 1.8 meters tall
Cost: 800 credits
Source: Secrets of Naboo (page 11), Invasion of Theed (page 24)

Battle Droid Pilot

Type: Neimoidian Series Pilot Battle Droid
DEXTERITY 2D
 Blaster 3D, melee combat 3D, missile weapons 3D, vehicle blasters 3D
KNOWLEDGE 1D
MECHANICAL 4D
 Astrogation 5D, repulsorlift operation 4D+1
PERCEPTION 1D
STRENGTH 1D+2
 Brawling 2D
TECHNICAL 1D
 Computer programming/repair 1D+2
Equipped With:
 -Integrated multichannel comlink
 -Remote receiver (5,000 km range)
 -Body armor (+1D to



Strength to resist damage)

-Vocabulator (the droid can replicate organic speech)

Equipment: Blaster rifle (5D damage, range: 3-30/100/300)

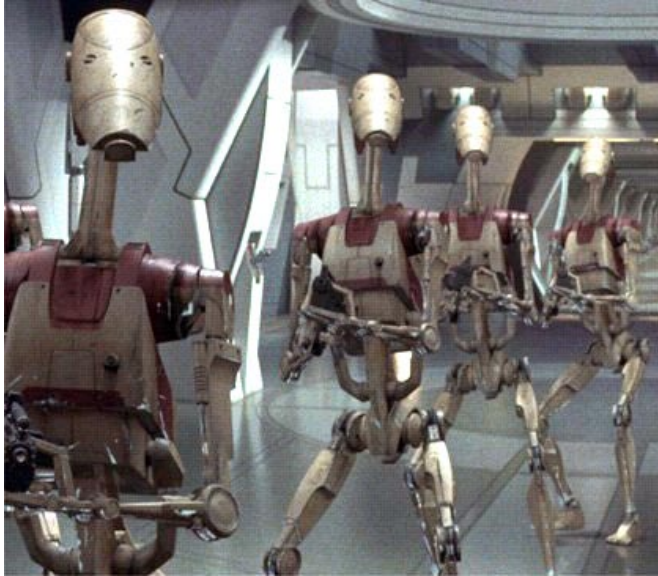
Move: 10

Size: 1.8 meters tall

Cost: 1,000 credits

Source: Secrets of Naboo (page 13), Invasion of Theed (page 25)

Battle Droid Security



Type: Neimoidian Series Security Battle Droid

DEXTERITY 1D

Blaster 2D

KNOWLEDGE 2D

MECHANICAL 1D

PERCEPTION 2D

Search 3D

STRENGTH 1D+2

Brawling 2D+1

TECHNICAL 1D

Computer programming/repair 1D+2

Equipped With:

-Integrated multichannel comlink

-Remote receiver (5,000 km range)

-Body armor (+1D to *Strength* to resist damage)

-Vocabulator (the droid can replicate organic speech)

Equipment: Blaster rifle (5D damage, range: 3-30/100/300)

Move: 10

Size: 1.8 meters tall

Cost: 900 credits

Source: Secrets of Naboo (page 13), Invasion of Theed (page 25)

Super Battle Droid

Type: Baktoid Combat Automata B2 Series Battle Droid

DEXTERITY 2D

Blaster 3D, blaster: blaster rifle 4D, dodge 3D, melee combat 3D, vehicle blasters 3D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D



STRENGTH 2D

Brawling 3D

TECHNICAL 1D

Equipped With:

-Mounted blaster rifle (5D damage, range: 3-30/100/300)

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

-Light armor (+1D to *Strength* to resist damage)

-Vocabulator (the droid can replicate organic speech)

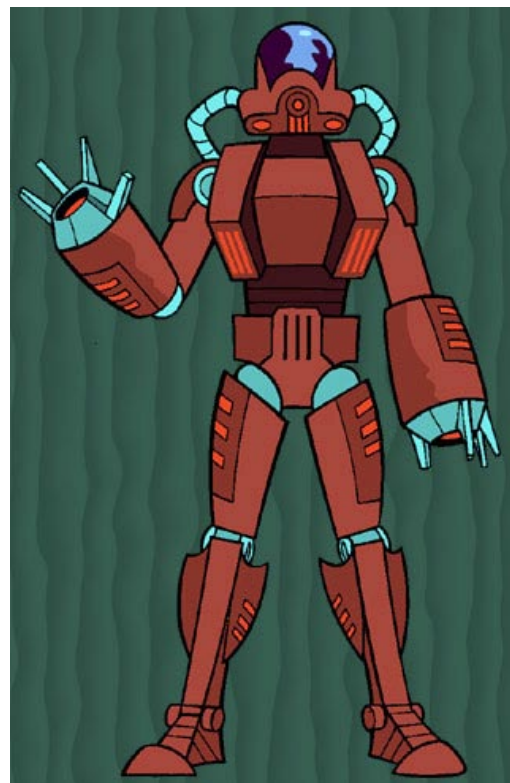
Move: 10

Size: 1.8 meters tall

Cost: 3,300 credits

Source: d20 Core Rulebook (page 373)

L8-L9 Battle Droid Prototype



Type: Tagge Industries L8-L9 Battle Droid Prototype

DEXTERITY 3D

Flamethrower 4D+2, plasma cannon 5D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 2D

Brawling 4D

TECHNICAL 1D

Equipped With:

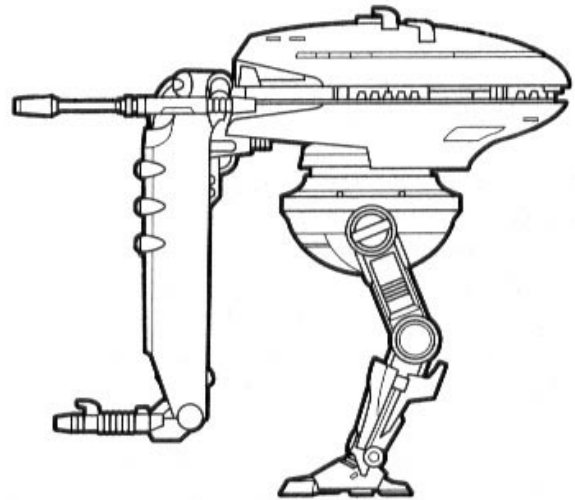
- Humanoid body (two arms, two legs, head)
- Body armor (+1D to *Strength* to resist damage)
- Plasma cannon (5D+2 damage)
- Flamethrower (3D damage, range 10 meters, flame does 3D damage each round until extinguished)

Equipment: Blaster rifle (5D damage, range: 3-30/100/300)

Move: 10

Size: 1.75 meters tall

Cost: Not available for sale



Cost: 18,000

Source: Arms and Equipment Guide (pages 57-58)

IG Lancer Droid

Type: Phlut Design Systems IG-series Lancer Droid

DEXTERITY 2D

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

KNOWLEDGE 1D

MECHANICAL 2D

Repulsorlift operation 5D

PERCEPTION 2D

Search 4D, sneak 4D

STRENGTH 3D

Brawling 4D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Long-range sensor (+1D to *search* for objects 50-750 meters away)
- Motion sensor (+1D to *search* for moving objects up to 400 meters away)

Move: 11

Size: 1.96 meters tall

Cost: Not available for sale

Equipment: Power lance (STR+4D damage)



Protector Battle Droid

Type: Baktoid Combat Automata Protector Series

DEXTERITY 4D

Vehicle blasters 10D+1

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 4D+2

STRENGTH 3D

Climbing/jumping 6D+2

TECHNICAL 1D

Equipped With:

- Armor (+2D to *Strength* rolls to resist damage)
- Shield generator (+3D to *Strength* rolls to resist damage)
- Two heavy repeating blasters (8D damage, range 3-75/200/500)

Move: 8

Size: 2.5 meters tall

Cost: Not available for sale

Crab Droid



Type: Confederacy of Independent Systems LM-432 Crab Droid

DEXTERITY 3D

Blasters 4D+1

KNOWLEDGE 1D

MECHANICAL 1D

Eradicator Battle Droid

Type: Colicoid Eradicator Series Battle Droid

DEXTERITY 3D

Blasters 6D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 2D+2

STRENGTH 4D

TECHNICAL 1D

Equipped With:

- Light body armor (+2 to *Strength* to resist damage)
- Energy shields (+1D against energy attacks)
- Two light repeating blasters (6D, 3-50/120/300)
- Two ion gun rifles (5D ion damage, 3-50/200/400)

Move: 4

Size: 2.9 meters tall

PERCEPTION 1D

Search 3D

STRENGTH 3D

Climbing/jumping 5D

TECHNICAL 1D

Equipped With:

- Twin blasters (6D damage)
- Water/mud jet sprayer
- Armorplast shielding (+1D to resist damage)
- Six legs (2 tipped with heavy duranium stabilizers, granting +3D to *climbing*)

Move: 9

Size: 1.49 meters tall

Chameleon Droid

Type: Commerce Guild/Techno Union Covert Mine-Laying Droid

DEXTERITY 2D

Blaster 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

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

STRENGTH 1D

TECHNICAL 2D+1

Demolitions 5D+2



Search 3D

STRENGTH 3D+1

Climbing 4D+1

TECHNICAL 1D

Equipped With:

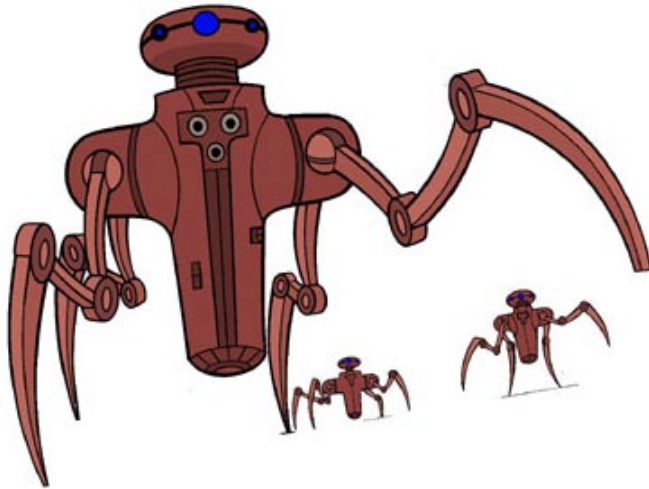
- Blaster cannon (9D)
- Light armor (+2 to *Strength* to resist damage)
- Comlink
- Digging claws
- Locked access (the droid's shut-down switch is secured or internally located)
- Magnetic feet
- Restraining bolt
- Improved sensor package (+2 to all *search* skill rolls)
- Infrared vision (can see in the dark up to 30 meters)
- Self-destruct system

Move: 10, 4 (burrowing)

Size: 1.6 meters tall

Cost: 8,500

Source: Ultimate Adversaries (pages 147-148)



Equipped With:

- Holographic array projector (projects surrounding imagery in the droid's place, adding +4D to *hide* and +3D to *sneak*)
- Sensor array (+2 to *search*)
- Small repulsorlift unit (+3D to *running* and *climbing/jumping*)
- Four articulated pincer legs (+3D to *climbing*)
- Laser cannons (6D damage)
- Mine deployment system

Move: 10

Size: 1.5 meters tall

Dwarf Spider Droid

Type: Commerce Guild Dwarf Spider Droid

DEXTERITY 3D

Blaster artillery: blaster cannon 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Octuptarra Battle Droid



Type: Techno Union Octuptarra Droid

DEXTERITY 3D

Laser cannon 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 5D

STRENGTH 2D+1

Climbing 4D+1

TECHNICAL 1D

Equipped With:

-3 laser turret cannons (6D)

-Light armor (+2 to *Strength* to resist damage)

-Magnetic feet

-Improved sensor package (+2 to all *search* skill rolls)

Move: 9

Size: 2.2 meters tall

Cost: Not available for sale

Type: Techno Union Tri-Droid

Scale: Speeder

DEXTERITY 3D

Artillery cannon 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 5D

STRENGTH 2D+1

Climbing 4D+1

TECHNICAL 1D

Equipped With:

-3 artillery cannons (6D)

-Light armor (+2 to *Strength* to resist damage)

-Magnetic feet

-Improved sensor package (+2 to all *search* skill rolls)

Move: 17

Size: 3.7 meters tall

Cost: Not available for sale

Tri-Droid



Droideka Destroyer Droid

Type: Droideka Series Destroyer Droid

DEXTERITY 3D

Blaster: heavy repeating blaster 8D+2

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 3D+2

STRENGTH 3D

Brawling 7D+1

TECHNICAL 1D

Equipped With:

-Two mounted heavy repeating blasters (8D damage, range: 3-75/200/500)

-Body armor (+1D to *Strength* to resist damage)

-Defensive shields (+3D to *Strength* to resist damage)

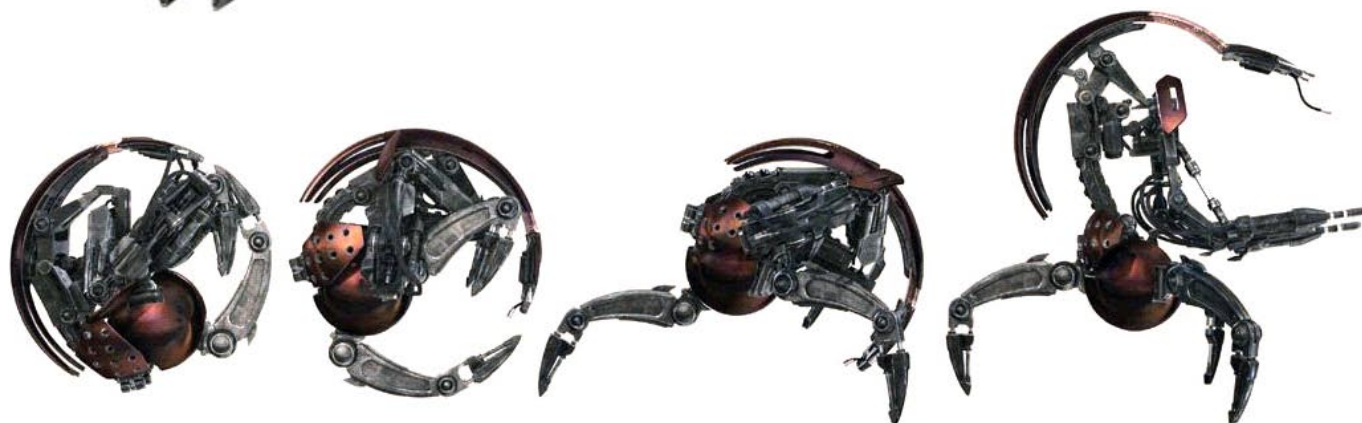
-Remote processor (500 Km range)

Move: 4 walking, 25 in "wheel mode"

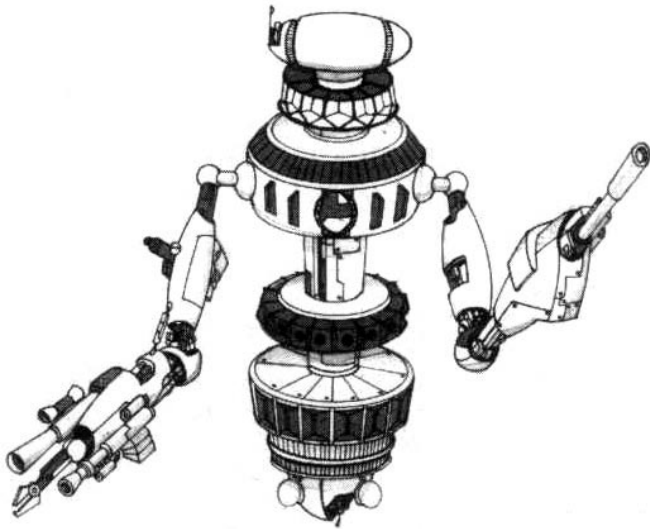
Size: 1.5 meters tall

Cost: 9,000 credits

Source: d20 Core Rulebook (pages 373-374), Secrets of Naboo (page 11), Invasion of Theed (page 26)



ZQ Infantry Droid



Type: Sienar Intelligence Systems ZQ Infantry Support Unit

DEXTERITY 3D

Blaster 5D, dodge 4D, melee weapons 4D, missile weapons 5D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Command 4D, hide 3D, search 4D

STRENGTH 4D

Brawling 4D+2

TECHNICAL 3D

Droid repair 3D

Equipped With:

- Repulsorlift engine
- heavy blaster cannon (7D)
- Light repeating cannon (5D)
- Two photoreceptors
- Vocabulator
- Miniature concussion missile system (8D, 3-10/15/20)
- Grasper arm

Move: 11

Size: 1 meter tall

Cost: 8,350 credits

Source: Cynabar's Fantastic Technology - Droids

DCM-8 Missile Platform Droid

Type: Arakyd Patrol Missile Platform Droid

DEXTERITY 3D

Missile weapons 5D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 5D

TECHNICAL 1D

Equipped With:

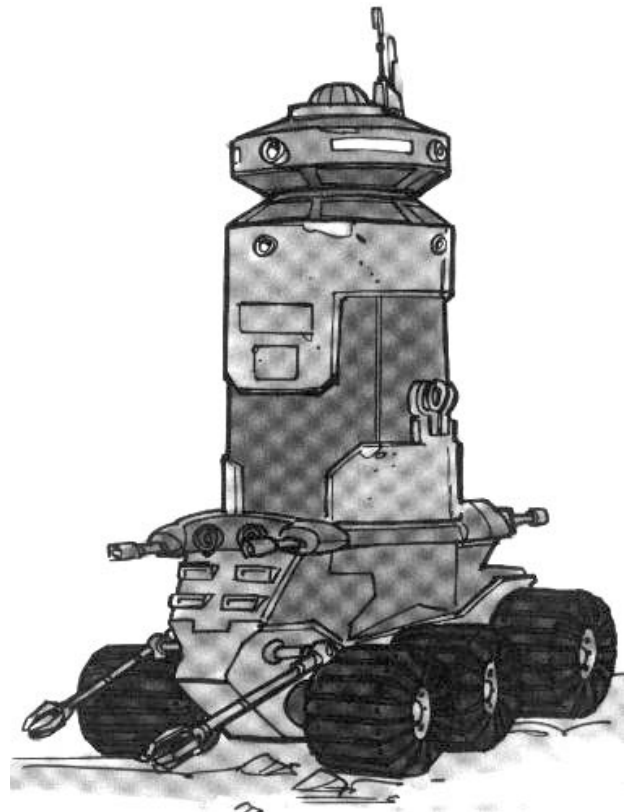
- Mini-concussion missiles launcher (7D damage, 3-30/60/150, ammo: 12, fire arc: turret)

Move: 7

Size: 1 meter tall

Source: Supernova (page 78)

Fromm Tower Droid



Type: Tig Fromm Mobile Defense Tower Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Ground vehicle operation 4D

PERCEPTION 3D

Search 5D, search: tracking 6D

STRENGTH 5D

TECHNICAL 1D

Equipped With:

- 6 pneumatic wheels
- Body armor (+1D to resist damage)
- Visual, auditory, infrared, electromagnetic, and seismic sensors (+2D to search)
- Broadband antenna
- Twin repulsorlift balls firing racks (these perimeter sentries have Move: 90; 250 kmh and search 5D, they chase a target to within 1-meter distance and explode, doing 7D+2 damage. The Tower Droid can control 5 of these simultaneously)

Move: 35

Size: 4 meters tall

RM-2020 Espionage Droid

Type: MerenData RM-2020 Espionage Droid

DEXTERITY 3D

Blaster 4D, dodge 6D, melee combat 3D+1

KNOWLEDGE 3D

MECHANICAL 2D

Repulsorlift operation 3D, sensors 5D

PERCEPTION 4D

Investigation 6D, search 5D

STRENGTH 4D

TECHNICAL 2D

Security 5D



Dark Trooper Phase One

Type: Super Stormtrooper Droid

DEXTERITY 3D

Brawling parry 4D, dodge 4D+2, melee parry 4D, melee weapons 4D+2

KNOWLEDGE 1D

Intimidation 3D

MECHANICAL 1D

PERCEPTION 2D

Search 3D+1

STRENGTH 3D

Brawling 4D, climbing/jumping 4D+2

TECHNICAL 1D

Equipped With:

-Comlink

-Forearm sword (STR+2D damage)

-Forearm shield (+1D to the droids *brawling parry* and *melee parry* skills)

-Heuristic processor (the droid is able to use skills untrained)

-Infrared vision (the droid can see in the dark up to 30 meters)

-Magnetic feet (the droid's feet are equipped with electromagnetic grippers)

-Vocabulator (the droid has a speaker that allows it to replicate organic speech)

Move: 12

Size: 3 meters tall

Cost: Not available for sale

Source: Rebellion Era Sourcebook (pages 104-105)

Equipped With:

-Espionage hardwired module

-Humanoid body (two arms, two legs, head)

-Information recording/coded broadcast system

-Repulsorlift engine

-Ultraviolet, infrared and analysis sensor

-Visual/audio sensor package (human range)

-Vocabulator speech/sound system

Move: 10

Size: 1 meter tall

Cost: 160,000 (new), 100,000 (used, black market only)

Source: Cynabar's Fantastic Technology - Droids

DX War Droid

Type: DX-Series War Droid

DEXTERITY 2D

Blaster 5D+1, melee combat 5D+1, melee parry 4D

KNOWLEDGE 1D

Intimidation 4D+1, tactics 4D+1

MECHANICAL 2D

PERCEPTION 1D

Search 4D+1

STRENGTH 4D

Brawling 6D+1

TECHNICAL 1D

Equipped With:

-Heavy armor (+3D to *Strength* to resist damage, -2D to *Dexterity*)

-Improved sensor package (+2 bonus to all *search* skill rolls)

-Retractable vibro-ax (STR+3D+1 damage, maximum 7D)

-Two heavy repeating blasters (8D damage, 3-75/200/500)

-Vocabulator

Move: 8

Size: Medium

Cost: Not available for sale

Source: Rebellion Era Sourcebook (page 135)



Dark Trooper Phase Two

Type: Super Stormtrooper Droid

DEXTERITY 3D

dodge 5D, missile weapons 6D+1, vehicle blasters 7D

KNOWLEDGE 2D

intimidation 5D+2

MECHANICAL 3D

repulsorlift operation 5D+1

PERCEPTION 2D

search 4D

STRENGTH 4D

brawling 6D+2, climbing/jumping 6D

TECHNICAL 1D

Equipped With:

- Armored shell (+2D to *Strength* when resisting damage, -1D to *Dexterity*)
- Assault cannon (plasma load damage is 6D, range 3-25/50/200)
- Comlink
- Heuristic processor (The droid is able to use skills untrained)
- Infrared vision (can see in the dark up to 30 meters)
- Long-range rockets (fired from assault cannon; range: 10-50/200/800, blast radius: 0-2/4/8/12, damage: 12D/9D/6D/3D)
- Magnetic feet (the droid's feet are equipped with electromagnetic grippers)
- Maneuvering jets (+1D bonus to its *repulsorlift operation* skill)
- Repulsorlift unit (allows the droid to fly up to an altitude of 100 meters)
- Vocabulator (the droid has a speaker that allows it to replicate organic speech)

Move: 10 (walking or flying)

Size: 3.5 meters

Cost: Not available for sale

Source: Rebellion Era Sourcebook (pages 104-105)

Dark Trooper Phase Three

Type: Super Stormtrooper Droid

DEXTERITY 2D

Dodge 5D+1, missile weapons 7D+1, vehicle blasters 7D+2

KNOWLEDGE 2D

Intimidation 6D+1

MECHANICAL 3D

Repulsorlift operation 5D+1

PERCEPTION 2D

Search 5D+2, sneak 3D+2

STRENGTH 5D

Brawling 9D, climbing/jumping 7D+2

TECHNICAL 1D

Computer programming/repair 2D, demolitions 2D

Equipped With:

- Armored shell (+3D to *Strength* when resisting damage, -2D to *Dexterity*)
- Assault cannon (plasma load damage is 6D, range 3-25/50/200)
- Comlink
- Heuristic processor (the droid is able to use skills untrained)
- Infrared vision (can see in the dark up to 30 meters)
- Long-range rockets (fired from assault cannon; range: 10-50/200/800, blast radius: 0-2/4/8/12, damage: 12D/9D/6D/3D)
- Low-light vision (can see twice as far as a human in dim light)
- Magnetic feet (the droid's feet are equipped with electromagnetic grippers)
- Seeker missile firing tubes (range: 5-30/100/300, damage: 6D, scale: Speeder)
- Vocabulator (the droid has a speaker that allows it to replicate organic speech)

Move: 10

Size: 3.5 meters tall



Cost: Not available for sale

Notes: The Phase Three Dark Trooper can also be worn as an exo-suit using the *powersuit operation* skill. The operator can take advantage of any of the droid's accessories, but must use his own weapon skills to operate the droid's armament. The operator must use the droid's *Dexterity* and *Strength* scores while using the suit, but any damage that penetrates the suit is applied to the operator's unmodified *Strength* score.

Source: Rebellion Era Sourcebook (pages 104-105)

SD-6 Hulk Infantry Droid

Type: Balmorran Arms SD-6 "Hulk" Infantry Droid

DEXTERITY 1D+1

Blasters 3D

KNOWLEDGE 1D

Intimidation 3D+2

MECHANICAL 1D

PERCEPTION 1D

Search 2D

STRENGTH 7D

TECHNICAL 1D

Equipped With:

- Two ion gun rifles (5D+1)
- Two E-Web blasters (8D)
- Four stabilized weapon mounts
- Body armor (+1D to *Strength* to resist damage)
- Telescopic vision sensors
- Comlink
- Locked access (the droid's shut-down switch is secured or internally located)
- Restraining bolt

Move: 10

Size: 3.5 meters tall

Cost: 60,000



Source: Ultimate Adversaries (pages 145-146)

SD-9 Infantry Droid

Type: Balmorrian SD Series Infantry Droid

DEXTERITY 2D

Dodge 3D+2, blasters 5D, blaster artillery 3D, melee combat 3D+2, melee parry 3D

KNOWLEDGE 1D+2

MECHANICAL 2D

PERCEPTION 2D

Search 4D

STRENGTH 4D+2

TECHNICAL 1D

Equipped With:

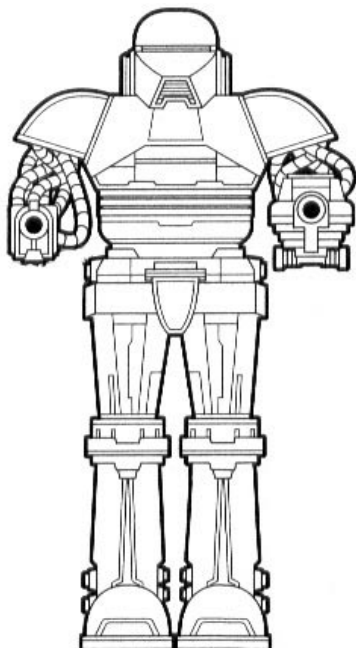
-Heavy armor (+2D against physical damage, +1D against energy damage)

-Energy shields (+1D to resist energy attacks)

-Arm-mounted heavy repeating blasters (8D, 3-75/200/500)

-Arm-mounted plasma burst cannon (9D, 3-25/50/250)

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



-2 weapon mounts

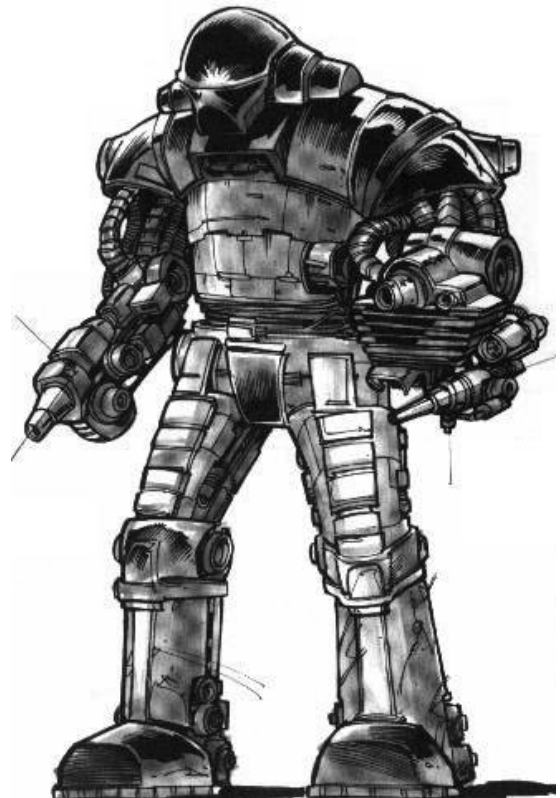
Move: 16

Cost: 80,000

Size: 3.8 meters tall

Source: Arms and Equipment Guide (page 57)

SD-10 Infantry Droid



Type: Balmorrian SD Series Infantry Droid

DEXTERITY 4D

Dodge 5D, blasters 6D, blaster artillery 4D+2, melee combat 5D, melee parry 4D+2

KNOWLEDGE 1D+2

Tactics 5D

MECHANICAL 2D

PERCEPTION 2D

Search 4D

STRENGTH 5D+2

TECHNICAL 1D

Equipped With:

-Heavy armor (+2D against physical damage, +1D against energy damage)

-Energy shields (+1D to resist energy attacks)

-Improved sensors (+1D to *search*)

-Arm-mounted heavy repeating blasters (8D, 3-75/200/500)

-Arm-mounted plasma burst cannon (9D, 3-25/50/250)

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

-4 weapon mounts

Move: 16

Cost: 140,000

Size: 3.8 meters tall

Source: Arms and Equipment Guide (page 57)

X-1 Viper Automadon War Droid



Craft: Balmorran X-1 Viper “Automadon” War Droid

Type: War Droid

Scale: Walker

DEXTERITY 2D

Vehicle Blasters: 7D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

Search 5D

STRENGTH 4D

Brawling 5D

TECHNICAL 1D

Equipped with:

-Molecular shielding (automatically channels any energy bolts that hit the Viper to the Droids Turbolasers. All “offensive” energy is absorbed 7 to 10 centimeters above the body of the droid.

-2 Primary arm claws (STR+3D damage)

-2 Secondary arm turbolasers (4D+1, 50-600/2/5 Km)

-Chin-mounted twin linked heavy repeating blasters (6D, 50-400/900/2 Km, scale: speeder)

Move: 20

Size: 10 meters

Cost: 80,000 credits (new)

Battle Probot

Type: Arakyd Battle Probe Droid

Scale: Starfighter

DEXTERITY 2D

Blaster 4D

KNOWLEDGE 1D

Planetary systems 4D

MECHANICAL 3D

Sensors 6D

PERCEPTION 3D

Search 4D

STRENGTH 6D

TECHNICAL 1D

Equipped With:

-Long-range sensor (+1D to *search* for objects between 200 meters and five kilometers away)

-Movement sensor (+2D to *search* for moving objects up to 100 meters away)

-Atmosphere sensors – can determine atmosphere class (Type I, Type II, Type III or Type IV) within one half-hour

-2 Blaster cannons (6D+2, 10-50/100/300)

-Repulsor generator for movement over any terrain

-Several retractable manipulator arms

Move: 10

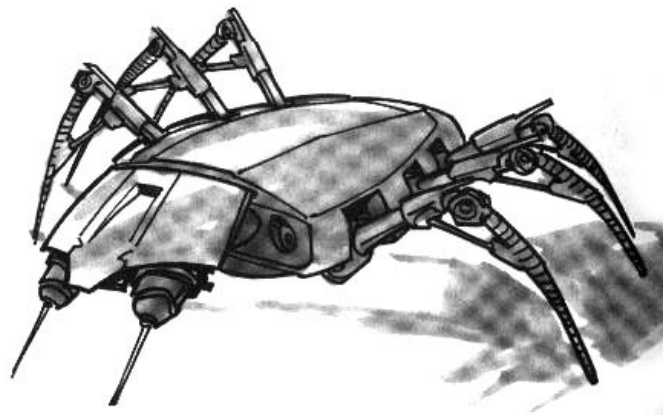


Size: 1.6 meters tall

Source: Graveyard of Alderaan (page 34)

Assassin Droids

Mark VI Scarab Assassin Droid



Type: Sienar Intelligence Systems Mark VI Scarab Series Assassin Droid

DEXTERITY 4D+2

Injectors 5D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Hide 7D, search 3D+1, search: tracking 4D, sneak 7D

STRENGTH 1D

Climbing/jumping 3D

TECHNICAL 1D

Equipped With:

- Magnetic feet (+3D to *climbing*)
- Locked access (The droid's shut-down switch is secured or internally located)
- Poison injector (damage depends on poison used, holds only 2 poison doses)
- Self-destruct system
- Improved sensor package (+2 to all *search* rolls, infrared vision)
- Motion sensors (+1D to *search* for moving targets)
- Sonic sensors (+1D to *search* rolls involving sound)
- Pheromone sensors (if the droid is given a sample of the target's bodily fluids, he gets a +1D+1 bonus to *tracking* that individual)

Move: 6

Size: Palm-sized

Cost: 20,000

Source: Arms and Equipment Guide (pages 57-58)

ASP-4 Hunter Droid

Type: Industrial Automaton ASP-4 Hunter Droid

DEXTERITY 1D

Blaster 3D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

Search: tracking 4D+2

STRENGTH 1D

Lifting 3D+1

TECHNICAL 1D

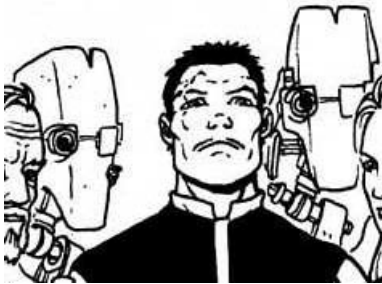
Equipped With:

- Humanoid body (two arms, two legs, head)
- Enhanced visual and auditory sensors (+1D to *search: tracking* and *blaster* skill rolls)
- Blaster rifle (5D)

Move: 6

Size: 1.6 meters tall

Source: Lord of the Expanse – Campaign Guide (page 53)



Mark III Sleeper Assassin Droid



Type: Sienar Intelligence Systems Mark III "Sleeper" Assassin Droid

DEXTERITY 5D

Blasters 5D+2, missile weapons 5D+2

KNOWLEDGE 3D

Intimidation 6D

MECHANICAL 1D

PERCEPTION 3D+2

Hide 8D, Search 6D+1, search: tracking 7D, sneak 6D

STRENGTH 1D+2

TECHNICAL 3D+2

Computer programming/repair 5D

Equipped With:

- Stabilized weapon mount
- Blaster pistol (4D)
- Prax Arms Protector PRP-502 dart pistol (ammo: 4 knock-out darts - 5D stun damage)
- Stun field (4D stun damage on contact)
- Comlink
- Locked access (the droid's shut-down switch is secured or internally located)
- Video recording unit
- Repulsorlift unit
- Improved sensor package (+2 to *search*, infrared vision)
- Vocabulary

Move: 20

Size: Small

Cost: 9,000

Source: Ultimate Adversaries (pages 148-149)

HASH-19 Assassin Droid

Type: HASH-19 Assassin Droid

DEXTERITY 3D

Melee combat 4D, melee parry 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Hide 3D+2, search 3D+1, sneak 3D+2

STRENGTH 2D

TECHNICAL 1D

Equipped With:

- Repulsor unit with four-meter ceiling
- Visual sensor
- Movement sensor (+1D to *search* for moving objects)
- Six retractable arms, each capped with four vibroblades (5D when droid is spinning, STR+1 if droid is not)

Move: 10

Size: 75 centimeters-diameter sphere

Source: The Game Chambers of Quesal (page 33)

ACC-7 Assassin Droid

Type: Aeakyd ACC-7 Assassin Droid

DEXTERITY 5D

Blasters 6D+1, dodge 6D, melee combat 7D, melee parry 6D

KNOWLEDGE 1D+2

Intimidation 5D+2

MECHANICAL 1D

PERCEPTION 2D+1

Hide 7D, search 5D, sneak 5D+1

STRENGTH 2D

TECHNICAL 2D+2



Computer programming/repair 4D+2

Equipped With:

- Four vibrodaggers (STR+2D)
- Two manipulator arms
- Four stabilized weapon mounts
- Comlink
- Locked access (the droid's shut-down switch is secured or internally located)
- Holographic recording unit
- Repulsorlift unit
- Improved sensor package (+2 to all *search* skill rolls)
- Low-light vision (can see twice as far as a human in dim light)
- Infrared vision (can see in the dark up to 30 meters)
- Telescopic vision (visual sensors include long-range capability)

Move: 16

Size: 0.5 meter diameter

Cost: 19,000

Source: Ultimate Adversaries (pages 143-144)

-Six blaster pistols (4D)

-Two groups of 3 fire-linked hold-out blasters (3D damage each)

-6 stabilized weapon mounts

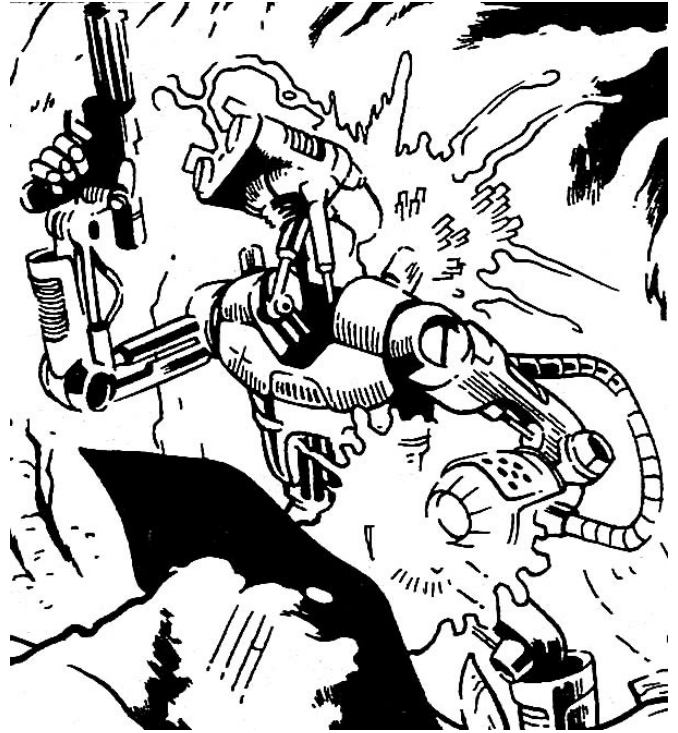
Move: 16

Size: 0.4 meter diameter

Cost: 18,000

Source: Ultimate Adversaries (page 145)

NIL-8 Assassin Droid



Type: NIL-8 Assassin Droid

DEXTERITY 1D

Blaster 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

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

STRENGTH 5D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, torso)
- Two video sensor recorders – human range
- Vocabulator speech/sound system (in chest)
- Sturdy armored construction (ignore Stun results against the droid)
- Blaster pistol (3D) carried in right hand
- Left hand is heavy blaster pistol (4D)

Move: 7

Size: 2 meters tall

Source: The Game Chambers of Questal (page 33)

DSK-1 Deathstrike Seeker Droid



Type: Arakyd Industries DSK-1 "Deathstrike" Seeker Droid

DEXTERITY 5D

Blasters 7D

KNOWLEDGE 3D

Intimidation 8D, tactics 5D

MECHANICAL 1D

PERCEPTION 3D

Hide 9D, Search 6D, sneak 6D

STRENGTH 2D

TECHNICAL 3D

Equipped With:

- Comlink
- Locked access (the droid's shut-down switch is secured or internally located)
- Repulsorlift unit
- Low-light vision (can see twice as far as a human in dim light)
- Infrared vision (can see in the dark up to 30 meters)
- 360 degrees vision

LXC-3TF Assassin droid

Type: Assassin Droid

DEXTERITY 3D+1

Blaster 5D+1

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 3D+1

Search 5D+2

STRENGTH 2D

TECHNICAL 2D

Equipped With:

- Body armor (adds +4D to *Strength* to resist damage)
- Blaster cannon (6D, mounted into left arm)
- Portable proton torpedo launcher (9D, mounted into right arm; has three torpedoes)

Move: 11

Size: 2.3 meters tall

Source: The Politics of Contraband (page 54)

HK Assassin Droid

Type: Czerka Corporation HK Assassin Droid

DEXTERITY 4D

Blasters 6D, blaster artillery 5D, dodge 5D, melee combat 5D, melee parry 4D+2

KNOWLEDGE 2D

Intimidation 5D, languages 5D, tactics 4D

MECHANICAL 2D

PERCEPTION 2D

hide 5D, search 6D, sneak 5D

STRENGTH 3D

TECHNICAL 2D

Computer programming/repair 3D, demolitions 5D

Equipped With:

- Encrypted comlink
- Locked access (the droid's shut-down switch is secured or internally located)
- Improved telescopic sensor package (+2 to *search*. The droid's visual sensors include a long-range capability)
- Infrared vision (can see in the dark up to 30 meters)
- Motion sensors (+2 to *search* rolls against moving targets)
- Sonic sensors (+2 to *search* rolls that involve sound)

Move: 10

Size: 1.8 meters tall

Cost: Not available for sale



Eliminator 434 Assassin Droid



Type: Eliminator 434 (manufacturer unknown)

DEXTERITY 2D

Blaster 5D, missile weapons 5D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 5D

STRENGTH 5D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Broad-band antenna receiver (capable of monitoring comlink channels)

Move: 11

Size: 1.8 meters tall

Cost: Not available for sale

Equipment: Blaster cannon (0-50/150/300, 6D), concussion missile launcher (0-50/100/200, ammo: 20, 7D)

Source: The Star Wars Sourcebook (pages 56-58)

Infiltrator Assassin Droid

Type: Colicoid Infiltrator Series Assassin Droid

DEXTERITY 3D+2

Blasters 5D, blasters: blaster rifle 6D, melee combat 5D+2, melee parry 5D

KNOWLEDGE 2D

Intimidation 5D+2

MECHANICAL 2D

Space transports 4D

PERCEPTION 3D

Hide 5D, search 5D, sneak 5D

STRENGTH 3D+2

Climbing/jumping 4D

TECHNICAL 2D

Computer programming/repair 3D

Equipped With:

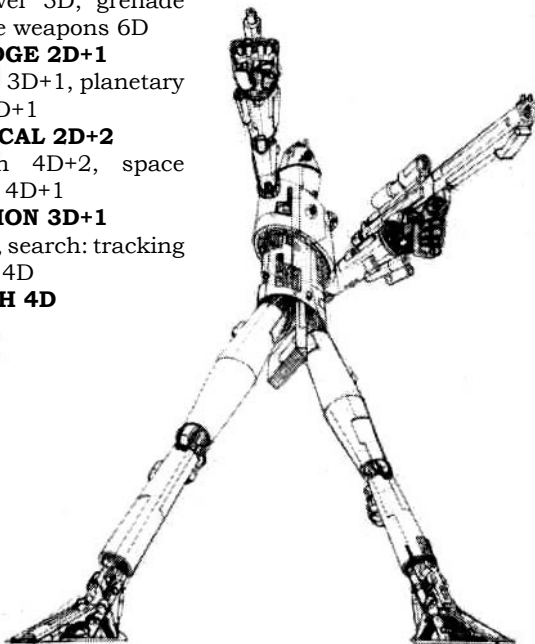
- Light body armor (+1D physical, +1 energy)
- Two blaster rifles (5D, 3-30/100/300)
- Two vibroblades (STR+3D+1)
- Four stabilized weapon mounts
- Locked access (the droid's shut-down switch is secured or internally located)
- Improved sensor package (+2 to all *search* skill rolls)
- Infrared vision (can see in the dark up to 30 meters)
- Telescopic vision (visual sensors include long-range capability)



- Forcefield projector (+3D to *Strength* to resist damage)
 - Grappling spike launcher
 - Holographic image disguiser
 - Silence bubble generator
- Move:** 12
Cost: 47,500
Source: Ultimate Adversaries (pages 146-147)

IG Combat Prototype

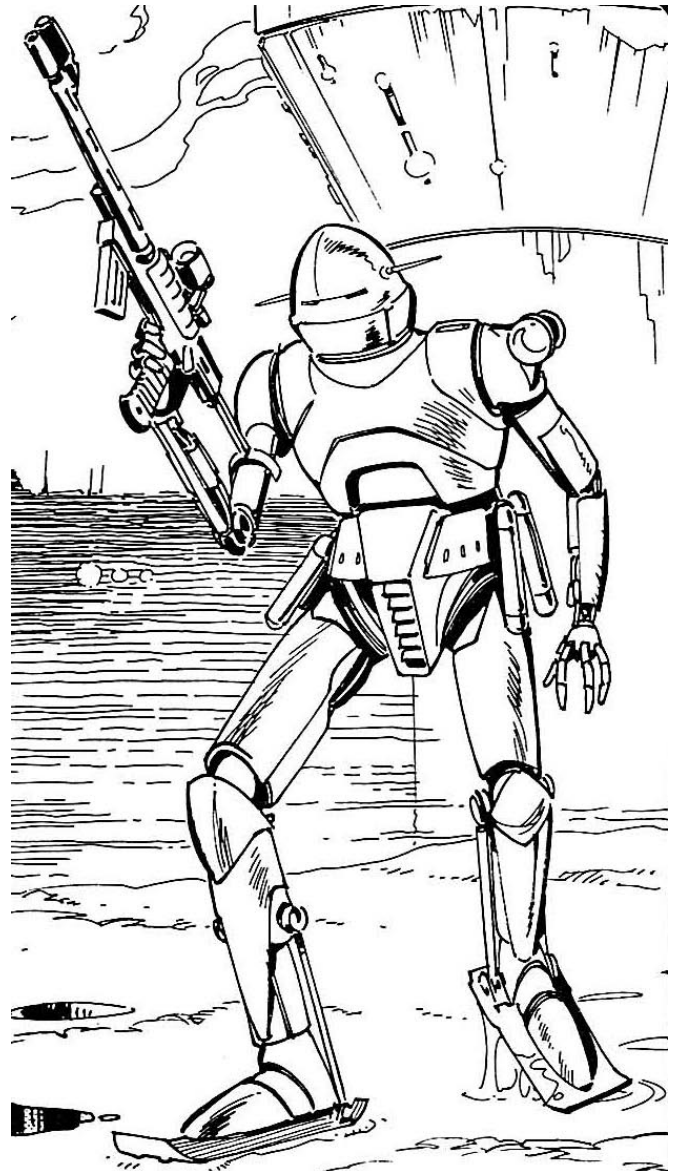
- Type:** Holowan Mechanicals IG-series assassin droid
- DEXTERITY 4D**
 Blaster 6D, dodge 6D, energy weapons: sonic stunner 5D+2, flamethrower 5D, grenade 6D, missile weapons 6D
- KNOWLEDGE 2D+1**
 Languages 3D+1, planetary systems 3D+1
- MECHANICAL 2D+2**
 Astrogation 4D+2, space transports 4D+1
- PERCEPTION 3D+1**
 Search 7D, search: tracking 9D, sneak 4D
- STRENGTH 4D**
 Lifting 6D



- TECHNICAL 1D+2**
 Computer programming/repair 3D, droid programming 3D, droid repair 3D
- Equipped With:**
- Humanoid body (two arms, two legs, head)
 - Broad-band antenna (can intercept and decode most communications on standard frequencies)
 - Flamethrower (3D damage, range 10 meters, flame does 3D damage each round until extinguished)
 - Long-range sensor (+2D to *search* for objects 50-750 meters away)
 - Motion sensor (+2D to *search* for moving objects up to 400 meters away)
 - Sonic stunner (4D stun, range 10 meters)
 - Grenade launcher (5D)
- Move:** 13
Size: 2 meters tall
Cost: 1,500,000 credits (black market only)
Equipment: Blaster rifle (5D)
Source: Cynabar's Fantastic Technology - Droids

2-1 Assassin Droid

Type: Uulshos 2-1 Justice Droid



DEXTERITY 4D

Blaster 5D, Melee combat 6D, melee parry 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 4D

Search 5D

STRENGTH 5D

TECHNICAL 1D

Equipped With:

-Humanoid body (two arms, two legs, head)

-Audio and visual receptors

-Vocabulator

Equipment: Modified blaster rifle (6D damage)

Move: 13

Size: 1.6 meters

Source: Planet of the Mists (page 26)

Attack Droid

DEXTERITY 4D

Blaster 5D, dodge 5D+1, melee combat 5D+1, melee combat: force pike 6D, melee parry 5D+1, vehicle blasters 5D

KNOWLEDGE 1D

Intimidation 3D

MECHANICAL 1D

PERCEPTION 3D

Search 5D+1, sneak 4D

STRENGTH 5D

Brawling 6D, climbing/jumping 5D+2

TECHNICAL 1D

Equipped With:

-2 force pikes (Difficulty: Moderate, Damage: 7D)

-Heuristic processor (the droid is able to use skills that it is untrained in)

-Improved sensor package (+2 bonus to all *search* skill rolls)

-Infrared vision (can see in the dark up to 30 meters)

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

-Motion sensors (can sense motion, and gains a +2 bonus to *search* rolls against moving targets)

-Rust inhibitor (the droid's metal components are resistant to rust and corrosion)

Move: 10

Size: Large

Terminax TX-1118 Assassin Droid

Type: Merendata Termina TX-1118

Series "Terminax" Assassin Droid

DEXTERITY 3D

Blasters 6D, grenades 4D, melee combat 5D, melee parry 4D+1, missile weapons 4D+2

KNOWLEDGE 2D

Intimidation 5D+2, tactics 4D+1

MECHANICAL 2D

PERCEPTION 3D

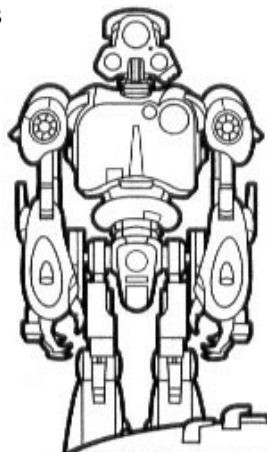
Search 5D

STRENGTH 4D

TECHNICAL 1D+2

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

Equipped With:



-Medium body armor (+2D physical, +1D energy)

-Blaster cannon (5D)

-Grenade launcher (Damage depends on grenade type)

-2 Retractable vibroblades (STR+2D+2)

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

-Improved sensors (+2 to all *search* rolls, infrared vision)

-Motion sensors (+1D to *search* for moving targets)

-Telescopic sensors (+1D to *search* for targets more than 100 meters away)

-SW-95 message transceiver

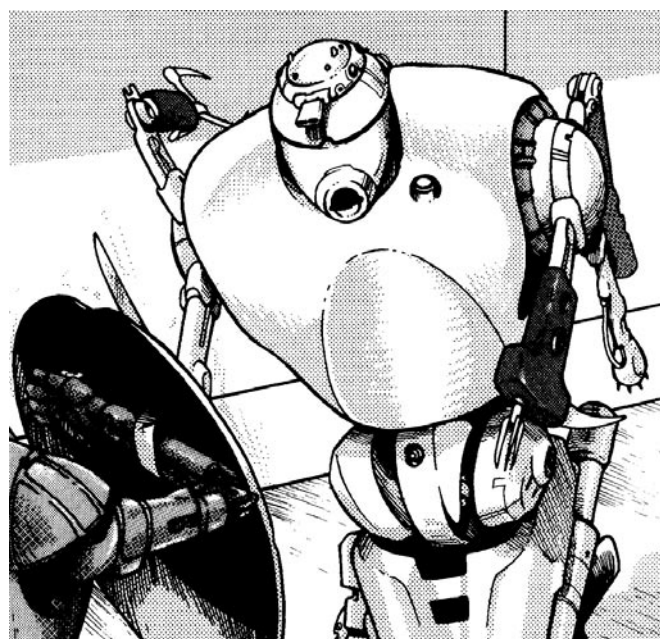
Move: 12

Size: 2.2 meters tall

Cost: 50,000

Source: Arms and Equipment Guide (pages 65-66)

Executioner Gladiator Droid



Type: Arakyd Industries Mark X Executioner Gladiator Droid

DEXTERITY 2D

Archaic guns 4D, blasters 5D, brawling parry 6D, dodge 5D, energy weapons 3D+2, flamethrower 5D, melee combat 6D+1, missile weapons 5D+2

KNOWLEDGE 1D

Alien species: anatomy 4D, intimidation 6D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 4D

Brawling 7D

TECHNICAL 1D

Equipped With:

-Tread locomotion system

-Armor plating (+3D to all areas except underside and retractable arms)

-Flechette canister (6D damage spread in five meter blast radius, 0-5/10/15, uses *missile weapons*, mounted on retractable arm)

-Neuronic whip ((STR+3D, uses *melee combat*, mounted on retractable arm)

-Flame projector (5D damage, 0-3/5/10, uses *flamethrower*, mounted on retractable arm)

-Vibro-saw blades (STR+2D, causes damage each round it

is in contact with target, uses *melee combat*, mounted on retractable arm)

-Blaster rifle (5D+2 damage, 0-5/20/50, mounted on retractable arm)

-Missile launcher (6D damage, 0-5/15/30, uses *missile weapons*, mounted on retractable arm)

-Force pike (STR+2D, uses *melee combat*, mounted on retractable arm)

-Sonic cannon (4D+2, uses *energy weapons*, 0-2/5/10, mounted on retractable arm)

-Spiked club (STR+1D, uses *melee combat*, mounted on retractable arm)

-Vibro-axe (STR+2D+1, uses *melee combat*, mounted on retractable arm)

Move: 11

Size: 2.4 meters tall

Cost: 35,000 credits

Source: Han Solo and The Corporate Sector Sourcebook (pages 130-131), Arms and Equipment Guide (page 65)

E522 Assassin Droid

Type: E522 Series Assassin Droid

DEXTERITY 3D

Blaster 6D+1, dodge 4D+2, melee parry 4D, melee weapons 4D, missile weapons 4D+2

KNOWLEDGE 2D

Intimidation 3D, survival 5D

MECHANICAL 1D

PERCEPTION 2D

Hide 4D+1, search 3D+2, search: tracking 4D, sneak 4D+1

STRENGTH 5D

Brawling 6D+2

TECHNICAL 1D

Equipped With:

-Heavy repeating blaster (damage is 8D, range 3-75/200/500)

-Ion cannon (damage is 4D+2 versus droids, no effect on humans, range 3-30/60/90)

-Needler gun (Range is 3-10/30/60, see below for other details)

-Hunter-seeker missiles (Range is 40/80/160, blast radius is 0-4/8/12/16, and damage is 7D/5D+1/3D+2/2D, see below for other details)

-Heavy armor (adds +2D to *Strength* rolls to resist damage)

-Infrared vision (the droid can see in the dark up to 30 meters)

-Weapon mounts x2 (The droid has one or more appendages that have weapons attached to them)

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

-Vocabulator (the droid has a speaker that allows it to replicate organic speech)

Equipment Notes:

Needler Gun: This needler gun is loaded with darts that contain a paralytic poison. The darts inflict no damage, but if used against an unarmored target (or an unarmored portion of a target, see the rules for called shots, SWD6, page 91), they inject their poison. The target of such an attack must succeed at a Difficult Strength check or be paralyzed and unable to move for 1D x 40 minutes (40-240 minutes). No ammunition total is listed, so assume the needler gun carries enough darts for ten shots.

Hunter-Seeker Missiles: In order to get a missile lock on a target, the droid must make a successful Missile Weapons skill roll, the difficulty of which is based on range. If the target is aware of the droid, it may attempt a Dodge skill roll.

If the lock-on is successful, the droid may fire the missile in the following turn. The missile rolls its skill score of 6D+2 to hit the target it has locked onto, with the difficulty based on range and other appropriate modifiers. A successful to-hit roll indicates that the target suffers damage. If the missile's to-hit roll fails by less than eight points, it is allowed to make another attack roll on the following turn. If the to-hit roll fails by nine or more points, the missile deviates and explodes like a grenade (refer to the rules for grenade deviation, SWD6, page 92). No ammunition total is listed, so assume the droid has enough missiles for six shots.

Move: 6

Size: Medium

Cost: 12,500

Source: d20 Core Rulebook (pages 374-375)

Security Droids

Seeker

Type: Criminal Location Detection Droid

DEXTERITY 2D

Blaster 3D, dodge 3D, missile weapons 3D

KNOWLEDGE 2D+1

Languages 3D+1, law enforcement 4D

MECHANICAL 1D



PERCEPTION 2D+2

Investigation 3D+2, search 4D

STRENGTH 1D

TECHNICAL 1D

Security 2D

Equipped With:

- Spherical body
- Visual and auditory sensor recorders – Human range
- Vocabulator speech/sound system
- AA-1 Verbo-brain
- TransLang I-A Communications module with over 50,000 languages
- Repulsorlift stabilizers. Altitude: ground level-50 meters
- Comlink to local police agency command central
- Stun blaster (3D+2 stun damage)

Special Abilities:

Perfect Memory: Seeker units keep a permanent record of all visual and auditory experiences for replay or hard copy reproduction.

DNA Tracer/Tracing Module: Seeker units are programmed to home-in on matching DNA traces detected in their environment, giving them +3D to *search* when tracking a target.

Threat Evaluation Module: If the subject being tracked is located, a series of on-board threat analysis programs determine whether an immediate attempt to disarm/detain should be attempted or requests for general assistance invoked.

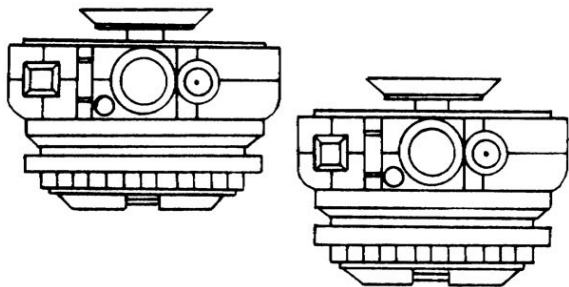
Move: 13

Size: 0.35 meters diameter

Cost: 15,000 (new; not legally available to private concerns)

Source: Galaxy Guide 11 – Criminal Organizations (page 92)

RLG Guardian Droid System



Type: Arakyd Guardian Droid System

DEXTERITY 2D

Blaster 4D

KNOWLEDGE 1D

Tactics 2D

MECHANICAL 1D

Sensors 3D

PERCEPTION 2D

Search 4D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Internal blaster pistol (4D damage, range 0-5/15/25)
- Rrepulsorlift drive unit
- FullSpec sensor package (passive: 25/0D, scan: 35/1D, search: 40/1D+2, focus: 3/2D+2)
- Self-destruct mechanism (8D/6D/4D/2D, 0-2/3-4/5-6/7-9)

Move: 10

Size: 15 centimeters tall

Cost: 3,000 (new), 1,000 (used), 300 (remote unit)

Availability: 3, F, R or X

Source: Galladinium's Fantastic Technology (page 95)

DZ Tracker Droid

Type: Arakyd Industries DZ Series Tracker Droid

DEXTERITY 2D+2

Blasters 4D, dodge 4D

KNOWLEDGE 2D

Survival 5D

MECHANICAL 1D+2

PERCEPTION 2D+2

Hide 6D, search 5D+2, search: tracking 6D+1

STRENGTH 2D

TECHNICAL 2D

Computerprogramming/repair 4D

Equipped With:

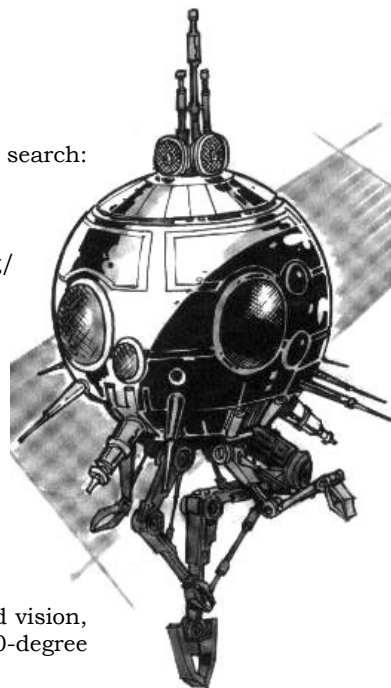
- Blaster pistol (4D, 3-10-30/120)
- Internal comlink
- Electroshock probe (3D stun damage)
- Locked access (The droid's shut-down switch is secured or internally located)
- Repulsorlift unit
- Sensors array (infrared vision, telescopic vision, 360-degree vision)
- Vocabulator

Move: 10

Size: 1.4 meters tall

Cost: 18,000

Source: Arms and Equipment Guide (page 58)



KI 301-MAX Nightlight



Type: Kalibac Industries 301-MAX Nightlight Security Droid

DEXTERITY 3D

Blaster 4D+2, dodge 6D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

Hide 4D+2, search 5D+2, sneak 5D

STRENGTH 1D

TECHNICAL 2D

Security 4D

Equipped With:

- Repulsorlift generator, combat-enhanced (+2D to *dodge*)
- Visual, audio, and combat sensors (+2D bonus to *search* and *blaster*)
- Ionization buffer (+3D bonus against ionization damage)
- Retractable fine work grasper arm
- Computer I/O jack
- Stun blaster (2D stun damage, range 3-10/30/100)

Special Abilities:

Anti-Programming Package: Hardwired programming prevents this unit from being reprogrammed by an unauthorized person. Such attempts will result in circuitry overload and burnout.

Move: 15

Size: 0.5 meters tall

Cost: 8,000 credits

Source: Lord of the Expanse - Sector Guide (pages 43-44)

-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)

-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)

BT-16 Perimeter Security Droid



Type: Arakyd BT-16 Perimeter Security Droid

DEXTERITY 4D

Blaster 5D+1, dodge 5D+1, grenade 5D+1

KNOWLEDGE 2D

Languages 3D+1, law enforcement 4D+2, survival 3D+1

MECHANICAL 1D

PERCEPTION 4D

Search 4D+1

STRENGTH 1D

Climbing 2D+1, swimming 2D+1

TECHNICAL 2D

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

Equipped With:

- Vide sensor
- Six leg locomotion
- Sensor package: Carbantl motion sensor, Fabritech seismic sensor (+1D to *search*)
- Imperial standard comlink
- Arakyd vocabulator (speaks droid languages only)
- TransLang I communication module (+1D to *languages*)
- Armor (+2D to *Strength* vs. physical and energy attacks)
- Talm & Rak Repeating blaster (6D, 2-10/25/50, fire arc: turret)

Move: 14

Size: 2.3 meters

Cost: 4,100 credits

Source: Cynabar's Fantastic Technology - Droids, Galaxy Guide 7 - Mos Eisley (page 61)

Blujay B4J4 Security Droid

Type: Santhe B4J4 Sentry

DEXTERITY 2D

Blaster 5D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 2D

STRENGTH 2D

TECHNICAL 1D

Equipped With:

- Repulsorlift engine
- Two heavy blasters (fire-linked damage 5D)
- Two stun blasters (fire-linked stun damage 7D)
- Two grapple-cable shooters (1D damage plus entangle)

Size: 1 meter tall

Source: Mission to Lianna (page 31)

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

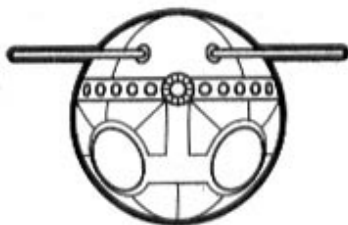
STRENGTH 2D

TECHNICAL 3D

Computer programming/repair 4D

Equipped With:

- Internal comlink



Ssi-ruuvi Security Droid

Type: Ssi-ruuvi Security Droid

DEXTERITY 3D

Blaster: stun bolt
5D, dodge 5D+2

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D+1

Search 6D

STRENGTH 2D

TECHNICAL 1D

Equipped With:

-Sensor suite (+1D to all *search* rolls)

-Stun bolt projector (6D stun damage, 0-3/10/15 range)

-Armored chassis (+2D physical, +1D energy)

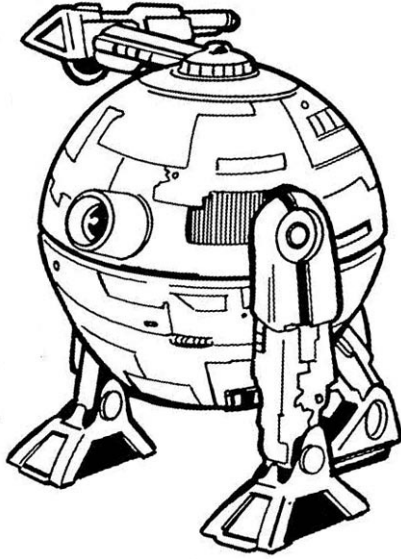
-Three wheeled legs for locomotion (one retractable)

Move: 8

Size: 0.8 meters tall

Cost: Not available outside of Ssi-ruuvi space

Source: The Truce at Bakura Sourcebook (pages 135-136)



Forgery 3D

STRENGTH 2D

Brawling 3D

TECHNICAL 2D+2

Equipped With:

-Body armor (+1D to *Strength* rolls versus physical attacks, and +1 pips versus energy attacks)

-Infrared vision (droid can see in the dark up to 30 meters)

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

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

-TransLang II Communications module with over three million languages

-Vocabulator (the droid is capable of organic speech)

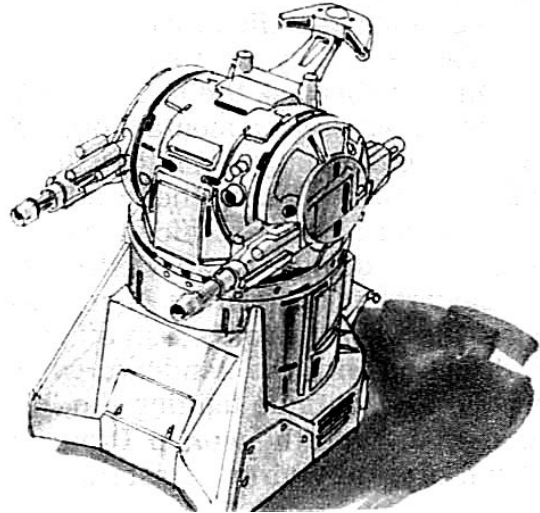
Move: 12

Size: 1.7 meters

Cost: 15,000 credits

Source: Arms and Equipment Guide (pages 59-60)

Defense Droid



DEXTERITY 3D

Blaster 5D, dodge 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 3D

TECHNICAL 1D

Equipped With:

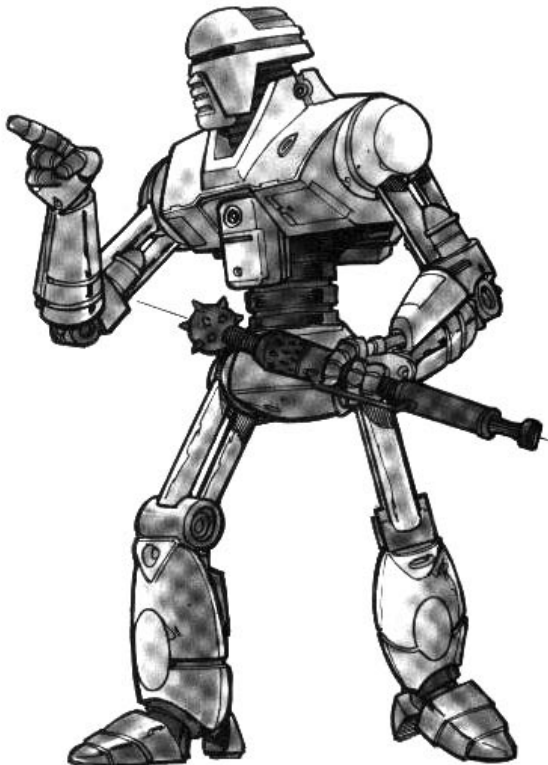
-Two forward-mounted blasters (5D damage)

Move: 8

Size: 1 meter tall

Source: Crisis on Cloud City (page 27)

Zed Police Droid



Type: 501-Z "Unit Zed" Police Droid

DEXTERITY 3D

Melee parry 4D, melee combat: stun baton 4D

KNOWLEDGE 2D

Intimidation 4D, languages 8D, law enforcement 5D+2

MECHANICAL 2D+2

PERCEPTION 2D

GV Guardian Droid

Type: Cybot Galactica GV Series Guardian Droid

DEXTERITY 2D

Blaster 4D, brawling parry 2D+1, dodge 3D+2, melee combat 4D, melee parry 4D, running 4D

KNOWLEDGE 1D

Alien species 2Dm intimidation 4D

MECHANICAL 3D

Communications 2D, sensors 4D

PERCEPTION 2D

Search 3D

STRENGTH 3D

Brawling 4D



TECHNICAL 1D

Equipped With:

- Four legs
- Hinged, grasping jaw with retractable blade incisors (STR+2 damage)
- Two visual and auditory sensor recorders – Human range
- Retractable blaster (3D damage, ranges 0-3/10/20)

Special Abilities:

Loyalty Imprint: Absolute obedience to master and designated family members. Will react in potential threat situations to defend would-be attackers unless directly countermanded by designated family member.

Move: 13

Size: 1.5 meters tall

Cost: 4,000 (new), 2,000 (used)

Source: Galladinium's Fantastic Technology (pages 20-21), Arms and Equipment Guide (page 59)

Hutt Security Droid

Type: Walking Security Droid

DEXTERITY 3D+1

Blaster 5D, melee combat 4D+1, melee parry 4D+1

KNOWLEDGE 1D

Languages: Hutttese 3D

MECHANICAL 1D

PERCEPTION 1D

Search 3D

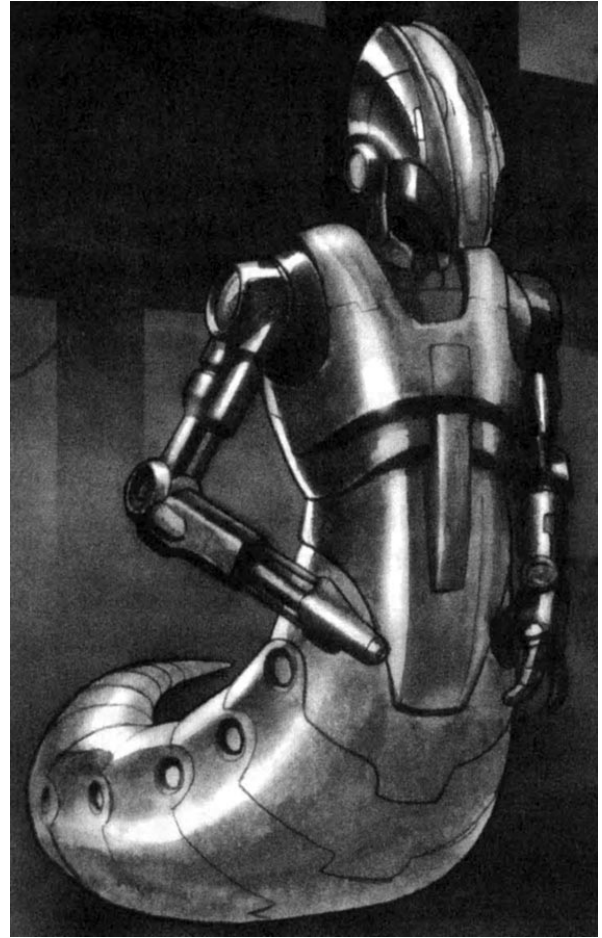
STRENGTH 1D+2

TECHNICAL 1D

Security 2D+1

Equipped With:

- Arm-mounted retractable vibroblade (STR+3D)
- Arm-mounted blaster carbine (5D+2)



- Body armor (+2D to *Strength* to resist damage)
- Locked access (The droid's shut-down switch is secured or internally located)
- Improved sensor package (+2D to *search*)
- Motion sensors (+2 to *search* rolls against moving targets)
- Sonic sensors (+2 to *search* rolls that involve sound)
- Vocabulator (Hutttese only)

Move: 16

Cost: Not available for sale

Source: Tempest Feud (pages 126-127)

K4 Security Droid

Type: Rim Securities' K4 Security Droid

DEXTERITY 3D

Blaster 7D, dodge 8D, running 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

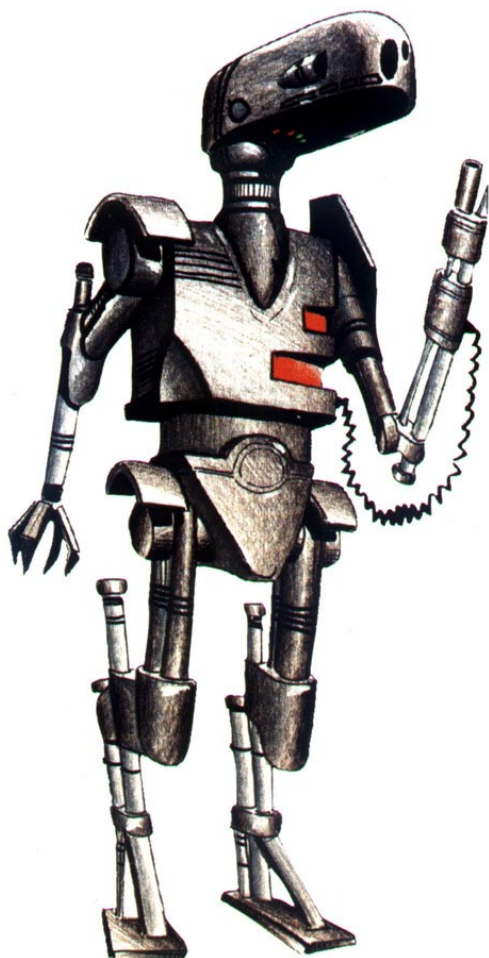
- Two auto-balance legs
- Two arms
- Body armor (+2D to *Strength* to resist damage)
- Internal blaster rifle (5D, 5-30/100/200)

Move: 11

Size: 1.6 meters

Cost: 7,500 (new)

Source: Rulebook (page 239), Cynabar's Fantastic Technology – Droids, The DarkStryder Campaign - Boxed Set (page 82-83)



K7 Security Droid



Type: Rim Securities' K7 "Black Dagger" Security Droid

DEXTERITY 3D+2

Blaster 8D, dodge 7D, running 5D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

Search 4D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

-Two auto-balance legs

-Two arms

-Body armor (+2D to *Strength* to resist damage)

-Internal blaster rifle (5D, 5-30/100/200)

Move: 12

Size: 1.7 meters

Source: Goro, Slace of the Empire (page 65)

"Stilieto" Security Droid

Type: Arakyd "Stilieto" Security Droid

DEXTERITY 2D

Blaster: stun bolt

5D+2, dodge 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 5D

STRENGTH 2D

TECHNICAL 1D

Equipped With:

-Cylindrical body

-Light blaster cannon (4D
stun damage, 0-10/20/40)

-Reflective plate armor (+2D
to *Strength* to resist damage)

-NeuroSaav sensor suite
(+1D to *search*)

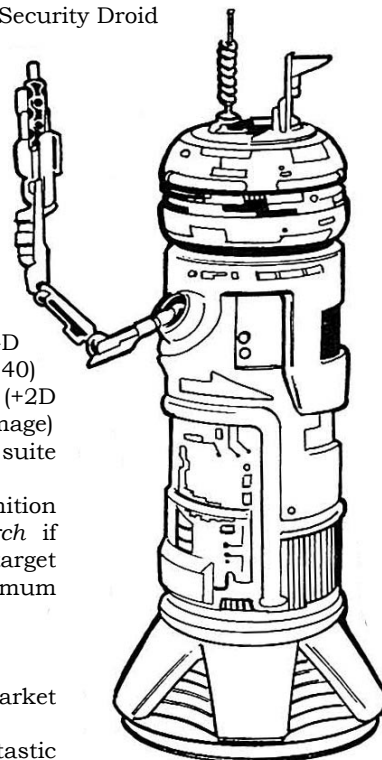
-NeuroSaav biorecognition
package (+2D to *search* if
bio-scan readings of target
are available; maximum
range of 40 meters)

Move: 5

Size: 1 meter tall

Cost: 7,500 (black market
only)

Source: Cynabar's Fantastic
Technology - Droids, The
Truce at Bakura Sourcebook (pages 134-135)



Sith Sentry

Type: Security Droid

DEXTERITY 2D

Blaster: blaster rifle 3D+1, melee weapons 2D+2

KNOWLEDGE 2D

MECHANICAL 1D

PERCEPTION 3D

Search 4D

STRENGTH 3D

TECHNICAL 1D

Equipped With:

-Alchemically-treated Sith armor plating (+1D to *Strength* to
resist damage, -1D to *Dexterity*)

-Arm-mounted blaster rifle (5D damage, range: 3-30/100/
300)

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

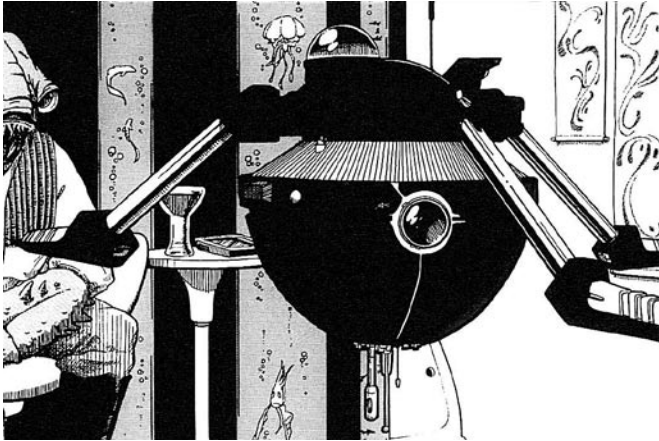
Move: 8

Size: 1.8 meters tall

Cost: Not available for sale

Source: d20 Core Rulebook (page 374)

G-2RD Guard Droid



Type: Arakyd Industries G-2RD Series Guard Droid

DEXTERITY 3D

Blaster 5D, dodge 4D, melee combat 4D+1, running 4D

KNOWLEDGE 2D

Bureaucracy 3D, intimidation 4D, intimidation: interrogation 5D, languages 3D, law enforcement 3D+2

MECHANICAL 2D

Repulsorlift operation 4D, sensors 5D

PERCEPTION 2D

Command 5D, investigation 5D, search 7D

STRENGTH 4D+1

TECHNICAL 2D

First aid 3D, security 5D

Equipped With:

- Repulsorlift engine
- Visual/sound sensor package
- Vocabulator speech/sound system
- Broad-band antenna receiver
- Stun appendage (stun damage 6D)
- Blaster appendage (damage 5D, ranges 3-7/25/50)
- Grasping claw (+1D to *lifting*)

Move: 10

Size: 1.2 meters tall

Cost: 7,000

Source: Dark Force Rising Sourcebook (pages 101-102), The Thrawn Trilogy Sourcebook (page 196), Arms and Equipment Guide (page 59)

GX Security Droid

Type: Aro-GX Security Droid

DEXTERITY 3D

Blaster 6D, dodge 8D, running 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 4D+2

STRENGTH 1D

Lifting 3D

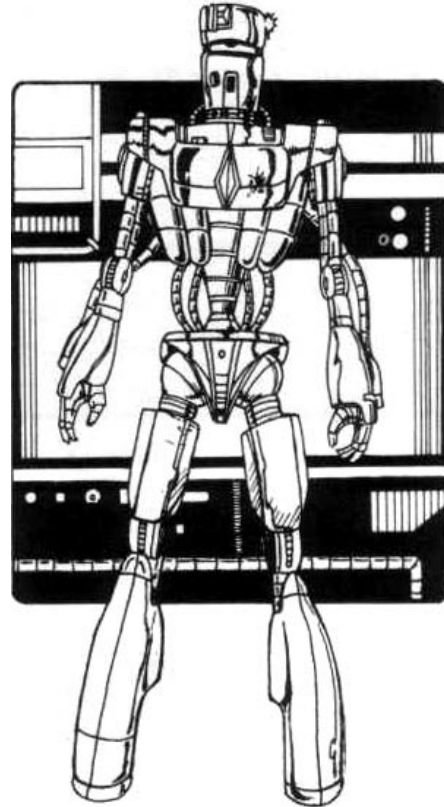
TECHNICAL 1D

Computer programming/repair 3D+2, droid repair 4D, security 5D

Equipped With:

- Body armor (+3D STR to all locations)
- Wrist blasters (3D damage, range 3-10/30/100)
- Two auto-balance legs
- Two arms

Move: 10



Size: 1.8 meters

Cost: 9,000 credits (military/government use only)

Source: Cynabar's Fantastic Technology - Droids

C-10-L Rapid Response Droid

Type: Industrial Automation Rapid Response Droid

DEXTERITY 4D

Blaster 6D, running 6D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 4D

TECHNICAL 1D

Equipped With:

-Blaster cannon (6D damage, 3-20/40/80, fire arc: turret)

Move: 30

Size: 1.5 meters tall

Source: Supernova (page 78)

BDG Bodyguard Droid

Type: Lanthe Artifice BDG Series Bodyguard Droid

DEXTERITY 3D

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

KNOWLEDGE 1D

Intimidation 3D

MECHANICAL 1D

PERCEPTION 2D

Investigation 3D, search 3D+2

STRENGTH 4D

Brawling 5D, lifting 5D

TECHNICAL 1D

Equipped With:

-Humanoid body (two arms, two legs)



- Visual sensor recorder
- Auditory sensor recorders
- Body armor (+1D to *Strength* to resist damage)
- Vocaluator speech/sound system
- AA-1 verbobrain
- Retractable Heavy stun pistol (4D+2 stun damage)

Story Factors:

Loyalty: When first put into service, a bodyguard droid downloads all available information on the individual it is assigned to protect. The droid is now unswervingly loyal to that individual, and will protect him at all costs. A standard memory wipe is necessary to terminate this loyalty programming, but another individual could then be “bonded” to that particular droid.

Move: 10/12

Size: 2.2 meters tall

Cost: 12,500

Source: Lords of the Expanse – Sector Guide (page 43)

HXZ-1 Immobilizer Police Droid

Type: Cybot Galactica HXZ-1 “Immobilizer” Series Police Droid

DEXTERITY 3D

Blasters 4D, melee combat 4D

KNOWLEDGE 2D

Intimidation 4D+1, languages 8D

MECHANICAL 1D

PERCEPTION 2D

Search 4D

STRENGTH 4D

Climbing/jumping 3D

TECHNICAL 2D

Equipped With:

- Heavy blaster pistol (5D)
- Ion gun pistol (4D ion damage)
- Stun baton (STR+1D stun damage)
- Heavy armor (+2D physical, +1D energy)
- Locked access (the droid’s shut-down switch is secured or internally located)



- Comlink
- Holo recording unit
- Improved sensor package (+2 to all *search* skill rolls)
- Low-light vision (can see twice as far as a human in dim light)
- TransLang II Communications module with over three million languages
- Vocaluator
- Move:** 6
- Size:** 1.7 meters tall
- Cost:** 10,000
- Source:** Ultimate Adversaries (page 148)

LE-VO Law Enforcement Droid

Type: Rseikharhl LE-VO Law Enforcement Droid

DEXTERITY 3D

Blasters 5D, dodge 3D+2

KNOWLEDGE 2D+2

Alien species 3D, bureaucracy 3D, intimidation 4D, law enforcement 6D, streetwise 4D

MECHANICAL 2D

Repulsorlift operation 3D

PERCEPTION 1D

Con 2D+2, command 3D+2, investigation 4D+2, persuasion 2D, search 3D

STRENGTH 3D

TECHNICAL 1D

Equipped With:

- Two auto-balance legs
- Swivel torso
- Body armor (+2D physical and energy to all locations)
- Two blaster rifles (5D damage, normally set to stun)

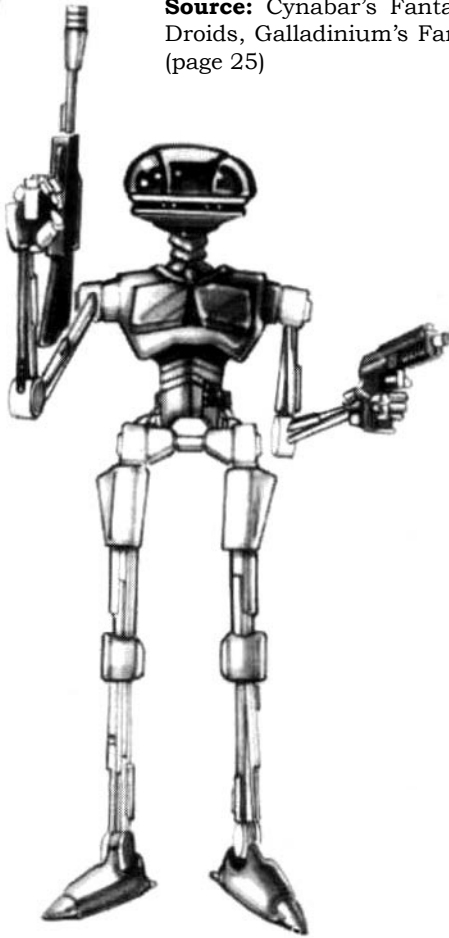
Move: 8 (walking)/12 (running)

Size: 2.4 meters tall

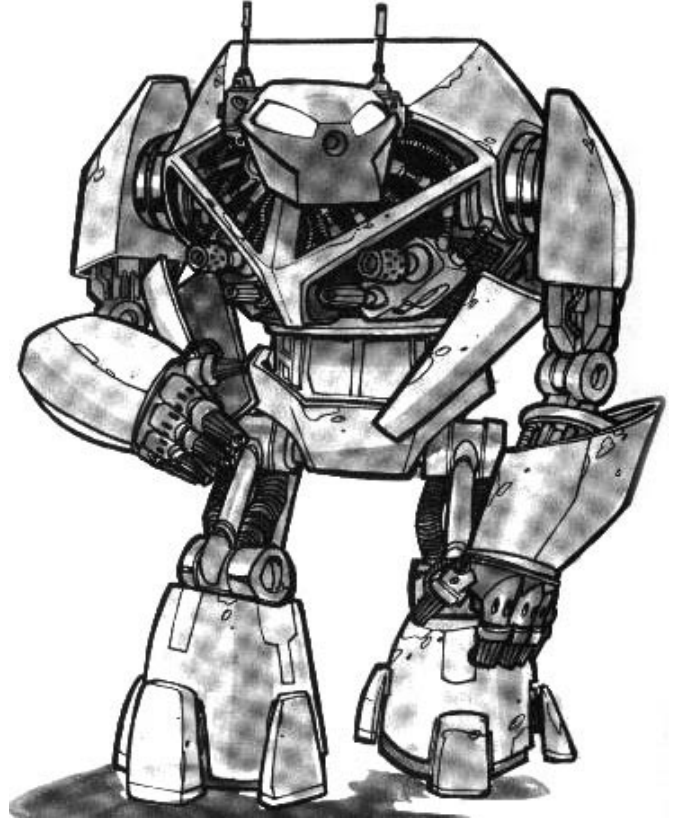
Cost: 9,000 (new)

Source: Cynabar's Fantastic Technology – Droids, Galladinium's Fantastic Technology (page 25)

Move: 12
Size: 1.7 meters tall
Cost: Over 200,000 credits



Warden 10-24 Security Droid



S-EP1 Security Droid

Type: Ulban Arms S-EP1 Bodyguard & Security Droid

DEXTERITY 3D+2
Blaster 5D+2, dodge 6D, melee combat 6D+2, melee parry 6D, brawling parry 5D

KNOWLEDGE 3D
Alien species 6D, law enforcement 7D, tactics 6D+2

MECHANICAL 2D
Repulsorlift operation 4D+1

PERCEPTION 4D
Search 6D

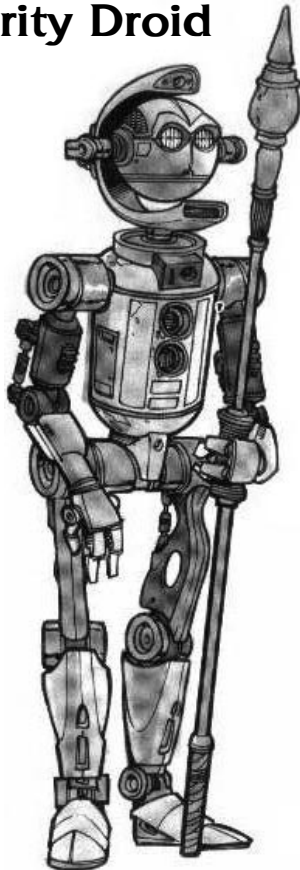
STRENGTH 4D+1
TECHNICAL 2D

First aid 3D+2, security 4D

Equipped With:
-Humanoid body (two arms, two legs, head)
-Body armor (+1D to resist damage)

-Two photoreceptors with spectral filters and microscopic imaging (+1D to *search*). The photoreceptors are also capable of producing blinding flash bursts to temporarily incapacitate foes)

-High-imaging holocamera
Equipment: Stun staff



Type: Ulban Arms Warden 10-24 Security Droid

DEXTERITY 3D

Blaster 6D

KNOWLEDGE 1D

Intimidation 3D

MECHANICAL 1D

PERCEPTION 1D+2

Search 3D+2

STRENGTH 5D+2

TECHNICAL 1D

Security 3D

Equipped With:

-Humanoid body (two legs, two arms, head)

-Body armor (+1D to resist damage)

-10 finger-blasters (4D damage)

-Two double laser cannons (6D+2 damage, concealed in chest)

-Broadband antennas

Move: 10

Size: 2 meters tall

MMV-608 Security Droid

Type: MMV-608 Tracked Security Droid

DEXTERITY 4D

Blaster 7D+1, dodge 5D+1, melee parry 5D+1, melee weapons 5D+2, vehicle blasters 5D+2

KNOWLEDGE 1D

intimidation 4D

MECHANICAL 1D

PERCEPTION 3D

Search 5D+2

STRENGTH 5D

Brawling 6D+2

TECHNICAL 1D

Equipped With:

- Heavy armor (+2D to *Strength* to resist damage)
- Infrared vision (the droid can see in the dark up to 30 meters)
- Locked access (the droid's shut-down switch is secured or internally located)
- 2 repeating blaster rifles (the same as standard blaster rifles, but the Fire Rate is unlimited)
- 2 vibro-axes (does STR+3D+1 damage, maximum: 7D)
- Vocabulator (the droid has a speaker that allows it to replicate organic speech)
- 4 weapon mounts (the droid has four appendages that have weapons attached to them)

Move: 8

Size: Large

Cost: Not for sale (20,000 estimated)

Note: This droid has a vulnerability. Players who succeed at a Very Difficult *droid repair* skill check will notice that a bundle of neurocircuitry curls out from the back of the droid's head. If someone can manage to flank the droid and destroy the circuitry, the droid will immediately shut down. Making a called shot against this bundle adds +4D to the difficulty to-hit (see rules for Called Shots, SWD6, page 91), but a successful hit will destroy the droid.

IG-100 MagnaGuard



Type: Holowan Mechanicals IG-series bodyguard droid

DEXTERITY 5D

Blaster 7D, brawling parry 6D+2, dodge 7D, melee combat 9D, melee parry 8D+2, missile weapons 7D

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 3D

Search 6D, search: tracking 8D, sneak 4D

STRENGTH 4D+2

Brawling 6D, climbing/jumping 6D, lifting 5D+1

TECHNICAL 1D+2

Computer programming/repair 3D, droid programming 3D, droid repair 3D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Body armor (+1D to resist damage)
- Long-range sensor (+2D to *search* for objects 50-750 meters away)
- Motion sensor (+2D to *search* for moving objects up to 400 meters away)

Move: 13

Size: 1.95 meters tall

Cost: Not available for sale

Equipment: Electrostaff (STR+2D, deflects lightsaber)

FIDO

Type: Foreign Intruder Defense Organism

DEXTERITY 6D

Brawling parry 6D+2, dodge 7D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 5D

Search 6D

STRENGTH 12D

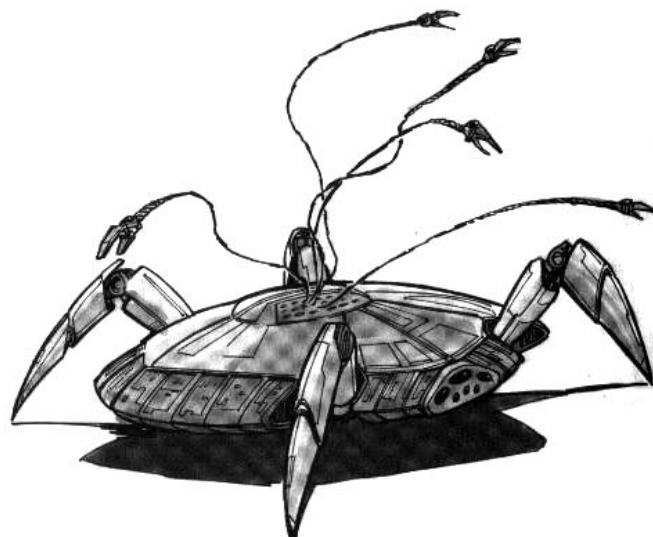
Brawling 13D, lifting 15D

TECHNICAL 1D

Security 6D

Equipped With:

- 26 Extendible attack tentacles (100 meters long, STR+2D)
- Armored central pod (+4D against physical and energy attacks)
- Long-range sensor (+1D to *search* for objects between 200 meters and five kilometers away)



Move: Stationary (tentacles: 15)
Size: 8 meters long (central pod)
Cost: Not available for sale
Source: The Jedi Academy Sourcebook (page 143)

Hunter-Killer Probot

Type: Arakyd Hunter-Killer Probot

DEXTERITY 3D

Dodge 5D

KNOWLEDGE 2D+2

Bureaucracy 3D,
 law enforcement:
 Imperial customs
 procedures 6D

MECHANICAL 3D

Starship gunnery
 5D, starship shields
 5D

PERCEPTION 4D

Search 7D

STRENGTH 2D

TECHNICAL 2D+2

Scale: Capital

Size: 150 meters
 tall

Cost: 165,000
 credits

Space: 3

Atmosphere: 105;
 300 kmh

Shields: 1D

Hull: 4D

Equipped With:

-4 heavy grasping
 extensors (+2D to
lifting)

-4 fine work
 extensors

-Advanced sensor
 array:

Passive: 40/2D

Scan: 80/2D+2

Search: 100/3D+1

Focus: 5/4D+2

-Capture system including:

Tractor Beam Projector

Fire Arc: Front

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 Km

Damage: 5D

* Internal secure chamber. Large enough to hold a light
 freighter (30 meters by 30 meters by 10 meters tall)

Weapons:

Two Quad Blaster Cannons (fire-linked)

Fire Arc: Turret

Skill: Starship gunnery

Space Range: 1-5/15/10/17

Atmosphere Range: 100-500/1/1.7 Km

Damage: 4D+1

Two Ion Cannons

Fire Arc: Turret

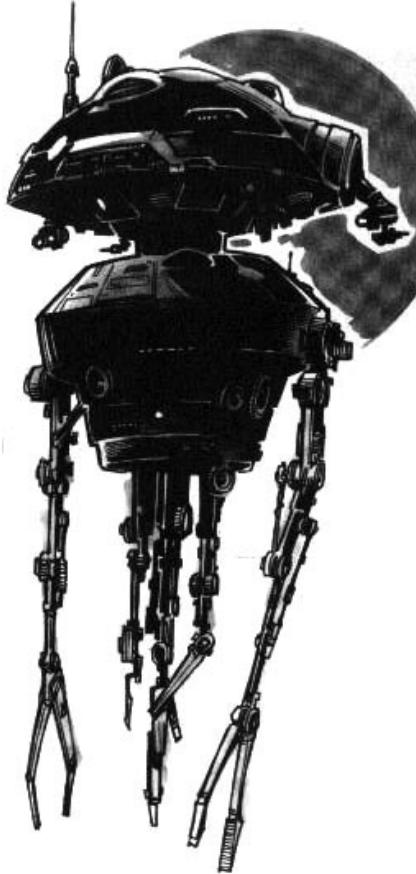
Skill: Starship gunnery

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 Km

Damage: 8D

Source: Dark Empire Sourcebook (pages 132-133)



Training Droids

Marksman-H Training Remote



Type: Marksman-H Hovering Remote

DEXTERITY 3D

Blaster array 5D, dodge 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 4D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

-Blaster array (can do 1 pip, 2 pip, 1D, or 1D+1 of damage,
 fire rate: 6, range: 2-3/5/10)

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

Move: 15

Size: 10 centimeters in diameter

Cost: 350 credits

Source: Power of the Jedi (pages 57-58), Hero's Guide (page
 154)

RHTC-560

Type: Rodian D-Tec Hunter Trainer Command Unit RHTC-
 560

DEXTERITY 1D

Dodge 4D, running 5D

KNOWLEDGE 2D

Alien species 4D, alien species: Rodians 7D, cultures:
 Rodian 5D, languages 4D, tactics 6D

MECHANICAL 1D

Communications 5D, sensors 4D+2

PERCEPTION 2D

Command: HT drones 7D, hide 4D, search 5D, sneak 4D

STRENGTH 1D

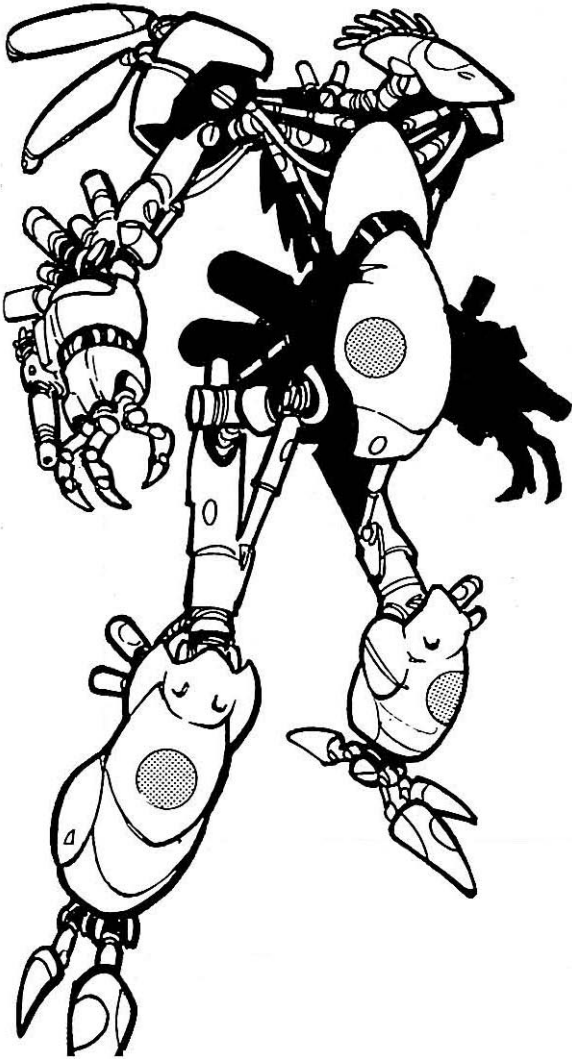
Climbing/jumping 3D

TECHNICAL 1D

Droid programming: HT drones 5D, droid repair 4D

Equipped With:

-Humanoid body (2 arms, 2 legs)



- Two audio and visual sensors
- Short range sensors (+1D to *sensors* in scan mode, +2D to *sensors* in search mode)
- Wideband transceiver (includes typical Rodian comlink frequencies)
- Vocabulator speech/sound system
- Information storage/retrieval jack for computer interface
- Move:** 10
- Size:** 1.7 meters tall
- Cost:** 5,500 (new), 3,000 (used)
- Source:** Shadows of the Empire Planets Guide (page 25)

HT Drone

Type: Rodian D-Tec HT Drone

DEXTERITY 1D

Blaster 4D (if equipped), dodge 7D, running 5D

KNOWLEDGE 1D

MECHANICAL 1D

Repulsorlift operation 5D, sensors 5D

PERCEPTION 3D

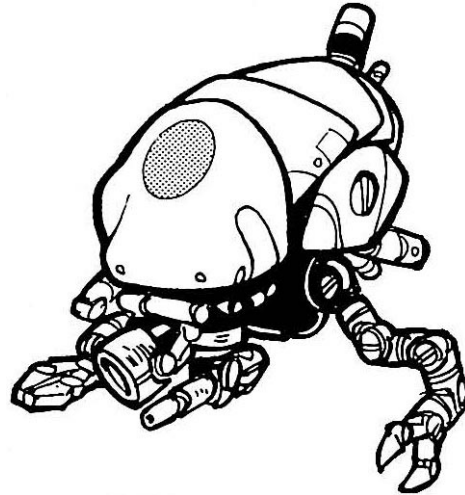
Hide 5D, search 5D, sneak 5D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Two retractable manipulator
- Repulsorlift engine (100 meter flight ceiling) or 4 legs



- Audio, visual and flight sensors
- Wideband transceiver
- Hi-intensity searchlight
- Stun blaster, 3D stun damage (if equipped)
- Move:** 10 (ground), 16 (flying)
- Size:** 1.2 meters long
- Cost:** 2,000 (new), 1,000 (used)
- Source:** Shadows of the Empire Planets Guide (page 25)

Duelist Elite Droid

Type: Trang Robotics Dueling Droid

DEXTERITY 3D

Brawling parry 5D, dodge 6D, melee combat: rapier 7D, melee parry: rapier 6D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 3D

Brawling 6D, (A) martial arts 6D

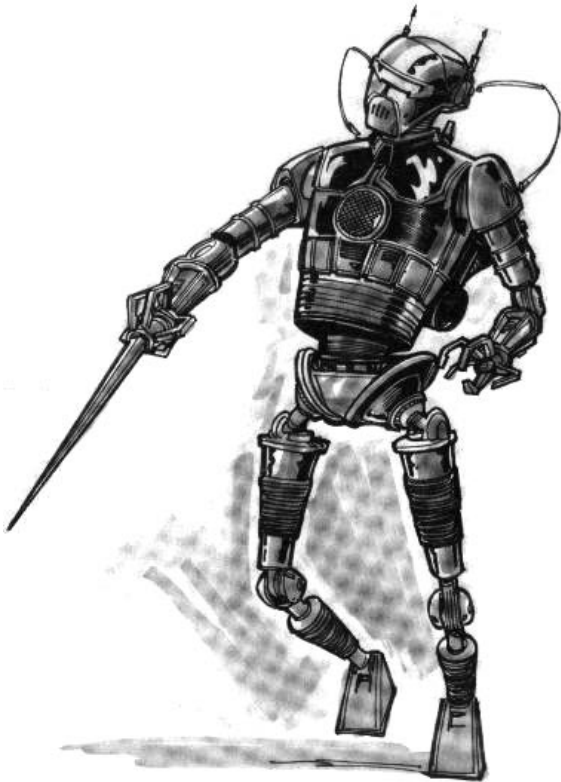
TECHNICAL 1D

Equipped With:

- Magnetically-sealed body armor (+1D to *Strength* to all locations)
- Vibrorapier (STR+2D damage)
- Two auto-balance legs
- Two arms
- Motion sensor

Move: 10

Size: 1.8 meters



Cost: 275,000 credits

ASP Lightsaber Training Droid

Type: Modified Industrial Automaton ASP-19, Lightsaber Training Configuration, Mark IX

DEXTERITY 3D

Lightsaber 8D+2

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

STRENGTH 4D

Brawling 5D

TECHNICAL 1D

Equipped With:

-Reinforced alloy humanoid body (two arms, two legs, head)

-One high-speed visual sensor

-Two audial receivers



-AA-1 Verbo-brain

-Armor plating and reinforced alloys: +2D to *Strength* against physical and energy damage

Story Factors:

Attack Restrictions: The training droid's programming restricts its attacks to those against opponents wielding lightsabers. All others are ignored.

Move: 12

Size: 2.2 meters tall

Cost: Not available for sale

Equipment: Lightsaber (5D)

Source: Shadows of the Empire Sourcebook (pages 104-105)

Individual Droids

DX-2K2

Type: War droid

DEXTERITY 2D+2

Blaster 6D+1, dodge 4D+2, melee weapons 7D, vehicle blasters 5D+1

KNOWLEDGE 1D+1

Intimidation 4D+1, tactics 4D+2

MECHANICAL 2D+1

PERCEPTION 1D+1

Search 7D

STRENGTH 3D+2

Brawling 7D

TECHNICAL 1D+2

Equipped With:

-Retractable vibro-ax (STR+3D+1 damage, maximum 7D)

-Two heavy repeating blasters (8D damage)

-Heavy armor (1D+2 bonus to *Strength* to resist damage)

-Comlink

-Improved sensor package (+2 to all *search* skill rolls)

-Vocabulator

Move: 8

Armx

Type: Modified MerenData Espionage Droid

DEXTERITY 3D

Blaster 6D, dodge 6D+1, melee combat 3D+1, running 3D+2

KNOWLEDGE 3D

Bureaucracy 3D+1, interrogation 6D, languages 3D+1, law enforcement 3D+1

MECHANICAL 2D

Repulsorlift operation 3D, sensors 5D

PERCEPTION 4D

Investigation 6D, search 5D+1

STRENGTH 4D

TECHNICAL 2D

Repulsorlift operation 3D, security 5D

Equipped With:

-Espionage hardwired module

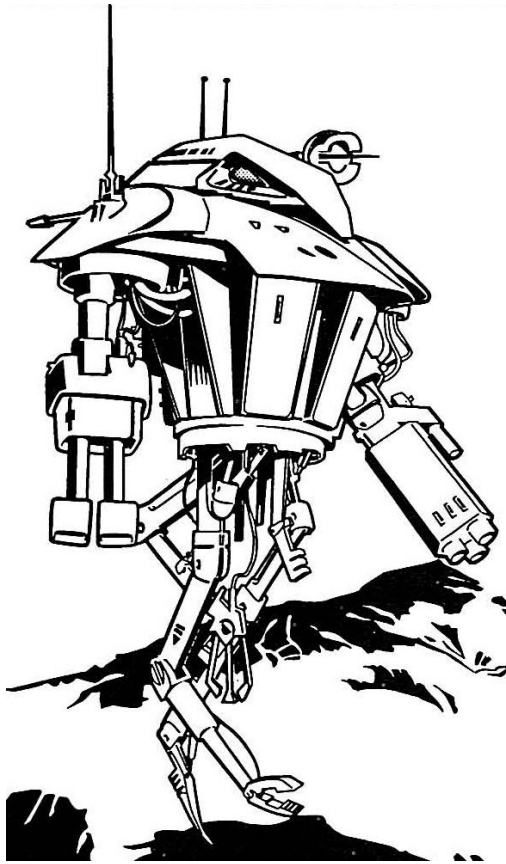
-Humanoid body (two arms, two legs, head)

-Information recording/coded broadcast system

-Visual, infrared and analysis sensor

-Visual and audial sensor package

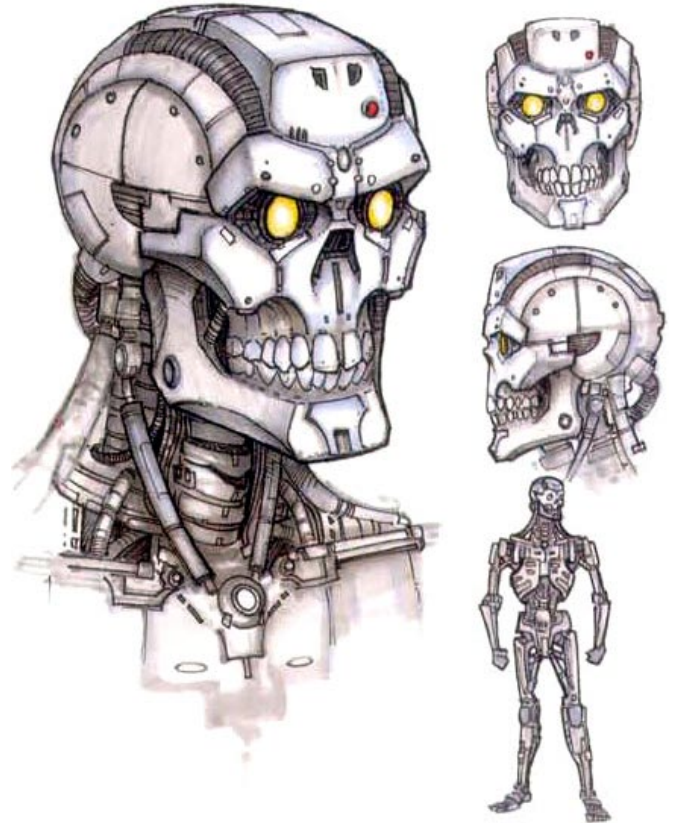
-Vocabulator speech/sound system



Move: 10
Size: 1.9 meters
Cost: Not for sale
Equipment: Blaster carbine (5D), heavy blaster pistol (5D), light laser cannon (4D), comlink, grenade launcher, 6 grenades (5D)
Source: Galaxy Guide 9 – Bounty Hunters (pages 74-75)

25/100, ammo: 4)
 -Repulsorlift motion system (no movement penalties for underwater movement)
 -Sensor system interface (+1D to sensor modes)
Move: 11
Size: 1.15 meters tall
Source: Secrets of the Sisar Run (page 74)

YVH 1-1A



ERYX-4

Type: Assassin Droid
DEXTERITY 3D+1
 Blaster 7D, dodge 5D+1, missile weapons 5D+1
KNOWLEDGE 1D
 Survival 5D
MECHANICAL 2D
 Astrogation 4D+2, communications 5D+1, sensors 6D
PERCEPTION 3D
 Search 5D+2, sneak 5D
STRENGTH 2D
TECHNICAL 1D
 Blaster repair 5D+2, demolitions 5D+2, security 6D
Equipped With:
 -Laser cannon (6D damage, 3-30/50/120)
 -Grenade launcher (5D damage, 3-10/

Type: YVH Series Yuuzahn Vong Hunter Droid

DEXTERITY 3D

Blaster 6D, brawling parry 3D+1, dodge 4D+1, melee combat 4D+2

KNOWLEDGE 2D

Intimidation 3D+2, languages 7D, scholar: Yuuzhan Vong 3D, scholar: Yuuzhan Vong biotech 4D

MECHANICAL 3D

Sensors 4D+2

PERCEPTION 2D

Hide 2D+2, search 5D, search: tracking 5D, sneak 3D+1

STRENGTH 4D

Brawling 6D

TECHNICAL 2D

Demolitions 3D+2

Equipped With:

-Atmosphere analyzer (the droid is able to detect various chemical and pheromonal indicators, which allows it to detect Yuuzhan Vong that are using ooglith masquers. As such, the droid can attempt a Moderate *sensors* skill roll to detect a disguised Yuuzhan Vong)
 -Comlink

-Heavy armor (+3D to *Strength* rolls to resist damage, -2D to *Dexterity*)

-Heuristic processor (the droid is able to use skills it is untrained in)

- Improved sensor package (+2 bonus to all *search* rolls)
- Infrared vision (can see in the dark up to 30 meters)
- Locked access (the droid's shut-down switch is secured or internally located)
- Telescopic vision (visual sensors include a long-range capability)
- Translator unit (+5D to *languages*)
- Vocabulator (the droid has a speaker that allows it to replicate organic speech)
- Weapons mounts (the droid has one or more appendages that can have weapons attached to them)

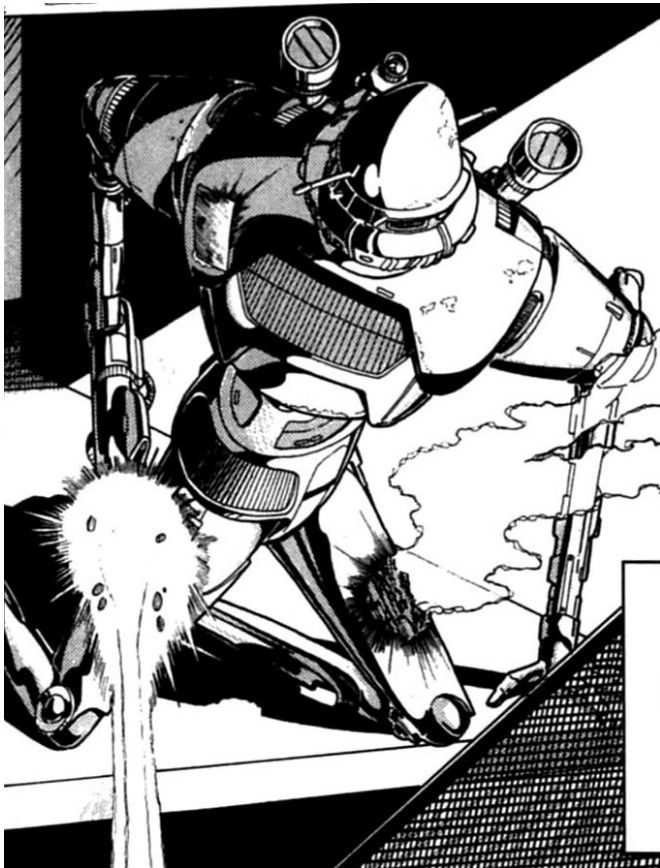
Move: 10

Size: Medium, probably the size of a typical Yuuzhan Vong

Cost: Unique prototype, not available for sale

Source: The New Jedi Order Sourcebook (pages 141-142)

2-124 (Too-Onetofour)



Type: Uulshos Justice Droid

DEXTERITY 2D

Blaster 7D, dodge 5D, missile weapons 6D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Hide 7D, search 7D, sneak 7D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 5D, demolitions 6D, droid programming 5D, droid repair 5D

Equipped With:

- Body armor: +3D+2 to all locations
- Blaster rifle (6D damage, 5-30/100/200)
- Concussion missile launcher (7D damage, 20-50/200/500, uses *missile weapons*)

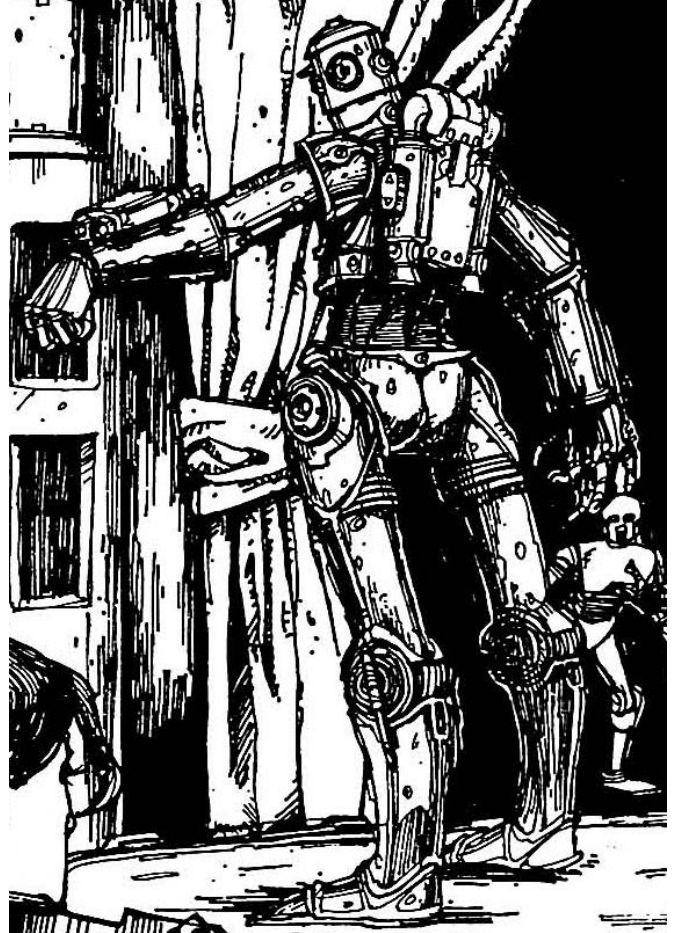
Move: 13

Size: 1.6 meters

Cost: Not for sale

Source: Wanted by Cracken (page 55)

RX-5-TLN



Type: Assassin Droid

DEXTERITY 3D+1

Blaster 5D+1

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 3D+1

Search 5D+2

STRENGTH 2D

TECHNICAL 2D

Equipped With:

- Body armor (adds +4D to *Strength* to resist damage)
- Blaster cannon (6D, mounted into left arm)
- Portable proton torpedo launcher (9D, mounted into right arm, has three torpedoes)

Move: 11

Size: 2.3 meters tall

Source: The DarkStryder Campaign – Boxed Set (page 52)

LC-Zed

Type: Assassin droid

DEXTERITY 3D

Blaster 6D, dodge 4D+2, melee combat 4D+1, melee parry 4D+1, vehicle blasters 5D

KNOWLEDGE 1D

Intimidation 4D

MECHANICAL 1D

PERCEPTION 2D

Search 5D+2

STRENGTH 4D

Brawling 6D

TECHNICAL 1D

Equipped With:

-2 heavy blasters (5D, ammo: 25 (each), range: 3-7/25/50)

-Cerellium armor (+2D to *Strength*, -1D to *Dexterity*)

-Improved sensor package (+2 to all *search* skill rolls)

-Comlink

Move: 10

Size: Medium]

Cost: Not for sale

HK-47

Type: Modified HK Assassin Droid

DEXTERITY 4D

Blasters 6D, blaster artillery 5D, dodge 5D, melee combat 5D, melee parry 4D+2

KNOWLEDGE 2D+2

Intimidation 5D+2, languages 5D, streetwise 4D+1, tactics 4D+2

MECHANICAL 2D+2

PERCEPTION 2D+2

Con 6D+2, hide 5D+1, search 7D, persuasion 4D+2, sneak 5D+1

STRENGTH 3D+1

TECHNICAL 2D+2

Computer programming/repair 4D, demolitions 6D+2, repulsorlift repair 3D+2

Equipped With:

-Encrypted comlink

-Environmental compensator

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

-Secondary battery

-Self-destruct system (disabled)

-Improved telescopic sensor package (+2 to *search*. The droid's visual sensors include a long-range capability)

-Infrared vision (can see in the dark up to 30 meters)

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

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

Special Abilities:

Protected Memory Core: By careful use of the *droid repair* skill, HK's master, and *only* the meatbag he calls "master," can unlock his memories and hidden abilities. HK-47 himself may not make the attempt since his programming prevents it. Each attempt takes more time and skill the deeper one digs. The Core Levels must be unlocked one at a time with a reasonable amount of time between attempts.

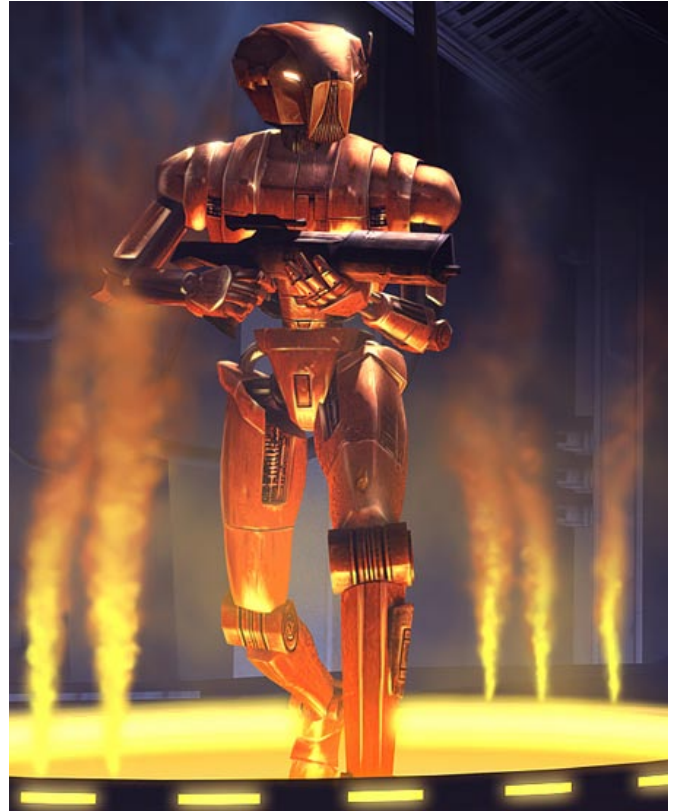
- *Core Level 1:* Difficulty: Moderate. Time taken: 5 rounds.

Success: HK-47 gains an immediate +1 permanent increase to *Strength* or *Dexterity* (master's choice). Memory of currently malfunctioning "assassination protocol" and of previous master restored.

Failure: No effect.

- *Core Level 2:* Difficulty: Difficult. Time taken: 8 rounds.

Success: HK-47 gains an immediate +2 permanent increase



to *Knowledge*, *Perception* or *Technical* (master's choice). Memories of another previous master restored.

Failure: HK-47 suffers a permanent -1 loss to *Strength* or *Dexterity*.

- *Core Level 3:* Difficulty: Very Difficult. Time taken: 12 rounds.

Success: HK-47 gains an immediate +1 permanent increase to the attribute of the master's choice, and a permanent +1 bonus to *dodge* and *parry* rolls. Memories of yet another deceased master restored.

Failure: HK-47 suffers a permanent -1 loss to *Knowledge*, *Perception*, or *Technical*, and a permanent -1 penalty on all attack rolls.

- *Core Level 4:* Difficulty: Heroic. Time taken: 18 rounds.

Success: Assassination protocols, self-destruct system, and memory core fully restored. Memory of original master returns. HK-47 receives permanent +1 increase in all attributes, a +1 bonus on attack rolls, and a +1 bonus to *dodge* and *parry* rolls. If the original and current masters are not one and the same (which the GM can arrange), HK-47 will immediately attempt to return to his original builder, as violently as possible.

Failure: System reboot. HK-47 reverts to whatever state he was in when purchased (indicated by the stats above) and must begin the process of rediscovery anew. Penalties from previous failed *droid repair* rolls as well as bonuses are erased, though the independent core remains intact.

Assassination Protocols: Assassination protocols may only be unlocked through a successful Core Level 4 *droid repair* roll (see above) and grant HK-47 an additional +2 bonus on attack rolls and a +2 bonus to *dodge* and *parry* rolls when in combat against his target or targets. Only the master may name the targets, of which there can be no more than five, and HK-47 will pursue their elimination to the exclusion of all other duties until the task is completed.

Move: 10

Size: 1.8 meters tall

Cost: 5,000

EL-434

Type: Assassin Droid

DEXTERITY 4D+1

Melee parry 5D+1, blaster 7D+1, missile weapons 7D+1

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Hide 6D, search 8D, sneak 6D

STRENGTH 5D+2

Brawling 6D+2

TECHNICAL 1D

Equipped With:

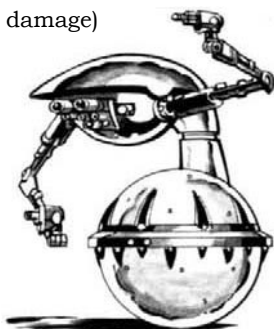
- Body armor (+1D)
- Blaster cannon (6D damage)
- Concussion missile launcher (7D damage)
- Motoball
- Electro-photo receptor
- Infrared sensor
- Com-signal detector
- Motion sensor
- Chemical sensor
- Auditory membranes

Move: 13

Size: 1.5 meters

Cost: Not for sale

Source: Otherspace (page 24)



IG-72

Type: Holowan Mechanicals IG-series assassin droid

DEXTERITY 3D

Blaster 5D, energy weapons: sonic stunner 5D, flamethrower 5D, grenade 5D, missile weapons 5D

KNOWLEDGE 2D

MECHANICAL 3D

Space transports 4D

PERCEPTION 3D

Search 6D

STRENGTH 4D

TECHNICAL 3D

Security 4D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Flamethrower (3D damage, range 10 meters, flame does 3D damage each round until extinguished)
- Sonic stunner (4D stun, range 10 meters)
- Grenade launcher (5D)
- Sensor array (+1D to *search* for targets up to 750 meters away)

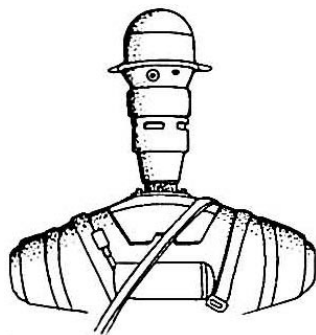
Character Points: 4

Move: 10

Size: 2 meters tall

Cost: Not for sale

Source: Tatooine Manhunt (page 17)



IG-88

Type: Holowan Mechanicals IG-series assassin droid

DEXTERITY 4D

Blaster 7D, dodge 6D, energy weapons: sonic stunner 5D+2, flamethrower 5D, grenade 6D, missile weapons 6D

KNOWLEDGE 2D+1

Alien species 5D+1, intimidation 10D, languages 3D+1,



planetary systems 3D+1, streetwise 4D, survival 4D+1, value 3D

MECHANICAL 2D+2

Astrogation 4D+2, space transports 5D+2, starship gunnery 3D+2, starship shields 3D

PERCEPTION 3D+1

Command 4D+1, hide 3D+2, search 7D, search: tracking 10D+2, sneak 4D+1

STRENGTH 4D

Lifting 6D

TECHNICAL 1D+2

Computer programming/repair 3D+2, demolitions 4D+2, droid programming 4D+2, droid repair 4D+2, security 4D+2, space transports repair 3D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Broad-band antenna (can intercept and decode most communications on standard frequencies)
- Flamethrower (3D damage, range 10 meters, flame does 3D damage each round until extinguished)
- Long-range sensor (+2D to *search* for objects 50-750 meters away)
- Movement sensor (+2D to *search* for moving objects up to 400 meters away)
- Sonic stunner (4D stun, range 10 meters)
- Grenade launcher (5D)

Move: 13

Size: 2 meters tall

Cost: Not for sale

Equipment: Blaster rifle (5D), IG-2000 assault fighter

Source: Galaxy Guide 3 – The Empire Strikes Back (pages 55-56), galaxy Guide 9 – Bounty Hunters (pages 73-74), Star Wars Trilogy Sourcebook SE (pages 69-70), The Movie Trilogy Sourcebook (pages 92-93)

HN-TR1



Type: HN-TR Assassin/Combat Droid Prototype

DEXTERITY 5D

Blaster 8D, blaster: light repeating blaster 8D+2, dodge 7D, energy weapons: sonic stunner 6D, grenade 5D, flamethrower 7D+1, missile weapons 6D

KNOWLEDGE 1D

Planetary Systems 4D

MECHANICAL 1D

Astrogation 4D+2, space transports 2D

PERCEPTION 4D

Command 4D+1, hide 5D, investigation 5D, search 7D, search: tracking 10D+2, sneak 6D+2

STRENGTH 5D

Brawling 8D, stamina 6D

TECHNICAL 1D

Computer programming/repair 4D, demolition 3D, droid programming 5D, droid repair 5D+1, security 5D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Armor plating (+2D to all areas)
- Light repeating blaster (5D+2 damage, 0-5/15/30), mounted on left arm
- Sonic cannon (4D+2 damage, 0-5/10/20), mounted on left arm
- Broad-band antenna (can intercept and decode most communications on standard frequencies)
- Flamethrower (5D damage, 0-3/5/10)
- Long-range sensors (+2D to *search* for moving objects 50 meters to 750 meters away)
- Movement sensor (+2D to *search* for moving objects)

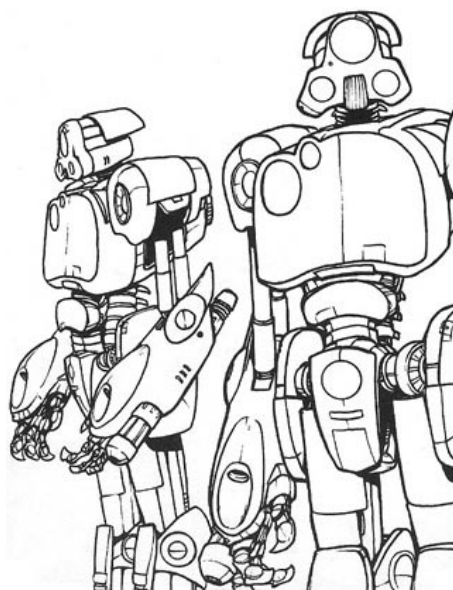
Move: 14

Size: 1.8 meters tall

Cost: Not for sale

Source: Alliance Intelligence Reports (pages 60-61)

NT-X2 (Entax) & BT-X2 (Botax)



Type: Modified Terminax Model TX-1118 Assassin Droids

DEXTERITY 3D

Blaster 9D+2, brawling parry 5D+2, dodge 6D, melee combat 5D, melee parry 4D+1, missile weapons 8D

KNOWLEDGE 2D

Alien species 3D, intimidation 9D, languages 4D

MECHANICAL 3D

Communications 6D, sensors 8D+2

PERCEPTION 3D

Investigation 8D, search 8D+1, sneak 5D

STRENGTH 6D

Brawling 6D+2, lifting 6D, stamina 5D

TECHNICAL 3D

Computer programming/repair 5D+2, droid programming 5D, droid repair 6D, security 8D+1

Equipped With:

- Humanoid body (two arms, two legs, head)
- Broad-band antenna receiver (for monitoring comlink channels)
- Two visual sensor recorders
- Infrared detector (+1D to *search* in darkness)
- High-sensitivity audio receptors
- Armored body (+2D physical and energy)
- Omnidirectional motion detector (+1D to *search*)
- Built-in comlink
- Heavy blaster cannon (arm-mount, 0-50/150/300, 6D)
- Concussion missile launcher (arm-mount, 0-25/75/150, ammo: 3, 8D)
- Retractable vibroblade (STR+2D)

Force Points: 1

Character Points: 10

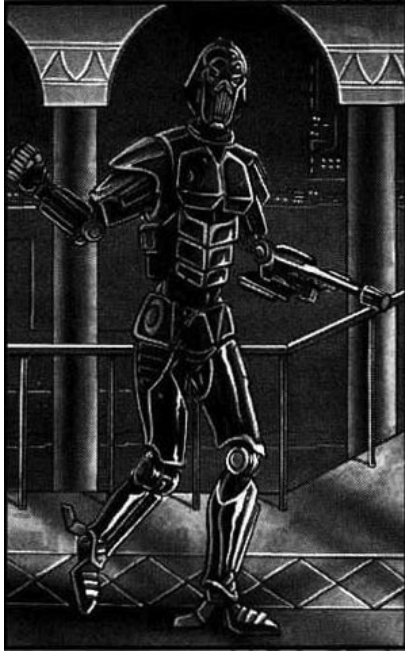
Move: 11

Size: 2.4 meters tall

Cost: Not for sale

Source: Wretched Hives of Scum and Villainy (page 29)

IX-2A (Ix-twoay)



Type: Lanthe Artifice BDG-7 Bodyguard Droid (Assassin Droid)

DEXTERITY 3D

Blaster 6D, brawling parry 4D, dodge 4D+2, melee combat 5D

KNOWLEDGE 1D

Intimidation 3D

MECHANICAL 1D

PERCEPTION 2D

Hide 3D+1, investigation 5D, search 3D+2, sneak 4D+1

STRENGTH 5D

Brawling 6D+1, lifting 6D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs)
- Visual sensor recorder with infrared scanning
- Power boosted auditory sensor recorders (twice human range)
- Body armor (+1D to *Strength* to resist damage)
- Voculuator speech/sound system
- A-1 verbobrain
- Heavy blaster rifle (5D+1)
- Heavy stun pistol (4D+2 stun damage)

Move: 12

Size: 2.2 meters tall

Cost: Not for sale

Source: Lords of the Expanse – Gamemaster Guide (pages 78-79)

K4-06B (Kay)

Type: Lawkeeper droid

DEXTERITY 2D

Missile weapons 4D

KNOWLEDGE 2D

Languages 4D, law enforcement 4D, bureaucracy 4D

MECHANICAL 1D

PERCEPTION 1D

Persuasion 4D

STRENGTH 1D

TECHNICAL 1D

Demolitions 5D+2, security 4D

Equipped With:

- Body armor (+2D to all locations)
- Micro-grenade launcher (damage varies by grenade, ranges 5-25/100/200, ammo: 25)
- Movement sensors (+2D to *search*)

Equipment: 25 stun grenades (blast radius 0-2/4/6, stun damage 4D/3D/2D)

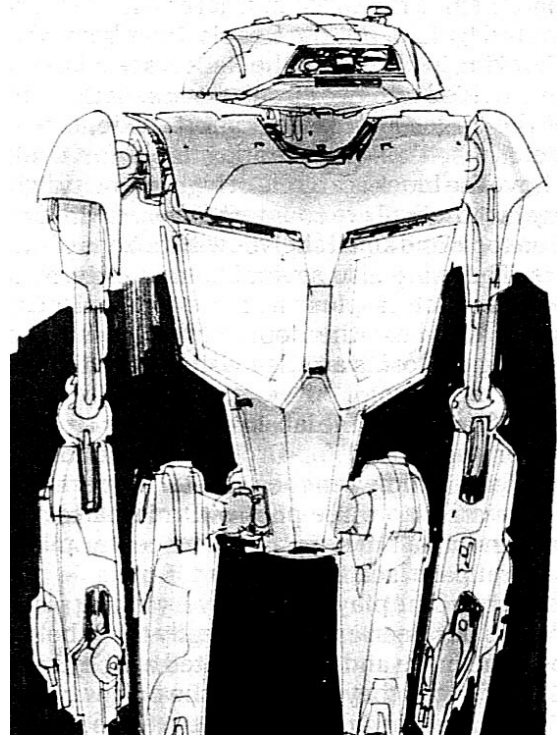
Move: 9

Size: 1.6 meters tall

Cost: Not for sale

Source: No Disintegrations (page 88)

6FT-DP (Sixeftee-Depee)



Type: Security Droid

DEXTERITY 3D

Blaster 5D, grenades 5D, melee combat 5D

KNOWLEDGE 2D

MECHANICAL 3D

PERCEPTION 3D

Hide 5D, search 6D, sneak 5D

STRENGTH 4D

Brawling 6D, climbing/jumping 5D

TECHNICAL 3D

Equipped With:

- Blaster rifle (5D)
- Combat mandibles (STR+2D damage)
- Full sensor array

Equipment: Grenades

Move: 10

Size: 1.8 meters tall

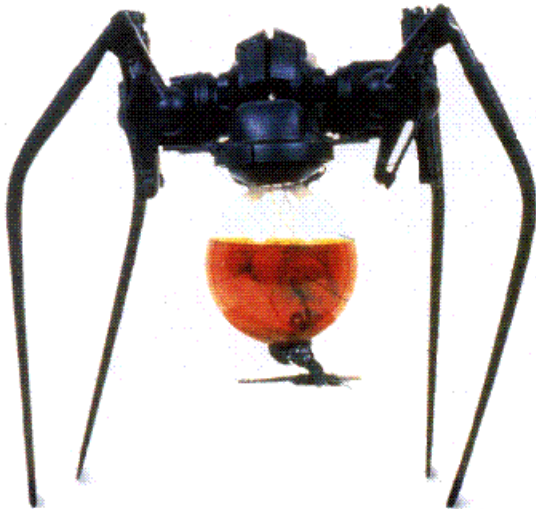
Cost: Not for sale

Source: Crisis on Cloud City (page 22)

5th Degree Droids

Cargo Droids

B'omarr Brain Walker



Type: B'omarr Brain Walker

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 1D

Equipped With:

- Processor (allows the brain walker to answer a monk's telepathic summons)
- Brain support unit (keeps the living brain of a monk alive while it is not attached to any other support equipment)

Move: 8

Size: Medium

Cost: 800

Source: Secrets of Tatooine (pages 18-19)

SM Scavenger Droid

Type: New Republic SM Series Scavenger Droid

DEXTERITY 2D+1
KNOWLEDGE 1D+2

Starship deckplans 5D+2



MECHANICAL 1D
PERCEPTION 2D+2

Search 5D

STRENGTH 2D

Lifting 2D+2

TECHNICAL 2D

Computer programming/repair 3D, security 3D

Equipped With:

- Two manipulator arms
- Holocamera and spectrometer recording system
- Zero-gee maneuvering jets
- Repulsorlift engine and dual stabilizer fins
- Remote guidance system

Move: 18

Size: 0.5 meters tall

P-100 Salvage Droid

Type: Serv-O-Droid P-100 Salvage Droid

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D

Search 2D

STRENGTH 2D

Lifting 5D+2

TECHNICAL 1D

Equipped With:

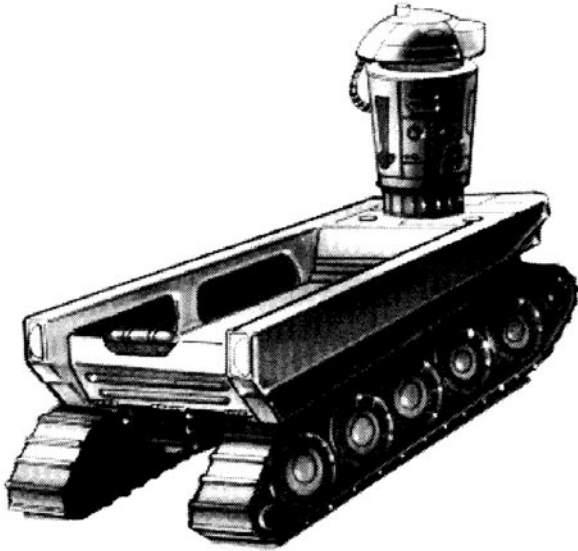
- Repulsorlift engine
- Four articulated limbs (+2D to *lifting*)
- Receiver/transmitter with antenna (range .25 km)

Move: 10

Size: 0.8 meter tall



V5-T Transport Droid



Type: Veril Line V5-T Transport Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 4D

TECHNICAL 1D

Equipped With:

- retractable lifting arm (can lift up to 500 kilograms with a *lifting* skill of 4D)

Move: 25 (tread version), 50 (repulsorlift version)

Size: 2.2 meters tall

Cost: 2,500 (tread version), 4,500 (repulsorlift)

Game Notes: Carries up to two metric tons.

Source: Galladinium's Fantastic Technology (pages 23-24), Platt's Smugglers Guide (pages 61-62)

Robo-Hauler

Type: Cybot Galactica BigHaul Robo-Hauler

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

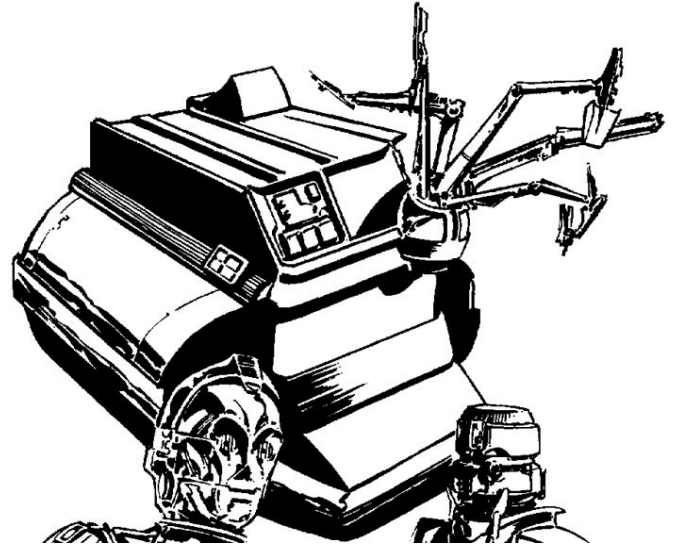
STRENGTH 4D

Lifting 5D

TECHNICAL 1D

Equipped With:

- Remote programming receiver
- One pair of tractor treads
- Four grapple arms for cargo



-Cargo bed (two ton capacity)

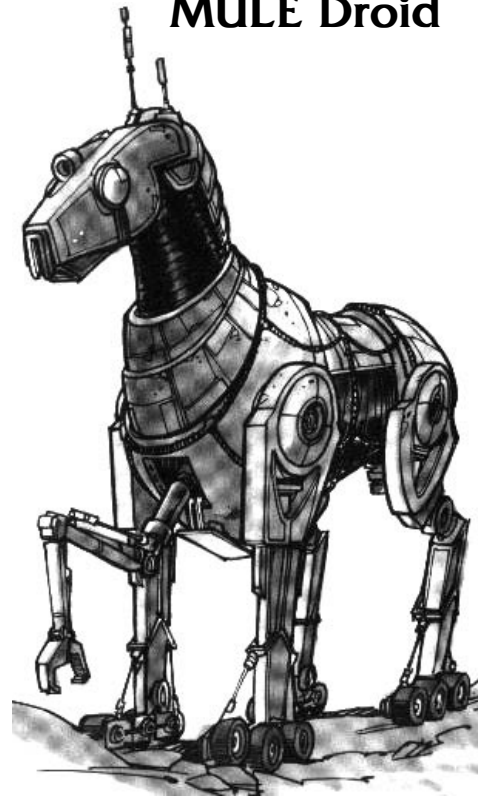
Move: 5

Size: 1.6 meters long

Cost: 1,500 credits

Source: Han Solo and The Corporate Sector Sourcebook (pages 126-127)

MULE Droid



Type: Mechanical Universal Labor Eliminating Droid, PackTack 41LT-R

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 3D

Repulsorlift operation 4D+1

PERCEPTION 3D

Search 3D+2

STRENGTH 6D

Lifting 7D

TECHNICAL 2D

Droid programming 4D, droid repair 5D

Equipped With:

- Heavy lifting claw
- Large storage bay (2 cubic meters) protected by +1D armor
- Repulsorlift, max altitude one meter

Special Skills:

Repair Advice: Although the Mule cannot repair itself, it can advise anyone attempting to fix it, using the combined actions rules.

Move: 7

Size: 1.5 meters

Cost: 7,500 credits

Equipments: Often slung with additional storage pods.

Source: Galaxy Guide 8 – Scouts (page 45), Rules of Engagement – The Rebel SpecForce Handbook (page 56)

CLL-8 Binary Load Lifter



Type: Cybot Galactica CLL-8 Binary Load Lifter Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 6D

Lifting 8D

TECHNICAL 1D

Move: 7

Size: 3 meters tall

Cost: 2,000

Source: Platt's Smugglers Guide (page 60), Arms and Equipment Guide (page 62)

Load-Lifter

Type: Drendan Load-Lifter

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 5D

Lifting 5D+2

TECHNICAL 1D

Equipped With:

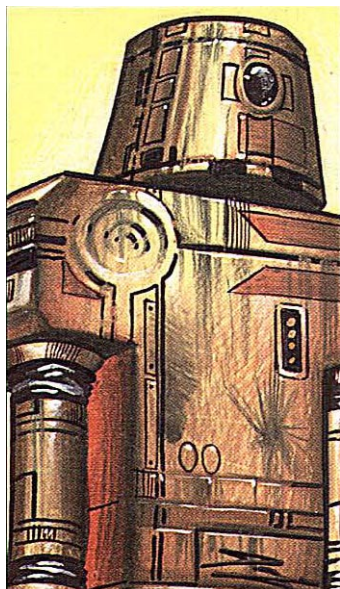
- Two auto-balance legs
- One photoreceptor
- Two high-compression lifter-arms

Move: 5

Size: 2 meters tall

Cost: 4,500

Source: The DarkStryder Campaign - Boxed Set (pages 81-82)



C-2V9 Cargo Lifter Droid

Type: Industrial Auromaton 2V9 Cargo Lifter Droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 1D

STRENGTH 4D

Lifting 8D

TECHNICAL 2D

Armor repair 3D+1, computer programming/repair 3D+2, repulsorlift repair 3D

Equipped With:

- Information storage/retrieval jack for computer link-up
- High pitch acoustic signaler
- Broad-band antenna receiver
- Repulsorlifts (+1D to *lifting*)
- Durasteel lifting arm with magnetic

Move: 4

Size: 1 meter tall

Cost: 2,500 (new), 1,750 (used)

Source: Galaxy Guide 5 – Return of the Jedi (pages 90-91)

Freight Droid

Type: Serv-O-Droid DC5-1

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 4D

Lifting 10D

TECHNICAL 1D

Security 4D

Equipped With:

- Four extendible manipulators
- One pair of heavy caterpillar treads
- One pair lifting claws
- Cranial turret with audio/video sensor
- Remote directional transponder
- Armored chassis (+1D)
- Laser scanner

Special Abilities:

Cargo Code Database: A laser scanner identifies each cargo module's identity band (on the side of the module) and correlates it to where it should be off-loaded. The scanner can also recode an identity band for new cargoes.

Move: 6

Size: 2.8 meters

Cost: 4,500 credits

Source: Han Solo and The Corporate Sector Sourcebook (page 126)

X10-D Draft Droid

Type: Trandosha Government X10-D Draft Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 6D+1

Lifting 10D

TECHNICAL 1D

Equipped With:

-Two extendable arms (3-meter reach)

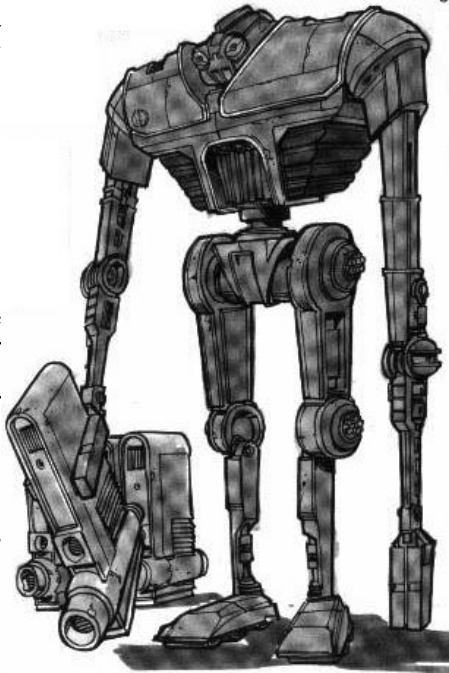
-Two treaded roller feet

-Photoreceptors

-Remote receiver

Move: 5

Size: 3.1 meters tall

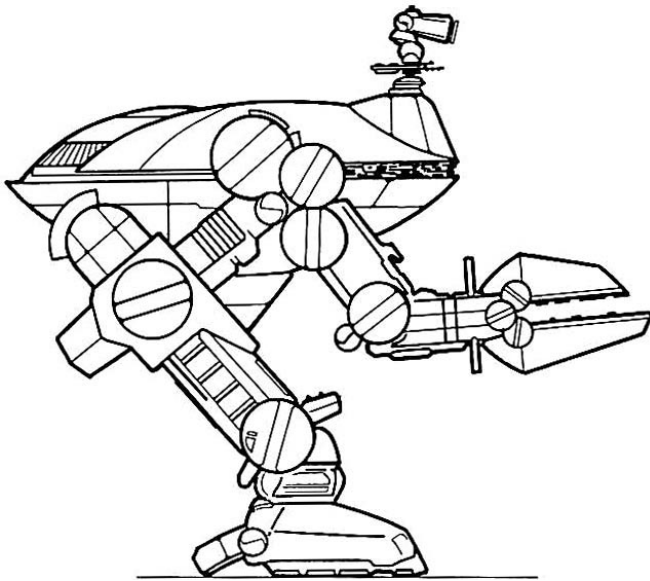


Source: Lord of the Expanse – Campaign Guide (page 37), Platt's Smugglers Guide (page 60), Death Star Technical Companion (page 93), Rebel Alliance Sourcebook (page 120), Arms and Equipment Guide (page 62)

Trade Federation Loader Droid



B-1 Worker Droid



Type: AccuTronics B-1 Worker Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 8D

Lifting 10D, stamina 4D

TECHNICAL 1D

Equipped With:

-Suction/magnetic tipped digits

-Retractable third leg (+1D to *lifting* when deployed)

-Visual spectrum scanner

-Internal comlink/beckon call system

Move: 6

Size: 1.5 meters tall

Cost: 800

Type: Trade Federation Loader Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 6D

Lifting 12D

TECHNICAL 1D

Equipped With:

-Humanoid body

-2 visual and 2 auditory sensors

-Rudimentary Vocabulator

-W-35 processor

Move: 9

Size: 2.2 meters tall

Cost: 900 (used)

Loader Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 3D

STRENGTH 7D

Lifting 13D

TECHNICAL 1D

Equipped With:

-Two auto-balance legs

-One photoreceptor

-Two heavy-duty lifter-arms

Move: 9



Size: 3 meters tall

Mining Droids

Q-4 Borer Droid

Type: Quarren Industrial Q-4 Borer Droid

DEXTERITY 1D

Blaster: drilling laser 1D+2

KNOWLEDGE 1D

MECHANICAL 2D

Repulsorlift operation: internal repulsorlift engine 2D+1

PERCEPTION 2D

Search: metal/ores 2D+1

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Repulsorlift engine
- Heavy duty drilling laser. (0.5 meter range, 6D damage); since the laser was designed to be used on stationary targets, any attempt to fire on a moving target are at -1D penalty
- Sensor apparatus (+1D to *search* when looking for ores and metals)
- Minimal visual/auditory sensors (all visual or auditory-based *search* rolls are at -1D)

Move: 10

Size: 0.7 meters long, 0.2 meters diameter

Source: Death in the Undercity (page 41)

General Labor Mining Droid GLD-M

Type: Modified Industrial Automaton GLD-M General Labor Droid/Mining

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 2D

Mining 3D

PERCEPTION 2D

Search 3D

STRENGTH 4D

Lifting 6D

TECHNICAL 2D

Equipped With:

- Visual, infrared and audio sensors
- Humanoid body (head, two arms, two legs)
- Vocabulator speech/sound system
- Reinforced frame for heavy lifting
- RapidProgram module system

Move: 8/9

Size: 2 meters tall

Cost: 4,000; comes with 2 modules, each additional module costs 500 credits

Source: Flashpoint! Brak Sector (pages 25-26)

LIN Demolitionmech



Type: Cybot Galactica LIN Demolitionmech Series Industrial Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

Search 3D+2

STRENGTH 4D+2

TECHNICAL 3D

Demolition 6D

Equipped With:

- Internal comlink
- Infrared sensors (360 degrees night vision)
- Internal storage space (20 Kg)
- Video sensor
- Dual-tread locomotion
- Fine manipulator arm under dome (for planting explosives)
- Cybot acoustic signaler (can only speak droid languages)
- Armored housing (+2D to *Strength*)

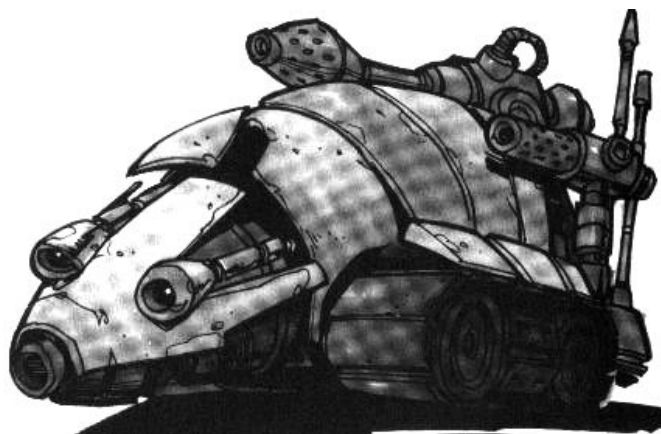
Move: 3

Size: 0.7 meters tall

Cost: 7,000

Source: Arms and Equipment Guide (page 51)

11-17 Mining Droid



Type: Roche 11-17 Series Mining Droid

DEXTERITY 2D

Energy weapons 3D, melee combat 2D+2

KNOWLEDGE 2D

Scholar: geology 4D

MECHANICAL 1D

PERCEPTION 2D

Search 5D

STRENGTH 4D

Climbing 4D+2

TECHNICAL 2D

Computer programming/repair 2D+2

Equipped With:

- Light body armor (+1D physical, +1 energy)
- Improved sensors (+2 to *search*, infrared vision)
- Two tool mounts
- Environmental compensators (droid is adapted to work in dust, water or vacuum environments)
- Fusion lanterns
- Magnetic feet
- Retractable grasper arm
- Buzzsaw (2D damage, uses *melee combat* skill)
- Heavy plasma jet (7D, uses *energy weapons* skill, beam is 6 meters long by 3 meters wide)
- Blowtorch (3D damage, uses *energy weapons* skill)

Move: 10

Size: 1 meter tall, 1 meter long

Cost: 3,500

Source: Arms and Equipment Guide (pages 57-58)

MECHANICAL 3D

Mining 5D

PERCEPTION 1D+1

Search 3D

STRENGTH 3D

Lifting 5D

TECHNICAL 1D

Equipped With:

- 2 all-terrain tracks
- 2 high intensity beam drills
- 1 high power cutting laser
- 4 heavy lifting arms
- 1 repulsorlift conveyor
- Visual, audio, infrared and night vision sensors
- Metal and mineral sensors
- DataLink transceiver

Move: 4/6

Size: 20 meters long, 8 meters tall

Cost: 20,000

Source: Flashpoint! Brak Sector (page 26)

Labor Droids

Scrubber Droid



Type: Industrial Automaton Scrubber Droid

DEXTERITY 2D+2

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 3D

STRENGTH 2D+2

TECHNICAL 1D

Demolitions 2D

Equipped With:

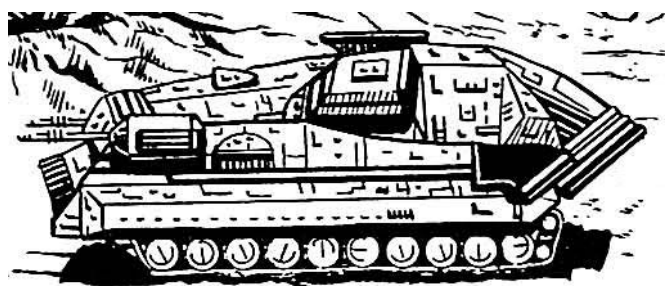
- Internal comlink
- Environmental compensator (+2D to *Strength* to resist the effects of extreme heat, water or dust)
- Fire extinguisher
- Fuel scrubbers
- Internal storage (6 Kg)
- Sniffers (+1D to *search* rolls involving scent)
- Telescopic grasper arm (2-meter reach)

Multi-Environment Mining Droid

Type: Industrial Automaton Multi-Environment Mining Droid MEMD-2

DEXTERITY 1D

KNOWLEDGE 2D



-Tool mount

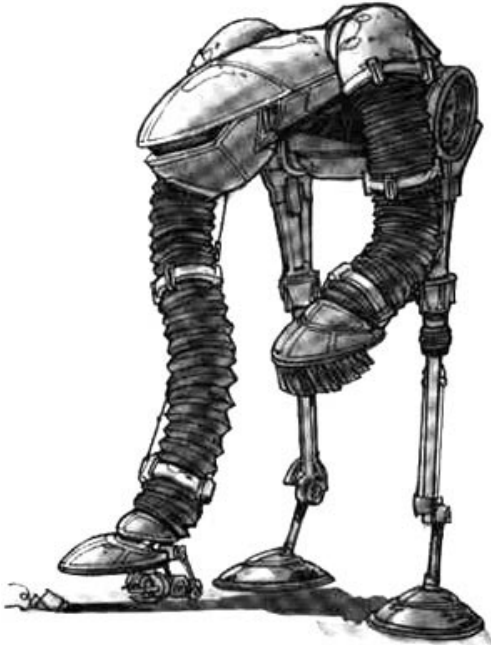
Move: 10

Size: Small

Cost: 1,000

Source: Arms and Equipment Guide (page 63)

U2-C1 Housekeeping Droid



Type: Publitechnic U2-C1 Series Housekeeping Droid

DEXTERITY 1D

KNOWLEDGE 1D

Housekeeping 3D

MECHANICAL 1D

PERCEPTION 1D

Search 2D

STRENGTH 2D

TECHNICAL 1D

Equipped With:

-Environmental compensator (the droid is unaffected by dust)

-Internal storage area (6 Kg)

-Rust inhibitor

-Retractable grasper arm

-Vacuum suction limbs (+1D to *brawling* when grappling a target)

Move: 6

Size: 0.95 meters tall

Cost: 750

Source: Arms and Equipment Guide (page 64)

R-10 Household Droid

Type: Lovolan R-10 Household Droid

DEXTERITY 2D

Serving 5D

KNOWLEDGE 1D

Housekeeping 3D

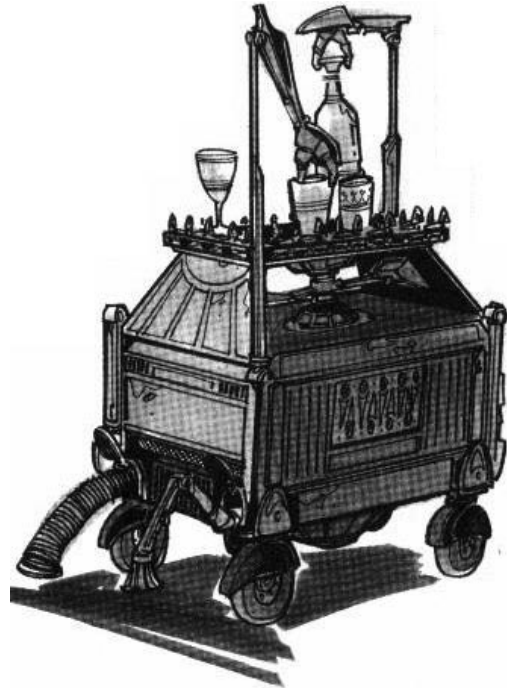
MECHANICAL 1D

PERCEPTION 2D

Search 3D+1

STRENGTH 1D

TECHNICAL 1D



Equipped With:

-Two retractable manipulator arms

-Retractable vacuum hose

-Retractable brush-tipped cleaning arm

-Four wheels

-Single photoreceptor

-Audio receptors

-Electrically charged marble serving tray

-Side-swinging additional trays

Move: 5

Size: 0.72 meters tall

JR-8 Maintenance Droid

Type: PublicTechnic JR-8 Maintenance Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 1D+2

STRENGTH 2D

Climbing/jumping 3D+1

TECHNICAL 1D

Any repair skill (pick one) 1D+2, janitor 3D

Equipped With:

-Low-light vision (can see twice as far as a human in dim light)

-Tool mounts (the droid has one or more appendages that have tools attached to them)

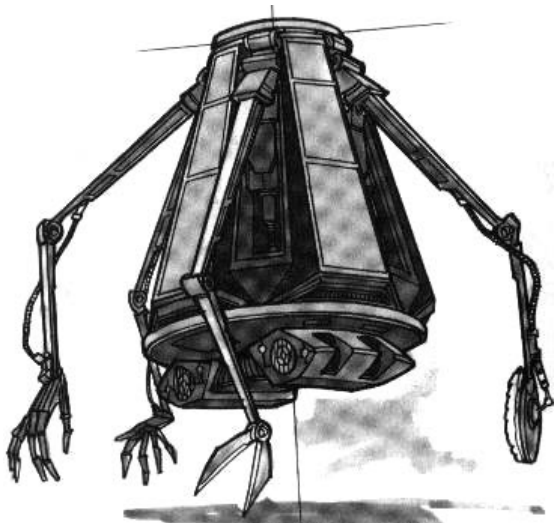
-Rust inhibitor (the droid's metal components are resistant to rust and corrosion)

-Detergent nozzle (the droid can shoot detergent at a target, and any hit that is not dodged will blind the target for 1D rounds)

Move: 4

Size: Small

MN-2E General Maintenance Droid



Type: Industrial Automaton MN-2E General Maintenance Unit

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 2D
PERCEPTION 1D
STRENGTH 2D
TECHNICAL 2D

Equipped With:

- Wastestream System refuse recycling unit
- Vibro-shears (STR+2)
- Extendable arm, with buffer and polisher attachments
- Extendable cleanser applicator
- Refuse collection scanning computer

Move: 7

Size: 1 meter

Cost: 800 credits

Source: The Last Command Sourcebook (page 126), The Thrawn Trilogy Sourcebook (page 198)

GH-5B2 Maintenance Droid

Type: GH Maintenance Droid

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D

Repulsorlift operation 4D, sensors 4D

PERCEPTION 2D+2

Search 6D

STRENGTH 2D

TECHNICAL 3D

Droid repair 4D, sewer maintenance 5D

Equipped With:

- Two retractable manipulators
- Repulsorlift engine (50-meter flight ceiling)
- Audio, visual and infrared sensors
- Comlink
- Basic tool pack
- Small storage bay

Move: 15

Size: 1.5 meters long

Cost: 4,000 (new), 2,000 (used)

Source: Hideouts & Strongholds (page 133)



Mark II Reactor Drone

Type: Industrial Automaton Mark II Reactor Drone Utility Droid

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 2D
Machinery operation 3D
PERCEPTION 1D
STRENGTH 2D
TECHNICAL 2D

Equipped With:

- Video sensor
- Wheeled locomotion
- Small storage area (holds 10 Kg)
- 4 medium arms with varied tools (retractable)

Move: 5

Size: 2.2 meters tall



AR-2B Utility Droid

Type: Karflo Corporation AR-2B Utility Droid

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 1D

Lifting 3D

TECHNICAL 1D

Equipped With:

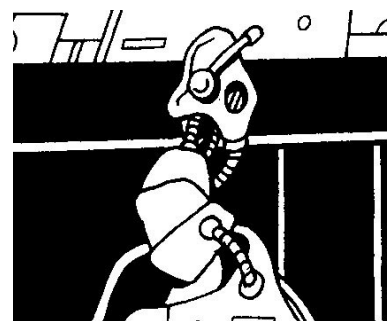
- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors
- Human range
- Vocabulator speech system
- C3-DD NeuroNet brain

Move: 7

Size: 1.7 meters tall

Cost: 2,250

Source: Goroath, Slave of the Empire (page 84)



ASP-7 Worker Droid

Type: Industrial Automaton ASP-7 Droid

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D

Search 2D

STRENGTH 1D

Lifting 2D

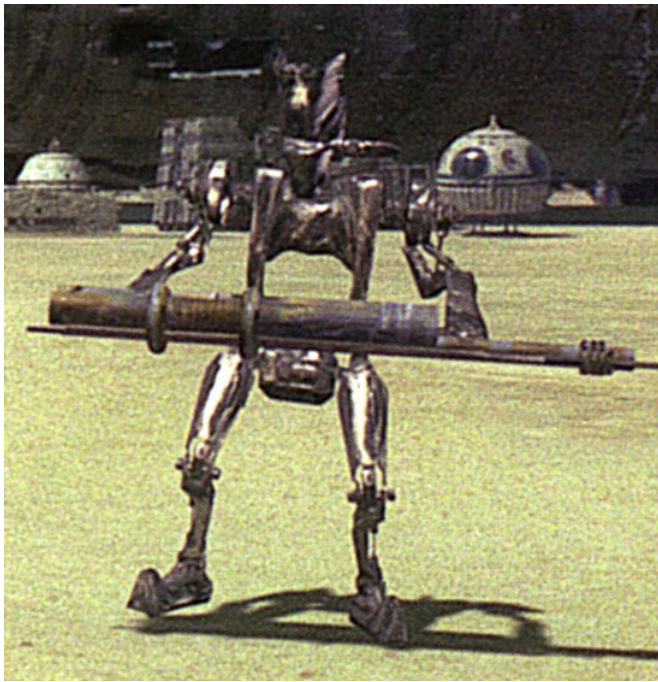
TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- One photoreceptor
- Two auditory receptors

Story Factors:

Basic Programming: basic ASP-7 droids are programmed



RIC-920 General Purpose Droid



only for the most menial of tasks. They are often out of place in other settings where more specialized droids would be used, such as starship engineering bays, medical suites and battlefields. They can be upgraded with improved programming and more attachments and equipments at an additional cost.

Restricted Vocabulary: The basic ASP-7 unit can only reply with the words “affirmative” or “negative”, despite any question asked or situation encountered.

Move: 6

Size: 1.6 meters tall

Cost: 1,000 credits (stock, new), 300 to 3,000 credits (used/modified)

Source: Cynabar’s Fantastic Technology – Droids (page 87), Platt’s Smugglers Guide (pages 59-60), Shadows of the Empire Sourcebook (page 102), Star Wars Trilogy Sourcebook SE (pages 162-163), d20 Core Rulebook (page 375), Coruscant an the Core Worlds (page 35)

Type: Serv-O-Droid RIC-920 General Purpose Droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 2D

STRENGTH 2D

Lifting 4D+1

TECHNICAL 2D

Equipped With:

-Unipod wheel locomotion system

-Two arms

-Visual and auditory receptors

Move: 12

Size: 1.5 meters tall

PK General Work Droid

Type: Cybot Galactica PK General Work Droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 1D

STRENGTH 1D+1

Lifting 2D+2

TECHNICAL 2D

Equipped With:

-Environmental compensator (heat, radiation)

-Two manipulator arms

-Two legs

-One photoreceptor

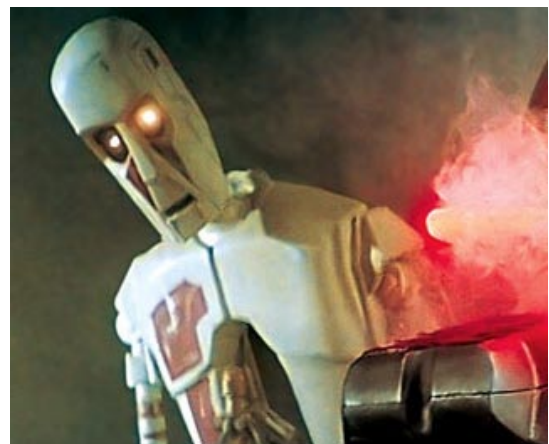
Move: 10

Size: 1.3 meters

Cost: 900 credits



8D8 Smelter Droid



Type: Roche 8D8 Smelting Operator

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Machinery operation 4D

PERCEPTION 2D

STRENGTH 4D

Stamina 6D

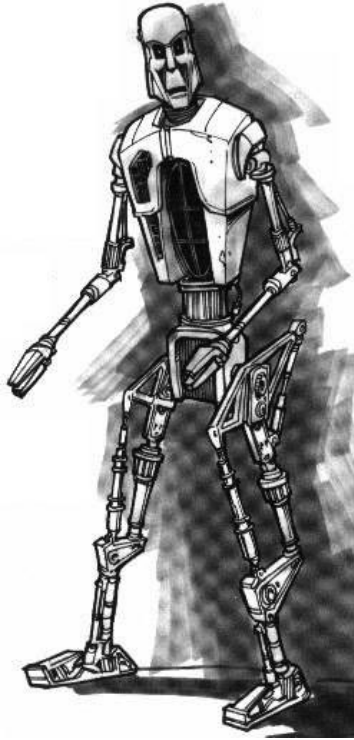
TECHNICAL 1D

Equipped With:

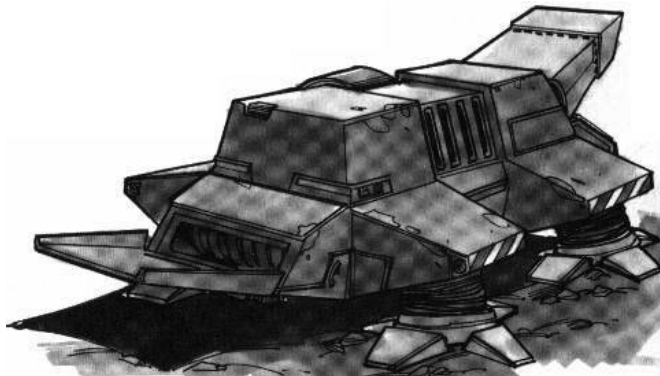
- Humanoid body (two arms, two legs, head)
- Heat-resistant durasteel molecularly bonded with kevlex chassis (4,000 degrees resistance)
- Protected photoreceptors (-1D to *search*)

Move: 7

Size: 1.65 meters tall



Decon III Droid



Type: Industrial Automaton Decon III

DEXTERITY 2D

KNOWLEDGE 1D

Decontamination processes 3D

MECHANICAL 1D+1

PERCEPTION 2D

Search 3D, search: containments 5D

STRENGTH 2D

Lifting 2D+1

TECHNICAL 2D

Equipped With:

- Internal four-stage decontamination processor; uses *decontamination processes* skill. Can process three kilograms per hour; difficulty depends upon level of contamination.
- Visual, infrared and analyzation sensors
- Heavy scooper (+1D to *lifting*)
- Treads
- Retractable arm

Move: 6

Size: 1.3 meters

Source: Dark Force Rising Sourcebook (page 100), The Thrawn Trilogy Sourcebook (page 195)

**Gyrowheel 1.42.08
Recycling Droid**



Type: Veril Line Systems Gyrowell 1.42.08 Series Recycling Droid

DEXTERITY 3D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 3D

STRENGTH 4D

TECHNICAL 1D

Equipped With:

- Environmental compensator (droid is adapted to work on water and dust environments)
- Remote receiver (droid is controlled by a central computer, lacking self-motivation)
- Improved sensors (+2 to *search*)
- Two retractable grasper arms (2-meter range)

Move: 10

Cost: 2,000

Source: Arms and Equipment Guide (page 67)

FLR Logger Droid

Type: Greel Logging Corporation/Industrial Automaton FLR-series Logger Droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 4D+2

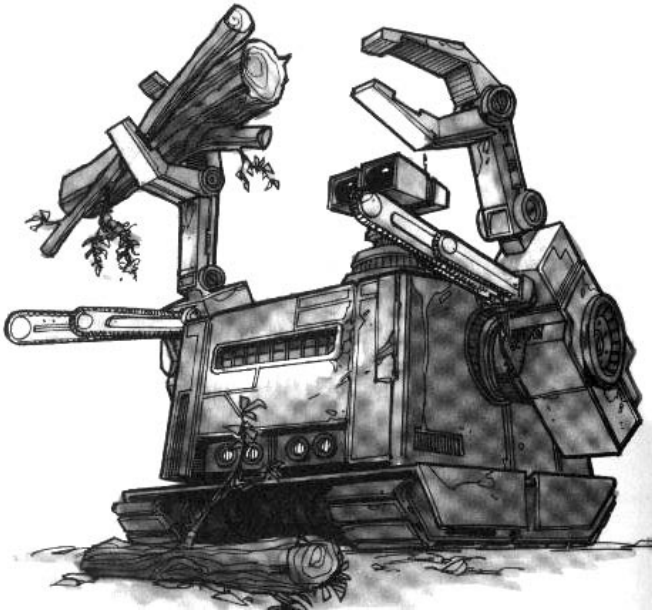
STRENGTH 4D+2

Lifting 6D+2

TECHNICAL 1D

Equipped With:

- Fabritech communications array
- Two heavy manipulator arms
- One heavy (tree-felling) saw
- One light (brush removing) saw
- Probability projection computer, for assistance in

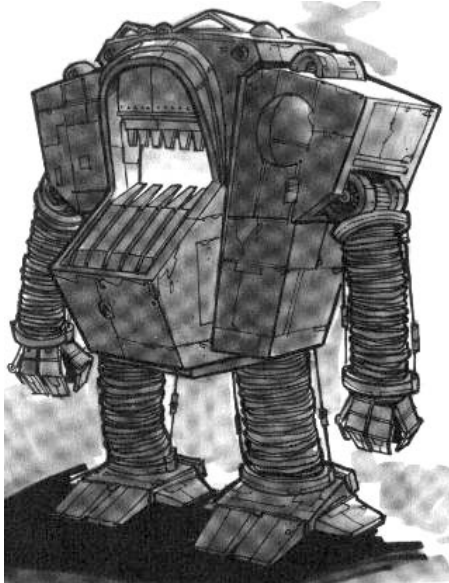


determining how and when a given tree will land.
 -Extendible video sensor
 -Emergency audio alarm, for use in the event of a felling miscalculation

Move: 7
Size: 2 meters
Cost: 2,500

Source: Cynabar's Fantastic Technology - Droids

GRZ-6B Wrecker Droid



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

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
 Search 2D

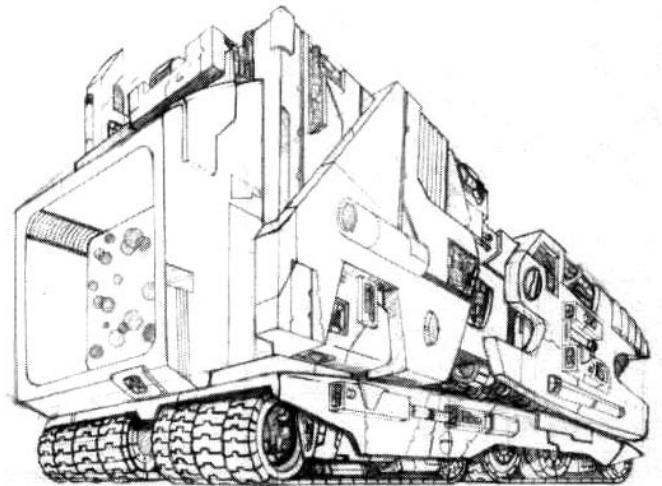
STRENGTH 8D
TECHNICAL 1D

Equipped With:
 -Two hydrolic 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

Move: 6
Size: 6 meters tall

I-C2 Construction Droid



Type: Veril Line Systems Civil-Industrial I-C2 Droid

DEXTERITY 0D
KNOWLEDGE 1D
MECHANICAL 3D

Ground vehicle operation: integral tread system 3D+2, sensors 3D+1

PERCEPTION 1D
STRENGTH 10D

Lifting 11D
TECHNICAL 2D

Computer programming/repair 3D, general repair 10D, machinery repair 10D

Equipped With:

-Processing furnace (absorbs damaged structures and debris and disintegrates it, 10D walker-scale damage)
 -Heavy-duty tread system
 -Multiple lifting/repair appendages
 -Photoreceptor/audio receiver (human range)

Move: 7
Size: 10 meters tall, 30 meters long
Cost: 1,700,000 (new), 975,000 (used)

Equipment: Multiple cleaning and repair tools
Source: Cynabar's Fantastic Technology - Droids

EVS Construction Droid

Type: Veril Line Systems' EVS Construction Droid

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D

Planetary systems: Coruscant 6D+1

PERCEPTION 1D
STRENGTH 3D

TECHNICAL 1D

Construction 7D, demolitions 3D+2, security 4D

Equipped With:
 -Battering ram (6D, scale: Starfighter)



- Explosive electrical claws (4D, scale: Speeder)
- Heavy shovel arms (6D, scale: Starfighter)
- Implosion wrecking balls (4D, scale: Starfighter)
- Plasma cutters (3D, scale: Walker)

Move: 10

Scale: Starfighter

Size: Forty stories tall

Cost: 900,000

Source: The Jedi Academy Sourcebook (page 23), Coruscant and the Core Worlds (page 35)

ASN Courier Droid



Type: Arakyd Industries ASN-Series Courier Droid

DEXTERITY 2D+2

KNOWLEDGE 1D

Streetwise 2D+1

MECHANICAL 1D

PERCEPTION 1D+2

Hide 4D, search 5D

STRENGTH 3D

TECHNICAL 1D

Computer programming/repair 2D+2

Equipped With:

-Low-light sensors (can see twice as far as a human in dim light)

-Three interchangeable tool/weapon mounts

Move: 24

Size: Small

Cost: 18,000

Source: Ultimate Adversaries (pages 143-144)

Messenger Droids

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)

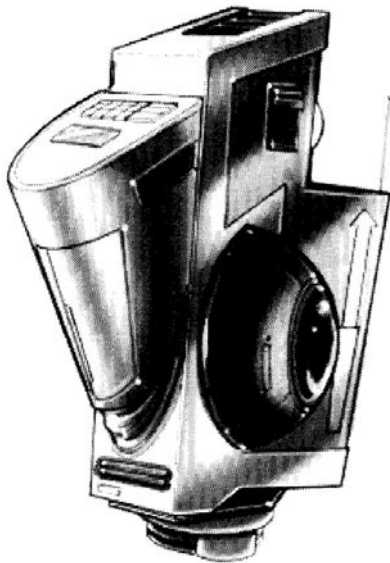
-Internal sporting blaster (3D+1 stun damage, ranges: 0-5/10/20, military version only)

Move: 30

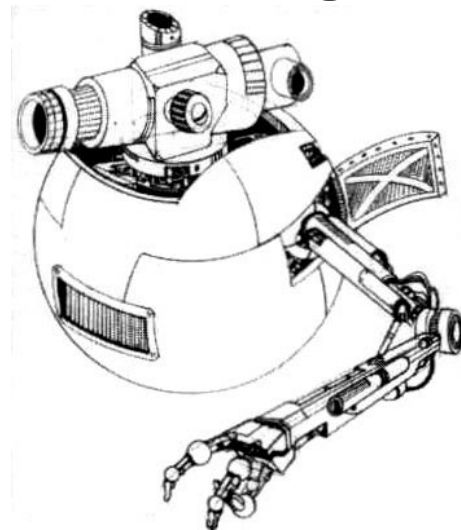
Size: 0.3 meters tall

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

Source: Galladinium's Fantastic Technology (page 24), Arms and Equipment Guide (page 62)



AS-M12 Message Droid



Type: Arakyd Seeker AS-M12 Message Droid

DEXTERITY 1D

KNOWLEDGE 2D

Planetary Systems 3D

MECHANICAL 1D

Sensors 3D

PERCEPTION 2D

Search 4D

STRENGTH 2D

TECHNICAL 1D

Computer programming/repair 3D

Equipped With:

-Repulsorlift generator

-Visual and audial sensors

-Vocabulator speech/sound system

-Retractable fine work grasper arm

-Holographic projector/recorder

-Computer I/O jack

Special Abilities:

Message security: A message droid will not convey its information unless a proper passcode is given.

Circumventing this passcode requires a Heroic *droid programming* roll.

Move: 10

Size: 0.5 meters tall

Cost: 4,000 credits

Source: Cynabar's Fantastic Technology: Droids, Shadows of the Empire Sourcebook (pages 108-109)

Message Droid Hyperspace Pod

Craft: Arakyd Seeker Transport

Model: Message droid hyperspace pod

Scale: Starfighter

Length: 2 meters

Crew: None (fully automated droid brain with *astrogation* 4D, *space transports* 4D)

Passengers: 1 message droid

Consumables: 1 month

Cost: 20,000 credits

Hyperspace Multiplier: x1

Nav Computer: Limited to 1 jump

Space: 6

Atmosphere: 330; 950 kmh

Hull: 1D+2

Sensors:

Passive: 20/1D

Scan: 40/2D

Search: 60/3D

Focus: 3/4D

Source: Cynabar's Fantastic Technology: Droids, Shadows of the Empire Sourcebook (pages 108-109)

Tech 4 PDV Messenger Pod

Type: Imperial Intelligence Tech 4 Plexus Droid Vessel

DEXTERITY 0D

KNOWLEDGE 1D

Languages 9D, planetary systems 5D

MECHANICAL 1D

Astrogation 3D, plexus droid vessel piloting 4D

PERCEPTION 1D

Search 5D, sneak 7D

STRENGTH 0D

TECHNICAL 1D

Computer programming/repair 7D, plexus droid vessel repair 7D

Scale: Starfighter

Length: 9 meters

Crew: 12-Cg (storage/transceiving), 12AM ("captain"/astrogator), A/E Computer (analysis/encoding/translation)

Cost: Not available for sale

Hyperdrive Multiplier: x1/2

Nav Computer: Yes

Maneuverability: 5D

Space: 15

Hull: 2D

Source: Supernova (page 70)

Messenger Drone

Type: Incom Q-Signal Messenger Drone

Scale: Starfighter

Length: 6.2 meters

Skill: Space transports

Crew: None (fully automated droid brain with *astrogation* 6D, *space transports* 4D)

Cargo Capacity: 800 kilograms

Consumables: 3 weeks

Cost: 18,500

Hyperdrive Multiplier: x1

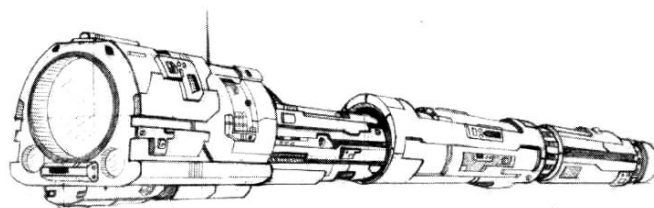
Nav Computer: Limited to 1 jump

Space: 7

Hull: 1D

Source: The DarkStryder Campaign - Boxed Set (page 85)

"Elegance" Message Droid



Craft: Industrial Automaton "Elegance" Message Droid

Model: Message drone

Scale: Starfighter

Length: 9 meters

Crew: None (fully automated droid brain with *astrogation* 5D)

Cargo Capacity: 15 Kilograms

Consumables: 3 weeks

Hyperdrive Multiplier: x1/3 (limited to 1 jump before replenishing fuel; maximum of 5 jumps before hyperdrive is destroyed by wear)

Cost: 250,000 (new; no longer manufactured or readily available), 50,000 (to replenish fuel)

Nav Computer: Limited to one jump

Space: 5

Hull: 1D

Sensors:

Passive: 100/2D

Scan: 200/3D

Search: 300/4D

Focus: 10/5D

Equipped With:

-Self-destruct mechanism (600 meter blast radius (space range of less than 1), 9D damage)

-Anti-tampering safeguards. If proper recognition codes are not received by the droid within 4-10 minutes of sensor contact (can be modified by the sender to suit individual

needs) the self-destruct mechanism is activated. Completion of the self-destruct cycle takes 1 minute.

Source: Cynabar's Fantastic Technology – Droids, The Truce at Bakura Sourcebook (page 135)

Service Droids

EG-6 Power Droid



Type: Veril Line Systems EG-6 Power Droid

DEXTERITY 1D

KNOWLEDGE 1D

Languages: droid languages 4D

MECHANICAL 1D

Energize power cells 5D+2

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 3D

Machinery repair 5D, repulsorlift repair 4D+1, systems diagnosis 5D

Equipped With:

- Video sensor
- Bipedal locomotion
- Ultra-fine manipulator (+1D to *Technical* skills)
- System diagnosis package, with infrared receptor, sonar, X-ray and spectrometer equipment (+1D to *system diagnosis*)
- Cybot acoustic signaler (droid and computer languages; EG-6 can not speak basic or other common languages)
- Armored housing (+2D to *Strength*)

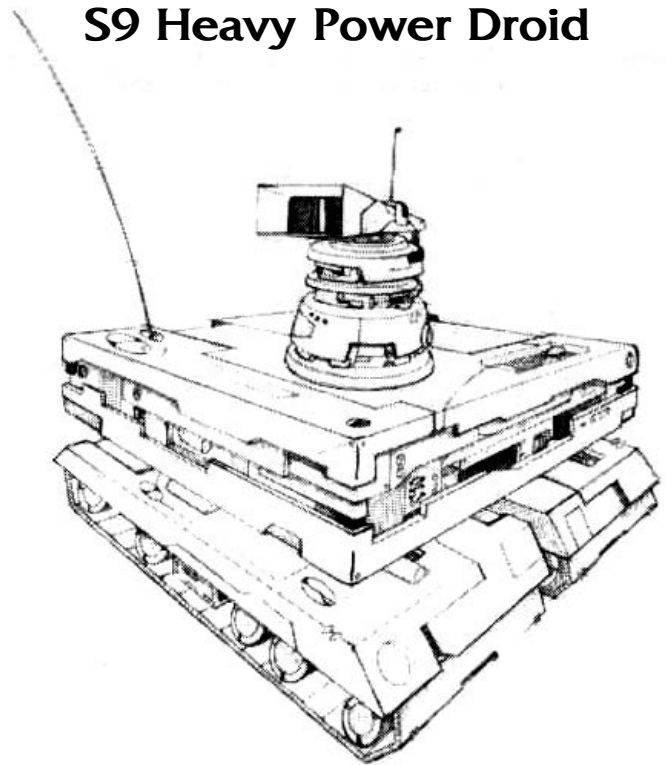
Move: 3

Size: 1.1 meters

Cost: 2,500 credits

Source: Cynabar's Fantastic Technology – Droids, Galaxy Guide 1 – A New Hope (pages 24-25), The DarkStryder Campaign – Boxed Set (pages 85-86), d20 Core Rulebook (page 375)

S9 Heavy Power Droid



Type: Veril Line Systems S9-series Heavy Power Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

Generator operation 4D

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 1D

Power cell repair 4D, starfighter repair 3D, space transports repair 3D

Equipped With:

- Reinforced chassis (+1D energy, +2D physical)
- Photoreceptors (human range)
- Binary vocabulator
- Internal heavy generator (recharges one starfighter-scale vehicle per standard day)
- Heavy treads
- Extendible power transfer cable (6 meters)

Move: 4

Size: 0.75 meters tall

Availability: 2

Cost: 4,000 credits

Source: Cynabar's Fantastic Technology – Droids

Inferno Firefighting Robo

Type: Corporate Sector Authority Inferno Firefighting Robo

DEXTERITY 4D

Spray nozzle 5D

KNOWLEDGE 1D

Survival: fires 4D+1

MECHANICAL 1D

PERCEPTION 2D

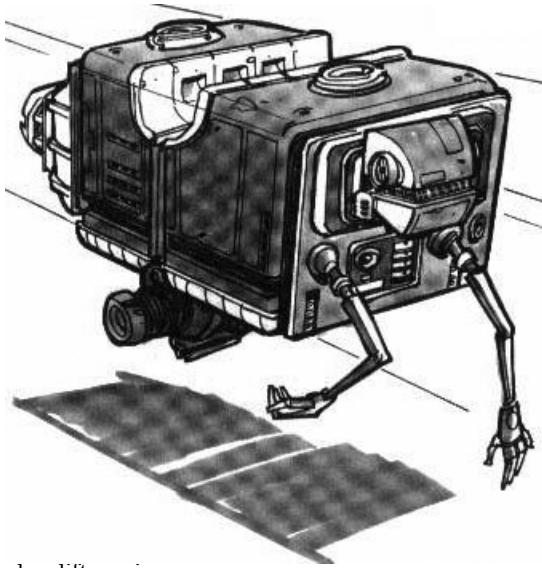
Search 4D

STRENGTH 4D

TECHNICAL 1D

Equipped With:

- Armor with heat-resistant alloy coating (+1D to resist damage, impervious to heat)



- Repulsorlift engine
 - Ventrally-mounted spray nozzle with high-pressure fire-retardant foam
 - Laser cutter (5D)
 - Two heavy gripper arms (+1D to *lifting*)
 - Infrared photoreceptor, echolocation scanner and high-intensity searchlights (+2D to *search*)
 - Loudspeaker
- Move:** 20

TS-Arach Pest Control Droid

Type: MerenData TS-Arach series Pest Control Droid

DEXTERITY 2D

Blaster: mounted 4D, dodge 3D, pesticide hose 4D

KNOWLEDGE 1D

Entomology 3D

MECHANICAL 1D

PERCEPTION 3D

Search 5D

STRENGTH 2D

TECHNICAL 1D

Equipped With:

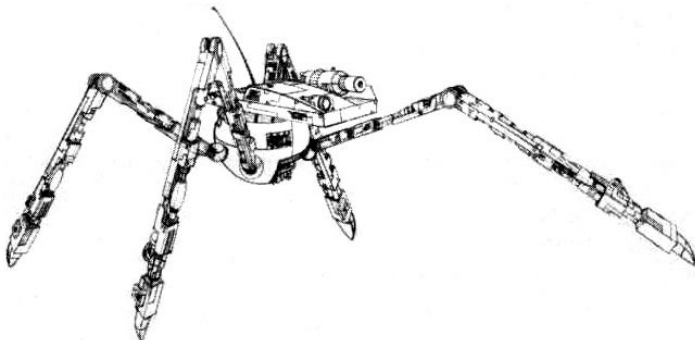
- Four legs
- Small blaster (3D, 2-5/10/20 meters, ammo: 5)
- Pesticide dispenser (4D)
- One photoreceptor (human range, plus micro-scale)
- Auditory receptors (one human range, one high-frequency)
- Lifeform sensors
- Entomology database

Move: 5

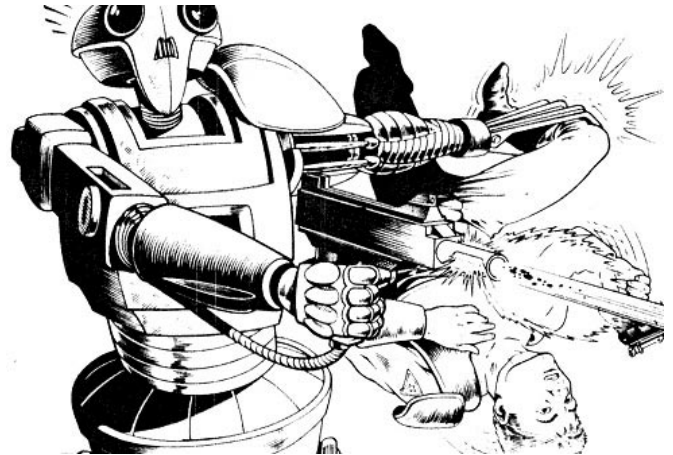
Size: 0.3 meters wide

Cost: 600 credits

Source: Cynabar's Fantastic Technology - Droids



DBX Mynock Exterminator Droid



Type: DBX-series Pest Exterminator Droid

DEXTERITY 2D

Blaster 4D, melee combat 3D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 4D

TECHNICAL 1D

Equipped With:

- Blaster (3D damage)
- Heavy grasping claw (STR+1D damage)

Move: 9

Size: 1.7 meters tall

Source: Black Ice (page 28)

Individual Droids

LIN-D2D

Type: Cybot Galactica LIN Demolitionmech Mining Droid

DEXTERITY 1D

Blaster artillery 4D

KNOWLEDGE 1D

Languages 2D

MECHANICAL 1D

PERCEPTION 3D

Gambling 5D+1

STRENGTH 6D

TECHNICAL 3D

Demolition 6D+1

Equipped With:

- Video sensor
- Dual-tread locomotion
- Fine manipulator arm under dome (for planting explosives)
- Cybot acoustic signaler (can only speak droid languages)
- Armored housing (+2D to *Strength*)

Move: 3

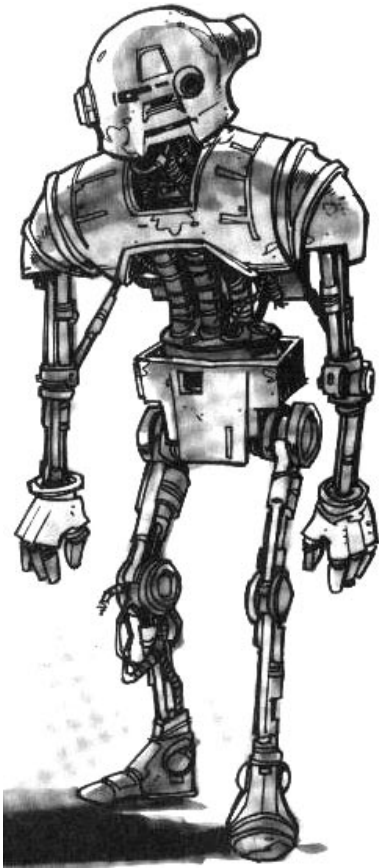
Size: 0.7 meters

Cost: 800 (used)

Source: Galaxy Guide 7 - Mos Eisley (page 60)



ZZ-4Z (ZeeZee)



Type: JV-21 Housekeeping Droid
DEXTERITY 1D
KNOWLEDGE 2D
 Accounting 7D, bureaucracy 6D, cultures 5D+2
MECHANICAL 1D
 Household appliance operation 8D
PERCEPTION 2D
 Search 5D
STRENGTH 1D
 Cleaning 7D, lifting 5D
TECHNICAL 3D
Equipped With:
 -Humanoid body (two arms, two legs)
 -Internal database
 -Infrared Lintscope
 -Vocabulator
Move: 8
Size: 1.6 meters tall
Source: Dark Empire Sourcebook (pages 131-132)

Equipped With:

-Armor (+1 to *Strength* when resisting damage)
 -Claw (does *Strength* rating in damage)
 -Telescoping arms (FE-9Q's arms can extend up to 10 meters from his body)
Move: 8

Bollux

Type: Serv-O-Droid Inc. BLX-5 Labor Droid

DEXTERITY 2D

Brawling parry 3D, dodge 3D, melee parry 3D+1, running 2D+1

KNOWLEDGE 3D

Alien species 4D, cultures 4D+2, planetary systems 3D+1, streetwise 3D+2, survival 4D, willpower 5D+1

MECHANICAL 3D

Communications 4D+2, ground vehicle operation 4D+2, hover vehicle operation 4D+2, repulsorlift operation 3D+2, sensors 5D

PERCEPTION 1D

Con 4D, command: Fondor work droids 5D, hide 2D, search 3D

STRENGTH 4D

Brawling 4D+1, climbing/jumping 4D+2, lifting 7D+1, stamina 8D

TECHNICAL 2D

Capital ship repair 5D+2, demolition: heavy construction site clearing 8D, droid programming 4D, droid repair 5D, ground vehicle repair 3D, hover vehicle repair 3D+1, repulsorlift repair 4D, security 5D, space transports repair 4D+2

Equipped With:

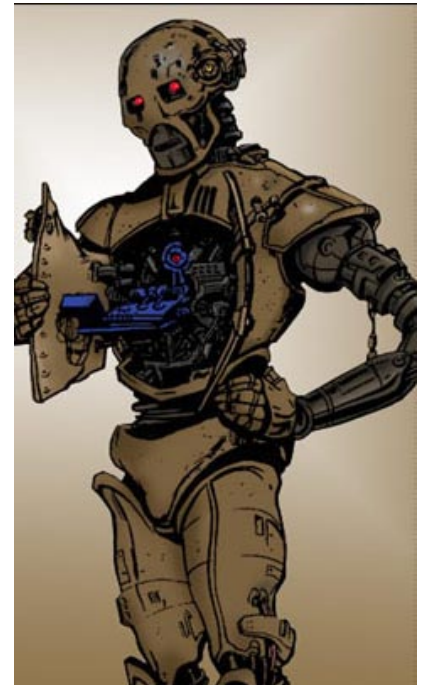
-Humanoid body (two arms, two legs, head)
 -High gravity suspension system
 -Internal plastron compartment (shockproof, insulated and airtight)
 -Internal computer interface socket
 -Two audio receptors (Human range)
 -Two photoreceptors (slightly beyond Human range)
 -Loudhailer mount

Move: 7

Size: 1.5 meters

Cost: Not for sale

Source: Han Solo and The Corporate Sector Sourcebook (pages 124-125)



FE-9Q (Elfie)



Type: Cybot Galactica E9Q Treadfast Labor Droid

DEXTERITY 2D

Melee weapons: claw 3D

KNOWLEDGE 2D

MECHANICAL 2D

Beast riding 3D+2

PERCEPTION 2D

Search 4D+1

STRENGTH 3D+1

TECHNICAL 2D

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

AX-M12 (Ayex)

Type: Modified Arakyd Seeker Message Droid

DEXTERITY 1D

Dodge 1D+2

KNOWLEDGE 3D

Survival 4D+1

MECHANICAL 1D

PERCEPTION 3D

Hide 4D, search 6D+1, search: tracking 7D

STRENGTH 2D

TECHNICAL 2D

computer programming/repair 3D+1

Equipped With:

-Comlink

-Holorecording init x4 (can record and play back up to 20 minutes of footage)

-Improved sensor package (+2 to all *search* skill rolls)

-Infrared vision (can see in the dark up to 30 meters)

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

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

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

-Telescopic vision (the droid's visual sensors include a long-range capability)

-Telescopic appendage (can reach up to 2 meters away from the droid)

Move: 10

Size: 0.5 meters tall

Cost: Not available for sale

Source: Rebellion Era Sourcebook (page 32)

Gonk

Type: Veril Line Systems EG-6 Power Droid

DEXTERITY 1D

Dodge 1D+2

KNOWLEDGE 2D

MECHANICAL 1D

Energize power cells 5D+2

PERCEPTION 1D

Bargain 2D

STRENGTH 2D

TECHNICAL 3D

Systems diagnosis 5D



Equipped With:

-Video sensor

-Bipedal locomotion

-Ultra-fine manipulator (+1D to *Technical* skills)

-Cybot acoustic signaler (droid and computer languages; EG-6 can not speak basic or other common languages)

Move: 2

Size: 1.1 meters

Cost: 1,750 credits

Source: Star Wars Trilogy Sourcebook SE (pages 167-168), The Movie Trilogy Sourcebook (page 33)

EG-67

Type: Veril Line Systems EG-6 Power Droid

DEXTERITY 1D

KNOWLEDGE 2D

Languages: droid languages 4D

MECHANICAL 1D

Energize power cells 5D+2

PERCEPTION 1D

Search 4D+2

STRENGTH 1D

TECHNICAL 3D

Capital ship repair 4D,

machinery repair 5D,

repulsorlift repair 4D+1, space transports repair 4D,

starfighter repair 4D+2, systems diagnosis 5D

Equipped With:

-Video sensor

-Bipedal locomotion

-Ultra-fine manipulator (+1D to *Technical* skills)

-System diagnosis package, including infrared receptor, sonar, X-ray and spectrometer equipment (+1D to *system diagnosis*)

-Cybot acoustic signaler (droid and computer languages; EG-6 can not speak basic or other common languages)

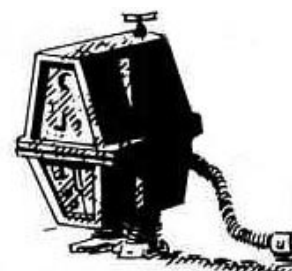
-Armored housing (+2D to *Strength*)

Move: 3

Size: 1.1 meters

Cost: 4,000 credits (rebuilt)

Source: Galaxy Guide 7 – Mos Eisley (page 58)



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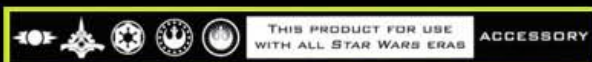
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Look sir, droids!



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system