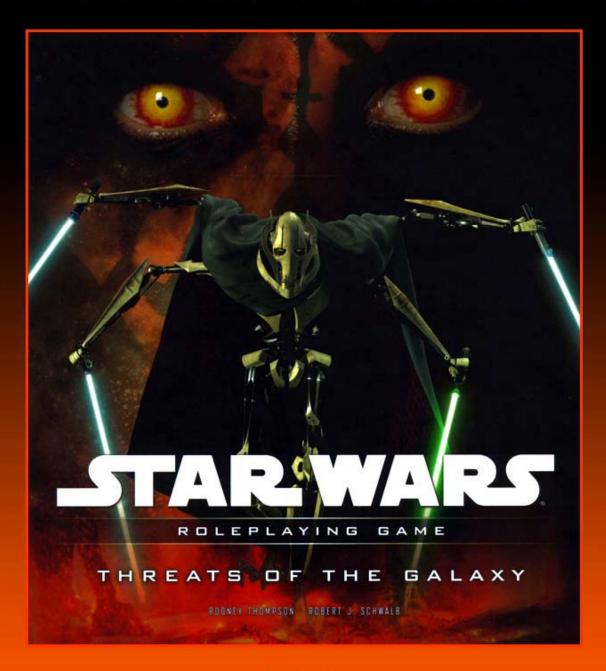
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D 6 C O N V E R S I O N

THREATS OF THE GALAXY



Inspired by



Alien Species

Mantellian Savrip



Home Planet: Ord Mantell
Attribute Dice: 11D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D/3D
MECHANICAL 1D/2D+2
PERCEPTION 1D/3D
STRENGTH 4D/6D+2
TECHNICAL 1D/2D+1
Special Abilities:

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

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

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

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

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

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

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

Story Factors:

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

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

Move: 12/14

Size: Up to 4 meters tall.

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

(pages 116-117)

Replica Droid

Attribute Dice: 12D DEXTERITY 2D+2/4D+2 KNOWLEDGE 2D/4D MECHANICAL 2D/4D PERCEPTION 1D/3D STRENGTH 2D+2/4D+2 TECHNICAL 2D/4D

Special Abilities:

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

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

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

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

Move: 12-14

Size: Depends on mimicked species **Source:** Threats of the Galaxy (page 153)

Creatures

Corellian Banshee Bird



Type: Avian predator **Planet of Origin:** Corellia

DEXTERITY 4D+1
PERCEPTION 2D

Search 5D

STRENGTH 2D+1
Special Abilities:

Claws: Do STR+2 damage

Low Light Vision: A banshee bird can see twice as far as a normal human in poor lighting conditions. Wail: The banshee can emit a loud wail that disorients opponents. Nearby targets must make a Difficult willpower roll or suffer a cumulative -1 penalty to all actions. This is a temporary mind-affecting effect.

Move: 20 (flying) **Size:** 2-meter wingspan

Source: Threats of the Galaxy (page 106)

Tyrant Rancor

Planet of Origin: Various

DEXTERITY 4D
PERCEPTION 1D
Search: tracking: 3D
STRENGTH 11D
Special Abilities:

Claws: Do STR+2D damage Teeth: Do STR+3D damage

Armor: +3D against physical and energy attacks

Move: 20

Size: 15 meters tall

Source: Threats of the Galaxy (page 123)

Varactyl



Type: Riding lizard **Planet of Origin:** Utapau

DEXTERITY 4D+2

Running 5D

PERCEPTION 1D+2Search 3D, sneak 4D

STRENGTH 7D

Climbing/jumping 8D, swimming 7D+2

Special Abilities:

Cold-Blooded: During nighttime, varactyls suffer a -

2D penalty to all actions.

Spined Tail: Females have a fan of rigid spines

along its tail that deal STR+2 damage. *Claws:* Provide +1D do *climbing*.

Move: 40

Size: 15 meters long **Orneriness:** 2D+2

Source: Threats of the Galaxy (page 126)

Droids

GH-7 Medical Droid



Type: Multi-Configuration GH-7 Medical Droid

DEXTERITY 1D KNOWLEDGE 2D

Alien species 6D, languages 4D

MECHANICAL 1D

(A) Bacta tank operation 3D+2

PERCEPTION 2D

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

STRENGTH 1D TECHNICAL 3D

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

Equipped With:

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

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

Move: 12

Size: 0.7 meters tall

Cost: 4,840

Source: Threats of the Galaxy (page 147)

T0-D Interrogation Droid

Type: Imperial T0-D Interrogation Droid

DEXTERITY 2D+2

Sonic weapons 5D, melee combat 4D+2

KNOWLEDGE 3D

Intimidation: interrogation 5D

MECHANICAL 2D

Sensors 3D

PERCEPTION 4D

Con 5D, persuasion

6D, search 5D

STRENGTH 2D+2

TECHNICAL 3DFirst aid 5D

Equipped With:

-Wheeled

locomotion

- -2 claw appendages
- -2 tool mounts
- -Stun baton (5D stun)
- -Sonic stunner (6D stun, 3-10/15/20)
- -Improved sensor package (+2D in low-light

conditions, +2 to search)

- -Internal storage space (20 Kg)
- -Durasteel shell (+1D to resist damage)
- -Medical tools

-Vocabulator **Move:** 10

Size: 1 meter

Cost. 5 500

Cost: 5,500

Source: Threats of the Galaxy (page 146)

R2-R Astromech Droid

Type: Industrial Automaton R2-R Astromech Droid

DEXTERITY 1D

Blaster: hold-out blaster 2D

KNOWLEDGE 1D

Streetwise 5D

MECHANICAL 2D

Astrogation 5D, starfighter piloting 3D, space

transports 2D+2

PERCEPTION 1D+1

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

STRENGTH 1D TECHNICAL 2D

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

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

Equipped With:

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



-Extendable 0.3 meter long video sensor (360 degree rotation)

-Video display screen

-Holographic projector/recorder

-Small (20 cm by 8 cm) internal "cargo" area

-Data storage unit (holds up to 50 hours of

holorecording or 50,000 holo images)

Move: 5

Size: One meter tall **Cost:** 5,000 (new)

Source: Threats of the Galaxy (page 139)



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

DEXTERITY 5D+1 KNOWLEDGE 2D MECHANICAL 1D PERCEPTION 2D

Search 5D, sneak 6D

STRENGTH 1D TECHNICAL 2D

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

Equipped With:

-Plasma cutting torch (1D to 5D damage, 0.3 meters range)

-Vibrosaw (4D+1, 0.3 meter range)

-Claw appendage

-2 tool appendages with stabilized mounts

-Magnetic feet

-Improved sensor package (+2 to *search*, +2D in low-light conditions)

-Integrated comlink

-Vacuum environmental compensator

-Durasteel shell (+1D to resist damage)

Move: 4 (walking), 16 (flying) **Size:** 0.25 meter diameter

Cost: 11,400

Source: Threats of the Galaxy (page 142)

TC Protocol Droid



Type: Cybot Galactica TC-Series Protocol Droid

DEXTERITY 1D KNOWLEDGE 3D+1

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

MECHANICAL 1D PERCEPTION 1D Command 3D, con 3D

STRENGTH 1D TECHNICAL 1D

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

Equipped With:

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

-Two visual and audial sensors – human range

-Vocabulator speech/sound system

-AA-1 VerboBrain

-TransLang III Communications module with over seven million languages

Move: 8

Size: 1.7 meters tall Cost: 5,000 (new)

Source: Threats of the Galaxy (page 151)

Replica Droid

Type: Custom Human Replica Droid

DEXTERITY 4D

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

KNOWLEDGE 2D+1

Bureaucracy 3D, business 3D, survival 3D

MECHANICAL 2D

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

PERCEPTION 2D+1

Search 3D+1

STRENGTH 4D+1



Brawling 5D, climbing/jumping 7D

TECHNICAL 2D Equipped With:

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

Special Abilities:

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

Move: 14

Size: 1.8 meters tall **Cost:** 9 million

Source: Threats of the Galaxy (page 152)

VX Artillery Droid



Craft: Czerka Corporation VX Series Artillery Droid

Type: Artillery droid **DEXTERITY 3D+1** *Missile weapons 4D+2*

KNOWLEDGE 1D

Tactics 2D

MECHANICAL 1D

Ground vehicle operation 3D+1

PERCEPTION 1D+2

Search 3D

STRENGTH 1D

TECHNICAL 1D

Scale: Speeder **Length:** 5 meters

Cost: 30,000 credits Maneuverability: 1D Move: 25; 70 kmh Body Strength: 3D

Weapons:

2 Missiles Launchers (4 magazines)

Fire Arc: Turret

Skill: Missile weapons

Fire Control: 2D

Range: 5-300/600/1 Km

Damage: 4D+2

Light Concussion Missile Launcher (2 missiles)

Fire Arc: Turret

Skill: Missile weapons

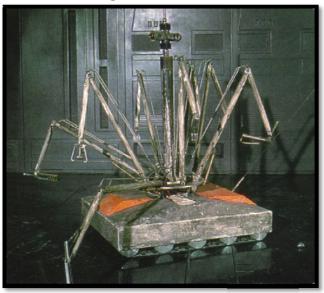
Fire Control: 2D

Range: 50-250/1/3 Km

Damage: 5D+2

Source: Threats of the Galaxy (page 134)

WSB-15 Sabotage Droid



Type: Cybot Galactica WSB-15 Sabotage Droid

DEXTERITY 3DPlasma cutter 4D **KNOWLEDGE 2D**

Languages: droid languages 4D

MECHANICAL 1D PERCEPTION 2D

Con 4D, search 4D, sneak 5D

STRENGTH 2D TECHNICAL 2D

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

Equipped With:

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

-Self-destruct system

Move: 8

Size: 1.6 meters **Cost:** 13.000

Source: Threats of the Galaxy (page 154)

Ultra Battle Droid



Type: Baktoid Combat Automata B3 Series Battle Droid

DEXTERITY 2D

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

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 3D

STRENGTH 4D+2

TECHNICAL 1D

Equipped With:

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

- -Wide-spray plasma cannon (6D, range: 0-5 cone is 0.5 meters wide)/15 cone is 1.5 meters wide/30 cone is 3 meters wide)
- -Two rapid-fire blaster cannons (5D, range: 3-30/100/300)
- -Brilliant homing missile launcher (7D, range: 5-50/150/400, missile guides itself with a skill of 4D+2)
- -Remote receiver (5,000 km range, with local backup processor)
- -Low-light vision (+2D to *search* in low-light conditions)
- -Armor (+1D to *Strength* to resist damage)
- -Vocabulator (the droid can replicate organic speech)

Move: 14

Size: 5 meters tall **Cost:** 13,400 credits

Source: Threats of the Galaxy (page 140)

B3-A Ultra Battle Droid

Type: Baktoid Combat Automata B3-A Battle Droid **DEXTERITY 2D**

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

KNOWLEDGE 2D

Tactics 4D

MECHANICAL 1D PERCEPTION 1D

Search 3D

STRENGTH 4D+2 TECHNICAL 2D Equipped With:

- -Tight-spray flamethrower (5D first round, 3D for next five rounds unless extinguished, range: 3-4/5/7)
- -Wide-spray plasma cannon (6D, range: 0-5 cone is 0.5 meters wide)/15 cone is 1.5 meters wide/30 cone is 3 meters wide)
- -Two rapid-fire blaster cannons (5D, range: 3-30/100/300)
- -Brilliant homing missile launcher (7D, range: 5-50/150/400, missile guides itself with a skill of 4D+2)
- -Low-light vision (+2D to *search* in low-light conditions)
- -Armor (+1D to *Strength* to resist damage)
- -Vocabulator (the droid can replicate organic speech)

Move: 14

Size: 5 meters tall **Cost:** 16,200 credits

Source: Threats of the Galaxy (page 141)

ASN-121 Assassin Droid

Type: Arakyd Industries ASN-121 Assassin Droid

DEXTERITY 3D+2

Blaster 5D

KNOWLEDGE 1D

Tactics 4D

MECHANICAL 1D PERCEPTION 2D

Search 5D, sneak

5D + 1

STRENGTH 2D TECHNICAL 1D

Computer

programming/repair

2D+2

Equipped With:

-Low-light and UV

sensors (ignores low-lighting penalties)

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

Move: 24

Size: 0.3 meters **Cost:** 5.730

Source: Threats of the Galaxy (page 135)

Mark VII Inquisitor

Type: Arakyd Industries Mark VII "Inquisitor"

Seeker Droid **DEXTERITY 5D**Blasters 5D+2

KNOWLEDGE 1D+2

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

MECHANICAL 1D PERCEPTION 3D+2

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

STRENGTH 2D TECHNICAL 3D

Computer programming/repair 4D

Equipped With:

-Internal comlink

- -Universal data access jack
- -Audio recording unit
- -Repulsorlift unit
- -Vocabulator
- -Improved sensors package (+2 to all search rolls)

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

meters)

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

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

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

Move: 20

Size: 0.2 meter diameter

Cost: 4,000

Source: Arms and Equipment Guide (pages 60-61),

Threats of the Galaxy (page 156)

PK General Work Droid

Type: Cybot Galactica PK General Work Droid

DEXTERITY 3D KNOWLEDGE 1D

Languages 2D

MECHANICAL 2D

PERCEPTION 1D

Search 4D

STRENGTH 2D

Lifting 3D, climbing/jumping 3D

TECHNICAL 1D+2

Machinery repair 3D

Equipped With:

-Environmental compensator

(heat, radiation)

-Two manipulator arms

-Two legs

One photoreceptor

-Vocabulator

Move: 8

Size: 1.3 meters **Cost:** 1,000 credits

Source: Threats of the Galaxy (page 160)

GRZ-6B Demolition Droid

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

DEXTERITY 2D KNOWLEDGE 1D

Scholar: technology 4D

MECHANICAL 1D PERCEPTION 1D

Search 4D

STRENGTH 8D

TECHNICAL 1D

Demolitions 4D

Equipped With:

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





-Laser cutter (5D damage, right palm) -Shearing maw (STR+2D damage)

-Internal fusion furnace

-Handheld remote commander

-Integrated comlink

Move: 6

Size: 6 meters tall **Cost:** 43,650

Source: Threats of the Galaxy (page 144)

Equipment

Datadagger



Model: Datadagger

Type: Melee weapon/ code cylinder

Scale: Character Skill: Melee combat Cost: 500 - 2,000 Availability: 3, X Difficulty: Easy

Damage: STR+2 (maximum: 5D)

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

Source: Coruscant and the Core Worlds (page 66),

Threats of the Galaxy (page 13)

Rhen-Orm Biocomputer

Model: Rhen-Orm Biocomputer **Type:** Cybernetic Force detector

Skill: Search: tracking **Availability:** 4, X

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

roll.

Source: Threats of the Galaxy (page 17)

Cortosis Gauntlet



Model: Imperial Knight Cortosis Gauntlet

Type: Gauntlet **Scale:** Character

Skill: Melee parry: gauntlet

Cost: 1,500 **Availability:** 3

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

Source: Threats of the Galaxy (page 36)

Lectroticker

Model: Custom-made electronic lock breaker **Type:** Security card lock signal scrambler

Skill: Security

Cost: 1,500 per pip of security bonus, up to +3D

bonus (13,500) **Availability:** 3, X

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

lectroticker quality (and cost).

Source: Threats of the Galaxy (page 87)