D6 Conversion

Threats of the Galaxy

Star Wars Roleplaying Game

Threats of the Galaxy

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Inspired by

West End Games
**Alien Species**

**Mantellian Savrip**

**Home Planet:** Ord Mantell

**Attribute Dice:** 11D
- **DEXTERITY 1D/3D+2**
- **KNOWLEDGE 1D/3D**
- **MECHANICAL 1D/2D+2**
- **PERCEPTION 1D/3D**
- **STRENGTH 4D/6D+2**
- **TECHNICAL 1D/2D+1**

**Special Abilities:**
- **Claws:** A Mantellian Savrip can claw for STR+1D damage.
- **Poisonous Bite:** Does STR+1D+2 damage. If the bite deals damage, the target must make a Difficult stamina roll or suffer a cumulative -1 penalty to Dexterity. This roll must be made every round until the poison is extracted or neutralized (Difficult first aid). If the target’s Dexterity is reduced to zero, he is immobilized, but not unconscious.
- **Natural Armor:** Grants +1D protection against physical and +2 against energy attacks.
- **Intimidating Bellow:** Mantellian Savrips gain a +2D+2 bonus to their intimidation skill checks when bellowing.
- **Keen Sight and Hearing:** +2D bonus to Perception checks to notice things that involve either sight or hearing.
- **Low Light Vision:** Mantellian Savrips can see twice as far as a normal human in poor lighting conditions.
- **Rage:** Once per day, a Savrip can fly into a rage, gaining a +2 bonus to brawling or melee attacks and damage, but cannot use skills that require patience and concentration. A fit of rage lasts for a number of rounds equal to 4+ the character’s number of full Strength dice. At the end of its rage, the character is tired, suffering a -1 penalty to all actions until he rests for at least 10 minutes.

**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)

Varactyl

Type: Riding lizard
Planet of Origin: Utapau
DEXTERITY 4D+2
PERCEPTION 1D+2
Search 3D, sneak 4D
STRENGTH 7D
Climbing/jumping 8D, swimming 7D+2
Special Abilities:
Cold-Blooded: During nighttime, varactyls suffer a -2D penalty to all actions.
Spined Tail: Females have a fan of rigid spines along its tail that deal STR+2 damage.
Claws: Provide +1D do climbing.
Move: 40
Size: 15 meters long
Orneriness: 2D+2
Source: Threats of the Galaxy (page 126)

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)
Droids

GH-7 Medical Droid

Type: Multi-Configuration GH-7 Medical Droid
DEXTERITY 1D
KNOWLEDGE 2D
MECHANICAL 1D
PERCEPTION 2D
STRENGTH 1D
TECHNICAL 3D

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

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

Move: 12
Size: 0.7 meters tall
Cost: 4,840
Source: Threats of the Galaxy (page 147)

T0-D Interrogation Droid

Type: Imperial T0-D Interrogation Droid
DEXTERITY 2D+2
Sonic weapons 5D, melee combat 4D+2
KNOWLEDGE 3D
Intimidation: interrogation 5D
MECHANICAL 2D
Sensors 3D
PERCEPTION 4D
Con 5D, persuasion 6D, search 5D
STRENGTH 2D+2
TECHNICAL 3D
First aid 5D

Equipped With:
- Wheeled locomotion
- 2 claw appendages
- 2 tool mounts
- Stun baton (5D stun)
- Sonic stunner (6D stun, 3-10/15/20)
- Improved sensor package (+2D in low-light conditions, +2 to search)
- Internal storage space (20 Kg)
- Durasteel shell (+1D to resist damage)
- Medical tools
- Vocabulator

Move: 10
Size: 1 meter
Cost: 5,500
Source: Threats of the Galaxy (page 146)

R2-R Astromech Droid

Type: Industrial Automaton R2-R Astromech Droid
DEXTERITY 1D
Blaster: hold-out blaster 2D
KNOWLEDGE 1D
Streetwise 5D
MECHANICAL 2D
Astrogation 5D, starfighter piloting 3D, space transports 2D+2
PERCEPTION 1D+1
Con 2D+1, search 2D+1, sneak 2D
STRENGTH 1D
TECHNICAL 2D
Computer programming/repair 3D+2, starfighter repair 3D+2*

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

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

Source: Threats of the Galaxy (page 147)
-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)

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**Buzz Droid**

![Buzz Droid](image)

**Type:** Colla Designs/Phlac-Arphoc Automata Industries Pistoeka Sabotage droid  
**DEXTERITY 5D+1**  
**KNOWLEDGE 2D**  
**MECHANICAL 1D**  
**PERCEPTION 2D**  
**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)

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**TC Protocol Droid**

![TC Protocol Droid](image)

**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)

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**Replica Droid**

![Replica Droid](image)

**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**
MECHANICAL 1D
Ground vehicle operation 3D+1
PERCEPTION 1D+2
Search 3D
STRENGTH 1D
TECHNICAL 1D
Scale: Speeder
Length: 5 meters
Cost: 30,000 credits
Maneuverability: 1D
Move: 25; 70 kmh
Body Strength: 3D
Weapons:
2 Missiles Launchers (4 magazines)
Fire Arc: Turret
Skill: Missile weapons
Fire Control: 2D
Range: 5-300/600/1 Km
Damage: 4D+2
Light Concussion Missile Launcher (2 missiles)
Fire Arc: Turret
Skill: Missile weapons
Fire Control: 2D
Range: 50-250/1/3 Km
Damage: 5D+2
Source: Threats of the Galaxy (page 134)

WSB-15 Sabotage Droid

Type: Cybot Galactica WSB-15 Sabotage Droid
DEXTERITY 3D
Plasma cutter 4D
KNOWLEDGE 2D
Languages: droid languages 4D
MECHANICAL 1D
PERCEPTION 2D
Con 4D, search 4D, sneak 5D
STRENGTH 2D
TECHNICAL 2D

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
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)

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**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 2D**  
Tactics 4D  
**MECHANICAL 1D**  
**PERCEPTION 1D**  
Search 3D  
**STRENGTH 4D+2**  
**TECHNICAL 1D**  
**Equipped With:**
- Tight-spray flamethrower (5D first round, 3D for next five rounds unless extinguished, range: 3-4/5/7)
- Wide-spray plasma cannon (6D, range: 0-5 cone is 0.5 meters wide)/15 cone is 1.5 meters wide/30 cone is 3 meters wide)
- Two rapid-fire blaster cannons (5D, range: 3-30/100/300)
- Brilliant homing missile launcher (7D, range: 5-50/150/400, missile guides itself with a skill of 4D+2)
- Remote receiver (5,000 km range, with local back-up processor)
- Low-light vision (+2D to search in low-light conditions)
- Armor (+1D to **Strength** to resist damage)
- Vocabulator (the droid can replicate organic speech)

**Move:** 14  
**Size:** 5 meters tall  
**Cost:** 13,400 credits  
**Source:** Threats of the Galaxy (page 140)
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 1D**
- 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 photo receptor
- 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:* X  
*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)