



Equipment D6 / Knights of the Old Republic I

Knights of the Old Republic d6 implants

To use an implant, a character must first have an **implant bio-slot** installed. This device works with nearly all styles of implants, and allows a character to switch implants at will without extensive surgery. To install an Implant Bio-Slot, a character must make a successful Medicine: Cyborging (Moderate difficulty) roll. Negative side effects applied due to a failed roll is up to the Gamemaster's discretion. A character may only have 1 implant in use at any one time.

Certain implants may be larger or smaller than others, to compensate for this, there are three different sizes of Implant Bio-Slots.

Level 1 Bio-Slot is the smallest kind of Bio-Slot, and only works with level 1 implants.

Requirement: Successful Easy Strength roll to determine if bodily system adapts to the new device.

Level 2 Bio-Slot is 5 centimeters larger than the level 1 bio-slot, and works with level 1 or level 2 implants.

Requirement: Successful Easy Strength roll to determine if bodily system adapts to the new device.

Level 3 Bio-Slot is 10 centimeters larger than the level 1 bio-slot, and works with implants level 1, 2 or 3.

Requirement: Successful Easy Strength roll to determine if bodily system adapts to the new device.

Cardio Package

Implant level 1

Strength +2 (does not affect defense)

Memory Package

Implant level 1

Knowledge +2

Mechanical +2

Technical +1D

Response Package

Implant level 1

Dexterity +1D

Mechanical +2

Nerve Enhancement Package

Implant level 2

Immunity to most stuns.

Retinal Combat Implant

Implant level 2

Effect: When opponents roll damage against a character with a Retinal Combat implant activated, the attacker's wild dice is replaced by a regular dice.

Perception +1D

Advanced Bio-Stabilizer Implant

Implant level 3

Immunity to most stuns.

Immunity to most poisons.

Beemon Package

Implant level 3

Strength +1D+1 (does not affect defense)

Cardio Power System

Implant level 3

Strength +1D+2

Bio-Antidote Package

Implant level 3

Immunity to most poisons

Stimulants

Stimulants are used to temporarily bolster an aspect of a character. Long term use of stimulants can have disastrous effects (the GM's discretion). Stimulants are used simply by injecting the stimulant into a character's blood stream by using a First Aid: Stimulants roll (difficulty: easy).

Adrenal Alacrity

Skill: First Aid: Stimulants

Dexterity +1D+1

+20% Move

Duration: 120 seconds

Adrenal Stamina

Skill: First Aid: Stimulants

Defense +2

Stamina +2D

Duration: 120 seconds

Adrenal Strength

Skill: First Aid: Stimulants

Strength +1D+1 (does not affect defense)

Duration: 120 seconds

Hyper-Adrenal Alacrity

Skill: First Aid: Stimulants

Dexterity +2D

+30% Move

Duration: 120 seconds

Hyper-Adrenal Stamina

Skill: First Aid: Stimulants

Defense +1D

Duration: 120 seconds

Hyper-Adrenal Strength

Skill: First Aid: Stimulants

Strength +2D+2 (does not affect defense)

Duration: 120 seconds

Battle Stimulant

Skill: First Aid: Stimulants

Hit Points +2

Attack +2

Damage +2

Duration: 120 seconds

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