Massassi Trooper



Manipulated by Sith Alchemy the Massassi have become a powerful species, and by skillful manipulation as they grow the Massassi become specialised into roles that the Sith require from them. Red skinned, with qullls and bone spurs erupting from their skin, they are obviously powerful warriors, but Sith Alchemy has extended this, making them more powerful than their nature ever would.

This particular Massassi has been made into a soldier, this is the base model for all fighting Massassi, however for bodyguards Sith often add more and more changes and alchemical modifications to make them even more dangerous.

Dex: 4D
- Archaic Blaster: 6D
- Dodge: 5D
- Brawling Parry: 5D
- Melee Combat: 6D
- Melee Parry: 6D

Know: 1D

Mech: 1D

Perc: 3D
- Search 4D

Str: 5D
- Brawling: 7D

Tech: 1D

Special Abilities:

Resistant to the Force: The Massassi have been manipulated using Dark Side Alchemy for such a long portion of their history that they have become resistant to the effects of the Force. This

increases all target numbers one level, or gives them a bonus dice to resist whichever is applicable.

Story Factors:

Reliance: The Massassi have become so changed by the Dark Side of the force, that they require its influence to survive. This means that the Massassi must remain near to the Dark Side aura of the Sith or they wither and die (-1D to highest attribute each day away from a Dark Side aura, when any attribute reaches 0D then the Massassi dies). However this effect can be offset by the ingestion of certain Sith Alchemical Potions.

Move: 11/15
Size: 2-2.5 meters tall
Force Sensitive: N

Equipment:
Armoured Chestplate (+1D,+1D, no Dex Penalty, body only)
Archaic Blaster Rifle (4D+2)
Vibro Axe (Str+3D+1 Max 7D)

Massassi Labourer

Manipulated by Sith Alchemy the Massassi have become a powerful species, and by skillful manipulation as they grow the Massassi become specialised into roles that the Sith require from them. Red skinned, with qullls and bone spurs erupting from their skin, they are obviously powerful warriors, but Sith Alchemy has extended this, making them more powerful than their nature ever would.

A Simple labourer, made to work in the factories of the Sith, and although powerful in hand to hand combat, they are designed to be passive and non-aggressive so will not fight unless ordered to.

Dex: 2D
Dodge: 3D
Brawling Parry: 3D

Know: 1D

Mech: 2D

Perc: 1D

Str: 7D
Brawling: 10D

Tech: 1D

Special Abilities:

Resistant to the Force: The Massassi have been manipulated using Dark Side Alchemy for such a long portion of their history that they have become resistant to the effects of the Force. This increases all target numbers one level, or gives them a bonus dice to resist whichever is applicable.

Story Factors:

Reliance: The Massassi have become so changed by the Dark Side of the force, that they require its influence to survive. This means that the Massassi must remain near to the Dark Side aura of the Sith or they wither and die (-1D to highest attribute each day away from a Dark Side aura, when any attribute reaches 0D then the Massassi dies). However this effect can be offset by the ingestion of certain Sith Alchemical Potions.

Move: 10/12
Size: 2.2-3.0 meters tall
Force Sensitive: N

Equipment:
Tool Belt

Massassi Technician

Manipulated by Sith Alchemy the Massassi have become a powerful species, and by skillful manipulation as they grow the Massassi become specialised into roles that the Sith require from them. Red skinned, with qullls and bone spurs erupting from their skin, they are obviously powerful warriors, but Sith Alchemy has extended this, making them more powerful than their nature ever would.

Weaker and smaller than the other Massassi, the technician is created to fit into small spaces and work around the dangerous and unreliable Sith engineering.

Dex: 2D
Archaic Blaster: 5D
Dodge: 5D

Know: 2D

Mech: 3D

Perc: 2D

Str: 2D

Tech: 3D
Repair Archaic Starships: 6D

Special Abilities:

Resistant to the Force: The Massassi have been manipulated using Dark Side Alchemy for such a long portion of their history that they have become resistant to the effects of the Force. This increases all target numbers one level, or gives them a bonus dice to resist whichever is applicable.

Resistant to Toxic Substances: These Massassi work in the dangerous and toxic surroundings of Sith Engineering, to help survive this they are created to resist chemicals and toxic spills. (+1D to Str to resist)

Story Factors:

Reliance: The Massassi have become so changed by the Dark Side of the force, that they require its influence to survive. This means that the Massassi must remain near to the Dark Side aura of the Sith or they wither and die (-1D to highest attribute each day away from a Dark Side aura, when any attribute reaches 0D then the Massassi dies). However this effect can be offset by the ingestion of certain Sith Alchemical Potions.

Move: 7/9
Size: 1.2-1.5 meters tall
Force Sensitive: N

Equipment:
Tool Kit
Archaic Blaster Pistol (4D)

Massassi Pilot

Manipulated by Sith Alchemy the Massassi have become a powerful species, and by skillful manipulation as they grow the Massassi become specialised into roles that the Sith require from them. Red skinned, with qullls and bone spurs erupting from their skin, they are obviously powerful warriors, but Sith Alchemy has extended this, making them more powerful than their nature ever would.

Of all the Massassi variants the Pilot is perhaps closest to what the species once resembled, created to control the ships of the sith. The are human sized, lithe and agile, obviously decended from fast predators, rather than the hulking lumps of muscle that is now mainly thought of as the Massassi Species.

Dex: 3D
Archaic Blaster: 5D
Dodge: 4D

Know: 2D

Mech: 3D
StarFighter Piloting: 7D

Perc: 4D
Search 3D

Str: 3D

Tech: 2D
Starfighter Repair: 4D

Special Abilities:

Resistant to the Force: The Massassi have been manipulated using Dark Side Alchemy for such a long portion of their history that they have become resistant to the effects of the Force. This increases all target numbers one level, or gives them a bonus dice to resist whichever is applicable.

Story Factors:

Reliance: The Massassi have become so changed by the Dark Side of the force, that they require its influence to survive. This means that the Massassi must remain near to the Dark Side aura of the Sith or they wither and die (-1D to highest attribute each day away from a Dark Side aura, when any attribute reaches 0D then the Massassi dies). However this effect can be offset by the ingestion of certain Sith Alchemical Potions.

Move: 10/12
Size: 1.5-2.0 meters tall
Force Sensitive: N

Equipment:
Flight Suit (1 hours air)
Archaic Blaster Pistol (4D)

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.
Text completely by FreddyB. Image is by Bill Hughes, and copyright remains with Lucasfilm.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.