Characters D6 / The Massiff (Bedlam Raider M



Name: The Massiff
Date destroyed: 9 BBY, Koboh
Creator: Rayvis
Manufacturer: Holowan Mechanicals
Product line: IG-series
Model: IG-100 MagnaGuard
Class: Battle droid
Pronouns: It/its
Affiliation: Bedlam Raiders

Dexterity: 4D
Dodge: 9D, Brawling Parry: 8D, Melee: 11D, Melee Parry: 10D, Blaster: 7D, Missile Weapons 5D
Knowledge: 1D
Tactics: 5D, Intimidate: 5D, Bargain: 4D
Mechanical: 2D
RepulsorLift Operation: 5D, Starfighter Piloting: 5D, Vehicle Weapons: 5D, Starship Gunnery: 5D
Perception: 4D
Hide: 5D, Search: 7D, Sneak: 6D
Strength: 5D
Brawling: 8D, Climbing/Jumping: 6D
Technical: 1D
Droid Repair: 5D

Equipped with:
Inexpensive Vocabular: MagnaDroids have an inexpensive vocabulator, although their auditory sensors are advanced, allowing them to hear General Grievous' ultrasonic instructions but not reply.
Backup Processors: MagnaDroids have backup processor systems located in their bodies, allowing them to keep functioning and fighting even if their heads are removed.
MagnaPod Feet: MagnaDroids feet end in magnapods, which can magnetically adhere to metal surfaces such as starship hulls.
Enhanced Range Eyes: MagnaDroids have infrared visual sensors allowing them to see in the dark (+2D to search in darkness), which also include macrobinocular features.
Duranium Plating: MagnaDroids are covered with armour plates, making them heavily resistant to damage (+1D vs Damage).
Tow Cable: MagnaGuards can deploy a 10 meter tow cable, which can be magnetically adhered to metal surfaces, this gives them a second skill roll to catch onto objects if they should fail (if falling from a surface, being sucked into space, etc)
Magnetised Limbs: The surface of a Magnaguard can be magnetised, giving them an additional +1D to strength to hold onto metal objects.
Limb Extension: MagnaGuard arms can extend to twice their normal length.
Cloaking System: MagnaGuards have a built in cloaking system, giving them +1D to Sneak

and Hide Skills.

Self Destruct: Another tool was a violent self destruct sequence, used if the system was still functional after severe damage. Blast Radius: 2 meters, Damage: 5D

Missile System: These particular droids could fire pairs of small seeking missiles from internal magazines in their back plating. Fire Control: 1D, Damage :4D

Equipment:

Baktoid Armor Workshop Electrostaff (Difficulty: Moderate, Damage: Str+1D (physical)/5D (energy), Game Notes: Electrostaffs incorporate Phrik alloy, making them lightsaber resistant.)

Move: 10
Size: 1.95 meters tall
Force Sensitive: N
Force Points: 3
Dark Side Points: 2
Character Points: 8

Description: "The Massiff" was a highly-modified MagnaGuard droid which was a personal project of the Gen'Dai Rayvis. The modifications led to a ruthless, hyper-enhanced 'killing machine'. It would not stop fighting until the last of its processes failed.

The Massiff was destroyed by the Jedi Knight Cal Kestis in 9 BBY in the crashed Lucrehulk core ship of the Primacy on Koboh.

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