Equipment D6 / Knights of the Old Republic I

Knights of the Old Republic II: The Sith Lords d6 Accessories

Accessories are an essential part of any successful mercenary, bounty hunter, even Jedi.

Absorption Visor
Type: Visor
Effect: +1 defense (front head only), +2D+2 defense vs. electrical and energy attacks (front head only), +5D defense vs. Ion attacks (front head only), +5D+2 defense vs. sonic attacks (front head only)
Description: This visor absorbs energy of multiple kinds, protecting the users face from nearly any sort of harmful energy.

Adrenaline Stimulator
Type: Belt
Effect: +2 Dexterity
Description: This belt improves the adrenal glands, making the wearer slightly faster.

Advanced Adrenaline Amplifier
Type: Belt
Effect: +2 Dexterity, +2 Dodge
Description: This belt stimulates the Adrenal Glands, making the user faster than normal.

Aratech Cardio Regulator
Type: Belt
Effect: +1 Stamina, +2 Defense, +1 Strength (does not effect defense)
Description: This belt monitors and regulates the cardio-vascular system, improving physical performance and strength.

Aratech Echo Belt
Type: Belt
Effect: +2D Sneak, Hide, +1D Dexterity
Effect: This belt greatly improves the users dexterity and aids him in remaining undetected.

Arkanian Blinders
Type: Mask
Effect: +1 Defense, Immunity to visually induced Stuns
Description: The Arkanians developed these masks to protect their sensitive infra-red eyes while off of their homeworld.

Bindo's Band
Type: Headband
Effect: +2 Persuasion, +2D for resisting the effects of mind-based Force powers (this defense does not extend to abilities such as Force Lightning or Telekinetic Kill, only powers that effect the wearers mind)

Description: It is unknown if this headband actually belonged to Jolee Bindo, but it carries a strong aura of neutral Force energy.

Breath Mask
Type: Mask
Effect: Immunity to air-born poison ingested through breathing
Description: This mask effectively protects the user against many air-born poisons.

Circlet of Saresh
Type: Circlet
Effect: +1D on all Force Power rolls except for offensive powers like Stun Enemy or Force Lightning, +1D Force Power resistance (does not apply to powers that affect the physical self unless a Force Power is being used to counter them, otherwise it only applies to mind-affecting Force Powers like Affect Mind or Receptive Telepathy)
Description: This circlet is an artifact of immense Force Strength, and enhances the wearer's ability to use the power of the Force.

Das'skar Hunting Mask
Type: Mask
Effect: +1 Attack, +2 Perception, +2 Sneak, Hide, +1 Dexterity
Description: These hunting masks enhance abilities essential to any hunter.

Disruption Gloves
Type: Gloves
Effect: +2D Disruptor damage for hand-to-hand combat (penetrates shields, classed as physical vs. armor, adjust defenses accordingly)
Description: These gloves feature built in circuits that discharge a blast of Disruptor energy into the target upon a successful hit during hand-to-hand combat.

Dominator Gauntlets
Type: Gauntlets
Effect: +1D Strength for forearm related checks, (does not affect defense)
Description: These Gauntlets stabilize and stimulate the forearms of the wearer, making them stronger.

Echani Accuracy Gloves
Type: Gloves
Effect: +1D Physical defense (for hand-related Strength checks only), +1 Attack
Description: These armored gloves provide decent protection for the wearer, allowing him to focus more on attacking than defending his hands.

Eriadu Stealth Unit
Type: Belt
Effect: +1D+1 Sneak, Hide, +2 Dexterity
Description: This is an improved Stealth Field Generator designed by the Eriadu.

Eriadu Strength Amplifier
Type: Gauntlets
Effect: +2 Strength (does not affect defense, only applies fore-arm related Strength checks, which includes melee damage)
Description: These gauntlets reinforce and support the wearer's forearms, making them stronger.

Exchange Utility Belt
Type: Belt
Effect: +1 Strength (does not affect defense), +1 Dexterity, +2 Computer Programming & Repair, Demolition and Security
Description: This computerized belt does wonders for the wearer by both enhancing their physical abilities and stimulating the problem-solving and analyzing regions of the brain, making some complicated tasks easier.

Exchange Work Gloves
Type: Gloves
Effect: +1 Computer Programming/Repair, +1 Droid Programming, +2 Demolition, +2 Security, +1 Dexterity (this does not extend to the entire body)
Description: These gloves were designed to aid the wearer in potentially hazardous operations when placing explosives.

Force Focusing Visor
Type: Visor
Effect: +1 Persuasion, +1D to Force Power rolls
Description: This visor is imbued with Force strengthening abilities.

Force Shield
Type: Mask
Effect: +1D Willpower, -1D+1 Persuasion, -1D+1 Force Power rolls, +4D+1 Force Power resistance (only applies to powers that affect the mind such as Mind Trick or Confusion)
Description: This rather ugly mask has the strange property of "repelling" the Force, creating a slightly protective shield around the wearer's mind that dampens the affect of Force abilities on their mind.

Frozian Scout Belt
Type: Belt
Effect: +1 Defense (lower torso-related rolls only), +2 Sneak, Hide, Dexterity
Description: This larger-than-average belt is highly useful for scouts and others who’s agenda is to remain hidden.

GNS Strength Enhancer
Type: Belt
Effect: +1D Strength (does not effect defense)
Description: This new device is an improvement off of the CNS Strength Enhancer.

Immortality Belt
Type: Belt
Effect: -2 Attack, +2D+1 defense (physical and energy)
Description: While not actually making the wearer immortal, this belt greatly improves the bodies defense using a complicated system of force fields.

Improved Automation Gloves
Type: Gloves
Effect: +1D+1 Demolition, +1D Repair skills, +1D Dexterity (for hand-related checks only)
Description: These gloves were the inspiration of powered armor, a series of motors that aid the wearer in motion.

Infiltrator Gloves
Type: Gloves
Effect: +1D Computer Programming & Repair, +1D Security, +2 Dexterity (for hand-related checks only)
Description: These gloves are designed to aid the wearer in various tasks essential to an undercover operative. They are unassuming in appearance, but contain computerized circuits that aid the wearer.

Jal Shey Belt
Type: Belt
Effect: +1 Force Power use, +2D+2 Force Power Resistance (applies to mind affecting Force Powers only)
Description: This belt has been imbued with a light Force aura through a Jal Shey process vageuly reminiscent of Sith Alchemy.

Jal Shey Mentor Belt
Type: Belt
Effect: +2 Force Power use, +3D+2 Force Power Resistance (applies to mind affecting Force Powers only)
Description: This belt has been imbued with a light Force aura through a Jal Shey process vageuly reminiscent of Sith Alchemy.

Jal Shey Perception Glvoes
Type: Gloves
Effect: Perception +1, Dexterity +1, Force Power rolls +1
Description: These gloves are imbued with a light Force aura through a Jal Shey process vaguely reminiscent of Sith Alchemy.

Lightning Gloves
Type: Gauntlets
Effect: S + 2D+1 energy damage (hand-to-hand attacks only)
Description: These gauntlets discharge electrical energy into the opponent during hand-to-hand combat.

Ludo Kressh’s Armband
Type: Armband
Effect: +1 Defense, +1 Strength for forearm related checks (does not affect defense)
Description: This armband was built and used by the Sith Lord, Ludo Kressh. It is an artifact of Dark Side power and only useable by Dark Force users.

Multi-Spectral Target Assessor
Type: Head Gear
Effect: +2 Attack, +1D Perception
Description: This Heads-Up Display uses multi-spectral phase frequencies to scan and display the environment, greatly increasing the wearers awareness of their surroundings.

Nagai Combat Gloves
Type: Gloves
Effect: +1D Energy defense (for hand-related Strength checks only)
Description: These gloves are made of a material that is highly absorbent of energy, and create an effective protection against mild sources that would otherwise burn the flesh.

Nikto Soldier Gloves
Type: Gloves
Effect: +2 Dexterity (applies to hand related Dexterity checks only), +2 Strength (does not affect defense, applies to hand related Strength checks only)
Description: These gloves are used by Nikto Combat Troops, and are designed to aid them in combat.

Ossluk's Gloves
Type: Gloves
Effect: +1 Stamina, +1 Dexterity (applies to hand related Dexterity checks only), +2 Strength (does not affect defense, applies to hand related Strength checks only)
Description: These gloves were made by the Gand, Ossluk. The fact that he had two names is a poignant reminder of how truly skilled he was at his chosen art.

Safety Harness
Type: Belt
Effect: +1 Demolition
Description: This belt contains an early warning system that aids the user slightly in disarming and planting explosives.

Sith Mask
Type: Mask
Effect: Immunity to most Stuns
Description: This mask of ancient Sith design uses the Dark Side to boost the wearers resistance to stuns, creating a near immunity to stun weapons.

Sith Power Gauntlets
Type: Gauntlets
Effect: +2 Strength for forearm related Strength checks (does not affect defense)
Description: These Sith Gauntlets function off of a stolen Echani design.

Stealth Field Enhancer
Type: Head Gear
Effect: +1D Sneak, Hide
Description: This device effectively improves the stealth abilities of a Stealth Field Generator.

Stabilizer Mask
Type: Mask
Effect: Immunity to most stuns,
Description: This mask stabilizes the brain of the wearer, improving their ability to remain conscious in an otherwise stunning situation.

Stealth Field Generator
Type: Belt
Effect: +1 Sneak, Hide
Description: This belt creates a field of energy around the user, making it easier to remain undetected.

Survey Gear
Type: Head Gear
Effect: +1D defense vs. Sonic, Perception +1

Description: This head gear is designed for surveying locations. The ear protection provides extra defense against sonic attacks.

Target Assessor
Type: Visor
Effect: +2 Dexterity, +2 attack
Description: This HUD, or Heads-up Display, contains sensors that pinpoint and track targets, however it loses lock on the target if they leave visual range.

Targeting Visor
Type: Visor
Effect: Attack +1 (with ranged attacks), Perception +1 (for visual checks only)
Description: This visor features a Heads-Up Display that aids the targeting abilities of the wearer.

Qel-Droma Belt
Type: Belt
Effect: +3D+2 Force Resistance (applies to mind affecting Force powers only), +1 Persuasion, +1 Force Use
Description: Rumor has it that this belt once belonged to Ulic Qel-Droma, and that he created it to try and resist the Dark Side.

Zieson Sha Gloves
Type: Gloves
Effect: +2 Stamina, Health Regeneration* +1
Description: These gloves have been enhanced by the Force to aid the wearer in physical longevity.

*Health Regeneration is an automatic restoration of ___ points of health every other user's turn. This effect is negated by any damage greater than Wounded level and will cease to function until the wearer is at Wounded level or below.

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