



Equipment D6 / Knights of the Old Republic

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 vaguely 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 vaguely 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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