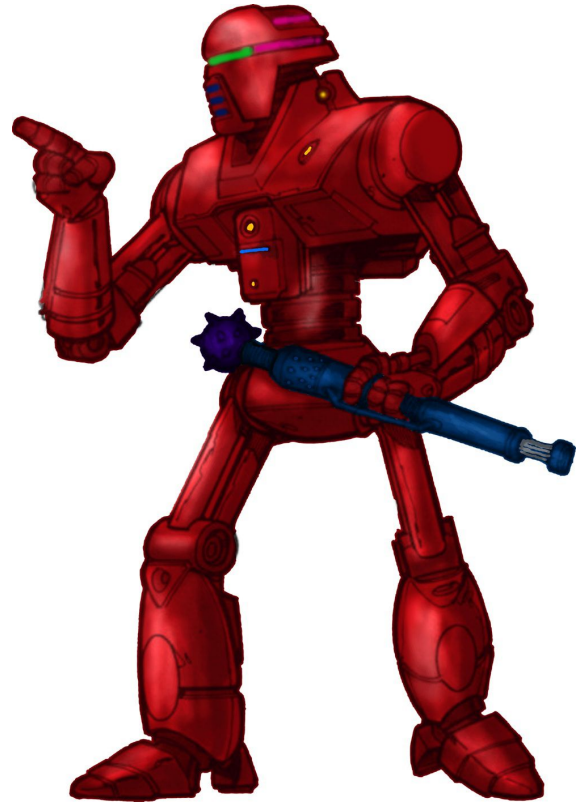


Droids D6 / 501-Z Police Droid

The 501-Z Police Droid is one of the most autonomous police droids ever manufactured, and was the SoroSuub Corporation's only foray into the law-enforcement market. The 501-Z Police Droid or ZED was designed to handle security and law enforcement on frontier outposts, or supplement understaffed constabulary districts on high-traffic planets. SoroSuub made the Zed with a personality module that was as advanced as that on the most sophisticated protocol droid. This helped the Zed to interact with other officers either organic or robotic, and its advanced module also helps the droid to get inside the mind of a criminal suspect. This allows the droid to predict where a lawbreaker might be hiding or what his next target might be. These droids are empowered to hunt down and arrest fugitives, even between far-flung planets and star systems. This empowerment does occasionally create problems since many local governments do not recognize the authority of a robotic constable. The Zed's programming contains a subroutine that allows it to improvise when confronted with a difficult challenge, and these droids will even exhaust every legal resource to bring in a wanted felon. The Zed series stands nearly 1.9 meters tall, and has a crimson durasteel body that is shock-resistant, but is unable to withstand sustained blaster fire. The droid's strong piston-driven arms allow this droid to haul objects many times its own weight, and it can also operate for extended periods without recharging. These droids are programmed to respond to a threat with nonlethal force



only, and if a scuffle does break out the droid will typically subdue the assailant with an electrical stun stick. Also in addition to the stun stick sometimes the Zed will carry a low-power stun blaster, and its portable Lumin-rod can be used to light up dim warehouses or alleyways.

501-Z "Unit Zed" Police Droid

Dexterity 3D

melee parry 5D

melee combat 5D

melee weapons: force pike 6D

blaster 9D

dodge 6D

Knowledge 2D

intimidation 4D

languages 8D

law enforcement 5D+2

Mechanical 3D

sensors 5d

ships weapons 6d

Perception 4D

forgery 5D

search 4D

hide 4D

sneak 4D

persuasion 4D

Strength 5D

brawl 6D

lifting 5D

stamina 5D

climbing/jumping 5D

Technical 3D

security 6D

computer programming/ repair 4D

first aid 5D

Equipped With:

Armor body (+1D to Strength rolls versus physical attacks, and +1D versus energy attacks)

Humanoid body (two arms, two legs, head)

Broad-band antenna receiver

Two visual and two audial sensors

Heuristic Processor (Droid can learn by doing)

Infrared Vision (Droid can see in the dark up to 30 meters)

Motion Sensors (Droid gains a +2 bonus to Search checks against moving targets)
Sonic Sensors (Droid gains a +2 bonus to Search checks that involve sound)
Translator Unit (+6D to Languages skill)
Vocabulator (The droid is capable of organic speech)
Can wear human Armor
Move: 12
Size: 1.9 meters
Cost: 10,000 credits (used)

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