Characters D6 / Mantoid (Droid Gladiator)



Name: Mantoid
Date destroyed: 22 BBY, Rattatak
Sensor color: Red and purple

Dexterity: 4D
Brawling Parry 5D, Blaster 6D, Dodge 5D, Grenade 5D, Vehicle Blasters 5D, Melee Weapons 5D, Melee Parry 5D
Knowledge: 1D
Perception: 4D
Strength: 3D
Brawling 5D
Mechanical: 2D
Repulsorlift Operation 4D
Technical: 2D
Droid Programming/Repair 3D

Equipped with:
Humanoid Body (two arms, two legs, head)
360 Degree visual sensors (+1D to Search) and two auditory sensors - human range
Basic Droid Speak Vocabulator speech / sound system
Bacta Sprayer (+2D to First Aid)
Integral Thermal Detonator Self Destruct System (8D damage)
Armour Plating (+1D vs damage)
Spikes (Str+2 Damage)
Vibroblades (Str+2D Damage)
Blasters (5D Damage)
Spiked Mace (Str+1D Damage)

Move: 10

Description: Mantoid was a droid gladiator in the Cauldron on Rattatak. It had a black body with eight arms each tipped with a different melee weapon including blades, a spiked mace, and blasters. A flat, round head contained optical scanners mounted along its perimeter providing a 360-degree view insuring no opponents could easily sneak up on it. Despite this it was destroyed by Grunda Dolma in close combat in the Cauldron.

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