Droids D6 / Scav droid



Name: Scav droid
Creator: Zeetar
Plating color: Rust-colored
Affiliation: Nihil

DEXTERITY 2D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 2D
Computer Programming/Repair; Disassemble 5D
Starfighter Repair; Disassemble 5D
Capital Ship Repair; Disassemble 5D

Equipped With:
Communications Antenna (used to receive instructions and command)
Drill head (+1D to Computer Programming/Repair; Sabotage)
Plasma Cutting Torch (2D Damage {Starfighter Scale}, used for burning out surface sensors, communication antenna, etc)
Pincer Limb (Strength+1D Damage, used for ripping out circuitry and wiring, or can be used to dig into a ships hull to secure the droid there while it works.)
Single Photoreceptors (Human Range)

Move: Walking; 5 Space Speed: 2

Description: Scav droids were a type of droid utilized by the Nihil marauder organization during the High Republic Era. Designed by Zeetar, a Nihil and engineer who became one of the group's three Tempest Runners, scav droids were used in the pirates' raids to collect loot. The droids had crablike bodies and manipulator arms, with which they dismantled machinery. The Nihil employed scav droids on Rekelos, during an attack on the Cyclor Shipyards, and an attack on the Republic Fair on the planet Valo.

The scav droids were designed and engineered to dismantle, salvage, and steal whatever the Nihil needed. Former Tempest Runner Pan Eyta also made use of scav droids, made out of older models of droids due to being low on resources, in the crew he led after being betrayed by Eye Marchion Ro and fellow Runner Lourna Dee. Despite their primary purpose for disassembly, the slicer Quin was able to force scav droids to repair technology.

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