

The Sith Compendium

gency situations, Sith sentries were deployed in groups of six. Otherwise, they were stationed at predetermined posts or circulating in a preprogrammed patrol pattern.

Sith Sentry: Walking security droid, Thug 2; Init +2 (Dex); Defense 17 (+5 armor, +2 Dex); Spd 8 m; VP/WP -/13; Atk +2 melee (1d6, punch), +5 ranged (3d8, blaster rifle); SQ DR 3; SV Fort +3, Ref +2, Will +1; SZ M; Rep 2; Str 11, Dex 14, Con 13, Int 10, Wis 13, Cha 6. Challenge Code C.

Equipment: Arm-mounted blaster rifle, alchemically-treated Sith armor plating (armor check penalty -3), locked access.

Skills: Listen +1, Read/Write Basic, Speak Basic (understand only), Search +2, Spot +2.

Unspent Skill Points: 0

Feats: Weapon Focus (Blaster Rifle), Weapon Group Proficiency (blaster rifles, simple weapons).

Cost: Not available for sale.

SITH ELITE WARBOT, ANCIENT BATTLE DROID

Unlike the Stingray, the elite warbot was not widely used. This had more to do with the expense of building them than

their effectiveness. Elite warbots were actually quite proficient in both melee and ranged combat.

Models with stun blasters and batons instead of Sith swords were commonly used for training exercises. Because of their less-lethal weapons, these droids were not reprogrammed to behave any differently, making them harsh teachers.

Though the name implies that these droids were used exclusively for waging war, elite warbots were often used as high-security forces. Many important figures throughout the history of the Sith Empire felt more comfortable knowing that there were two elite warbots guarding their chambers than they would were there a dozen living guards.

Sith Warbot: Walking military droid, Soldier 6; Init +7 (Dex, Improved Initiative); Defense 19 (+9 armor); Spd 6 m (armor); VP/WP 45/17; Atk +8/+3 melee (2d6+2, crit 19-20, Sith sword), +9/+4 ranged (3d6, blaster pistol) or +7/+7/+2 ranged (3d6, 2 blaster pistols); SQ DR 6; SV Fort +8, Ref +4, Will +4; SZ M; Rep 6; Str 15, Dex 16, Con 17, Int 10, Wis 15, Cha 8. Challenge Code E.

Equipment: Two arm-mounted blaster pistols, arm-mounted Sith sword, alchemically-treated Sith armor plating (armor check penalty -7),

vocabulator, locked access.

Skills: Intimidate +9, Listen +4, Read/Write Basic, Search +4, Speak Basic, Spot +4.

Unspent Skill Points: 3

Feats: Alertness, Armor Proficiency (light, medium, heavy), Cleave, Exotic Weapon Proficiency (Sith Sword), Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Cost: Not available for sale.

SITH SLAYER, ANCIENT WAR MACHINE

The rarest of Sith war droids, the Sith slayer is more like a tank with a droid's brain than anything else. Despite its brutish and slow-witted appearance, the slayer has an above-average intellect.

Building a slayer was a long, arduous process that was quite costly. The amount of alchemical materials that went into one slayer was almost as much as two Sith starfighters. Standing over 12 meters tall and weighing several metric tons, the slayer is the largest mechanical weapon other than starships in the Sith arsenal. Though not nearly as invulnerable, Sith war mammoths were more common than slayers.

