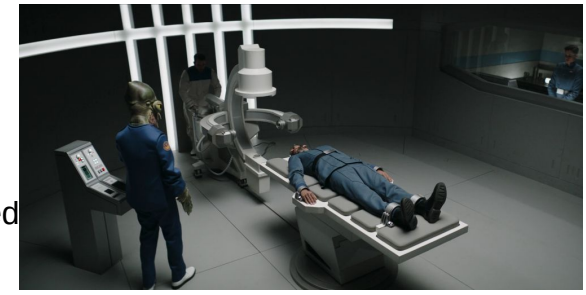
Equipment D6 / Six-O-Two Mitigator / Mind Fl



Name: Six-O-Two Mitigator / Mind Flayer
Type: Mind Flayer derivative
Date created: Before 9 ABY
Locations: New Republic Coruscant skyscraper
Purpose: Non-invasive treatment of relapsed brainwashed Imperial personnel
Scale: Character
Availability: 2, X
Game Notes: Alters Memory and Personality, as well as accessing memories. +3D to Interrogation Skill, vs Targets Willpower. Requires multiple hours to use.

Description: Six-O-Two Mitigator was a device that was utilized by the New Republic Re-Integration Institute. It was similar to a Mind Flayer, but been repurposed for experimental treatment, and used lower voltages, being designed to be a non-invasive treatment that causes relief.

Description

The Six-O-Two Mitigator was a therapeutic device used for the non-invasive treatment of Imperial propaganda victims in the New Republic Re-Integration Institute; treated patients were approved to join the New Republic Amnesty Program but would be sent back in case they relapsed. The device used electricity to zap a patient's brain and mentally re-calibrate it to get rid of unwanted compulsions. The Re-Integration Institute used low-voltage zaps that induced hallucinations of pleasant colors and a light buzzing to the patient, bringing forth a great sense of relief. In these low voltages, the treatment was considered safe and patients remained healthy; it was, however, possible to increase the voltage dramatically, which would fry a patient's mind causing intense pain and discomfort.

History

Doctor Penn Pershing was forced to go through a mental recalibration using lower voltages, an experimental process thought to help soothe traumatic memories to help one overcome Imperial indoctrination. However, this process was sabotaged by Elia Kane, who increased the voltage to its maximum.

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