

STAR WARS®

ROLEPLAYING GAME

The Clone Wars

Sourcebook

Equipment

By Keith Kappel and Ryan Brooks





EQUIPMENT

[Survival +B] [Spot +14]



The galaxy has seen the development of a vast array of devices over the millennia. Countless wars have been waged on every scale. An immeasurable amount of lives have been lost. Over the years, new devices have been created to be more effective on the battlefield. Some focus on efficiency and precision. Others aim to be more destructive than anything the galaxy has seen before. While others still provide aid to those on the battlefield. The Clone Wars were no exception.

Research and development teams worked tirelessly on both sides to create a greater cache of weaponry and ingenious equipment in order to win the war. The Confederacy of Independent Systems used its resources to manufacture everything from blasters to biochemical weapons. The Grand Army of the Republic worked equally hard to outdo their adversaries. The two armies created weapons of unspeakable devastation and devices that would be used in a variety of fields for years to come.

Armor

Coolth Suit

Armor Type: Light

Cost: 6,000

Maximum Dex Bonus: +2

Speed: 8m / 4m

Availability: Specialized

Proficiency Group: Light

Damage Reduction: 0

Armor Check Penalty: -3

Weight: 30kg

Era:     

These bulky suits of armor were commonly used on worlds with extraordinarily high temperature environments. Using a coolth system, the suit continually lowered the temperature inside to keep the wearer comfortable despite the hot conditions outside. Most frequently the suits were coated with a reflective finish to help prevent heat from entering the suit. Any character wearing this suit benefits from a +8 equipment bonus to Fortitude saves made to resist high temperatures. Adversely, wearers suffer a -2 penalty to Fortitude saves made to resist low temperatures as the suit was sometimes too efficient and created frigid temperatures inside the suit.

Cortosis Armor

Armor Type: Medium

Cost: 20,000

Maximum Dex Bonus: +3

Speed: 8m / 4m

Availability: Rare

Proficiency Group: Medium

Damage Reduction: 5

Armor Check Penalty: -4

Weight: 30kg

Era:     

Originally hand-crafted by the Morgukai warriors, this armor was ideal for doing battle with Jedi. This scale-mail was crafted from the rare ore cortosis, which had the unusual ability to repel lightsaber strikes and in some instances short out the lightsaber's power cell. When a character successfully strikes an opponent wearing cortosis armor with a lightsaber, the lightsaber does not ignore the damage reduction. Additionally, if a character attacks an opponent wearing this armor and results in a roll of natural 1, not only does the attack automatically miss but the lightsaber's power cell shorts out as well requiring replacement before the lightsaber is functional again.



CORUSCANT RESCUE OPS

Coruscant Emergency Rescue Protective Suit

Armor Type: Light
Cost: 1,500
Maximum Dex Bonus: +5
Speed: 10m / 6m
Availability: Specialized

Proficiency Group: Light
Damage Reduction: 2
Armor Check Penalty: -2
Weight: 5kg
Era:

This armor was designed for use by the Coruscant Rescue Ops. It is capable of protecting the wearer from extreme heat and radiation. It also provides a sealed 24-hour air supply. This armor provides a +4 equipment bonus to Fortitude saving throws versus extreme heat and radiation.

Count Dooku's Armorweave Cape

Armor Type: Clothing
Cost: 15,000
Maximum Dex Bonus: +5
Speed: 10m / 6m
Availability: Unique

Proficiency Group: None
Damage Reduction: 1
Armor Check Penalty: 0
Weight: 1kg
Era:

This was Count Dooku's tailor-made cape. This stylish garment acted as armor, providing a minimal amount of protection while having none of the drawbacks of traditional armor.

Force Dome Generator

Cost: 52,000 (1,500 per additional crystals)
Availability: Specialized, Military
Weight: Varies

A Force Dome Generator projected an energy shield over a wide area designed to withstand heavy projectile impact but limited energy damage. Depending on the level of power being fed into the system and the number of emitter crystals used the device could project a hemisphere as small as 100 meters

in diameter to as large as a full square kilometer. With a single crystal the Force Dome (100m) provides 30 Shield Points with a DR 10 (starfighter/tiny scale) versus physical attacks but only a DR 4 versus energy attacks. Ion blasts in particular the shield effectively has a damage reduction of zero. Each crystal added to the system extends the shield by 100 meters and provides an additional 5 shield points.

Geonosian Armor

Armor Type: Light
Cost: 1,200
Maximum Dex Bonus: +5
Speed: 10m / 5m
Availability: Specialized

Proficiency Group: Light
Damage Reduction: 1
Armor Check Penalty: -2
Weight: 8kg
Era:

This armor was worn by the Geonosian drone soldiers during the Clone Wars. Although mostly ceremonial and worn almost all of the time, it provided minimal protection to the Geonosian warriors. It was made up of a kama and neck guard that often denoted rank by its size.

Geonosian Elite Armor

Armor Type: Medium
Cost: 3,000
Maximum Dex Bonus: +3
Speed: 8m / 4m
Availability: Specialized

Proficiency Group: Medium
Damage Reduction: 4
Armor Check Penalty: -4
Weight: 15kg
Era:

Worn by the elite Geonosian warriors, this armor was put to the test during the Clone Wars. It consisted of a chest plate, helmet, thorax guard, and leg plates that provided moderate protection to the hulking Geonosian sub-breed.

Jedi Training Helmet

Armor Type: Light
Cost: 300
Maximum Dex Bonus: +6
Speed: 10m / 6m
Availability: Specialized

Proficiency Group: Light
Damage Reduction: 1
Armor Check Penalty: -4
Weight: 2kg
Era:

Created by the artisans of the Jedi temple, the Jedi training helm was used as a tool to teach younglings to use the Force rather than their natural senses. Any character that wears this helmet and does not possess the Sense feat is considered blinded. Characters that have earned the Sense feat can make a See Force skill check (DC 10) to overcome its effects by feeling their surroundings through the Force.

Kaminoan Armorsmiths Advanced Reconnaissance Commando Armor

Armor Type: Powered
Cost: 50,000
Maximum Dex Bonus: +3
Speed: 8m / 4m
Availability: Specialized, Military

Proficiency Group: Powered
Damage Reduction: 5
Armor Check Penalty: -3
Weight: 28kg
Era:

This armor was developed for the Advanced Recon Commando units in the Grand Army of the Republic during the Clone Wars. The armor was highly customizable to accommodate the needs of any ARC unit in the field and contained a wide array of sensor



Clone Trooper Attachments

[Craft (armor) +13] [Repair +9]

Kamino Armorsmiths and Republic Engineering wanted to allow more versatility in the clone trooper armor design. Therefore, various devices that could attach to certain plates of the armor were developed. The different stock models of clone trooper armor can accommodate an array of these devices. Below are merely a portion of such components.

Back

Jetpack

Class: Jet Pack
Cost: 1,000 (100 for fuel cell)
Weight: 30kg
Availability: Specialized, Military

Move: Fly 100m (poor)
Altitude: Low
Max Load: 200kg
Era:

Personal Shield Unit: Provides an additional damage reduction of 3 while the personal shield is active. On internal power the shield can remain active for a total of 10 minutes. Use of additional power cells or a personal power generator can extend the running time.

Sky Trooper Jetpack

Class: Jet Pack / Glider
Cost: 2,000 (100 for fuel cell)
Weight: 40kg
Availability: Specialized, Military

Move: Fly 150m (average)
Altitude: Atmospheric
Max Load: 200kg
Era:

Body

Arid Environment Package: Provides a +6 equipment bonus to all Fortitude saves used to resist arid environments.

Cold Environment Package: Provides a +6 equipment bonus to all Fortitude saves used to resist cold environments.

Enhanced Air Filtration Package: Provides an additional +2 equipment bonus to all Fortitude saving throws used to resist hostile environments.

Enhanced Life Support Systems Package: Provides the wearer with a 24-hour air supply and grants a +2 equipment bonus on all Fortitude saves used to resist hostile environments and vacuums.

Stealth System Package: Provides a +4 equipment bonus to all Hide and Move Silently checks.

Forearm

Electro-charged Zip Line

Weapon Type: Melee Weapon
Proficiency Group: Exotic (electro-net)
Damage: 1d6 plus special
Range Increment: 2m
Fort DC: 20
Multifire/Autofire: --
Hardness: 3 **WP:** 2
Availability: Specialized, Military

Cost: 500
Critical: 20
Weight: 0.1kg
Type: Energy
Size: Tiny
Break DC: 10
Era:

Special: Provides a +5 equipment bonus to all Climb checks when using as a grappling hook. Negates falling damage and provides a movement speed of 20m when using as a zip line. Upon a successful grapple attack the zip line does 1d6 electrocution damage. Each successive round the device continues to deliver 1d6 damage until the target breaks free. The target must also make a successful Fortitude saving throw (DC 20) or suffer 1d3 Strength, Dexterity and Constitution damage from the electrocution.

Vibro-blade

Weapon Type: Melee Weapon
Proficiency Group: Vibro
Damage: 2d6
Range Increment: --
Fort DC: --
Multifire/Autofire: --
Hardness: 6 **WP:** 5
Availability: Specialized, Military

Cost: 500
Critical: 20
Weight: 0.5kg
Type: Slashing
Size: Small
Break DC: 15
Era:

Special: Drawing the weapon is considered a free action. A character using this attachment cannot be disarmed from this weapon (the weapon must be broken).

Vibro-knife

Weapon Type: Melee Weapon
Proficiency Group: Simple
Damage: 2d4
Range Increment: --
Fort DC: --
Multifire/Autofire: --
Hardness: 5 **WP:** 5
Availability: Specialized, Military

Cost: 300
Critical: 20
Weight: 0.2kg
Type: Slashing
Size: Tiny
Break DC: 15
Era:

Special: Drawing this weapon is considered a free action. It allows the character to make a melee attack with a vibroblade as an unarmed attack without penalty. A character using this attachment cannot be disarmed from this weapon (the weapon must be broken).

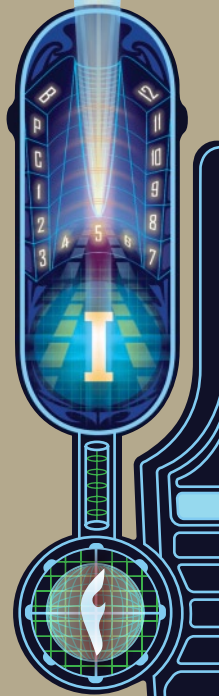
Helmet

Blast Protective Neck Guard: Provides a +1 equipment bonus to Reflex saves versus grenades and scatter effect weapons.

Dark vision Visor Package: Allows the wearer to see in total darkness for up to 20 meters.

Enhanced Internal Sensor Package: Grants an additional +2 equipment bonus on all Listen, Search and Spot checks.

Infrared Visor Package: Allows the wearer to see in low light up to 30 meters.





Clone Trooper Attachments

[Craft (armor) +13] [Repair +9]

Long-range Internal Comlink: Provides the clone with a shielded comlink with an effective range of 20km (or low orbit). A computer use check (DC 20) is required to jam its transmission.

Macrobinoculars: Reduce the range penalty for Spot checks by -1 for every 10 meters (instead of -1 for every 4 meters)

Repair Systems Integration Package: Grants a +2 equipment bonus on all Computer Use and Repair checks when attempting to perform repairs on any equipment, structures or vehicles with which the RSIP has been preprogrammed. The internal memory of the VSIP is able to store as many as twenty repair schematics.

Ultra-range Internal Comlink: Provides the clone with an encrypted and shielded comlink with an effective range of 50km (or high orbit). A computer use check (DC 30) is required to jam its transmission.

Vehicle Systems Integration Package: Grants a +2 equipment bonus on all Computer Use and Pilot checks when operating a vehicle with which the VSIP has been preprogrammed. The internal memory of the VSIP is able to store schematics on as many as ten unique vehicles.

Weapon Scomp Link Integration Package: Grants a +1 attack bonus when using any weapon to which the device has been scomp-linked. Also reduces the range increments for scomp-linked ranged weapons by one level (long becomes medium, medium becomes short, short becomes point blank).

Shoulder

Pauldron: Provides a +1 equipment bonus to Reflex saves versus grenades and scatter effect weapons.

Waist

Kama: Provides a +1 equipment bonus to Reflex saves versus grenades and scatter effect weapons. ⚡

equipment. Housed inside the helmet is an ultra wide band long-range encrypted, shielded comlink to insure transmission capability in the field (range of 50km or high orbit). The armor provides a +2 Reflex saving throw bonus to avoid grenades and other scatter-effect ordnance. It also grants a +2 bonus to Fortitude saving throws made to resist hostile environments. When used by characters that have the Armor Proficiency (powered) feat, the armor also provides a +2 equipment bonus to all Listen, Search and Spot checks. This armor is capable of accommodating one back, one body, two forearm, four helmet, one shoulder and one waist clone trooper armor attachment.

Kaminoan Armorsmiths Blaze Trooper Armor

Armor Type: Powered

Cost: 60,000

Maximum Dex Bonus: +0

Speed: 6m / 2m (walk), 100m (jetpack)

Availability: Specialized, Military

Proficiency Group: Powered

Damage Reduction: 7

Armor Check Penalty: -7

Weight: 200kg / 30kg (powered)

Era: ⚡ ⚙️ ⚙️ ⚙️



ARC TROOPERS EN ROUTE TO A MISSION





This heavily armored power suit was developed by the Kaminoans for use by the clone troopers of the Grand Army of the Republic. The Blaze Trooper armor is fitted with a heavy duty jetpack (50 charges, 150m, low altitude) and built-in flamethrowers for mowing down enemy infantry from the air. The flamethrower does 4d8 damage initial damage in a 4-meter cone attack at a range increment of 3 meters. The suit contains enough fuel to supply the flamethrowers to last for 30 shots. The wearer must possess the Armor Proficiency (powered) feat to operate this armor in any fashion. The armor also provides a +2 equipment bonus to all Listen, Search and Spot checks as well as a +5 equipment bonus to all Fortitude saves used to resist hostile environments. Blaze trooper armor is incapable of accommodating any armor attachments.



BLAZE TROOPER ARMOR

Kaminoan Armorsmiths High Orbit Precision Entry Troop Armor

Armor Type: Powered
Cost: 50,000
Maximum Dex Bonus: +2
Speed: 8m / 4m
Availability: Specialized, Military

Proficiency Group: Powered
Damage Reduction: 5
Armor Check Penalty: -3
Weight: 32kg
Era:    







H.O.P.E. TROOPER ARMOR

H.O.P.E. armor was developed during the Clone Wars for use in deploying small commando teams into hostile combat zones undetected. The armor contained miniaturized life support systems that enabled the wearer to survive for up to 24 hours in a complete vacuum. It was also packaged with repulsorlift maneuvering thrusters and an aerodynamic shape that provided limited agility during high altitude deployment. Its helmet is equipped with a long-range comlink capable of maintaining transmissions up to 50km away (or to high orbit). H.O.P.E. armor provides the wearer with a +2 Fortitude bonus to resist hostile environments and vacuums. Worn by an individual with the Armor Proficiency (powered) feat, the armor allows the wearer to retain his dodge bonus to Defense when falling from high orbit, grants them a "Glide" movement speed of 100m (average) (may only descend and bank, cannot climb/gain altitude. Must jump from a height of at least 100m to glide) and provides a +2 equipment bonus to Listen, Search, Spot and Tumble checks. Additionally, the armor is capable of accepting one back, one body, one forearm, four helmet, one shoulder and one waist clone trooper armor attachment.

Kaminoan Armorsmiths Mk I Aquatic Clone Trooper Armor

Armor Type: Powered
Cost: 12,000
Maximum Dex Bonus: +2
Speed: 6m / 3m (on land), 20m / 10m (in water)
Availability: Specialized, Military

Proficiency Group: Powered
Damage Reduction: 2
Armor Check Penalty: -3
Weight: 32kg
Era:    

The aquatic clone trooper armor was a lighter variation of the Mk I clone trooper armor. Although the armor provided much less protection than the standard Mk I it was much more flexible, allowing for greater movement. The armor was equipped with maneuvering fins to permitted greater control while in the water, as well a high-powered dual-turbine backpack that propelled the wearer through the water at high speeds. The helmet was also equipped with a specialized sensor package and head lamp to enable the wearer to navigate dark or otherwise



AQUATIC CLONE TROOPER

obscured waters. Finally, the armor had installed a rebreather that provided as much as a 24-hour air supply. This armor grants a +2 equipment bonus on Fortitude saving throws made to resist cold water temperatures. With the Armor Proficiency (powered) feat it imbues the wearer with a +4 equipment bonus to all Swim checks, and a +2 equipment bonus to all Listen, Search and Spot checks while under water. Additionally, the armor allows the wearer to see unhindered in low-light environments up to 20 meters.









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VARIATIONS OF MK I CLONE TROOPER ARMOR

Kaminoan Armorsmiths Mk I Clone Trooper Armor





Armor Type: Powered
Cost: 10,000
Maximum Dex Bonus: +0
Speed: 8m / 4m
Availability: Specialized, Military

Proficiency Group: Powered
Damage Reduction: 4
Armor Check Penalty: -4
Weight: 38kg
Era:    

This is the first generation of clone trooper armor developed by the Kaminoans before the Clone Wars. The design was a mixture of Mandalorian shock trooper armor and Kaminoan engineering. The armor was painted to denote rank tiers within the clone army: standard white armor for troops; olive green striped armor for sergeants; blue striped armor for lieutenants; red striped armor for captains; and yellow striped armor for commanders. Because of their limited knowledge of human physiology, the Mk I clone trooper armor was bulky and uncomfortable. The armor was comprised of twenty form-fitted plates made of plastoid alloy worn overtop a sealed black body suit. In addition to providing moderate protection against an array of attacks, the "body bucket" as it came to be known, also contained breathing filters, environmental controls, and a comlink (50km range or low-orbit). This armor grants a +2 equipment bonus on Fortitude saving throws made to resist hostile environments. The armor is capable of accommodating a limited number of modular attachments (one back, one body, one forearm, two helmet, one shoulder and one waist) such as a bacta tank used by medics (Cost: 800, Special: +2 equipment bonus to all Treat Injury checks), ammo/fuel tanks used to carry additional ammunition for heavy weapons, jet packs or aerial combat chassis.

Kaminoan Armorsmiths Mk I Clone Trooper Pilot Armor





Armor Type: Powered
Cost: 12,000
Maximum Dex Bonus: +0
Speed: 8m / 4m
Availability: Specialized, Military

Proficiency Group: Powered
Damage Reduction: 4
Armor Check Penalty: -4
Weight: 39kg
Era:    

The Mk I series clone trooper armor specialized for pilots resembled the standard Mk I in almost every way. However, in addition to its normal systems the armor also incorporated a life support system that allowed for a 24-hour supply of oxygen. The helmet was also altered from the standard design to enable a greater degree of movement. The paint scheme was a uniform yellow stripe similar to the clone trooper commander armor. This armor grants a +2 equipment bonus on Fortitude saving throws made to resist hostile environments and vacuums.

Kaminoan Armorsmiths Mk I Jedi Body Armor

Armor Type: Powered
Cost: 10,000
Maximum Dex Bonus: +2
Speed: 8m / 4m
Availability: Specialized, Military

Proficiency Group: Powered
Damage Reduction: 3
Armor Check Penalty: -3
Weight: 36kg
Era:    

Similar in design to the standard Mk I clone trooper armor, this variation was often used by the Jedi commanders on the battle field. It differed from the Mk I armor in that the armor plating was slightly modified to allow a greater freedom of movement. This armor grants a +2 equipment bonus on Fortitude saving throws made to resist hostile environments. The armor is capable

of being fitted with one back, one body, one forearm, three helmet, one shoulder and one waist modular attachment.

Kaminoan Armorsmiths Mk I Katarn-Class Armor

Armor Type: Powered

Cost: 30,000

Maximum Dex Bonus: +2

Speed: 8m / 4m

Availability: Specialized, Military

Proficiency Group: Powered

Damage Reduction: 4

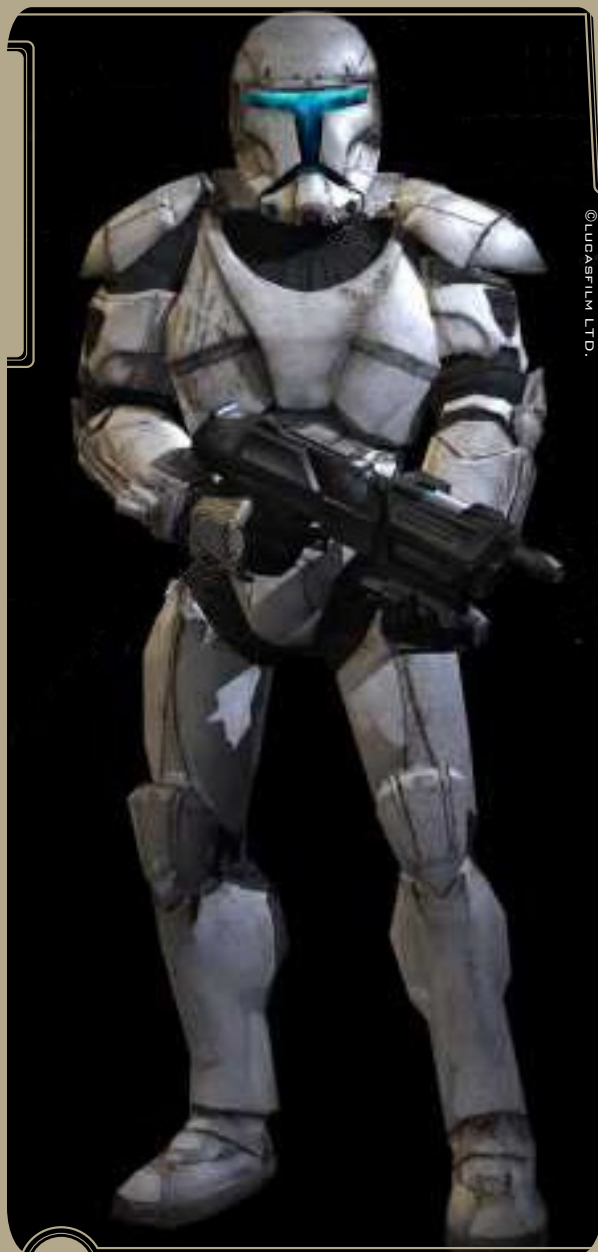
Armor Check Penalty: -2

Weight: 20kg

Era:    

I clone trooper armor. In addition to all the utilities afforded by the standard clone trooper armor, the Katarn-class armor incorporated an encrypted comlink built into the helmet to allow commando units to communicate more privately in the battle field (20km range or low orbit). The armor was also totally sealed allowing the commandos to survive in a vacuum for up to 20 minutes, providing the wearer with a +4 equipment bonus to Fortitude saving throws versus hostile environments and the vacuum of space. Additionally, provided the wearer possesses the Armor Proficiency (powered) feat, the armor grants a +2 equipment bonus to all Listen, Search and Spot checks as well as a +1 attack bonus when making ranged attacks with the BlasTech DC-17m blaster rifle. This armor is capable of accepting one back, one body, two forearm, four helmet, one shoulder and one waist clone trooper armor attachment although commandos generally had their armor custom-fitted according to mission parameters.

Kaminoan Armorsmiths Mk II Clone Trooper Armor

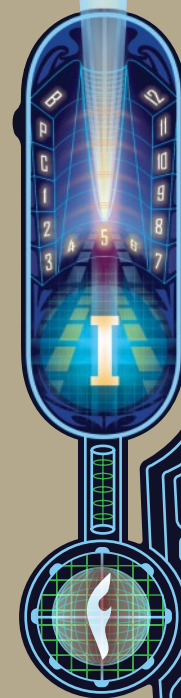


KATARN-CLASS ARMOR







STANDARD MKII CLONE TROOPER ARMOR

Issued to the clone commandos of the Grand Army of the Republic, the Mark I Katarn-class battle armor boasted several enhanced functions to that of its cousin, the standard Mark







Armor Type: Powered
Cost: 8,000
Maximum Dex Bonus: +2
Speed: 8m / 4m
Availability: Specialized,
Military

Proficiency Group: Powered
Damage Reduction: 5
Armor Check Penalty: -2
Weight: 19kg
Era:    

This armor was a revised development of the clone trooper armor implemented near the mid-point of the Clone Wars. The Mk II armor addressed the heaviness, weighing only half of its predecessor. It also was designed to be more flexible, providing better movement. The paint schemes representing rank were done away with in favor of a per-unit design. The level of protection was improved, as well as its internal systems. Building on the design of the Mk I clone trooper armor, the Mk II added polarized lenses in the helmet as well as a limited sensor suite and shock-absorbing padding. This armor grants a +2 equipment bonus on all Listen, Search and Spot checks to all characters with the Armor Proficiency (powered) feat as well as a +2 equipment bonus to Fortitude saving throws versus being blinded, dazed, stunned, or to resist hostile environments. Finally, the Mk II increased the capability to accommodate modular attachments allowing for one back, one body, one forearm, four helmet, one shoulder and one waist accessory.

Kaminoan Armorsmiths Mk II Clone Trooper Pilot Armored Flight Suit

Armor Type: Medium
Cost: 5,000
Maximum Dex Bonus: +3
Speed: 8m / 4m
Availability: Specialized,
Military

Proficiency Group: Medium
Damage Reduction: 3
Armor Check Penalty: -4
Weight: 24kg
Era:    





The Mk II Clone Trooper Pilot Armored Flight Suit was developed shortly after the standard Mk II clone trooper armor was put into production. Shifting its focus from damage protection to flexibility and resisting the harsh effects of a vacuum, the second generation of clone trooper pilot armor lost most of the armor plating of its predecessor. A vastly improved life support system was incorporated to allow the wearer to survive in the vacuum of space for up to three standard days. Including the life support systems in the armor also allowed the wearer to pilot craft devoid of life support systems. This armor grants a +2 equipment bonus on all Listen, Search and Spot checks as well as a +2 equipment bonus to Fortitude saving



throws versus being blinded, dazed, stunned, or to resist hostile environments. The armor also provides a +4 equipment bonus on Fortitude saving throws made to resist cold temperatures and the effects of a vacuum.

Kaminoan Armorsmiths Clone Trooper Scout Armor

Armor Type: Powered
Cost: 6,000
Maximum Dex Bonus: +3
Speed: 10m / 6m
Availability: Specialized,
Military

Proficiency Group: Powered
Damage Reduction: 3
Armor Check Penalty: -2
Weight: 12kg
Era:    







TWO SCOUT TROOPERS

With the development of the Mk II clone trooper armor the armorsmiths on Kamino realized the need for a lighter model of clone trooper armor. A new type of armor was created that made it easier for clones to move more swiftly and quietly, as well as perform tasks such as piloting with greater ease. This armor came to be known as scout trooper armor. In addition to the same benefits of the standard Mk II armor scout trooper armor was fitted with a larger visor allowing a wider range of viewing, as well as a visor that further enhanced the effect of the polarized lenses. The visor also helped the wearer maintain focus by limiting peripheral vision which aided in such tasks as piloting speeder bikes at break-neck speeds. This armor grants a +2 equipment bonus on all Listen, Search and Spot checks to all characters with the Armor Proficiency (powered) feat as well as a +2 equipment bonus to Fortitude saving throws versus being blinded, dazed, stunned, or to resist hostile environments. It also provides a +1 equipment bonus to Willpower saving throws to avoid distractions while aiming and piloting. With the addition of camouflage paint (cost: 200 credits) the armor also adds a +2 equipment bonus to all Hide checks when in a certain environment. Furthermore, the addition of an internal air supply tank (cost: 500 credits) allows the wearer to breathe underwater for a maximum of three hours.

Kaminoan Armorsmiths Mk II Jedi Body Armor





Armor Type: Powered
Cost: 12,000
Maximum Dex Bonus: +3
Speed: 8m / 4m
Availability: Specialized, Military

Proficiency Group: Powered
Damage Reduction: 4
Armor Check Penalty: -2
Weight: 15kg
Era:    

Drawing from the advancements of the Mk II clone trooper armor the Jedi body armor received an upgrade of its own. This armor boasted greatly reduced weight and better flexibility yet improved protection as well. This armor grants a +2 equipment bonus on all Listen, Search and Spot checks to all characters with the Armor Proficiency (powered) feat as well as a +2 equipment bonus to Fortitude saving throws versus being blinded, dazed, stunned, or to resist hostile environments. Finally, the Mk II increased the capability to accommodate modular attachments which allowed the Jedi to equip up to one back, one body, one forearm, four helmet, one shoulder and one waist accessory.

Kaminoan Armorsmiths Mk II Katarn-Class Armor





Armor Type: Powered
Cost: 40,000
Maximum Dex Bonus: +2
Speed: 8m / 4m
Availability: Specialized, Military

Proficiency Group: Powered
Damage Reduction: 5
Armor Check Penalty: -2
Weight: 20kg
Era:    

This armor was an upgraded model of the Katarn-class commando armor developed in the fourth month of the Clone Wars. The Mark II possessed all the features of the Mark I armor but employed heavier armor plating that provided even greater protection. It was also shielded from most electro-magnetic disturbances using a technology similar to the white-noise anti-static system. This armor is environmentally sealed providing the wearer with a +4 equipment bonus to Fortitude saving throws versus hostile environments and vacuums. It contains only an internal air supply that will last 20 minutes. The electronic sensor equipment installed in the armor is immune to electro-magnetic discharges (internal systems require 1 round to reboot in the event of an electro-static discharge). The helmet contains an internal comlink with an effective range of 20km (or low orbit). The Mk II Katarn-class armor is capable of accepting one back, one body, two forearm, four helmet, one shoulder and one waist clone trooper armor attachment although commandos generally had their armor custom-fitted according to mission parameters. Finally, the armor provides a +2 equipment bonus to all Listen, Search and Spot checks to a wearer who has the Armor Proficiency (powered) feat as well as a +1 attack bonus when making ranged attacks with the BlasTech DC-17m blaster rifle.

Kaminoan Armorsmiths Mk III Katarn-Class Armor

Armor Type: Powered
Cost: 60,000
Maximum Dex Bonus: +2
Speed: 8m / 4m
Availability: Specialized, Military

Proficiency Group: Powered
Damage Reduction: 6
Armor Check Penalty: -3
Weight: 20kg
Era:    

Typical Clone Trooper Armor Configurations

[Climb +4] [Jump +3]

Despite the fact that clone trooper armor was made to be fully modular, the armor manufacturers typically pre-fitted armor for common mission profiles. These are the known configurations of clone trooper armor used in the Clone Wars.


AT-RT Pilot Armor: Worn instead of scout trooper armor due to the vehicle providing little in the way of cover from enemy fire, AT-RT pilot armor is a standard Mk II clone trooper armor with various preinstalled systems. The helmet is fitted with an enhanced air filtration system, infrared visor package, and enhanced internal sensor package to perform reconnaissance more effectively. The helmet is also equipped with a long-range internal comlink in order to remain in contact with the main unit. The armor is typically painted according to deployment location to provide limited camouflage.

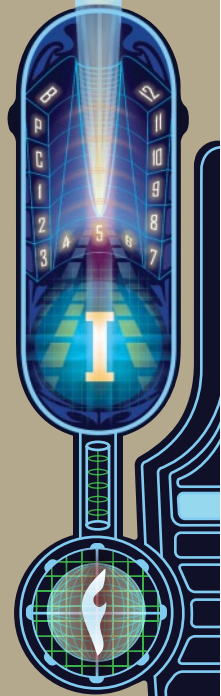
Clone Trooper Assassin Armor: This armor uses the standard Mk II clone trooper armor with several preinstalled attachments. The stealth system package is installed to allow the clone trooper to infiltrate and stalk their prey more effectively. The enhanced visor package is also fitted onto the helmet to provide dark vision to assist in carrying out the assassin's mission. A pauldron and kama are worn to grant additional protection from explosives. Finally, the assassin wears two forearm vibroblades to use when moving in for the kill.

Cold Assault Armor: One of the first specialized units, the Cold Assault Clone Trooper uses standard Mk II clone trooper armor and a variety of manufactured attachments. First, the cold environment package is fitted over the armor's body glove to protect the wearer from arctic temperatures. The armor is also equipped with a pauldron, kama and blast protective neck guard to better shield the wearer from explosives as well as the elements. The helmet also has an infrared visor package installed to allow easier spotting of targets in cold temperatures and in snow storms.

Combat Engineer Armor: Clone trooper combat engineers wear this armor in the battlefield. It is fitted with a Repair Systems Integration Package to provide them with on-the-spot schematics to perform the necessary repairs to keep the Republic's infantry in fighting condition.

Covert-Ops Armor: Typically painted to provide a limited degree of camouflage covert ops armor is also installed with a stealth system package. This allows covert-ops units to carry out their missions more efficiently.

Sky Trooper Armor: Sky troopers don a clone jetpack to accompany their armor which has attachments preinstalled. The helmet of the armor contains a long-range internal comlink, enhanced internal sensor package, and enhanced life support systems package all used to assist them while in flight during battle. 



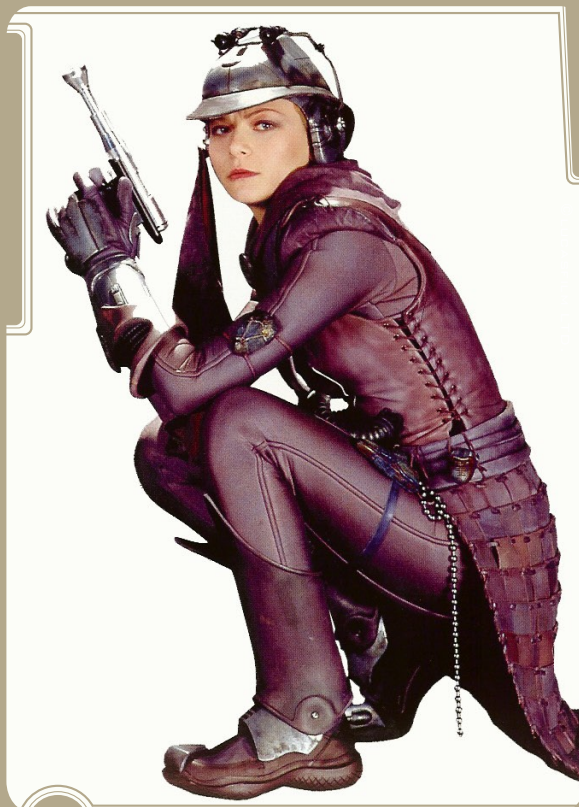
Developed in the tenth month of the Clone Wars, the third model of Katarn-class commando armor began seeing usage by elite commando units in the Grand Army of the Republic. The armor contained all the features and functions of the Mk I and Mk II Katarn armor, but improved on armor plating significantly. This armor is environmentally sealed providing the wearer a +4 equipment bonus to Fortitude saving throws made to resist hostile environments and vacuums. It holds a 20-minute air supply and is immune to electro-magnetic discharges (internal systems require 1 round to reboot in the event of an electrostatic discharge). The helmet contains an internal comlink with an effective range of 20km (or low orbit). The Mk III Katarn-class armor is capable of accepting one back, one body, two forearm, four helmet, one shoulder and one waist clone trooper armor attachment although commandos generally had their armor custom-fitted according to mission parameters. Finally, the armor provides a +2 equipment bonus to all Listen, Search and Spot checks to a wearer who has the Armor Proficiency (powered) feat as well as a +1 attack bonus when making ranged attacks with the BlasTech DC-17m blaster rifle.

Mabari Armorweave

Armor Type: Light
Cost: 5,000
Maximum Dex Bonus: +5
Speed: 10m / 6m
Availability: Common

Proficiency Group: Light
Damage Reduction: 2
Armor Check Penalty: -2
Weight: 8kg
Era:

A lightweight armor created by the Clawdite Mabari Warriors. It was an elastic and flexible leather material woven with plastoid fibers to offer limited protection from both physical and energy attacks. Optionally the armor was sometimes fitted with an additional plastoid breastplate to offer further protection (Cost:



ZAM WESSELL IN MABARI ARMORWEAVE

1,000, Maximum Dex Bonus: +4, Damage Reduction: 3, Armor Check Penalty: 3, Weight 12kg).

Mon Calamari Defense Force Personal Body Armor

Armor Type: Medium
Cost: 4,000
Maximum Dex Bonus: +4
Speed: 8m / 4m, see text
Availability: Specialized

Proficiency Group: Medium
Damage Reduction: 4
Armor Check Penalty: -4
Weight: 12kg
Era:

This armor was created by the Mon Calamari for use in oceanic warfare. Composed of a series of lightweight yet durable shells, the armor provides a tremendous amount of protection. The armor is designed in a manner that it does not hinder the wearer (provided they possess the Armor Proficiency (medium) feat) in any way while swimming.

Mon Calamari Defense Force Personal Shield

Cost: 800
Availability: Specialized
Weight: 4.0kg
Era:

Often used with the Mon Calamari personal armor, this shield is made of the same durable shell material. With a successful Reflex save versus an opponent's attack, this shield provides one-half cover to the user. The shield possesses a hardness of 10, and 15 wound points.

Opankro Graylite Personal Armor

Armor Type: Light
Cost: 8,000
Maximum Dex Bonus: +4
Speed: 10m / 6m
Availability: Specialized

Proficiency Group: Light
Damage Reduction: see text
Armor Check Penalty: -3
Weight: 10kg
Era:

Developed by Opankro decades before the Clone Wars, Graylite armor is made from a densely woven ceramic fiber capable of withstanding extreme temperatures. This makes the armor very effective against blaster fire. When taking damage from an energy weapon, the armor provides a Damage Reduction of 5. However, when taking physical damage, particularly blunt trauma, the armor is nigh useless. When the wearer of this armor takes slashing damage, the effective Damage Reduction granted by this armor is 2. When taking blunt damage the armor provides no Damage Reduction and on a critical hit the section of armor will crack and is considered destroyed.






Portable Defense Shield Generator

Cost: 15,000
Availability: Common
Weight: 27kg
Era: Rise of the Empire, Rebel, New Republic, New Jedi Order

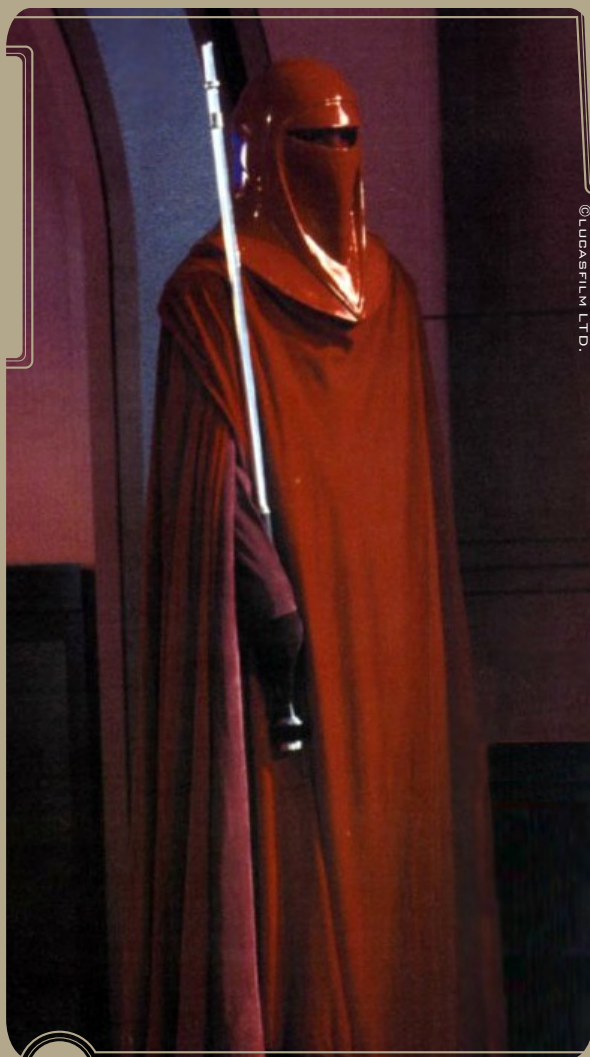
Developed for fortifying infantry positions from incoming enemy fire, the Portable Defense Shield Generator was produced by several manufacturers. It extended both particle and ray shields in a 5 meter radius that protects with 50 shield points (DR 12). The internal power supply can accommodate the shield for a maximum of 24 hours. The generator can also be connected to a portable fusion generator to allow an indefinite supply of power.

Republic Engineering Red Guard Armor

Armor Type: Powered
Cost: 16,000
Maximum Dex Bonus: +3
Speed: 8m / 4m
Availability: Specialized, Military

Proficiency Group: Powered
Damage Reduction: 5
Armor Check Penalty: -2
Weight: 16kg
Era:     






The Chancellor's personal guard, or Red Guard, utilized this armor when the elite unit was commissioned shortly before the Clone Wars began. Although similar to the Senate Guard in appearance, this armor's style also borrowed from the Mandalorian Death Watch and the Sun Guard of Thyrsus. The armor incorporates the latest in armor technology, affording the wearer a greater degree of movement while superior protection. Worn by an individual who has the Armor Proficiency (powered) feat, this armor provides a +2 equipment bonus to all Listen, Search and Spot checks and Fortitude saves made to resist hostile environments.



PALPATINE'S RED GUARD

Republic Engineering Senatorial Guard Armor






Armor Type: Light
Cost: 10,000
Maximum Dex Bonus: +4
Speed: 10m / 6m
Availability: Specialized, Military

Proficiency Group: Light
Damage Reduction: 3
Armor Check Penalty: -3
Weight: 12kg
Era:     

Also referred to as Blue Guard or Coruscant Guard armor, this suit was worn by the security force charged with protecting senators of the Galactic Republic and various government complexes on Coruscant. The armor provides limited protection to the wearer but is largely ceremonial in nature. It is worn underneath an elaborate costume consisting of a flowing, royal blue cape. In the midst of the Clone Wars this armor was rapidly phased out in favor of a more functional variation.

Republic Engineering Mk II Senatorial Guard Armor






Armor Type: Powered
Cost: 15,000
Maximum Dex Bonus: +3
Speed: 8m / 4m
Availability: Specialized, Military

Proficiency Group: Powered
Damage Reduction: 4
Armor Check Penalty: -4
Weight: 14kg
Era:     

Shortly after the Clone Wars began, the Mk II Senate Guard armor replaced its age-old predecessor. While still being greatly ceremonial, the armor became more practical for the increasing number of duties tasked to the Senate Guard. The plumed crest was removed from the helmet and its open face was replaced by a sealed visor similar to that of the clone troopers of the Grand Army of the Republic. The helmet provides a +2 equipment bonus to all Listen, Search and Spot checks to the wearer provided they possess the Armor Proficiency (powered) feat.

Saesee Tiin's Custom Jedi Armor






Armor Type: Powered
Cost: 15,000
Maximum Dex Bonus: +3
Speed: 8m / 4m
Availability: Unique

Proficiency Group: Powered
Damage Reduction: 4
Armor Check Penalty: -2
Weight: 18kg
Era:     

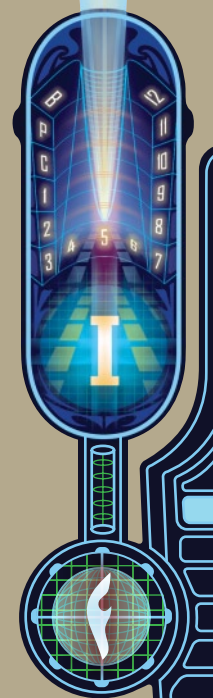
Jedi Master and council member Saesee Tiin customized his Jedi armor to accommodate his species. The armor has also been sealed for EVA operations and contains a 24-hour air supply. This armor grants a +2 equipment bonus to all Listen, Search and Spot checks as well as a +2 equipment bonus to Fortitude saving throws versus being blinded, dazed, stunned, or to resist hostile environments. Finally, the Mk II increased the capability to accommodate modular attachments.

Trade Federation Neimoidian Warrior Armor

Armor Type: Light
Cost: 4,000
Maximum Dex Bonus: +4
Speed: 10m / 6m
Availability: Common

Proficiency Group: Light
Damage Reduction: 3
Armor Check Penalty: -4
Weight: 17kg
Era:     

Worn by the Neimoidian warriors in the service of the Trade Federation, this armor was just as much ceremonial as it was





NEIMOIDIAN WARRIOR

functional. It consisted of a stylish jumpsuit with textured armor plating attached on the chest, forearms, shins and shoulders accompanied by a helmet and a flexible, short kama and cod piece. The lack of total coverage allowed the Neimoidian warriors better flexibility in melee combat and a greater degree of freedom of movement for marksmanship.

Wookiee Battle Armor

Armor Type: Light	Proficiency Group: Light
Cost: 1,000	Damage Reduction: 2
Maximum Dex Bonus: +5	Armor Check Penalty: -2
Speed: 10m / 6m	Weight: 15kg
Availability: Specialized	Era:

Made by Wookiees from materials native to their world, Wookiee battle armor was typically made by the Wookiee who wore it. This armor is designed for Wookiees but can be worn by other large species. Their designs vary from piece to piece, as do their protective properties. Typically, however, the armor is designed primarily to protect vital organs and to leave other areas exposed in order to prevent hampered movement and create less noise while on the hunt.

Xythan Force Shield

Cost: 130,000
Availability: Rare, Illegal
Damage Reduction: 10
Weight: 5kg
Era:

This personal shield generator was developed by the Xythans at Cestus Cybernetics in the second year of the Clone Wars. It was capable of deflecting all forms of energy, including lightsaber

strikes. The device has enough power to accommodate thirty minutes of continuous use. Additionally the shield reflects energy it comes into contact with. When an opponent attacks and successfully hits a target with an energy weapon, the attacker must make a Reflex saving throw (DC 10) to evade being struck by their own reflected attack. For every point of damage the shield absorbs, the shield will recharge one minute of usage (cannot exceed the thirty minute capacity).

Equipment

Communications Equipment

Advertiscreen

Cost: Starting at 1,000
Availability: Prevalent
Weight: Varies according to size
Era:

These enormous display screens were highly common throughout the galaxy. They could be preprogrammed (DC 5) with a series of images, video and/or audio to display various advertisements and the like. Advertiscreens came in all manner of shapes and sizes and could be displayed anywhere that connected to a power source.

Information Technology

[Computer Use +8] [Knowledge (technology) +9]

Important information was transmitted in a variety of ways in the Republic during the Clone Wars. From the mundane to the super secret, information such as confidential documents, financial records, travel information and even computer virii buzzed from place to place. Here are a few types and ways data was carried.

Filocard: Proprietary datacard used on Aargau to store and track an individual's financial records. The filocard also stored identification information such as a retinal scan and DNA sample.

Holo-chart: Phrase used to describe a number of terminals that display a variety of information from travel times to stock exchange figures.

IdentiChip: A personal identification card that stores all manner of financial, medical and personal information to the individual for which the card was issued.

MadWare: Term used for the slicing techniques used by the Separatists during the Clone Wars. Using microwave signals the Separatists would upload madware into droids in the service of the Republic. It would override a droid's programming which would cause them to become destructive and violent.

T-Marker: Created by the Victory Rationing Orders and Regulation Plan, a T-Marker was a voucher for starship fuel issued to corporations in order to fuel their fleets' starships.

Imlok ARENA-7580 Holographic Projection System

Cost: Starting at 100,000

Availability: Specialized

Weight: 80kg (projection table only)

Era:    

Utilizing an impressive array of input sources, the ARENA-7580 could display extremely detailed holographic representations of the action on a battlefield. Ranging from holographic cameras installed on objects and troops in the thick of battle to repulsorlift tracking sensors to surveillance satellites the projection system could depict an entire battlefield or even a single troop in real-time. A Computer Use check (DC 15) is required to integrate an existing communication system into the holographic network.

Translation Pod

Cost: 15,000

Availability: Common

Weight: N/A

Era:    

The translation pod was a network of electronic components that were installed into a room to pick up spoken words in all known languages and translate them into another. The translation was then projected through a speaker system or handheld device. Most commonly the devices were used to convert alien languages into Basic, but were available in virtually all models. Any language spoken in a room with a translation pod installed will be translated into Basic with a successful equipment roll (DC 5).

Cybernetics

Mind Lattice

Effect: +5 equipment bonus to any single Intelligence based skill or Pilot.

DC to Install: 30

Common Side Effects: Brain Damage: -4 Intelligence and Wisdom, Death.

DR/Wounds: n/a

Price: 30,000 (48,000)

Skakoan cybernetic technology used to imprint knowledge of specific tasks, subjects or equipment operation. Because of the high cost, risk and consequences of improper installation, these devices are rarely used.

Force Artifacts

Darth Andeddu's Sith Holocron

Cost: N/A

Availability: Unique

Weight: 1kg

Era:    

This ancient Sith holocron was locked away in Darth Andeddu's tomb on Korriban until it was retrieved by Quinlan Vos at the behest of Count Dooku. Contained inside the holocron is a vast



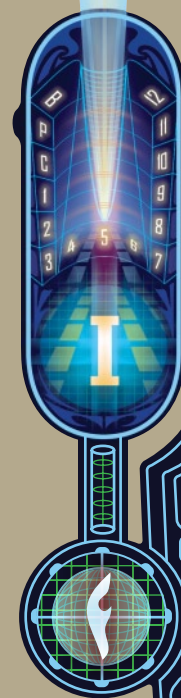
ANEDDU EMERGING FROM HIS HOLOCRON

wealth of knowledge in the Sith arts, as well as the disembodied spirit of Darth Andeddu and the crystal from his lightsaber. Used in a lightsaber this crystal provides a +2 bonus to damage and doubles the existing threat range for critical hits. The crystal can be extracted from the holocron with a successful Move Object check (DC 40). Andeddu is an abusive and vicious spirit. He is short-tempered and is disgusted by the mere hint of weakness in others. He is extremely reluctant to share his knowledge, often goading unsuspecting Force-sensitive beings back to Korriban in order to possess their bodies under the guise that the holocron needed to be connected to various devices there to unlock their deepest secrets. Unlike most holocrons, this particular device could be recorded onto by anyone possessing 9 or more Force-using class levels regardless of whether they have the Record Holocron ability or not.

Darth Andeddu: Male Human (Dark Side Spirit) Force Adept 3 / Dark Side Devotee 2 / Sith Acolyte 5 / Sith Lord 10; Init +2 (Dex); Defense 28 (+16 class, +2 Dex); Spd 10m; VP/WP 240/20; Atk +17/+12/+7/+2 melee or +18/+13/+8/+3 ranged; SQ Exceptional Minions, Manifestation, Non-Physical, Possession, Resource Access, Sith Battle Prowess (Knight Defense, Lightsaber Defense, Master Defense), Sith Master, Sith Secrets (Force Mastery, Malevolent); SV Fort +20 Ref +15, Will +22; SZ M; FP 12; DSP 8; Rep +9; Str 13, Dex 15, Con -, Int 18, Wis 18, Cha 20.

Skills: Bluff +11, Craft (lightsaber) +8, Hide +6, Intimidate +14, Knowledge (Sith Lore) +18, Read/Write Basic, Read/Write Sith, Sense Motive +10, Speak Basic, Speak Sith, Spot +8, Survival +16, Treat Injury +8.

Force Skills: Affect Mind +15, Alchemy +22*, Battlemind +11*, Control Mind +12, Drain Energy +20, Drain Knowledge +11,



Empathy +16, Enhance Ability +11*, Farseeing +12, Fear +19, Force Defense +14*, Force Grip +16*, Force Lightning +12*, Force Strike +17*, Illusion +10, Move Object +16*, See Force +19, Telepathy +12, Transfer Essence +23.

Feats: Cosmopolitan (Intimidate), Exotic Weapon Proficiency (lightsaber), Force-sensitive, Frightful Presence, Infamy, Power Attack, Skill Emphasis (Drain Energy), Weapon Group Proficiency (primitive weapons, simple weapons).

Force Feats: Alter, Control, Dark Power, Drain Force, Force Mastery, Force Mind, Knight Defense, Lightsaber Defense, Master Defense, Mind Trick, Rage, Sense, Sith Sorcery.

*As a dark side spirit, Darth Andeddu is unable to employ these skills and feats.

Force Harvester

Cost: N/A

Availability: Unique

Weight: 2 tons

Eras:

This ancient Sith artifact was originally created by Exar Kun during the Great Sith War some four thousand years before the Clone Wars. It is capable of draining the life force from any living being. When activated by an agent of the Dark Side, any organic being (except the wielder of the device) within a 200-meter range must make a Will saving throw (DC 20). On a successful save, targets lose 3 Vitality, 2 Wound or 1 Constitution point per round while in range of the Force Harvester. If the target fails the save, the target is drained of 3 Constitution points per round. All targets may make a new Will save every round until the device is deactivated or the target escapes the Force Harvester's range. Additionally, while within the area of effect all targets suffer from fatigue. When the device accumulates 1000 Constitution points from various targets, it is considered fully charged.



FORCE HARVESTER

Sith Torture Mask

Cost: N/A

Availability: Rare, Illegal

Weight: 1kg

Era:

These masks were created by the Sith to assist in torture and to serve as a form of torture in itself. While the mask is worn on a victim, they are subject to a -5 penalty to Strength, Dexterity and Willpower saving throws. Additionally, any action that requires any degree of concentration (including Force powers) cannot be performed without a roll of natural 20. Even then, all Force powers attempted take a -10 penalty and are unable to use Force Points.



SITH TORTURE MASK

Vor'Na'Tu

Cost: N/A

Availability: Unique

Weight: 1kg

Era:

The Vor'Na'Tu was an ancient Jedi Artifact that held unknown power in the Force. The crystal was held in the protection of Jedi Master Echuu Shen-Jon for nearly twenty years to keep it away from the Sith. It was highly sought after by Darth Vader during the Galactic Civil War, but was ultimately destroyed by Shen-Jon to prevent Vader from obtaining it. Years later, Luke Skywalker managed to collect the shards of the Vor'Na'Tu and pulverized them to dust, spreading them in the solar winds high above the planet of Hanoon.

Medical Equipment & Narcotics

Antisepsis Field Generator

Cost: 8,000

Availability: Common

Weight: 20kg

Era:

The Antisepsis Generator projected a sterilization field that killed any bacterial or viral contagion with which it came into contact. It was used by physicians and surgeons throughout the galaxy. Any recovering patient that remains within the 10 meter radius of the generator is immune to all external forms of bacterial and viral infections.

Bota

Cost: N/A

Availability: Rare

Weight: 1.5 kg

Era:  

Bota was a plant native to the world of Drongar. It possessed miraculous medicinal properties for an extremely wide range of species throughout the galaxy. It also bestowed those with Force-sensitivity an even greater connection to the Force. It had an extremely limited shelf-life, rotting into ooze after only days of storage even when freeze-dried. However, the plant was capable of quickly adapting to changes to its environment and in the midst of the Clone Wars the plants on Drongar experienced a genetic mutation that caused it to become useless. Because of its unique physical make-up the plant could not be synthesized. Administered to a human patient, it provided a +5 equipment bonus to Fortitude saves made to fight off infection and virii due to strong antibiotic qualities. To Neimoidians bota acted as a potent painkiller, providing a +5 equipment bonus to Fortitude saves versus unconsciousness from wound damage. In Hutts it acts as a powerful stimulant, granting a +5 equipment bonus to Fortitude saving throws to resist exhaustion and fatigue. For any other species, a roll of 1d10 is needed. A result of 1-3 provides a +5 bonus to Fortitude saving throws to resist infection. 4-6 grants a +5 bonus to Fortitude saves to fight unconsciousness from wound damage. 7-9 gives a +5 Fortitude bonus to stave off exhaustion and fatigue. A result of 10 allows the GM to designate an effect for bota on that particular species of his or her choosing, be it beneficial, harmful, or neither. If a character with the Force-sensitive feat ingests the plant, they receive a temporary +3 bonus to all Force-related rolls and gain 3d6 bonus to the result of the use of a Force Point for a period of 1d4 hours.

Coagulin

Cost: 500 per cubic centimeter

Availability: Common, Licensed

Weight: 0.1kg

Era:    

This was a drug developed shortly before the Clone Wars. It was widely used as a universal blood coagulant by many emergency doctors and surgeons. 1d4 rounds after being administered, the drug provides a +5 equipment bonus to Fortitude saving throws versus blood loss or bleeding to death. The effects last for 1d4 rounds.

Cordrazine

Cost: 1000 per cubic centimeter

Availability: Common

Weight: 0.1kg

Era:    

A common drug found in emergency rooms, surgery quarters and triage units. This drug creates an immediate chemical defibrillation used to jump-start the patient's vital signs if they begin to slip into death. Any time a Treat Injury roll to stabilize a dying character fails the use of a shot of Cordrazine allows the character to retry the Treat Injury roll. However, the drug must be used in moderation unless the patients suffer permanent damage. Every usage after the first dose the character uses, the patient must make a Fortitude saving throw (DC 15 +5 for each successive dose) to resist permanent physical damage. If the character fails the save, they take an immediate 1d2 Constitution and Dexterity damage that can never be restored.

Delta-wave Inducer

Cost: 3,000

Availability: Common

Weight: 5kg

Era:    

A delta-wave inducer is a piece of technology that aides in sleep conditions but is also used by beings that require a more restful sleep in a shorter span of time. When connected to a delta-wave inducer the target falls to sleep within minutes and experiences a more replenishing rest. Characters using this device must make a Will saving throw (DC 10) or else they resist the device's effects. Every successive sleep period a character uses this device, the DC increases by 5. If the Will save succeeds, the character heals at a rate of 2 wound points per day, rather than the normal 1 per day. They also recover vitality at a rate double to that of the norm. If the Will save fails, however, the character heals at the normal rates. If the character attempts to use this device more than three rest periods in a row and fails the Will save each time, they are considered exhausted until they receive a full eight hours of natural uninterrupted sleep.

Diagnoster


Cost: 1,000

Availability: Common

Weight: 3kg

Era:    

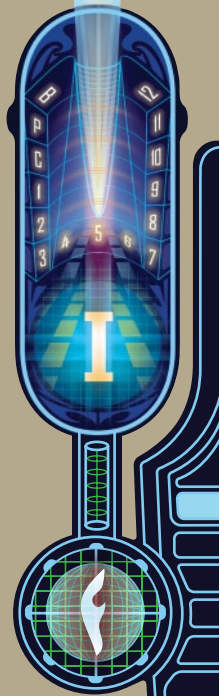
This was a medical device used by doctors to diagnose medical problems in patients. It would collect information on a patient to assist the physician in determining a cause for patients' symptoms. Using this device on a patient grants a +4 equipment bonus to all Computer Use, Knowledge (medicine) and Treat Injury rolls used to diagnose a patient's ailments.



Sidious' Medkit

[Craft (medkit) +16] [Knowledge (medicine) +11]

Much more than just a standard medkit, Darth Sidious' personal medical kit contained the vial of bota. Presumably the vial sent back to the Jedi Temple by Jedi Barriss Offee from Drongar. It also contained vials of bacta, a chemical injector, life support diagnostics equipment, breath-assisting apparatus and remote deliberators. Sidious' medkit is considered a +3 mastercrafted medkit. ⚡



Fantazi Mushroom

Cost: 500

Availability: Specialized

Weight: 0.2kg

Era: 

This is a plant native to the planet Ord Cestus. Uncooked or improperly prepared, the mushrooms produce a hallucinogenic effect that deadens the senses. When ingested a Fortitude saving throw (DC 12) is required. If the target fails the saving throw, he suffers 1d6 Wisdom damage. Upon failure of a second Fortitude saving throw, the target suffers an additional 2d6 Wisdom damage. The effects last for 2d6 hours. If prepared properly (Craft (cooking) check DC 25), when ingested the mushrooms provide a +3 bonus to all Listen, Spot and Search checks for 2d6 hours.

Gas Binder

Cost: 300

Availability: Common

Weight: 0.4kg

Era: 

Used instead of a gas mask, gas binders were a form of medicine that could be injected into the bloodstream. The fluid aided in ridding the body of various toxins. A single dose of gas binder provides a +2 equipment bonus to Fortitude saves made against resisting the effects and overcoming poisons.

Healy Gripper

Cost: 100

Availability: Common, Licensed

Special: Requires 5 ranks of Treat Injury.

Weight: 0.3kg

Era: 

The Healy Gripper is a medical tool used in surgery to remove shrapnel and other embedded foreign objects from an organic being. In the hands of a skilled character, it provides a +2

equipment bonus to all Treat Injury rolls used to extract a foreign object embedded in a patient.

Kamino Genetics Cloning Cylinder

Cost: 25,000

Availability: Specialized, Licensed

Weight: 1.2 tons (unfilled)

Era: 

Developed, manufactured and utilized by the Kaminoans in their expert-level crafting of clones. These cloning cylinders allowed the Kamino cloners to gestate a cloned living being in approximately half the time it would take for the being to age naturally. It provided all the nutrients and key components needed to grow a clone fetus once the genetically engineered embryo was placed inside. Finally, the cylinder relayed every aspect of vital signs back to a central computer where the clones could be closely monitored. Kamino cloning cylinders are considered a +1 mastercraft item and provide a +1 bonus to all Craft (clone) checks made while using this model of cloning cylinder. Clones created using these cylinders are given the Clone template (see Web Enhancement 1 of the Hero's Guide for details).

Medical Capsule

Cost: 12,000

Availability: Common

Weight: 250kg / 10kg (see below)

Era: 

A medical capsule is a device used for stabilizing and transporting injured characters. By placing a dying character inside the medical capsule, the character administering treatment receives a +5 equipment bonus to Treat Injury checks used to stabilize the injured character. Even if the injured character is not stabilized the medical capsule slows the bodily functions of the passenger, allowing them to lose 1 wound point per hour rather than per round. The medical capsule has built-in repulsor units that reduce its effective weight from 250kg to 10kg to make it easier to transport.



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WHEEL OF KAMINO CLONING CYLINDERS

Medical Defibrillator

Cost: 2,000

Availability: Common, Licensed

Weight: 0.2kg

Era:     

These small medical devices are commonly used by field medics and doctors to revive a character whose heart has stopped beating. When used within on a character who has just perished (within 3 rounds), it provides a +2 equipment bonus to Treat Injury checks used to perform the Resuscitate or Revive abilities from the Field Medic prestige class.

Nerve Stick

Cost: 50

Availability: Common

Weight: 0.1kg

Era:     

Nerve sticks are a small chewable stimulant that was used by the soldiers of the Grand Army of the Republic during the Clone Wars. When ingested, the target receives a +2 equipment bonus to Fortitude saving throws to resist the effects of fatigue, lack of sleep, and stamina.

Pemeter Scope

Cost: 500

Availability: Common, Licensed

Special: Requires 5 ranks of Treat Injury.

Weight: 1.5kg

Era:     

This is a diagnostic device used to locate and repair nerve damage in a living being. It provides a +2 equipment bonus to Spot and Treat Injury checks when attempting to locate and treat nerve damage.

Pressor Field Generator

Cost: 5,000

Availability: Specialized, Licensed

Special: Requires 5 ranks of Treat Injury.

Weight: 5kg

Era:     

Pressor field generators were a small device used by medical specialists and surgeons, but the device was difficult to obtain during the Clone Wars (Availability: Rare). It created a particle shield around targeted veins and arteries to maintain pressure, stave off blood loss, and reduce the chances of infection during surgery. It provides a +1 equipment bonus to Treat Injury checks used to remedy blood loss in a patient. It also grants a +2 equipment bonus to the patient for Fortitude saves for fighting off infection that can occur from surgery.

Pulse Sticker

Cost: 200

Availability: Prevalent

Weight: 0.1kg

Era:     

When placed on an injured character, this tiny patch will provide

a basic prognosis within 1 minute. It also collected basic medical information about the patient such as heart rate. The device indicates the condition of the patient with a result of X, or one through six. A condition of one being that the patient has sustained superficial injuries and will survive with little to no medical attention to six indicating that the patient could survive provided they receive intensive surgery immediately. A result of X denotes that the patient will more than likely perish regardless of medical treatment provided. This device was used heavily in triage units on the front lines of the Clone Wars.

Regen-Stim

Cost: 500 per cubic centimeter

Availability: Specialized

Weight: 0.1kg

Era:     

Regen-Stim was a medical drug that aids in the rapid regeneration of skin tissue that saw widespread usage during the Clone Wars. It helped minimize or prevent scarring of tissue by facilitating the growth of new skin tissue quicker than normal. When administered to a wounded character, the rate at which vitality points are restored is doubled for 1d8 hours.

Sinthenol

Cost: 75 per cubic centimeter

Availability: Common

Weight: 0.1kg

Era:     

Sinthenol was a chemical compound created shortly before the Clone Wars. It effectively blocked inebriation from consuming alcohol. When a character ingests a dose of "hangover-stop", they become immune to the effects of alcohol for 1d4 hours.

Spaarti Creations Cloning Cylinder

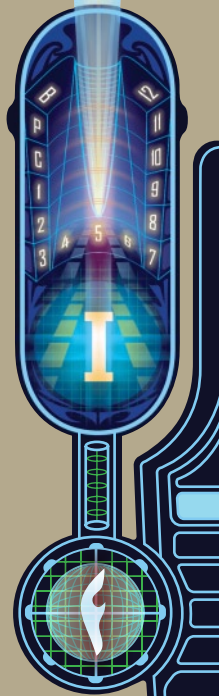
Cost: 150,000

Availability: Rare, Licensed

Weight: 1.5 tons (unfilled)

Era:     

This new design of cloning cylinder was created on Cartao by Spaarti Creations during the Clone Wars. It was intended to be a more widely used cloning cylinder for use in growing clones for the Grand Army of the Republic. Unfortunately the manufacturing facility housing the schematics and prototypes was attacked by the Separatists and the entire project was thought to be lost. However, Emperor Palpatine had kept several cylinders and hidden them in his storage facility in Mount Tantiss on Wayland and were used by Grand Admiral Thrawn to bolster his forces five years after the fall of the Empire. Unlike the Kaminoan cloning cylinders, the design of the Spaarti cloning cylinders allowed the full growth of an adult clone within mere weeks. The design was flawed; however, as it increased the likelihood that a clone created using these cylinders would eventually go insane. Using these cloning cylinders to create a clone incurs a -4 penalty to all Craft (clone) checks. Clones created using these cylinders are given the Clone template (see Web Enhancement 1 of the Hero's Guide for details).





Medical Supplies

[Knowledge (chemistry) +9] [Knowledge (medicine) +1]

Various pieces of medical equipment have been used for millennia all across the galaxy. Some items have become so commonplace that many take them for granted. These are a few items that are used throughout the galaxy.

Chem-Wipe: A small disposable chemically-soaked wipe that cleans and disinfects. Chem-wipes were often used by doctors and field agents when a refresher or shower was not available.

Probiotic Shower: A chemical mist used to replace beneficial skin bacteria that have been killed through use of a surgical umbrella field.

Probiotic Tablet: An internal medicine given to replace beneficial intestinal bacteria that may have been killed through the use of a surgical umbrella field.

Skin-glove: A standard synthetic glove used by doctors and surgeons to avoid infection.

Spray Bandage: An aerosol delivered bacta bandage applied on wounds. Spray bandages formed an adhesive seal over the wound to fight bacteria and infection while promoting rapid healing.

Sthenic Field: A force field that was used for a variety of medical purposes.

Surgical Umbrella Field Generator: A device that varied in size used to eliminate bacteria, fungi and mold from individuals and objects. The field generators could be erected to cover an area small enough for a single humanoid to pass through or large enough to allow entire starships through.

Sweat-stop: A waterproof aerosol spray applied to skin that prevents the pores from exuding sweat. ⚡

Suicide Syringe

Cost: 5,000

Availability: Specialized, Illegal

Weight: 0.1kg

Era: ⚡ ⚙️ ⚔️ ⚙️ ⚙️

This syringe contains an extremely lethal chemical often used by assassins and deep cover operatives in various military organizations. When injected, the character must make a Fortitude save (DC 40) or die instantly. Although this chemical was designed to commit suicide if captured, it can be used as a means of killing a target. The attacker must make a successful touch attack on a target who is not wearing armor to inject the toxin.

Techno Union Mind Control Device

Cost: 50,000 (belt only)

Availability: Rare, Illegal

Weight: 2kg

Era: ⚡ ⚙️ ⚔️ ⚙️ ⚙️

This device was developed by the Techno Union during the Clone Wars in an experiment on Nelvaan to turn the tribal natives into an army of mutant warriors. When in worn and activated, the wearer must make a Will saving throw (DC 20) or lose control

of all their mental faculties. The wearer may attempt this save once per round, but each subsequent attempt increases the DC by 5. Failing the save causes the wearer to unerringly obey the commands received through the device via an encrypted and shielded com frequency. If the wearer succeeds in making the Will save, they retain their free will. The device must be removed by the end of the next round or the wearer is forced to make another Will save against the effects of the device.

Thyssel Bark

Cost: 10,000 per kg

Availability: Specialized

Weight: 0.1kg

Era: ⚡ ⚙️ ⚔️ ⚙️ ⚙️

This was a tree bark obtained from the Thyssel trees on the planet of Haruun Kal. When roasted the bark has no harmful effects and produced a mild euphoria, but when chewed raw it produced a reaction similar to hallucinogenic spice. The raw bark stains a being's teeth a shade of crimson red. When a character ingests Thyssel bark, a Willpower saving throw must be made (DC 20). If the roll is successful, the character takes 1d4 damage and is considered dazed for 1d3 hours as they experience an intense feeling of euphoria. Each time the character consumes the substance again, the DC increases by 5. If the saving throw fails, however, the character takes an immediate 1d2 damage to Intelligence, Wisdom and Charisma. The loss is permanent and the character gains the Spice Addicted special quality.

Security & Surveillance Equipment

Ancient Jedi Macrobinoculars

Cost: 5,000

Weight: 1 kg

Availability: Rare

Era: ⚡

These strange, highly-stylized Macrobinoculars were created by a master Jedi Artisan hundreds of years before the Clone Wars, and rediscovered by Jedi Master Walden Bridger a year after the Battle of Geonosis in a storage area deep in the bowels of the Jedi Temple on Coruscant. These Macrobinoculars were used by Jedi Master Tohno and Obi-Wan Kenobi on their mission to Zaadja in the Outer Rim Territories. The ancient Jedi artifacts provide limited data, indicating only range and azimuth. Their design has thus far unable to be duplicated by those at the Jedi Temple, meaning only the small supply discovered by Master Bridger is available to the Jedi Order.

The Macrobinoculars were created specifically to work in harmony with a force user, and provide a +5 bonus on Enhance Senses checks for Spot checks made with the Jedi Macrobinoculars, which also provide a +1 equipment bonus on all Spot checks made with them, and lessen the range penalty for Spot checks to -1 per 10 meters. The Macrobinoculars also reduce the vitality cost for Enhance Senses when making Spot checks with them from 3 to 1.

Anti-Surveillance Gauze

Cost: 4,000 per square meter

Availability: Specialized

Weight: 0.2kg

Era:    

This was a sheer cloth-like material that could be used to conceal objects. It was most commonly used to drape over windows to disguise the contents of a room. By connecting a datapad to the cloth and with a successful Computer Use check (DC 10) the device could be programmed to display a stationary image that requires a Spot check (DC 25) to realize the perception to be false. A successful Computer Use check (DC 25) could pre-program the material to display a moving picture that is much more convincing, requiring a successful Spot check (DC 40) to not be fooled by the representation.

Binder Chair

Cost: 3,000

Availability: Common

Weight: 25kg

Era:    

A chair with specialized designed binders used to restrain a prisoner's arms and legs. Once secured in the chair, a successful Escape Artist check (DC 35) is required to break free. The chair has a hardness of 8, 10 wound points and a Break DC of 30. This device was commonly used by law enforcement and militaries on prisoners during interrogations.

Codebreaker

Cost: N/A

Availability: Unique, Illegal

Weight: 4kg

Era: 

This device was created purely on accident by Talesan Fry during the Clone Wars. With it, anyone could quickly and completely decrypt any intercepted Separatist communications transmission. The small suitcase-sized device was highly sought after by both the Republic and the Separatists. It was destroyed by Republic General Solomahal during the Battle of Azure Spaceport.

Corellidyne CQ-3.9x Holographic Image Disguiser (Holoshroud)

Cost: 25,000

Availability: Rare, Restricted

Weight: 0.5kg

Era:    

This rare device is capable of storing a single ultra-high quality holographic image that can be projected over an individual or object in order to disguise or hide it from prying eyes. The hologram projected moves intelligently with the wearer. A successful Spot check (DC 30) causes onlookers to realize the image is not real. However, droids are able to detect the false image easier than organic life forms (DC 20). If the hologram comes into direct contact with an onlooker all of those observing the hologram automatically realize it to be false. The device is unable to record images – requiring a CX-3.1 hologram recorder to scam the image. Because of the Holoshroud's tiny size, the energy cell used can only accommodate a total of two minutes of power.

Corellidyne CX-3.1 Holographic Recorder

Cost: 10,000

Availability: Rare, Restricted

Weight: 1.5kg

Era:    

Created to record images for use with the CQ-3.9x Holographic Image Disguiser, the CX-3.1 Holographic Recorder scans an individual or object with ultra-high precision. It is capable of storing a single image, but requires the CQ-3.9x Holographic Image Disguiser to display the hologram.

Distortion Field Generator

Cost: 8,000

Availability: Specialized

Weight: 2kg

Era:   

This discreet device was often used by diplomats and other dignitaries in order to hold private conversations without the risk of eavesdroppers listening in on what was being said. The generator emits a field bubble over a two-meter radius. Any sound created by anyone within the field is totally silent to anyone outside the field as the distortion field acts as an efficient sound baffling. No listening or surveillance equipment can penetrate this field and all Listen checks automatically fail. Conversely, anyone within the field suffers the same effects as sound is unable to penetrate the distortion field, effectively making them deafened to any sound being generated outside the field which creates a -4 penalty to all initiative checks.

Field Security Override

Cost: 3,000

Availability: Specialized, Illegal

Weight: 0.2kg

Era:    

This device is inserted into a standard data port in order to disable instated security measures. Once inserted it provides a +2 equipment bonus to Disable Device checks used to shut down security protocols and open locked doors.

Flex-Mask

Cost: 5,000

Availability: Specialized

Weight: 1.5kg

Era:    

This flexible facial disguise was originally created to alter the appearance of holo-vid actors for their roles in holonet productions. It quickly saw use by covert operatives and the like. With a successful Craft (disguises) check (DC 10), the Flex-Mask provides a +5 equipment bonus to all Disguise and Entertain (Impersonation) rolls performed by the wearer when attempting to impersonate another individual.

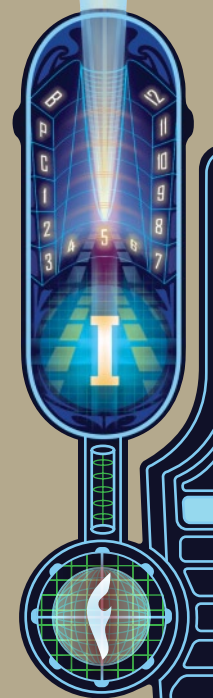
Implant Chip

Cost: 4,000

Availability: Specialized

Weight: 0.0kg

Era:   



Using a special injector, a tiny eyelash-sized microchip storing sensitive information could be implanted under the skin for transporting information secretly. The chip was virtually impossible to detect, even with bio-med scanners. A Computer Use check (DC 40) is required to detect the presence of an implant chip. A simple Treat Injury check (DC 10) is needed to extract the chip successfully. Once removed, extracting information from the chip without the proper security codes requires a DC 15 Computer Use check.

Interstitial Field Generator

Cost: 65,000

Availability: Specialized, Military

Weight: 80kg

Era:    

This stealth field generator saw use during the Clone Wars by many covert units. The device pulled visual information from its surroundings and used the information to project a stealth shield around a stationary starship or structure up to 100 meters in diameter making it virtually invisible to the naked eye. Due to the way the technology operated, the field only functions on shielding stationary objects. Anyone attempting to locate a stationary object inside the interstitial field suffers a -15 penalty to all Search and Spot checks.

Jabiimite Electrobinoculars

Cost: 1,500

Weight: 0.8 kg

Availability: Specialized, Military

Era: 

Captain Gillmunn of the Jabiimite resistance against the Separatists ran a well-outfitted military force, including a cache of Electrobinoculars specially tuned to function in the incessant rain the planet experienced year-round. As such, the Jabiimite Electrobinoculars suffer no penalty to Spot checks made in pouring rain. The Jabiimite Electrobinoculars also have night vision.

Jabiimite Electrobinoculars provide a +2 equipment bonus on all Spot checks made with them, grant the user low-light vision and night vision, and lessen the range penalty for Spot checks to -1 per 20 meters.

Jedi Homing Beacon

Cost: 2,000

Availability: Specialized, Licensed

Weight: 0.3kg

Era:    

These tiny devices were used to track starships through space and were specially made for the Jedi so that they could carry them on their utility belts. When magnetically attached to a starship, it emitted a homing beacon through an encrypted and shielded subspace communications signal that was transmitted to holonet nodes throughout the galaxy. The specific frequency assigned to that homing device could then be accessed by standard ship sensors and would relay the tracked craft's whereabouts. Using this device to track a ship provides a +5 equipment bonus to all Computer Use, Spot, Search and

Survival checks when the craft is within 10 parsecs of a holonet communications satellite (within the same sector of a relay).




JEDI LOW-PROFILE MACROBINOCULARS

Jedi Low-Profile Electrobinoculars

Cost: 2,500

Weight: 0.4 kg

Availability: Rare

Era: 

These specialized Electrobinoculars were often used by the Jedi Order in the field due to their light weight and small profile. They were most notably used by Obi-Wan Kenobi on both Geonosis and Utapau during the Clone Wars.

Jedi Low-Profile Electrobinoculars provide a variety of data, including range, azimuth, elevation, and features the ability to record up to five-hundred images or half of a minute of low-res 2d video. They also contain visual enhancer circuitry that automatically adjusts for poor visibility conditions, and digitally enhances the sharpness and clarity at range, allowing for better image quality.

Jedi Low-Profile Electrobinoculars provide a +3 equipment bonus on all Spot checks made with them, grant the user low-light vision and night vision, and lessen the range penalty for Spot checks to -1 per 20 meters.

Laser Cuffs

Cost: 2,000

Availability: Rare, Licensed

Weight: 0.2kg

Era:    

Although severely outdated during the Clone Wars, laser cuffs still saw infrequent use on some planets. Functioning like typical binders, the laser cuffs emitted a coherent beam of light to prevent the captive from breaking free. The internal power cell contained enough charge for 12 hours of continuous usage. The laser cuffs have hardness 6, 8 wound points, a Break DC of 20, and require an Escape Artist check (DC 25) to remove without a key. Upon failure in an escape attempt, if the Escape Artist check is missed by 5 or more, the captive takes 1d6 damage.

Lightstorm Chamber

Cost: 185,000

Availability: Specialized, Licensed

Weight: 3 tons

Era:    

The Lightstorm Chamber system was a security device developed to protect a room or passageway from intruders. It can be programmed to allow specific individuals through, and possesses a skill of +10 Spot and +10 Listen to detect the identity of said individuals. Once an authorized individual passes through the passageway, the chamber activates. Upon activation the Lightstorm chamber comes to life with thousands of tiny pin-holes of light. Any unauthorized personnel that attempt to pass through the chamber must make a Reflex saving throw (DC 20) to avoid being pelted with a barrage of tiny blaster bolts emitted from the chamber. If the target fails the save, they take 6d6 damage and are either knocked prone or flee outside the chamber. Each round inside the chamber, the targets must make additional Reflex saves or risk taking more damage.

Lock Breaker

Cost: 24,000

Availability: Rare, Illegal

Weight: 0.5kg

Era:

These highly illegal devices were popular with criminals, slicers and spies throughout the galaxy. They are used to circumvent locks and security devices, granting a +4 equipment bonus to Disable Device checks.

Micro-Anechoic

Cost: 1,000 per square meter

Availability: Specialized

Weight: 0.1kg per square meter

Era:

Originally developed for the Special Operations Brigade of the Grand Army of the Republic during the Clone Wars, Micro-Anechoic was a special coating material that acted as sound-proofing. Once installed, a successful Listen check (DC 40) is required to hear any sound coming from within a room coated with the material.

Neuro-Saav TD1.4 Electrobinoculars

Cost: 2,200

Weight: 1 kg

Availability: Specialized, Military

Era:

Electrobinoculars of choice for the Grand Army of the Republic, the TD1.4 Electrobinoculars were most often used by ARC Troopers, or Jedi on deployment with clone troopers. They were used with great success most notably on Muunilist by ARC-77 Captain Fordo during his mission to bring down a Separatist Gun Emplacement. On Muunilist, Captain Fordo used the TD1.4's to recon the emplacement defenses prior to his attack.

The TD1.4 provides a variety of data, including range, azimuth, elevation, and features such as night-vision and the ability to record up to one-thousand images or one minute of low-res 2d video onto a standard datacard. They also contain visual enhancer circuitry that automatically adjusts for poor visibility conditions, and digitally enhances the sharpness and clarity at range, allowing for better image quality.

TD1.4 Electrobinoculars provide a +3 equipment bonus on all Spot checks made with them, grant the user low-light vision and

night vision, and lessen the range penalty for Spot checks to -1 per 20 meters.

Neuro-Saav TD1.8 Electrobinoculars

Cost: 2,500

Weight: 1.2 kg

Availability: Specialized, Military

Era:

The TD1.8 Electrobinoculars were used primarily by the Separatists and wealthy mercenaries and bounty hunters across the galaxy. These electrobinoculars were most often used by Commander Droids or other sentient Separatist field commanders. They were most notably used by General Oro Dassyne on Bomis Korri IV to identify Jedi Skywalker and Kenobi charging his defenses alone.

The TD1.8 provides a variety of data, including range, azimuth, elevation, and features such as night-vision and the ability to record up to three-thousand images or three minutes of low-res 2d video. They also contain visual enhancer circuitry that automatically adjusts for poor visibility conditions, and digitally enhances the sharpness and clarity at range, allowing for better image quality.

TD1.8 Electrobinoculars provide a +4 equipment bonus on all Spot checks made with them, grant the user low-light vision and night vision, and lessen the range penalty for Spot checks to -1 per 20 meters.

Neuro-Saav TT-4 Holo-recording Electrobinoculars

Cost: 2,800

Weight: 1 kg

Availability: Rare, Military

Era:

An experimental piece of prototype technology, a small amount of these were purchased for the Praesitlyn Defense Force during the Clone Wars, and one was given to each recon squad of troops. The unit would later go into full production some time after the Clone Wars.

The TT4 provides a variety of data, including range, azimuth, elevation, and features such as night-vision and the ability to record up to three-hours worth of images on a standard datacard, including holographic visual data. They also contain visual enhancer circuitry that automatically adjusts for poor visibility conditions, and digitally enhances the sharpness and clarity at range, allowing for better image quality.

TT4 Electrobinoculars provide a +4 equipment bonus on all Spot checks made with them, grant the user low-light vision and night vision, and lessen the range penalty for Spot checks to -1 per 20 meters.

Naboo Security Force Holo-spy Cam

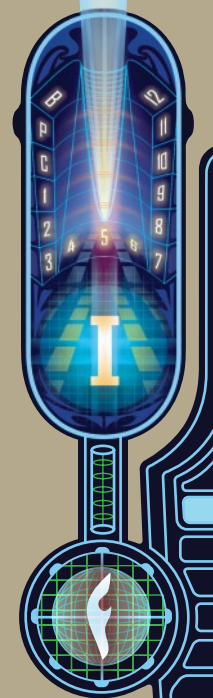
Cost: 2,000

Availability: Specialized

Weight: 1kg

Era:

This small surveillance device was developed Naboo Royal Security Force during the Clone Wars and was used while attempting to discover Separatist sympathizers. The spy cam





Security Gear

[Computer Use +7] [Disable Device +1]

BlocNet: A device that effectively blocks any form of communications equipment within a range of 500 meters. Comlinks and other communication devices are totally unable to establish a connection with any other communication devices inside or outside the field.

Holo-duplicator: A device used to copy any holographic image or video. ⚡

consisted of a small control base, a telescoping smart cord that could extend as far as ten meters, and a small spherical holo-camera and audio receptor on the end. It allowed the user to see around corners while still fully concealed. It also provides a +4 equipment bonus to Listen and Spot checks when eavesdropping on nearby conversations. The base contains a holo-recorder capable of storing up to 10 hours of holographic video and audio. A successful Spot check (DC 15) is required to notice the device.

Recognizer Lock

Cost: 2,000

Availability: Common

Weight: 0.1kg

Era: ⚡ ⚙️ ⚔️ ⚙️ ⚙️ ⚙️

This small security device allows the user to secure a lock with a thumb print rather than a security code or access key. With a simple Computer Use check (DC 5) the user can install their thumb print into the device. A Disable Device check (DC 20) is required by any one else to circumvent the locking device.

Republic Munitions Isotope Tracking System

Cost: 5,000

Availability: Specialized, Licensed

Weight: 1kg

Era: ⚡ ⚙️ ⚔️ ⚙️ ⚙️ ⚙️

The isotope tracking system was developed by the Republic Military during the Clone Wars as an inconspicuous means to track the movement of a target. A small device detects the presence of a specialized isotope within one-meter accuracy from a range of five kilometers. The isotope is deployed as a fine powder that adheres to most surfaces it comes into contact once administered. The isotope can be delivered through several methods, be it direct contact or launched from a canister weapon. It provides a +5 equipment bonus to all Survival checks used to track targets that have come into contact with the isotope.

Scientific Information/Instrument Package

Cost: 34,000 for data terminal, 1,000 for media

Availability: Specialized

Weight: 8kg for data terminal, 1kg for media

Era: ⚡ ⚙️ ⚔️ ⚙️ ⚙️ ⚙️

The Scientific Information/Instrument Package was an encrypted data format and proprietary system used for encrypting and decrypting the information stored. A simple Computer Use

(DC 10) check is used to encrypt or decrypt the data from an SIP using the dedicated terminal. However, a datapad and a Computer Use check (DC 40), and approximately 3 hours of uninterrupted work are required in order to decipher information on an SIP without the use of the specialized interface.

Sound Dampener

Cost: 200 per pair

Availability: Common

Weight: 0.1kg

Era: ⚡ ⚙️ ⚔️ ⚙️ ⚙️ ⚙️

This device is a simple ear plug used to defend the wearer from the deafening noise of certain attacks and explosions. Inserted into the ear canals of a humanoid or like species, it provides a +2 equipment bonus to Fortitude saves versus being deafened by sonic attacks and explosions.

Strip-Cam

Cost: 2,000

Availability: Specialized

Weight: 0.1kg

Era: ⚡ ⚙️ ⚔️ ⚙️ ⚙️ ⚙️

Developed by the Republic Military in the early months of the Clone Wars, the strip-cam was a totally unobtrusive surveillance device. It consisted of a camera system that was as thin as a sheet of flimsiplast with adhesive so it could be placed virtually anywhere. Once installed, a Spot check (DC 20) is required to notice the device without the aid of specialized signal detection equipment. It can transmit the video to a receiver up to 5km away.

Templast

Cost: 2,000 per square meter

Availability: Specialized

Weight: 0.1kg per square meter

Era: ⚡ ⚙️ ⚔️ ⚙️ ⚙️ ⚙️

This oxidizing flimsi plast sheet was used to communicate confidential documents or secret orders by many corporations and military units during the final years of the Republic. When exposed to air, the templast begins to oxidize and destroys itself in 3 minutes making whatever information printed on its surface illegible and lost permanently.

Tracer Orb

Cost: 500

Availability: Rare, Illegal

Weight: 0.1kg

Era: ⚡

These were small tracking devices created by Gilramos Libkath on Tatooine during his exile. They were surgically implanted into the hand of a subject and used to monitor their whereabouts. Tracer orbs also contained a highly lethal chemical that was injected into the bloodstream if the victim strayed too far from Gilramos. A successful Treat Injury check is required to implant the device (DC 10). A simple Computer Use check (DC 5) is needed to use the locator device to pinpoint a specific target. If the tracer orb is separated from the locator device by a distance greater than

10 kilometers, it activates the kill switch and releases a toxin into the target's bloodstream. The victim may attempt a Fortitude saving throw to avoid being killed instantly (DC 40). A Treat Injury check (DC 20) is required to remove the tracer orb.

Survival Equipment

Coaming

Cost: 1,000 per square meter

Availability: Specialized

Weight: 1kg per square meter

Era:    

Coaming was a material used by starship manufacturers when creating soft docks and birthing tubes used by police and military vessels for the purpose of boarding another craft while in space. In the presence of a vacuum coaming bonds to any surface (other than itself) at a molecular level, providing an atmospheric seal.

CryonCorp Handheld Heat Scanner

Cost: 1,100

Weight: 3 kg

Availability: Specialized, Military

Era: 

A simple hand-held heat detection unit specifically calibrated to detect droids, CryonCorp's handheld heat scanner was often used by clone units to detect powered up droids, and was most notably used by ARC-77 Captain Fordo's special forces unit during their mission on Muunilist. The scanner was able to quickly detect hidden sniper droids, leading to the unit's success.

The Handheld Heat Scanner can detect heat sources up to 500 meters away, displaying their intensity with a colored readout. This readout can also be set to beam directly to a single clone-trooper helmet HUD display. Using the scanner provides a +1 equipment bonus on Search and Spot checks made to perceive something that is a different temperature from its background (which includes almost all living creatures and machines) and a +5 equipment bonus on Search and Spot checks made to perceive active droid models known to be used by the Confederacy.

CryonCorp Miniature Life Form Scanner

Cost: 3,500

Weight: 0.4 kg

Availability: Specialized, Military

Era: 

CryonCorp was one of several Republic-allied corporations that equipped clone troopers in the field with top of the line equipment to combat the Separatists. The miniaturized Life Form Scanner was one such creation, designed to help Republic Special Forces locate local Separatist leadership to end planetary conflicts more quickly. Because of the great cost of the scanner, only one is typically issued to ARC or Commando units.

ARC-77 Captain Fordo made use of this scanner on Hypori to locate surviving Jedi after reprogramming it to detect Cerean, Human, Shistavanen, Togruta, Twi'lek and Whipid life forms. With it, he was able to quickly locate an unconscious Shaak Ti and Aayla Secura, as well as Jedi Master Ki-Adi Mundi. Unfortunately,

the machine was not finely tuned enough to detect General Grievous, whose Kalee biology, and basic lack of organic components made him as invisible to the scan as Jedi Master K'ruhk, who was deep in a healing meditative trance, which put his life signs well below those of a living Whipid.

Its user may make a Computer Use check (DC 10) to locate life forms nearby. This check has a special range penalty of -1 for every 8 meters. The scanner can store information on six species at a time, and it automatically indicates if a detected life form is one of these six. Life form detectors issued by the Republic come pre-loaded to detect Gossam, Human, Koorivar, Muun, Neimoidian, and Skakoan life forms. Changing the programming requires a Computer Use check (DC 10). If a detected life form is not one of these ten, only the size, distance, and direction of the life form are indicated.

Droptacs

Cost: 500 per pair

Availability: Specialized

Weight: 0.1kg

Era:    

Droptacs were optical devices inserted into the eye of most humanoid species to prevent impaired vision on worlds that were more brightly-lit. By filtering out light outside the visible spectrum as well as glare, harmful rays, and excessive lumens of visible light, droptacs prevented permanent damage to the wearer's eyes and allowed unhindered function in environments that would be otherwise obstructing to most species. Any humanoid species with optical function similar to a human can insert these into their eyes. While worn, the being is immune to being blinded from bright light. However, if droptacs are worn in dimly-lit or dark surroundings, the wearer suffers an additional penalty of -2 for blindness.

Flexicris

Cost: 800 per square meter

Availability: Specialized

Weight: 0.3kg per square meter

Era:    

This special textile was created approximately 20 years before the Clone Wars. It is designed to maintain an atmospheric seal. Clothing created using the material grants a +2 equipment bonus to all Fortitude saving throws to resist the effects of a vacuum. The fabric does not, however, protect from cold temperatures or provide an air supply. During the Clone Wars, Flexicris EVA suits were used as an emergency measure to quickly move from a starship with a hull breach to a safer location.

Foamcast

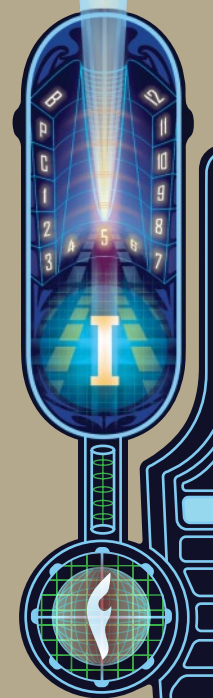
Cost: 500 per cubic meter

Availability: Common

Weight: 1kg per cubic meter (when cured)

Era:    

This material became widely used in the years leading up to the birth of the Galactic Empire. Originally developed as a material used to build structures in areas where metal would normally rust, foamcast was a durable material that could be molded into almost any shape with relative ease. Foamcast could be made



into any number of consistencies making it a viable solution for anything from domiciles to holo-vid prosthetic masks. Once cast, however, it was notoriously difficult to repair if it became damaged. In game terms, when crafting an object out of foamcast, the DC is reduced by 8. Inversely, when repairing an object made from foamcast the DC is increased by 10.

Formchair

Cost: Varies by type

Availability: Common

Weight: Varies by type

Era:     

Available in a number of styles and colors the formchair was made from a special material that fit itself to the user's unique body shape and weight, providing maximum comfort. When using a formchair to relax, the character gains two additional vitality points per hour of rest.

Gandorthral Atmospheric Radioactive Oxidizer

Cost: 400

Weight: 0.25 kg

Availability: Prevalent

Era: 

Special: This item uses special air scrubbers (cost 125).

Suitable to be mounted on most helmets, the Radioactive Oxidizer covers the nose and mouth. This breath mask is commonly used in radioactive environments and by those who work on reactors or in potential radioactive-spill zones. The mask is specifically designed to filter out radioactive material from the air to prevent it from being absorbed in the lungs. The Radioactive Oxidizer Breath Mask provides a +4 equipment bonus to saves versus radiation damage. Air scrubbers must be replaced monthly, or after 15 minutes of use during a radiation incident.

Industrial Automaton Terrain Reader

Cost: 3,000

Weight: 1 kg

Availability: Specialized, Military

Era: 

The IA Terrain Reader was created to provide Republic troops with a navigation assistant without requiring communication with a satellite or orbiting starship. Using a standard Marksman-H Combat remote body and repulsor, after replacing the stun cannons with holographic cameras, the reader zooms up to a height of up to three-hundred meters and then rotates, scanning the surrounding terrain. The varied positions of the holo-cameras allow the processor on-board to generate a detailed holographic image, which is then beamed down via secure laser communication to a holographic display. This device was favored by ARC-77 Captain Fordo, and was used on Muunilist to locate the main orbital weapon emplacement his team was sent to covertly sabotage.

While launching the Terrain Reader counts only as an attack action (or free action if the character has the Quick Draw feat), the Reader itself requires two full round actions to complete its scan. Using this device provides a +4 equipment bonus to Survival checks to avoid getting lost, avoid natural hazards, or

use the track feat. It also provides a +2 equipment bonus to Search or Spot checks for five minutes after the device is used.

Jedi General Purpose Scanner

Cost: 8,000

Weight: 1 kg

Availability: Rare

Era: 

Designed under the strict supervision of Jedi Master Walden Bridger, the Jedi Portable Scanner is an engineering marvel in terms of miniaturizing what normally is ten times the size and weight of a typical Portable Scanner. The portable scanner is able to scan to a range of 1,000 meters (though more than half a meter of rock or metal blocks it). It can detect movement, find life forms, and monitor comlink signals. It can accept up to 150 different signals programmed for automatic recognition, (allowing it to identify a particular species, vehicle, or transmission from its scans), but can also be plugged into a datapad or droid for additional pre-programmed signals, or to a comlink to broadcast its sensor findings.

Jedi Master Walden Bridger typically included one of these devices in each Jedi field pack, particularly for Padawans, whose sense of awareness is not as finely tuned. Master Kenobi was in possession of one of these scanners on Geonosis, as well as a larger scanner monitor to attach, adding a thousand more pre-programmed signals.

Scanning for signals requires a Computer Use check (DC 15). This check has a range penalty of -1 per 75 meters. The scanner can also be used to add a +2 equipment bonus on the user's Listen, Search, or Spot checks.

Jedi Wrist-Lamp

Cost: 50

Weight: 0.1 kg

Availability: Specialized

Era: 

Another creation of Master Walden Bridger, he conceived and supervised the construction and design of the Jedi Wrist-Lamp. The small device allows the wearer to illuminate a 15 meter area, without having to use one of their hands, which presumably would be needed on the hilt of their lightsaber. The Wrist-Lamp takes custom power packs that cost 15 credits each, and provide 12 hours of illumination. The Wrist-Lamp was favored by Jedi Padawan Anakin Skywalker, who brought the device to Nivek, the "Night Planet." Unfortunately, Skywalker's Wrist-Lamp was damaged by a local creature shortly after making planet-fall. While the tinkering Skywalker was able to repair the device, its light output was more than halved, reducing its effectiveness.

Kaminoan Armorsmiths Clone Depth Suit

Cost: 1,200

Availability: Specialized

Weight: 6kg

Era:     

Developed by the armorsmiths on Kamino, the clone depth suit was incorporated into the aquatic combat armor. By itself, it was a black bodysuit that protected the wearer from extreme cold

and multiple atmospheres of pressure. This armor grants a +2 equipment bonus on Fortitude saving throws made to resist cold water temperatures and high pressure environments.

Kaminoan Armorsmiths White-noise Anti-static System

Cost: 2,000

Availability: Specialized, Military

Weight: 0.3kg

Era:    

The White-noise system as it came to be known was used by the commandos of the Grand Army of the Republic during the Clone Wars. This power hungry device when incorporated into the armor of a clone trooper allowed the commandos' armor electrical systems to suffer minimal damage from electro-static charges. During combat, as a reflex action the user of this device may activate the white-noise system. If caught in an electro-static discharge, the white-noise device negates the effects of the discharge. Rather than being rendered inoperable, the electrical systems go offline for one round before being restored to full functionality. The anti-static system has enough power for twenty-five uses.

Permadome

Cost: 5,000 per occupant

Availability: Common

Weight: Varies

Era:    

Permadomes were dwellings that were pre-engineered and pre-fabricated to allow almost anyone to erect them in a very short span of time. Assembling a permadome requires a Repair check (DC 10) and can be fully constructed in 30 minutes per occupant intended to reside in the space. Permadomes can be made up of a number of different materials and are pre-fabricated to house any number of occupants.

Plastifoil

Cost: 1500 per square meter

Availability: Common

Weight: 0.1kg per square meter

Era:    

A flexible, lightweight sheet of material, plastifoil was commonly used to create thermal blankets and other thermal wear. As it was extremely easy to work, plastifoil could be made into any number of patterns and shapes. When worn, any item made using plastifoil grants the wearer a +5 equipment bonus to all Fortitude saves made to resist extreme temperatures.

Republic Engineering Magnatomic Boots

Cost: 4,000

Availability: Specialized

Weight: 5kg

Era:    

This footwear was developed by the Republic early in the Clone Wars. The soles form a magnetic bond at the atomic level to any magnetic surface using a special metal alloy. A character wearing these boots is granted a +8 equipment bonus to all Climb checks

when attempting to scale a ferrous metal surface, regardless of its orientation. Additionally, any character wearing these boots is immune to knock back effects (but not knockdown effects).

Salamini Chemical Munitions Model-3287 Aerial Illumination System Luma Flare

Cost: 200

Weight: 5 kg

Availability: Common

Era: 

Luma Flares are artillery devices used for a multitude of purposes. Most often, they are used as a distress beacon, lit off by stranded or crashed pilots. However, they are also used to aid blaster artillery in night targeting. During the Clone Wars, Separatists used Luma Flares during a daring raid on Republic RMSU-7 on Drongar. The flares were used to assist in artillery firing solutions.

The Luma flare has a range increment of 500 and targets a 300 meter square area, or can be fired up to five thousand meters straight up. The flare illuminates a 300 meter area as though it were perfect daylight, negating any nighttime penalty to visibility. Also, anyone conducting search or spot checks for crash survivors gets a +10 equipment bonus to their check if the survivors use this item while rescue craft are within visual range of the flare.

Also, it is possible for the flare to be used as an improvised weapon. Consider the flare a missile with a 20 meter blast radius, dealing 4d8 damage (flame) to anyone caught in the radius. Also, anyone caught within 50 meters of the blast has to make a reflex save DC 20 to protect their eyes, or be blinded for 1d6 rounds. Note that helmets with polarizing lenses, or other protective eyewear that defends against bright flashes of light can prevent the effect or assist in the save check as appropriate.

Wallet Tent

Cost: 800

Availability: Common

Weight: 4kg

Era:    

An extremely compact and portable form of shelter, the wallet tent was popular with most military types in the galaxy during the Clone Wars. When the seal is broken on the pressurized container the wallet tent expands in one round to a full-sized shelter capable of accommodating a large-scale individual. When the auto-fold button is pressed, the tent then re-configures itself back into the portable wallet size in three rounds.

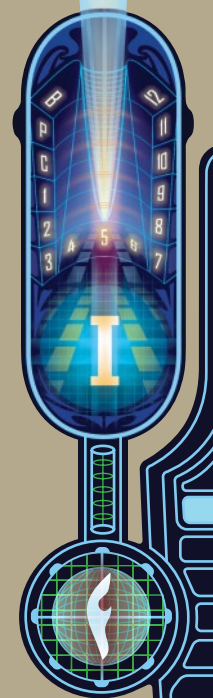


Standard Tools

[Craft (tools) +8] [Repair +9]

Binder Tape: A silver adhesive tape that was used to seal boxes and other types of containers.





Solder Blaster: A blaster-shaped soldering tool used to modify or repair electronic devices. ⚡



Weapons

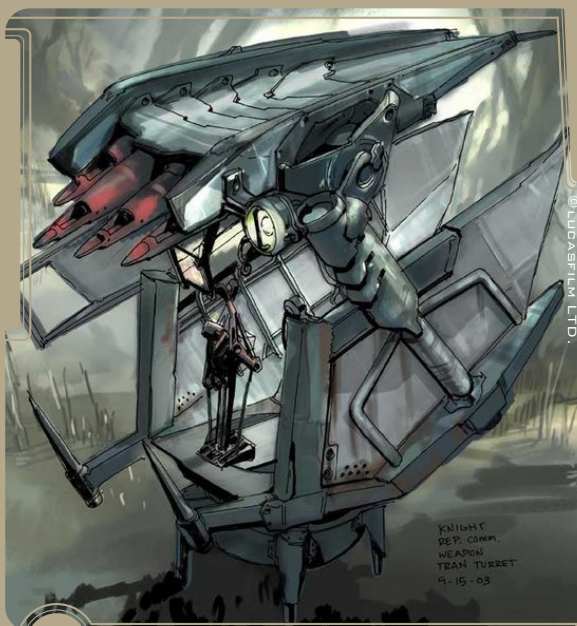
Artillery Weapons

Arakyd MMLT Missile Launcher

Weapon Type: Missile Launcher
Cost: 4800
Critical: 19-20
Weight: 10kg
Type: Slashing
Size: Large
Break DC: 20
Era:    
Fort DC: --
Multifire/Autofire: M
Hardness: 4
WP: 10
Availability: Common, military





Special: Requires 2 rounds to reload weapon. Also requires 8 rounds for the weapon to cool down before a new salvo of missiles can be fired.

This rapid-fire missile launcher was designed by Arakyd Industries in the decade preceding the Clone Wars. It saw heavy use by various militarized organizations during the Clone Wars, most specifically mercenary groups. The MMLT is capable of firing up to an entire clip of eight missiles without a reloading or cool down period. However, after a clip is expended it takes 2 rounds to reload the weapon, and requires an additional 8 rounds for the barrel and internal components to cool down before firing again. Certain safety mechanisms within the MMLT prevent it from being fired any earlier. A Repair check (DC 15) can override these safety features, however, a roll (DC 5) must be made and each successive instance the weapon is fired without waiting the full 8 rounds to cool down increases the DC by 5. If the roll is failed, the weapon explodes dealing 5d8+5 damage to the user and all targets within a 4 meter radius.



MMLT LAUNCHER

Atgar Arms I.4 FD P-Tower Turret





Weapon Type: Turret
Proficiency Group: Heavy Weapons
Damage: 5d10+4
Range Increment: 1000m
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 30
Availability: Common, military
Cost: 15,000
Critical: 19-20
Weight: 225kg
Type: Energy
Size: Huge
Break DC: 20
Era:    



ATGAR ARMS P-TOWER

This weapon emplacement was put into production during the Clone Wars by Atgar Arms. It utilized sixteen micro-power routers that would channel energy into a single cannon barrel and release a powerful blaster bolt. The sixteen C-6 batteries used to power the device were only capable of supplying enough power for eight shots before needing to be replaced. This weapon can only fire once per round. After the energy cells are depleted, it takes 3 rounds to plug in fresh power cells. Turning the weapon to aim at a target on a different firing arc is considered a full-round action.

BlasTech EWHB-12 Heavy Repeating Blaster

Weapon Type: Turret
Proficiency Group: Heavy Weapons
Damage: 6d8
Range Increment: 80m
Fort DC: --
Multifire/Autofire: M/A Only
Hardness: 5
WP: 10
Availability: Common, military
Cost: 10,000
Critical: 19-20
Weight: 40kg
Type: Energy
Size: Large
Break DC: 15
Era:    

Following a joint venture with Merr-Sonn Munitions in its creation of the EWHB-10 repeating blaster, BlasTech Industries improved on the original design with the EWHB-12. This upgraded model boasts better cooling units, allowing the emplacement to fire a thousand shots before needing to cool down for 1d4 rounds. It can optionally be equipped with a






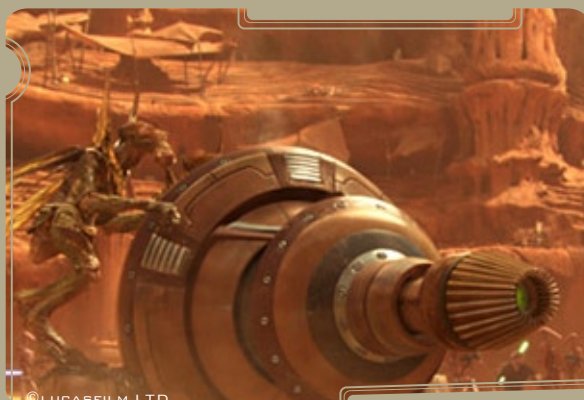
EWHB-12 HEAVY REPEATING BLASTER CANNON

gunnery chair to provide greater accuracy, which grants a +1 attack bonus. Some models are even fitted with shield generators that are operated by a separate troop that provides the gun, generator and its operators with a damage reduction of 5. This turret only operates in multi-fire or auto-fire mode. Assembly of the weapon can be completed in 2d4 rounds.

Gordarl Weaponsmiths Sonic Turret

Weapon Type: Turret
Proficiency Group: Heavy Weapons
Damage: Special (see text)
Range Increment: 250m
Fort DC: 20/15 (see text)
Multifire/Autofire: --
Hardness: 5
WP: 20
Availability: Specialized, military
Special: Only affects organic life forms and objects with a Hardness of 4 or less.

Cost: 12,000
Critical: 19-20
Weight: 250kg
Type: Special
Size: Huge
Break DC: 20
Era:    



GEONOSIAN SONIC TURRET

This weapon emplacement was used by the forces of the Confederacy of Independent Systems during the height of the Clone Wars. The device emits an ultra-high frequency sonic burst that wreaks havoc on organic life forms and brittle objects. The sonic wave causes the target to make a Fortitude save (DC 20 if

hit by the grenade, DC 15 if in an adjacent square). Those that make the save are stunned for 1 round, take 2d8 damage and are knocked back 4 meters. Those failing the save are knocked unconscious for 4d6 rounds, take 4d10 damage, and are knocked back 4 meters. In the event of a critical hit, those failing the save also suffer 2d6 Constitution damage.





BlasTech/Merr-Sonn EWHB-10 Heavy Repeating Blaster

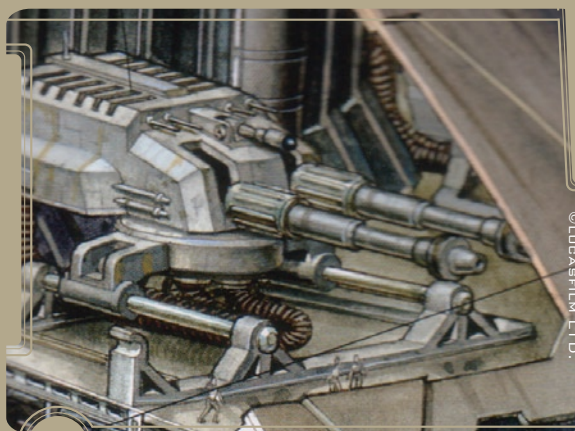
NOTE: For official stats on the EWHB-10, refer to page 132 of the *Star Wars Roleplaying Game Revised and Expanded Edition* by Wizards of the Coast.

This weapon emplacement became a staple in the Grand Army of the Republic during the Clone Wars. The EWHB-10 or "E-Web" was a result of collaboration between BlasTech Industries and Merr-Sonn Munitions shortly before the Clone Wars began. It is only capable of firing in multi-fire or auto-fire mode, and must cool down for 1d4 rounds after expending around 500 shots. The turret is generally operated by two troops in the field, one manning the gun and another operating the portable generator. Assembly of the weapon can be accomplished in 2d4 rounds.

Kuat Drive Yards VLD226I Turbolaser Turret

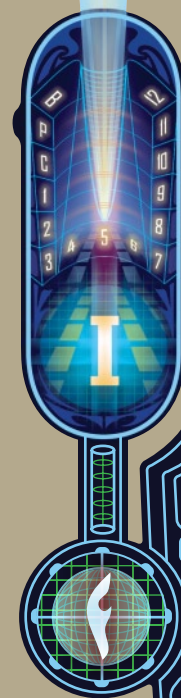
Weapon Type: Turret
Proficiency Group: Heavy Weapons
Damage: 8d10
Range Increment: 2.5km
Fort DC: --
Multifire/Autofire: --
Hardness: 8
WP: 30
Availability: Common, military

Cost: 150,000
Critical: 19-20
Weight: 650kg
Type: Energy
Size: Huge
Break DC: 20
Era:    



KDY TURBOLASER

This turret was developed by Kuat Drive Yards for the Grand Army of the Republic shortly following the onset of the Clone Wars. It was most typically used in ground-based installations to provide air defense. The turret requires being tied into a power generator system to function, but gives the emplacement unlimited ammunition. Changing fire arcs requires a full-round action.



Speizoc V-188 "Penetrator" Anti-Artillery Laser Cannon

Weapon Type: Turret
Proficiency Group: Heavy Weapons
Damage: 7d10+5 (short range) / 5d10 (medium range) / 3d10 (long range)
Range Increment: 2.5km
Fort DC: --
Multifire/Autofire: --
Hardness: 8
WP: 40
Availability: Common, military

Cost: 120,000
Critical: 19-20
Weight: 500kg
Type: Energy
Size: Huge
Break DC: 20
Era:

This weapon emplacement is one of the most powerful anti-vehicle turrets used during the Clone Wars. It is mounted on an Aratech 440 Super-Heavy Armored Chassis for added protection and limited mobility. On its own power source it is capable of firing six shots before needing to be recharged. With an added power source its capacity increases to 50 shots. If connected to a power generator it is capable of firing an unlimited number of rounds. Unfortunately the rate at which the laser blasts dissipate is high, and the turret loses much of its potency at medium and long range. Turning to meet a new fire arc is considered a full round action. This weapon is only capable of firing once every 3 rounds.

Wawaatt Arms Dual Missile Turret

Weapon Type: Turret
Proficiency Group: Heavy Weapons
Damage: 8d8+10
Range Increment: 1000m (8m)
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 20
Availability: Common, military

Cost: 8000
Critical: 20
Weight: 180kg
Type: Piercing + Energy
Size: Huge
Break DC: 20
Era:

This hulking stationary turret system was designed and used by the Wookiees on Kashyyyk. It fires a pair of surface-to-air heavy armor piercing missiles. It loads these missiles from a magazine that stores twenty-four missiles. Replenishing its payload takes 5 rounds to accomplish provided the ammunition is nearby. The weapon can only fire one pair of missiles every 2 rounds. Turning the turret to accommodate another fire arc is considered a full-round action.

Wawaatt Arms Quadrail Launcher

Weapon Type: Rocket Launcher
Proficiency Group: Heavy Weapons
Damage: 4d8 / 8d12+10
Range Increment: 300m
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 15
Availability: Specialized, military

Cost: 5,000
Critical: 19-20
Weight: 24kg
Type: Energy
Size: Large
Break DC: 20
Era:

This Wookiee heavy rocket launcher was frequently used during the Clone Wars. It is equipped with four heavy rocket tubes that can be fired individually or in rapid sequence. It is also capable of being mounted on a turret or vehicle, granting a +1 attack bonus. The magazines feeding the four barrels are capable of holding six rockets each. Reloading this weapon takes 2 full rounds.

Explosives

Baktoid Armor Workshop E-60R Missile Launcher

Weapon Type: Missile Launcher
Proficiency Group: Heavy Weapons
Damage: By missile type
Range Increment: 100m (burst radius by missile type)
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 8
Availability: Common, military

Cost: 1800
Critical: By missile type
Weight: 8kg
Type: By missile type
Size: Large
Break DC: 20
Era:



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E-60R LAUNCHER

Special: This launcher requires a full-round action to reload.

This lightweight and versatile missile launcher was developed by the Geonosians for use by battle droids during the Clone Wars. It is capable of handling a variety of payloads and became heavily used by droid infantry for anti-air and anti-walker objectives.

BlasTech Diversionary Flash Detonator

Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: --
Range Increment: 4m (8m)
Fort DC: --
Multifire/Autofire: --
Hardness: 2
WP: 2

Cost: 500
Critical: --
Weight: 0.5kg
Type: Special
Size: Tiny
Break DC: 15
Era:    





Availability: Prevalent, military

Special: Targets using equipment utilizing photon-shielding visors/photoreceptors and sound dampeners are unaffected by this weapon.

Commonly used by clone commandos in the Grand Army of the Republic during the Clone Wars. Flashbangs emit a bright flash of light and a loud bang on detonation. Targets may make a Reflex save (DC 15) to shield their eyes and ears from the blast but are considered stunned for 1 round. Any target within the blast radius is exposed to the effects. Targets without proper visual shielding are considered blinded for 1d8 rounds. Targets without proper auditory shielding are considered deafened for 1d8 rounds.

BlasTech Electrostatic Charge Detonator

Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: Special (see text)
Range Increment: 4m (4m)
Fort DC: 15/12 (see text)
Multifire/Autofire: --
Hardness: 2
WP: 2

Cost: 800
Critical: --
Weight: 0.5kg
Type: Special
Size: Tiny
Break DC: 15
Era:    

Availability: Prevalent, military





Special: Targets wearing equipment that shields from electrostatic discharges do not suffer the effects of this weapon.

First notably used by the Grand Army of the Republic during the Clone Wars. Clone troopers found this device highly effective against the unshielded battle droid models of the Confederacy. Upon detonation this weapon unleashes a massive electrostatic discharge that disrupts any electrical systems caught in the blast radius and can potentially cause damage to organic life forms. Targets within the blast radius may make a Reflex save (DC 15) for half damage. Targets hit with this weapon are forced to make a Fortitude save (DC 15 if hit by the grenade, DC 12 if in an adjacent square). Those making the save are stunned for 1d4 rounds. Organic life forms that are not shielded from electrostatic charges failing the save take 1d6 electrical damage and fall unconscious for 1d4 rounds. Droids and any electrical equipment that not shielded failing the save suffer severe

internal damage and are rendered destroyed. A Repair check (DC 20) and appropriate replacement parts are required to restore the droid or device to its former functionality.

BlasTech Proximity Mine





Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: 2d4
Range Increment: 4m (4m)
Fort DC: --
Multifire/Autofire: --
Hardness: 3
WP: 2
Availability: Common, military

Cost: 750
Critical: --
Weight: 1.0kg
Type: Energy
Size: Tiny
Break DC: 15
Era:    

These explosives were typically used by commando units during the Clone Wars. A small shaped charge focuses a forward-directing blast when movement is detected within four meters in front of the device. While the proximity mine itself has a fairly low yield when compared to other explosives, typically they were attached to combustible materials to create a much larger explosion when an unsuspecting target ventured too close. Anyone caught in the 4 meter blast radius can make a Reflex saving throw (DC15). A successful save halves the damage to that character.

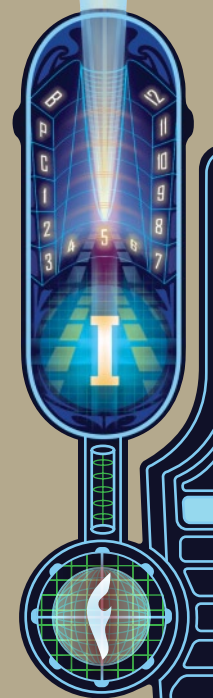
BlasTech Reverse Polarity Pulse Grenade

Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: Special (see text)
Range Increment: 10m (10m)
Fort DC: 18/15 (see text)
Multifire/Autofire: --
Hardness: 5
WP: 5
Availability: Common, military

Cost: 1200
Critical: --
Weight: 1.0kg
Type: Special
Size: Small
Break DC: 20
Era:    



REVERSE POLARITY PULSE GRENADE








Special: Targets wearing equipment that shields from electromagnetic interference do not suffer the effects of this weapon.

This disc-shaped explosive was frequently used by commandos and ARC troopers during the Clone Wars. This grenade emits a strong electromagnetic pulse that fuses electrical circuits rendering any unshielded electronics useless. Any unshielded droid or electronic device caught within the blast radius must make a Fortitude saving throw (DC 18 if hit by the grenade, DC 15 if in an adjacent square). Those making the save are stunned or offline for 1d6 rounds. If the saving throw is failed, the droid or device suffers heavy damage to its internal components and is rendered useless. A Repair check (DC20) and appropriate replacement parts are required to restore the droid or device to its former functionality.

Conner Ship Systems HX2 Landmine





Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: 2d8
Range Increment: 4m (4m)
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 2
Availability: Prevalent, military

Cost: 500
Critical: --
Weight: 1.0kg
Type: Energy
Size: Tiny
Break DC: 15
Era:     

A typical landmine used by the ARC troopers of the Galactic Republic during the Clone Wars. This device is planted and set to explode when any object with a mass of over 25kg moving at a velocity of under 30kmh comes within 3 meters of the mine. Any character that is caught in the blast radius can make a Reflex saving throw (DC 15) to halve the damage received.

Gordarl Weaponsmiths Sonic Detonator

Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: Special (see text)
Range Increment: 4m (4m)
Fort DC: 20/15 (see text)
Multifire/Autofire: --
Hardness: 2
WP: 2
Availability: Prevalent, military
Special: Only affects organic life forms and objects with a Hardness of 4 or less.





Cost: 800
Critical: 20
Weight: 0.5kg
Type: Special
Size: Tiny
Break DC: 15
Era:    

These grenades became heavily used by the forces of the Confederacy of Independent Systems during the height of the Clone Wars. Upon detonation the device emits an ultra-high frequency sonic burst that wreaks havoc on organic life forms and brittle objects. The sonic wave causes the target to make a Fortitude save (DC 20 if hit by the grenade, DC 15 if in an adjacent square). Those that make the save are stunned for 1 round, take 1d4 damage and are knocked back 2 meters. Those failing the save are knocked unconscious for 2d6 rounds, take 2d6 damage, and are knocked back 2 meters. In the event of a

critical hit, those failing the save also suffer 1d6 Constitution damage.

Gordarl Weaponsmiths Thermal Bomb

Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: 6d6 + special (see text)
Range Increment: 4m (4m)
Fort DC: --
Multifire/Autofire: --
Hardness: 2
WP: 2
Availability: Common, military
Special: Targets exposed to the effects of this device immediately catch on fire.

Cost: 800
Critical: --
Weight: 0.5kg
Type: Energy
Size: Tiny
Break DC: 15
Era:    

This incendiary device was developed by the Geonosians of the Confederacy and used during the Clone Wars against the forces of the Republic. Any target that is caught within the blast radius can make a Reflex saving throw (DC 15) to take half damage. Additionally, all targets within the blast radius must make a second Reflex saving throw (DC 15) to avoid catching on fire. If the target fails this saving throw, they immediately suffer 1d6 damage and must make a Reflex saving throw (DC 15) each round until the flames are extinguished or suffer an additional 1d6 damage each round.





Krupx Minimag Missile Launcher



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MINIMAG MISSILE LAUNCHER

Weapon Type: Missile Launcher
Proficiency Group: Heavy Weapons
Damage: By missile type
Range Increment: 500m (burst radius by missile type)
Fort DC: --
Multifire/Autofire: --
Hardness: 6
WP: 10
Availability: Common, military
Special: This launcher requires a full-round action to reload.





Cost: 2500
Critical: By missile type
Weight: 15kg
Type: By missile type
Size: Large
Break DC: 20
Era:    



“BULLDOG” MISSILE LAUNCHER

Merr-Sonn Munitions “Borebang” Subterranean High-Yield Explosive





Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: 6d8+4 + special (see text)
Range Increment: 0m (4m)
Fort DC: --
Multifire/Autofire: --
Hardness: 2
WP: 2
Availability: Rare, military

Cost: 1500
Critical: --
Weight: 1.0kg
Type: Energy + Bludgeoning
Size: Tiny
Break DC: 15
Era:    

Developed for use during the Clone Wars, the Subterranean High-Yield Explosive device saw frequent use by the Grand Army of the Republic. Once activated and placed on the ground the borebang begins burrowing itself into the ground for a number of rounds designated by the user (up to 5 rounds). When the device detonates, it deals an initial 6d8+4 damage to any target caught within the blast radius. All targets may attempt a Reflex save (DC 15) to halve the damage dealt by the borebang. After the detonation, the explosion tosses debris into the air. Any target within the blast radius must make a Reflex saving throw (DC 15) to avoid any falling debris. Those that fail the saving throw take an additional 1d6 damage from falling debris.

Merr-Sonn Munitions “Bulldog” RLR Rocket Launching Rifle

Weapon Type: Rocket Launcher
Proficiency Group: Heavy Weapons
Damage: 4d6+2
Range Increment: 50m (2m)
Fort DC: --
Multifire/Autofire: --
Hardness: 3
WP: 5





Availability: Common, military
Cost: 1,800
Critical: 20
Weight: 6kg
Type: Energy
Size: Medium
Break DC: 20
Era:    

Special: Reloading this weapon requires a full-round action to complete.

This pistol-sized missile launcher was developed for use during the Clone Wars, primarily by General Grievous' personal IG-100 MagnaGuards. It is capable of holding six miniature rockets that could be fired in one of two modes. The first mode is a standard “dumb-fire” mode, which has no guidance system but allows the weapon to be fired at a rate typical of most blaster rifles. The guidance firing mode allows the weapon to lock onto a specific target, providing the user with a +1 attack bonus, however the fire rate of this mode requires a full-round action to use.

Merr-Sonn Munitions “Bunker Buster” Rocket-propelled Torpedo Launcher

Weapon Type: Torpedo Launcher
Proficiency Group: Heavy Weapons
Damage: Special (see text)
Range Increment: 250m (15m)
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 10
Availability: Specialized, military

Cost: 5000
Critical: 19-20
Weight: 12kg
Type: Energy + Piercing
Size: Large
Break DC: 20
Era:    

This missile launcher was first put into use by Republic troops during the Clone Wars. The weapon fires a two-stage rocket-propelled torpedo that is specially designed to eliminate bunkers and other underground targets from the surface. Once fired the torpedo slams into the ground it detonates a series of thermal detonators doing 8d10+5 damage to the target and any characters within the blast radius (characters may make a DC 15





Explosive Results

[Knowledge (chemistry) +9] [Knowledge (physics +1)]

The Clone Wars saw the invention of several weapons of mass destruction that ravaged their targets in increasingly brutal and efficient ways. The following are but a few of the payloads developed by the two sides during the Clone Wars.

Arakyd XM-15 "Vindicator" Missile

Damage: 4d8

Type: Energy

Availability: Rare, military

Special: Missile is equipped with a sophisticated artificial intelligence tracking system with 10 ranks in the Piloting skill to locate and impact with its target at 290km/h.

Range Increment: 300m (4m)

Cost: 25,000 (Not Available for Sale)

Techno Union "Weedcutter" Missile

Damage: 6d8+5

Type: Slashing

Availability: Rare, military

Special: Launched at a high-arc as to avoid sensor screens and so that it may descend straight down on a group of unsuspecting targets. The Weedcutter is equipped with altitude sensors so that it detonates approximately 1 meter from the ground. Upon detonation it unleashes a payload of durasteel flechette in a rotary motion over a wide area that can easily pierce through armor. All targets within the blast radius may make a Reflex saving throw (DC 20) to avoid damage from this missile by lying prone.

Range Increment: 1000m (20m)

Cost: 8,000

Radiation Burst Missile

Damage: Special

Type: Radiation

Availability: Rare, military

Special: Detonates at a high altitude and releases a shower of radioactive particles that can have devastating effects on organic life forms. All organic targets within the blast radius must make a Fortitude saving throw (DC 24) from exposure to Level V radiation (see Star Wars Roleplaying Game Revised and Expanded Edition, page 290 for details on radiation poisoning).

Range Increment: 1000m (50m)

Cost: 10,000 ☼

Reflex save to halve damage). The device penetrates the surface and burrows deep into the ground until it reaches its target at which point a second, more powerful proton charge detonates dealing 8d12+20 damage to the structure and anything inside.

Merr-Sonn Munitions MM(X) Grenade Launcher

Weapon Type: Grenade Launcher

Proficiency Group: Heavy Weapons

Damage: By grenade type

Range Increment: 100m (burst radius by grenade type)

Fort DC: --

Multifire/Autofire: --

Hardness: 5

WP: 10

Availability: Rare, military

Special: It requires a full-round action to reload.

Cost: 18,000

Critical: By grenade type

Weight: 24kg

Type: By grenade type

Size: Large

Break DC: 20

Era: ☼ ☼ ☼ ☼

The MM(X) was still in the experimental stages of development by Merr-Sonn Munitions during the Clone Wars. It is equipped with a dual-operated firing mechanism to allow it to be easily fired from multiple configurations. It can be used via tripod, shoulder-mount or vehicular mount.



PLX-1 MISSILE LAUNCHER

Merr-Sonn Munitions PLX-1 Missile/Rocket Launcher

Weapon Type: Missile Launcher

Proficiency Group: Heavy Weapons

Damage: Special (see text)

Range Increment: 500m (8m)

Fort DC: --

Multifire/Autofire: --

Hardness: 5

WP: 10

Availability: Common, military

Special: Reloading this weapon is considered a full-round action. Switching between "dumb-fire" mode and gravity-activated mode is considered a free action.

Cost: 2,000

Critical: 19-20

Weight: 12kg

Type: Energy

Size: Large





Break DC: 20

Era: ☼ ☼ ☼ ☼

This over-the-shoulder portable missile launcher was used by Republic forces during the Clone Wars. It can be preprogrammed to home-in on specific repulsorlift signatures using its Gravity-activated Mode. Preprogramming takes approximately five minutes and requires a successful Computer Use check (DC 10). Up to ten repulsorlift signatures can be stored at a time. When





the GAM rocket is fired, it can pursue a target for up to 40km before its fuel is consumed. The homing system effectively has 6 ranks in Piloting to track its target at a speed of 200km/h. If a GAM rocket successfully strikes its target, it does 6d8+4 damage. When using the standard "dumb-fire" missiles, the projectiles travel in a linear path only. Dumb-fire missiles that successfully strike its target do 7d8 damage.

Merr-Sonn Munitions RD-4 Grenade Launcher

Weapon Type: Grenade Launcher
Cost: 1,500
Critical: 20
Weight: 10kg
Type: Energy + Radiation
Size: Large
Break DC: 20
Era:    
Fort DC: 18
Multifire/Autofire: --
Hardness: 4
WP: 8
Availability: Common, military
Special: Reloading this weapon is considered a full-round action. Switching between impact detonation and time-delay is considered a free action.

This weapon was originally produced by Merr-Sonn Munitions decades before the Clone Wars began, but was adopted by the droid armies of the Confederacy. The grenades can be set so that they either explode on impact or explode on a 3-second time delay allowing the grenade to bounce 1d4 meters. When the grenade detonates, all targets within a 4 meter radius immediately take 3d6 damage. Any target within the blast radius may make a Reflex saving throw (DC 15) to halve the damage of the initial explosion. The explosion lets loose high levels of radiation. Any organic life forms within a 10 meter radius of the explosion must make a Fortitude saving throw (DC 18) for Level III radiation poisoning (see *Star Wars Roleplaying Game Revised and Expanded Edition*, page 290 for details on radiation poisoning).





Merr-Sonn Munitions V-1 Thermal Detonator

Weapon Type: Grenade
Cost: 2500
Critical: 20
Weight: 0.5kg
Type: Energy
Size: Tiny
Break DC: 15
Era:    
Damage: 8d6+6
Range Increment: 4m (8m)
Fort DC: --
Multifire/Autofire: --
Hardness: 2
WP: 2
Availability: Rare, military
Special: -8 to any Listen checks used to detect the sound of the explosion of this device.

This explosive was a modified version of a standard thermal detonator used by clone sharpshooters during the Clone Wars. The V-1 functions in exactly the same manner as a typical thermal detonator, however it is equipped with sound dampeners to quiet the explosion to aid in stealth. Any Listen check used to detect the blast suffers a -8 penalty. If a character is caught in the blast radius, they may attempt a Reflex save





(DC 15). A successful save halves the damage received from this device.

Merr-Sonn Munitions V-B Haywire Grenade

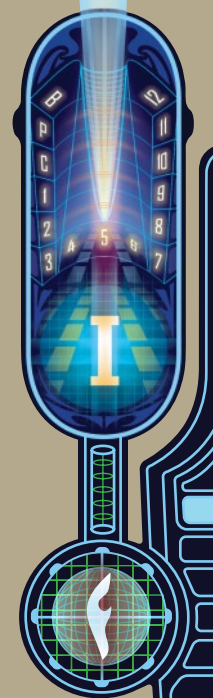
Weapon Type: Grenade
Cost: 800
Critical: --
Weight: 0.5kg
Type: Special
Size: Tiny
Break DC: 15
Era:    
Proficiency Group: simple weapons
Damage: Special (see text)
Range Increment: 4m (4m)
Fort DC: 15/12 (see text)
Multifire/Autofire: --
Hardness: 2
WP: 2
Availability: Common, military
Special: Targets wearing equipment that shields from electromagnetic interference do not suffer the effects of this weapon.

Frequently used by the clone troopers of the Grand Army of the Republic during the Clone Wars. This grenade emits a strong electromagnetic pulse that fuses electrical circuits rendering any unshielded electronics useless. Any unshielded droid or electronic device caught within the blast radius must make a Fortitude saving throw (DC 15 if hit by the grenade, DC 12 if in an adjacent square). Those making the save are stunned or offline for 1d4 rounds. If the saving throw is failed, the droid or device suffers heavy damage to its internal components and is rendered useless. A Repair check (DC20) and appropriate replacement parts are required to restore the droid or device to its former functionality.

Otah Gungan Defense League Pulse Bomb

Weapon Type: Grenade
Cost: 800
Critical: 20
Weight: 1.0kg
Type: Special
Size: Small
Break DC: 10
Era:    
Proficiency Group: simple weapons
Damage: Special (see text)
Range Increment: 4m (4m)
Fort DC: 20/15 (see text)
Multifire/Autofire: --
Hardness: 2
WP: 2
Availability: Common, military
Special: Targets wearing equipment that shields from electromagnetic interference do not suffer the effects of this weapon.

The pulse bomb is a modification of the energy balls used by the Gungan army on Naboo. On impact the device emits a strong ionic pulse that wreaks havoc on any electrical systems caught in the blast radius. The device is less effective against organic life forms; however, it does cause some temporary damage. Any target within the blast radius must make a Fortitude saving throw (DC 20 if hit, DC 15 if in an adjacent square). Any droid or electrical device that succeeds the saving throw takes 2d6 damage and is stunned for 2 rounds. Organic life forms that roll a successful Fortitude save are stunned for 1 round. Droids or electrical equipment that fail the save suffer massive damage to their inner circuitry and are considered destroyed (a Repair check of DC 20 along with replacement parts is required to restore the





Biological Weapons

[Knowledge (biology) +10] [Knowledge (engineering) +11]

The Confederacy of Independent Systems, knowing it was going to fight a mostly biological Republic Army with its overwhelmingly mechanical forces, quickly made the decision to employ a variety of biological and chemical weapons that their Droid Army would be immune to. Two individuals were responsible for creating the bulk of abhorrent weaponry used by the CIS, Jenna Zan Arbor and Ovolot Qail Uthan. Below is a list of the more popularly used weapons during the Clone Wars.

Clone-Killer Gas: This effort was led by Ovolot Qail Uthan, but the project was destroyed before it could be finished. However, it is possible that some samples of the early version were released. It can be transmitted via Contact (Fort DC 8, +10 for Jango Clones), Inhale (Fort DC 10, +10 for Jango Clones), Ingest (Fort DC 12, +10 for Jango Clones) or Injury (Fort DC 14, +10 for Jango Clones). The weapon was not yet perfected, as it still posed a danger to non-clones.

Clone Nano-Virus: Developed by a traitorous Kaminoan for the Separatists in the fourth month of the Clone Wars, this genetically engineered virus targeted clones of Jango Fett specifically. Any clone trooper created using Fett's DNA subjected to the virus immediately became ill within hours of contact (A Fortitude saving throw against a DC of 50 can avoid contracting the virus). Once infected, a clone loses 1d3 Constitution every hour. The virus was caught before it had appropriate time to adapt and mutate. Thus a vaccine was created that renders the virus inert.

Dihexalon Gas: An early chemical weapon by Jenna Zan Arbor that would lead to better discoveries, Dihexalon can be transmitted via Contact (Fort DC 16), Inhale (Fort DC 18), Ingest (Fort DC 20) or Injury (Fort DC 22). Initial damage is 2d6 Dex damage, secondary damage is Paralysis, and tertiary damage is Lethal. The cost is 100 credits per dose/ 1 x 1 square meter area, and can be placed anywhere from missile warheads to grenades or dart tips. The agent causes severe muscle spasms that paralyze the person affected, even including their ability to breathe, eventually causing them to die of asphyxiation. Jedi Master Yaddle was killed by Dihexalon on Mawan.

Nytinite: A form of sleeping gas that saw heavy use during the Clone Wars. In weaponized form, the gas can be delivered via canister (grenade, warhead, etc). Once the purple mist is decompressed, it permeates an area of 2 meters per cubic centimeter of material. Any humanoid being caught in the radius of the mist must make a Fortitude saving throw (DC 20) each round or immediately fall unconscious for 1d4 hours.

Paraleptin and Tritoxinate: Two of the more potent neurotoxins in the galaxy during the Clone Wars, both of these poisons inhibited respiratory function and blood flow by interrupting the central nervous system of most humanoid species. If a being comes into contact with either of the substances a Fortitude saving throw is required (contact DC 15, ingestion DC 25, inhalation DC 35). If the save fails, the target immediately takes 1d8 Constitution damage. Upon failure of a second saving throw, the target suffers an additional 2d8 Constitution damage and becomes paralyzed. At any time if the target's Constitution score falls to zero or below or if treatment is not administered should saving throws fail, the target automatically dies within 1d10 hours.

Swamp Gas: Another deadly nerve agent created by Jenna Zan Arbor on the lava-covered world of Queyta, Swamp Gas was designed to be lethal to the Gungan denizens of Naboo. Swamp Gas can be transmitted via Contact (Fort DC 13, +10 if Gungan) or Inhalation (Fort DC 15, +10 if Gungan). Initial damage is 2d6 Con damage, secondary damage is 1d6 Con damage. This agent was first deployed by Asajj Ventress and Durge on the Naboo moon of Ohma-D'un where it affected Jedi Obi-Wan Kenobi and Anakin Skywalker. An anti-dote was eventually discovered by Kenobi on Queyta.

Trihexalon Gas: A refinement of Dihexalon Gas, Trihexalon was a much more potent weapon, also created by Jenna Zan Arbor. It was known by several other names such as Hex Gas and Dragon's Breath. Trihexalon can be transmitted via Contact (Fort DC 18), Inhale (Fort DC 20), Ingest (Fort DC 22) or Injury (Fort DC 24). Initial damage is 3d6 Dex damage, secondary damage is Paralysis, and tertiary damage is Lethal. The cost is 125 credits per dose/ 1 x 1 square meter area, and can be placed anywhere from missile warheads to grenades or dart tips. The agent causes severe muscle spasms that paralyze the person affected, even including their ability to breathe, eventually causing them to die of asphyxiation. Jedi Master Adi Gallia fought Separatist Captain Cavik Toth and his Hex-equipped armada in orbit around Geonosis.






Trihexalophine 1138: The final and ultimate refinement of the lessons learned from Swamp Gas and Trihexalon Gas, Trihexalophine-1138 was a planet killer, and attacked the planet's eco-system. It was still poisonous to those who came into contact with it, and could be transmitted via inhalation (Fort DC 10). Initial damage is 1d6 Con and secondary damage is 1d6 Con. This weapon was deployed on the Noghri homeworld of Honoghr when a Lucrehulk-class transport carrying the weapon crash-landed.

Tisyn-C Nerve Gas: This nerve agent was developed during the Clone Wars, probably by Jenna Zan Arbor or one of her colleagues. It was a deadly agent that caused spasms, dementia and death. It could be administered via Contact (Fort DC 12), Inhale (Fort DC 14), Ingest (Fort DC 15) or Injury (Fort DC 17). Initial damage is dementia, secondary damage is paralysis, and tertiary damage is lethal. Tisyn-C Nerve Gas saw extensive use on Haruun-Kal, Mace Windu's planet of birth. ☹️







droid or device back to its previous functionality). Organic life forms that fail their Fortitude save suffer 2d6 damage and are knocked unconscious for 1d4+1 rounds.

Republic Munitions Micro Explosive Charge

Weapon Type: Explosive charge
Cost: 200
Critical: 20
Proficiency Group: Simple weapons
Weight: 0.2 kg
Type: Energy
Damage: 1d8
Size: Tiny
Range Increment: 4m (4m)
Break DC: 10
Fort DC: --
Era:     
Multifire/Autofire: --
Hardness: 2
WP: 1
Availability: Specialized, Licensed





These marble-sized explosives became commonly used by Jedi during the Clone Wars. Able to employ dozens at a time, Jedi could easily detonate the micro-explosive charges remotely or by using the Move Object skill. Some of the more savvy warriors such as Obi-Wan Kenobi even covertly placed these charges in key areas from concealment and using the Force.

SoroSuub LXR-6 Concussion Grenade

Weapon Type: Grenade
Cost: 400
Critical: 20
Proficiency Group: Simple Weapons
Weight: 0.5kg
Type: Energy
Damage: 3d8
Size: Tiny
Range Increment: 4m (4m)
Break DC: 20
Fort DC: --
Era:    
Multifire/Autofire: --
Hardness: 2
WP: 3
Availability: Prevalent, military

The LXR-6 is a standard grenade that releases concussive energy upon detonation. All targets within the blast radius may attempt a Reflex save (DC 15). A successful save halves the damage taken from this weapon.

Wawaatt Arms Homing Rocket Launcher

Weapon Type: Rocket Launcher
Cost: 4,000
Critical: 20
Proficiency Group: Heavy Weapons
Weight: 22kg
Type: Piercing + Energy
Damage: 4d6 / 8d10+20
Size: Large
Range Increment: 500m (8m)
Break DC: 20
Fort DC: --
Era:    
Multifire/Autofire: --
WP: 15
Availability: Common, military
Special: Reloading this weapon requires 3 rounds to complete.

This extremely bulky rocket launcher was developed by the Wookiees of Kashyyyk. It is capable of firing rockets that can home in on their targets, giving the user a +2 attack bonus.







WOOKIEE HOMING ROCKET LAUNCHER

Rockets can be fired one at a time or the launcher is capable of firing all 5 rockets simultaneously with a -4 attack penalty. A Strength of 15 is required to wield this weapon. Firing this weapon requires a full-round action.

Melee Weapons

Arakyd Industries Slaver Blade

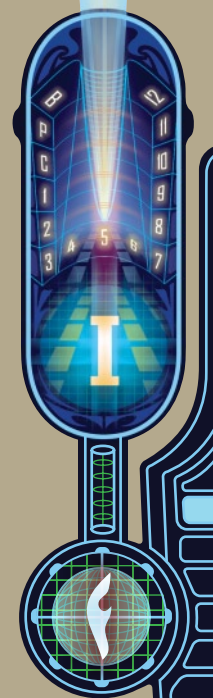
Weapon Type: Melee weapon
Cost: 175
Critical: 20
Proficiency Group: Exotic (swords)
Weight: 2.5 kg
Damage: 2d6
Type: Slashing
Range Increment: --
Size: Medium
Fort DC: --
Break DC: 18
Multifire/Autofire: --
Hardness: 12
Era:    
WP: 3
Availability: Prevalent

A large, durable metallic blade, it was heavier than most plastel weaponry, and often used by Togorian or Trandoshan slavers. The sword is fairly simple in design, typically just a metal blade with a taped grip, designed for marauding more than fencing.

Baktoid Armor Workshop MagnaGuard Electrostaff

NOTE: Stats for the DT-57 can be found on the Wizards of the Coast Website at <http://www.wizards.com/default.asp?x-starwars/article/sw20050714a>

The Electrostaff was a melee weapon created specifically for the bodyguard droids of General Grievous, and designed painstakingly to challenge Jedi Knights and even Masters in combat. The secret of the weapon's sturdiness is a Phrik alloy used in its construction that allows it to parry lightsaber blades. The staff tips emitted a powerful electro-shock that most Jedi were unable to absorb, making them easy targets once they were stunned. Some Jedi found that the Electrostaff was just as effective against the droids who wielded them.





MAGNAGUARD WITH ELECTRO-STAFF

Gordarl Weaponsmiths Geonosian Force Pike

Weapon Type: Melee weapon
Proficiency Group: Vibro weapons
Damage: 3d8
Range Increment: --
Fort DC: 20
Multifire/Autofire: --
Hardness: 5
WP: 8
Availability: Prevalent

This powerful Force-Pike is double-bladed and does severe damage. Typically is used from the air, stabbing down into enemy forces, or in aerial duels in the Geonosian Execution Arena. The Geonosian Force Pike is feared by Clone Troopers for good reason; Geonosian ambushes often include dozens of Geonosians swooping down from cover to skewer troopers and disappear before the rest of the unit can react.

Hook-blade

Weapon Type: Melee weapon
Proficiency Group: Simple weapons
Damage: 1d4+2
Range Increment: --
Fort DC: --
Multifire/Autofire: --
Hardness: 8
WP: 5
Availability: Specialized

Most commonly used by Noghri warriors. These curved blades are extremely small – barely 8 centimeters long. They are extremely easy to obscure, providing a +2 equipment bonus to Hide checks used to conceal them.

Kar Vastor's Vibroshield

Weapon Type: Protective Shield
Proficiency Group: Exotic
Damage: 2d6
Range Increment: --
Fort DC: --
Multifire/Autofire: --
Hardness: 10
WP: 20
Availability: Unique

Cost: 600
Critical: 20
Weight: 3 kg
Type: Slashing
Size: Small
Break DC: 20
Era:

Created by Kar Vastor as a personal defense weapon, the vibroshield was made from an extremely dense metal alloy called ultrachrome. Vastor sharpened the edges of the shield to a razor-sharp edge and installed a vibro system in its base. When used as an edged weapon, the shield does 2d6 slashing damage. Used as a shield, it is capable of deflecting blaster fire, granting a +1 bonus to the Deflect ability and with a successful Reflex save versus an opponent's attack provides one-half cover.

Merr-Sonn Munitions Devastator Vibroblade

Weapon Type: Melee weapon
Proficiency Group: Vibro weapons
Damage: 2d6 (or add 1d6 to unarmed strike with knife hand)
Range Increment: --
Fort DC: 20
Multifire/Autofire: --
Hardness: 5
WP: 3
Availability: Prevalent

Cost: 350
Critical: 20
Weight: 0.5 kg
Type: Slashing
Size: Small
Break DC: 16
Era:

Special: Anyone attempting to disarm this weapon unarmed takes a -2 penalty. If you try and throw this weapon, you take a -4 penalty in addition to all normal penalties for improvising a weapon.

This knife was designed for extremely close quarters combat. In addition to the double-sided vibroblade, there is a vibroknucler blade over the fists connecting the grip, increasing the damage from unarmed strikes. The blade saw extended use by Republic militia on worlds such as Haruun-Kal.

Morgukai Custom Cortosis Staff

Weapon Type: Melee weapon
Proficiency Group: Exotic (cortosis staff)
Damage: 1d8 (saber end) 1d6 (blunt end)
Range Increment: --
Fort DC: --
Multifire/Autofire: --
Hardness: 10
WP: 5
Availability: Rare, restricted
Special: Can parry a lightsaber.

Cost: 12,000
Critical: 19-20
Weight: 3 kg
Type: Slashing / Bludgeoning
Size: Large
Break DC: 18
Era:

The ancient sect of Kajain'sai'nikto known as the Morgukai were the ones who created the cortosis staff, a weapon they wield against the Jedi without mercy. The weapon is a long cortosis



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CORTOSIS STAFF

shaft capable of parrying a lightsaber blade tipped with an energy spear-head similar to a lightsaber blade. The weapon is extremely rare and sought after by many collectors.

Palandrix Personal Protection Stun Gauntlet

Weapon Type: Melee weapon
Proficiency Group: Simple weapons
Damage: Special (see text)
Range Increment: --
Fort DC: 20
Multifire/Autofire: --
Hardness: 5
WP: 2
Availability: Specialized

Cost: 2,500
Critical: --
Weight: 0.2 kg
Type: Energy
Size: Tiny
Break DC: 10
Era:

A non-lethal weapon manufactured by Palandrix Personal Protection for thousands of years. This "shock glove" contained a powerful micro power cell and pulse pads installed into the palm of the glove. Upon making a successful touch attack (or winning an opposing Spot or Sense Motive check with a Hide or Bluff check respectively and shaking hands with a target) the target is forced to make a Fortitude saving throw (DC 20). If the target succeeds in making the save they are stunned for 1 round. If the save fails, however, the target is stunned for 1d4+1 rounds. The gloves come in a variety of sizes and types to accommodate hundreds of different species.

Republic Munitions Dynamic Hammer

Weapon Type: Motorized battering ram
Proficiency Group: Exotic (dynamic hammer)
Damage: 2d8
Range Increment: --
Fort DC: --
Multifire/Autofire: --
Hardness: 15
WP: 10
Availability: Common

Cost: 3,000
Critical: 20
Weight: 6 kg
Type: Bludgeoning
Size: Medium
Break DC: 20
Era:

Although it can be used as a devastating weapon, the dynamic hammer's original use is to break down doors. Used in this manner requires no weapon proficiency. By using ultra-sonic vibration similar to that of a vibroblade the dynamic hammer pounds the door open by brute force, providing a +2 damage bonus when utilized on doors.

Vergine Powerlance

Weapon Type: Melee weapon
Proficiency Group: Exotic (lance)
Damage: 2d8 (4d8 if traveling 30 kmh or more on same turn)
Range Increment: --
Fort DC: --
Multifire/Autofire: --
Hardness: 12
WP: 8
Availability: Prevalent, restricted

Cost: 2,000
Critical: 19-20
Weight: 7 kg
Type: Piercing
Size: Large
Break DC: 18
Era:





IG DROID WITH VERPINE POWER LANCE

Special: The power lance can only be used once per round, and on every successful attack, must roll a break DC check to see if the lance breaks. Replacement lance heads are 200 credits, and take a repair check DC 10 and 2d8 rounds to reattach. The tip can be equipped to have several different effects based on what module is used. On a successful attack, can either deliver an electrical charge (2d6 electrical) a blaster bolt (3d8 energy) or an explosive charge (4d10 energy).

The Verpine Power Lance is often used while mounted on a speeder bike or animal mount to unseat other mounted attackers or skewer infantry. The lances were employed by both sides of the Clone Wars, by CIS IG Lancer Droids and Republic Clone Troopers. The Battle of Muunilist saw the most widespread use of the weapon. When a target is lanced, the user can depress a small trigger on the handle that either emits an electric charge, a blaster bolt, or an explosive charge, depending on the lance head affixed. Each lance head only carries enough power for one use of the special damage before needing a replacement lance-head.

X'Ting Flameknife

Weapon Type: Melee weapon
Proficiency Group: Simple weapons
Damage: 2d6 + special (see text)
Range Increment: --
Fort DC: --
Multifire/Autofire: --
Hardness: 10
WP: 6
Availability: Specialized

Cost: 3,000
Critical: 20
Weight: 1 kg
Type: Slicing + Energy
Size: Small
Break DC: 15
Era:

Created and used by the insectoid X'Ting race of Ord Cestus, the flame knife initially functions similar to that of a vibroblade. However, upon landing a successful hit, due to the blade's intense heat the target must make a Reflex saving throw (DC 15) to avoid catching on fire. If the save fails, the target suffers an immediate 1d6 damage and must make Reflex saves every round until the fire is extinguished or take an additional 1d6 damage each round.

Ranged Weapons

Arakyd Industries ACP Array Gun

Weapon Type: Charged particle shotgun
Proficiency Group: Exotic (charged particle weapons)
Damage: 3d8+1
Range Increment: 4 m
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 5

Cost: 900
Critical: 19-20
Weight: 4.5 kg
Type: Piercing
Size: Medium
Break DC: 15
Era:

Availability: Prevalent, restricted
Special: Must reload after 8 shots. Critical threat range increases to 18-20 at point blank range.

This particle shotgun was often used by Trandoshan slavers, and with each blast, fired a spread of eight individual particles. While the weapon range was notoriously low, the damage it dealt at close range was lethal.

Arakyd Industries ACP Repeater Gun

Weapon Type: Charged particle repeater
Proficiency Group: Exotic (charged particle weapons)
Damage: 3d6
Range Increment: 12 m
Fort DC: --
Multifire/Autofire: --
Hardness: 4
WP: 5

Cost: 900
Critical: 19-20
Weight: 4.5 kg
Type: Piercing
Size: Medium
Break DC: 14
Era:

Availability: Prevalent, restricted
Special: Must reload after 40 shots. When used against personal shielding, reduces shield DR by 2.



ACP REPEATER



ACP HEAVY REPEATER



ACP ARRAY GUN

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This particle submachine gun is also commonplace among Trandoshan slavers and mercenaries. The weapon is fairly unremarkable except that the charged particle technology is more effective at penetrating shields than standard blaster technology. The weapon at first glance appears to be some kind of blaster weapon, but like Wookiee bowcasters, the energy sheath merely coats the charged particle, which is what actually does the damage.

Arakyd Industries LJ-50 Concussion Rifle

Weapon Type: Concussion Rifle
Cost: 2,800
Proficiency Group: Heavy Weapons
Critical: 20
Damage: 3d8+2
Weight: 7.9kg
Range Increment: 30 Meters (4 Meter Blast Radius)
Type: Energy
Size: Large
Break DC: 17
Fort DC: --
Era:
Multifire/Autofire: --
Hardness: 5
WP: 6
Availability: Rare, military

This weapon can only fire 5 shots before needing to be reloaded. Target gets no save throw versus damage on a successful hit, but anything within 2 meters of the target on a successful hit have to make a Fort Saving throw where DC equals the attack roll or else suffer half the damage dealt to target. On an unsuccessful attack, target must make Fort Saving throw where DC equals attack roll or else suffer half damage.

Arakyd Industries LS-150 ACP Repeater

Weapon Type: Repeating Charged Particle Rifle
Cost: 2,500
Proficiency Group: Blaster rifles
Critical: 20
Damage: 3d8+3
Weight: 12.5 kg
Range Increment: 25 m
Type: Energy
Size: Large
Break DC: 18
Fort DC: --
Era:
Multifire/Autofire: M/A Only
Hardness: 6
WP: 10

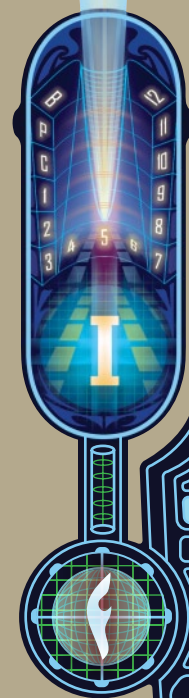
Availability: Rare, Restricted
Special: Must reload after 24 multi-fire bursts or 12 auto-fire bursts (you can mix and match as necessary). Requires Strength check DC 15 to operate each turn (you cannot take 10 or 20). Failing the Strength check means the weight and recoil of the weapon have overwhelmed you, causing a -6 penalty to all attacks made that round. When used against personal shields, reduces the DR by 2.

This massive rotary repeating blaster cannon was more suited as a vehicle or tripod mounted weapon (if mounted, Strength check is no longer needed). This weapon was typically only used by massive and incredibly strong Trandoshan mercenaries filling a heavy assault role. It works on the same principles as all other Charged Particle weaponry, though this is by far the most powerful weapon of its type to be developed, capable of chewing through lines of infantry or shielding on low-flying speeders.

Baktoid Armor Workshop E-5 Droid Blaster

NOTE: For official stats on the E-5 droid blaster, turn to page 15 of the *Arms & Equipment Guide* by Wizards of the Coast.


The E-5 droid blaster was one of the most commonplace weapons found littered on battlefields during the Clone Wars. The weapons were notoriously prone to overheating; an intentional design flaw intended to limit organic enemy use of

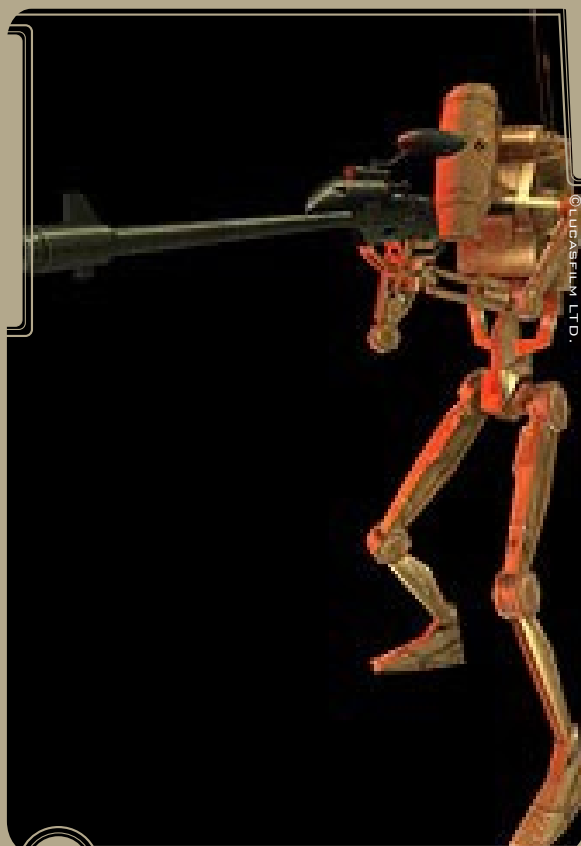


the E-5. However, most resistance forces would simply wear insulated gloves or fire the weapon at a slower rate to avoid burning their hands. The E-5 was the backbone of the entire Separatist Army, and can be found among pirate and privateer forces and the black market well into the Yuuzhan Vong invasion.

Baktoid Armor Workshop E-5s Blaster Rifle

Weapon Type: Sporting blaster rifle
Proficiency Group: Blaster rifles
Damage: 3d6+2
Range Increment: 50 m
Fort DC: 15
Multifire/Autofire: M/A
Hardness: 5
WP: 5
Availability: Common, military
Special: The E-5s can fire 5 shots before needing to be reloaded.

Cost: 950
Critical: 19-20
Weight: 4.5 kg
Type: Energy
Size: Medium
Break DC: 14
Era: 



BATTLE DROID WITH E-5S BLASTER RIFLE


The E-5s Blaster Rifle was created by Baktoid Armor Workshop to be used by specially programmed assassin droids. The weapon takes advantage of the unnaturally steady hands of droid snipers, providing extreme range and accuracy. The new addition to Separatist Forces was a great success, stalling Republic military efforts on many planets as Clone Commanders were picked off, unsuspecting of having to counter sniper-tactics from an enemy that had shown a preference for much more straightforward

formation combat.

Perhaps the most famous use of this weapon during the Clone Wars was on Muunilist against invading Republic Special Forces. While the weapon was unable to win the engagement for the Separatists, it did impede the deadly ARC Troopers for a time. The delay caused untold death and damage to Republic Orbital units, who were dependent on the ARC force to disable the planetary guns.

BlasTech DC-15a Blaster Rifle

Weapon Type: Blaster rifle
Proficiency Group: Blaster rifles
Damage: 3d8+3
Range Increment: 40 m
Fort DC: 16
Multifire/Autofire: M
Hardness: 5
WP: 9
Availability: Common, military
Special: -2 to attack, can fire 100 shots before changing power packs, and 500 before changing gas cartridge.

Cost: 1,400
Critical: 19-20
Weight: 7 kg
Type: Energy
Size: Large
Break DC: 18
Era: 







BLASOTECH DC-15A BLASTER RIFLE

The DC-15a Blaster Rifle was designed by BlasTech specifically to function with the Grand Army of the Republic, and is the largest in the DC series. The rifle was designed specifically to integrate with Clone Trooper armor, to the point of showing the target reticule and ammo count on the HUD of the trooper firing the weapon. Without this HUD improvement, the weapon is remarkably difficult to aim, both because of its design and length. This was an intentional design mechanic, preventing enemy troops from making use of the powerful weapons.

The DC-15A was as versatile as the troops who utilized it. Standard equipment for the weapon included a tripod for increased stability, allowing a +10 bonus to the range increment, and a scope, which conferred an additional +5 bonus to the range increment at the expense of the multi-fire capability.

BlasTech DC-15s Blaster Pistol

Weapon Type: Blaster pistol
Proficiency Group: Blaster pistols
Damage: 3d6-2
Range Increment: 8 m
Fort DC: 12
Multifire/Autofire: M
Hardness: 5
WP: 2
Availability: Prevalent, military
Special: Unlimited ammo.

Cost: 900
Critical: 20
Weight: 0.75 kg
Type: Energy
Size: Small
Break DC: 15
Era:    







BLASTECH DC-15S BLASTER PISTOL

This small sidearm was issued to Clone Commandos as a sidearm to be used as a last resort. The weapon is underpowered and short ranged, but the self-charging battery provides unlimited ammunition, which makes it a great tool for survival in the wild environments commandos are sometimes forced to fight and survive in. Like all the weapons in the DC series, the DC-15s Pistol is designed to integrate into the HUD of Clone Trooper armor.

BlasTech DC-15s Blaster Rifle

Weapon Type: Blaster rifle
Proficiency Group: Blaster rifles
Damage: 3d8-1
Range Increment: 30 m
Fort DC: 16
Multifire/Autofire: M
Hardness: 5
WP: 5
Availability: Common, military
Special: Can fire 100 shots before changing power pack, 500 shots before changing blaster gas.

Cost: 950
Critical: 19-20
Weight: 3.8 kg
Type: Energy
Size: Medium
Break DC: 18
Era:    

The DC-15S Blaster Rifle was designed by BlasTech specifically to







BLASTECH DC-15S BLASTER RIFLE

function with the Grand Army of the Republic, and works similar to the DC-15A in that it integrates with a Clone Trooper's armor to provide a HUD targeting reticule and ammo count. The design is again extremely versatile in that the folding stock allows for several different firing configurations, a design that would later be mimicked with the E-11 Blaster Rifle for the Empire.

BlasTech DC-15x Sniper Rifle

Weapon Type: Blaster rifle
Proficiency Group: Blaster rifles
Damage: 3d8-1
Range Increment: 50 m
Fort DC: 16
Multifire/Autofire: --
Hardness: 5
WP: 9
Availability: Prevalent, military
Special: Can fire 5 shots before reloading. -4 to attack at point blank range.

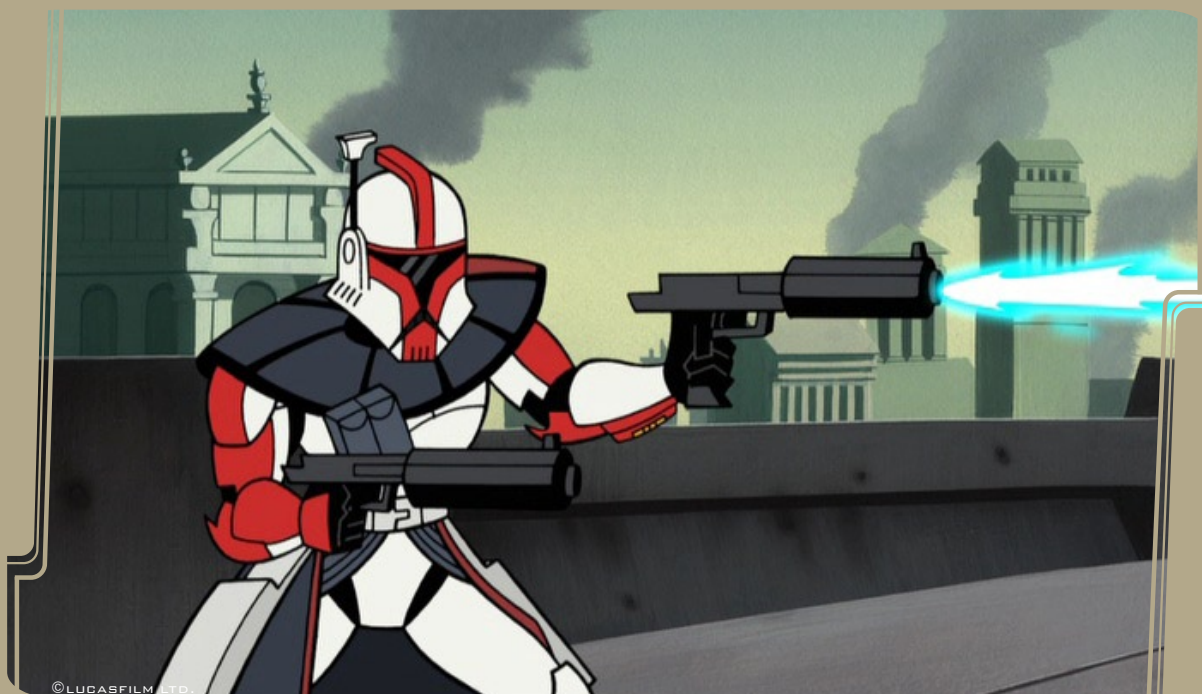
Cost: 1,500
Critical: 19-20
Weight: 7 kg
Type: Energy
Size: Large
Break DC: 14
Era:    

Perhaps one of the most powerful sniper weapons ever developed, the DC-15x is a modification of the DC-15A, adding additional optics and range at the expense of some power, ammo and durability. The weapon is used exclusively by Clone sharpshooters, sometimes including the Republic Commandos and ARC Troopers.



BLASTECH DC-15X SNIPER RIFLE





BLASTTECH DC-17 BLASTER PISTOL

BlasTech DC-17 Blaster Pistol

Weapon Type: Blaster pistol

Proficiency Group: Blaster pistols

Damage: 3d6

Range Increment: 12 m

Fort DC: 12

Multifire/Autofire: M

Hardness: 5

WP: 2

Availability: Prevalent, military

Cost: 600

Critical: 20

Weight: 1 kg

Type: Energy

Size: Small

Break DC: 15

Era:

capturing organics alive. The Republic Commandos swore by the weapon's capabilities and reliability in the field, rarely finding a need to use other weapons. The DC-17m was fully integrated into the Republic Commando Katarn-Class body armor, providing an ammo count and targeting reticule in the armor's HUD.

PEP Laser Attachment: Damage 1d6; Critical 20; Range Increment 10 m; Weight 6 kg; Stun DC 20; Type Energy & Blunt; Multifire/Autofire M/A; Size Medium; Group Slugthrowers. Special: This weapon can make 15 shots on a single specialized cartridge (cost 100 credits, weight 0.5 kg).

The Pulsed Energy Projectile (PEP) Laser attachment was newly developed for the DC-17m a year into the Clone Wars. Designed as a non-lethal means to bring down biological adversaries, the attachment was often employed during crowd control or special ops. The weapon fired a plastoid cartridge that would break on the target, unleashing a contained fluoride laser pulse inside it that would disrupt the nervous system and paralyze the target.

NOTE: The PEP Laser is only available as an attachment to the BlasTech Industries DC-17m weapon system.

BlasTech Industries DC-17m Interchangeable Weapon System

NOTE: Stats for the DC-17m can be found on the Wizards of the Coast Website at <http://www.wizards.com/default.asp?x=starwars/article/CotFPreview5>

BlasTech Industries made several very reliable and versatile weapons for the Grand Army of the Republic, but perhaps the most adaptable weapon system is the one reserved for use by the Republic Commandos, the DC-17m. The DC-17, or Deece, as it was often called, had the ability to swap out four different attachments to adapt to the current battlefield situation. There was a standard blaster attachment for most combat duty, an anti-armor for combating vehicles or Super Battle Droids, a sniper attachment for long-range work, and a PEP Laser for



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VARIOUS BLASTTECH DC-17M ATTACHMENTS

BlasTech DC-19 Stealth Blaster Carbine

Weapon Type: Blaster rifle
Proficiency Group: Blaster rifles

Damage: 3d8

Range Increment: 30 m

Fort DC: 16

Multifire/Autofire: --

Hardness: 5

WP: 5

Availability: Prevalent, military

Special: Invisible and muffled bolt. -4 to all Listen checks and -8 to all spot checks made to detect this weapon in use. The weapon must be reloaded after 10 shots.

Cost: 2,500

Critical: 19-20

Weight: 5 kg

Type: Energy

Size: Medium

Break DC: 15

Era:    



BLASTECH DC-19 STEALTH CARBINE

The DC-19 Stealth Carbine was designed specifically for use by the Clone Troopers designated Shadow Troopers. The weapon uses a special blend of Tibanna gas to achieve an invisible blaster bolt without the tell-tale contrail of red, green or blue behind it. Great strides were also made in dampening the noise of the blast. As such, the Shadow Troopers proved able in assassination and other sniping duties, allowing some respite for Republic Commandos and ARC Troopers. The weapon would later be studied and be much of the basis for the Xerrol Nightstinger, another sniper weapon with an invisible bolt.

BlasTech DT-57 Annihilator Heavy Blaster

NOTE: Stats for the DT-57 can be found on the Wizards of the Coast Website at <http://www.wizards.com/default.asp?x=starwars/article/sw2005714a>



BLASTECH DT-57 HEAVY BLASTER

The DT-57 was a rare super-heavy blaster pistol, packing extraordinary power. It was similar to many other large blaster pistols of the day in that it bordered on truly being a carbine in terms of size and stopping power. The weapon is perhaps most famous for being the instrument of the death of General Grievous, when Jedi Master Obi-Wan Kenobi used the cyborg's own blaster to fire upon what few biological components remained beneath his cybernetic shell.

Drever DN Boltcaster Plasma Disruptor

Weapon Type: Electric bolt emitter

Proficiency Group: Exotic (electricity weapons)

Damage: 2d6+1

Range Increment: 8 m

Fort DC: --

Multifire/Autofire: --

Hardness: 5

WP: 5

Availability: Prevalent, Licensed

Special: Only has 2 range increments. Unlimited ammo, but may only fire once per round. User may spend an attack action charging to achieve triple damage (6d6+3). This weapon does damage only to droids, cybernetics and electrical systems.

Cost: 1,000

Critical: 20

Weight: 4.5 kg

Type: Energy

Size: Large

Break DC: 16

Era:    

Drever Corporation originally created a Phoenix II Plasma Disruptor as a means for customs agents to disable locked hatches and other electronic locks. However, when the military discovered the weapon was particularly effective against droids, Drever Corporation created the DN Boltcaster to fill the military's specific needs. The weapon fires a huge arc of electricity nearly 20 meters to disable droid systems. The weapon can also build a stronger electrical bolt by charging for a time prior to firing. During the Clone Wars, the weapon was employed by specialized clone troopers.

Golan Arms CR-1 Blaster Cannon

Weapon Type: Blaster shotgun

Proficiency Group: Heavy weapons

Damage: Special

Range Increment: 2 m

Fort DC: --

Multifire/Autofire: --

Hardness: 5

WP: 5

Availability: Prevalent, Licensed

Special: Fires 5 low powered blaster bolts at once, can fire 5 five-round blasts before reloading. Weapon does 4d8 damage up to 3 range increments, 2d8 at 4-6 range increments, and 1d8 at 7-10 range increments.

Cost: 975

Critical: 20

Weight: 4.5 kg

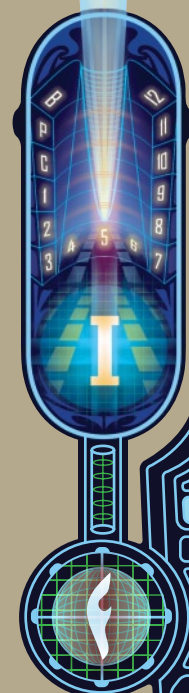
Type: Energy

Size: Large

Break DC: 16

Era:    

The Golan Arms CR-1 Blaster Cannon was originally developed to be used by hunters in the Outer Rim for hunting, where the spread of low-powered bolts would hopefully ensure a higher kill-ratio than most sporting blasters. However, when the weapon was in testing, it was found that at close ranges, it was devastatingly more powerful than most military-grade blaster





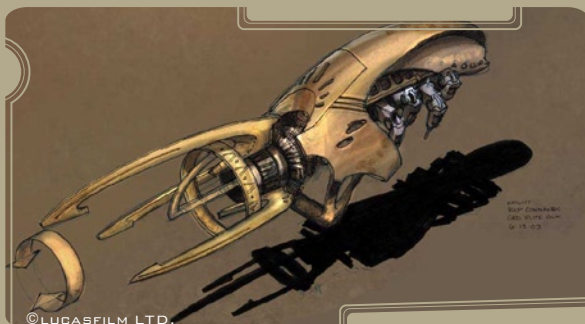
GOLAN ARMS CR-1 BLASTER CANNON

rifles. The weapon was militarized for the Clone Wars, but saw very limited use. After the Clone Wars, the CR-1s were crated up and stored in a Golan Arms warehouse in the Ac'Fren Spur. Eventually, the depot was raided by rebel forces, who have found the CR-1 exceptionally useful in their battle against the Galactic Empire.

Gordarl Weaponsmiths Elite Beam Weapon

Weapon Type: Composite Beam Rifle
Cost: 975
Critical: 19-20
Weight: 3.5 kg
Type: Energy
Size: Medium
Break DC: 15
Era:

Proficiency Group: Blaster rifles
Damage: 3d8+1
Range Increment: 20 m
Fort DC: --
Multifire/Autofire: A
Hardness: 4
WP: 6
Availability: Prevalent, Military
Special: A consistent beam weapon that drains ammo from a Geonosian elite host. Fortitude save required every time the weapon is fired, and begins at DC 1 and increases +1 for every auto-fire attack, or every 4 individual shots. The progression continues until the Geonosian Elite can stop firing for a minimum of one hour and ingest fluids. Failing the save results in the loss of 1d6 wound points.



GEONOSIAN ELITE BEAM WEAPON

The Elite Beam weapon works similarly to the composite lasers mounted on Republic LAAT Gunships in that the beam is consistent, able to sweep across a battlefield or focus on one area and punch through even the thickest armor over time. It is unique in that it requires no ammo, and instead inserts "fingers"

into a Geonosian Elite's arm, sucking away fluids from the alien body to power the weapon. While other sentients can pick up and fire this weapon, they are unable to reload it, and are limited to 8 individual attacks, or 2 auto-fire bursts.

Gordarl Weaponsmiths Geonosian Sonic Blaster

Weapon Type: Sonic Blaster
Cost: 1,100
Critical: 19-20
Weight: 3 kg
Type: Special (sonic)
Size: Small
Break DC: 16
Era:

Proficiency Group: Exotic (sonic weapons)
Damage: 3d8-1 (half in blast radius)
Range Increment: 3 m (1 m Fort DC: 18 (or knocked back 2 m and considered knocked down))
Multifire/Autofire: M
Hardness: 5
WP: 5
Availability: Prevalent, Licensed
Special: Can fire 15 shots before reloading.

The Geonosians were more than just another droid-building civilization for Count Dooku to exploit; they used sonic weaponry, a great defense against the Jedi arts. The Geonosian Sonic Blaster fires a plasma bubble filled with sonic energy that detonates on contact with target and explodes omnidirectionally, dealing great damage to the target and even injuring those nearby. The weapon is remarkably easy to use, and despite its short range, has incredible stopping power.

Merr-Sonn Munitions BC7 Medium Repeating Blaster





Weapon Type: Blaster carbine
Cost: 1,000
Critical: 19-20
Weight: 3.1 kg
Type: Energy
Size: Medium
Break DC: 16
Era:

Proficiency Group: Blaster rifles
Damage: 3d8
Range Increment: 20 m
Fort DC: 18
Multifire/Autofire: M
Hardness: 4
WP: 5
Availability: Common, Licensed

The BC7 Medium Blaster Carbine is a dependable weapon built for a variety of combat situations. There was an optional rocket-grenade attachment that added 1 KG to the weight but provided an additional weapon (can use the equivalent of any Merr-Sonn Grenade). This was a standard weapon for many members of various Republic-allied militias, including the Republic Regular Militia on Haruun-Kal.

Merr-Sonn Munitions EM Pulse Launcher

Weapon Type: EM Pulse Launcher
Proficiency Group: Heavy weapons
Damage: 3d8+2 (half in blast radius)
Range Increment: 20 m (2 m)

Cost: 950
Critical: 19-20
Weight: 3.5 kg
Type: Energy
Size: Large
Break DC: 16
Era:    

Fort DC: 20

Multifire/Autofire: --

Hardness: 5

WP: 5





Availability: Prevalent, Military

Special: Can fire 2 shots before reloading. Damage affects droids and cybernetic systems only.

This bulky weapon was specifically designed to combat the droids of the Confederacy of Independent Systems. Often employed by specialized Clone Troops, the bulky weapon's EM Pulse would streak toward a cluster of targets, and then shoot an Electro-Magnetic Pulse outward in all directions upon hitting the target, often taking out entire squads of Battle Droids with each successful hit. The EM Pulse Launcher is by far one of the most powerful anti-droid weapon systems in the galaxy.

Merr-Sonn Munitions Neural-net Eraser

Weapon Type: Heavy ion blaster
Proficiency Group: Blaster pistols
Damage: 3d6 (see text)
Range Increment: 6m
Fort DC: 15 / 30 (see text)
Multifire/Autofire: --
Hardness: 5

Cost: 4,000
Critical: 19-20 (see text)
Weight: 1 kg
Type: Energy
Size: Small
Break DC: 12
Era:    





WP: 2

Availability: Specialized, Licensed

Similar to a standard ion gun, the neural-net eraser is designed to destroy a droid's neural-net circuitry and erase memory banks and software. On a successful hit, the droid is forced to make a Fortitude saving throw (DC 15). If the saving throw fails, the droid's programming and circuitry are damaged beyond repair and the droid is considered destroyed. Its memory and all programming are irretrievable. On a successful critical hit, the DC is increased to 30.

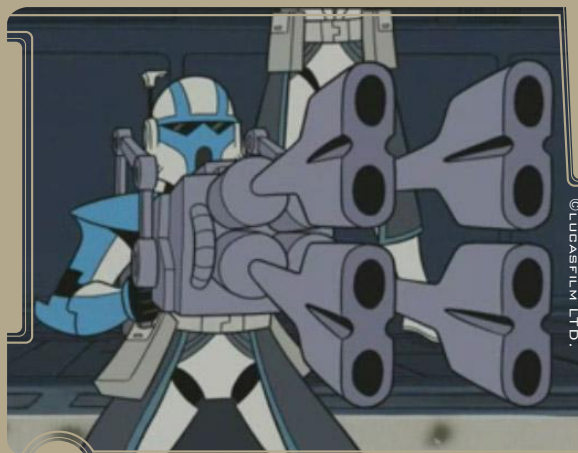
Merr-Sonn Munitions Reciprocating Quad Blaster

Weapon Type: Quad Blaster
Proficiency Group: Heavy Weapons
Damage: 6d8 (M) 3d8 (A)
Range Increment: 30 m
Fort DC: --
Multifire/Autofire: M/A Only
Hardness: 4
WP: 10

Cost: 5,500
Critical: 19-20
Weight: 30.5 kg (8kg with micro-repulsorlift)
Type: Energy
Size: Large
Break DC: 14
Era:    

Availability: Rare, Military

Special: Has unlimited ammo, and in multi-fire mode, only fires 2 shots at a time, while it fires 1 at a time at a much faster rate in auto-fire.







MERR-SONN RECIPROCATING QUAD BLASTER

This monster of a weapon was typically used against slow moving armored vehicles such as AAT or Corporate Alliance Tanks, as well as thick ranks of infantry. The rig consisted of the 4 double-barreled reciprocating blasters, as well as a large reactor backpack to power the weapon. Both the pack and the weapon itself were fitted with a series of micro-repulsors to reduce the immense weight felt by the trooper. Unfortunately, this made the weapon detectable to sensitive repulsorlift sensors. The weapon was field tested during the Clone Wars by Republic Commandos and ARC Troopers, as well as other elite units.

Merr-Sonn Munitions Thunderer Repeater Blaster

Weapon Type: Blaster heavy repeater
Proficiency Group: Heavy weapons
Damage: 3d10
Range Increment: 30 m
Fort DC: --
Multifire/Autofire: M/A Only
Hardness: 5

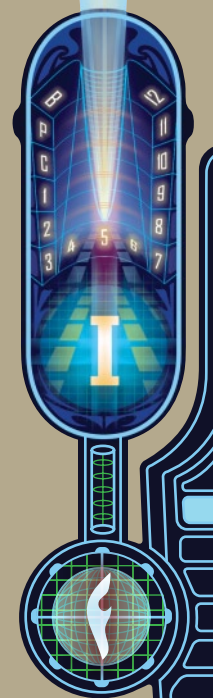
Cost: 2,600
Critical: 19-20
Weight: 7 kg
Type: Energy
Size: Large
Break DC: 21
Era:    

WP: 10

Availability: Common, Licensed

Special: Can fire 30 bursts in multi-fire mode and 20 in auto-fire mode before reloading. Requires strength check DC 15 each time the weapon is fired. If check is failed, control of the weapon is lost and all remaining attacks that turn are -6. -4 to hit at point blank range.

The gigantic and powerful Thunderer repeater blaster was designed to be fired from a braced position with a bipod in a trench, but some stronger beings choose to fire it as a handheld weapon. The weapon was a favorite of Liane "Chalk" Trevval, a member of the Upland Liberation Front on Haruun-Kal. The weapon was unable to dent most aerial vehicles and was immobile enough to be worthless at close range, but was highly effective at medium to long range against infantry.





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MERR-SONN Z-6 ROTARY BLASTER

Merr-Sonn Munitions Z-6 Rotary Blaster

Weapon Type: Repeating blaster rifle
Proficiency Group: Heavy weapons
Damage: 3d10
Range Increment: 30 m
Fort DC: --
Multifire/Autofire: M/A Only
Hardness: 5
WP: 10
Availability: Rare, Licensed

Special: Must reload after 16 multi-fire bursts or 8 auto-fire bursts (you can mix and match as necessary). Requires Strength check DC 15 to operate each turn (you cannot take 10 or 20). Failing the Strength check means the weight and recoil of the weapon have overwhelmed you, causing a -8 penalty to all attacks made that round.

This massive rotary repeating blaster cannon was more suited as a vehicle or tripod mounted weapon (if mounted, a strength check is no longer needed). It saw limited use during the Clone Wars, but the incredibly heavy design and poor accuracy meant that the weapon was just not practical for most field applications.

However, during those few occasions where it was used, the weapon dominated the battlefield. The rotary design allowed for an incredible 166 rounds fired per second. The weapon was fed by a chain of blaster power packs that the repeater chewed through, explaining the common nickname of "chain gun" used to identify the Z-6.

Cost: 3,000
Critical: 19-20
Weight: 12.5 kg
Type: Energy
Size: Large
Break DC: 18
Era:

Rope Spike

Weapon Type: Multi-use weapon
Proficiency Group: Simple weapons
Damage: 1d6
Range Increment: 4m
Fort DC: --
Multifire/Autofire: --
Hardness: 4
WP: 2
Availability: Specialized

Cost: 200
Critical: 20
Weight: 0.5 kg
Type: Slashing
Size: Small
Break DC: 15
Era:

A favorite amongst Neimoidians during the Clone Wars, the rope-spike was basically a sharp spike fastened to a rope of varying size. The simple yet effective weapon could be used in a number of ways. It could be employed as a traditional knife, the rope section could be used as a noose or lariat with a successful grapple providing a +2 bonus to damage, or it could be used as a projectile. Finally, the weapon can be used as a grappling hook granting a +4 equipment bonus to Climb checks.

Sakiyan Pulley Bow

Weapon Type: Primitive ranged weapon
Proficiency Group: Primitive weapons
Damage: 1d8+5
Range Increment: 15m
Fort DC: --
Multifire/Autofire: --
Hardness: 12
WP: 8
Availability: Specialized

Cost: 2,000
Critical: 20
Weight: 1 kg
Type: Piercing
Size: Large
Break DC: 20
Era:

This archaic weapon was a mainstay with Sakiyan hunters and

enthusiasts. It functioned just like a typical bow but it utilized a series of pulleys and cams that increased its range and the overall power of the weapon. The weapon requires a Strength score of at least 16 to draw, making it unusable by many species.




Verpine Shattergun

NOTE: For official stats on the Verpine Shattergun, refer to page 38 of the *Arms & Equipment Guide* by Wizards of the Coast.

The Verpine Shattergun is renowned by mercenary and assassins as one of the most versatile weapons ever. It is capable of firing almost any solid object as a hyper-kinetic round, including pebbles, bee-bees or even ice or coins. Because of this, the weapon effectively never runs out of ammo, a fact mercenaries love. Assassins love the silent and invisible delivery, and ice tends to melt, leaving quite a mystery for any investigating the murder. Unfortunately, the shattergun is not perfect. The name of the weapon is derived from the gun's fragile nature. The calibration of the aim is notoriously finicky unless proper maintenance is performed daily. Naturally, professional soldiers and killers seldom take issue with maintaining their gear, but the high-maintenance nature of the shattergun keeps it strictly in the realm of elite warriors, such as Mandalorian warriors and Republic Commandos.

Verpine Sniper Rifle

Weapon Type: Magnetic accelerator weapon
Proficiency Group: Exotic (magnetic accelerator weapon)
Damage: 4d8 (also varies)
Range Increment: 40 m
Fort DC: --
Multifire/Autofire: --
Hardness: 3
WP: 3

Cost: 20,000
Critical: 19-20
Weight: 4.5 kg
Type: Piercing
Size: Medium
Break DC: 8
Era:    

Availability: Rare, Restricted

Special: Can use virtually anything as ammo, due to the nature of its EM Field firing mechanism. Shots are silent and invisible. This weapon is extremely fragile; any sudden drop or injury requires a check against its breaks DC. This weapon can fire nearly any round for any projectile weapon, though at a range increment of only 30 m. Note that firing anything not specifically designed to be fired (IE: rocks, bits of metal, or other non-aerodynamic objects) means that the range increment is reduced to 15 m.



VERPINE SNIPER RIFLE

A sniper version of the Verpine Shatter Gun, the Verpine Sniper Rifle is among the finest sniper weapons in the galaxy. It creates no sound upon firing, no muzzle flash, and no visible projectile as it fires rounds of virtually anything at 3000 ft per second. It is favored by high-end mercenaries and assassins who expect to stay in the field longer than portable munitions are expected to hold out. The weapon is also equipped with a small bi-pod which increases accuracy, providing a +1 to attack when employed.

The weapon has a variety of scopes that allow it to switch between standard magnification and infra-red and ultra-violet. The object's range-finder can be fitted to "paint" objects for pinpoint naval orbital bombardment, and specialized tracking dust can be loaded to locate targets on a GPS system starting on year two of the Clone Wars. This weapon was perhaps most famously employed by Sergeant Kal Skiratta of the Grand Army of the Republic and his Republic Commandos and Null-ARC Troopers.





Wawaatt Arms Kashyyk Long-gun

NOTE: Stats for the Long gun can be found on the Wizards of the Coast Website at <http://www.wizards.com/default.asp?x-starwars/article/sw20050728a>

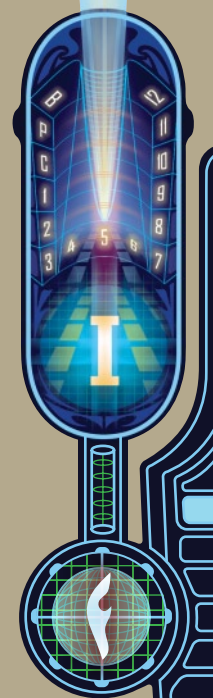
The long-gun was a devastating weapon that, despite its name, was designed for short-range combat. The weapon was best known for its incredible stopping power, but also had a reputation for its poor accuracy and low ammo-count. The incredible weight and recoil of the weapon limited its use to individuals of prodigious strength, the most famous of which was Tarfull of Kashyyk during the CIS Invasion of Kachirho.

Wawaatt Arms Wookiee Side-Arm Blaster

Weapon Type: Heavy blaster pistol
Proficiency Group: Blaster pistols
Damage: 4d6+2
Range Increment: 10 m
Fort DC: --
Multifire/Autofire: M
Hardness: 4
WP: 5
Availability: Prevalent, Restricted
Special: Must reload after 20 shots.

Cost: 1,100
Critical: 20
Weight: 2.5 kg
Type: Energy
Size: Medium
Break DC: 20
Era:    

This blaster pistol is bronzium plated, like many Wookiee weaponry, and sees use mainly as a home-defense weapon to be operated by Wookiee females and males who have yet to undergo their Hrrtayk Ceremony. Most Wookiee men of age prefer to hunt with their bowcasters and ryyk blades. The pistol is nearly a carbine by humanoid standards, and powerful enough to discourage most Wookiees with a single blast. In another nod to its home-defense role, aiming is notoriously difficult, but considered unimportant due to the close-quarters nature of a home invasion shootings. During the Clone Wars, these weapons were used as back-up sidearms by Wookiee warriors, who felt the extra shots might come in handy after seeing the size of the force the Separatists had arrayed against them.



Wawaatt Arms Wookiee Slugthrower

Wawaatt Arms Wookiee Slugthrower
Weapon Type: Slugthrower Rifle
Proficiency Group: Slugthrowers
Damage: 3d8+1
Range Increment: 30 m
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 5
Availability: Prevalent, Licensed
Special: Must reload after 20 shots. Requires Str check DC 14 prior to every attack made, failure means the weapon's recoil spoils the shot, giving your attack roll a -4 penalty.

The large, bronzium-plated weapons of the Wookiees of Kashyyyk were relatively unknown save to weapon collectors until the Clone Wars. Wookiees themselves being large specimens, their weaponry tends to be oversized, heavy and rugged when compared to human-sized weapons. Their slugthrowers are remarkably accurate and feature stopping power uncommon in a slugthrower. Like many Wookiee weapons, their slugthrower requires an incredibly strong being to operate. The weapons weight alone discourages most non-Wookiees from using it, and the recoil makes the weapon impractical for most others.

Wawaatt Arms X-1 Disruptor Carbine

Weapon Type: Disruptor rifle
Proficiency Group: Blaster rifles
Damage: 3d10
Range Increment: 2 m
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 5
Availability: Rare, restricted
Special: 3 range increments, only 1 shot per round. Weapon must be reloaded after 15 shots.



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WOOKIEE X-1 DISRUPTOR CARBINE

This incredibly heavy disruptor rifle was created by the Wookiees of Kashyyyk and used in their defense against the Confederacy. The weapon was powerful enough to punch holes in vehicles and disintegrate droids into ash. The unorthodox ring-shaped grip was common in the area surrounding Kachirho, near the

more southern regions of Kashyyyk. This weapon never saw much export activity due to its dense bulk, but other species of prodigious strength have been known to purchase these weapons on Kashyyyk and take up mercenary work.

Westar M5 Blaster Rifle

Weapon Type: Blaster rifle
Proficiency Group: Blaster rifles
Damage: 3d10 (anti-vehicle mode) 3d6 (anti-personnel mode)
Range Increment: 30 m
Fort DC: --
Multifire/Autofire: M/A
Hardness: 5
WP: 5
Availability: Rare, Military
Special: Normal ammo is 100 rounds before reload, but each anti-vehicle shot counts at 10 standard shots.







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ARC TROOPERS USING THE M5 BLASTER

The ARC Blaster Rifle, as it is often referred to, is the preferred weapon of many ARC Troopers as well as some Clone Commanders and Commandos. It is designed to be fitted with a variety of add-on weapon systems, the most popular of which is the equivalent of a one-shot PLX-1m Micro-Missile System (3d8 damage range increment 10 m with 2 m blast radius, DC 15 reflex save for half damage). Adding the PLX-1m adds 1.5 kg to the weight of the weapon. While most ARC Troopers used the weapon in anti-personnel mode to provide suppression fire against droid and sentient infantry, the weapon has a very powerful anti-vehicle mode, capable of breaching even the heavily armored AAT Tanks. However, this secondary fire-mode is a heavy drain on ammo.

Zenoti Arms HB-9 Blaster Rifle

Weapon Type: Blaster rifle	Cost: 1,200
Proficiency Group: Blaster rifles	Critical: 19-20
Damage: 3d8-2	Weight: 6.5 kg
Range Increment: 25 m	Type: Energy
Fort DC: 14	Size: Large
Multifire/Autofire: --	Break DC: 14
Hardness: 4	Era:    
WP: 4	
Availability: Rare, Licensed	
Special: Must reload after 25 shots.	

This ornately detailed ceremonial blaster rifle was commonplace among the Pau'an warriors and even some Utai on Utapau during the Clone Wars. The rifles were commonly handed down from generation to generation, serving as a status symbol. Unfortunately, this meant that the weapons were hopelessly obsolete by the time of the Clone Wars, and posed little threat to either the invading droid army under command of General Grievous, or Commander Cody's Clone Trooper unit after it executed Order 66.

Credits

Keith Kappel is a freelance writer and developer from Addison, IL. He is the creator of Fandom Comics as well as the writer for the fan series "**Cracken's Crew: The Invisible War**" and "**Tales of the Chu'Unthor**".

Ryan Brooks is a freelance graphic artist, web designer and writer from Augusta, GA. He is the co-creator of Fandom Comics in addition to the writer of the upcoming fan series "**A Slicer's Tale**".

