

Equipment

Equipment Basics

Jedi generally have little to no need for credits, and because such things as holding down a mundane job are out of the question, and to many of the Order, accepting payment for services rendered is in direct violation of what the Jedi Code is supposed to be about, the Jedi Order uses its significant funds to help supply its members when on routine missions, but on occasion the Jedi just needs a little something extra. Despite their amazing Force abilities and nearly life-long training regimen, even Jedi need some material support on occasion, be it a thermal detonator or a speeder bike.

Instead of having the players keep track of their characters credit lines and interest rates, or hauling around a space freighter overloaded with commodity items, they instead have a pool of available resources that they may call on when necessary to get a piece of equipment or transportation, and then free up that resource when its no longer needed, but removing all of the paperwork involved in the process. Let's face it, Star Wars is an idealized and romanticized environment, and nothing is less romantic than book keeping.

Resource points are divided into 3 main categories: Equipment, Vehicles, and Contacts. The character may "spend" some of these points during the course of the mission to gain access to an item that would otherwise not be available to him. The expenditure is on a one to one basis; for example, a particular blaster costs 12 Real Points, thus it costs 12 Equipment points. Anytime a character wants two of an item, he pays the full cost for the item, then only 5 more points to double it. If he wants 4, he pays another 5 points, and so on.

Characters start with 60 Equipment Points, 30 Vehicle Points, and 5 Contact points. These may be increased over the course of the game via experience, with a price of 1 experience per 5 Equipment Points, or 2 Vehicle or Contact points.

Lightsabers are never part of an equipment pool, although like blasters, lightsabers require power cells. While a saber is always assumed to have one fully functional power cell in it, they do have to be replaced, and on long missions or ones that take the Jedi far outside the boundaries of Republic Space where he or she may not be able to acquire a new cell when needed, it can be a good idea to take extras. For the purposes of the game, lightsaber and blaster power cells are considered to be roughly the same thing, and extras purchased via equipment points count for both.

Lightsabers

The lightsaber is the symbol of the Jedi order, a simple weapon evocative of the simplicity of the Order's philosophies. Each lightsaber is created by a padawan during his training, and each is completely unique, never to be duplicated. There are numerous styles of lightsaber, each a variation of hilt design, focus length, and color. With so many variables, there is no way

to create a table from which to draw a lightsaber, therefore, each player, just as his padawan, designs his own lightsaber from scratch.

All lightsabers are HKAs. Although training sabers do exist, they are not true lightsabers, and are more akin to force pikes, in that they are electrical in nature, and have a solid blade. A lightsaber must have the following modifiers: *Reduced END (0 END, +1/2)*, *OAF (-1)*, and *Real Weapon (-1/4)*. It should also have *Does Not Work Underwater (-1/4)*, and *Requires 1 1/2 Hands (-1/4)*. No lightsaber may have more than 3d6 base damage, although it may be higher because of the wielder's STR. A lightsaber's STR Min is 10. All lightsabers must have their power cell replaced every 1 to 2 months to remain in the best condition.

When the lightsaber is completed, the character pays half the price in Real Points as a show of the work and dedication in making it. From this point on, if the character ever loses his lightsaber, he may create a new one from scratch to match his old one exactly with one week's time. This is because he has memorized the design from continual maintenance and of course, he made it to begin with. If a character picks up another Jedi's lightsaber, they may use it, but they may not recreate it (or replace the power cell in it) until they have reverse engineered it by paying half of its Real Point cost. Below is an example basic lightsaber, for those not interested in creating a unique one.

Basic Lightsaber: HKA 2d6, +1 Increased STUN Multiplier (+1/4), Armor Piercing (+1/2), Reduced END (0 END, +1/2) (67 Active Points); Required Hands (1 1/2, -1/4), Does Not Work Underwater (-1/4), OAF (-1), Real Weapon (-1/4). Total Cost: 12 points.

Other Weapons

The most common weapons available to non-Jedi are ranged weapons, although there are a few melee weapons still in common usage throughout the galaxy. Below are some of the most common types. These are deliberately generic, so that a character can define them in any additional detail such as make and model that he desires.

Ranged Weaponry:

Name	OCV	RMod	Damage	STUNx	Shots	Cost
Hold-out Pistol	-1	-2	1d6-1	1d6-1	6	4
Light Blaster	0	0	1d6	1d6-1	12	8
Heavy Blaster	0	0	2d6-1	1d6-1	16	15
Disruptor Pistol*	0	+2	1d6	1d6	6	20
Light Blaster Rifle	0	0	1 1/2d6	1d6-1	16	13
Heavy Blaster Rifle	0	+1	2 1/2d6	1d6-1	32	21
Disruptor Rifle*	0	+4	2d6	1d6	12	39
Light Assault Rifle (AF3)	0	0	1d6	1d6-1	32	11
Heavy Assault Rifle (AF5)	0	0	1 1/2d6	1d6-1	64	21
Flechette Cannon**	0	-2	2d6	1d6	12	17

* Disruptor weapons deal NND that is also body damage.

** Flechette Cannon damage is armor piercing.

Explosives:

Name	Damage	STUNx	Notes	Cost
Fragmentation Grenades	1d6	1d6-1	RBS, Explosion	5
Plasma Grenades	2d6	1d6	RBS, Explosion	12
Thermal-detonators	3d6	1d6	RBS, Explosion	19
Stun Grenades	(6d6)	—	RBS, Explosion	7

Melee Weapons:

Name	Damage	Notes	Cost
Force Pike	(5d6)/(8d6)	2nd damage is Electrical	23
Training Saber	(5d6)	Electrical, Stun Only	8
Stun Baton	(8d6)	NND, Electrical	27

Miscellaneous Equipment

Not all non-Jedi equipment is weaponry, and to be sure, to most Jedi, the non-weapons are even more useful than a blaster. Armor, surveillance equipment, and other supplies are the bread and butter of any adventurer's career, and Jedi are nothing if not adventurous. This equipment is deliberately generic, so that any additional detail desired by the player can be added without necessitating additional entries into the tables (since the only real differences are aesthetic anyway).

Armor:

Name	Def	Roll	Notes	Cost
Armored Clothing	3	14-	—	5
Fiber Armor Vest	4	11-	—	5
Fiber Armor Suit	4	14-	—	7
Bio-ceramic Vest	8	11-	—	11
Bio-ceramic Suit	8	14-	-1 DCV	11
Carbon Steel Vest	12	11-	—	16
Carbon Steel Suit	12	14-	-2 DCV	16

Armor and Weapon Add-ons:

Name	Def	Roll	Notes	Cost
Bio-ceramic Plates	+3	10-	Chest, back, and sides	4
Reinforced Ceramic Plates	+3	10-	Chest, back, and sides, Hardened	5
Carbon Steel Plates	+4	10-	Chest, back, and sides	5
Reinforced Steel Plates	+4	10-	Chest, back, and sides, Hardened	7
Anti-IR Coating	—	—	-2 to IR Perception Rolls	6
Concealed Holster	—	—	+1 Concealment for 1 weapon	1
Fast Draw Holster	—	—	+1 to Fast Draw (Small Arms)	1
4 Extra Power Cells	—	—	For use in blasters and lightsabers	1
Scope	—	—	-2 RMod with Ranged weaponry	3

Sensory and Other Equipment:

Name	Notes	Cost
Communicator		4
Communicator Headset	Hands free	6
Concealed Communicator	-2 to Per rolls to locate or detect	7
Translator Device	Int Roll	10
Binoculars	+6 vs RMod for Sight	4
Nightvision Goggles	+4 to Per Roll (only against darkness)	3
IR Imager	Infrared Vision	2
Tracking Bug	Broadcasts for 1 week, +4 to Per, RBS	28
Motion Detector	8" Range, 15-	17
Security Bypass System	+4 to Computer Programming and Lockpicking	14
Datapad	+4 to one Knowledge Skill	2

Vehicles

No Star Wars game could be complete without various vehicles, from the speeder bike to the starship and beyond. Below is a list of common vehicles that can be seen everywhere. Again, these are deliberately generic, so that a character can define them in any additional detail such as make and model that he desires.

Name	Size	Str	Dex	Body	Def	Spd	Movement	Cost
Hover Platform	5	35	12	15	3	2	10"/20"	6
Speeder Bike	1	25	18	15	7	4	25"/200"	26
Air Car	4	30	15	16	7	4	23"/92"	22
Ground Car	4	30	14	16	3	3	24"/96"	11
Heavy Transport	4	35	14	18	10	3	19"/38"	29
Hovertank	6	50	12	23	17	3	19"/38"	48
Naval Ship	6	40	12	16	8	3	20"/80"	33
Space Fighter	10	45	24	21	6/12	6	43"/344" (1,000")	60
Space Transport	15	85	12	25	8/14	3	35"/280" (3LY/D)	44
Space Freighter	18	100	8	28	8/20	2	35"/280" (3LY/D)	57
Smuggler Ship	15	85	15	25	8/20	4	45"/360" (6LY/D)	70

Hover Platform: This is a slow moving platform used to transport large amount of cargo fairly short distances (such as to load a space freighter).

Speeder Bike: This is a high performance personal transport craft, capable of great speed, and designed with military service in mind. It floats about 2 meters off the ground, and comes equipped with a forward facing blaster (RKA 2d6, AF5, 60 shots) and can run for 6 hours before refueling. It also gives a +2 skill bonus to piloting it, because of its maneuverability. It also comes equipped with a communication array. For a non-combat model, subtract 5 from the cost.

Air Car: This is the default vehicle on the planet-wide cities like Coruscant, where they fill the air with traffic. It has a communication array, and its fuel supply lasts around 6 hours.

Ground Car: This is an archaic ground vehicle, which is sometimes still used on planets farther from the core, or on planets where an effort has been made to reduce technology

dependence. It cannot traverse uneven terrain, and has fuel to operate for around 6 hours.

Heavy Transport: This is an armored transport that is utilized to move supplies and troops around. It hovers several feet off the ground. It is equipped with a blaster cannon (RKA 3d6, AF5, 2,000 shots), a communication array, and has enough fuel for 6 hours.

Hovertank: This is the default heavy ground fighting platform, used to punch holes in enemy defenses, and lay waste to enemy troops. It has a deadly main gun (RKA 7½d6, 32 shots), a pair of blasters (RKA 2d6, AF5, 2,000 shots), stabilization system (+2 w/ ranged combat), and a communication array.

Naval Ship: This is a standard submersible water vessel and uses a jet of water for propulsion and steering, making it fairly quick and agile, even underwater. It is equipped with a blaster (RKA 6d6, 250 shots), and is safe in extremely high pressure.

Space Fighter: This is a fairly typical short range space superiority fighter, and it lacks a hyperdrive, and only boasts a primitive shield generator (6 rED, 270 degrees in front). It has a pair of blaster cannons (RKA 4d6, AF 10, 460 shots), 6 missiles (RKA 4d6, Explosion), a 360 degree radar (+3 Per, +40 against RMod), smart targeting systems (Discriminatory: Sight Group), and advanced pilot and targeting programs (+4 to Pilot and Ranged Combat).

Space Transport: This is a fairly large vessel used to move personnel and supplies through space. Although it is equipped with a hyperdrive, it is only used over short distances or on extremely safe routes, because of its lack of defenses.

Space Freighter: This is the standard cargo vessel of the era, equipped with a reliable hyperdrive, and lots of carrying capacity. It is equipped with a pair of turbolasers, one turret on either side (RKA 7d6, AF 2) and a shield generator, but not much else.

Smuggler Ship: This looks like an ordinary transport vessel, but it is really a supped up speedster ready to outrun and authorities. It has the most advanced hyperdrive available, but its heavily modified and cheaply repaired nature means it breaks frequently (14- Activation roll, Jammed). It is also armed to the teeth with four turbolasers, one on each side, plus one rear and one up front (RKA 7d6, AF 2) and the best shield generator on the (black) market. It also has radar (as the space fighter) and a communications array.