

TABLE 5-5: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
Holdout Blaster	Ranged (Light)	5	4	Short	1	1	200	4	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	1	2	300	4	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	1	3	400	4	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	2	3	700	6	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	4	850	5	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	4	4	900	5	Stun setting
Heavy Blaster Rifle	Ranged (Heavy)	10	3	Long	6	4	1,500	6	Auto-fire, Cumbersome 3
Light Repeating Blaster	Ranged (Heavy)	11	3	Long	7	4	(R) 2,250	7	Auto-fire, Cumbersome 4, Pierce 1
Heavy Repeating Blaster	Gunnery	15	2	Long	9	4	(R) 6,000	8	Auto-fire, Cumbersome 5, Pierce 2, Vicious 1
Bowcaster	Ranged (Heavy)	10	3	Medium	5	2	1,250	7	Cumbersome 3, Knockdown
Ionization Blaster	Ranged (Light)	10	5	Short	3	3	250	3	Disorient 5, Stun Damage (Droid only)
Disruptor Pistol	Ranged (Light)	10	2	Short	2	2	(R) 3,000	6	Vicious 4
Disruptor Rifle	Ranged (Heavy)	10	2	Long	5	4	(R) 5,000	6	Cumbersome 2, Vicious 5
Slugthrowers									
Slugthrower Pistol	Ranged (Light)	4	5	Short	1	0	100	3	
Slugthrower Rifle	Ranged (Heavy)	7	5	Medium	5	1	250	3	Cumbersome 2
Thrown Weapons									
Bola / Net	Ranged (Light)	2	–	Short	1/3	2	20	2	Ensnare 3, Knockdown, Limited Ammo 1
Explosives and Other Weapons									
Flame Projector	Ranged (Heavy)	8	2	Short	6	2	1,000	6	Burn 3, Blast 8
Missile Tube	Gunnery	20	2	Extreme	7	4	(R) 7,500	8	Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6
Frag Grenade	Ranged (Light)	8	4	Short	1	0	50	5	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	NA	Short	1	0	75	4	Disorient 3, Stun Damage, Blast 8, Limited Ammo 1
Thermal Detonator	Ranged (Light)	20	2	Short	1	0	(R) 2,000	8	Blast 15, Breach 1, Vicious 4, Limited Ammo 1

TABLE 5-6: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Brawling Weapons									
Brass Knuckles	Brawl	+1	4	Engaged	1	0	25	0	Disorient 3
Shock Gloves	Brawl	+0	5	Engaged	0	1	300	2	Stun 3
Melee Weapons									
Combat Knife	Melee	+1	3	Engaged	1	0	25	1	
Gaffi Stick	Melee	+2	3	Engaged	3	0	100	2	Defensive 1, Disorient 3
Force Pike	Melee	+3	2	Engaged	3	3	500	4	Pierce 2, Stun Setting
Lightsaber	Lightsaber	10	1	Engaged	1	0	(R) 10,000	10	Breach 1, Sunder, Vicious 2
Truncheon	Melee	+2	5	Engaged	2	0	15	1	Disorient 2
Vibro-ax	Melee	+3	2	Engaged	4	3	750	5	Pierce 2, Sunder, Vicious 3
Vibroknife	Melee	+1	2	Engaged	1	2	250	3	Pierce 2, Vicious 1
Vibrosword	Melee	+2	2	Engaged	3	3	750	5	Pierce 2, Vicious 1, Defensive 1

TABLE 5-7: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Adverse Environment Gear	0	1	500	2	1	1
Armored Clothing	1	1	1,000	3	1	6
Heavy Battle Armor	1	2	(R) 5,000	6	4	7
Heavy Clothing	0	1	50	1	0	0
Laminate	0	2	2,500	4	3	5
Personal Deflector Shield	2	0	10,000	3	0	8
Padded Armor	0	2	500	2	0	1

Item	Price	Encum	Rarity
Communications			
Comlink (handheld)	25	0	0
Comlink (long range)	200	2	1
Holo-messenger	250	0	4
Poisons			
Synthetic Standard Neurotoxin (1 dose)	(R) 50	0	6
Synthetic Standard Anesthetic (1 dose)	35	0	4
Synthetic Standard Neuroparalytic (1 dose)	(R) 75	0	6
Detection Devices			
Electrobinoculars	250	1	1
General Purpose Scanner	500	2	3
Hand Scanner	100	0	2
Macrobinoculars	75	1	2
Scanner Goggles	150	0	3
Surveillance Tagger	(R) 175	0	4
Medical			
Bacta (liter)	20	1	1
Bacta (full tank)	4,000	12	1
Emergency Medpac	100	1	1
Medpac	400	2	2
Stimpack	25	0	1
Synthskin	10		1
Cybernetics			
Cybernetic Arm Mod V and VI	10,000	-	6
Cybernetic Brain Implant	10,000	-	6
Cybernetic Eyes	7,500	-	6
Cybernetic Leg Mod II and III	10,000	-	6
Cybernetic Weapon	4,000	-	7
CyberScanner Limb	4,000	-	7
Immune Implant	5,000	-	6
Implant Armor	7,500	-	6
Repli-Limb Prosthetic (limb)	2,000	-	4
Repli-Limb Prosthetic (organ)	1,000	-	4
Recreational/Entertainment			
Chance Cubes	1	0	0
Dejarik Table	350	10	1
Sabacc Deck	40	0	0
Security			
Binders	25	0	0
Comm Jammer	400	4	3
Comm Scrambler	1,000	0	5
Disguise Kit	100	2	4
Electronic Lock Breaker	(R) 1,000	1	5
Restraining Bolt	35	0	0
Slicer Gear	500	2	4

TABLE 5-8: GEAR AND EQUIPMENT (CONT.)

Item	Price	Encum	Rarity
Survival			
Crash Survival Kit	300	5	2
Ration Pack	5	0	0
Breath Mask	25	1	1
Space Suit	100	4	1
Tent	100	4	1
Thermal Cloak	200	2	1
Tools			
Backpack	50	-	0
Climbing Gear	50	1	2
Datapad	75	1	1
Emergency Repair Patch	25	0	1
Extra Reloads	25	1	1
Fusion Lantern	150	2	2
Glow Rod	10	1	0
Jet Pack	4,500	2	7
Tool Kit	350	4	2
Utility Belt	25	-	0