STAR WARS®

ROLEPLAYING GAME

ARMS AND EQUIPMENT GUIDE

Supplement

Vol. 1
Issue 3

The Arms and Equipment Guide Supplement
Issue 3, Vol. 1

From the Draft Table-

"Ravager did all the work on this one, I and the SWRPG community owe him a big thanks for keeping this project going."
-Jay "Elfword" Neely

"Danger comes in many forms, from assassins to terrorists to armies of droids, but the first danger we face is our environment. Everyone needs food, clothing and shelter to survive, and whether you're a noble from Coruscant, a scoundrel from Hutt Space or a CEO of the Corporate Sector Authority, if you're in an escape pod then something bad has happened. Often the difference between surviving and dying depends on the tools and gear bought 'just in case.'

This third issue of A&EGS may be just what your characters are looking for. You can be decked out with the latest in firearms and armor, but without a good compass or a heater, your soldier is soon to become a popsicle in an ice storm. Without a lighter, how many of us can really start a fire?

Our world is filled with millions of products and devices, each used for a specific purpose (and quite a few are used for a variety of purposes). These are the tools of civilization, from soap to can openers to personal computers. If we lost these things, our lives would become rougher. But that's what "roughing it" is all about, but let's keep a few things just in case."
-Silas "Ravager_of_Worlds" DeBoer

Melee Weapons

VargeCorp Chiss Army Knife (by nightninja50)

Weapon Type: Melee weapon

Proficiency Group: Exotic	**Cost:** 800
Damage: 1d6/3d4 /1d8	**Critical:** 20
Range Increment: Variable	**Weight:** .8 kg
Fortitude DC: -	**Type:** Variable
Hardness: 3 **WP:** 4	**Size:** Small
Availability: Prevalent	**Era:** RE, R, NR

Special: The Chiss Army Knife does variable damage, 1d6 as a knife, 3d4 as a blaster and 1d8 as a torch. The range increment is 6 m as a blaster and a maximum range of 4 m as a torch.

A weapon not really used by the Chiss, but a sort of novelty gift from visitors to some of the Core Worlds. A weapon about the size of a vibrodagger, it contains a switchblade knife, a holdout blaster on one side and a small torch on the other.
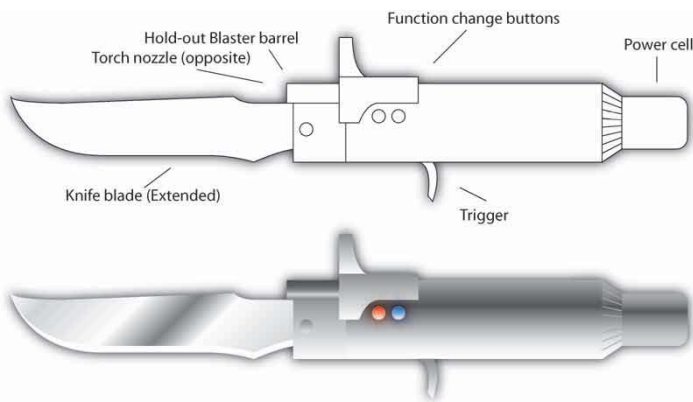
Armor and Other Protective Gear

Kemperdine G6 Life Preserver (by Ravager)

Cost: 40	**Weight:** 1 kg
Availability: Common	**Era:** RE, R, NR

Even spacers like to relax at the beach and take a swim. The Kemperdine Life Preserver insures that spacer comes back alive. The device is common safety equipment on water rich worlds. The device is worn like a pair of shoulder holsters until activate the pressurized gas with a twist and push button. Inflatable balloons provide extra ballast for the swimmer, but tend to get in the way of actual movement. While common life preservers can be purchased for half the cost as a permanent vest, the G6 contains a depth gauge, automatically triggering itself at a 4 meter depth.

Anyone with a life preserver gains a +5 bonus to Swim checks if underwater or drowning. The cumulative -1 penalty for each round underwater is negated. This bonus is applicable up to a 500 kg mass.

TaggeCo Thermal Guard (by Ravager)

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Cost: 15	**Weight:** .5 kg
Availability: Common	**Era:** RE, R, NR

In the same market as Karflo Corporation's Thinsuit, this inexpensive undergarment is actually affordable by most galactic citizens. The material is a low tech fiber from the Expansion Regions, but its insulating qualities against the cold is exceptional. On most humanoids a Thermal Guard covers everything from the neck to ankles to wrists. Thermal Guards come in a wide range of colors, sizes and accommodations for species.

A Thermal Guard provides a +2 equipment bonus on all Fortitude saves made to resist the effects of extreme cold and halves any penalties being added for previous saves (round down to the nearest whole number).

Droids

Serv-O-Droid Pi5 Buddy Pilot Droid (by Ravager)

Classification: Medium 5th-degree co-pilot
Cost: 10,000

Availability: Rare	**Era:** RE

The Pi5 series of droids was one of the last designs on the drawing board for Serv-O-Droid before it went under. The concept was to provide a dependable spacehand for independent freighter captains, a droid that could take over piloting, plot a hyperspace course, conduct repairs and serve as a resource for a variety of subjects thought to be useful.

While the market seemed promising, the reality was that only a few droids were ever produced. Most pilots made use of ASP droids for labor, astromech droids for repair and astrogation and maybe a protocol droid to interact with cultures. In order to instill trust, the droid was programmed with an unerring loyalty and honesty to the freighter captain, which turned out to be a major drawback for a number of potential owners, since it was nearly impossible to get the droid to utter a single untruth. Another drawback was the high cost of the unit. Since the droid was useful only to independent and honest freighter captains, the droid saw little impact in the marketplace. Some were shipped to long time Serv-O-Droid customers, but overall there are few Pi5s wandering the galaxy.

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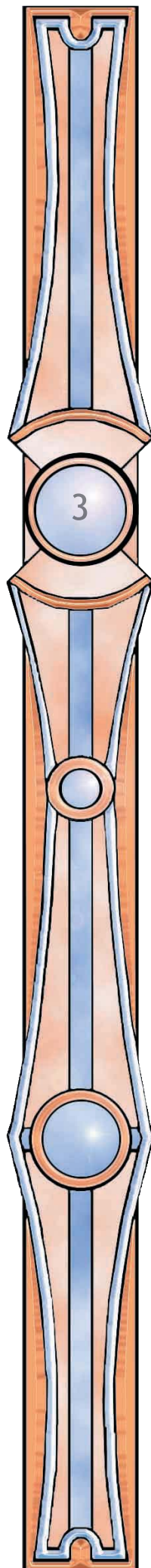
Of the few that exist, most go by the name 'Buddy' and do their best to keep a ship in tip-top condition. They are personable enough to fit in with most blue-collars and able to spin a yarn, but the droids have no tact and are incredibly straightforward. Buddy droids have extensive files on alien species, astronomy, business, technology and survival training. The few who own a Buddy droid stand by their purchase. While honest, the droid does not shirk from violence and sees its primary duty as protecting its owner.

The droid carries a tool kit in one storage compartment and a blaster pistol in the other.

Pi5 droids may be allowed as heroic characters.

Pi5 Series: Expert 2; Init +1 (+1 Dex); Def 11 (+1 Dex); Spd 10m; VP/WP -/11; Atk +2 ranged (3d4, Sporting Blaster), +3 melee (1d3+2, punch); SQ 5th Degree Droid, Honest (+4 Knowledge [Astronomy]), Serv-O-Droid (+2 Computer Use, +2 all Knowledge checks); SV Fort +0, Ref +1, Will +3; SZ M; Rep: +0; Str 14, Dex 12, Con 11, Int 12, Wis 10, Cha 12.

Equipment: Comlink, Diagnostics Package, Heuristic Processor, Infrared Vision, Internal Storage (2 kg), Locked Access, Low-light Vision, Magnetic Feet, Recording Unit (video), Rust Inhibitor, Blaster Sporting , Tool kit, Translator Unit (DC 15), Vocabulator

Skills: Astrogate 5 ranks (+6), Computer Use 4 ranks (+7), Entertain (storytelling) 1 rank (+2), Knowledge (Alien species) 2 ranks (+5), Knowledge (Astronomy) 2 ranks (+9), Knowledge (Business) 2 ranks (+5), Knowledge (Technology) 2 ranks (+5), Pilot 5 ranks (+9), Profession (spacehand) 3 ranks (+3), Read/Write Binary, Repair 5 ranks (+8), Speak Basic, Speak Binary, Survival 4 ranks (+4)

Unused Skill Points: 0

Feats: Ambidexterity, Skill Emphasis (Pilot), Weapons Group Proficiency (blaster pistols, simple weapons)

Vehicles

Hydrospheres Corporation EX-9B Submersible (by Ravager)

Class: Aquatic Speeder	**Crew:** 1
Size: Large (4.8 m long)	**Initiative:** +3 (-1 size, +4 crew)
Passengers: 1	**Maneuver:** +3 (-1 size, +4 crew)
Cargo Capacity: 30 kg	**Defense:** 19 (-1 size, +10 armor)
Cost: 150,000 (new), 50,000 (used)	**Shield Points:** 0
	Hull Points: 80 (DR 10)
Availability: Licensed, specialized	**Speed:** 20 m
	Maximum Velocity: 50 km/h (1 sq./action)
Era: RE, R, NR	

The last frontiers of any temperate world are invariably the oceans, which are home to millions of species at several depths. The craft has a few windows, each only 30 centimeters in diameter but over 50 centimeters thick. The EX-9B is heavily armored to withstand water pressures up to 10 kilometers deep. Theoretically the vessel can withstand vacuum indefinitely, but it is only rated for one week underwater before the atmosphere is depleted. The submersible has only one chamber but can house two people in a pinch. The cargo capacity is meant for samples while most researchers use the passenger seat for recording equipment. While the vessel doesn't have a refresher unit, it can rid itself of organic waste with a specialized "drop hatch." Some adventurous researchers have escaped oceanic predators by "flushing" a timed explosive.

If the vessel goes deeper than its rated depth, it takes 1d6 hull points of damage each minute for every 100 meters beyond 10 kilometers.
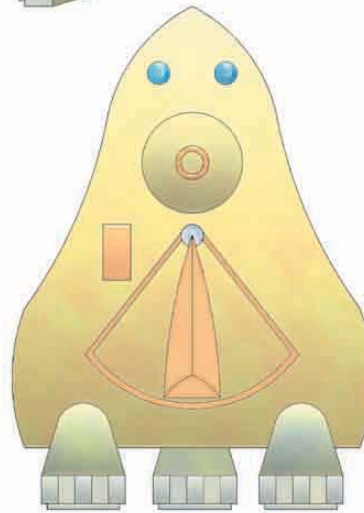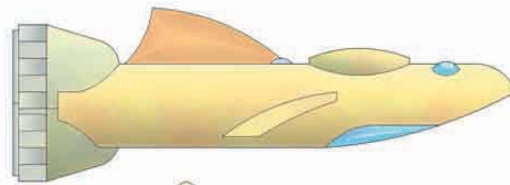
SoroSuub 118 MSP (by Elfword)

Class: Speeder [Ground]	**Crew:** 1 (Normal +2)
Size: Huge (8m long)	**Initiative:** +0 (-2 size, +2 crew)
Passengers: 3	**Maneuver:** +0 (-2 size, +2 crew)
Cargo Capacity: 800 kg	**Defense:** 18* (-2 size, +10 armor)
Cost: 59,000 (new), Not available as "used"	**Shield Points:** 5 (DR 10)
Availability: Common	**Hull Points:** 60 (DR 10)
	Speed: 70 m
Era: NR	**Max Velocity:** 180 km/h (3 sq./action)

*Provides full cover to pilot and passengers

The SoroSuub 118 MSP is an advanced escape pod for a better chance at survival once they make planet-fall. MSP stands for Mobile Survival Pod, the latest trend aboard the ships of the galaxy's rich, famous, and prudent. Capable of moving at cruising speed in space, this pod contains an advanced droid brain providing a safer and more comfortable landing than the standard escape pod.

Once on the ground, heavy-duty treads allow the vehicle to navigate the planet under virtually any
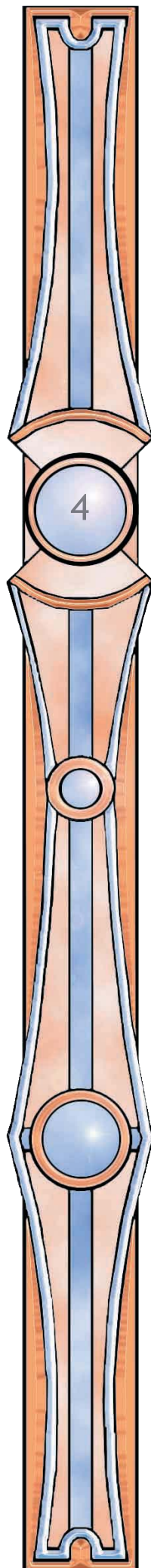
circumstances with a pilot in the cockpit. The pod is air-tight, heat and cold resistant, acid resistant, and capable of maintaining a sealed, habitable environment for 2 weeks if filled to capacity. The pod has a built-in single-man airlock should the occupants determine that the outside environment is safe.

The cargo area contains 4 standard field kits, 2 distress beacons, a tool kit, a sporting blaster rifle, a sensor pack, 2 medical kits, 2 medpacs, and a holoprojector capable of playing back instructions on basic first aid (provides a +2 equipment bonus to those with 4 or fewer ranks in Treat Injury).

A Mobile Survival Pod is intended to be a single-use craft. SoroSuub is very proud of their creation, and often proclaims, "Survival guaranteed or your money back!"

Thus far, no refunds have been issued.

Detection Devices
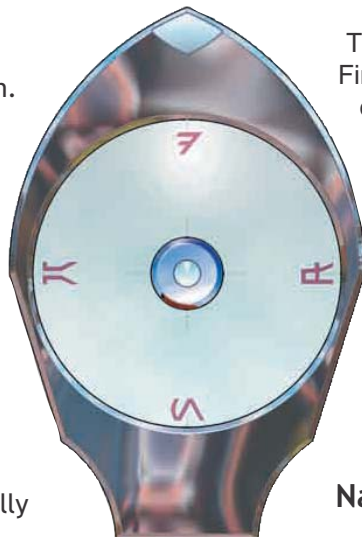
TaggeCo Rad Detector (by Ravager)
Cost: 75 **Weight:** 1 kg
Availability: Common **Era:** RE, R, NR

Common to many Escape Pods, the TaggeCo Rad Detector can determine the relative strength and distance of radiation sources. The half-meter long rod features a small display of red dots, denoting the five levels of radiation. The device emits a rhythmic "clicking" the closer the device comes to a radiation source. Users must succeed at a Computer Use check (DC 10) to detect radiation sources beyond 10 m. Each additional 10 m distance increases this DC by 5, up to a maximum range of 50 m (DC 30). For additional information on radiation, see the Revised Core Rulebook page 290.

Nen-Carvon Electro-Compass (by Ravager)
Cost: 10 **Weight:** .1 kg
Availability: Common **Era:** RE, R, NR

On worlds without an established planetary network, figuring out which way to go can be a problem. Since each world is different, survivalists can't always depend on native species or the night sky to guide them. The electro-compass is a simple device that measures the electromagnetic field of any planet or moon. Unless the magnetic field changes, which is only common with gas giants or stars, you can trust an electro-compass to get you home. The device requires no power supply, functioning totally on magnetism. The device also has a simple range finder, but requires a little number crunching. When technology fails, this inexpensive device is the best investment any traveler ever made.

Medical Devices

Zeenon Rescue Systems Pocket Defibulator (By Darth Cassed)
Cost: 120 **Weight:** 1 kg
Availability: Common **Era:** RE, R, NR

Although a rather common device, Pocket Defibulators are not that easy to make. They require immense amounts of tiny circuitry powered by a small high-voltage battery. They are about 3 centimeters in length, and deliver a precise shock to the heart when a person is unconscious and not breathing. Each one has 3 charges before running out, and they cannot be recharged, as the circuitry would get damaged from an overflow in power from a power port.

These miracle life-savers require a Treat Injury (DC 10) check to use, as they require the knowledge of where a person's heart is. Not all species have their heart in the same place, so failure may result in broken bones or damage to other organs in the target area where the difibulator was incorrectly placed. Should the user fail the Treat Injury check, the victim receives 1d8 damage and may roll a Fortitude save (DC 15) to wake up, as she has received a shock to her system. On a successful roll, the victim gains a +5 Fortitude check against dying; this gives a tremendous jump-start to their system.

Survival Gear

Multipurpose Heater (by Darth Cassed)
Cost: 50 credits **Weight:** 2.5 kg
Availability: Prevalent **Era:** RE, R, NR

This tool has several different heating functions. First, it can act as a welding laser, or a fusion cutter if powered up. When powered down, the heat is no longer a laser, but a flame. It also includes attachments for keeping it steady on the ground, as well as cooking attachments. Although it is a relatively small flame, it is a very hot one.

This device takes a small powerpack, allowing it to operate for about an hour at continued use. When used in short spurts, it can last for about 10 uses.

Naboo Distraction Pods (By Darth Cassed)
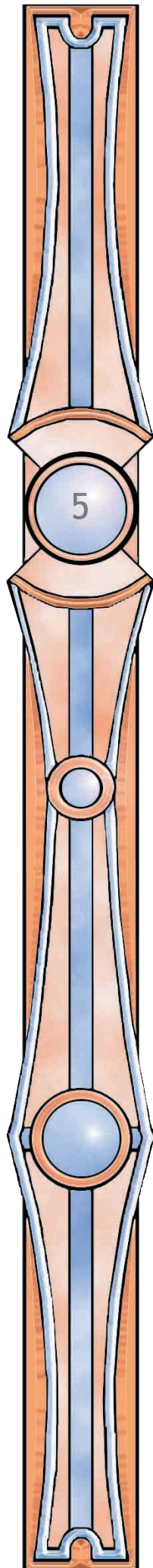
Cost: 70   **Weight:** 2 kg
Availability: Common   **Era:** RE, R, NR

Many worlds harbor unwanted and sometimes vicious creatures with a taste for meat. With Naboo Distraction Pods, any creature looking for food will smell the distraction pod instead of the campsite where the real food is. These will keep a person and their camp safe for a minimum of 5 hours, and may last for 1d4 hours after the minimum. A scent of meat or other food is given off by these pods, luring animals to the pods, which are unbreakable and hidden. Should a creature be curious enough to really want what they think is inside, the pod has a DR 6 from armoring, so the creature has to be able to beat 6. Although breaking is an easy task for most, finding may not be. The user makes a Hide roll (DC 10) when placing the pod, making sure it's far from his/her camp. When an animal is seeking the pod, it must achieve a Search check (DC 15) to find it, as its scent throws off any predators. Any animal that eats the food inside the pod must make a Fortitude save (DC 15) to remain conscious, as the material inside is toxic. The animal is then unconscious for 1d10 hours, and suffers 1d4 damage every hour unconscious.
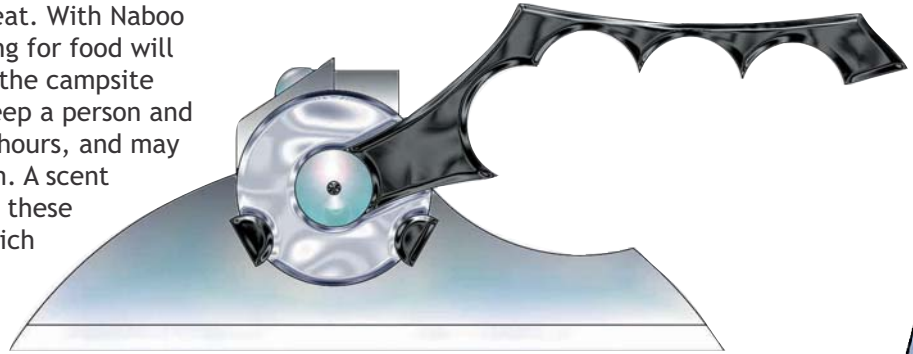
Surosuub CygnaFlare Gun (By Terras Jadeonar)
Cost: 500 credits   **Weight:** 0.2kg
Availability: Prevalent   **Era:** RE, R, NR

Before homing beacons were invented, the CygnaFlare was a staple of all survival kits. A simple mechanical gun that launches a chemical propelled cylinder that becomes a mini starburst. Has a 40m range when fired into the sky under optimal conditions. Cylinder ignites, and lasts for 3 rounds before burning out and another must be fired. Primary use is to signal for help, or aid rescuers to the exact location of owner. The gun and cylinders are in a waterproof casing, comes in a compact case that holds 5 flare cylinders. When fired low, flares can also provide temporary illumination above the vicinity. On fringe worlds, low tech worlds, even advanced worlds with conditions that can hinder homing beacon signals, the CygnaFlare Gun still prevails.

Tools and Other Sundries

Laserhone S2 Hand Vibrosaw (by Ravager)
Cost: 30   **Weight:** .5 kg
Availability: Common   **Era:** RE, R, NR

This small handsaw is outfitted with dynamic vibro technology, ideal for cutting exact lines and corners on any material except durasteel. The device is similar to a vibrodagger, except that it is single edged. As a weapon, the S2 does 1d6 damage. It requires 1 energy cell to operate.

MicroData Survivalist Datacard (by Ravager)
Cost: 350   **Weight:** .1 kg
**Availability:** Common   **Era:** RE, R, NR

On a simple datacard is a survival directory with files on every surveyed world known to the Republic. Of course, while the program is updated monthly as new worlds are catalogued, only the most frequented "wild planets" have extensive files. Some worlds like Tatooine and Kashyyk have audio files interviewing natives or an expert on native dangers. The database contains the most successful methods for building shelter, finding food and water and creating alarms and traps. MicroData markets this to tourists and scouts as the "most comprehensive body of knowledge that may save your life." More than one NewsNet program has featured a wilderness survivor crediting MicroData for bringing them through their ordeal.

If the planet's information is within the datacard (50% chance in Wild Space and 10% chance in the Unknown Regions), anyone actively using this program gains a +1 equipment bonus to Survival checks.

Neuro-Saav VXI-3 Electrotelescope (by Ravager)
Cost: 5,000   **Weight:** 35 kg
Availability: Common   **Era:** RE, R, NR

These electro-optical devices are used to observe nearby planets, moons and asteroids. It relies on a passive sensor system and has a range of five light minutes. It comes equipped with a repulsor lift unit to allow mobility. The unit is more powerful than macrobinoculars or electrobinoculars, able to enhance existing light sources and reduce atmospheric haze or other visual distortions. The devices have a variety of uses; backup sensors for a starport, early warning system for colonists (asteroids or nearby starships) and simple scientific research. Some electrotelescopes are deployed in
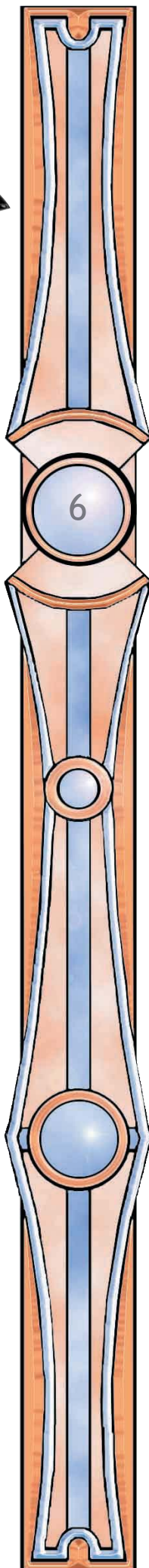
orbit to increase the arc of view, but this requires a comlink transmission. Larger electrotelescopes provide a +2 Computer Use bonus for each size category above Small (up to +10, Colossal, which must be permanently stationed in an observatory). For each size category above Small, double the cost.

Miscellaneous

Nen Carvon 811 Range Finder (by Ravager)

Cost: 50   **Weight:** .2 kg
Availability: Common   **Era:** RE, R, NR

This simple device consists of an ultraviolet projector and display unit encased in a transportable cylindrical housing. Accompanying the device is a set of low powered ultraviolet goggles for species that don't see in this spectrum naturally. The device can accurately tell the distance between objects up to 500 meters away. If the object is moving, the device can also estimate its velocity up to 1,000 km/h.
   Use of this device requires a ranged touch attack. This device has a range increment of 100 meters.
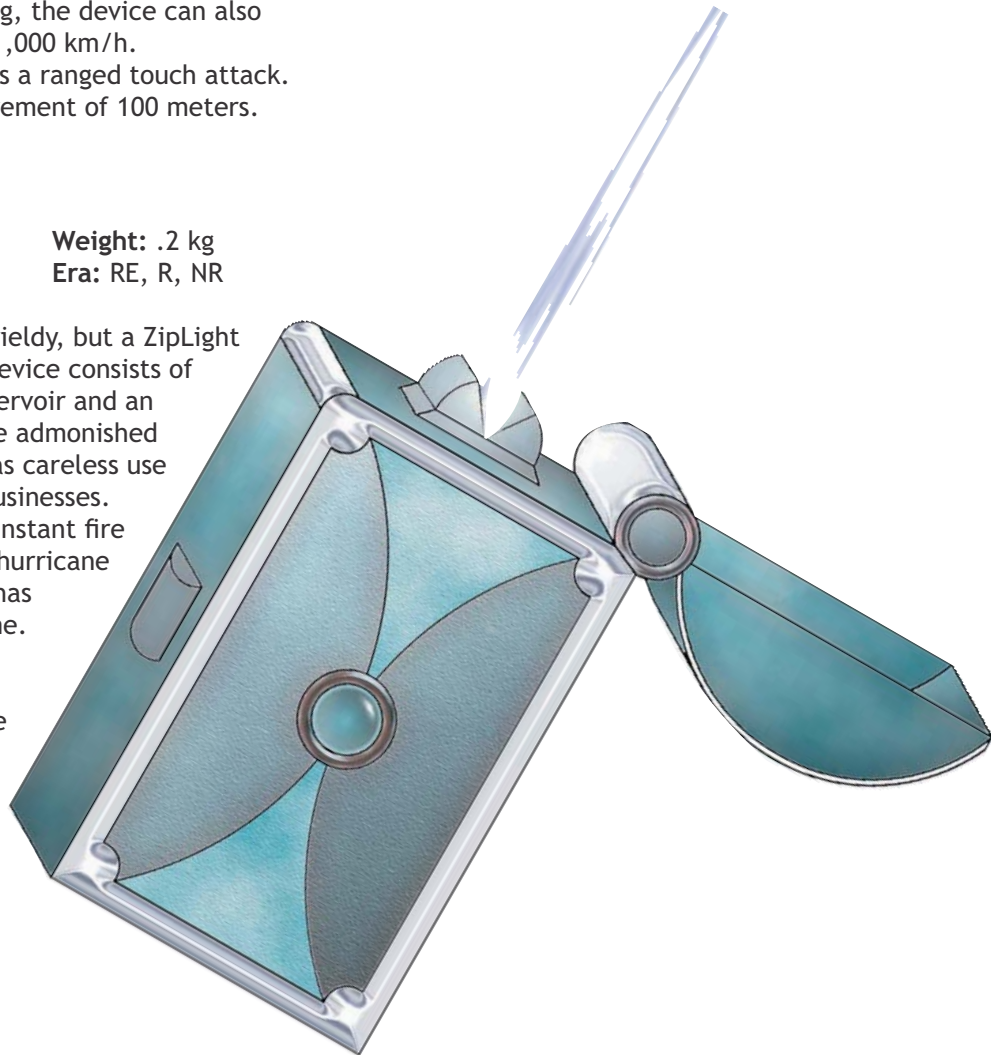
Zip Light (By Ravager)

Cost: 5   **Weight:** .2 kg
Availability: Prevalent   **Era:** RE, R, NR

A fusion lantern can be unwieldy, but a ZipLight can fit in any pocket. The device consists of a chemically flammable reservoir and an ignition switch. Children are admonished for playing with ZipLights, as careless use has destroyed homes and businesses. The ZipLight is used for an instant fire and can only be put out by hurricane force winds. Each ZipLight has 50 uses or 50 rounds of flame. The device can be altered for conservative use, which results in a precarious flame but over 200 uses or rounds of flame.