

Equipment D6 / Knights of the Old Republic

Knights of the Old Republic d6 Equipment.

The era is 3,900 BBY. Weapons, armor, and devices are generally not as effective as their later-era counterparts. Unlike in the Rise of the Empire era, weapons in the Jedi Civil War era do not generally have a stun setting. At times, some weapons in the Jedi Civil War era will be *more* powerful than their counterparts, since under the Empire heavy weapon limitations were in effect.

Armor

(Armor in the days of the Old Republic was not as effective as later armor, and proved to be much more bulky. Many custom pieces of armor were modified to help the user survive in extreme environments, protecting them from heat or cold. Some armor was even made of sound-absorbent material to help avoid sonic damage. More often than not, armor users sacrificed physical protection for more energy protection in a galaxy filled with blasters.)

Baragwin Shadow Armor

Protection: Torso

Physical Defense: 1D+1

Energy Defense: 1D+1

Bulk: -1D

Special: Sneak +1D, Hide +1D

Battle Armor

Protection: Torso, Arms, Legs

Physical Defense: 1D+2

Energy Defense: 1D+2

Bulk: -1D+1

Bronzium Light Battle Armor

Protection: Torso, Arms, Legs

Physical Defense: 1D+2

Energy Defense: 1D+2

Bulk: -1D+1

Calo Nord's Battle Armor

Protection: Torso, Arms, Legs

Physical Defense: 1D+2

Energy Defense: 1D+2

Cold Defense: 2D

Fire Defense: 2D

Sonic Defense: 2D

Bulk: -1D+1

Cassus Fett's Battle Armor

Protection: Torso, Arms, Legs

Physical Defense: 2D

Energy Defense: 2D

Cold Defense: 2D

Fire Defense: 2D

Sonic Defense: 2D

Bulk: -1D+2

Combat Suit

Protection: Torso

Physical Defense: 1D

Energy Defense: 1D

Bulk: -2

Darth Bandon's Fiber Armor

Protection: Torso

Physical Defense: 1D

Energy Defense: 1D

Fire Defense: 4D+1

Bulk: -2

Durasteel Heavy Armor

Protection: Torso, Arms, Legs

Physical Defense: 2D

Energy Defense: 2D

Bulk: -1D+2

Cinnager War Suit

Protection: Torso

Physical Defense: 1D+1

Energy Defense: 1D+1

Sonic Defense: 2D+2

Bulk: -1D

Davik's War Suit

Protect: Torso, Arms

Physical Defense: 1D+2

Energy Defense: 1D+2

Fire Defense: 2D

Cold Defense: 2D

Bulk: -1D

Echani Battle Armor

Protection: Torso, Arms

Physical Defense: 1D+1

Energy Defense: 1D+1

Bulk: -1D

Echani Light Armor

Protection: Torso

Physical Defense: 1D

Energy Defense: 1D

Fire Defense: 2D+2

Bulk: -2

Jedi/Dark Jedi Master Robe

Protection: Torso, Arms, Legs

Physical Defense: 0D+2

Energy Defense: 0D+2

Bulk: 0D

Jedi/Dark Jedi Robe

Protection: Torso, Arms, Legs

Physical Defense: 0D+1

Energy Defense: 0D+1

Bulk: 0D

Mandalorian Assault Armor

Protection: Full Body

Physical Defense: 2D+1

Energy Defense: 2D+1

Cold Defense: 4D+1

Fire Defense: 4D+1

Bulk: -1D+2

Note: Can seal and contains atmosphere for one hour.

Mandalorian Battle Armor

Protection: Torso, Arms, Legs

Physical Defense: 2D

Energy Defense: 2D

Electric Defense: 4D+1

Bulk: -1D+2

Massassi Ceremonial Armor

Protection: Torso

Physical Defense: 1D

Energy Defense: 1D

Bulk: -2

Note: Characters attacking a target wearing Massassi Ceremonial Armor must roll a regular dice instead of their wild dice when rolling damage.

Powered Battle Armor

Protection: Torso, Arms, Legs

Physical Defense: 1D+2

Energy Defense: 1D+2

Bulk: -1D+1

Special: +1 Strength (does not affect defense)

Powered Light Battle Armor

Protection: Torso, Arms, Legs

Physical Defense: 1D+2

Energy Defense: 1D+2

Sonic Defense: 4D+1

Bulk: -1D+1

Special: +1 Strength (does not affect defense)

Sith Armor

Protection: Full Body

Physical Defense: 0D+2

Energy Defense: 0D+2

Bulk: 0D

Zabrak Battle Armor

Protection: Torso

Physical Defense: 1D+1

Energy Defense: 1D+1

Cold Defense: 3D+2

Bulk: -1D

Zabrak Combat Suit

Protection: Torso

Physical Defense: 1D

Energy Defense: 1D

Bulk: -2

Ranged Weapons

(Ranged weapons use Energy damage unless otherwise stated)

Arkanian Heavy Blaster Pistol

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-10, 23, 50

Damage: 5D

Ammo: 30

Special: Attack +1

Arkanian Blaster Pistol

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-5, 23, 40

Damage: 4D+2

Ammo: 110

Special: Attack +2

Blaster Pistol

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-7, 23, 50

Damage: 4D+1

Ammo: 100

Blaster Rifle

Scale: Character

Skill: Blaster, Blaster Rifle

Ranges: 3-9, 28, 55

Damage: 4D+2

Ammo: 100

Bothan Droid Disruptor

Scale: Character

Skill: Disruptor

Ranges: 3-8, 28, 60

Damage: 4D+1

Ammo: 100

Special: Attack +1

Note: Against mechanical targets this weapon does 6D+1 damage.

Note: Disruptors attack using Physical damage. Adjust armor/shield defenses appropriately.

Bothan Quick Draw

Scale: Character

Skill: Blaster: Hold-Out Blaster

Ranges: 3-7, 15, 23

Damage: 4D

Ammo: 5

Special: Attack +1, can be set for 'stun'

Note: Stun 1 round on hit if weapon is set for stun. Roll 1D: if the number rolled is 5-6, the target is stunned. Target must make a successful Stamina (Moderate) check to resist stun.

Bowcaster

Scale: Character

Skill: Bowcaster

Ranges: 3-15, 28, 60

Damage: 5D+1

Ammo: 30

Carth's Blaster

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-7, 23, 50

Damage: 4D+1

Ammo: 110

Cassus Fett's Heavy Pistol

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-10, 23, 75

Damage: 5D

Ammo: 25

Special: Can be set for 'stun'

Note: Stun 1 round on hit if weapon is set for stun. Roll 1D: if the number rolled is 5-6, the target is stunned. Target must make a successful Stamina (Moderate) check to resist stun.

Chuundar's Bowcaster

Scale: Character

Skill: Bowcaster

Ranges: 3-15, 28, 60

Damage: 6D

Ammo: 30

Special: Attack +1

Cinnagaran Carbine

Scale: Character

Skill: Blaster: Blaster Carbine

Ranges: 3-15, 28, 60*

Damage: 5D

Ammo: 100

Special: Attack +2

*At long range, increase the difficulty by +5.

Disruptor Rifle

Scale: Character

Skill: Disruptor

Ranges: 3-15, 28, 50

Damage: 4D+1

Ammo: 100

Note: Disruptor weapons attack using Physical damage. Adjust armor/shield defense appropriately.

Heavy Blaster Pistol

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-9, 23, 45

Damage: 4D+2

Ammo: 25

Ion Blaster Pistol

Scale: Character

Skill: Blaster: Ion Blaster

Ranges: 3-5, 17, 29

Damage: 4D

Ammo: 100

Note: Against mechanical targets, this weapon does 5D+2 damage.

Ion Rifle

Scale: Character

Skill: Blaster: Ion Blaster

Ranges: 3-19, 28, 40

Damage: 4D+1

Ammo: 110

Note: Against mechanical targets, this weapon does 6D+1 damage.

Jamoh Hogra's Carbine

Scale: Character

Skill: Blaster: Blaster Carbine

Ranges: 3-15, 25, 60*

Damage: 5D+2

Ammo: 100

Special: Attack +1

*At long range, increase difficulty by +5

Jargan Kalta's Assault Rifle

Scale: Character

Skill: Blaster: Blaster Rifle

Ranges: 3-10, 28, 60

Damage: 4D+2

Special: Attack +2

Note: Against mechanical targets, this weapon does 5D+2 damage.

Jargan Kalta's Carbine

Scale: Character

Skill: Blaster: Blaster Carbine

Ranges: 3-15, 25, 60*

Damage: 5D+1

Ammo: 100

Special: Attack +2

*At long range, increase difficulty by +5

Light Repeating Blaster

Scale: Character

Skill: Blaster: Repeating Blaster

Ranges: 3-9, 28, 40

Damage: 4D+2

Ammo: 25

Mandalorian Assault Rifle

Scale: Character

Skill: Blaster, Blaster Rifle

Ranges: 3-10, 28, 60

Damage: 5D

Ammo: 100

Special: Attack +2, can be set for 'stun'

Note: Stun 1 round on hit if weapon is set for stun. Roll 1D: if the number rolled is 5-6, the target is stunned. Target must make a successful Stamina (Moderate) check to resist stun.

Mandalorian Blaster

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-10, 23, 60

Damage: 4D+1

Ammo: 100

Special: Attack +1

Mandalorian Heavy Blaster Pistol

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-10, 23, 55

Damage: 5D

Ammo: 25

Special: Attack +2

Mandalorian Heavy Repeater

Scale: Character

Skill: Blaster: Repeating Blaster

Ranges: 3-10, 28, 50

Damage: 5D

Ammo: 25

Special: Attack +1

Note: When used against mechanical targets, this weapon does 5D+2 damage.

Mandalorian Ripper

Scale: Character

Skill: Disruptor

Ranges: 3-14, 23, 50

Damage: 4D+1

Ammo: 100

Special: Attack +2

Note: Disruptors attack using Physical damage. Adjust armor/shield defenses appropriately.

Sith Assassin Pistol

Scale: Character

Skill: Blaster: Hold-Out Blaster

Ranges: 3-5, 23, 45

Damage: 4D+1

Ammo: 6

Special: Can be set for 'stun'.

Note: Stun 1 round on hit if weapon is set for stun. Roll 1D: if the number rolled is 4-6, the target is stunned. Target must make a successful Stamina (Moderate) check to resist stun.

Note: When used against mechanical targets, this weapon does 6D+1 damage.

Sith Assault Gun

Scale: Character

Skill: Blaster: Blaster Carbine

Ranges: 3-9, 25, 70*

Damage: 5D

Ammo: 100

*At long range, increase difficulty by +5

Sith Sniper Rifle

Scale: Character

Skill: Blaster: Blaster Sniper

Ranges: 3-10, 75, 150

Damage: 4D+2

Ammo: 5

Special: Attack +1

Verpine Droid Disruptor

Scale: Character

Skill: Disruptor

Ranges: 3-15, 28, 59

Damage: 4D+2

Ammo: 20

Special: Attack +1

Note: Disruptor weapons attack using Physical damage. Armor and/or shield defenses should be adjusted appropriately.

Note: When used against mechanical targets, this weapon does 6D+2 damage.

Verpine Prototype Ion Blaster

Scale: Character

Skill: Blaster: Ion Blaster

Ranges: 3-15, 28, 59

Damage: 4D+2

Ammo: 20

Special: Attack +1

Note: When used against mechanical targets, this weapon does 6D+2 damage.

Zaalbar's Bowcaster

Scale: Character

Skill: Bowcaster

Ranges: 3-15, 28, 60

Damage: 5D

Ammo: 50

Special: Attack +1

Zabrak Blaster Pistol

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-15, 23, 45

Damage: 4D+2

Special: Attack +2, can be set for 'stun'.

Note: Stun 1 round on hit if weapon is set for stun. Roll 1D: if the number rolled is 5-6, the target is stunned. Target must make a successful Stamina (Moderate) check to resist stun.

Zabrak Disruptor Cannon

Scale: Character

Skill: Disruptor

Ranges: 3-9, 28, 60

Damage: 5D+1

Ammo: 50

Special: Attack +2

Note: Disruptor weapons attack using Physical damage, Armor and/or shield defenses should be adjusted appropriately.

Melee Weapons

(Melee weapons use Physical damage unless otherwise stated)

(In a galaxy where Cortosis is still relatively common and Jedi and Sith are common across the galaxy, Cortosis weaves are built into melee weapons in an attempt to level the playing field. When a Lightsaber clashes with a melee weapon listed below (in other words, successful block roll), roll the lightsaber damage vs. a roll of 5D for the melee weapon. If the melee weapon wins the roll, it merely takes no damage, but if it loses, it takes damage. The weapons have a health of 16. Decrease weapon damage the same as with a person (who takes damage).)

Bacca's Ceremonial Blade

Scale: Character

Skill: Melee Combat: Vibroblade

Difficulty: Moderate

Damage: STR+3D+2 (Maximum 7D)

Special: Attack +1

Echani Foil

Scale: Character

Skill: Melee Combat: Vibroblade
Difficulty: Moderate
Damage: STR+2D+2 (Maximum 6D)
Special: Attack +2

Echani Vibroblade

Scale: Character
Skill: Melee Combat: Vibroblade
Difficulty: Moderate
Damage: STR+2D+2 (Maximum 5D+1)
Special: Attack +2

Genoharadan Poison Blade

Scale: Character
Skill: Melee Combat: Long Sword
Difficulty: Moderate
Damage: STR+2D+2 (Maximum 6D)
Special: Attack +2

Note: Upon successful damage roll, target becomes poisoned. 2D damage is applied each round until the poison is healed. Target must make a Difficult Stamina roll to resist poison effect.

Krath Blood Blade

Scale: Character
Skill: Melee Combat: Vibroblade
Difficulty: Moderate
Damage: STR+2D (Maximum 5D+2)
Special: Attack +1

Krath Double Sword

Scale: Character
Skill: Melee Combat: Double Sword
Difficulty: Difficult
Damage: STR+2D+2 (Maximum 7D+1)
Special: Attack +1

Krath Dire Sword

Scale: Character
Skill: Melee Combat: Long Sword
Difficulty: Moderate
Damage: STR+2D+1 (Maximum 6D+2)

Long Sword

Scale: Character
Skill: Melee Combat: Long Sword
Difficulty: Moderate
Damage: STR+2D+1 (Maximum 6D)

Mission's Vibroblade

Scale: Character
Skill: Melee Combat: Vibroblade
Difficulty: Moderate
Damage: STR+2D (Maximum 5D+2)

Naga Sadow's Poison Blade

Scale: Character

Skill: Melee Combat: Long Sword

Difficulty: Moderate

Damage: STR+2D+2 (Maximum 6D)

Special: Attack +2

Note: Upon successful damage roll, target becomes poisoned. 3D damage is applied each round until the poison is healed. Target must make a Heroic Stamina roll to resist poison effect.

Prototype Vibroblade

Scale: Character

Skill: Melee Combat: Vibroblade

Difficulty: Moderate

Damage: STR+2D+1 (Maximum 6D+1)

Rakatan Battle Wand

Scale: Character

Skill: Melee Combat: Stun Baton

Difficulty: Very Easy

Damage: 0D+1

Special: Attack +1

Note: Stun 1 round on hit. Roll 1D: if the number rolled is 4-6, the target is stunned. Target must make a successful Stamina (Moderate) check to resist stun.

Sanaski's Blade

Scale: Character

Skill: Melee Combat: Double-Bladed Sword

Difficulty: Difficult

Damage: STR+2D+1 (Maximum 7D)

Special: Attack +1D

Note: When used against mechanical targets, this weapon's damage increases to STR+2D+2 (Maximum 7D).

Short Sword

Scale: Character

Skill: Melee Combat: Short Sword

Difficulty: Easy

Damage: STR+2D (Maximum 5D)

Stun Baton

Scale: Character

Skill: Melee Combat: Stun Baton

Difficulty: Very Easy

Damage: 0D

Note: Stun 1 round on hit. Roll 1D: if the number rolled is 5-6, the target is stunned. Target must make a successful Stamina (Moderate) check to resist stun.

Vibro Double-Blade

Scale: Character

Skill: Melee Combat: Vibro Double-Blade

Difficulty: Difficult

Damage: STR+3D (Maximum 7D+2)

Vibrosword

Scale: Character

Skill: Melee Combat: Vibroblade

Difficulty: Moderate

Damage: STR+2D+1 (Maximum 6D)

Yusanis' Brand

Scale: Character

Skill: Melee Combat: Double Sword

Difficulty: Difficult

Damage: STR+3D+1 (Maximum 7D+1)

Special: Attack +2

Note: Against mechanical targets this weapon does STR+4D damage (Maximum 8D).

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