



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.

Some items, however, are of a suitable grade to be upgraded. All weapons and armor are upgradeable unless otherwise stated.

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 materiel to help avoid sonic damage. More often than not, armor users sacrificed physical protection for more energy protection in a galaxy filled with blasters.)

Baran Do Novice Robe

Protection: Full body except head

Physical Defense: 0D+1

Energy Defense: 0D+1

Bulk: 0D

Special: +2D Force resistance rolls

Upgrade: Armor unerlays only

Echani Heavy Armor

Protection: Full body except head

Physical Defense: 2D

Energy Defense: 2D

Bulk: -1D+2

Echani Shield Suit

Protection: Full body except head

Physical Defense: 1D+1

Energy Defense: 2D

Bulk: -1D

Electromesh Armor

Protection: Full body except head

Physical Defense: 1D+1

Energy Defense: 2D+1

Bulk: -2

Felenar Armor

Protection: Full body except head

Physical Defense: 2D

Energy Defense: 2D

Bulk: -1D

Heavy Cinnagar War Suit

Protection: Full body except head

Physical Defense: 1D+2

Energy Defense: 1D+2

Sonic Defense: 3D+2

Bulk: -1D

Iotran Braceman Armor

Protection: Full body except head

Physical Defense: 2D

Energy Defense: 2D

Bulk: -1D+1

Jal Shey Neophyte Armor

Protection: Full body except head

Physical Defense: 0D+2

Energy Defense: 0D+2

Bulk: -1D

Special: Persuasion +2

Jamoh Hogra's Battle Armor

Protection: Full body except head

Physical Defense: 2D

Energy Defense: 2D

Bulk: -1D+1

Special: +1 Strength (does not effect defense)

Note: Characters attacking a target wearing Jamoh Hogra's Battle Armor must roll a regular dice instead of their wild dice when rolling damage.

Jedi/Dark Jedi Knight Robe

Protection: Full body except head

Physical Defense: 0D+2

Energy Defense: 0D+2

Bulk: 0D

Upgrade: Armor underlays only

Jedi/Dark Jedi Master Robe

Protection: Full body except head

Physical Defense: 0D+2

Energy Defense: 0D+2

Bulk: 0D

Special: +1 Force Power use

Upgrade: Armor underlays only

Jedi/Dark Jedi Robe

Protection: Full body except head

Physical Defense: 0D+1

Energy Defense: 0D+1

Bulk: 0D

Upgrade: Armor underlays only

Krath Holy Battle Suit

Protection: Full body except head

Physical Defense: 1D+2

Energy Defense: 1D+2

Cold Defense: 2D+2

Fire Defense: 2D+2

Sonic Defense: 2D+2

Bulk: -1D+1

Mandalorian Battle Armor

Protection: Full body except head

Physical Defense: 2D

Energy Defense: 2D

Electrical Defense: 4D+1

Bulk: -1D+2

Mandalorian Combat Suit

Protection: Torso

Physical Defense: 0D+2

Energy Defense: 0D+2

Bulk: -2

Mandalorian Heavy Armor

Protection: Full body except head

Physical Defense: 2D+1

Energy Defense: 2D+1

Bulk: -1D+2

Special: Immunity to most stuns

Mandalorian Heavy Suit

Protection: Torso and Legs

Physical Defense: 2D

Energy Defense: 1D

Bulk: -2

Matrix Armor

Protection: Full body except head

Physical Defense: 2D+1

Energy Defense: 3D+1

Bulk: -1D+2

Matukai Adept Robe

Protection: Full body except head

Physical Defense: 0D+1

Energy Defense: 0D+1

Bulk: 0D

Upgrade: Armor underlays only

Matukai Apprentice Robe

Protection: Full body except head

Physical Defense: 0D+1

Energy Defense: 0D+1

Bulk: 0D

Special: Stamina +1, Dexterity +1, Strength +1 (does not effect defense)

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.

M'Whk'Gfa

Protection: Full body except head

Physical Defense: 2D+2

Energy Defense: 2D+2

Bulk: -1D+2

Norris Robe

Protection: Full body except head

Physical Defense: 0D+2

Energy Defense: 1D

Bulk: 0D

Upgrade: Armor underlay only

Ossus Keeper Robe

Protection: Full body except head

Physical Defense: 0D+1

Energy Defense: 0D+1

Bulk: 0D

Special: Persuasion +2, Knowledge +1D

Upgrade: Armor underlay only

Padawan Robe

Protection: Full body except head

Physical Defense: 0D+1

Energy Defense: 0D+1

Bulk: 0D

Upgrade: Armor underlays only

Ulic Qel-Droma's Mesh Suit

Protection: Full body except head

Physical Defense: 1D+2

Energy Defense: 1D+2

Fire Defense: 3D+2

Cold Defense: 3D+2

Bulk: -1D

Sith Battle Suit

Protection: Full body except head

Physical Defense: 1D+1

Energy Defense: 1D+1

Bulk: -0D+1

Verpine Fiber Mesh

Protection: Full body except head

Physical Defense: 1D+2

Energy Defense: 1D+2

Bulk: -1D

Zabrak Field Armor

Protection: Full body except head

Physical Defense: 1D+1

Energy Defense: 1D+1

Cold Defense: 5D+1

Bulk: -1D

Zeison Sha Initiate Armor

Protection: Full body except head

Physical Defense: 1D

Energy Defense: 1D

Bulk: -1D

Special: Stamina +1

Ranged Weapons

(Ranged weapons use Energy damage unless otherwise stated)

Elite Watchman Blaster

Scale: Character

Skill: Blaster: Heavy Blaster Pistol

Ranges: 3-9, 16, 23

Damage: 5D+2

Ammo: 25

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

Charric

Scale: Character

Skill: Disruptor: Disruptor Rifle

Ranges: 5-10, 16, 28

Damage: 5D

Ammo: 100

Special: Attack +4

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

Dashade Sonic Disruptor

Scale: Character

Skill: Disruptor: Disruptor Pistol

Ranges: 4-8, 13, 17

Damage: 6D

Ammo: 20

Special: Attack +1

Upgrade: Scope only

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

Note: When used against a target that has Sonic resistance of any sort, this weapon does 4D+1 damage.

Disruptor Carbine

Scale: Character

Skill: Disruptor: Disruptor Carbine

Ranges: 3-10, 19, 28*

Damage: 5D

Ammo: 100

Upgrade: Not Upgradeable

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

* At long range, increase difficulty by +5

Disruptor Rifle

Scale: Character

Skill: Disruptor: Disruptor Rifle

Ranges: 3-9, 17, 28

Damage: 5D

Ammo: 100

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

Freedon Nadd's Blaster

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-5, 14, 23

Damage: 5D+1

Ammo: 45

Special: +3D+2 Dark Side damage when used against a Light Side Force Adept

Special: Attack +2

Upgrade: Scope only

Note: Useable only by Dark Side characters.

Heavy Blaster

Scale: Character

Skill: Blaster: Heavy Blaster Pistol

Ranges: 3-9, 16, 23

Damage: 5D

Ammo: 25

Upgrade: Not Upgradeable

Heavy Repeating Carbine

Scale: Character

Skill: Blaster: Blaster Carbine

Ranges: 3-5, 15, 28*

Damage: 7D

Ammo: 60

Upgrade: Not Upgradeable

* At long range, increase difficulty by +5

Mining Laser

Scale: Character

Skill: Blaster: Mining Laser

Ranges: 3-5, 15, 23

Damage: 4D+2

Ammo: 50

Upgrade: Not Upgradeable

Mandalorian Blaster

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-8, 14, 23

Damage: 4D+2

Ammo: 110

Special: Attack +1

Mandalorian Disintegrator

Scale: Character

Skill: Disruptor: Disruptor Pistol

Ranges: 4-9, 14, 23

Damage: 6D

Ammo: 15

Special: Attack +2

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

Mandalorian Heavy Blaster

Scale: Character

Skill: Blaster: Heavy Blaster Pistol

Ranges: 4-9, 16, 23

Damage: 5D

Ammo: 35

Special: Attack +1

Mandalorian Ripper

Scale: Character

Skill: Disruptor: Disruptor Pistol

Ranges: 4-9, 14, 23

Damage: 4D+2

Ammo: 30

Special: Attack +2

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

Micro-Pulse Blaster

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-9, 15, 23

Damage: 6D+1

Ammo: 15

Special: Attack +2

Onderon Repeating Carbine

Scale: Character

Skill: Blaster: Blaster Carbine

Ranges: 3-9, 19, 28*

Damage: 7D+1

Ammo: 115

Special: Attack +1

Upgrade: Not Upgradeable

* At long range, increase difficulty by +5

Repeating Blaster Carbine

Scale: Character

Skill: Blaster: Blaster Carbine

Ranges: 3-8, 17, 28*

Damage: 5D+1

Ammo: 110

Upgrade: Not Upgradeable

* At long range, increase difficulty by +5

Repeating Blaster Rifle

Scale: Character

Skill: Blaster: Blaster Rifle

Ranges: 3-9, 16, 28

Damage: 5D+1

Ammo: 110

Republic Blaster

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-9, 15, 23

Damage: 4D+2

Ammo: 70

Slavemaster Stun Carbine

Scale: Character

Skill: Blaster: Blaster Carbine

Ranges: 3-8, 17, 25*

Damage: 0D

Ammo: 130

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

Upgrade: Not Upgradeable

* At long range, increase difficulty by +5.

Systech Electric Blaster

Scale: Character

Skill: Blaster: Blaster Pistol

Ranges: 3-5, 14, 23

Damage: 6D+1

Ammo: 15

Special: Attack +1

Upgrade: Scope only

Verpine Droid Disintegrator

Scale: Character

Skill: Blaster: Blaster Rifle

Ranges: 2-9, 18, 28

Damage: 7D

Ammo: 5

Special: Attack +2

Upgrade: Scope and Chamber only

Note: When used against mechanical targets this weapon does 12D+1 damage.

Verpine Droid Disruptor

Scale: Character

Skill: Blaster: Blaster Rifle

Ranges: 2-10, 17, 28

Damage: 5D+1

Ammo: 25

Special: Attack +2

Upgrade: Scope and Chamber only

Note: When used against mechanical targets, this weapon does 8D+3 damage.

Watchman Blaster

Scale: Character

Skill: Blaster: Hold-out Blaster

Ranges: 3-4, 15, 23

Damage: 4D+2

Ammo: 10

Special: 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.

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).)

Energy Baton

Scale: Character

Skill: Melee Combat: Stun Baton

Difficulty: Very Easy

Damage: STR+0D+2

Special: Stun 3 rounds 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.

Upgrade: Not Upgradeable

Exchange Negotiator

Scale: Character

Skill: Melee Combat: Stun Baton

Difficulty: Very Easy

Damage: STR+1D+1 (Maximum 4D)

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

Upgrade: Not Upgradeable

Force Pike

Scale: Character

Skill: Melee Combat: Force Pike

Difficulty: Difficult

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

Special: 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.

Upgrade: Not Upgradeable

Gand Discharger

Scale: Character

Skill: Melee Combat: Stun Baton

Difficulty: Very Easy

Damage: STR+1D (Maximum 3D)

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

Upgrade: Not Upgradeable

Handmaiden's Staff

Scale: Character

Skill: Melee Combat: Quarterstaff

Difficulty: Difficult

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

Special: +2 Attack, +1 Block/parry

Upgrade: Not Upgradeable

Ludo Kressh's War Sword

Scale: Character

Skill: Melee Combat: Long blade

Difficulty: Moderate

Damage: STR+3D (Maximum 6D+2)

Special: +1 Attack, +2 Dark Side Force use

Upgrade: Edge and Grip only

Rodian Death Blade

Scale: Character

Skill: Melee Combat: Long blade

Difficulty: Moderate

Damage: STR+1D+1 (Maximum 5D+1)

Special: Attack +1

Upgrade: Not Upgradeable

Sith Tremor Sword

Scale: Character

Skill: Melee Combat: Vibrosword

Difficulty: Moderate

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

Special: Attack +2

Twi'Lek Spinning Blade

Scale: Character

Skill: Melee Combat: Long blade

Difficulty: Moderate

Damage: STR+1D+1 (Maximum 5D+2)

Upgrade: Not Upgradeable

Vibro Double-blade

Scale: Character

Skill: Melee Combat: Double-Bladed Vibrosword

Difficulty: Difficult

Damage: STR+3D (Maximum 7D)

Vibroblade

Scale: Character

Skill: Melee Combat: Vibroblade

Difficulty: Moderate

Damage: STR+ 2D (Maximum 6D)

Vibrosword

Scale: Character

Skill: Melee Combat: Vibroblade

Difficulty: Moderate

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

Quarterstaff

Scale: Character

Skill: Melee Combat: Staff

Difficulty: Difficult

Damage: STR+1D+1 (Maximum 5D)

Upgrade: Not Upgradeable

Zhaboka

Scale: Character

Skill: Melee Combat: Double-Bladed Sword

Difficulty: Difficult

Damage: STR+4D+1 (Maximum 9D)

Upgrade: Edge and Grip only

Note: Character must make a successful Moderate Strength check at the beginning of each round in order to use this weapon. If a Strength check is failed, it may not be attempted again until the next round.

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