

STAR WARS®

ROLEPLAYING GAME

ARMS AND EQUIPMENT GUIDE

Supplement

Vol. 1
Issue 1



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

From the Draft Table-

The Arms & Equipment Guide Supplement series marks a new beginning. With the exception of the Online Journal, there has never before been such a consistent, useful, and frequent series of game material for your d20 games. These issues are a result of the creativity and giving personalities of the community, and it shows that lots of small contributions add up to great things. I know that the stats found within this series will find use in many games across the world. On behalf of the staff here, I'd like to say thanks to the community. We'll keep giving as long as you do.

-Jay "Elfword" Neely

The concept of "fan publication" carries a certain stigma since it is not "official." By no means is the equipment found in these pages the definitive word- simply put, these are the designs GMs and players discovered for their games. You may very well find "official" stats from WotC at a later date... but we honestly can't wait. So, this project was born of impatience for interesting technology and equipment. While a character is not the sum of his assets... it certainly can't hurt. Memorable characters are often attributed to the weapons and gear they carry; Dirty Harry and his .44 Magnum, MacGyver and his Swiss Army knife, even Darth Vader and his armor. So, enjoy what we offer and remember, the A&EGS will be with you, always. -Silas "Ravager_of_Worlds" DeBoer

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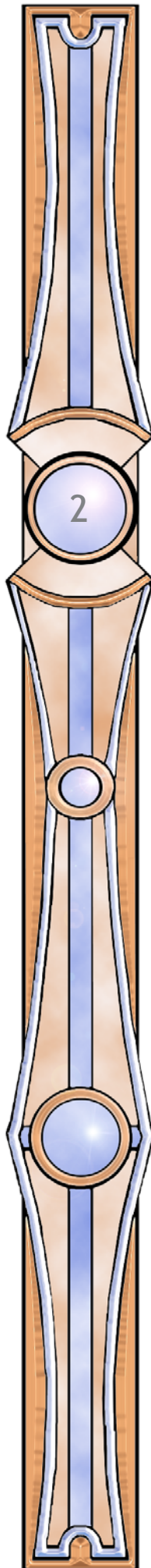
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Key

- RE- Rise of the Empire
- R- Rebellion Era
- NR- New Republic

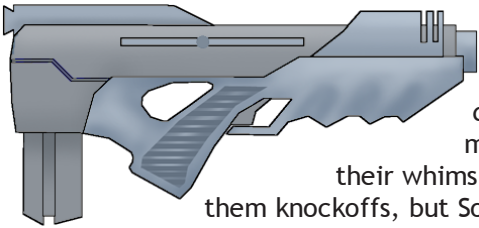
Ranged Weapons

SoroSuub EnA-7 (by Will Hitebeital)

Weapon Type: Blaster Pistol
Proficiency Group: Blaster Pistol
Damage: 3d6-2
Range Increment: 12m
Fort DC: 15
Multifire/Autofire: M/A only
Hardness: 5 **WP:** 2
Availability: Specialized, licensed

Cost: 1,000
Critical: 20
Weight: 1.2 kg
Type: Energy
Size: Small
Break DC: 15
Era: R

-by Lynn Lefey



SoroSuub is known for occasionally "borrowing" a design and modifying it to their whims. Some would call them knockoffs, but SoroSuub calls it "profit." Within a month of the release of Merr-Sonn's IR-5 release, SoroSuub unveiled the EnA-7. This weapon is sleeker, more powerful and accurate. There are shortcomings; The EnA-7 is heavier and only fires in Multifire or Autofire. These weapons are most commonly found in the hands of rich thugs, spice cartels and even the occasional private security force.

Merr-Sonn "Nerf Blaster" (by Will Hitebeital)

Weapon Type: Blaster rifle
Proficiency Group: Blaster rifle
Damage: -
Range Increment: 12m
Fort DC: 20
Multifire/Autofire: -/-
Hardness: 5 **WP:** 5
Availability: Specialized

Cost: 2,000
Critical: -
Weight: 2 kg
Type: Energy
Size: Medium
Break DC: 17
Era: R, NR

Special: This weapon's stun setting is always the primary setting, and the weapon ignores the usual 4 m limit for stun bolts.

This weapon is favored by nerf ranchers all around the galaxy. "If you have the credits to buy one, you're either an exploring biologist, or you're a nerf herder." That was the sales pitch used everywhere this weapon was sold. This piece of machinery differed from its counterparts because first, it dealt no direct physical

trauma, and second, it had a tremendous stun setting. The stun setting was used to stop nerfs cold in their tracks without damaging the meat and it allowed ranchers to tag a nerf without being covered with spittle. Bounty hunters found this weapon equally as effective against humanoid targets, making live bounties much easier.

Melee Weapons

Salm Industries "Barbie" Vibro-trident (by Crin Daroota)

Weapon Type: Melee Weapon
Proficiency Group: Vibro Weapons
Damage: 2d10, 2d4*
Weight: 6.5 kg
Hardness: 6 **WP:** 8
Availability: Common

Cost: 850
Critical: 20
Type: Piercing
Size: Large
Break DC: 18
Era: RE, R, NR

Special: *On a successful attack, the victim is "hooked" unless they succeed at a Reflex save (DC 10+ wielder's STR modifier). If the opponent is hooked, he takes 2d4 damage each turn until he makes a Fortitude save (DC 15) to detach; while hooked she loses Dexterity bonus to defense.

The blunt end of this weapon can be used as a quarterstaff. Opponents in full battle armor cannot be hooked.



-by Lynn Lefey

There are beings in the galaxy who don't believe a vibroblade is a fierce enough weapon, but don't like carrying around blasters. For this niche group, Salm Industries developed the "Barbie," a three-pronged trident with gleaming barb-tipped points atop a 120cm metal shaft. It served as an excellent weapon for bodyguards, hunters, and on worlds where their profession hasn't been outlawed, gladiators. The barb tips allow for a successful strike to have a chance of hooking the opponent onto the end of the weapon, or even tearing flesh and organs from his body. Its other end can be used in the same manner as a quarterstaff. The Barbie is by no means elegant, but is effective.

A vibro-trident requires two energy cells to operate.

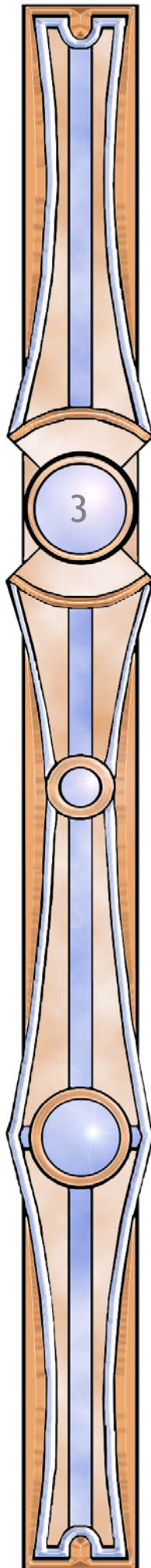
Armor and Other Protective Gear

Merr Sonn Energy Gauntlet (by Kanner)

Cost: 400
Availability: Rare/Restricted
Shield Points: 15

Weight: 2 kg
Era: RE, R, NR

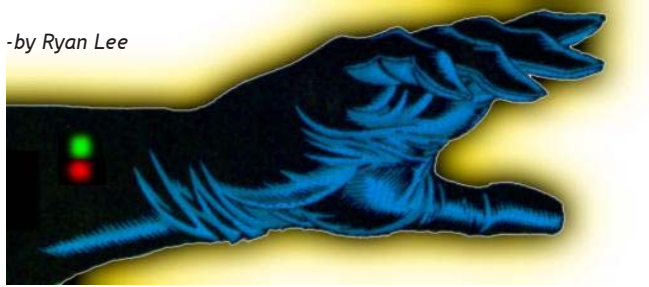
Special: Any individual wearing one of these gauntlets may make a Reflex save (DC 20) when



facing wound damage. If they succeed the damage is applied to shield points first.

Energy shields are armored gauntlets with small personal shield generators. They were briefly popular with body guards but quickly fell out when it became apparent they did little after the first hit. In the Rebellion and New Republic eras, they are only used by those who would like a little protection without bulky armor.

-by Ryan Lee



TightHold Battle Glove (by ElfWord)

Cost: 125

Weight: 1 kg

Availability: Prevalent

Era: RE, R, NR

This TightHold Battle Glove incorporates multi-jointed wires that snap the user's hand tightly around whatever object they wish to grip. The strength in this gripping reflex is great, and only the user can choose to release whatever they hold. It requires a Strength check (DC 20) to forcibly remove an item from the glove's grip. The glove gives the wearer a +4 bonus to avoid being disarmed. Anyone wearing these gloves also takes a -4 penalty to all Sleight of Hand checks.

Weapon Attachments and Accessories

BlasTech ESO Generator (by Stuart McIntyre)

Cost: 3,500

Weight: 10kg

Availability: Rare, Military

Era: R

Hardness: 7

WP: 10

Special: Can only be used in conjunction with the BlasTech T-21 without modifications. Has an ammo capacity of 300 shots before the generator shuts down. This number can be affected by weather conditions. Low temperatures increase the operational time; whereas hot climates have the reverse effect.

If the generator is reduced to 0 Wound Points, it explodes, dealing 8d6 damage over a 4m blast radius. If the weapon shutdown is overridden, then every round the weapon is used after the initial shutdown, roll a D20. If you roll a 1 on the first round the generator overloads and explodes (see above for damage), on the 2nd round if you roll a 1 or 2, the

third 1, 2 or 3, and so on. Roll until the generator is shutdown by the operator or explodes.

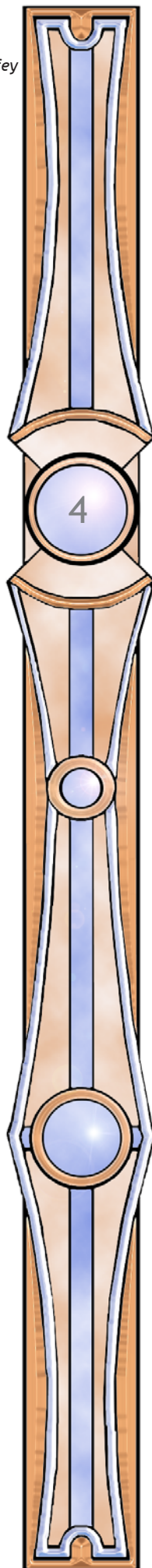
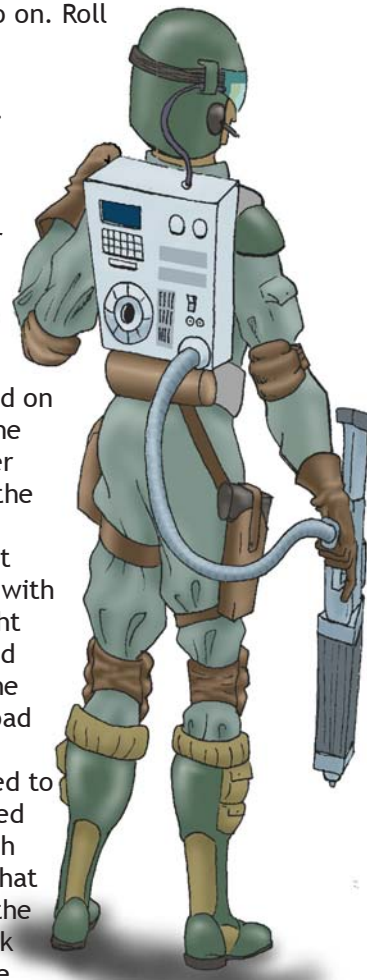
The BlasTech ESO (Extended Service Operation) Generator was designed for military personnel involved in extended military operations. Designed to be carried on the trooper's back, the unit housed the power generator as well as the required cooling and monitoring systems. It was designed for use with the BlasTech T-21 Light Repeater for extended operations without the constant need to reload the weapon. The generator is connected to the T-21 by an armored power coupling, which ends in a connector that slotted directly into the repeater's power pack port. This allowed the operator to ditch the generator and switch to conventional power packs if needed. The generator feasibly could give the operator access to unlimited firepower, but was in-fact, limited by the generator's cooling system. Before the cooling system fails, it gives a 10 second warning to the operator that the system is shutting down. This allows the user to shut down the system or override and continue use. Unsurprisingly the latter option is not recommended by BlasTech. The generator is armored to withstand most battlefield knocks and light small arms fire, but a direct hit with anything big spelled certain death to the operator and anyone close by. BlasTech marketed this system to the Empire, but as yet no concrete deal was made for large quantities. Several have fallen into the hands of criminal organizations and modified for other weapons.

Droids

Arakyd Industries V-13 Dedicated Satellite Droid (By Ravager)

Classification: Medium fourth-degree satellite droid
Cost: 25,000

-by Lynn Lefey



Availability: Specialized, restricted **Era:** RE, R, NR

Created early in Arakyd's history, this droid is a staple of early colonies, serving as geographer and security. The droid is typically deployed in synchronous orbit with a selected location, though it is able to orbit provided a remote control programs the droid. This barrel shaped droid is armored, has its own shield generator and repulsorlift unit. It is armed with a single retractable blaster turret to protect itself from mynocks or thieves. The droid's powerful optics can photograph a .1 meter object and has enough resolution to read a license plate on a good day. The droid ignores the standard range for Spot checks, instead it receives a total +4 Spot check in Low Orbit, a +0 in High Orbit and a -4 Spot check when at a safe distance from the planet for a ship to make a hyperspace jump. The droid also was used to keep an eye on system traffic, effectively acting as a stationary Starship in accordance with the sensor rules in the Revised Core Rulebook (page 210).

At its top speed, the V-13 is able to move at 'Docking' speed (300 km/h in space or 150 km/h in atmosphere) but can only do so for short bursts. With its repulsorlift unit, the droid can reach orbit from the ground of a standard gravity world, though it takes considerably longer than a starship (2 hours). Space pirates found it profitable to steal this droid and sell it to another system; which prompted some colonists to install a self-destruct device (see RCR page 369). Later models (Rebellion Era or later) were built with the self destruct device. All models are equipped to transmit images to a user's frequency, which can include a starship or base on the planet. Some satellites were used as early warning systems on the periphery of a star system.

Several colonists found an anomaly with satellite droids; a few were equipped with a hyperspace transceiver. It is unknown if the manufacturer or a rogue machinist installed the additional equipment. The droid was often called an "Arakyd Spy." The V-13 can operate for 6 months before needing to recharge under normal conditions.

The V-13 should only be allowed as heroic characters in high-level campaigns.

V Series: Arakyd Industries' V-13, Thug 3/ Scoundrel 1; Init +2 (+2 Dex); Def 15 (+2 Dex, +3 Class); Spd 15m, 1 (docking); VP/ WP 9/22; Atk +5 or +1/+1 ranged (3d6, Blaster Pistol); SQ 4th Degree Droid, Hybrid Chassis, Illicit barter; SV Fort +6, Ref +5, Will +2; SZ M; Rep: +0; Str 10, Dex 14, Con 16, Int 12, Wis 13, Cha 10.

Equipment: 360 vision, blaster pistol, comlink, environmental compensation, improved sensor package, infrared vision, locked access, recording unit (video), repulsorlift unit, shields (DR: 5), solar panels, translator unit (DC 10)

Skills: Hide 0 ranks (+5), Knowledge (Architecture) 3 ranks (+4), Knowledge (Geography) 3 ranks (+4), Knowledge (Tactics) +4, Knowledge (World lore) 3 ranks (+4), Listen 0 ranks (+5), Move Silently 0 ranks (+4), Pilot 5 ranks (+7), Read/Write Binary, Search 0 ranks (+3), Speak Basic, Speak Binary, Spot 7 ranks (+12).

Unused Skill Points: 0

Feats: Alertness, Ambidexterity, Armor Proficiency (light), Stealthy, Toughness, Toughness, Weapons Group Proficiency (blaster pistols, simple weapons)

Ulban Arms' Model 2B Sentry Gun (by Ravager)

Classification: Medium fourth degree sentry droid

Cost: 9,000 credits

Availability: Specialized

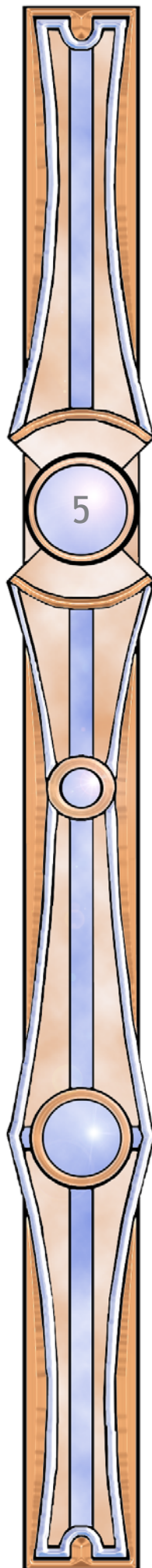
Era: RE, R

Robotic sentries were the first droids built in a number of cultures throughout the galaxy, but most were little more than motion sensors and crude targeting software. Most sentry guns were considered obsolete and seen only in museums until a researcher associated with Ulban Arms ran afoul of a still functional sentry droid at an abandoned outpost on Vildan V. The researcher studied the design and decided to improve on it. It didn't take long for Ulban to find customers with a large pocketbook.

The Model 2B looks like an arachnid with a light repeater. The droid understands Binary and Basic commands, but communicates via its comlink (50 km range).



-by Lynn Lefey



The 2B is a canny climber, preferring to reach high ground to survey its environment. Some slicers think the comlink is a perfect way to gain control of the droid... few live to tell whether the gambit worked (Computer Use DC 35), since the 2B can "zero-in" on data transmissions and is capable of hunt and destroy missions. It can even climb vertical metal surfaces and was hyped as an "easy install" antipersonnel starship modification. The hefty price tag kept the droid in a niche market. The Model 2B is no longer in production with the fall of the Empire.

2B droids should only be allowed as heroic characters in high-level campaigns.

2B Series: Ulban Arms' Model 2B, Thug 6; Init +2 (+2 Dex); Defense 13 (+2 Dex, +2 Class, -1 Quirks); Spd 6m; VP/WP -/17; Atk +3/+3/+3/-2 or +1/+1/+1/-4 ranged (3d8, crit 19-20, Light Repeating Blaster); SQ 4th Degree Droid, Aggressive, Multi-legged/Insectoid Chassis; SV Fort +7, Ref +4, Will +4; SZ M; Rep: +1; Str 10, Dex 14, Con 14, Int 7, Wis 14, Cha 10.

Equipment: 360 Vision, armor (light DR 2), comlink, improved sensor package, infrared vision, light repeating blaster, locked access, magnetic feet, motion sensors, weapon mount.

Skills: Climb 7 ranks (+9), Listen 0 ranks (+6), Read/Write Basic, Read/Write Binary, Search 0 ranks (+0), Speak Basic, Speak Binary, Spot 0 ranks (+8), Swim 0 ranks (+2).

Unspent Skill Points: 0

Feats: Ambidexterity, Armor Proficiency (light), Athletic, Point Blank Shot, Rapid Shot, Toughness, Weapons Group Proficiency (blaster rifles).

Vehicles

Kothlis Construction Equipment TCV-M (by

Crin Daroota)

Class: Tracked Vehicle **Crew:** 1-3 (Normal +2)
Size: Huge (8m long) **Initiative:** +0 (-2 Size, +2 Crew)
Passengers: 3 **Maneuver:** +0 (-2 Size, +2 Crew)
Cargo Capacity: 70kg **Defense:** 15* (-2 Size, +7 Armor)
Cost: 62,000 (new), 28,500 (used) **Shield Points:** 0
Availability: Rare **Hull Points:** 60 (DR 10)
Era: RE, R **Max Velocity:** 24 km/h (.5 sq./action)

**This vehicle provides 1/2 cover to crew and passengers when sitting, 1/4 cover when standing.*

Weapon: Oversized Blaster Cannon; **Fire Arc:** Turret;
Attack Bonus: +2 (-2 Size, +2 Crew, +2 Fire Control);
Damage: 4d10+2 (single fire only); **Range Increment:** 100m.

Weapon: Heavy Repeating Blaster; **Fire Arc:** Left, Front (relative to main gun's direction); **Attack**

Bonus: +0 (-2 Size, +2 Crew); **Damage:** 4d8 (autofire only); **Range Increment:** 20m.

The unlikely adaptation of a piece of heavy construction equipment, the TCV-M (Tracked Construction Vehicle - Military) was built on Kothlis Construction Equipment's proven TCV crane frame. It is a large, tracked vehicle that moves relatively slowly. Unlike most tank-like vehicles, it is open to the sky and provides its crew only half-cover when they are sitting at their stations. It moves on two large metal treads that are connected to an engine beneath the upper part of the vehicle, which can swivel 360 degrees. A gunner operates the fixed blaster cannon by swiveling the vehicle to line up with his target, then adjusting the gun's elevation. A second gunner controls a heavy repeating blaster located below and to the left of the main gun. This secondary gun can fire to the vehicle's "front" and "left" relative to which direction the upper part is facing. For all its firepower, the TCV-M is relatively vulnerable, as it is open to the sky. It is particularly vulnerable to grenade attacks and shots from opponents on higher elevation than it, including nearby repulsor-driven vehicles. Still, it is rugged and relatively cheap, making it a good buy for the poorer worlds of the galaxy.

Mobquet Bm-R Sando 650 (by Will Hildebeital)

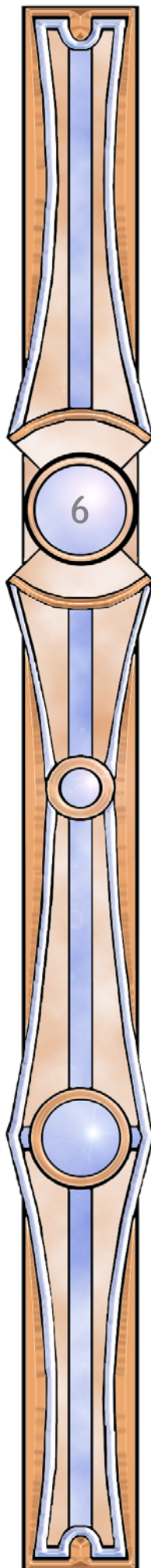
Class: Speeder [Ground] **Crew:** 1 (+6)
Size: Large (3.7 meters long) **Initiative:** +5 (-1 size, +6 crew)
Passengers: 1 **Maneuver:** +5 (-1 size, +6 crew)
Cargo: 65 kg **Defense:** 14* (-1 size, +5 armor)
Cost: 250,000 **Shields:** 0
Availability: Rare, licensed **Hull:** 18 (DR 5)
Era: RE **Speed:** 330m
Max Velocity: 800 km/h (16 sq/action)

**Provides no cover to passengers.*

Known to absolute connoisseurs, this fine piece of repulsor technology is the pinnacle of speed and style. The Mobquet Bm-R Sando 650 is a sleek speeder, designed to slice the air like a lightsaber through cheesecloth. Its edges evoke pure refined muscle under the cowlings. Designed even before the birth of Chancellor Vallorum, this vehicle dominated the field in both looks and power for fifteen years after it was released. This speeder graces the dreams of youngsters and seasoned racers alike, making it one of the most desirable and stolen speeders ever.

Ubrikkian Multi-Environment Exploration Vehicle (by Troy Henist)

Class: Tracked [Ground] **Crew:** 2 (Skilled +4)
Size: Huge (9.2m long) **Initiative:** +2 (-2 Size, +4 Crew)



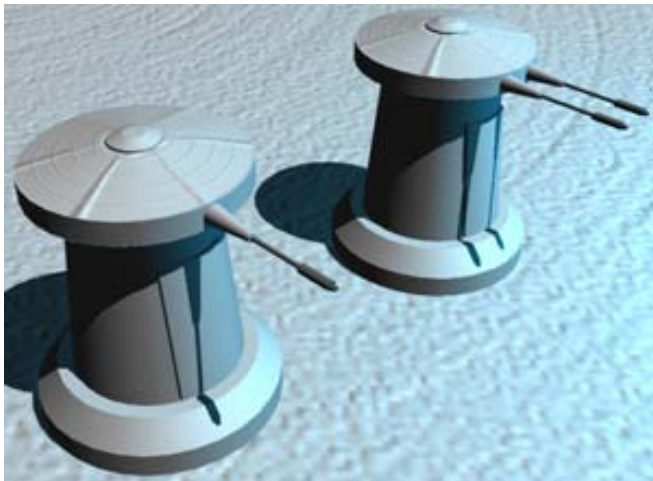
Passengers: 0
Cargo Capacity: 1 metric ton
Cost: 21,600 (new), 11,200 (used)
Availability: Common, Licensed
Era: RE
Maneuver: +2 (-2 Size, +4 Crew)
Defense: 13* (-2 Size, +5 Armor)
Shield Points: 0
Hull Points: 50 (DR 5)
Speed: 42 m
Max Velocity: 60 km/h (1 sq./action)

* Provides full cover to crew

The Ubrikkian Multi-Environmental Exploration Vehicle (MEEV) is rugged vehicle. The vehicle was able to survive in all but the harshest planetary environments, and was the vehicle of choice for the ExplorCorp during the days of the Old Republic. The MEEV was built to safely accommodate the crew in environments from ranging from extreme temperatures to corrosive atmospheres. The vehicle was driven by two heavy treads, this gave it the ability to traverse most terrain and operate on worlds where repulsorlift drives were next to useless. The vehicle has enough supplies tfor the crew to operate for large periods of time, in comfort, as well having extensive survey equipment. With the fall of the Old Republic and the Rise of the Empire, the ExplorCorp funds were slashed and a large quantity of these vehicles were sold off.

Defensive Emplacements

-by Lynn Lefey



Anti-Infantry Battery (by Ravager)

Cost: Variable
Availability: Restricted
Era: R, NR

Anti-Infantry batteries are effective against squads and vehicles with a computer controlled targeting system, shield generator and explosive energy beam (8 m blast radius from point of impact). The tower is effective against squads of infantry and most

vehicles, but is not powerful enough to pose much of a threat to AT-ATs. The tower relies on its armor and shields to protect the occupants, since it cannot move. The later SP.9 is mounted on a hover-sled.

Golan Arms DF.9 Anti-Infantry Battery

Class: Defensive Vehicle **Crew:** 3 (Skilled +4)
Size: Large (4.25 m tall) **Initiative:** -3 (-1 size, +4 crew)
Passengers: 0 **Defense:** 14* (-1 size, +5 armor)
Cargo Capacity: 150 kg **Fire Arc:** Partial
Speed: Immoblie **Shield Points:** 30 (DR 5)
Cost: 15,000 (new), 10,000 (used)
Hull Points: 40 (DR 5)

*provides full cover to crew and passengers

**Can be fired only twice per round

Weapon: Anti-Vehicle/Infantry Laser Cannon; **Fire Arc:** Partial; **Attack Bonus:** +5 (-1 size, +4 crew, +2 fire control); **Damage:** 5d10; **Range Increment:** 160 m.

Golan Arms TwinDF.9 Anti-Infantry Battery

Class: Defensive Vehicle **Crew:** 3 (Skilled +4)
Size: Large (4.25 m tall) **Initiative:** -3 (-1 size, +4 crew)
Passengers: 0 **Defense:** 14* (-1 size, +5 armor)
Cargo Capacity: 150 kg **Fire Arc:** Partial Turret
Speed: Immoblie **Shield Points:** 30 (DR 5)
Cost: 20,000 (new), 12,000 (used)
Hull Points: 50 (DR 5)

*provides full cover to crew and passengers

Weapon: Twin Anti-Vehicle/Infantry Laser Cannon; **Fire Arc:** Partial; **Attack Bonus:** +5 (-1 size, +4 crew, +2 fire control); **Damage:** 6d10; **Range Increment:** 175 m.

Golan Arms SP.9 Anti-Infantry Battery

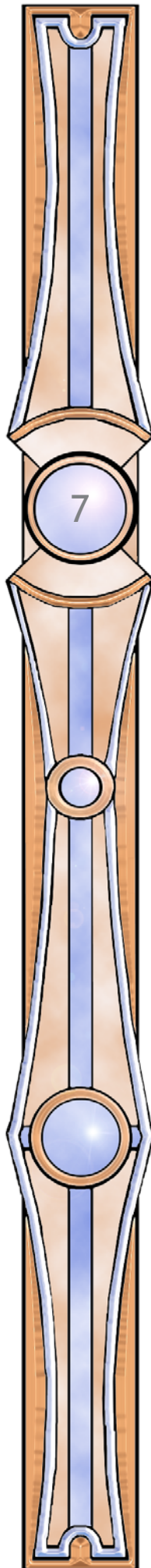
Class: Defensive Vehicle **Crew:** 3 (Skilled +4)
Size: Large (4.25 m tall) **Initiative:** -3 (-1 size, +4 crew)
Passengers: 0 **Defense:** 14* (-1 size, +5 armor)
Cargo Capacity: 150 kg **Fire Arc:** Partial Turret
Speed: 20 m **Shield Points:** 30 (DR 5)
Max Velocity: 60 km/h **Hull Points:** 45 (DR 5)
Cost: 25,000 (new), 15,000 (used)

*provides full cover to crew and passengers

Weapon: Anti-Vehicle/Infantry Laser Cannon; **Fire Arc:** Partial; **Attack Bonus:** +5 (-1 size, +4 crew, +2 fire control); **Damage:** 5d10; **Range Increment:** 200 m.

Fixed Defense Shield System (by Troy Henist)

Class: Emplacement Shielding Add On
Cost: Variable* (Pre-Emplaced)



Availability: Military, Restricted **Era:** RE, NR
Special: When initiative is rolled for the weapon emplacement, any attacks that are 1 higher or 1 lower than the initiative roll bypasses the shields and hits the weapon. E.g. Weapon initiative is 14. Any attacks made on initiative 11 - 17 against the target deal damage to the weapon itself, and do not strike the shields.

Size	Hull	DR	Cost
Large	40	5	+5,000 system, 7,000 (new)
Huge	80	10	+8,000 system, 10,000 (new)
Gargantuan	120	15	+11,000 system, 14,000 (new)
Colossal	160	20	+14,000 system, 17,000 (new)

The FDSS was developed by Con-Mar in partnership with some of the leading defense system manufacturers. The FDSS has been designed to easily integrate into existing defense systems, either at the construction stage or added to operational systems. With the growing rebellion in the galaxy, most defensive weaponry were easy prey to the fast and agile fighters used by the Alliance, and it was this fact that lead to the development of the FDSS. The FDSS utilizes shutter shields; the weapon system can only fire when the shield is down. This gave the emplacement great protection when it was not firing, but none when it was. This drawback was not much of an issue, as the time it takes to lower and raise the shields before and after firing was not great enough to exploit the chaos of a heavy, protracted fire-fight. As the system was developed for use in base defense systems, it relies on the base generator for power, thus allowing the shield to be used continuously.

Detection Devices

Idellian Arrays SC-200 'Tripwire' Sensor (by

Ravager)

Cost: 600

Weight: .3 kg

Availability: prevalent

Era: RE, R, NR

The 'tripwire' is twelve electronic eyes that are set up around a door, passage or small room (range 5 m). They can be 'wired' or set to transmit any anomaly via a comlink, shipboard computer or other stationary receiving station. Most are integrated with internal security systems for museums, warehouses or other secured areas. The light is 'invisible' to the unaided eye but mists and special electronic equipment (including some droids) will see the beam. The 'eyes' can be seen with a Spot check (DC 18) without such aid in the dark.

Idellian Arrays Security Camera (by Ravager)

Cost: 150

Availability: Rare

Weight: 1 kg

Era: RE, R, NR

The security camera is a full unit, usually placed on a pivot and integrated into a security system. The cameras are full color but not holographic. Magnification is 4x and the cameras can aid an operator with a +4 Spot bonus, but the operator has to be paying attention.

Sensor Jammers and Detection Countermeasures

Effel'da Microsystems DataWipe Cards (by

Blair Academy)

Cost: 275

Weight: .1 kg

Availability: Prevalent, Restricted

Era: RE, RE, NR

Datacards are the forms by which most of the galaxy stores its vital information. By all outward appearances this card is as normal-looking as they come. However, the Effel'da DataWipe card serves only one purpose in its existence, and that is to fall into the wrong hands. Once the electrical current of a standard Datacard reader is run through this particular card, the interior, nothing more than a non-scan-detectable sheet of conductive metal with its poles reversed, will physically flash-burn the interior of the user's datapad rendering the item and all internal memory destroyed.

In order for the transfer of this card to happen correctly, the character receiving the card needs to trust the giver. The character giving the card must make an opposed Bluff check against the receiver's Sense Motive check. If the giver wins, the transaction goes down as planned. If the receiver gets a higher result, then he has sensed the giver's true intent and will deal with the card, or sometimes the giver himself, as the situation dictates.

Medical Devices

Disinfectant Spray (by Elfword)

Cost: 50

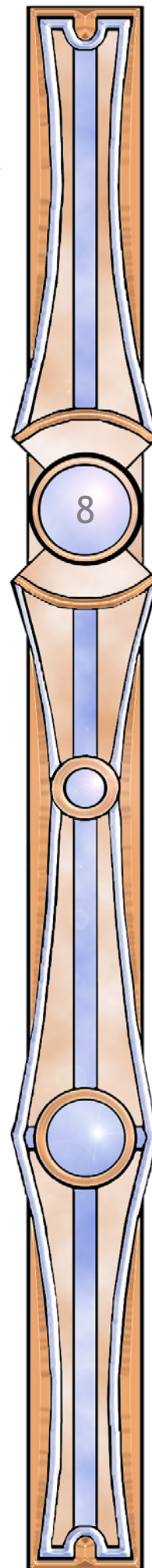
Availability: Prevalent

Weight: .5 kg

Era: RE, R, NR

A standard disinfectant spray, this contains 5 ounces of a sterilizing fluid which eliminates bacteria, germs, diseases, and viruses on any surface it is sprayed on. One spray covers a small 10cm by 10cm area. 75 sprays depletes the bottle.

Poison Neutralization Pill (by Elfword)



Cost: 500
Availability: Common

Weight: -
Era: RE, R, NR

This small white pill is capable of neutralizing most common poisons. When dropped in a poisoned drink it dissolves. The pill has a base fortitude save of 13, and makes a roll against the fortitude save required by the poison. If it succeeds then the poison is neutralized and the drink becomes tainted to a greenish color. The drink is now completely harmless. If the save fails, the drink becomes tainted a reddish color but remains poisoned.

Medtech Training Program (by Ravager)

Cost: 150
Availability: Common

Weight: .1 kg
Era: RE, R, NR

While Medtech is renowned for their medical droids, one of their acquisitions was a veterinary company that specialized in animal behavior, medicine and training. The datacard program provides a +1 circumstance bonus to Handle Animal checks when training creatures if the trainer accesses the database throughout the training. The program has medical and behavioral data on 1,138 creatures used in domestication programs across the galaxy.

Security Devices

Theika Security Corp. Professional Series-

Ingress Kit (by Elfword)

Cost: 800
Availability: Restricted
Special: Contains Sonic wave emitters, Slide Lock Locator, Glowtube, Carrying Case.

Weight: 5.2 kg
Era: RE, R, NR

At times, something besides Plasticene-Thermite or an Electronic Lock Breaker is needed to open a door; the Theika Security Corporation released their Ingress Kit with this issue in mind. The relatively inexpensive kit contains Sonic Wave Emitters that direct an extremely concentrated, high-pitched beam of sound into the electromagnetic slide locks that almost all modern doors use. The sonic barrage shatters the locks and allows the user to manually push the door open.

This type of kit is very conspicuous and noisy, and so is not useful for covert activities; however, it is a great tool for warfare or law enforcement use. The kit outwardly appears harmless to most, but take care, it

is still heavily restricted on most systems, unless the players are Emergency Response/Military. A (DC10) Disable Device check is required to find the locks. It takes a full round to properly set, initiate the emitters; and destroy the lock. Opening the door requires a strength check (DC15 +5 for every size category over two steps larger than the player).

Door Size	DC
Fine	5
Diminutiv/Tiny	10
Small/Medium/Large	15
Huge/Gargantuan	20
Colossal	25

Survival Gear



-by Ravager_of_Worlds

Ion Flare (by Elfword)

Cost: 15 credits
Availability: Prevalent

Weight: 1 kg
Era: RE, R, NR

An ion flare is a .3 m long stick. The bottom 10 cm contains a propellant which can be activated to shoot the flare into the air. The propellant portion can be removed so that a character can carry the flare around. The top 20 cm are divided in half portions which produce a bright chemical light, and a distinct ion signature which shows up on sensors. Ion flares are standard survival gear, and takes a Computer Use check (DC 10) at Short Range to pick up.

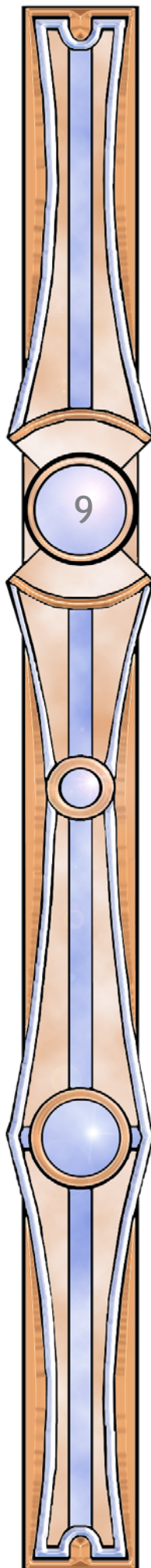
Tools and Other Sundries

Pretormin Environmental GX-8 Water

Vaporator (by Ravager)

Cost: 500

Weight: 100 kg

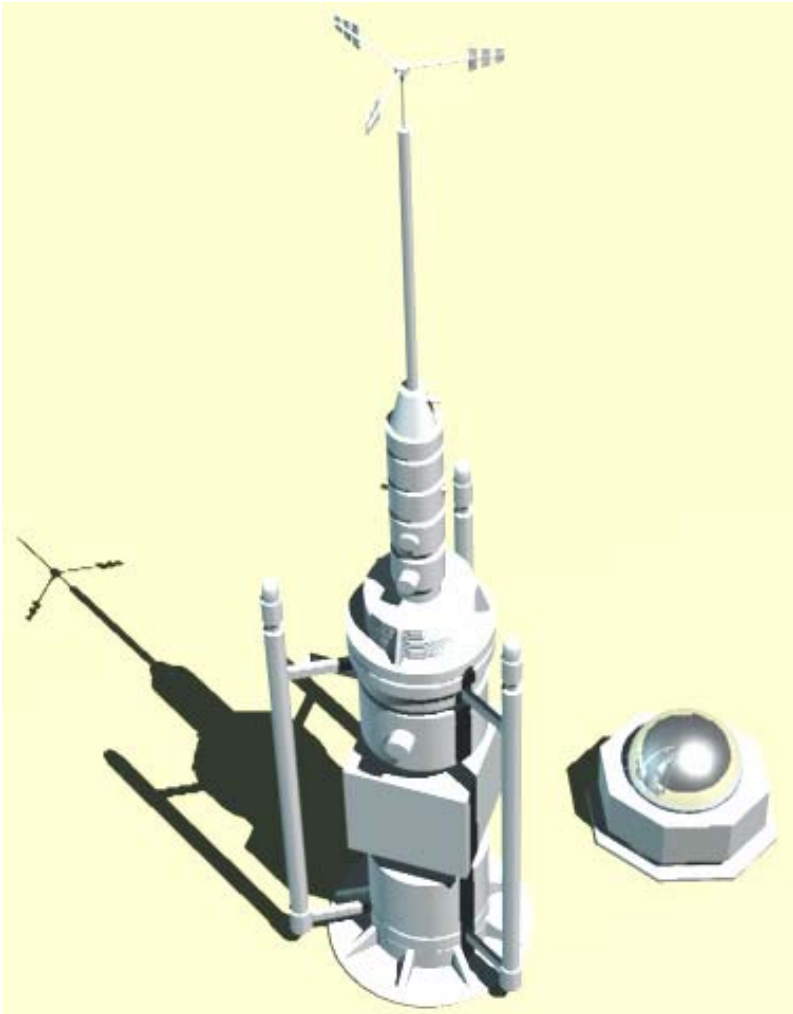


Availability: Common

Era: RE, R, NR

Common on desert worlds, these machines condense water from the air to collect in secured tanks. On arid worlds, a vaporator can collect 1.5 liters of water per day, but must be at least 250 meters away from another vaporator for optimal water gathering. The vaporator has 'locked access' (Disable Device DC 25) which requires a voice recognition or thumbprint to gain access. The machines need regular maintenance and on worlds like Tatooine, moisture farmers collect water daily. With its 6 m height, it can be seen from afar and often guarded by owners. On water rich worlds, the vaporator collects 1.5 liters of water per hour. Its tank holds up to 15 liters. Reprogramming the device requires knowledge of binary and a successful Computer Use check (DC 10).

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-by Lynn Lefey

