Equipment D6 / Knights of the Old Republic A

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 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.)

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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