Equipment D6 / Knights of the Old Republic d

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
Phyiscal 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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