Armor & Weapon Qualities

Special qualities for armor and weapons.

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Armor Special Qualities Upgrades

Absorptive

Cost: 750cr

Gain +5 Armor Rating against attacks with the Explosive weapon quality. When an attack hits you, you can choose to ignore the following weapon qualities: Burning, Incinerate, and Stun. When you choose to ignore those qualities, you cannot do so again until the start of your next turn.

Battle Plating

Cost: 4,000cr

Your Base Armor Rating becomes 15, and you receive -5 to your Defense. You cannot use the Defend action. You can add up to one additional quality to this armor but cannot add Absorptive or Concealed.

Concealed

Cost: 350cr

Your armor is easy to hide beneath clothing. You gain +2D to dice checks to conceal the armor.

Energy Shield

Cost: 1,500cr

Gain +3 Energy Armor. You can overheat your shield to gain an additional +6 Base Armor against one Damage roll. When you do, remove any Spread and Stun weapon qualities associated with the damage—and lose this armor quality until you finish resting.

Environmental Shield

Cost: 1,500cr

Gain +6 Environmental Armor. You can overheat your shield to gain an additional +6 Base Armor against one Damage roll. When you do, remove any Burning and Incinerate weapon qualities from the damage—and lose this armor quality until you finish resting.

Flak

Cost: 100cr

Your Base Armor Rating becomes 3. You can add up to four additional qualities to this armor but cannot add Power Frame or Unbreakable.

Heavy Plating

Cost: 1,000cr

Your Base Armor Rating becomes 9, and you receive -3 to your Defense. The Defend action grants you a maximum bonus of +3. You can add up to two additional qualities to this armor but cannot add Concealed.

Jet Pack

Cost: 2,000cr

When you move, you can fly. When you fly at least one zone on your turn, add your Pilot rank to your Defense until the start of your next turn.

Kinetic Shield

Cost: 1,500cr

Gain +3 Kinetic Armor. You can overheat your shield to gain an additional +6 Base Armor against one Damage roll. When you do, remove any Breaking and Piercing weapon qualities associated with the damage—and lose this armor quality until you finish resting.

Light Plating

Cost: 350cr

Your Base Armor Rating becomes 6, and you receive -2 to your Defense. You can add up to three additional qualities to this armor but cannot add Power Frame.

Mystical

Cost: 3,000cr

This armor reduces damage from Force Attacks and Force Edges. Additionally, it gives you +2D to KNO + Willpower or Force checks to resist Force Attacks and Force Edges.

Power Frame

Cost: 2,000cr

You cannot take the Dash action. Gain a +2D bonus to Strength checks. When you are Wounded and take damage, Damage rolls cannot exceed half your Maximum Resolve (rounded down.)

Unbreakable

Cost: 750cr

Your armor is immune to the Breaking weapon quality and cannot be destroyed without taking extreme measures. When an attack hits you, you can choose to ignore the Piercing weapon quality, and cannot do so again until the start of your next turn.

Weapon Special Qualities Upgrades

Auto-Fire

Cost: Auto-Fire Rank [1-3] x 750cr

Once per turn, when you choose to use Auto-Fire, you can reduce your Attack dice by up the weapon's Auto-Fire rank and add an equal number of dice to its damage. When you do so, your attack cannot benefit from the following Weapon Qualities: Burning, Explosive, Incinerate, or Spread.

Bayonet

Cost: 50cr

This weapon can be affixed to a blaster. It can then be used as a Melee weapon on the same turn the blaster is used as a ranged weapon.

Breaking

Cost: 750cr

When an attack with this weapon equals or exceeds the target's Defense by 7, reduce their Base Armor Rating by 5 until it is repaired. If this reduces the Armor Rating to 0, the armor becomes permanently destroyed.

Burning

Cost: 350cr

This weapon deals ongoing damage. If damage from this attack causes a character to lose Resolve, the target takes an additional 1D of damage (ignoring Armor) at the start of their turns until they use an action to make a TN 10 Attribute check to extinguish the flames, using a skill that narratively makes sense, at the GM's discretion.

Concealed

Cost: 350cr

This weapon is easy to stow away and hide from prying eyes. You gain +2D to dice checks made to conceal the weapon.

Consumable

Cost: N/A

A consumable item is lost when used. A consumable can have a total of four weapon qualities.

Double

Cost: 250cr + Weapon's Value

Once per turn, when you attack with this weapon, roll twice and use the higher result.

Explosive

Cost: 350cr x Damage Dice

Do not roll a Destiny die when rolling damage for an attack with this quality. Instead, each damage die that rolls a 6 “explodes”—and can be rolled again for additional damage.

Heavy Frame

Cost: 750cr

You can only attack once per turn when you use this weapon. Increase this weapon's maximum number of qualities by 2.

Incinerate

Cost: 1,000cr

If damage from this attack reduces a character's Resolve to 0, they must immediately choose a Fallen Fate.

Obscuring

Cost: 250cr

An obscuring weapon creates fog, smoke, or flames within near range of the target, persisting until the effect is cleared or the end of the encounter. Within the area, characters gain +2D to Hide checks. Ranged attacks against characters in the area receive a -2D penalty.

Piercing

Cost: 750cr

Once per turn, on a hit, you can choose to half the target's Armor Rating (rounded down.)

Pulse

Cost: 1,000cr

Your weapon deals +2D damage to targets with electrical components and -2D damage to all other targets. On a hit, if your target's armor has Shield qualities, you can choose to force it to activate its overheat abilities immediately.

Reflective

Cost: Rank [1-3]x 2,000cr

A specialized quality for lightsabers only. You can only benefit from this quality if you were wielding this weapon for the entirety of your previous turn. When an attack hits you, you can choose to gain a bonus to Armor equal to twice your Reflective rank + your Melee (L or H) rank until the start of your next turn. When you do, you can only take a maximum of one action on your next turn. Until then, when a blaster attack hits you but deals no damage, you can choose to end this effect and cause the attack to deal its damage to a character you choose within Medium range.

Restraining

Cost: 1,000cr

On a hit, the target becomes restrained and cannot move or take actions requiring the use of its hands until you release them or a character uses an action to break the grapple (escape TN 15). A weapon can only restrain one target this way.

Scope

Cost: 350cr

A weapon with a scope ignores any penalties targets gain from being at Long or Extreme range after you take the Aim action until you lose sight of your target.

Spread

Cost: Spread Rank [1-3] x 750cr

Once on your turn, when you choose to use Spread, your attack targets additional creatures within Close range of the initial target equal to Spread Rank. After resolving the initial attack, other targets hit take 2D Kinetic [Explosive, Piercing] damage.

Stun

Cost: 350cr

Your weapon's damage is reduced by 1D. A character hit by one or more attacks with this quality has -1D to Attack rolls and Attribute checks until the end of their next turn.

Armor Special Qualities

All the armor qualities.

Absorptive (Armor Quality)

Gain +5 Armor Rating against attacks with the Explosive weapon quality. When an attack hits you, you can choose to ignore the following weapon qualities: Burning, Incinerate, and Stun. When you choose to ignore those qualities, you cannot do so again until the start of your next turn.

Flak (Armor Quality)

Your Base Armor Rating becomes 3. You can add up to four additional qualities to this armor but cannot add Power Frame or Unbreakable.

Light Plating (Armor Quality)

Your Base Armor Rating becomes 6, and you receive -2 to your Defense. You can add up to three additional qualities to this armor but cannot add Power Frame.

Heavy Plating (Armor Quality)

Your Base Armor Rating becomes 9, and you receive -3 to your Defense. The Defend action grants you a maximum bonus of +3. You can add up to two additional qualities to this armor but cannot add Concealed.

Battle Plating (Armor Quality)

Your Base Armor Rating becomes 15, and you receive -5 to your Defense. You cannot use the Defend action. You can add up to one additional quality to this armor but cannot add Absorptive or Concealed.

Concealed (Armor Quality)

Your armor is easy to hide beneath clothing. You gain +2D to dice checks to conceal the armor.

Unbreakable (Armor Quality)

Your armor is immune to the Breaking weapon quality and cannot be destroyed without taking extreme measures. When an attack hits you, you can choose to ignore the Piercing weapon quality, and cannot do so again until the start of your next turn.

Energy Shield (Armor Quality)

Gain +3 Energy Armor. You can overheat your shield to gain an additional +6 Base Armor against one Damage roll. When you do, remove any Spread and Stun weapon qualities associated with the damage—and lose this armor quality until you finish resting.

Kinetic Shield (Armor Quality)

Gain +3 Kinetic Armor. You can overheat your shield to gain an additional +6 Base Armor against one Damage roll. When you do, remove any Breaking and Piercing weapon qualities associated with the damage—and lose this armor quality until you finish resting.

Environmental Shield (Armor Quality)

Gain +6 Environmental Armor. You can overheat your shield to gain an additional +6 Base Armor against one Damage roll. When you do, remove any Burning and Incinerate weapon qualities from the damage—and lose this armor quality until you finish resting.

Power Frame (Armor Quality)

You cannot take the Dash action. Gain a +2D bonus to Strength checks. When you are Wounded and take damage, Damage rolls cannot exceed half your Maximum Resolve (rounded down.)

Jet Pack (Armor Quality)

When you move, you can fly. When you fly at least one zone on your turn, add your Pilot rank to your Defense until the start of your next turn.

Mystical (Armor Quality)

This armor reduces damage from Force Attacks and Force Edges. Additionally, it gives you +2D to KNO + Willpower or Force checks to resist Force Attacks and Force Edges.

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Concealed

This weapon is easy to stow away and hide from prying eyes. You gain +2D to dice checks made to conceal the weapon.

Consumable

A consumable item is lost when used. A consumable can have a total of four weapon qualities.

Double

Once per turn, when you attack with this weapon, roll twice and use the higher result.

Explosive

Do not roll a Destiny die when rolling damage for an attack with this quality. Instead, each damage die that rolls a 6 “explodes”—and can be rolled again for additional damage.

Heavy Frame

You can only attack once per turn when you use this weapon. Increase this weapon's maximum number of qualities by 2.

Incinerate

If damage from this attack reduces a character's Resolve to 0, they must immediately choose a Fallen Fate.

Obscuring

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