The Marketplace

Covers equipment you'll find in game.

- Compendium
  - Items
  - Armor
  - Weapons
  - Vehicles

Compendium

"What are you buying? What are you selling?"

The list of items, weapons, and armor you can find in the game.

Items

The following section lists many types of other items or kits you might find or purchase in the game, denoted with the following format:

- **Item Name** (Cost: # of credits): Special Qualities or Notes

SURVIVAL EQUIPMENT

- **Survival Pack** (Cost: 200cr): Includes backpack, rations, syntherope, glowrod, medpac, mesh tape, and breathing mask.
- **Glowrod** (Cost: 25cr): Consumable. Sheds light up to Short range for up to six hours.
- **Mesh Tape** (Cost: 25cr): Consumable. A non-Wounded droid you treat with the mesh tape immediately regains Resolve equal to your Droids skill (minimum of 1.) Mesh tape can also be used to patch various problems requiring quick fixes—consider it space glue.
- **Rations** (Cost: 25cr): Consumable. One week of basic rations, water, and vitamins.
- **Syntherope** (Cost: 25cr): Can extend 150 feet and securely hold up to 2,000 pounds.
- **All-Weather Cloak** (Cost: 100cr): Add +1D to dice checks to resist extreme weather and temperatures.
- **Breath Mask** (Cost: 100cr): Provides oxygen and filters smoke and toxins for up to 12 hours.
- **Fusion Lantern** (Cost: 100cr): Sheds light and warmth up to Short range. Deals 2D Energy [Explosive] damage to anyone in Close range when broken.

GADGETS

- **Binders** (Cost: 30cr): Consumable. You can apply the binders to a willing, unconscious, or defeated target to apply the Restrained quality to them. If you release the binders, the item can be reused.
- **Comlink** (Cost: 75cr): You can use the comlink to communicate on open channels within 10,000 miles as long as the signal does not suffer interference.
- **Datapad** (Cost: 100cr): You can use the datapad to display, store, and access data, interface with droids and computers, or connect to the holonet as long as the signal does not suffer interference.
- **Data Spike** (Cost: 100cr): Consumable. Gain +2D to a TEC + (Computers or Droids) check to splice a computer, electronically locked door, or droid.
- **Jambreaker** (Cost: 100cr): Consumable. Gain +1D to a MEC + Sensors check to break a signal jam. The device you plug the jambreaker into becomes damaged after the check

resolves.

- **Macrobinoculars** (Cost: 100cr): You gain +1D to PER + Search checks at Long and Extreme ranges.
- **Comlink Extender** (Cost: 200cr): You gain +1D to checks to break a signal jam and can use your comlink to communicate on channels within the same star system.
- **Comlink Scrambler** (Cost: 200cr): You can create a secure, encrypted channel for comlinks by making a TEC + Sensors check. A splicer can only access your channel by making an equal or better MEC + Sensors check.
- **Tracking Device** (Cost: 500cr): Consumable. Use a datapad or ship computer to track a tagged person or object across any distance as long as the signal does not suffer interference.
- **Short Range Signal Jammer** (Cost: 500cr): You can make a TEC + Sensors check to jam types of signals you choose within 1 mile. A splicer can only break your jam by making an equal or better MEC + Sensors check using an appropriate device.
- **Planetary Signal Jammer** (Cost: 5,000cr): You can make a TEC + Sensors check (with +1D bonus) to jam types of signals you choose within 10,000 miles. A splicer can only break your jam by making an equal or better MEC + Sensors check using an appropriate device.
- **System Signal Jammer** (Cost: 50,000cr): You can make a TEC + Sensors check (with +2D bonus) to jam types of signals you choose within an entire star system. A splicer can only break your jam by making an equal or better MEC + Sensors check using an appropriate device.

MEDICAL AND REPAIR EQUIPMENT

- **Medpac** (Cost: 100cr): Consumable. A non-Wounded organic character you treat with the medpac immediately regains Resolve equal to your Medicine skill (minimum of 1.) If you spend an hour treating them, make a TEC + Medicine check—they regain 1 Resolve if they were Wounded. Otherwise, they regain Resolve equal to half the result (rounded down.)
- **Medical Kit** (Cost: 250cr): When you spend at least an hour using the medical kit, you gain +1D to TEC + Medicine checks to treat injuries or illnesses and diagnose ailments.
- **Repair Kit** (Cost: 250cr): Consumable. If you spend an hour using the repair kit to treat a damaged droid, make a TEC + Droids check—they regain 1 Resolve if they were Wounded. Otherwise, they regain Resolve equal to half the result (rounded down.) If you spend 6 hours using the repair kit, you can repair damaged armor by making a TEC + Armament check equal to its Base Armor Rating—the armor regains Base Armor Rating equal to double your Armament rank (minimum of 1.) If you spend 12 hours using the repair kit, you can repair a vehicle by making a TEC + Vehicles check (TN 10 for Speeders, TN 15 for Small Starships, and TN 20 for Large Starships)—the vehicle regains Resolve equal to your Vehicles skill (minimum of 1.)
- **Toolkit** (Cost 500cr): If you spend an hour using the toolkit, gain +1D on a check to repair or modify droids, equipment, Speeders, or Small Starships.

MYSTICAL EQUIPMENT

- **Force Alchemy Kit** (Cost: 2,000cr): If you spend 6 hours using the kit, gain +1D to FOR + Xenology checks to modify a living creature's DNA. When you use the kit on a Project check, gain an additional Project Point.
- **Khyber Crystal** (Cost: 2,000 - 10,000cr): Required to create a lightsaber and other powerful weapons. Cost varies per rarity.
- **Holocron** (Cost: 15,000cr): Contains lost Jedi and Sith secrets of the Force.

Armor

The following section lists many of the armors you might find or purchase in the game, denoted with the following format:

- **Armor Name** (Cost: # of credits): Armor Rating | Special Qualities or Notes

When you take damage, reduce it by your **Armor Rating** (maximum 18) against the damage type. **Special Qualities** can increase your Armor Rating against certain kinds of damage.

- **Kinetic Armor** resists physical weapons and concussive force.
- **Energy Armor** resists blasters and lightsabers.
- **Environmental Armor** resists heat, cold, chemicals, and sonic weapons.

PERSONAL ARMOR

- **Underlayer Flak** (Cost: 150cr): 3 | Flak, Concealed
- **Light Armor** (Cost: 350cr): 6 | Light Plating
- **Heavy Armor** (Cost: 1,000cr): 9 | Heavy Plating
- **Battle Armor** (Cost: 4,000cr): 15 | Battle Plating
- **Stormtrooper Armor** (Cost: 1,100cr): 6 | Light Plating, Absorptive
- **Purge Trooper Armor** (Cost: 2,000cr): 9 | Heavy Plating, Power Frame
- **Droideka Frame** (Cost: 2,500cr): 9 | Heavy Plating, Energy Shield
- **Bounty Hunter Street Gear** (Cost: 3,000): 3 | Concealed, Energy Shield, Kinetic Shield
- **Pirate Boarding Gear** (Cost: 4,500cr): 9 | Heavy Plating, Environmental Shield, Jet Pack
- **Mandalorian Hunter Plate** (Cost: 4,500) 9 | Heavy Plating, Absorptive, Jet Pack
- **Mandalorian War Plate** (Cost: 6,000cr): 15 | Battle Plating, Power Frame

Weapons

The following section lists many of the weapons you might find or purchase in the game, denoted with the following format:

- **Weapon Name** (Cost: # of credits): Attribute + Skill | Damage [Type] | Special Qualities or Notes

Each weapon lists the Attribute and skill a character must use to make an attack. Some weapons may offer characters the option of multiple skills to choose from when they attack.

Each weapon also lists the damage it deals on a successful attack, usually including a number of dice and a modifier to add to the dice sum. If the weapon's damage lists an Attribute such as STR, use the Attribute rank instead of a static number.

BRAWLING WEAPONS

- **Improvised Strike** (Cost: N/A): STR or DEX + Brawl | 1D + STR [Kinetic] | Double
- **Brass Knuckles** (Cost: 100cr): STR or DEX + Brawl | 2D + STR [Kinetic] | Concealed, Double
- **Shock Gloves** (Cost: 300cr): STR or DEX + Brawl | 1D + STR [Kinetic] | Concealed, Double, Stun
- **Buster Gauntlets** (Cost: 650cr): STR or DEX + Brawl | 2D + STR [Kinetic] | Breaking, Double
- **Forearm Blades** (Cost: 850cr): STR or DEX + Brawl | 2D + STR [Kinetic] | Concealed, Double, Piercing
- **Whipcord Vambrace** (Cost: 1,500cr): DEX + Brawl | 1D [Kinetic] Concealed, Piercing, Restraining
- **Wrist Flame Projector** (Cost: 1,500cr): DEX + Brawl | 3D [Environmental] | Concealed, Burning, Spread 1
- **Laser Gauntlets** (Cost: 2,000cr): STR or DEX + Brawling | 4D [Energy] | Explosive
- **Whirling Birds** (Cost: 3,250cr): DEX + Brawl | 3D [Kinetic] | Double, Explosive, Spread 1

MELEE WEAPONS

- **Combat Knife** (Cost: 250cr): DEX + Melee(L) | 1D + STR [Kinetic] | Bayonet, Concealed, Piercing
- **Truncheon** (Cost: 250cr): DEX + Melee(L) | 2D + STR [Kinetic] | Concealed

- **Vibroknife** (Cost: 400cr): DEX + Melee(L) | 2D [Kinetic] | Bayonet, Concealed, Piercing
- **Gaffi Stick** (Cost: 750cr): DEX + Melee(L) | 2D + STR [Kinetic] | Double, Piercing
- **Vibro-ax** (Cost: 850cr): DEX or STR + Melee(H) | 3D [Kinetic] | Spread 1
- **Vibroblade** (Cost: 850cr): DEX + Melee(L) | 3D [Kinetic] | Piercing
- **Vibrohammer** (Cost: 850cr): STR + Melee(H) | 3D [Kinetic] | Breaking
- **Electrostaff** (Cost: 1,000cr): DEX + Melee(L) | 2D + STR [Kinetic] | Double, Stun
- **Force Pike** (Cost: 2,000cr): DEX or STR + Melee(H) or Blasters | 2D Melee [Kinetic] or 3D Blasters [Energy] | Double (Melee or Blasters), Piercing (Melee), Stun (Melee)
- **Beskad** (Cost: 4,000cr): DEX + Melee(L) | 3D + STR [Kinetic] | Breaking, Piercing
- **Lightsaber** (Cost: 5,000cr): DEX + Melee(L) | 4D [Energy] | Piercing, Reflective 1
- **Double-Bladed Lightsaber** (Cost: 5,000cr): DEX + Melee(L) | 3D [Energy] | Double, Piercing, Reflective 3
- **Crossguard Lightsaber** (Cost: 5,000cr): DEX + Melee(H) | 5D [Energy] | Heavy Frame, Piercing, Reflective 2

BLASTER WEAPONS

- **Holdout Blaster** (Cost: 250cr): DEX + Blasters | 2D + 2 [Energy] | Concealed
- **Blaster Pistol** (Cost: 500cr): DEX + Blasters | 3D + 2 [Energy] | None
- **Blaster Carbine** (Cost: 1,250cr): DEX + Blasters | 3D + 2 [Energy] | Autofire 1
- **Scatter Blaster** (Cost: 1,250cr): DEX + Blasters | 3D + 2 [Energy] | Spread 1
- **Blaster Sniper** (Cost: 1,250cr): DEX + Blasters | 3D + 2 [Energy] | Scope
- **Needler Pistol** (Cost: 1,250cr): DEX + Blasters | 2D + 2 [Kinetic] | Concealed, Stun
- **Wrist Rocket** (Cost: 1,500cr): DEX + Blasters | 3D [Kinetic] | Concealed, Explosive
- **Heavy Blaster Sniper** (Cost: 2,000cr): DEX + Blasters | 3D + 2 [Energy] | Heavy Frame, Piercing, Scope
- **Bowcaster** (Cost: 2,000cr): DEX + Blasters | 4D [Kinetic] | Heavy Frame, Explosive
- **Energy Bow** (Cost: 2,000cr): DEX + Blasters | 3D + 2 [Energy] | Breaking, Piercing
- **Blaster Rifle** (Cost: 2,500cr): DEX + Blasters | 4D + 4 [Energy] | Heavy Frame
- **Sonic Rifle** (Cost: 2,500cr): DEX + Blasters | 3D + 2 [Environmental] | Scope, Stun
- **Light Repeating Blaster** (Cost: 4,000cr): DEX + Blasters | 4D + 4 [Energy] | Heavy Frame, Autofire 1, Spread 1

GUNNERY WEAPONS

- **Grenade Launcher** (Cost: 1,500cr): DEX or MEC + Gunnery | Per Grenade | Scope
- **Flamethrower** (Cost: 2,500cr): DEX or MEC + Gunnery | 4D [Environmental] | Heavy Frame, Burning, Obscuring, Spread 1
- **Missile Launcher** (Cost: 3,000cr): DEX or MEC + Gunnery | 4D [Kinetic] | Heavy Frame, Explosive, Spread 2, Missiles cost 500cr
- **Flechette Launcher** (Cost: 4,500cr): DEX or MEC + Gunnery | 4D [Kinetic] | Heavy Frame, Piercing, Spread 2

- **Heavy Repeating Blaster** (Cost: 5,500cr): DEX or MEC + Gunnery | 4D + 4 [Energy] | Heavy Frame, Autofire 2, Spread 2

THROWING WEAPONS

- **Magnetic Throwing Knife** (Cost: 100cr): DEX + Throw | 2D + 2 [Kinetic] | Consumable, Piercing
- **Smoke Grenade** (Cost: 200cr): DEX + Throw | 1D [Environmental] | Consumable, Piercing, Obscuring
- **Stun Grenade** (Cost: 300cr): DEX + Throw | 2D [Energy] | Consumable, Explosive, Spread 1, Stun
- **Frag Grenade** (Cost: 300cr): DEX + Throw | 3D [Kinetic] | Consumable, Explosive, Spread 2
- **Thermal Detonator** (Cost: 2,500cr): DEX + Throw | 5D [Kinetic] | Consumable, Explosive, Incinerate, Spread 3

Vehicles

The following section lists many of the vehicle shields, armor, and weapons you might find or purchase in the game, denoted with the following format:

- **Armor Name** (Cost: # of credits): Armor Rating | Special Qualities or Notes
- **Weapon Name** (Cost: # of credits): Attribute + Skill | Damage [Type] | Special Qualities or Notes

When your vehicle takes damage, reduce it by the vehicle's Armor Rating. Special Qualities can increase its Armor Rating against certain kinds of damage. The maximum Armor Rating is 18. Armor can have a maximum of 2 qualities.

Each vehicle Weapon lists the Attribute and skill a character must use to make an attack—followed by the damage it deals on a successful attack. Weapons can have a maximum of 2 qualities.

VEHICLE ARMOR

- **Speeder Basic Deflectors** (Cost: 500cr): 3 | None
- **Speeder Heavy Deflectors** (Cost: 1,500cr): 6 | None
- **Speeder Heavy Burst Deflectors** (Cost: 4,500cr): 6 | Energy Shield
- **Small Starship Basic Deflectors** (Cost: 1,000cr): 3 | None
- **Small Starship Heavy Deflectors** (Cost: 2,500cr): 6 | None
- **Small Starship Battle Deflectors** (Cost: 7,000cr): 6 | Energy Shield
- **Large Starship Basic Deflectors** (Cost: 5,000cr): 6 | None
- **Large Starship Heavy Deflectors** (Cost: 10,000cr): 9 | None
- **Large Starship Battle Deflectors** (Cost: 28,000cr): 9 | Energy Shield, Kinetic Shield

VEHICLE WEAPONS

- **Speeder Laser Cannon** (Cost: 1,000cr): DEX or MEC + Gunnery | 2D + 2 [Energy] | None
- **Speeder Missile Launcher** (Cost: 1,500cr): DEX or MEC + Gunnery | 2D [Kinetic] | Explosive, Missiles cost 500cr
- **Small Starship Laser Cannon** (Cost: 2,000cr): DEX or MEC + Gunnery | 2D + 2 [Energy] | None
- **Small Starship Fire-linked Laser Cannon** (Cost: 4,000cr): MEC + Gunnery | 3D + 2 [Energy] | Scope
- **Small Starship Concussion Missile Launcher** (Cost: 6,000cr): MEC + Gunnery | 4D [Kinetic] | Heavy Frame, Explosive, Missiles cost 1,000cr

- **Small Starship Homing Torpedo Launcher** (Cost: 6,000cr): MEC + Gunnery | 3D [Kinetic] | Heavy Frame, Explosive, Scope, Missiles cost 1,000cr
- **Large Starship Laser Cannon** (Cost: 4,000cr): MEC + Gunnery | 2D +2 [Energy] | None
- **Large Starship Fire-linked Laser Cannon** (Cost: 8,000cr): MEC + Gunnery | 3D + 2 [Energy] | Scope
- **Large Starship Concussion Missile Launcher** (Cost: 12,000cr): MEC + Gunnery | 4D [Kinetic] | Heavy Frame, Explosive, Missiles cost 4,000cr
- **Large Starship Homing Torpedo Launcher** (Cost: 12,000cr): MEC + Gunnery | 3D [Kinetic] | Heavy Frame, Explosive, Scope, Missiles cost 4,000cr

The following section lists many of the vehicles you might find or purchase in the game, denoted with the following format:

- **Vehicle Name** (Cost: # of credits): Maneuverability, Resolve, Armor, Weapons, Seats, Modules

Seats denote a vehicle's maximum occupancy. Modules denote how many unique modules, like a medbay, can be installed on a vehicle. Vehicles that do not list Modules cannot install them.

SPEEDERS

- **Basic Landspeeder** (Cost: 2,500cr): +1 Maneuverability, Resolve 15, Armor 0, Seats 4.
- **Hover Tank Landspeeder** (Cost: 5,000) -1 Maneuverability, Resolve 20, Armor 2D, Laser Cannon, Seats 8.
- **Basic Speeder Bike** (Cost: 2,500cr): +3 Maneuverability, Resolve 5, Armor 0, Seats 1.
- **Racing Speeder Bike** (Cost: 4,000cr): +4 Maneuverability, Resolve 6, Armor 3, Seats 1.
- **Military Speeder Bike** (Cost: 6,000cr): +4 Maneuverability, Resolve 10, Armor 3, Laser Cannon, Seats 2.
- **Joy Airspeeder** (Cost: 4,000cr): +2 Maneuverability, Resolve 10, Armor 3, Seats 4.
- **Old Military Airspeeder** (Cost: 4,000cr): +0 Maneuverability, Resolve 10, Armor 3, Laser Cannon, Seats 2.
- **Modern Military Airspeeder** (Cost: 6,000cr): +2 Maneuverability, Resolve 10, Armor 6, Laser Cannon, Seats 2.

SMALL STARSHIPS

- **Basic Starfighter** (Cost: 7,000cr): +2 Maneuverability, Resolve 10, Armor 0, Laser Cannon, Seats 1. You can spend an additional 2,000cr up to three times to increase Maneuverability by 1 or Resolve by 5.
- **Military Starfighter** (Cost: 12,000cr): +3 Maneuverability, Resolve 10, Armor 0, Fire-Linked Cannon, Seats 1, Modules 1 (Astromech Socket). You can spend an additional 2,000cr up to three times to increase Maneuverability by 1, Resolve by 5, or Seats by 1.

- **High-End Starfighter** (Cost: 20,000cr): +4 Maneuverability, Resolve 15, Armor 3 [Energy Shield], Fire-Linked Laser Cannon, Seats 1, Modules 1 (Astromech Socket). You can spend an additional 2,000cr up to two times to increase Maneuverability by 1, Resolve by 5, or Seats by 1.
- **Basic Transport** (Cost: 10,000cr): +0 Maneuverability, Resolve 10, Armor 0, Laser Cannon, Seats 8, Modules 2. You can spend an additional 2,000cr up to three times to increase Maneuverability by 1, Resolve by 5, or Seats by 4.
- **Medium Transport** (Cost: 25,000cr): +0 Maneuverability, Resolve 15, Armor 3, 2x Laser Cannons, Seats 12, Modules 4. You can spend an additional 2,000cr up to three times to increase Maneuverability by 1, Resolve by 5, or Seats by 4.
- **High-End Corvette** (Cost: 50,000cr): +2 Maneuverability, Resolve 20, Armor 6 [Energy Shield], 4x Laser Cannons, Seats 16, Modules 5. You can spend an additional 2,000cr up to three times to increase Maneuverability by 1, Resolve by 5, or Modules by 1.

STARSHIP MODULES

- **Cargo Bay** (Cost: 1,000cr): This module includes enough open space, reusable crates, and equipment to safely store several hundred metric tons of cargo or two starfighters.
- **Smuggler's Cargo Bay** (Cost: 2,000cr): This module includes enough open space, reusable crates, and equipment to safely store several hundred metric tons of cargo or two starfighters. It also contains a hidden smuggling hold that can be uncovered with a TN 15 PER + Search check.
- **Weapon Module** (Cost: 2,000cr): This module allows a vehicle to install an additional weapon without removing one of its other weapons.
- **Astromech Socket** (Cost: 4,000cr): This module includes an Astromech droid (TEC 3, Computers 2, Vehicles 2) designed to plug into the socket's recharging station. Characters gain +1D to Astrogation and Piloting checks while using this module. When the vehicle takes damage—and the Vicious Destiny is rolled—the droid is destroyed. The droid costs 2,000cr to replace.
- **Drive Boosters** (Cost: 4,000cr): This module increases the vehicle's Maneuverability by 1 up to a maximum of 5.
- **Laboratory** (Cost: 4,000cr): This module includes advanced scientific testing and research equipment and is protected by automatic quarantine protocol in case of an accident. Characters gain +1D to Xenology and Medicine checks while using this module. Downtime Projects that benefit from using the laboratory gain an additional Project Point.
- **Medbay** (Cost: 4,000cr): This module includes a state-of-the-art medbay with two Bacta tanks. Characters resting in a Bacta tank regain double the Resolve. Characters gain +1D to Medicine checks while using this module.
- **Workroom** (Cost: 4,000cr): This module contains high-end tools and machinery popular with gearheads. Characters gain +1D to checks to repair items, machines, or droids while using this module. Downtime Projects that benefit from using the workroom gain an additional Project Point.
- **Communications Tower** (Cost: 8,000cr): Characters gain +2D to Astrogation, Sensors, and Computers checks while using this module. This module requires spending two

Module slots.

- **Meditation Chamber** (Cost: 8,000cr): This module includes holographic and other sensory technology to create a calm, safe place amidst the void. Characters gain +1D to Force and Willpower checks while using this module. Characters resting in the chamber regain a Force Point.
- **Cloaking Device** (Cost: 16,000cr): This module is an experimental technology powered by stygium crystals that disrupts your vehicle's electronic signature so long as it is not in the range of an interdiction field or gravity well projector. Your vehicle can pass nearby other vessels and scanners mostly undetected. Sensors checks against your vehicle have a -2D penalty and cannot benefit from bonuses to their check. Additionally, Weapons targeting your vehicle cannot benefit from the Scope quality.