STAR WARS

D6 CONVERSION
KNIGHTS OF THE OLD REPUBLIC

STAR WARS
ROLEPLAYING GAME
KNIGHTS OF THE OLD REPUBLIC™ CAMPAIGN GUIDE

RODNEY THOMPSON  STERLING HERSHEY  JOHN JACKSON MILLER  ABE RING

Inspired by
WEST END GAMES
Alien Species

Arkanian
Home Planet: Arkania
Attribute Dice: 13D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D+2/4D+1
MECHANICAL 1D+1/4D
PERCEPTION 1D+1/4D
STRENGTH 1D+2/4D+1
TECHNICAL 2D/4D+2
Special Abilities:
Darkvision: Arkanian characters can see up to 20 meters in total darkness.

Story Factors:
Arrogance: Arkanians are typically arrogant, believing that they have reached the pinnacle of evolution.
Infamy: Arkania was once part of the Sith empire, and their dedication to aggressive scientific research has given them a somewhat bad reputation as the galaxy’s mad scientists.

Move: 10/12
Size: 1.6 to 2.2 meters tall.

Source: Ultimate Alien Anthology (pages 15-16), Alien Anthology (pages 57-58), Power of the Jedi Sourcebook (page 64), Knights of the Old Republic Campaign Guide (pages 10-11)

Arkanian Offshoot
Home Planet: Arkania
Attribute Dice: 12D
DEXTERITY 2D/4D+1
KNOWLEDGE 1D+2/3D+2
MECHANICAL 1D+1/4D
PERCEPTION 1D+1/3D+2
STRENGTH 1D+2/4D+1
TECHNICAL 1D+2/4D
Special Abilities:
Engineered: Arkanian Offshoots are typically engineered for specific industrial tasks. At character creation they get an extra 2D to place in either lifting, repair skills, piloting skills, survival or first aid.

Story Factors:
Sub-race: Pureblood Arkanians consider the Offshoot to be no more than tools or slaves.

Move: 10/12
Size: 1.6 to 2.2 meters tall.

Source: Knights of the Old Republic Campaign Guide (pages 10-11)

Cathar
Home Planet: Cathar
Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/4D
PERCEPTION 1D/4D

STRENGTH 1D/4D
TECHNICAL 1D/3D+2
Special Abilities:
Claws: The more common Cathar sub-species has claws that do STR+1D damage.
Camouflage Fur: The less common Cathar subspecies has shorter fur with color-changing ability. Using this ability counts as an action for every round the fur's color remains altered to match the environment, granting a +2D sneak bonus against being spot visually.

Move: 12/14
Size: 1.7 meters on average


Draethos
Home Planet: Thosa
Attribute Dice: 12D
DEXTERITY 1D+1/4D
KNOWLEDGE 2D+1/5D
MECHANICAL 1D+2/4D
PERCEPTION 1D/3D
STRENGTH 1D/3D+2
TECHNICAL 1D+1/4D+1
Special Abilities:
Broadcast Telepathy: Draethos can speak telepathically with any number of creatures within 500 meters. Anyone wishing to resist this telepathic communication must make an opposed willpower or control skill roll against the Draethos' own willpower or control skill. This ability cannot be used to "steal" memories or information.
Low-light Vision: A Draethos can see twice as far as a normal human in poor lighting conditions.
Skill Bonus: Draethos are encouraged to learn as much as they can, and most adults are experts on several topics. As such, Draethos characters receive 2D for every 1D placed into Knowledge skills at the time of character creation only.

Story Factors:
Long-Lived: Draethos character can live up to 800 years.

Move: 10/12
Size: 1.8 meters tall on average.

Feeorin
Home Planet: Odryn
Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D+1/4D
MECHANICAL 1D/3D+2
PERCEPTION 1D+1/4D
STRENGTH 2D/4D+2
TECHNICAL 1D+1/4D
Special Abilities:
Low-Light Vision:
Feeorin can see twice as far as a human in dim light.
Endurance: Due to their high level of endurance, Feeorin may re-roll any failed Stamina check once.
Story Factors:
Bad Reputation: On worlds where they have settled, Feeorin characters may be regarded as evil or dangerous based on their species alone.
Move: 10/12
Size: 2.2 meter tall on average
Source: Ultimate Alien Anthology (pages 58-59), Knights of the Old Republic Campaign Guide (pages 13-14)

Khil
Home Planet: Belnar
Attribute Dice: 12D
DEXTERITY 1D/4D
KNOWLEDGE 2D/4D
MECHANICAL 1D 4D
PERCEPTION 1D/4D
STRENGTH 1D/3D
TECHNICAL 1D+1/4D
Move: 8/10
Size: 1.2-2 meters tall

Kissai
Home Planet: Korriban
Attribute Dice: 12D
DEXTERITY 1D+2/4D
KNOWLEDGE 1D+1/3D+2
MECHANICAL 1D+2/4D
PERCEPTION 1D+2/4D+1
STRENGTH 2D/4D
TECHNICAL 1D+2/3D+2
Special Abilities:
Low Light Vision: Kissai can see twice as far as a normal human in poor lighting conditions.
Warrior Culture: Kissai grow up in a violent and warlike society, so they constantly watch for threats, gaining a permanent +1D bonus to search or Perception rolls to spot a threat.
Story Factors:
Thought to be Extinct: Most scholars believe the Kissai were driven to extinction prior to the Rise of the Empire, though it is possible that some survivors exist on remote worlds that the Sith may have inhabited.
Move: 10/12
Size: 1.8 meters tall (average)
Source: Knights of the Old Republic Campaign Guide (pages 15-16)

Massassi
Home Planet: Korriban
Attribute Dice: 12D
DEXTERITY 1D+2/4D+1
KNOWLEDGE 1D/3D+2
MECHANICAL 1D+1/4D
PERCEPTION 1D/3D+2
STRENGTH 2D+1/5D
TECHNICAL 1D/3D+1
Special Abilities:
Low Light Vision:
Massassi can see twice as far as a normal human in poor lighting conditions.
Warrior Culture: Massassi are trained from birth to be efficient soldiers. As such, Massassi characters gain a permanent +1D bonus to search and intimidation skill rolls.
Story Factors:
Thought to be Extinct: Most scholars believe the Massassi were driven to extinction prior to the Rise of the Empire, though it is possible that some survivors exist on remote worlds that the Sith may have inhabited.
Move: 10/12
Size: 1.9 meters tall (average)
Source: The Dark Side Sourcebook (pages 114-115), Knights of the Old Republic Campaign Guide (pages 15-16)

Miraluka
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 1D/5D
STRENGTH 2D/4D
TECHNICAL 2D/4D
Special Abilities:
Force Sight: The Miraluka rely on their ability to perceive their surroundings by sensing the slight force vibrations emanated from all objects. In any location where the force is
some way cloaked, the Miraluka are effectively blind.

**Move:** 10/12  
**Size:** 1.6-1.8 meters tall  
**Source:** Ultimate Alien Anthology (pages 97-98), Tales of the Jedi Companion (pages 101-102), Power of the Jedi Sourcebook (pages 70-71), Threats of the Galaxy (page 31), Knights of the Old Republic Campaign Guide (pages 16-17)

**Rakata**  
**Home Planet:** Rakata Prime  
**Attribute Dice:** 12D  
- DEXTERITY 2D/4D  
- KNOWLEDGE 2D/4D  
- MECHANICAL 2D/4D+1  
- PERCEPTION 1D+1/3D+2  
- STRENGTH 1D+2/3D+2  
- TECHNICAL 2D+1/4D+2  

**Special Abilities:**  
- **Force Blind:** For reasons unknown, they have lost their connection to the Force. Rakata characters can’t be Force Sensitive, though they can still gain Dark Side Points and be affected by Force Powers.
- **Rage:** Once per day, a Rakata can fly into a rage, gaining a +1D bonus to melee attacks and damage, but cannot use skills that require patience and concentration. A fit of rage lasts for a number of rounds equal to 5+ the character’s number of full Strength dice. At the end of its rage, the character is tired, suffering a -1 penalty to all actions until he rests for at least 10 minutes.

**Move:** 10/12  
**Size:** 2 meters tall on average  
**Source:** Knights of the Old Republic Campaign Guide (pages 17-18)

**Selkath**  
**Home Planet:** Manaan  
**Attribute Dice:** 12D  
- DEXTERITY 2D/4D  
- KNOWLEDGE 2D/4D  
- MECHANICAL 2D/4D  
- PERCEPTION 2D+1/4D+1  
- STRENGTH 2D/4D  
- TECHNICAL 1D/4D  

**Story Factors:**  
- **Strife-Torn History:** The Snivvians never seem to get a break. From the genetic problems with the Blood Code, to the period of slavery by the Thalassians, the Snivvians have undergone hardship after hardship. Now that the Blood Code may have returned, the Snivvians are bracing themselves for more troubles. Despite such adversity (or perhaps because of it), the Snivvians are respected artists and writers.
  - **Blood Code:** The genetic flaw that has led to much violence in Snivvian history has also caused the Snivvians to be very distrustful of twins of any species. As families, Snivvian brothers tend to be very distant.

**Special Abilities:**  
- **Amphibious:** Selkath can breathe underwater and get a +2D bonus to swimming.
- **Poison:** Selkath retractable claws can inject venom into an enemy that does 3D damage on a successful attack and another 2D after 5 rounds. Using poison in a fight is considered unseemly by many Selkath and was outlawed on ancient Manaan.
- **Able Healers:** Selkath get a +1D bonus to first aid when healing another.

**Move:** 10/12 (walking), 6/8 (swimming)  
**Size:** 1.5 meters tall on average  
**Source:** Knights of the Old Republic Campaign Guide (pages 18-19)

**Snivvian**  
**Home Planet:** Cadomai  
**Attribute Dice:** 12D  
- DEXTERITY 1D/3D  
- KNOWLEDGE 2D/4D  
- MECHANICAL 1D/3D  
- PERCEPTION 2D+1/4D+2  
- STRENGTH 2D/4D  
- TECHNICAL 1D/4D  

**Story Factors:**  
- **Blood Code:** The genetic flaw that has led to much violence in Snivvian history has also caused the Snivvians to be very distrustful of twins of any species. As families, Snivvian brothers tend to be very distant.

**Special Abilities:**  
- **Adaptive Skin:** Snivvian can survive in temperature extremes of minus 30 degrees standard, to temperatures up to 45 degrees standard without harm or protective gear. They do wear clothing for cultural reasons. The Snivvian’s tough skin give them +1D armor bonus to resist physical damage.

**Move:** 10/12  
**Size:** 1.2-1.8 meters tall  
**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 80-82), Ultimate Alien Anthology (pages 147-149), Alien Anthology (pages 101-102), Knights of the Old Republic Campaign Guide (page 19)
**Vehicles**

**Lhosan Swoop**

**Craft:** Lhosan Industries Swoop Racer  
**Type:** Racing swoop  
**Scale:** Speeder  
**Length:** 4.3 meters  
**Skill:** Repulsorlift operation: Lhosan swoop  
**Crew:** 1  
**Passengers:** 0  
**Cargo Capacity:** 2 kilograms  
**Cover:** 1/2  
**Altitude Range:** Ground level-4 meters  
**Cost:** 18,700 (new), 14,300 (used)  
**Maneuverability:** 1D+2  
**Move:** 295; 850 kmh  
**Body Strength:** 1D+1  
**Source:** Knights of the Old Republic Campaign Guide (pages 92-93)

**Lhosan AeroChaser**

**Craft:** Lhosan Industries AeroChaser Speeder Bike  
**Type:** Speeder bike  
**Scale:** Speeder  
**Length:** 4.1 meters  
**Skill:** Repulsorlift operation: AeroChaser  
**Crew:** 1  
**Passengers:** 0  
**Cargo Capacity:** 4 kilograms  
**Cover:** 1/2  
**Altitude Range:** Ground level-0.8 meters  
**Cost:** 5,800 (new), 1,000 (used)  
**Maneuverability:** 3D  
**Move:** 175; 500 kmh  
**Body Strength:** 1D  
**Source:** Knights of the Old Republic Campaign Guide (page 92)

**Aratech Urban Navigator**

**Craft:** Aratech Urban Navigator Speeder Bike  
**Type:** Sidecar speeder bike  
**Scale:** Speeder  
**Length:** 3.6 meters  
**Skill:** Repulsorlift operation: Urban Navigator  
**Crew:** 1  
**Passengers:** 1  
**Cargo Capacity:** 10 kilograms  
**Cover:** 1/4  
**Altitude Range:** Ground level-400 meters  
**Cost:** 9,600 (new), 3,500 (used)  
**Maneuverability:** 2D+2  
**Move:** 140; 400 kmh  
**Body Strength:** 1D+1  
**Source:** Knights of the Old Republic Campaign Guide (page 93)

**TT-6 Landspeeder**

**Craft:** SoroSuub TT-6 Landspeeder  
**Type:** Speeder bike  
**Scale:** Speeder  
**Length:** 5.2 meters  
**Skill:** Repulsorlift operation: TT-6  
**Crew:** 1  
**Passengers:** 1  
**Cargo Capacity:** 40 kilograms  
**Cover:** 1/2  
**Altitude Range:** Ground level-2 meters  
**Cost:** 12,000 (new), 3,800 (used)  
**Maneuverability:** 2D  
**Move:** 140; 400 kmh  
**Body Strength:** 1D+2  
**Source:** Knights of the Old Republic Campaign Guide (pages 93-94)
PL-90 Luxury Speeder

Craft: Ubrikkian Repulsorlift Manufacturing PL-90
Luxury Speeder
Type: Luxury landspeeder
Scale: Speeder
Length: 10.5 meters
Skill: Repulsorlift operation: PL-90
Crew: 1
Passengers: 7
Cargo Capacity: 30 kilograms
Cover: 1/2
Altitude Range: Ground level-5 meters
Cost: 48,000 (new), 29,000 (used)
Maneuverability: 2D
Move: 90; 280 kmh
Body Strength: 2D+1
Source: Knights of the Old Republic Campaign Guide (page 94)

Twin-228 Airspeeder

Craft: SoroSuub Twin-228 Airspeeder
Type: Airspeeder
Scale: Speeder
Length: 8.4 meters
Skill: Repulsorlift operation: Twin-228
Crew: 1
Passengers: 1
Cargo Capacity: 60 kilograms (460Kg w/ cargo pod)
Cover: 1/2
Altitude Range: Ground level-1,000 meters
Cost: 22,000 (new), 13,500 (used), 1,000 (cargo pod)
Maneuverability: 2D+2
Move: 280; 800 kmh
Body Strength: 2D
Source: Knights of the Old Republic Campaign Guide (page 95)

Basilisk War Droid

Craft: Basilisk War Droid
Type: Mandalorian mount droid
Scale: Walker
Length: 8 meters
Skill: Repulsorlift operation: Basilisk war droid
Crew: 1 plus droid brain
Crew Skill: Droid brain: Brawling 5D, missile weapons 3D, perception 3D, repulsorlift operation 4D, vehicle blasters 3D
Cargo Capacity: 100 kilograms
Consumables: 1 day
Cover: 1/2
Altitude Range: Ground level-space

Cost: Not available for sale (estimated value 70,000)
Maneuverability: 2D
Move: 190; 550 kmh
Space: 2
Body Strength: 4D
Weapons:
2 Light Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D+2
Space Range: 1-3/8/15
Atmosphere Range: 50-300/800/1.5 Km
Damage: 5D
2 Concussion Missile Launchers (2 missiles each)
Fire Arc: Front
Skill: Missile weapons
Fire Control: 2D
Space Range: 1-3/6
Atmosphere Range: 100/300/700
Damage: 8D
Pulse-Wave Cannons
Fire Arc: Front
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-75/300/750
Damage: 5D
Space Mine Layer (2 mines)
Fire Arc: Rear
Scale: Starfighter
Skill: Missile weapons
Fire Control: 1D
Blast Radius: 1/2/4; 100/200/400
Damage: 6D/4D/2D
2 Heavy Brawling Claws
Fire Arc: Turret
Skill: Brawling (droid brain)/powersuit operation (pilot)
Fire Control: 1D
Range: 3 meters
Damage: 3D+2
Source: Knights of the Old Republic Campaign Guide (pages 202-203)
Starships

Sith Interceptor

**Craft:** StarForge
Manufacture Sith Interceptor

**Affiliation:** Sith

**Era:** Old Republic

**Source:** Starships of the Galaxy – Saga Ed. (page 130), Knights of the Old Republic Campaign Guide (page 164)

**Scale:** Starfighter

**Length:** 7 meters

**Skill:** Starfighter piloting: Sith Interceptor

**Crew:** 1

**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 3D+2

**Passengers:** None

**Cargo Capacity:** 40 kilograms

**Consumables:** 1 day

**Cost:** Not available for sale

**Maneuverability:** 3D

**Space:** 9

**Atmosphere:** 435; 1,250 kmh

**Hull:** 1D+2

**Sensors:**
- *Passive:* 20/0D
- *Scan:* 35/1D

**Weapons:**
- **Laser Cannon**
  - *Fire Arc:* Front
  - *Skill:* Starship gunnery
  - *Fire Control:* 2D
  - *Space Range:* 1-3/5/8
  - *Atmosphere Range:* 100-500/1/1.7 km
  - *Damage:* 3D

Krath Chaos Fighter

**Craft:** Koros Spaceworks CX-133 Chaos Fighter

**Affiliation:** General / Krath

**Era:** Old Republic

**Source:** Knights of the Old Republic Campaign Guide (page 220)

**Type:** Attack fighter

**Scale:** Starfighter

**Length:** 10.5 meters

**Skill:** Starfighter piloting: Chaos Fighter

**Crew:** 1

**Cargo Capacity:** 40 kilograms

**Consumables:** 2 days

**Cost:** Not available for sale (estimated 65,000)

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 350; 1,100 kmh

**Hull:** 2D

**Sensors:**
- *Passive:* 10/0D
- *Scan:* 20/1D

**Weapons:**
- **6 Light Laser Cannons** (fire-linked)
  - *Fire Arc:* Front
  - *Skill:* Starship gunnery
  - *Fire Control:* 2D
  - *Space Range:* 1-3/5/8
  - *Atmosphere Range:* 1-300/500/800
  - *Damage:* 5D

**Game Notes:** Chaos fighters are laden with volatile materials, causing an extra +2D damage to any ship they collide with.

Davaab Mandalorian Starfighter

**Craft:** Neo Crusaders’ War Forges Davaab-type Starfighter

**Affiliation:** Mandalorians

**Era:** Old Republic

**Source:** Knights of the Old Republic Campaign Guide (page 204)

**Type:** Defense starfighter

**Scale:** Starfighter

**Length:** 8.8 meters

**Skill:** Starfighter piloting: Davaab-type

**Crew:** 1

**Cargo Capacity:** 40 kilograms

**Consumables:** 1 week

**Cost:** 150,000 (new), 80,000 (used)

**Hyperdrive Multiplier:** x2

**Nav Computer:** Limited to 5 jumps

**Maneuverability:** 2D+2

**Space:** 7

**Atmosphere:** 350; 1,100 kmh

**Hull:** 3D+1
Shields: 1D+2  
Sensors:  
Passive: 20/0D  
Scan: 40/1D  
Weapons:  
2 Light Laser Cannons (fire-linked)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2D+1  
Space Range: 1-5/10/17  
Atmosphere Range: 100-500/1.1 km  
Damage: 4D  
Medium Concussion Missile Launchers (3 missiles)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2D+2  
Space Range: 1/3/7  
Atmosphere Range: 100/300/700  
Damage: 8D  

Stinger  

Craft: Corellian Engineering Corporation S-100  
Stinger-class Starfighter  
Affiliation: Jedi Order / General  
Era: Old Republic  
Source: Power of the Jedi Sourcebook (pages 60-61), Knights of the Old Republic Campaign Guide (pages 95-96)  
Type: Starfighter  
Scale: Starfighter  
Length: 3.5 meters  
Skill: Starfighter piloting: S-100 Stinger  
Crew: 1  
Crew Skill: 5D in all applicable skills  
Cargo Capacity: 10 kilograms  
Consumables: 1 month  
Cost: 150,000 (new), 90,000 (used)  
Hyperdrive Multiplier: x2  
Nav Computer: Limited to 10 jumps  
Maneuverability: 3D+2  
Space: 9  
Atmosphere: 400; 1,150 kmh  
Hull: 4D  
Shields: 2D  
Sensors:  
Passive: 25/0D  
Scan: 50/1D  
Weapons:  
2 Assault Laser Cannons (fire-linked)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2D  
Space Range: 1-5/10/17  
Atmosphere Range: 100-500/1.1 km  
Damage: 5D  
2 Proton Torpedo Launchers (4 missiles each)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2D  
Space Range: 1/3/7  
Atmosphere Range: 100/300/700  
Damage: 8D  

Star Saber  

Craft: Republic Fleet Systems Star Saber XC-01  
Affiliation: Old Republic / Jedi Order  
Era: Old Republic  
Source: Power of the Jedi Sourcebook (pages 60-61), Knights of the Old Republic Campaign Guide (page 96)  
Type: Starfighter  
Scale: Starfighter  
Length: 6.75 meters  
Skill: Starfighter piloting: Star Saber  
Crew: 1  
Crew Skill: 4D in all applicable skills  
Passengers: None  
Cargo Capacity: 45 kilograms  
Consumables: 1 week  
Cost: 145,000 (new), 75,000 (used)  
Hyperdrive Multiplier: x2  
Nav Computer: Can store coordinates for 10 hyperspace jumps  
Maneuverability: 1D+2  
Space: 9  
Atmosphere: 380; 1,100 kmh  
Hull: 4D  
Shields: 2D+1  
Sensors:  
Passive: 20/0D  
Scan: 40/1D  
Weapons:  
2 Heavy Blaster Cannons (fire-linked)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 1D  
Space Range: 1-5/10/17  
Atmosphere Range: 100-500/1.1 km  
Damage: 6D
**Aurek Strikefighter**

**Craft:** Republic Fleet Aurek Tactical Strikefighter  
**Affiliation:** Old Republic  
**Era:** Old Republic  
**Source:** Knights of the Old Republic Campaign Guide (pages 180-181)  
**Type:** Strikefighter  
**Scale:** Starfighter  
**Length:** 9.2 meters  
**Skill:** Starfighter piloting: Aurek Strikefighter  
**Crew:** 1  
**Passengers:** None  
**Cargo Capacity:** 20 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale (estimated 360,000)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 3D+2  
**Space:** 11  
**Atmosphere:** 485; 1,400 kmh  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
  - Passive: 25/1D  
  - Scan: 50/2D  
**Weapons:**  
  - **2 Heavy Laser Cannons** (fire-linked)  
    - **Fire Arc:** Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 1-5/10/17  
    - **Atmosphere Range:** 100-500/1/1.7 km  
    - **Dameage:** 6D  
  - **Proton Torpedo Launcher** (6 missiles)  
    - **Fire Arc:** Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 1/3/7  
    - **Atmosphere Range:** 100/300/700  
    - **Dameage:** 9D  

**Chela Starfighter**

**Craft:** Corellian Engineering Corporation S-250 Chela-class Starfighter  
**Affiliation:** Old Republic  
**Era:** Old Republic  
**Source:** Knights of the Old Republic Campaign Guide (page 181)  
**Type:** Starfighter  
**Scale:** Starfighter  
**Length:** 14 meters  
**Skill:** Starfighter piloting: S-250 Chela  
**Crew:** 1  
**Passengers:** None  
**Cargo Capacity:** 30 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale (estimated 420,000)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2  
**Space:** 9  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 4D  
**Shields:** 1D+1  
**Sensors:**  
  - **Passive:** 25/1D  
  - **Scan:** 55/2D  

**Weapons:**  
**Twin Medium Laser Cannons**  
- **Fire Arc:** Front  
- **Skill:** Starship gunnery  
- **Fire Control:** 2D  
- **Space Range:** 1-5/10/17  
- **Atmosphere Range:** 100-500/1/1.7 km  
- **Damage:** 5D  
  - **2 Concussion Missiles Launchers** (6 missiles each)  
    - **Fire Arc:** Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 1D+2  
    - **Space Range:** 1/3/7  
    - **Atmosphere Range:** 100/300/700  
    - **Damage:** 10D  

**578-R Space Transport**

**Craft:** Amalgamated Hyperdyne 578-R Space Transport  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Knights of the Old Republic Campaign Guide (page 98)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 31.5 meters  
**Skill:** Space transports: 578-R  
**Crew:** 2, gunners: 1
**Pas****skiy**

**Ebon Hawk**

**Craft:** Modified Core Galactic Systems *Dynamic*-class freighter

**Affiliation:** Davik Kang / Darth Revan

**Era:** Old Republic

**Source:** Knights of the Old Republic Campaign Guide (page 220)

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 24 meters

**Skill:** Space transports

**Crew:** 3, gunners: 1, skeleton: 1/+10

**Passengers:** 8

**Cargo Capacity:** 40 metric tons

**Consumables:** 2 months

**Cost:** Not available for sale (estimated 154,000)

**Hyperdrive Multiplier:** x1

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 8

**Atmosphere:** 380; 1,100 kmh

**Hull:** 4D+2

**Shields:** 2D+2

**Sensors:**

**Passive:** 15/1D

**Scan:** 30/2D

**Weapons:**

**Double Laser Cannon**

**Fire Arc:** Front

**Skill:** Starship gunnery

**Fire Control:** 2D+2

**Space Range:** 1/5/10

**Atmosphere Range:** 50-100/300/700

**Damage:** 4D

**Double Heavy Laser Cannon**

**Fire Arc:** Turret

**Crew:** 1

**Skill:** Starship gunnery

**Fire Control:** 3D

**Space Range:** 1-3/10/18

**Atmosphere Range:** 50-100/200/300

**Damage:** 6D

**Docking Gun**

**Fire Arc:** Turret

**Scale:** Character

**Skill:** Vehicle blasters

**Fire Control:** 1D+2 (or auto targeting with a skill of 3D)

**Atmosphere Range:** 10-50/100/200

**Damage:** 7D+1

**Game notes:** The Dynamic class freighter is designed for easy modification and repair. Characters receive a +2 bonus to any skill rolls to modify or repair the Dynamic-class freighter.

**Visionary**

**Craft:** Modified Elaor Propulsion *Starscape*-class Yacht

**Affiliation:** G0-T0 (droid smuggler)

**Era:** Old Republic

**Source:** Knights of the Old Republic Campaign Guide (pages 221-222)

**Type:** Modified light freighter

**Scale:** Starfighter
Length: 130 meters
Skill: Space transports: *Starscape* yacht
Crew: 14, gunners: 12, skeleton: 6/+10
Passengers: 12
Cargo Capacity: 50 metric tons
Consumables: 6 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: +2
Space: 4
Atmosphere: 480; 800 kmh
Hull: 4D
Shields: 2D
Sensors:
Passive: 25/1D+2
Scan: 40/2D+2
Weapons:
2 Medium Laser Cannons
Fire Arc: Turret
Crew: 2
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/5/10
Atmosphere Range: 50-100/300/700
Damage: 5D
4 Light Laser Cannons
Fire Arc: Turret
Crew: 2
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-3/10/18
Atmosphere Range: 50-100/200/300
Damage: 3D
Game Note: The ship is equipped with a stygium crystal cloaking device. This device bestows a 3D+1 penalty to any sensors rolls made to detect it. This penalty also reduces bonuses granted by Fire Control systems to a minimum of 0D.

**Conductor Landing Craft**

Craft: Republic Fleet Systems *Conductor*-class Short-haul Landing Craft
Affiliation: Old Republic
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (pages 181-182)
Type: Landing craft
Scale: Starfighter

Length: 19 meters
Skill: Space transports: Conductor
Crew: 1
Passengers: 5 (plus 2 bulk-loader droids)
Cargo Capacity: 80 metric tons
Consumables: 2 weeks
Cost: 250,000 (new), 100,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: +1
Space: 1
Atmosphere: 175; 500 kmh
Hull: 4D
Sensors:
Passive: 15/1D
Scan: 30/2D
Weapons:
Light Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D+1
Space Range: 1-2/4/7
Atmosphere Range: 50-150/350/700
Damage: 4D

**Jedi Covenant Shuttle**

Craft: Elaor Propulsion *Baronial*-class Yacht
Affiliation: Jedi Covenant
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 143)
Type: Converted luxury yacht
Scale: Starfighter
Length: 26 meters
Skill: Space transports: Baronial yacht
Crew: 1
Passengers: 4
Cargo Capacity: 30 metric tons
Consumables: 1 month
Cost: 200,000 (new), 120,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: No
Maneuverability: 1D
Space: 5
Atmosphere: 310; 900 kmh
Hull: 3D+2
Shields: 1D
Sensors:
Passive: 15/1D
Scan: 35/2D+2
Weapons:
Double Light Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-2/4/7
Atmosphere Range: 50-150/350/700
Damage: 4D

Ministry Orbital Shuttle

Craft: Zentine Dynamics Ministry-class Orbital Shuttle
Affiliation: Old Republic / General
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 182)
Type: Orbital shuttle
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Ministry Shuttle
Crew: 2
Passengers: 36
Cargo Capacity: 1,500 kilograms
Consumables: 1 week
Cost: 160,000 (new), 80,000 (used)
Maneuverability: 1D+2
Space: 3
Atmosphere: 260; 750 kmh
Hull: 3D+2
Shields: 2D
Sensors:
Passive: 15/1D
Scan: 30/2D
Weapons:
Double Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-2/4/7
Atmosphere Range: 50-150/350/700
Damage: 5D

G-Type Light Shuttle

Craft: Hoersch-Kessel Drive G-Type Light Shuttle
Affiliation: General
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 98)
Type: Light shuttle
Scale: Starfighter
Length: 23 meters
Skill: Space transports: G-Type shuttle
Crew: 1
Passengers: 3
Cargo Capacity: 10 metric tons
Consumables: 1 week
Cost: 200,000 (new), 95,000 (used)
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D+1
Shields: 2D
Sensors:
Passive: 15/1D
Scan: 30/2D
Weapons:
Double Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-2/3/5
Atmosphere Range: 50-100/250/500
Damage: 5D
Game Note: Pilot assistance system grants a +1D space transports bonus to characters that don't have that skill.

G-Type Escape Shuttle

Craft: Modified Hoersch-Kessel Drive G-Type Light Shuttle
Affiliation: General
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (pages 98-99)
Type: Escape shuttle
Scale: Starfighter
Length: 23 meters
Skill: Space transports: G-Type shuttle
Crew: 1
**Light Turbolaser Cannons**

*Fire Arc: Front*
*Scale: Capital*
*Skill: Capital ship gunnery*
*Fire Control: 2D+1*
*Space Range: 1-5/10/17*
*Atmosphere Range: 100-500/1/1.7 km*
*Damage: 3D*

**Double Laser Cannon**

*Fire Arc: Turret*
*Skill: Starship gunnery*
*Fire Control: 3D*
*Space Range: 1-2/4/7*
*Atmosphere Range: 50-150/350/700*
*Damage: 4D*

**Lethisk Armed Freighter**

*Craft: Arakyd Industries Lethisk-class Armed Freighter*
*Affiliation: General*
*Era: Old Republic*
*Source: Knights of the Old Republic Campaign Guide (page 99)*
*Type: Armed freighter*
*Scale: Starfighter*
*Length: 34 meters*
*Skill: Space transports: Lethisk Armed Freighter*
*Crew: 3, gunners: 1*

**Herald Shuttle**

*Craft: Star Forge Manufacture Herald-class Shuttle*
*Affiliation: Sith*
*Era: Old Republic*
*Source: Knights of the Old Republic Campaign Guide (page 164)*
*Type: Multipurpose shuttle*
*Scale: Starfighter*
*Length: 28 meters*
*Skill: Space transports: Herald Shuttle*
*Crew: 2*

**Passengers:** 5 (10 on shuttle-only model)
**Cargo Capacity:** 70 metric tons (15 tons on shuttle-only model)

**Consumables:** 1 month
**Cost:** Not available for sale (estimated 120,000 credits; 222,500 for shuttle-only model)

*Hyperdrive Multiplier: x2*
*Nav Computer: No*
*Maneuverability: +2*

**Space:** 3
**Atmosphere:** 210; 600 kmh
**Hull:** 4D+1
**Shields:** 1D+1

**Sensors:**
*Passive: 15/1D+1*
*Scan: 40/2D+2*

**Weapons:**

**Fire Arc:** Front
**Scale: Capital*
**Skill: Capital ship gunnery*
**Fire Control: 2D+1*
**Space Range: 1-5/10/17*
**Atmosphere Range: 100-500/1/1.7 km*
**Damage: 3D**

**Double Laser Cannon**

*Fire Arc: Turret*
*Skill: Starship gunnery*
*Fire Control: 3D*
*Space Range: 1-2/4/7*
*Atmosphere Range: 50-150/350/700*
*Damage: 4D*

**Game Note:** Pilot assistance system grants a +1D space transports bonus to characters that don’t have that skill.
Atmosphere Range: 50-100/250/400
Damage: 6D

**Light Concussion Missile Launcher** (12 missiles)
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1/2/5
- Atmosphere Range: 25-70/100/150
- Damage: 8D

**Shaadlar Troopship**

**Craft:** Modified Basilisk Shaadlar-type Troopship  
**Affiliation:** Mandalorians  
**Era:** Old Republic  
**Source:** Knights of the Old Republic Campaign Guide (pages 204-205)  
**Type:** Invasion ship  
**Scale:** Capital  
- **Length:** 130 meters  
- **Skill:** Space transports: Shaadlar Troopship  
- **Crew:** 30, gunners: 26  
- **Passengers:** 800  
- **Cargo Capacity:** 2,500 tons  
- **Consumables:** 1 year  
- **Cost:** 3 million (new), 1.2 million (used)  
- **Hyperdrive Multiplier:** x2  
- **Nav Computer:** Yes  
- **Maneuverability:** 1D+1  
- **Space:** 4  
- **Atmosphere:** 280; 800 kmh  
- **Hull:** 2D+2  
- **Shields:** 2D+2  
- **Sensors:**  
  - Passive: 25/1D  
  - Scan: 50/2D  
- **Weapons:**  
  - 2 Medium Turbolaser Cannons  
    - Fire Arc: Front  
    - Crew: 5  
    - Skill: capital ship gunnery  
    - Fire Control: 2D  
    - Space Range: 1-3/12/25  
    - Atmosphere Range: 100-300/1.2/2.5 km  
    - Damage: 5D  
  - 2 Ion Cannons  
    - Fire Arc: 1 left, 1 right  
    - Crew: 3  
    - Scale: Starfighter  
    - Skill: Starship gunnery  
    - Fire Control: 2D+2  

Space Range: 1-3/7/36  
Atmosphere Range: 100-300/700/3.6 km  
Damage: 5D  

**2 Concussion Missile Launchers** (16 missiles each)
- Fire Arc: Front  
- Crew: 5  
- Scale: Starfighter  
- Skill: Starship gunnery  
- Fire Control: 3D  
- Space Range: 1/3/7  
- Atmosphere Range: 100/300/700  
- Damage: 7D  

**Teroch Gunship**

**Craft:** Teroch-type Fast Attack Gunship  
**Affiliation:** Mandalorians  
**Era:** Old Republic  
**Source:** Knights of the Old Republic Campaign Guide (page 205)  
**Type:** Fast attack gunship  
**Scale:** Starfighter  
- **Length:** 18 meters  
- **Skill:** Space transports: Teroch gunship  
- **Crew:** 8, gunners: 1, skeleton: 3/+10  
- **Passengers:** 6  
- **Cargo Capacity:** 8 metric tons  
- **Consumables:** 3 weeks  
- **Cost:** 400,000 (new), 200,000 (used)  
- **Hyperdrive Multiplier:** x2  
- **Nav Computer:** Yes  
- **Space:** 7  
- **Atmosphere:** 350; 1,000 kmh  
- **Hull:** 3D+2  
- **Shields:** 1D+2  
- **Sensors:**  
  - Passive: 20/1D  
  - Scan: 30/2D  
- **Weapons:**  
  - **Double Laser Cannon**  
    - Fire Arc: Turret  
    - Crew: 1  
    - Skill: Starship gunnery  
    - Fire Control: 2D+1  
    - Space Range: 1-3/10/18  
    - Atmosphere Range: 50-100/200/300  
    - Damage: 6D
**KT-400 Military Droid Carrier**

*Craft: Republic Fleet Systems KT-400 Military Droid Carrier*

**Affiliation:** Old Republic  
**Era:** Old Republic  
**Source:** Knights of the Old Republic Campaign Guide (page 183)  
**Type:** Droid carrier  
**Scale:** Starfighter  
**Length:** 24 meters  
**Skill:** Space transports: KT-400  
**Crew:** 8, gunners: 1, skeleton: 4/4+10  
**Passengers:** 400 bipedal droids  
**Cargo Capacity:** 40 metric tons  
**Consumables:** 2 week  
**Cost:** 280,000 (new), 150,000 (used)  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 30/1D+2  
**Weapons:**  
**Double Medium Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-2/7/12  
*Atmosphere Range:* 50-100/200/300  
*Damage:* 6D

**Craft:** Pelagia Duplex Command Assault Gunship  
**Affiliation:** Tapani / General  
**Era:** Old Republic  
**Source:** Knights of the Old Republic Campaign Guide (page 100)  
**Type:** Assault gunship  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Duplex  
**Crew:** 5, gunners: 2, skeleton: 2/2+5  
**Passengers:** 6  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 1 week  
**Cost:** 525,000 (new), 310,000 (used)  
**Space:** 4  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D+1  
**Shields:** 1D+1  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 35/2D  
**Weapons:**  
**2 Heavy Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/10/18  
*Atmosphere Range:* 50-100/200/300  
*Damage:* 6D  
**2 Laser Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/10/18  
*Atmosphere Range:* 50-100/200/300  
*Damage:* 4D  
**Game Notes:** Built-in weapon mounts and power supply conduits make it easier to install new weapons systems and upgrade existing ones, granting a +2D bonus to starship weapon repair rolls in such cases.

**Quartermaster Supply Carrier**

*Craft: Corellia Stardrive Quartermaster-class Supply Carrier*

**Affiliation:** General  
**Era:** Old Republic  
**Source:** Knights of the Old Republic Campaign Guide (page 100)  
**Type:** Supply carrier  
**Scale:** Starfighter  
**Length:** 45 meters  
**Skill:** Space transports: Quartermaster  
**Crew:** 2  
**Passengers:** 10  
**Cargo Capacity:** 120 metric tons  
**Consumables:** 6 months  
**Cost:** 300,000 (new), 110,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 0D
**Derriphan Battleship**

**Craft:** Star Forge Manufacture  
**Derriphan-class** Battleship  
**Affiliation:** Sith  
**Era:** Old Republic  
**Source:** The Dark Side Sourcebook (page 63), Knights of the Old Republic Campaign Guide (page 163)  
**Type:** Battle cruiser  
**Scale:** Capital  
**Length:** 215 meters  
**Skill:** Capital ship piloting: Sith battleship  
**Crew:** 25  
**Crew Skill:** 6D in relevant skills  
**Passengers:** 850  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 4  
**Hull:** 3D  
**Sensors:**  
**Passive:** 25/1D  
**Scan:** 50/2D  
**Weapons:**  
**6 Blaster Cannons**  
**Fire Arc:** 3 left, 3 right  
**Scale:** Starfighter  

**Skill:** Starship gunnery  
**Fire Control:** 1D+2  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 4D  

**3 Concussion Missile Launchers**  
**Fire Arc:** Front  
**Skill:** Missile weapons: concussion missiles  
**Fire Control:** 0D+2  
**Space Range:** 1/3/7  
**Atmosphere Range:** 50-500/1.5 km  
**Damage:** 8D  
**Carried Craft:** 6 starfighters, 2 shuttles

**Krath Command Ship**

**Craft:** Koros Spaceworks *Supremacy*-class Attack Ship  
**Affiliation:** General / Krath  
**Era:** Old Republic  
**Source:** Knights of the Old Republic Campaign Guide (page 121)  
**Type:** Attack cruiser  
**Scale:** Capital  
**Length:** 550  
**Skill:** Capital ship piloting  
**Crew:** 1,800, gunnery: 156  
**Passengers:** 3,000 (troops)  
**Cargo Capacity:** 6,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale (estimated 16 million)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** +2  
**Space:** 3  
**Hull:** 5D  
**Shields:** 2D+1  
**Sensors:**  
**Passive:** 25/1D  
**Scan:** 45/2D  

**Weapons:**  
**9 Light Double Turbolasers**  
**Fire Arc:** 3 front, 3 left, 3 right  
**Crew:** 6  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D  
**Space Range:** 3-10/20/40  
**Damage:** 4D  

**9 Heavy Ion Cannons**  
**Fire Arc:** 3 front, 3 left, 3 right  
**Crew:** 6  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D+2  
**Space Range:** 3-10/20/40
15 Medium Laser Cannons
Fire Arc: 4 front, 4 left, 4 right, 3 rear
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/8/12
Damage: 4D

9 Tractor Beam Projectors
Fire Arc: 2 front, 3 left, 3 right, 1 rear
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/10/15
Damage: 3D+2

Interdictor Warship

Craft: Star Forge Manufacture Interdictor-class Warship
Affiliation: Sith
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide
Type: Hyperdrive interdiction cruiser
Scale: Capital
Length: 600 m
Skill: Capital ship piloting
Crew: 5,224, gunners: 155
Passengers: 3,600 (troops)
Cargo Capacity: 11,000 metric tons
Consumables: 3 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 4D+1
Shields: 2D

Sensors:
Passive: 25/1D
Scan: 50/2D

Weapons:
15 Medium Turbolasers
Fire Arc: 5 front, 5 left, 5 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-10/20/40
Damage: 4D

18 Light Laser Cannons

Fire Arc: 4 front, 5 left, 5 right, 4 rear
Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/8/12
Damage: 3D

6 Tractor Beam Projectors
Fire Arc: 1 front, 2 left, 2 right, 1 rear
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/10/15
Damage: 3D+2

4 Gravity Well Projectors
Fire Arc: Turret
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/30/60
Damage: Blocks hyperspace travel
Carried Craft: 48 Sith Interceptors, various support craft

Jehavey’ir Assault Ship

Craft: Jehavey’ir-type Assault Ship
Affiliation: Mandalorians
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide
Type: Ambush frigate
Scale: Capital
Length: 155 meters
Skill: Capital ship piloting: Jehavey’ir Assault Ship
Crew: 200, gunners: 50, skeleton: 90/+10
Passengers: 500
Cargo Capacity: 3,500 metric tons
Consumables: 6 months
Cost: 10 million (new), 3 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 5
Maneuverability: 1D

Hull: 3D
Shields: 1D+2

Sensors:
Passive: 20/1D
Scan: 40/2D
**Weapons:**

**4 Double Turbolaser Cannons**  
*Fire Arc:* 2 front, 1 left, 1 right  
*Crew:* 5  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-10/20/40  
*Atmosphere Range:* 3-15/40/80 km  
*Damage:* 6D

**4 Heavy Ion Cannons**  
*Fire Arc:* 2 front, 1 left, 1 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/20/40  
*Atmosphere Range:* 3-15/40/80 km  
*Damage:* 4D

**3 Super-heavy Concussion Missile Launchers (12 missiles each)**  
*Fire Arc:* Front  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 11D

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**Kyramud Battleship**

*Craft:* Kyramud-type Battleship  
*Affiliation:* Mandalorians  
*Era:* Old Republic  
*Source:* Knights of the Old Republic Campaign Guide (page 206)  
*Type:* Battleship  
*Scale:* Capital  
*Length:* 752 meters  
*Skill:* Capital ship piloting: Kyramud Battleship  
*Crew:* 1,200, gunners: 143  
*Passengers:* 2,000  
*Cargo Capacity:* 8,000 metric tons  
*Consumables:* 1 year  
*Cost:* 40 million (new), 22 million (used)  
*Hyperdrive Multiplier:* x2  
*Hyperdrive Backup:* x15  
*Nav Computer:* Yes

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**Space:** 4  
**Maneuverability:** 1D+1  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
**Weapons:**  
**12 Medium Ion Cannons**  
*Fire Arc:* 3 front, 3 left, 3 right, 3 back  
*Crew:* 3  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 2-5/10/15  
*Atmosphere Range:* 200-500/1/1.5 km  
*Damage:* 4D

**15 Double Medium Turbolaser Cannons**  
*Fire Arc:* 5 front, 4 left, 4 right, 2 back  
*Crew:* 5  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-10/20/40  
*Atmosphere Range:* 3-15/40/80 km  
*Damage:* 6D

**4 Heavy Concussion Missile Launchers (20 missiles each)**  
*Fire Arc:* 2 front, 1 left, 1 right  
*Crew:* 5  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 9D

**4 Tractor Beam Projectors**  
*Fire Arc:* 1 front, 1 left, 1 right, 1 back  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

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**Kandosii Dreadnaught**

*Craft:* Kandosii-type Dreadnaught  
*Affiliation:* Mandalorians  
*Era:* Old Republic  
*Source:* Knights of the Old Republic Campaign Guide (pages 206-207)  
*Type:* Dreadnaught  
*Scale:* Capital  
*Length:* 1,360 meters  
*Skill:* Capital ship piloting: Kandosii Dreadnaught  
*Crew:* 10,000, gunners: 264  
*Passengers:* 30,000 (troops)  
*Cargo Capacity:* 45,000 metric tons  
*Consumables:* 5 years  
*Cost:* 200 million (new), 120 million (used)  
*Hyperdrive Multiplier:* x2  
*Hyperdrive Backup:* x2  
*Nav Computer:* Yes  
*Space:* 3  
*Maneuverability:* 1D
Hull: 7D
Shields: 2D+1
Sensors:
Passive: 30/2D
Scan: 70/3D

Weapons:
20 Double Medium Turbolaser Cannons
Fire Arc: 2 front, 8 left, 8 right, 2 back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/20/40
Atmosphere Range: 3-15/40/80 km
Damage: 6D

10 Triple Laser Cannons
Fire Arc: 2 front, 4 left, 4 right
Crew: 6
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 2-5/10/15
Atmosphere Range: 200-500/1.15 km
Damage: 6D

10 Super-heavy Concussion Missile Launchers (12 missiles each)
Fire Arc: 3 front, 3 left, 3 right, 1 back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 11D

8 Tractor Beam Projectors
Fire Arc: 1 front, 3 left, 3 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Foray Blockade Runner

Source: Knights of the Old Republic Campaign Guide (page 183)
Type: Versatile frigate
Scale: Capital
Length: 155 meters
Skill: Capital ship piloting: Foray Blockade Runner
Crew: 100, gunners: 10, skeleton: 40/+5
Passengers: 300
Cargo Capacity: 2,800 metric tons
Consumables: 9 months
Cost: Not available for sale (estimated 3 million)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Space: 6
Maneuverability: 2D
Hull: 2D+1
Shields: 1D+2
Sensors:
Passive: 20/1D
Scan: 40/1D+2

2 Twin Medium Turbolaser Cannons
Fire Arc: 1 left, 1 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

Praetorian Frigate

Craft: Rendili Hyperworks Praetorian-class Frigate
Affiliation: General
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 101)
Type: Escort frigate
Scale: Capital
Length: 180 meters
Skill: Capital ship piloting: Praetorian Frigate
Crew: 1,470, gunners: 94
Crew Skill: All skills 3D+2
Passengers: 2,700
Cargo Capacity: 10,000 metric tons
Consumables: 2 years
Cost: 12 million (new), 6 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 5
Atmosphere: 295; 850 kmh
Maneuverability: 0D
Hull: 3D
Shields: 2D
Sensors:
Passive: 40/1D
Scan: 60/2D
Weapons:
10 Light Turbolaser Cannons
Fire Arc: 2 front, 3 left, 3 right, 2 back
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 2D
10 Laser Cannons
Fire Arc: 2 front, 3 left, 3 right, 2 back
Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
8 Tractor Beam Projectors
Fire Arc: 1 front, 3 left, 3 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Carried Craft: 12 starfighters, 6 shuttles

Hammerhead Cruiser
Craft: Rendili Hyperworks Hammerhead-class Cruiser
Affiliation: Old Republic
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (page 184)
Type: Battle frigate
Scale: Capital
Length: 315 meters
Skill: Capital ship piloting: Hammerhead Frigate
Crew: 300, gunners: 224
Crew Skill: All skills 4D
Passengers: 400
Cargo Capacity: 4,000 metric tons
Consumables: 8 months
Cost: Not available for sale (estimated 10 million)

Hyperdrive Multiplier: x2
Nav Computer: Yes
Space: 6
Atmosphere: 330; 950 kmh
Maneuverability: 1D
Hull: 3D+1
Shields: 2D+2
Sensors:
Passive: 30/0D
Scan: 50/1D
Weapons:
20 Light Turbolaser Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 5
Skill: Capital ship gunnery
Fire Control: 1D+2
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
10 Medium Turbolaser Cannons
Fire Arc: 5 front, 2 left, 2 right, 1 back
Crew: 5
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
10 Laser Cannons
Fire Arc: 4 front, 2 left, 2 right, 2 back
Crew: 5
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D
8 Tractor Beam Projectors
Fire Arc: 1 front, 3 left, 3 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Carried Craft: 12 Aurek tactical strikefighters, 2 Ministry-class orbital shuttles, various support craft
Inexpugnable Tactical Command Vessel

Craft: Rendili Hyperworks Inexpugnable-class Tactical Command Vessel
Affiliation: Old Republic
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (pages 184-185)
Type: Coordination warship
Scale: Capital
Length: 3,100 meters diameter
Skill: Capital ship piloting: Inexpugnable Vessel
Crew: 4,300, gunners: 299
Crew Skill: All skills 3D
Passengers: 2,000
Cargo Capacity: 50,000 metric tons
Consumables: 2 years
Cost: Not available for sale (estimated 70 million)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Space: 3
Maneuverability: +2
Hull: 6D+2
Shields: 3D
Sensors:
  Passive: 40/1D
  Scan: 75/2D
Weapons:
20 Double Turbolaser Cannons
  Fire Arc: 5 front, 5 left, 5 right, 5 back
  Crew: 5
  Skill: Capital ship gunnery
  Fire Control: 2D
  Space Range: 3-15/35/75
  Atmosphere Range: 6-30/70/150 km
  Damage: 6D
25 Light Turbolaser Cannons
  Fire Arc: 7 front, 6 left, 6 right, 6 back
  Crew: 5
  Skill: Capital ship gunnery
  Fire Control: 3D
  Space Range: 3-15/35/75
  Atmosphere Range: 6-30/70/150 km
  Damage: 3D
10 Light Laser Cannons
  Fire Arc: 2 front, 3 left, 3 right, 2 back
  Crew: 5
  Scale: Starfighter
  Skill: Starship gunnery
  Fire Control: 3D+1
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 3D
8 Tractor Beam Projectors
  Fire Arc: 1 front, 3 left, 3 right, 1 back
  Crew: 3
  Skill: Capital ship gunnery
  Fire Control: 3D
  Space Range: 1-5/15/30
  Atmosphere Range: 2-10/30/60 km
  Damage: 4D
Carried Craft: 144 Aurek tactical strikefighters, 24 Chela-class starfighters, 24 Conductor-class short-haul landing craft, 6 Ministry-class orbital shuttles, various support craft
Note: The Inexpugnable improves the fire control of all capital ships within a 5 Space units radius by +1D with a successful Moderate sensors check.

Centurion Battlecruiser

Craft: Star Forge Manufacture Centurion-class Battlecruiser
Affiliation: Old Republic
Era: Old Republic / Sith
Source: Knights of the Old Republic Campaign Guide (pages 162-163)
Type: Battlecruiser
Scale: Capital
Length: 1,200 meters
Skill: Capital ship piloting: Centurion Battlecruiser
Crew: 31,452, gunners: 297
Crew Skill: All skills 3D
Passengers: 7,400 (troops)
Cargo Capacity: 32,000 metric tons
Consumables: 5 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Space: 5
Maneuverability: 1D+2
Hull: 6D+1
Shields: 2D+2
Sensors:
  Passive: 40/1D+1
  Scan: 75/2D+2
Weapons:
18 Medium Turbolaser Cannons
*Fire Arc:* 5 front, 5 left, 5 right, 3 back
*Crew:* 6
*Skill:* Capital ship gunnery
*Fire Control:* 2D+1
*Space Range:* 3-15/35/75
*Atmosphere Range:* 6-30/70/150 km
*Damage:* 5D

18 Heavy Ion Cannons
*Fire Arc:* 5 front, 5 left, 5 right, 3 back
*Crew:* 6
*Skill:* Capital ship gunnery
*Fire Control:* 3D
*Space Range:* 3-15/35/75
*Atmosphere Range:* 6-30/70/150 km
*Damage:* 3D

18 Light Laser Cannons
*Fire Arc:* 4 front, 6 left, 6 right, 2 back
*Crew:* 3
*Scale:* Starfighter
*Skill:* Starship gunnery
*Fire Control:* 3D+2
*Space Range:* 1-3/12/25
*Atmosphere Range:* 100-300/1.2/2.5 km
*Damage:* 3D

9 Tractor Beam Projectors
*Fire Arc:* 2 front, 3 left, 3 right, 1 back
*Crew:* 3
*Skill:* Capital ship gunnery
*Fire Control:* 3D
*Space Range:* 1-5/15/30
*Atmosphere Range:* 2-10/30/60 km
*Damage:* 4D
*Carried Craft:* 96 Sith Interceptors, various support vehicles

Arkanian Legacy
*Craft:* The Adasca BioMechanical Corporation of Arkania Custom Spaceship
*Affiliation:* Adascorp
*Era:* Old Republic
*Source:* Wizards Website
*Type:* Corporate headquarters ship
*Scale:* Capital
*Length:* “Massive”
*Skill:* Capital ship piloting
*Crew:* 5,000, gunners: 192

Passengers: 104,079
*Cargo Capacity:* 10,000 metric tons
*Consumables:* 2 years
*Cost:* Not for sale
*Hyperdrive Multiplier:* x2
*Hyperdrive Backup:* x8
*Nav Computer:* Yes
*Maneuverability:* 1D
*Space:* 3
*Hull:* 5D
*Shields:* 2D
*Sensors:* 1D
*Passive:* 10/0D
*Scan:* 25/1D
*Weapons:* 12 Light Turbolaser Cannons
*Fire Arc:* 3 front, 3 left, 3 right, 3 back
*Crew:* 4
*Fire Control:* 3D
*Space Range:* 1-5/10/17
*Atmosphere Range:* 100-500/1.7 km
*Damage:* 3D

36 Medium Turbolaser Cannons
*Fire Arc:* 6 front, 12 left, 12 right, 6 back
*Crew:* 4
*Fire Control:* 3D
*Space Range:* 1-5/10/17
*Atmosphere Range:* 100-500/1.7 km
*Damage:* 5D
*Carried Craft:* 24 starfighters, 9 shuttles, various research and transport craft
Creatures

Firaxa

Type: Aquatic predator
Planet of Origin: Manaan
DEXTERITY 3D
PERCEPTION 4D
Search 6D+1
STRENGTH 8D

Special Abilities:
Blood in Water: Firaxa deal +1D damage against targets that have taken damage since the start of the firaxa’s last turn.
Scent: Firaxa ignore concealment and cover when making search rolls to notice opponents within 40 meters, and they take no penalty from poor visibility when tracking.
Sonic Vulnerability: Weapons that deal sonic damage deal +1D against a firaxa.
Low-Light Vision: Firaxa can see twice as far as a human in dim light.
Bite: Does STR+1D damage.
Move: 15 (swimming)
Size: 10-20 meters
Source: Wizards Website

Gizka

Type: Reptilian vermin
DEXTERITY 3D
PERCEPTION 3D+1
Search 5D, sneak 5D
STRENGTH 1D

Brawling: grappling 3D, digging 4D

Special Abilities:
Gnaw: Gizka gain +1D damage when biting objects.
Move: 6-8
Size: 0.3 meters tall
Source: Wizards Website

Horned Kath Hound

Type: Plains predator
Planet of Origin: Dantooine
DEXTERITY 2D
PERCEPTION 2D
Search 4D, tracking 5D
STRENGTH 4D+1
Jumping 7D

Special Abilities:
Claws: Do STR+2 damage.
Horns: Do STR+1D damage.
Head-Butt: Head-butting adds +2 to brawling and does STR+1D+2 damage (including horns).
Move: 10
Size: 1 meter tall
Source: Wizards Website

Iriaz

Type: Herd herbivore
Planet of Origin: Dantooine
DEXTERITY 4D
Running 5D
PERCEPTION 3D+2
Search 6D+1
STRENGTH 3D
Jumping 6D

Special Abilities:
Horns: Do STR+1D damage.
Sprint: Once per encounter, as a free action an iriaz can double its Move for 1 round.
Move: 13
Size: About 1.6 meters tall
Source: Wizards Website
Kath Hound

**Type:** Plains predator  
**Planet of Origin:** Dantooine  
**DEXTERITY 2D**  
**PERCEPTION 2D**  
**Search 4D, tracking 5D**  
**STRENGTH 3D+1**  
**Jumping 6D**  
**Special Abilities:**  
**Claws:** Do STR+1 damage.  
**Bite:** Does STR+2 damage.  
**Head-Butt:** Head-butt adds +2 to brawling and does STR+2 damage.  
**Move:** 10  
**Size:** 1 meter tall  
**Source:** Knights of the Old Republic Campaign Guide (page 223)

Mykal

**Type:** Aerial predator  
**Planet of Origin:** Kashyyk  
**DEXTERITY 4D**  
**PERCEPTION 2D+1**  
**STRENGTH 3D+1**  
**Special Abilities:**  
**Bite:** Does STR+2 damage.  
**Move:** 14 (flying)  
**Size:** 5-6 meters wingspan  
**Source:** Wizards Website

Rakghoul Disease: A Human bitten by a rakghoul must succeed at a Very Difficult stamina roll or contract rakghoul disease. If a Human contracts the disease, he or she must make a Very Difficult stamina roll every hour or suffer -1 penalty to Strength. This disease cannot be healed normally. The damage can be healed only by application of a serum or other agent specifically designed to combat rakghoul disease. When a target infected with the disease is reduced to Strength of 0, it dies and immediately becomes a rakghoul, powerful characters become rakghoul fiends.

**Exceptional Reflexes:** Gain a +1D bonus to all Perception rolls made to determine initiative.

**Move:** 10  
**Size:** Varies widely  
**Source:** Wizards Website, Knights of the Old Republic Campaign Guide (page 223)

Viper Kinrath

**Type:** Insectile predator  
**Planet of Origin:** Kashyyk and Dantooine  
**DEXTERITY 4D**  
**PERCEPTION 3D**  
**Search 5D**  
**STRENGTH 5D**  
**Special Abilities:**  
**Blind:** Kinrath are blind and locate prey through a combination of heat sensing and smell, thus they suffers no penalties related to poor visibility.  
**Stinger:** The viper kinrath’s stinger deals STR+1 damage, plus poison.  
**Poison:** If a viper kinrath deals damage with its sting attack, the target is also poisoned. The target must make a Moderate stamina roll or suffer 2D+2 damage. The poison attacks each round until cured with a Moderate first aid roll.  
**Move:** 10  
**Size:** 2.2 meters tall  
**Source:** Wizards Website
**Droids**

**ET-47 Communications Droid**

*Type:* Automata Galactica ET-47 Communications Droid  
**DEXTERITY 2D**  
**KNOWLEDGE 2D+2**  
Languages 4D, planetary systems 3D+2  
**MECHANICAL 3D**  
Communication 6D, sensors 3D+2  
**PERCEPTION 2D**  
Command: droids 3D, persuasion 3D  
**STRENGTH 1D**  
**TECHNICAL 3D**  
Computer programming/repair 6D  
**Equipped With:**  
- Walking locomotion  
- 2 hand appendages  
- Translator unit (+2D to languages)  
- Vocabulator  
**Move:** 6  
**Size:** 1.5 meters tall  
**Cost:** 2,700 credits  
**Source:** Knights of the Old Republic Campaign Guide (pages 80-81)

**G0-T0 Infrastructure-Planning Droid**

*Type:* Aratech G0-T0 Infrastructure-Planning Droid  
**DEXTERITY 3D**  
**KNOWLEDGE 3D**  
Bureaucracy 5D, cultures 4D, scholar: planetary infrastructure management 7D, planetary systems 5D+2  
**MECHANICAL 3D**  
**PERCEPTION 3D**  
Command 4D, persuasion 5D+2  
**STRENGTH 1D**  
**TECHNICAL 3D**  
Computer programming/repair 6D  
**Equipped With:**  
- Repulsorlift engine  
- 2 tool appendages  
- Electroshock probe (3D stun/ion damage)  
- Holorecorder/projector  
- Improved sensor package (+2D to search)  
- Integrated comlink  
**Move:** 8 (flying)  
**Size:** 0.3 meter diameter  
**Cost:** 60,000 credits  
**Source:** Knights of the Old Republic Campaign Guide (pages 81-82)

**T3 Utility Droid**

*Type:* Duwani Mechanical Products T3-series Utility Droid  
**DEXTERITY 2D+1**  
**KNOWLEDGE 1D+2**  
**MECHANICAL 2D+2**  
**PERCEPTION 1D**  
**STRENGTH 1D**  
**TECHNICAL 2D+2**  
Computer programming/repair 4D+2, droid programming 3D, droid repair 3D, space transport repair 4D+2  
**Equipped With:**  
- Stun ray (4D stun damage)  
- Electroshock probe (2D ion damage)  
- Electric arc welder  
- Fire extinguisher  
- Video and auditory sensors (+2D to search, negates darkness penalties)  
- Holorecorder/projector  
- Internal storage space (2 Kg)  
- 5 tool appendages  
- 4 wheeled magnetic feet  
**Move:** 8  
**Size:** 1 meter tall  
**Cost:** 3,500 credits  
**Source:** Knights of the Old Republic Campaign Guide (page 216)

**GE3 Protocol Droid**

*Type:* Czerka Corporation GE3-series Protocol Droid  
**DEXTERITY 1D**  
**KNOWLEDGE 2D+2**  
Alien species 5D, bureaucracy 6D, cultures 6D, languages 8D  
**MECHANICAL 1D**  
**PERCEPTION 2D**  
Persuasion 4D+2  
**STRENGTH 1D**
TECHNICAL 1D
Equipped With:
- Humanoid body (two arms, two legs, head)
- Audio recorder
- Vocabulator
- Basic processor
- Translator unit
Move: 8
Size: 1.7 meters tall
Cost: 2,500 (new)
Equipment: Comlink
Source: Knights of the Old Republic Campaign Guide (pages 82-83)

GG Hospitality Droid
Type: Adascorp GG-series Hospitality Droid
DEXTERITY 2D
KNOWLEDGE 2D
- Bureaucracy 4D, cultures 4D
- MECHANICAL 1D+2
- Communications 3D+2
- PERCEPTION 2D+2
- Persuasion 6D
STRENGTH 1D
TECHNICAL 1D
Equipped With:
- Humanoid body (two arms, two legs, head)
- Vocabulator
- Basic processor
Move: 8
Size: 1.6 meters tall
Cost: 4,000 (new)
Equipment: Comlink
Source: Knights of the Old Republic Campaign Guide (pages 83-84)

Juggernaut War Droid
Type: Duwani Mechanical Products Juggernaut War Droid
DEXTERITY 3D+2
- Blaster 4D, dodge 4D, pulse-wave rifle 4D+2, shatter beam 4D+1, sonic weapons 4D+1
KNOWLEDGE 2D
MECHANICAL 2D
- Jet pack operation 4D
PERCEPTION 2D+2
- Search 3D
STRENGTH 3D+2
- Lifting 5D
TECHNICAL 1D
Equipped With:
- Humanoid body (two arms, two legs, head)
- 2 tool mounts
- Vocabulator
- Durasteel plating (+1D to Strength to resist damage)
- Jet pack (also provides swim speed)
- Pulse-wave rifle (5D)
- Shatter beam (5D, deals double damage to objects)
- Heavy sonic pistol (4D)
Move: 10 (fly, walk or swim)
Size: 1.8 meters tall
Cost: 20,000 credits
Source: Knights of the Old Republic Campaign Guide (pages 85-86)

K-X12 Probe Droid
Type: MerenData K-X12 Probe Droid
DEXTERITY 3D
- Blaster 4D, dodge 4D
KNOWLEDGE 2D
MECHANICAL 1D
PERCEPTION 2D+2
- Search 6D, sneak 5D
STRENGTH 1D
- Lifting 3D
TECHNICAL 2D
- Computer programming/repair 4D
Equipped With:
- Repulsorlift unit
- 3 claw appendages
- 1 tool appendage
- Improved sensor package (+2D to search rolls)
- Self-destruct system
- Holorecorder
- Integrated blaster (4D)
Move: 8
Size: 1 meter tall
Cost: 6,000 credits
Source: Knights of the Old Republic Campaign Guide (page 86)

Patrol Droid Mark I
Type: Municipal Patrol Droid Mark I
DEXTERITY 4D
- Blaster 4D+2, dodge 6D
KNOWLEDGE 2D
MECHANICAL 1D
PERCEPTION 2D+1
- Search 5D
**STRENGTH 1D**
**TECHNICAL 1D**
Computer programming/repair 4D

**Equipped With:**
- Repulsorlift unit
- 2 tool mounts
- 2 onboard blasters (4D)

**Move:** 10
**Size:** 0.35 meters
**Cost:** 4,700 credits

**Source:** Knights of the Old Republic Campaign Guide (pages 86-87)

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**Devastator War Droid**

*Type:* Ubrikkian Steamworks Devastator War Droid

**DEXTERITY 4D**
Blaster 6D, dodge 5D+1

**KNOWLEDGE 2D**

**MECHANICAL 1D**

**PERCEPTION 2D+1**
Search 6D

**STRENGTH 3D**
Brawling 4D

**TECHNICAL 1D**
Security 2D+2

**Equipped With:**
- Humanoid body (two legs, two arms, head)
- Durasteel shell (+1D+2 to Strength to resist damage)
- Redundant systems (penalty per Wound is -2 instead of -1D)
- Internal comlink
- Vocabulator

**Move:** 10
**Size:** 1.75 meters
**Cost:** 12,000 credits

**Equipment:** Blaster rifle (5D)

**Source:** Knights of the Old Republic Campaign Guide (page 87)

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**Sentinel Droid**

*Type:* Kellenech Technologies Sentinel Droid Mark I

**DEXTERITY 3D+2**
Blaster 4D, dodge 4D

**KNOWLEDGE 1D+1**

**MECHANICAL 1D**

**PERCEPTION 2D**
Search 3D

**STRENGTH 3D+2**
Brawling 4D

**TECHNICAL 1D**
Security 2D

**Equipped With:**
- Humanoid body (two legs, two arms, head)
- Durasteel shell (+1D+1 to Strength to resist damage)
- Internal comlink
- Vocabulator

**Move:** 10
**Size:** 1.75 meters
**Cost:** 2,400 credits

**Equipment:** Blaster rifle (5D)

**Source:** Knights of the Old Republic Campaign Guide (pages 87-88)

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**S6 Security/Maintenance Droid**

*Type:* MerenData 56-series Security/Maintenance Droid

**DEXTERITY 5D**

**KNOWLEDGE 1D**

**MECHANICAL 1D**

**PERCEPTION 2D+1**
Search 5D

**STRENGTH 1D**

**TECHNICAL 2D**
Computer programming/repair 4D, droid programming 4D, droid repair 4D

**Equipped With:**
- Repulsorlift unit
- 2 tool appendages
- Improved sensor package (+2D to search)
- Internal comlink

**Move:** 16 (flying)
**Size:** 0.25 meters
**Cost:** 2,000 credits

**Source:** Knights of the Old Republic Campaign Guide (page 88)
T1 Bulk Loader Droid

Type: Kellenech Technologies T1-LB Bulk Loader Droid
DEXTERITY 2D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 6D
Lifting 9D, stamina 10D
TECHNICAL 1D
Equipped With:
-2 legs
-2 heavy grasper arms
-Internal storage space (5 Kg)
-Duranium armor plating (+1D to Strength against physical damage)
Move: 13
Size: 2.6 meter tall
Cost: 6,000 credits
Source: Knights of the Old Republic Campaign Guide (page 88)

R-8009 Utility Droid

Type: Serv-O-Droid R-8009 Utility Droid
DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
Search 3D
STRENGTH 1D
Lifting 2D
TECHNICAL 1D
Computer programming/repair
2D, machinery repair
2D
Equipped With:
-Repulsorlift unit
-4 tool appendages
-Varying maintenance and cleaning equipment
Move: 8
Size: 0.9 meters tall
Cost: 800 credits
Source: Knights of the Old Republic Campaign Guide (page 89)

Mark I Assault Droid

Type: Czerka Corporation Mark I Assault Droid
DEXTERITY 3D
Blaster 4D, flame projectors 4D
KNOWLEDGE 2D
MECHANICAL 1D
PERCEPTION 1D+2
Search 5D
STRENGTH 3D
Brawling 3D+2
TECHNICAL 1D
Equipped With:
-Walking locomotion
-3 tool mounts
-2 claw appendages (STR+2 damage)
-Duranium plating (+1D to Strength to resist physical damage)
-Shield generator (+2D to Strength to resist energy damage)
-2 onboard blasters (5D)
-Built-in flamethrower (4D per round until put out)
Move: 7
Size: 1.85 meters tall
Cost: 14,910 credits
Source: Knights of the Old Republic Campaign Guide (page 165)

Mark IV Assault Droid

Type: Czerka Corporation Mark IV Assault Droid
DEXTERITY 2D
Blaster cannon 3D, dodge 3D
KNOWLEDGE 2D
MECHANICAL 1D
PERCEPTION 1D+1
Search 4D+1
STRENGTH 3D+2
TECHNICAL 1D
Equipped With:
-4 legs
-1 tool mount
-Duranium plating (+1D to Strength to resist physical damage)
-Shield generator (+1D+1 to Strength to resist energy damage)
Double blaster cannon (7D, 2-meter blast radius)

**Move:** 9
**Size:** 0.7 meters tall
**Cost:** 16,270 credits
**Source:** Knights of the Old Republic Campaign Guide (page 165)

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**Krath War Droid**

**Type:** The Krath War Droid

**DEXTERITY 3D+2**
- Dodge 5D, melee combat 5D+2,
- melee parry 5D+2, pulse-wave pistol 5D

**KNOWLEDGE 1D**

**MECHANICAL 1D**

**PERCEPTION 1D**
- Search 3D

**STRENGTH 5D**

**TECHNICAL 1D**

**Equipped With:**
- Humanoid body (two arms, two legs, head)
- Durasteel battle armor (+1D to Strength to resist physical damage)

**Equipment:** Short sword (STR+1D+2 damage), pulse-wave pistol (4D+2 damage)

**Move:** 10
**Size:** 1.7 meters tall
**Cost:** 11,000 credits
**Source:** Knights of the Old Republic Campaign Guide (page 222)

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**Rakatan Guardian Droid**

**Type:** Rakatan Guardian Droid

**DEXTERITY 3D**
- Blaster 5D, carbonite projector 5D, dodge 5D+2, flame projector 5D

**KNOWLEDGE 2D**
- Languages 2D, survival 5D

**MECHANICAL 1D**

**PERCEPTION 2D**
- Search 6D

**STRENGTH 2D**
- Stamina 6D

**TECHNICAL 2D**
- Droid repair 5D

**Equipped With:**
- Walking locomotion
- Improved sensor package (+2D to search and infrared vision)
- Internal generator (indefinitely self-powered)
- Duranium plating (+1D to Strength against physical damage)
- Integrated blaster (5D)
- Integrated flamethrower (4D per round until extinguished)
- Carbonite projector (5D stun)

**Equipment:** Short sword (STR+1D+2 damage), pulse-wave pistol (4D+2 damage)

**Move:** 14
**Size:**
**Cost:** Not available for sale
**Source:** Knights of the Old Republic Campaign Guide (page 223)

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**Goto**

**Type:** Aratech G0-T0 Infrastructure-Planning Droid

**DEXTERITY 3D+1**
- Blaster 4D, dodge 4D, melee combat: electroshock probe 3D+2

**KNOWLEDGE 3D**
- Bureaucracy 5D+2, cultures 4D+2, scholar: planetary infrastructure management 7D, planetary systems 6D+1

**MECHANICAL 3D**

**PERCEPTION 3D**
- Con 5D, command 4D+2, persuasion 6D+1

**STRENGTH 1D**

**TECHNICAL 3D**
- Computer programming/repair 6D+2

**Equipped With:**
- Repulsorlift engine
- 2 tool appendages
- Electroshock probe (3D stun/ion damage)
  - Integrated blaster (4D+1)
  - Holorecorder/projector
  - Improved sensor package (+2D to search)
  - Integrated comlink

- Vocabulator

**Move:** 8 (flying)
**Size:** 0.3 meter diameter
**Cost:** Not for sale
**Source:** Knights of the Old Republic Campaign Guide (page 212)

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**HK-24 Assassin Droid**

**Type:** Czerka Corp. HK-24 Series Assassin Droid

**DEXTERITY 4D**
- Blasters: blaster rifle 5D+2, dodge 5D, melee combat 4D+1

**KNOWLEDGE 2D+1**
- Intimidation 3D, tactics 3D

**MECHANICAL 2D+2**

**PERCEPTION 2D+1**
- Persuasion 4D+2, sneak 3D

**STRENGTH 3D+1**
Brawling 4D, stamina 5D

**TECHNICAL 2D**

**Equipped With:**
- Walking locomotion
- -2 hand appendages
- -2 tool appendages
- Improved telescopic sensor package (+2 to search)
- Improved infrared vision (can see in the dark up to 30 meters)
- Translator unit (+2D to languages)
- -Vocabulator
- Durasteel battle armor (+1D/+2 to resist damage)

**Equipment:** Blaster rifle (5D)

**Move:** 10

**Size:** 1.8 meters tall

**Cost:** Not available for sale (estimated 24,000 credits)

**Source:** Knights of the Old Republic Campaign Guide (page 84)

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**HK-50 Assassin Droid**

**Type:** Czerka Corporation HK-50 Series Assassin Droid

**DEXTERITY 4D**

Blasters 5D, blasters: blaster rifle 6D+2, dodge 5D+2, melee combat 5D

**KNOWLEDGE 2D+2**

- Intimidation 3D+1, tactics 3D+2

**MECHANICAL 2D+2**

**PERCEPTION 2D+2**

Persuasion 5D+2, sneak 3D+2

**STRENGTH 3D+2**

Brawling 4D+2, stamina 6D

**TECHNICAL 2D+2**

**Equipped With:**
- Walking locomotion
- -2 hand appendages
- -2 tool appendages
- Improved telescopic sensor package (+2 to search)
- Improved infrared vision (can see in the dark up to 30 meters)
- Translator unit (+2D to languages)
- Vocabulator
- Durasteel battle armor (+1D/+2 to resist damage)

**Equipment:** Blaster rifle (5D)

**Move:** 10

**Size:** 1.8 meters tall

**Cost:** Not available for sale (estimated 33,000 credits)

**Source:** Knights of the Old Republic Campaign Guide (page 85)

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**HK-47**

**Type:** Modified HK Assassin Droid

**DEXTERITY 4D**

Blasters 6D, blaster artillery 5D, dodge 5D, melee combat 5D, melee parry 4D+2

**KNOWLEDGE 2D+2**

- Intimidation 5D+2, languages 5D, streetwise 4D+1, tactics 4D+2

**MECHANICAL 2D+2**

**PERCEPTION 2D+2**

Con 6D+2, hide 5D+1, search 7D, persuasion 4D+2, sneak 5D+1

**STRENGTH 3D+1**

**TECHNICAL 2D+2**

Computer programming/repair 4D, demolitions 6D+2, repulsorlift repair 3D+2

**Equipped With:**
- Encrypted comlink
- Environmental compensator
- Locked access (the droid's shut-down switch is secured or internally located)
- Secondary battery
- Self-destruct system (disabled)
- Improved telescopic sensor package (+2 to search)
- The droid's visual sensors include a long-range capability
- Improved infrared vision (can see in the dark up to 30 meters)
- Motion sensors (+2 to search rolls against moving targets)
- Sonic sensors (+2 to search rolls that involve sound)

**Special Abilities:**

- **Protected Memory Core:** By careful use of the **droid repair** skill, HK's master, and only the meatbag he calls "master," can unlock his memories and hidden abilities. HK-47 himself may not make the attempt since his programming prevents it. Each attempt takes more time and skill the deeper one digs. The Core Levels must be unlocked one at a time with a reasonable amount of time between attempts.

  - **Core Level 1:** Difficulty: Moderate. Time taken: 5 rounds.

  Success: HK-47 gains an immediate +1 permanent increase to **Strength or Dexterity** (master's choice). Memory of currently malfunctioning "assassination protocol" and of previous master restored.

  Failure: No effect.

  - **Core Level 2:** Difficulty: Difficult. Time taken: 8 rounds.

  Success: HK-47 gains an immediate +2 permanent increase to **Knowledge, Perception or Technical** (master's choice). Memories of another previous master restored.

  Failure: HK-47 suffers a permanent -1 loss to **Strength or Dexterity**.

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![HK-47 Image](image_url)
Success: HK-47 gains an immediate +1 permanent increase to the attribute of the master's choice, and a permanent +1 bonus to dodge and parry rolls. Memories of yet another deceased master restored.
Failure: HK-47 suffers a permanent -1 loss to Knowledge, Perception, or Technical, and a permanent -1 penalty on all attack rolls.
- Core Level 4: Difficulty: Heroic. Time taken: 18 rounds.
Success: Assassination protocols, self-destruct system, and memory core fully restored. Memory of original master returns. HK-47 receives permanent +1 increase in all attributes, a +1 bonus on attack rolls, and a +1 bonus to dodge and parry rolls. If the original and current masters are not one and the same (which the GM can arrange), HK-47 will immediately attempt to return to his original builder, as violently as possible.
Failure: System reboot. HK-47 reverts to whatever state he was in when purchased (indicated by the stats above) and must begin the process of rediscovery anew. Penalties from previous failed droid repair rolls as well as bonuses are erased, though the independent core remains intact.
Assassination Protocols: Assassination protocols may only be unlocked through a successful Core Level 4 droid repair roll (see above) and grant HK-47 an additional +2 bonus on attack rolls and a +2 bonus to dodge and parry rolls when in combat against his target or targets. Only the master may name the targets, of which there can be no more than five, and HK-47 will pursue their elimination to the exclusion of all other duties until the task is completed.

Move: 10
Size: 1.8 meters tall
Cost: Not for sale
Source: Knights of the Old Republic Campaign Guide (pages 212-213), Wizards Website

Elbee

Type: Modified Kellenech Technologies T1-LB Bulk Loader Droid
DEXTERY 2D
KNOWLEDGE 1D+1

MECHANICAL 1D
PERCEPTION 1D+1
STRENGTH 6D
Lifting 9D, stamina 10D+1
TECHNICAL 1D
Equipped With:
-2 legs
-2 heavy grasper arms
-Internal storage space (5 Kg)
-Duranium armor plating (+1D to Strength against physical damage)
-Speech processor
Move: 13
Size: 2.6 meter tall
Cost: Not for sale
Source: Wizards Website

T3-M4

Type: Modified T3-series Astromech Droid
DEXTERY 2D+2
DEXTERITY 2D+2
KNOWLEDGE 2D
Blasters 4D
Alien species 3D, scholar: chemistry 4D, scholar: engineering 4D, tactics 3D
MECHANICAL 3D
Astrogation 6D, space transports 5D
PERCEPTION 2D
Forgery 4D+1, hide 2D+2, search 4D, sneak 2D
STRENGTH 2D
TECHNICAL 3D
Computer programming/repair 7D, demolitions 6D+2, droid programming 4D, droid repair 4D, security 5D+1, space transport repair 6D
Equipped With:
-Integrated blaster pistol (4D+2 damage, stun option)
-Electroshock probe (2D ion damage)
-Electric arc welder
-Fire extinguisher
-Video and auditory sensors (+2D to search, negates darkness penalties)
-Holorecorder/projector
-Internal storage space (2 Kg)
-5 tool appendages
-4 wheeled magnetic feet
Move: 8
Size: 1 meter tall
Source: Knights of the Old Republic Campaign Guide (page 216)
Weapons

**Mandalorian Stunning Gauntlet**
Model: Mandalorian Stunning Gauntlet
Type: Powered brawling weapon
Scale: Character
Skill: Brawling
Cost: 200-300/pair (depending on size)
Availability: 2, R
Difficulty: Easy
Damage: STR+1 stun damage
Source: Knights of the Old Republic Campaign Guide (page 202)

**Short Sword**
Model: Standard Short Sword
Type: Melee weapon
Scale: Character
Skill: Melee combat: sword
Cost: 40
Availability: 1
Difficulty: Easy
Damage: STR+1D+2 (maximum: 4D)
Source: Knights of the Old Republic Campaign Guide (pages 64-65)

**War Sword**
Model: Generic Longsword/Broadsword
Type: Melee weapon
Scale: Character
Skill: Melee combat: longsword/broadsword
Cost: 150
Availability: 2, F or R
Difficulty: Moderate
Damage: STR+2D (maximum: 6D)
Source: Knights of the Old Republic Campaign Guide (pages 64-66), d20 Core Rulebook (page 134), Adventure Journal 2 (page 203)

**Double-bladed Sword**
Model: Standard Double Sword
Type: Double-bladed sword
Scale: Character
Skill: Melee combat: double-bladed sword
Cost: 120
Availability: 2
Difficulty: Moderate
Damage: STR+2D (max: 5D)
Game Notes: Characters with the double-bladed sword specialization gain a +5 bonus to melee parry rolls.
Source: Knights of the Old Republic Campaign Guide (pages 64-66)

**Fira**
Model: Order of Shasa Fira
Type: Traditional selkath curved blade
Scale: Character
Skill: Melee combat: swords
Cost: 100
Availability: 4
Difficulty: Easy
Damage: STR+2D+2 (maximum: 5D+2)
Game Notes: This weapon is made with a cortosis alloy and can parry lightsabers without taking damage.
Source: Knights of the Old Republic Campaign Guide (page 64)

**Dire Sword**
Model: Dire Longsword/Broadsword
Type: Melee weapon
Scale: Character
Skill: Melee combat: longsword/broadsword
Cost: 100
Availability: 2
Difficulty: Moderate
Damage: STR+2D+2 (maximum: 6D)
Source: Knights of the Old Republic Campaign Guide (pages 64-66)

**Mythosaur Axe**
Scale: Character
Skill: Melee combat: axe
Cost: 1,000
Availability: 4, F
Difficulty: Easy
Damage: STR+2D (max: 5D)
Source: Knights of the Old Republic Campaign Guide (page 202)

**Mandalore the Ultimate’s Mythosaur Axe**
Scale: Character
Skill: Melee combat: axe
Cost: Not available for sale
Availability: 4, X
Difficulty: Moderate
Damage: STR+4D (max: 7D)
Source: Knights of the Old Republic Campaign Guide (page 202)

**Arg’garok**
Model: Gamorrean Warrior’s Arg’garok Axe
Type: Large Melee weapon
Scale: Character
Skill: Melee combat: Arg’garok
Cost: 1,000 (150-250 on Gamorr or Pzob)
Availability: 3, R
Difficulty: Moderate
Damage: STR+2D+2 (maximum: 7D+2)
Game Notes: Anyone with a strength less than 4D attempting to wield this weapon suffers a -2D penalty to their attack roll.
Source: Knights of the Old Republic Campaign Guide (pages 64-65), Ultimate Alien Anthology (page 62)

**Zhaboka**
Model: Iridonian Zhaboka Double-Bladed Fighting Pike
Type: Double-bladed pike
Scale: Character
Skill: Melee combat: double-bladed pike
Cost: 750-1,000 (includes shoulder scabbard)
Availability: 3, R
Difficulty: Difficult
Damage: STR+2D (max: 6D)
Game Notes: Characters with the double-bladed pike specialization gain a +5 bonus to melee parry rolls. Weapon can be unlocked at the grip and folded in half for ease of transport.

Source: Knights of the Old Republic Campaign Guide (pages 64/66)

Dire Vibroblade
Model: Vlaxar two-handed 22B-1 Vibro
Type: Advanced Melee weapon
Scale: Character
Skill: Melee combat: vibroblade
Cost: 60
Availability: 2, F
Difficulty: Moderate
Damage: STR+3D+2 (maximum: 6D+2)

Source: Knights of the Old Republic Campaign Guide (pages 64-65)

Double Vibroblade
Model: Czerka Double Vibroblade
Type: Double vibroblade
Scale: Character
Skill: Melee combat: double vibroblade
Cost: 550
Availability: 3, F
Difficulty: Difficult
Damage: STR+3D (max: 7D)

Game Notes: Characters with the double vibroblade specialization gain a +5 bonus to melee parry rolls.

Source: Knights of the Old Republic Campaign Guide (pages 64-65)

Shockstaff
Model: Arkanian Mechanicals Shockstaff
Type: Electric staff
Scale: Character
Skill: Melee combat: shockstaff
Cost: 3,500
Availability: 3, R
Difficulty: Moderate
Damage: STR+3D (max: 6D), plus 3D stun damage

Game Notes: Characters with the shockstaff specialization gain a +5 bonus to melee parry rolls. This weapon can parry lightsabers without taking damage.

Source: Knights of the Old Republic Campaign Guide (pages 64-65)

Shyarn
Model: Cerean Shyarn Blade
Type: Magnetically Charged Melee weapon
Scale: Character
Skill: Melee combat: Shyarn
Cost: 40
Availability: 4
Difficulty: Easy
Damage: STR+3D+2 (maximum: 6D+2)

Game Notes: Characters with the shyarn specialization gain an additional +2 to hit characters with armor, and a +2 to parry metal melee weapons.

Source: Knights of the Old Republic Campaign Guide (pages 64-65)

Lightfoil
Type: Lightfoil
Scale: Character
Skill: Lightsaber
Cost: 4,500
Availability: 4, R
Damage: 5D

Game Notes: Lightfoils are more common in the Knights of the Old Republic era than in other eras, and are more reliable, and are likely to do as much damage as a lightsaber. However, gamemasters should be aware that these advantages are not available for characters desiring the weapon anytime outside the Knights of the Old Republic era, given that the art of making quality lightfoils is soon lost.

Source: Knights of the Old Republic Campaign Guide (pages 64-65)

Massassi Lanvarok
Model: Massassi Lanvarok
Type: Disk launcher/polearm
Scale: Character
Skill: Melee weapons: Massassi Lanvarok / Thrown weapons: Massassi Lanvarok
Ammo: Enough for one burst
Cost: 250
Availability: 4, X
Range: 2-5/10/20
Difficulty: Moderate
Damage: STR+1D+2 (Max: 7D) / 3D+1 (discs)

Game Notes: Useable either as a ranged or melee weapon. When used as a ranged weapon, the disks launched from the lanvarok spread out, increasing the chances of a hit. This grants a 1D bonus to hit any target within 10 meters. Anyone using a lanvarok who also possesses the Telekinesis Force power can extend this bonus to the full range of the weapon with a successful use of that power. A lanvarok takes a full round to load.

Source: The Dark Side Sourcebook (page 58), Knights of the Old Republic Campaign Guide (pages 68-69)

Sith Lanvorok
Model: Sith Lanvarok
Type: Disk launcher
Scale: Character
Skill: Thrown weapons: Sith Lanvarok
Ammo: Enough for one burst
Cost: 4,000
Availability: 4, X
Range: 2-10/20/40
Damage: 3D+1

Game Notes: The Sith Lanvarok is useable only as a ranged weapon. The disks launched from the lanvarok spread out, increasing the chances of a hit. This grants a 1D bonus to hit any target within 10 meters. Anyone using a lanvarok who also possesses the Telekinesis Force power can extend this bonus to the full range of the weapon with a successful use of that power. A lanvarok takes a full round to load.
**Blaster Assault Rifle**

Model: Czerka L-21 Suppressor  
Type: High accuracy assault rifle  
Scale: Character  
Skill: Blaster: blaster rifle  
Ammo: 50  
Cost: 1,000  
Availability: 3, X  
Range: 3-50/200/450  
Damage: 5D  
Source: Knights of the Old Republic Campaign Guide (pages 67-68)

**Sith Blaster Rifle**

Model: Czerka XKCD-311  
Type: Blaster rifle  
Scale: Character  
Skill: Blaster: blaster rifle  
Ammo: 100  
Cost: Not available for sale  
Availability: 3, X  
Range: 3-30/100/300  
Damage: 5D  
Source: Knights of the Old Republic Campaign Guide (pages 148)

**Commando Special Rifle**

Model: Gra'tl Industries 561 Special  
Type: Specialized blaster carbine  
Scale: Character  
Skill: Blaster: blaster carbine  
Ammo: 25  
Cost: 1,250 (85 ammo)  
Availability: 3, X  
Range: 3-25/50/75  
Damage: 5D+2  
Source: Knights of the Old Republic Campaign Guide (page 180)

**Repeating Blaster Carbine**

Type: Heavy repeating blaster  
Scale: Character  
Skill: Blaster: blaster carbine  
Ammo: 30  
Cost: 2,000  
Availability: 2, X  
Range: 3-25/50/200  
Damage: 6D+1  
Source: Knights of the Old Republic Campaign Guide (pages 67-68)

**Sonic Disruptor Pistol**

Model: Standard Sonic Disruptor Pistol  
Type: Anti-personnel weapon  
Scale: Character  
Skill: Blaster: sonic disruptor  
Ammo: 10  
Cost: 1,000  
Availability: 4, X  
Fire Rate: 2  
Range: 3-4/8/12  
Damage: 5D+2  
Game Notes: After 10 shots, the power pack may be recharged in lieu of purchasing additional ammunition. Sonic weapons are considered energy weapons when calculating damage with shields and armor, however sonic weapons may not be deflected with a lightsaber.  
Source: Knights of the Old Republic Campaign Guide (pages 68-69)

**Aural Blaster**

Model: Systech “Screamer” Aural blaster  
Type: Aural blaster  
Scale: Character  
Skill: Blaster: aural blaster pistol  
Ammo: 50  
Cost: 2,500 (power packs: 25)  
Availability: 2, R  
Range: 3-10/40/60  
Damage: 3D+2  
Game Notes: Any character taking damage from an aural blaster suffers as -2D penalty on perception based rolls until the end of the attacker's next turn.  
Source: Knights of the Old Republic Campaign Guide (pages 67-68)

**Carbonite Rifle**

Model: Kez'del Systems freeze rifle  
Type: Specialized carbonite rifle  
Scale: Character  
Skill: Blaster: carbonite rifle  
Ammo: 20  
Cost: 1,200 (power packs: 50)  
Availability: 2, F  
Range: 3-5/10/20  
Damage: 5D+2 (stun)  
Game Notes: Calculating damage on a carbonite rifle is similar to that of calculating stun damage. However, instead of a target being rendered unconscious, the target is caught by the quickly freezing and hardening stream that the rifle emits, and is then rendered immobilized. An immobilized target cannot make any actions or use any skills that are based on movement.  
Source: Knights of the Old Republic Campaign Guide (pages 68-69)

**Ion Carbine**

Model: Czerka 58-X23 Ion Carbine  
Type: Ionization gun  
Scale: Character  
Skill: Blaster: ion carbine  
Ammo: 30 (power packs: 25)  
Cost: 800  
Availability: 2, F  
Fire Rate: 1  
Range: 3-25/50/80  
Damage: 5D ionization damage  
Game Notes: Ion guns fire streams of energy that wreak havoc on electrical systems, and they are usually employed against droids, light vehicles, and
some types of equipment. When used normally, an ion gun fries a droid’s circuits and internal components, inflicting lethal damage. If set to “stun,” it works much the same as a blaster set on stun works against organic opponents. A droid stunned in such a way is out of commission for 2D minutes. An ion gun’s blast has no effect on organic targets, unless such targets have cybernetic replacements.

Source: Knights of the Old Republic Campaign Guide (pages 68/70)

Needler
Model: Czerka Industries Penetrator
Type: Slug throwing pistol
Scale: Character
Skill: Firearms: slugthrower pistol
Ammo: 10
Cost: 650 (ammo clip 20)
Availability: 1, F
Range: 0-3/10/20
Damage: 3D+1
Game Notes: Needlers throw a sharpened slug at the target that is not stopped by personal energy shields of the Knights of the Old Republic Era. Further, many who carried Needler pistols laced the projectiles with toxins to further damage their targets.

Source: Knights of the Old Republic Campaign Guide (pages 68-69)

Ripper
Model: Kal’na 321 “Eviscerater”
Type: Shrapnel throwing projectile weapon
Scale: Character
Skill: Firearms: ripper pistol
Ammo: 10
Cost: 750 (ammo clip 20)
Availability: 1, F
Range: 0-3/10/20
Damage: 3D+2
Game Notes: Ripper weapons bypass energy shields of the Knights of the Old Republic by throwing a variety of oddly shaped shrapnel in order to do physical damage (similar to flechette weapons of the Rebellion era).

Source: Knights of the Old Republic Campaign Guide (pages 68-69)

Pulse Wave Pistol
Model: Czerka Pulse L-631
Type: Pulse-wave blaster
Scale: Character
Skill: Pulse-wave weapons: blaster
Ammo: 50
Cost: 600 (power packs: 35)
Availability: 1, F
Fire Rate: 1
Range: 3-8/20/100
Damage: 4D
Source: Knights of the Old Republic Campaign Guide (pages 68, 69)

Pulse Wave Rifle
Model: Czerka KC-71 Pulse Wave Rifle
Type: Pulse-wave rifle
Scale: Character
Skill: Pulse-wave weapons: rifle
Ammo: 50
Cost: 550 (power packs: 50)
Availability: 2, F
Fire Rate: 1
Range: 3-20/75/150
Damage: 5D
Source: Knights of the Old Republic Campaign Guide (pages 68/70)

Sonic Pistol
Model: Tlas’Chel LD-18 Sonic Blaster Pistol
Type: Sonic blaster pistol
Scale: Character
Skill: Sonic Weapons: pistol
Ammo: 100
Cost: 900
Availability: 2, F
Fire Rate: 1
Range: 2-10/15/35
Damage: 3D+2
Game Notes: After 100 shots the power pack may be recharged in lieu of purchasing additional ammunition. Sonic weapons are considered energy weapons when calculating damage with shields and armor, however sonic weapons may not be deflected with a lightsaber.

Source: Knights of the Old Republic Campaign Guide (pages 68/70)

Heavy Sonic Pistol
Model: Tlas’Chel LD-44 Sonic Blaster Pistol
Type: Sonic blaster pistol
Scale: Character
Skill: Sonic Weapons: pistol
Ammo: 50
Cost: 1,250
Availability: 2, F
Range: 2-7/10/20
Damage: 4D+2
Game Notes: After 50 shots the power pack may be recharged in lieu of purchasing additional ammunition. Sonic weapons are considered energy weapons when calculating damage with shields and armor, however sonic weapons may not be deflected with a lightsaber.

Source: Knights of the Old Republic Campaign Guide (pages 68/70)

Sonic Rifle
Model: Tlas’Chel LD-44 Sonic Blaster Pistol
Type: Sonic blaster pistol
Scale: Character
Skill: Sonic Weapons: pistol
Ammo: 50
Cost: 900
Availability: 2, F
Range: 3-10/30/60
Damage: 4D+2
Game Notes: After 50 shots the power pack may be recharged in lieu of purchasing additional
ammunition. Sonic weapons are considered energy weapons when calculating damage with shields and armor, however sonic weapons may not be deflected with a lightsaber.

Source: Knights of the Old Republic Campaign Guide (pages 68/70)

**Cryoban Grenade**
Model: Irridonian C-46 Cryogenic Grenade  
Type: Explosive  
Scale: Character  
Skill: Grenade  
Cost: 500  
Availability: 1, R  
Range: 2-6/20/40  
Blast Radius: 0-2/4/6/10  
Damage: 4D+1/3D+2/3D/2D+1  
Game Notes: Cryoban grenades issue a blast of below freezing temperatures. It causes serious pain and immobility when it comes in contact with a target. Anyone taking damage from a Cryoban grenade has his or her movement reduced to 4 until the end of his or her next turn.  
Source: Knights of the Old Republic Campaign Guide (page 68)

**Adhesive Grenade**
Model: Czerka GL-85-K Sticky Grenade  
Type: Explosive  
Scale: Character  
Skill: Grenade  
Cost: 200  
Availability: 1, R  
Range: 3-7/20/40  
Blast Radius: 0-2/4/6/10  
Damage: 5D/4D/3D/2D  
Game Notes: Adhesive grenades are intended to immobilize, rather than destroy a target. By issuing a splatter of a sticky solution, the grenade can effectively trap a target in place. Once hit by the glue, a character must roll his Strength to resist. If the grenade damage is higher, than instead of taking damage, the character remains trapped in place for 3 rounds. If the character succeeds in making the Strength roll, then he need not make any other rolls while moving through the blast radius.  
Source: Knights of the Old Republic Campaign Guide (pages 67-68)

**Remote Grenade**
Model: Gra’tl Industries F-21-Remote Fragmentation Grenade  
Type: Explosive  
Scale: Character  
Skill: Demolitions  
Cost: 300 (additional 100 for a detonator switch)  
Availability: 3, X  
Blast Radius: 0-2/4/6/10  
Damage: 5D/4D/3D/2D  
Game Notes: These grenades are programmed for remote detonation. After an Easy (Difficulty 10) demolitions roll to plant the explosive, the grenade is set. The explosives may be detonated by a remote switch (sold by the manufacturer) as long as the switch is within 100 meters of the grenades.  
Source: Knights of the Old Republic Campaign Guide (page 180)
Equipment

Fiber armor
Model: Typical Fiber Armor Vest
Type: Personal armor
Scale: Character
Cost: 3,000
Availability: 1, F
Game Notes: +1D energy
Source: Knights of the Old Republic Campaign Guide (pages 71-72)

Powered Light Battle Armor
Model: Typical Powered Light Battle Armor
Type: Upgradeable Personal armor
Scale: Character
Cost: 6,500
Availability: 3, X
Game Notes: +1D to resist energy and physical damage. This armor is designed to be modified and upgraded using modifications contained in D6 Conversion - Scum and Villainy. This model has 2 free upgrade slots.
Source: Knights of the Old Republic Campaign Guide (pages 70-71)

Light Battle Armor
Model: Typical Light Battle Armor
Type: Personal armor
Scale: Character
Cost: 3,500
Availability: 3, X
Game Notes: +1D to resist energy, and physical, -1D to all Dexterity rolls.
Source: Knights of the Old Republic Campaign Guide (pages 70-71)

Mesh Armor
Model: Typical Mesh Armor Suit
Type: Personal armor
Scale: Character
Cost: 6,000
Availability: 2, R
Game Notes: +1D+1 to resist energy, and +2D+1 to resist physical, -1D to all Dexterity rolls.
Source: Knights of the Old Republic Campaign Guide (pages 71-72)

Weave Armor
Model: Typical Mesh Armor Suit
Type: Personal armor
Scale: Character
Cost: 5,000
Availability: 3, R
Game Notes: +1D to resist energy, and +2D to resist physical, -1D to all Dexterity rolls.
Source: Knights of the Old Republic Campaign Guide (pages 71-72)

Powered Battle Armor
Model: Typical Powered Medium Battle Armor
Type: Upgradeable Personal armor
Scale: Character
Cost: 11,000
Availability: 3, X
Game Notes: +1D to resist energy, and +2D to resist physical, -1D to all Dexterity rolls. This armor is designed to be modified and upgraded using modifications contained in D6 Conversion - Scum and Villainy. This model has 2 free upgrade slots.
Source: Knights of the Old Republic Campaign Guide (page 71)

Matrix Armor
Model: Heavy Matrix Armor Suit and Helmet
Type: Personal armor
Scale: Character
Cost: 9,000
Availability: 2, R
Game Notes: +1D+2 to resist energy, and +2D+2 to resist physical, -1D+1 to all Dexterity rolls.
Source: Knights of the Old Republic Campaign Guide (pages 71-72)

Heavy Powered Battle Armor
Model: Typical Powered Heavy Battle Armor
Type: Upgradeable Personal armor
Scale: Character
Cost: 19,000
Availability: 3, X
Game Notes: +1D+2 to resist energy, and +2D+2 to resist physical, -1D+1 to all Dexterity rolls. This armor is designed to be modified and upgraded using modifications contained in D6 Conversion - Scum and Villainy. This model has 2 free upgrade slots.
Source: Knights of the Old Republic Campaign Guide (page 71)

Republic Light Armor
Model: Republic standard issue light armor
Type: Military light armor
Scale: Character
Cost: Not available for sale
Availability: 3, X
Game Notes: +1D to resist physical and +2 to resist energy.
Source: Knights of the Old Republic Campaign Guide (page 179)

Republic Combat Armor
Model: Republic standard issue medium combat armor
Type: Military armor
Scale: Character
Cost: Not available for sale
Availability: 3, X
Game Notes: +1D to resist energy, and +2D to resist physical, -1D to all Dexterity rolls.
Source: Knights of the Old Republic Campaign Guide (page 179)

Republic Heavy Armor
Model: Republic heavy combat armor
Type: Military armor
Scale: Character
Cost: Not available for sale
Availability: 3, X
**Game Notes:** +1D+1 to resist energy, and +2D+2 to resist physical, -1D+1 to all *Dexterity* rolls.
**Source:** Knights of the Old Republic Campaign Guide (page 179)

**Sith Trooper Armor**
*Type:* Military armor  
*Scale:* Character  
*Cost:* Not available for sale  
*Availability:* 3, X  
**Game Notes:** +2D physical, +1D energy, -1D *Dexterity* and related skills.  
**Source:** Knights of the Old Republic Campaign Guide (page 148)

**Darth Malak’s Armor**
*Type:* Custom built personal armor  
*Scale:* Character  
*Cost:* Not available for sale  
*Availability:* 4, X  
**Game Notes:** +2D physical, +1D energy. Due to the armor having been custom built for Darth Malak, he suffers no *Dexterity* penalties for wearing the armor.  
**Source:** Knights of the Old Republic Campaign Guide (page 155)

**Darth Bandon’s Armor**
*Type:* Custom built personal armor  
*Scale:* Character  
*Cost:* Not available for sale  
*Availability:* 4, X  
**Game Notes:** +1D physical, +1D energy. Due to the armor having been custom built for Darth Malak, he suffers no *Dexterity* penalty for wearing the armor.  
**Source:** Knights of the Old Republic Campaign Guide (page 155)

**Neo-Crusader Light Armor**
*Type:* Military armor  
*Scale:* Character  
*Cost:* Not available for sale  
*Availability:* 4, X  
**Game Notes:** +2D physical, +1D energy, -1D *Dexterity* and related skills.  
**Source:** Knights of the Old Republic Campaign Guide (page 201)

**Mandalorian Combat Suit**
*Type:* Military armor  
*Scale:* Character  
*Cost:* Not available for sale  
*Availability:* 4  
**Game Notes:** +1D physical, +1D energy.  
**Source:** Knights of the Old Republic Campaign Guide (page 201)

**Mandalorian Battle Armor**
*Type:* Military armor  
*Scale:* Character  
*Cost:* Not available for sale  
*Availability:* 4  
**Game Notes:** +2D+1 physical, +1D energy, -1D *Dexterity* and related skills.  
**Source:** Knights of the Old Republic Campaign Guide (page 201)

**Neo-Crusader Assault Armor**
*Type:* Military armor  
*Scale:* Character  
*Cost:* Not available for sale  
*Availability:* 4  
**Game Notes:** +2D+2 physical, +1D+2 energy, -1D+2 *Dexterity* and related skills.  
**Source:** Knights of the Old Republic Campaign Guide (page 201)

**Personal Shields**
*Model:* Czerka 351-K personal shield  
*Type:* Protective energy-dispersing shield  
*Cost:* See chart below  
*Availability:* 1  
**Game Notes:** Energy shields may be activated once a day, for a full day's worth of limited protection from energy attacks. Personal shields are unaffected by physical attacks. Once the wearer has taken damage of Wounded or greater, the energy shield shuts down to prevent a critical overload. The shield may be activated again the following day. However, the shield can only be activated a total of five times.  
*Bonus Cost*  
+1 500  
+2 2,500  
1D 4,000  
1D+1 8,000  
1D+2 12,000  
2D 18,000  
**Source:** Knights of the Old Republic Campaign Guide (pages 71-72)

**Aural Amplifier**
*Type:* Sensor headgear  
*Scale:* Character  
*Cost:* 2,000  
*Availability:* 2  
**Game Notes:** Amplifier adds 1D+2 to all *Perception* checks and skills involving hearing.  
**Source:** Knights of the Old Republic Campaign Guide (page 73)

**Computer Interface Visor**
*Type:* Sensor headgear  
*Scale:* Character  
*Cost:* 1,200  
*Availability:* 2  
**Game Notes:** Amplifier adds 1D to all *computer programming/repair* rolls  
**Source:** Knights of the Old Republic Campaign Guide (page 73)
<table>
<thead>
<tr>
<th><strong>Demolitions Sensor</strong></th>
<th><strong>Vacuum Mask</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong>: Sensor headgear</td>
<td><strong>Type</strong>: Personal life support mask</td>
</tr>
<tr>
<td><strong>Scale</strong>: Character</td>
<td><strong>Scale</strong>: Character</td>
</tr>
<tr>
<td><strong>Cost</strong>: 1,000</td>
<td><strong>Cost</strong>: 650</td>
</tr>
<tr>
<td><strong>Availability</strong>: 2</td>
<td><strong>Availability</strong>: 2</td>
</tr>
<tr>
<td><strong>Game Notes</strong>: Amplifier adds 1D+2 to all <em>Perception</em> checks or <em>search</em> rolls to perceive demolition charges, mines, or explosives.</td>
<td><strong>Game Notes</strong>: Provides 10 minutes of breathable air in a complete vacuum.</td>
</tr>
<tr>
<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (page 73)</td>
<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (pages 73-74)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Mechanical Interface Visor</strong></th>
<th><strong>Bio-Stabilizer Implant</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong>: Sensor headgear</td>
<td><strong>Type</strong>: Cybernetic brain implant</td>
</tr>
<tr>
<td><strong>Scale</strong>: Character</td>
<td><strong>Scale</strong>: Character</td>
</tr>
<tr>
<td><strong>Cost</strong>: 2,500</td>
<td><strong>Skill</strong>: Medicine: cyborging (to install)</td>
</tr>
<tr>
<td><strong>Availability</strong>: 2</td>
<td><strong>Cost</strong>: 1,750 (does not include cost to install)</td>
</tr>
<tr>
<td><strong>Game Notes</strong>: Amplifier adds 1D to all <em>Mechanical</em> rolls to repair common starships and vehicles.</td>
<td><strong>Availability</strong>: 2</td>
</tr>
<tr>
<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (page 73)</td>
<td><strong>Difficulty</strong>: To install: Difficult</td>
</tr>
<tr>
<td></td>
<td><strong>Game Notes</strong>: This implant immediately stimulates segments of the brain to synthesize antidotes to poisons. A character with this implant is immune to poisons.</td>
</tr>
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<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (pages 73-74)</td>
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<thead>
<tr>
<th><strong>Medical Interface Visor</strong></th>
<th><strong>Cardio Implant</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong>: Sensor headgear</td>
<td><strong>Type</strong>: Cybernetic brain implant</td>
</tr>
<tr>
<td><strong>Scale</strong>: Character</td>
<td><strong>Scale</strong>: Character</td>
</tr>
<tr>
<td><strong>Cost</strong>: 1,500</td>
<td><strong>Skill</strong>: Medicine: cyborging (to install)</td>
</tr>
<tr>
<td><strong>Availability</strong>: 2</td>
<td><strong>Cost</strong>: 1,750 (does not include cost to install)</td>
</tr>
<tr>
<td><strong>Game Notes</strong>: Amplifier adds +2 to all <em>first aid</em> or <em>Medicine</em> rolls.</td>
<td><strong>Availability</strong>: 2</td>
</tr>
<tr>
<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (page 73)</td>
<td><strong>Difficulty</strong>: To install: Difficult</td>
</tr>
<tr>
<td></td>
<td><strong>Game Notes</strong>: Grants +1 to resist damage</td>
</tr>
<tr>
<td></td>
<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (pages 73-74)</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th><strong>Motion Sensing Visor</strong></th>
<th><strong>Combat Implant</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong>: Sensor headgear</td>
<td><strong>Type</strong>: Cybernetic brain implant</td>
</tr>
<tr>
<td><strong>Scale</strong>: Character</td>
<td><strong>Scale</strong>: Character</td>
</tr>
<tr>
<td><strong>Cost</strong>: 2,500</td>
<td><strong>Skill</strong>: Medicine: cyborging (to install)</td>
</tr>
<tr>
<td><strong>Availability</strong>: 2</td>
<td><strong>Cost</strong>: 5,000 (does not include cost to install)</td>
</tr>
<tr>
<td><strong>Game Notes</strong>: Amplifier adds 1D+2 to all <em>Perception</em> checks and skills to find or notice a moving target.</td>
<td><strong>Availability</strong>: 2</td>
</tr>
<tr>
<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (pages 73-74)</td>
<td><strong>Difficulty</strong>: To install: Difficult</td>
</tr>
<tr>
<td></td>
<td><strong>Game Notes</strong>: Grants a +1D+1 bonus to use any character-scale weapon in which the character has not received any skill advancement.</td>
</tr>
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<td></td>
<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (pages 73-74)</td>
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</table>

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<tr>
<th><strong>Neural Band</strong></th>
<th><strong>Memory Implant</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong>: Force-protective headgear</td>
<td><strong>Type</strong>: Cybernetic brain implant</td>
</tr>
<tr>
<td><strong>Scale</strong>: Character</td>
<td><strong>Scale</strong>: Character</td>
</tr>
<tr>
<td><strong>Cost</strong>: 3,500</td>
<td><strong>Skill</strong>: Medicine: cyborging (to install)</td>
</tr>
<tr>
<td><strong>Availability</strong>: 2</td>
<td><strong>Cost</strong>: 2,000 (does not include cost to install)</td>
</tr>
<tr>
<td><strong>Game Notes</strong>: Amplifier adds +2 to all <em>Perception</em> or <em>willpower</em> rolls to resist the effects of Force powers.</td>
<td><strong>Availability</strong>: 2</td>
</tr>
<tr>
<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (pages 73-74)</td>
<td><strong>Difficulty</strong>: To install: Difficult</td>
</tr>
<tr>
<td></td>
<td><strong>Game Notes</strong>: Grants a +1D to <em>Knowledge</em> rolls.</td>
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<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (pages 73-74)</td>
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<tr>
<th><strong>Stealth Field Generator</strong></th>
<th><strong>Source</strong>: Knights of the Old Republic Campaign Guide (pages 73-74)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong>: Personal camouflage generator</td>
<td><strong>Type</strong>: Cybernetic brain implant</td>
</tr>
<tr>
<td><strong>Scale</strong>: Character</td>
<td><strong>Scale</strong>: Character</td>
</tr>
<tr>
<td><strong>Cost</strong>: 5,000</td>
<td><strong>Skill</strong>: Medicine: cyborging (to install)</td>
</tr>
<tr>
<td><strong>Availability</strong>: 2</td>
<td><strong>Cost</strong>: 2,000 (does not include cost to install)</td>
</tr>
<tr>
<td><strong>Game Notes</strong>: By dampening sound and visible light around the character, this device adds a 2D+2 to all <em>sneak</em> rolls.</td>
<td><strong>Availability</strong>: 2</td>
</tr>
<tr>
<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (pages 73-74)</td>
<td><strong>Difficulty</strong>: To install: Difficult</td>
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<td><strong>Game Notes</strong>: Grants a +1D to <em>Knowledge</em> rolls.</td>
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<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (pages 73-74)</td>
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<td><strong>Type</strong>: Personal life support mask</td>
<td><strong>Type</strong>: Cybernetic brain implant</td>
</tr>
<tr>
<td><strong>Scale</strong>: Character</td>
<td><strong>Scale</strong>: Character</td>
</tr>
<tr>
<td><strong>Cost</strong>: 650</td>
<td><strong>Skill</strong>: Medicine: cyborging (to install)</td>
</tr>
<tr>
<td><strong>Availability</strong>: 2</td>
<td><strong>Cost</strong>: 1,750 (does not include cost to install)</td>
</tr>
<tr>
<td><strong>Game Notes</strong>: Provides 10 minutes of breathable air in a complete vacuum.</td>
<td><strong>Availability</strong>: 2</td>
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<td><strong>Game Notes</strong>: This implant immediately stimulates segments of the brain to synthesize antidotes to poisons. A character with this implant is immune to poisons.</td>
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<th><strong>Combat Implant</strong></th>
<th><strong>Memory Implant</strong></th>
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<tr>
<td><strong>Type</strong>: Cybernetic brain implant</td>
<td><strong>Type</strong>: Cybernetic brain implant</td>
</tr>
<tr>
<td><strong>Scale</strong>: Character</td>
<td><strong>Scale</strong>: Character</td>
</tr>
<tr>
<td><strong>Skill</strong>: Medicine: cyborging (to install)</td>
<td><strong>Skill</strong>: Medicine: cyborging (to install)</td>
</tr>
<tr>
<td><strong>Cost</strong>: 5,000 (does not include cost to install)</td>
<td><strong>Cost</strong>: 2,000 (does not include cost to install)</td>
</tr>
<tr>
<td><strong>Availability</strong>: 2</td>
<td><strong>Availability</strong>: 2</td>
</tr>
<tr>
<td><strong>Difficulty</strong>: To install: Difficult</td>
<td><strong>Difficulty</strong>: To install: Difficult</td>
</tr>
<tr>
<td><strong>Game Notes</strong>: Grants a +1D+1 bonus to use any character-scale weapon in which the character has not received any skill advancement.</td>
<td><strong>Game Notes</strong>: Grants a +1D to <em>Knowledge</em> rolls.</td>
</tr>
<tr>
<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (pages 73-74)</td>
<td><strong>Source</strong>: Knights of the Old Republic Campaign Guide (pages 73-74)</td>
</tr>
</tbody>
</table>
Nerve Reinforcement Implant
Type: Cybernetic brain implant
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: 5,000 (does not include cost to install)
Availability: 2
Difficulty: To install: Difficult
Game Notes: Grants +1D to resist stun damage.
Source: Knights of the Old Republic Campaign Guide (pages 73/75)

Regenerative Implant
Type: Cybernetic brain implant
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: 4,250 (does not include cost to install)
Availability: 2
Difficulty: To install: Difficult
Game Notes: Characters with this implant installed may make two natural healing rolls per day instead of one.
Source: Knights of the Old Republic Campaign Guide (pages 73/75)

Sensory Implant
Type: Cybernetic brain implant
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: 2,500 (does not include cost to install)
Availability: 2
Difficulty: To install: Difficult
Game Notes: Grants the special ability Darkvision: can see up to 20 meters in complete darkness.
Source: Knights of the Old Republic Campaign Guide (pages 73/75)

Armor Reinforcement
Skill: Armor repair (to install)
Difficulty: to install: Easy
Cost: 3,000
Availability: 2
Upgrade slot cost: 1
Game Notes: Adds a +2 to the physical damage resistance of any armor.
Source: Knights of the Old Republic Campaign Guide (page 75)

Beam Splitter
Skill: Blaster repair (to install)
Difficulty: to install: Moderate
Cost: 1,200
Availability: 2
Upgrade slot cost: 2
Game Notes: The beam splitter broadens a blaster bolt, making it more difficult to aim accurate, by increases damage. A character firing a blaster with a beam splitter takes a -2 penalty to their blaster roll, but gains an additional +2 to damage.
Source: Knights of the Old republic Campaign Guide (page 75)

Durasteel bonding
Skill: relevant weapon repair (to install)
Difficulty: to install: Easy
Cost: 2,000
Availability: 2
Upgrade slot cost: 1
Game Notes: Durasteel coats a weapon, adding +1D to its Body Strength.
Source: Knights of the Old republic Campaign Guide (page 75)

Enhanced Energy Projector
Skill: blaster repair
Difficulty: to install: Moderate
Cost: 3,000
Availability: 2
Upgrade slot cost: 1
Game Notes: Allows a weapon with a blaster pack or rechargeable energy pack to double the number of shots fired on a single energy pack.
Source: Knights of the Old republic Campaign Guide (page 75)

Hair Trigger
Skill: relevant weapon repair (to install)
Difficulty: to install: Moderate
Cost: 1,200
Availability: 2
Upgrade slot cost: 1
Game Notes: Weapons with a hair trigger increase their Fire Rate by +3.
Source: Knights of the Old republic Campaign Guide (pages 75-76)

Tremor Cell
Skill: relevant weapon repair (to install)
Difficulty: to install: Easy
Cost: 1,000
Availability: 2
Upgrade slot cost: 1
Game Notes: The tremor cell allows a melee weapon with a power source (such as a vibrosword) to produce a dazzling tremor on contact with a target that will stun rather than kill the target. When the weapon it set to stun it keeps its base damage, but the damage should be treated as stun damage.
Source: Knights of the Old republic Campaign Guide (pages 75-76)
**Force Powers**

**Fear**

**Control Difficulty:** Target’s opposing control or Perception roll.

**Alter difficulty:** Moderate.

**Required Powers:** Aura of Uneasiness

**Warning:** Any character who uses this power gains an immediate Dark Side Point.

**Effect:** This power targets the psychological vulnerabilities of a target and uses a powerful wave of the Dark Side to fill them with a paralyzing fear. In game terms, the Force user can so fill them with fear that it will limit how many actions they may take on the target’s next turn. The limit is dependent on how much the Force user’s roll beats the target’s opposed roll.

- **Control roll exceeds target roll by maximum number of actions next turn**
  - 1-4.................3 actions
  - 5-9..................2 actions
  - 10-14.........1 action
  - 15+...............0 actions

**Source:** Knights of the Old Republic Campaign Guide (page 50)

**Resist Force**

**Control Difficulty:** Moderate

**Time to use:** One round

**Required Powers:** Concentration

**Effect:** This is a rare power that allows a Force User to center herself so that she will be prepared to resist any number of Force powers used against her. In game terms, if the character succeeds in her roll, then she gains an additional +1D to her control or Willpower rolls to resist Force powers for 5 rounds. The character receives an additional +1D for every +10 by which she exceeds the difficulty.

**Source:** Knights of the Old Republic Campaign Guide (page 51)

**Slow**

**Control Difficulty:** Easy

**Alter Difficulty:** Moderate, or target’s control or Perception roll

**Required Powers:** Accelerate healing, accelerate another’s healing, control pain, control another’s pain, remove fatigue, remove another’s fatigue.

**Effect:** This power allows a Jedi to fill another person with the feeling of a heavy burden and a great fatigue, preventing them from moving and acting effectively. In game terms, the Jedi can decrease the movement rating of a target. The debilitating effect of the encumbrance lasts for 2D rounds. See chart below to determine the reduction of movement:

- **Difficulty** Movement reduced by
  - Moderate............1/3
  - Difficult.............1/2
  - Very Difficult........2/3
  - Heroic................Paralyzed

**Source:** Knights of the Old Republic Campaign Guide (page 52)

**Force Whirlwind**

**Alter Difficulty:** Moderate, or target’s Strength roll (whichever is higher).

**Required Powers:** Telekinesis

**Warning:** Any character using this power to damage a living being gains an immediate Dark Side Point.

**Effect:** The Jedi may call upon the Force to surround a target in a swirling vortex of Force energy. The whirlwind will lift the target approximately one meter into the air and buffet them with Force energy. In game terms, the target will be lifted into the air, and incapable of movement for the rest of the round. However, the Force user may attempt to extend the whirlwind by spending one character point per round. When the whirlwind dissipates, the target falls prone. It counts as an action for the target to get back up again.

The Force user has the option of additionally doing damage equal to one third of his or her alter roll. If the character does so, then he or she gains an immediate Dark Side Point.

**Source:** Knights of the Old Republic Campaign Guide (page 51)