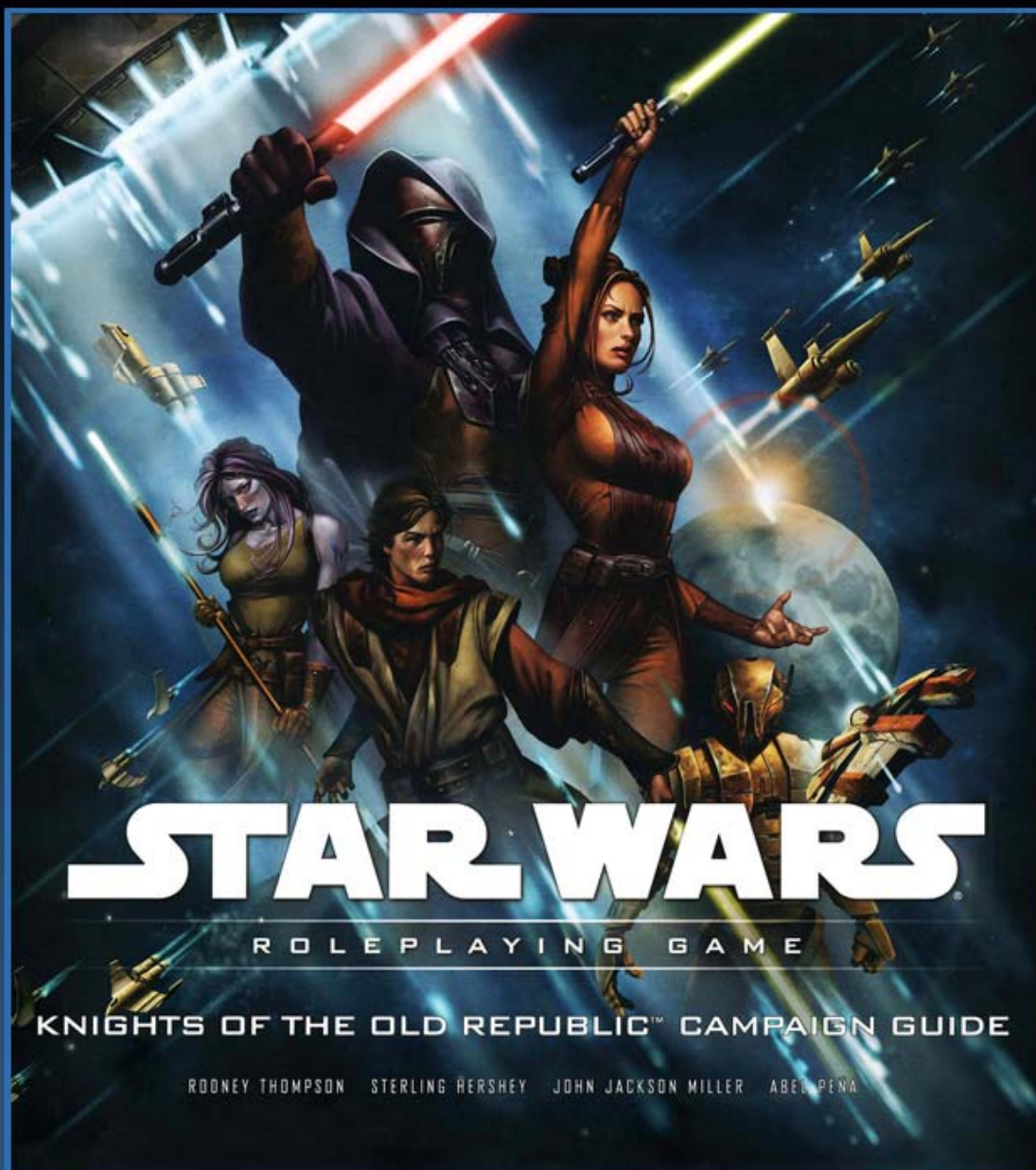


STAR WARS

D 6 C O N V E R S I O N
KNIGHTS OF THE
O L D R E P U B L I C



Inspired by



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 subspecies 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

Source: Ultimate Alien Anthology (pages 28-29), Power of the Jedi Sourcebook (pages 65-66), Knights of the Old Republic Campaign Guide (page 12)



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.

Source: Ultimate Alien Anthology (pages 46-47), Power of the Jedi Sourcebook (page 67), Knights of the Old Republic Campaign Guide (pages 12-13)



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

Source: Galaxy Guide 12 – Aliens: Enemies and Allies (pages 47-48), Ultimate Alien Anthology (pages 84-86), Knights of the Old Republic Campaign Guide (pages 14-15)



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: Massassi 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: Metaan

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D+1/4D+1

STRENGTH 1D+2/4D

TECHNICAL 2D/4D

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 Metaan.

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:

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:

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: 1/3/7

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: 1-5/10/17

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

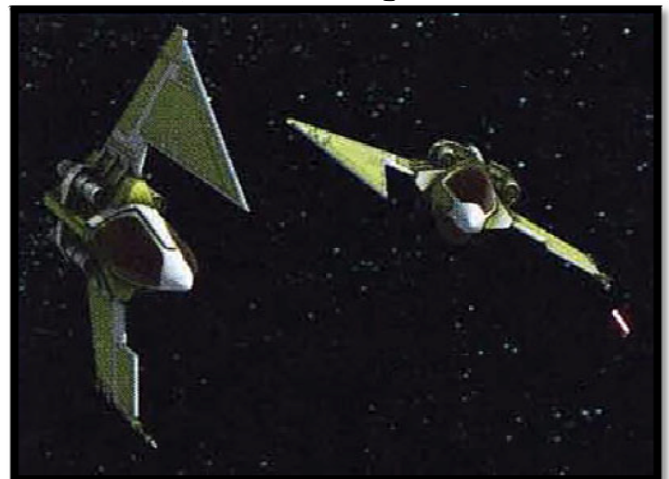
Space Range: 1-3/5/8

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: 100-500/1/1.7 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 (page 60), 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: 3D

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: 100-500/1/1.7 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

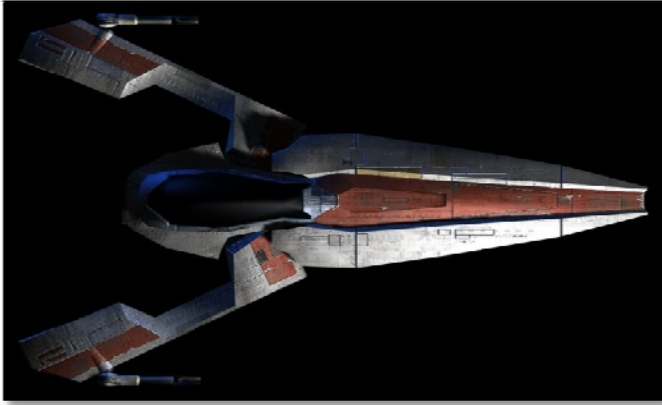
Fire Control: 1D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 6D

Aurek Strikefighter

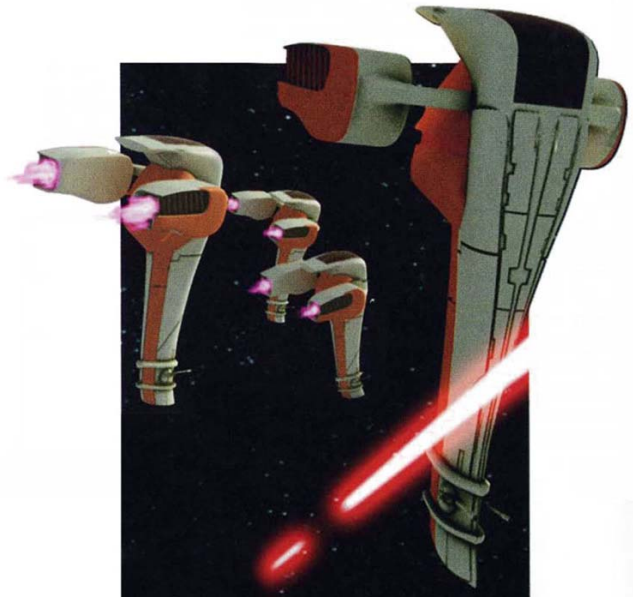


Craft: Republic Fleet Aurek Tactical Strikefighter
Affiliation: Old Republic
Era: Old Republic
Source: Knights of the Old Republic Campaign Guide (pages 180-181)
Type: Strikefighter
Scale: Starfighter
Length: 9.2 meters
Skill: Starfighter piloting: Aurek Strikefighter
Crew: 1
Passengers: None
Cargo Capacity: 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
Damage: 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
Damage: 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

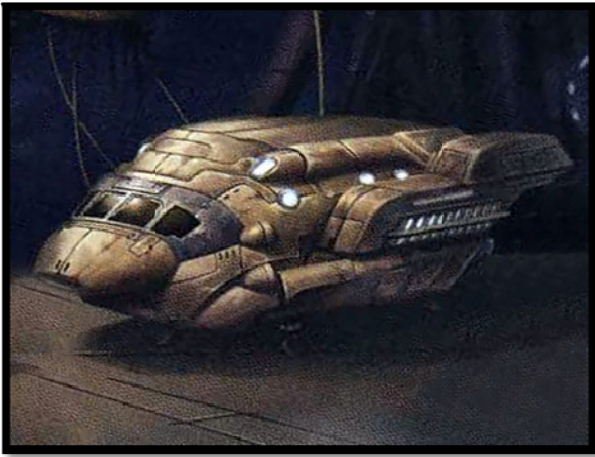
Length: 14 meters
Skill: Starfighter piloting: S-250 *Chela*
Crew: 1
Passengers: None
Cargo Capacity: 30 kilograms
Consumables: 1 week
Cost: Not available for sale (estimated 420,000)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D+2
Space: 9
Atmosphere: 415; 1,200 kmh
Hull: 4D
Shields: 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 Missile 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

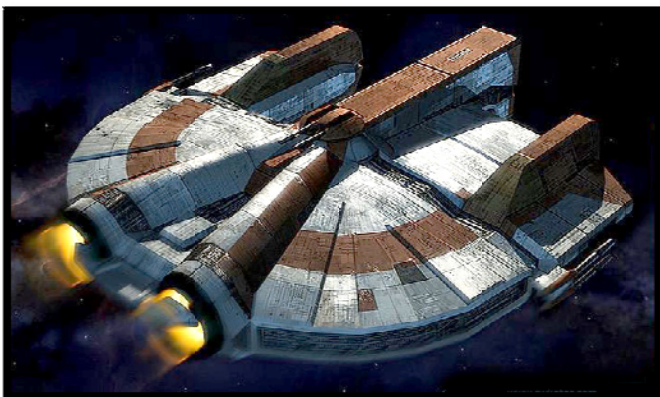
578-R Space Transport

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



Passengers: 10
Cargo Capacity: 40 metric tons
Consumables: 4 months
Cost: 75,000 (new), 28,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D+1
Sensors:
Passive: 10/0D
Scan: 20/1D
Weapons:
Laser Cannon
Crew: 1
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-2/10/20
Atmosphere Range: 50-100/250/400
Damage: 4D

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

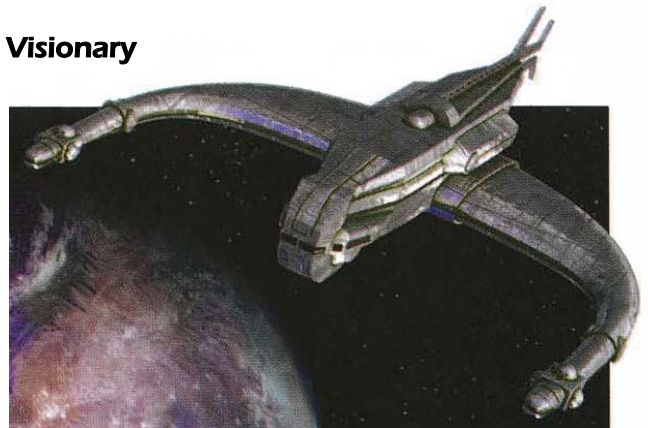
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/10/18
Atmosphere Range: 50-100/200/300
Damage: 6D

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

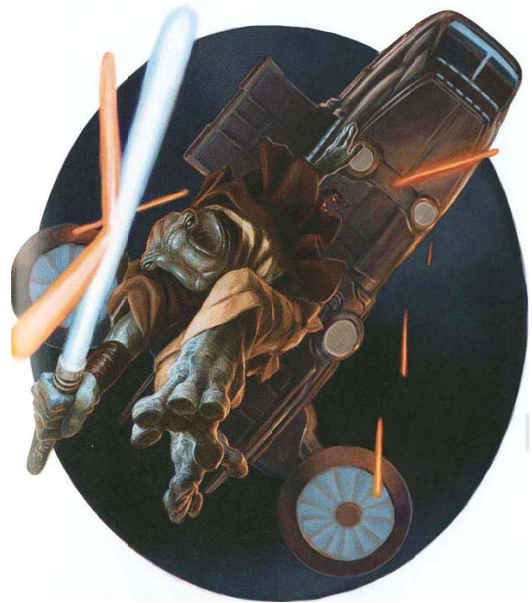
Fire Control: 1D+1

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

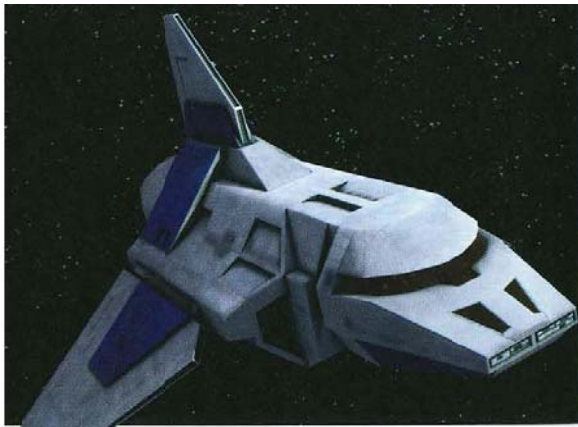
Fire Control: 3D

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: 40/2D

Weapons:

Double Laser Cannon

Fire Arc: Front

Skill: Starship gunnery

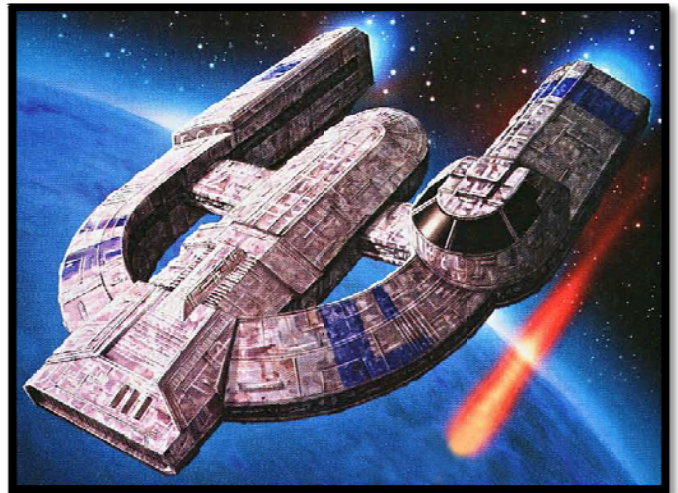
Fire Control: 3D

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

Passengers: None
Cargo Capacity: 2 metric tons
Consumables: 4 months
Cost: 230,000 (new), 105,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D+1
Shields: 3D+1
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.

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:

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
Passengers: 8
Cargo Capacity: 60 metric tons
Consumables: 2 months
Cost: 470,000 (new), 225,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: +2
Space: 5
Atmosphere: 310; 900 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 15/1D
Scan: 30/1D+2

Weapons:

Double Laser Cannon

Crew: 1
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-2/10/20

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

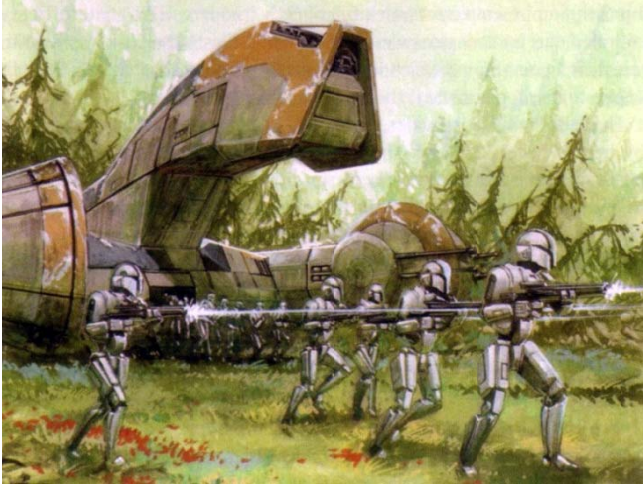
Fire Control: 2D+1

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/+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

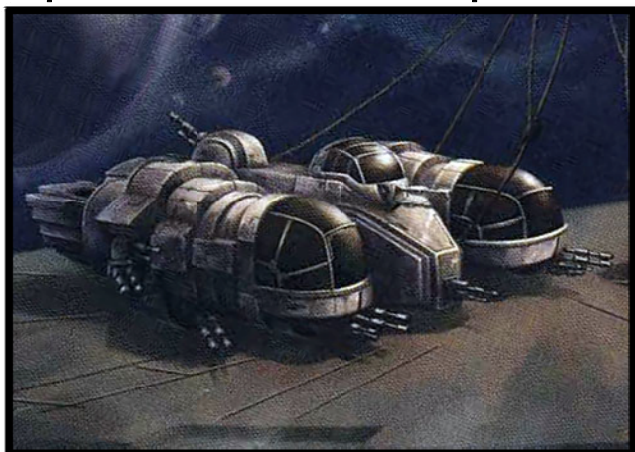
Fire Control: 1D

Space Range: 1-2/7/12

Atmosphere Range: 50-100/200/300

Damage: 6D

Duplex Command Assault Gunship



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/+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

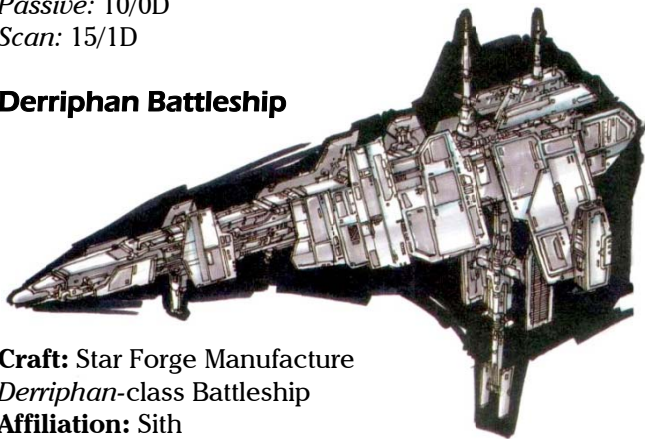
Nav Computer: Yes

Maneuverability: 0D



Space: 1
Atmosphere: 125; 350 kmh
Hull: 6D+2
Shields: 3D
Sensors:
Passive: 10/0D
Scan: 15/1D

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

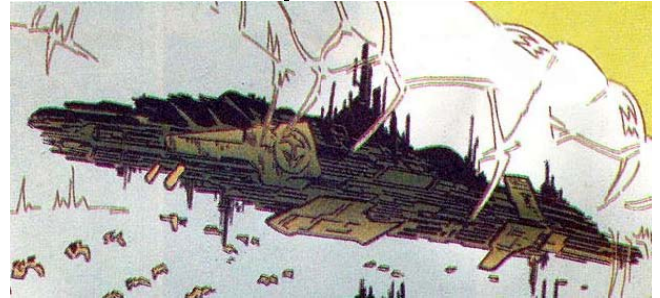
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

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, gunners: 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

Damage: 3D

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 (page 161)

Type: Hyperdrive interdiction cruiser

Scale: Capital

Length: 600

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 (pages 205-206)

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: 2D

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**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**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**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:** x9**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: 200-500/1/1.5 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
Craft: Republic Fleet Systems *Foray*-class Blockade Runner
Affiliation: Old Republic
Era: Old Republic



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
Weapons:
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

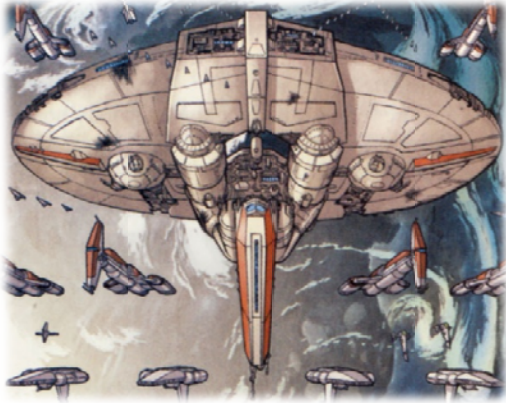
Space Range: 1-5/15/30

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:

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: 100-500/1/1.7 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

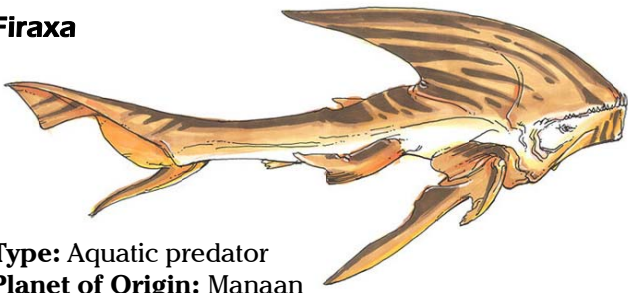
Atmosphere Range: 100-500/1/1.7 km

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-butting 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: Kashyyyk

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

Type: Infected predator
Planet of Origin: Taris

DEXTERITY 4D
PERCEPTION 2D

Search 4D+1

STRENGTH 4D

Climbing/jumping 6D+2

Special Abilities:



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:

Kashyyyk 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

Equipment: Comlink, datapad, portable computer.

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



-Vocabulator

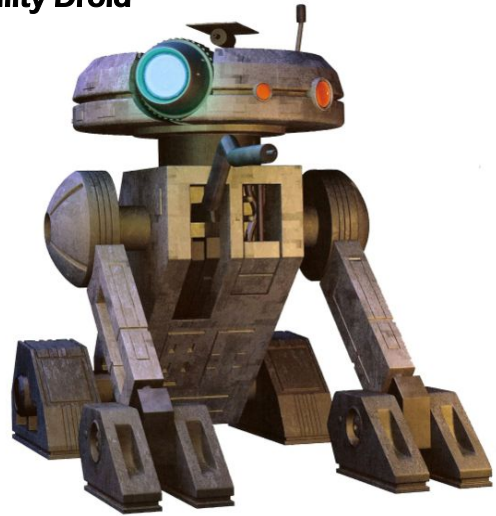
Move: 8 (flying)

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

Astrogation 4D, space transports 4D

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)

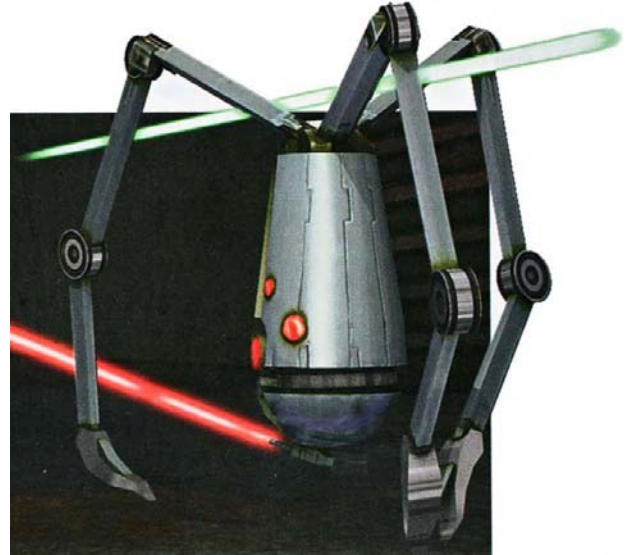
Move: 10 (fly, walk or swim)

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

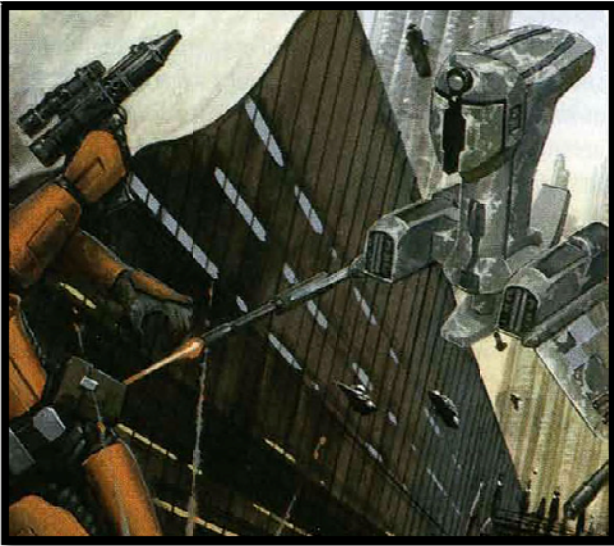
KNOWLEDGE 2D

Law enforcement 3D

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 (flying)

Size: 0.35 meters

Cost: 4,700 credits

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

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)

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)



S6 Security/Maintenance Droid

Type: MerenData S6-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

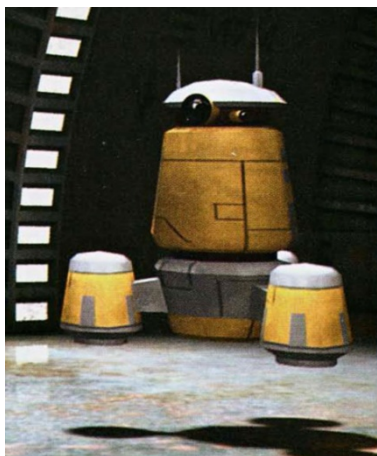
-Varying maintenance and cleaning equipment

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)

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)

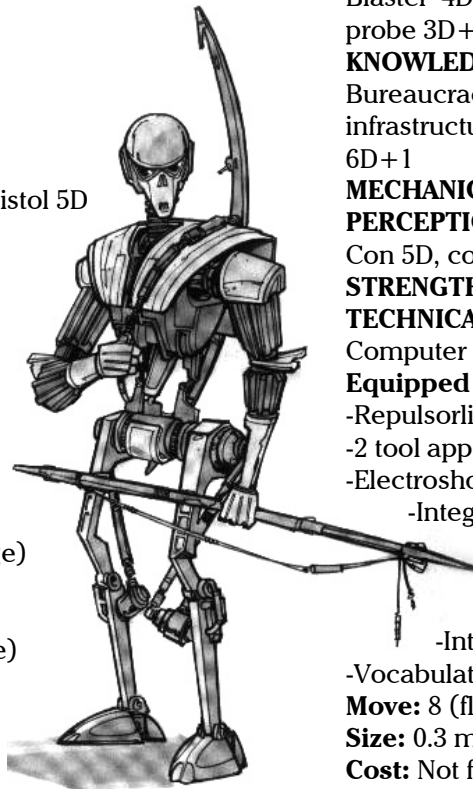
Equipment: Short sword (STR+1D+2 damage), pulse-wave pistol (4D+2 damage)

Move: 10

Size: 1.7 meters tall

Cost: 11,000 credits

Source: Knights of the Old Republic Campaign Guide (page 222)



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)

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)

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*)
- 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)

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*)
- 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)

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)
- 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.

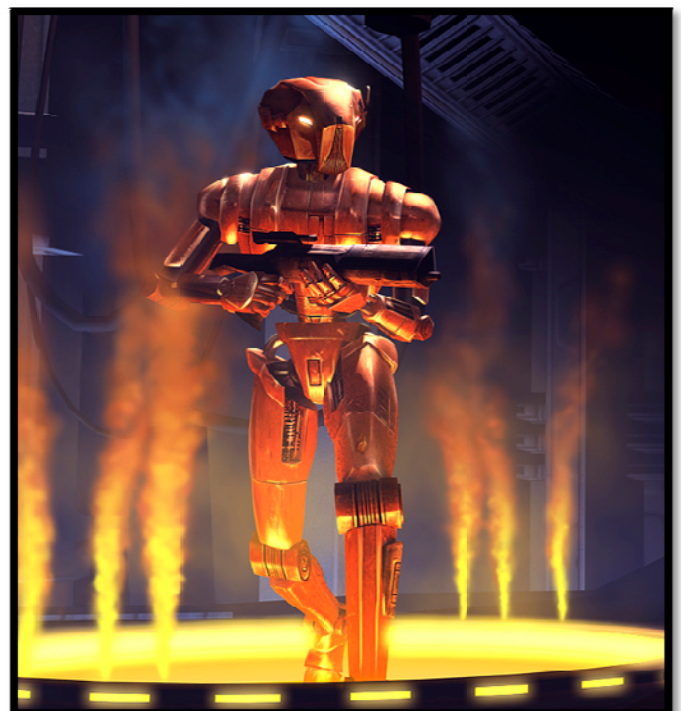
Success: HK-47 gains an immediate +1 permanent increase to *Strength* or *Dexterity* (master's choice). Memory of currently malfunctioning "assassination protocol" and of previous master restored.

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*.



- *Core Level 3*: Difficulty: Very Difficult. Time taken: 12 rounds.

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.

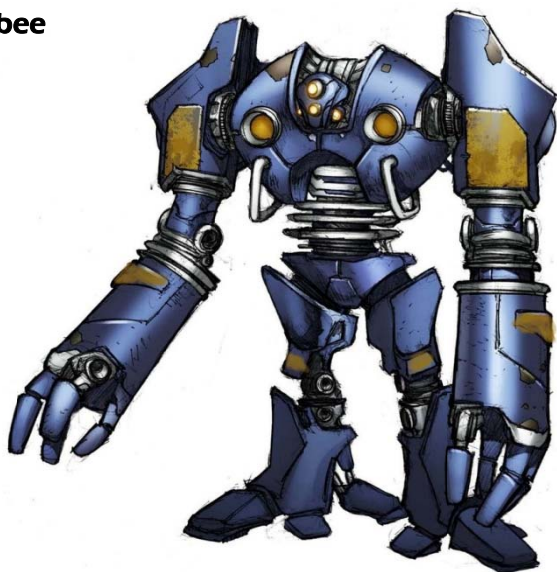
Move: 10

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

DEXTERITY 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

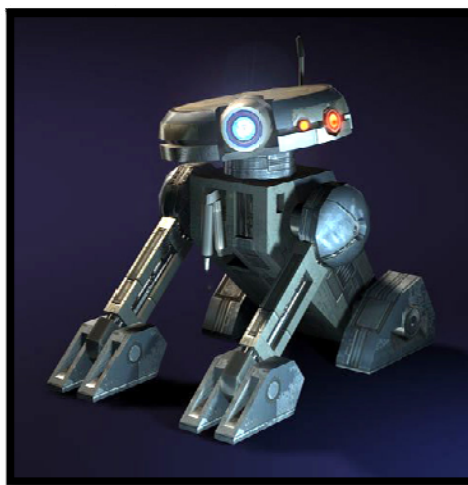
Move: 13

Size: 2.6 meter tall

Cost: Not for sale

Source: Wizards Website

T3-M4



Type: Modified T3-series Astromech Droid

DEXTERITY 2D+2

Blasters 4D

KNOWLEDGE 2D

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 Lanvarok

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.

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

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 (page 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)

Aurial Blaster

Model: Systech "Screamer" Aurial blaster
Type: Aurial blaster
Scale: Character
Skill: Blaster: aurial 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 aurial 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.

* The *Strength* bonus to resist energy damage determines the cost of the shield.

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)

Demolitions Sensor

Type: Sensor headgear

Scale: Character

Cost: 1,000

Availability: 2

Game Notes: Amplifier adds 1D+2 to all *Perception* checks or *search* rolls to perceive demolition charges, mines, or explosives.

Source: Knights of the Old Republic Campaign Guide (page 73)

Mechanical Interface Visor

Type: Sensor headgear

Scale: Character

Cost: 2,500

Availability: 2

Game Notes: Amplifier adds 1D to all *Mechanical* rolls to repair common starships and vehicles.

Source: Knights of the Old Republic Campaign Guide (page 73)

Medical Interface Visor

Type: Sensor headgear

Scale: Character

Cost: 1,500

Availability: 2

Game Notes: Amplifier adds +2 to all *first aid* or *Medicine* rolls.

Source: Knights of the Old Republic Campaign Guide (page 73)

Motion Sensing Visor

Type: Sensor headgear

Scale: Character

Cost: 2,500

Availability: 2

Game Notes: Amplifier adds 1D+2 to all *Perception* checks and skills to find or notice a moving target.

Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Neural Band

Type: Force-protective headgear

Scale: Character

Cost: 3,500

Availability: 2

Game Notes: Amplifier adds +2 to all *Perception* or *willpower* rolls to resist the effects of Force powers.

Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Stealth Field Generator

Type: Personal camouflage generator

Scale: Character

Cost: 5,000

Availability: 2

Game Notes: By dampening sound and visible light around the character, this device adds a 2D+2 to all *sneak* rolls.

Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Vacuum Mask

Type: Personal life support mask

Scale: Character

Cost: 650

Availability: 2

Game Notes: Provides 10 minutes of breathable air in a complete vacuum.

Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Bio-Stabilizer Implant

Type: Cybernetic brain implant

Scale: Character

Skill: Medicine: cyborging (to install)

Cost: 1,750 (does not include cost to install)

Availability: 2

Difficulty: To install: Difficult

Game Notes: This implant immediately stimulates segments of the brain to synthesize antidotes to poisons. A character with this implant is immune to poisons.

Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Cardio Implant

Type: Cybernetic brain implant

Scale: Character

Skill: Medicine: cyborging (to install)

Cost: 1,750 (does not include cost to install)

Availability: 2

Difficulty: To install: Difficult

Game Notes: Grants +1 to resist damage

Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Combat 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 a +1D+1 bonus to use any character-scale weapon in which the character has not received any skill advancement.

Source: Knights of the Old Republic Campaign Guide (pages 73-74)

Memory Implant

Type: Cybernetic brain implant

Scale: Character

Skill: Medicine: cyborging (to install)

Cost: 2,000 (does not include cost to install)

Availability: 2

Difficulty: To install: Difficult

Game Notes: Grants a +1D to *Knowledge* rolls.

Source: Knights of the Old Republic Campaign Guide (pages 73-74)

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 accurately, by increasing 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 is 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)

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)

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)