

SW5E

WRETCHED HIVES

STAR WARS 5E

Visit the spectacular cities of Star Wars in this campaign addition for the world's greatest roleplaying game

WRETCHED HIVES



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CHAPTER 1: STEP-BY-STEP FACTIONS

MANY FACTIONS SPAN THE GALAXY, FROM LOWLY GANGS inhabiting a single city to governments controlling the majority of known planets. While many characters will find a faction they want to join—for instance, a Jedi will most likely want to climb the ranks of the Jedi Order—many characters will prefer to build their own.

Before you dive into step 1 below, thinking about whether or not establishing your own faction is the correct route, and what your faction will do that is not already done better by others. You might want to create your own bounty hunter organization and try to take on the greatest bounties the galaxy has to offer. Maybe you want to start your own government and break away from the known powers. Perhaps you want to start your own faction of Force-wielders, separate from the Jedi and the Sith. Or maybe you just want to create your own chain of casino resorts, with pazaak and companions.

Once you have a faction in mind, follow these steps in order, making decisions that reflect the faction you want. Your conception of your faction might evolve with each choice you make. What's important is that your faction helps you realize a character you're excited to play.

Throughout this section, we use the term **faction sheet** to mean whatever you use to track your faction, whether it's a formal sheet (like the ones at the end of these rules), some sort of digital record, or a piece of notebook paper. The official SW5e sheets are a fine place to start until you know what information you need and how you use it during the game.

BUILDING THE MANDALORIANS

Each step of faction creation includes an example of that step, with a player building the iconic faction the Mandalorians.



1. DETERMINE YOUR IDEALS

Every faction deviates in what they value, how they exercise those values, and what kind of members they attract. Your faction's ideals help determine what kind of members you'll attract, should you decide to recruit outside the confines of your party.

GOALS

Each faction has its own goals. One of the most common goals many factions share is the desire for increased wealth and influence. Many factions, however, have goals unique to their own efforts. For instance, a faction might have a goal of maintaining peace and prosperity in their region, directing all of their wealth and influence towards that one goal.

BELIEFS

Each faction also has its own beliefs. Many nefarious factions, such as the Exchange, believe power should be wielded by the strong, and that the weak deserve to be enslaved, while a more monetarily motivated faction, such as the Commerce Guild, believe that material wealth is the greatest source of control.

MEMBER TRAITS

Members of a faction are often drawn to it because they share common traits with its members. For instance, criminals who prefer to work alone, or in small groups, might be drawn to the Black Sun, while bounty hunters might choose to join the Bounty Broker's Association to earn greater wealth and prestige.

INSIGNIA

Every faction has a symbol that represents it, whether that symbol is worn publicly or only shown in secret.

BUILDING THE MANDALORIANS, STEP 1

Mandalorian culture places heavy emphasis on strength and worthiness. The primary **goal** of the Mandalorians is to prove that their strength is greater than that of others. Mandalorian **beliefs** are characterized by the *Resol'nare*, or the Six Actions:

- A Mandalorian must wear armor.
- A Mandalorian must speak Mando'a.
- A Mandalorian must defend themselves and their family.
- A Mandalorian must contribute to the overall well-being of the clan.
- A Mandalorian must raise their children as Mandalorians.
- A Mandalorian must heed Mandalore's call and rally to their cause.

Mandalorians often share **member traits** of being strong, hardy, resilient, and uncompromising. The Mandalorian **insignia**—the *Kyr'bes*—features the skull of a mythosaur. It is a badge of honor that Mandalorians wear openly.

2. ESTABLISH A HEADQUARTERS

Most factions have use of a headquarters. For smaller factions, it might be a simple building, or even a room. For larger factions, however, it might be a space ship, a space station, or even an entire moon or planet. A faction headquarters is required to recruit members to a faction.

What type of headquarters you choose for your faction makes a statement about how effective your faction is in whatever field it operates. Choosing the appropriate location and appearance for your faction's headquarters can help or hinder your ability to recruit new members.

OPERATING COSTS

Beyond the required costs for actually maintaining a headquarters, factions have costs directly associated with their functions. These fees might cover licensing fees, bribes, government contracts, etc. These fees amount to roughly 1,000 cr per headquarters per month.

BUILDING THE MANDALORIANS, STEP 2

The Mandalorians have myriad headquarters throughout the galaxy, including a massive flagship the *Spirit of Vengeance*.

3. DETERMINE ABILITY SCORES

Much of what your faction does—and how it directly affects its members—depend on its six abilities: **Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma**. Each ability has a score, which is a number you record on your faction sheet. The six abilities and their use in the game are described in the **Using Ability Scores** chapter.

You generate your faction's six **ability scores** using a standard array: 16, 14, 14, 12, 10, 8. You then take these six numbers and write each number beside one of your faction's abilities to assign score to Strength, Dexterity, Constitution, Intelligence, and Charisma.

After assigning your ability scores, determine your faction's **ability modifiers** using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores.

BUILDING THE MANDALORIANS, STEP 3

Mandalorians value strength above all, so we assign the highest score, 16, in Strength. The next highest scores—both 14—we apply to Constitution and Wisdom, since Mandalorians are both resilience and perceptive. We then apply the final three scores—12, 10, and 8—to Charisma, Dexterity, and Intelligence, respectively. The Mandalorian ability scores and modifiers look like this: Strength 16 (+3), Dexterity 10 (+0), Constitution 14 (+2), Intelligence 8 (-1), Wisdom 14 (+2), Charisma 12 (+1).

ABILITY SCORES AND MODIFIERS

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10



4. RECRUITMENT

In order for a faction to grow, it must recruit members. A smaller faction will have trouble recruiting skilled members, while larger factions don't.

REQUIREMENTS

Factors, such as a faction's ideals, headquarters, and ability scores play a huge part into how many people a faction can recruit, and how skilled those individuals are. Additionally, many higher skilled potential members of a faction will not consider joining until the faction reaches a high enough tier.

DUES

Every faction comes with some requirements that must be fulfilled for members to maintain their status in the faction. For some, it might be simple credit dues. For others, they might require a certain amount of work each month. Consider what your faction's dues should be carefully.

MEMBERSHIP RANKS

Factions have five total ranks. New members start at 1st rank, and over time can work their way as high as 5th rank. Each rank unlocks unique benefits on its own, in addition to the normal benefits of faction membership.

BUILDING THE MANDALORIANS, STEP 4

Mandalorians are a large, galaxy-spanning faction, that doesn't rely on active recruitment. Instead, new members tend to seek out Mandalorian clans to join. Mandalorians require new members to proficient in at least one martial weapon and require at least one workweek of work a month to retain status.

5. COME TOGETHER

Factions are a great way to tie a party together in a way that an adventure sometimes can't. To some parties, the founding and expanding of a faction can be an adventure in itself.

BEYOND 1ST TIER

As your faction expands and earns renown, it increases in tier. Each tier unlocks new features, or expands on old ones.

FACTION FEATURES

When your faction increases in tier, it offers features that benefit members, as shown in the **Factions and Membership** chapter. Some of these features allow you to increase your faction's ability scores. You can't increase an ability score above 20. In addition, every faction's proficiency bonus increases at certain tiers.

Some features only apply to members who have achieved a certain rank. For instance, a 5th-tier faction has access to a cache of premium enhanced items, but only members of 2nd rank or higher are able to requisition from that cache.

RENOWN

Renown is the primary source of faction and membership progression. Characters earn renown when they work on behalf of their faction, benefiting both themselves and the faction itself.

BUILDING THE MANDALORIANS, STEP 5

Mandalorians are a tier 17 faction, having existed for thousands of years, unlocking numerous features over time.

Faction Training. Mandalorians have four faction training options. They have their faction-specific language, *Mando'a*. They also place heavy emphasis on crafting, so they have armormech's tools, armstech's tools, and mechanic's kits.

Association Proficiency. Mandalorians are proficient in four ability scores: Strength, Dexterity, Constitution, and Wisdom. When the faction makes an ability check with these abilities, they add their proficiency bonus (+6) to the check.

Faction Activity. Mandalorians have three faction activities: Bounty Hunting, Mercenary Contracting, and Pit Fighting.

Enhanced Insignia. Mandalorians have an enhanced insignia. While wearing their insignia, all Mandalorians can cast the *combustive shot* at-will tech power (Player's Handbook, page 230). Intelligence is their casting ability for this tech power.

Ability Score Improvement. Mandalorians have four ability scores improvements. They apply two of them to Strength, one to Dexterity, and one to Constitution. The Mandalorian ability scores and modifiers now look like this: Strength 20 (+5), Dexterity 12 (+1), Constitution 16 (+3), Intelligence 8 (-1), Wisdom 14 (+2), Charisma 12 (+1).

Premium Item Stockpile. Mandalorians choose Mandalorian Helmet as their favored premium enhanced item. Any 2nd rank or higher members can procure this item.

Prototype Item Stockpile. Mandalorians choose Mandalorian Beskar'gam as their favored prototype enhanced item. Any 3rd rank or higher members can procure this item.

Association Expertise. Mandalorians have expertise in two ability scores: Strength and Wisdom. When the faction makes an ability check with these abilities, they add twice their proficiency bonus (+12), instead of their normal proficiency bonus.

Advanced Item Stockpile. Mandalorians choose Mandalorian Shuk'orok as their favored advanced enhanced item. Any 4th rank or higher members can procure this item.

Association Advantage. Mandalorians have advantage on one ability score: Strength. When the faction makes an ability check with this ability, they have advantage on the roll.

Ability Score Mastery. Mandalorians have one ability score mastery. They apply this to Strength, increasing the score and it's maximum by 2. The Mandalorian ability scores and modifiers now look like this: Strength 22 (+6), Dexterity 12 (+1), Constitution 16 (+3), Intelligence 8 (-1), Wisdom 14 (+2), Charisma 12 (+1).

Legendary. Mandalorians choose the Darksaber as their favored legendary enhanced item. Only one 5th rank member can procure this item.

CHAPTER 2: ENTERTAINMENT AND DOWNTIME

ANY CAMPAIGN BENEFITS WHEN CHARACTERS HAVE TIME BETWEEN adventures to engage in other activities. Allowing days, weeks, or months to pass between adventures stretches the campaign over a longer period of time and helps to manage the characters' level progression, preventing them from gaining too much power too quickly.

Allowing characters to pursue side interests between adventures also encourages players to become more invested in the campaign world(s). When a character owns a cantina in a city or spends time carousing with the locals, the character's player becomes more likely to respond to threats to the city and its inhabitants.

As your campaign progresses, your players' characters will not only become more powerful, but also more influential and invested in the world. They might be inclined to undertake projects that require more time between adventures, such as building and maintaining a stronghold. As the party gains levels, you can add more downtime between adventures to give characters the time they need to pursue such interests. Whereas days or weeks might pass between low-level adventures, the amount of downtime between higher-level adventures might be measured in months or years.

Downtime activities are tasks that usually take a workweek (5 days) or longer to perform. These tasks can include buying or creating enhanced items, criminal activities, general carousing, or simply working a job. A character selects a downtime activity from among those available, and you, as GM, then follow the rules for the activity to resolve it, informing the player of the results and any complications that ensue.

RESOURCES

Each activity has a resource requirement, typically comprised of money and time, though some may have greater requirements. The required amount of money and time to perform an activity varies, as described in the activity's resource description.

RESOLUTION

The Resolution portion of each activity's description tells you how to resolve it. Many activities require an ability check, so be sure to note the character's relevant ability modifiers. Follow the steps in the activity, and determine the results.

Most downtime activities require at least a workweek (5 days) to complete. Some activities require days, weeks (7 days), or even months (30 days). A character must spend at least 8 hours of each day engaged in the downtime activity for that day to count toward the activity's completion.

For many downtime activities, the days of an activity don't need to be consecutive; you can spread them over a longer period of time than is required for the activity. But that period should be no more than twice as long as the required time, otherwise you risk introducing additional complications (see below), and possibly double the activity's costs to represent the inefficiency of the character's progress.

COMPLICATIONS

The description of each activity includes a discussion of complications you can throw at the characters. The consequences of a complication might spawn entire adventures, introduce NPCs to vex the party, or give characters headaches and advantages in any number of other ways. One of the most common—and recurring—types of complications is the introduction of rivals.

Each of these sections has a table that offers possible complications. You can use a complication from the table, or invent your own complication.

UPTIME

While most downtime activities aren't suitable for enacting during a session due to the requisite time requirements, others are. For those activities suitable for engaging in during a session, uptime exists. Uptime rules cover what actions need to be taken. Uptime rules often use their own resources, Resolution, and complications.

RIVALS

Rivals are NPCs who oppose the characters and make their presence felt whenever the characters are engaging in downtime. A rival might be a villain you have featured in past adventures or plan to use in the future. Rivals can include more than just malicious entities—they might be unaligned folk who are at odds with the characters, whether because they have opposing goals or they simply dislike one another. A rival might be a third party the players inadvertently snubbed throughout their adventures, or simply a vindictive bystander who is convinced that the party is up to no good.

A rival's agenda changes over time. Though the characters engage in downtime only between adventures, their rivals rarely rest, continuing to spin plots and work against the characters even when the characters are off doing something else.

CREATING A RIVAL

It's possible for the characters to have one or more rivals at a time, each with a separate agenda. At least one should be a villain, while the others might not be nefarious characters; conflicts with those rivals might be social or political, rather than manifesting as direct attacks.

The best rivals have a connection with their adversaries on a personal level. Find links in the characters' backstories or the events of recent adventures that explain what sparked the rival's actions. The best trouble to put the characters in is trouble they created for themselves. You can find sample rival ties in the Example Rivals table to the right.

To add the right amount of detail to a rival you want to create, give some thought to what the NPC is trying to accomplish and what resources and methods the rival can bring to bear against the characters.

GOALS

An effective rival has a clear reason for interfering with the characters' lives. Think about what the rival wants, how and why the characters stand in the way, and how the conflict could be resolved. Ideally, a rival's goal directly involves the characters or something they care about.

PLANS

The foundation of a rival's presence in the campaign is the actions the rival takes or the events that occur as a result of that character's goals. Each time you resolve one or more workweeks of downtime, pick one of the ways a rival's plans might be advanced and introduce it into play.

Think about how a rival might operate in order to bring specific plans to fruition, and jot down three or four kinds of **actions** the rival might undertake. Some of these might be versions of the downtime activities described in the --- chapter, but these are more often efforts specific to that rival. These actions might be a direct attack, such as an assassination attempt, that you can play out during a session, or it might be a background activity that you describe as altering the campaign in some way. For instance, if the characters pursue a specific artifact, the rival might learn of the plans and attempt to retrieve it first.

EXAMPLE RIVALS

d20 Rival

- 1 Tax collector who is convinced the characters are dodging fees.
- 2 Politician who is concerned the characters are causing more trouble than they solve.
- 3 Faction leader who worries the characters are diminishing their faction's prestige.
- 4 Affluent individual who blames the characters for some recent troubles.
- 5 Rival adventuring party.
- 6 Individual who loves a scandal enough to spark one.
- 7 Childhood rival or member of a rival clan or faction.
- 8 Scorned sibling or parent.
- 9 Merchant who blames the characters for any business woes.
- 10 Newcomer out to make a mark on the world.
- 11 Sibling or ally of a defeated enemy.
- 12 Official seeking to restore a tarnished reputation.
- 13 Deadly foe disguised as a social rival.
- 14 Nefarious character seeking to subvert the party.
- 15 Spurned romantic interest.
- 16 Political opportunist seeking a scapegoat.
- 17 Traitorous noble looking to foment a revolution.
- 18 Would-be tyrant who brooks no opposition.
- 19 Exiled noble looking for revenge.
- 20 Corrupt official worried that recent misdeeds will be revealed.

Some elements of a rival's plans might involve **events** in the world that aren't under the rival's control. Whether such an event can be easily anticipated or not, the rival's plans might include contingencies for taking advantage of such happenings.

ASSETS

Think about the resources the rival can marshal. Does the character have enough money to pay bribes or to hire a small gang of mercenaries? Does the rival hold sway over any guilds, factions, or other groups? Make a list of the rival's assets and how they can be used.

EXAMPLE RIVAL: BROGG CHAK

The Chak clan is a small but powerful family of geonosians traders in the city, but years ago, they pulled up stakes and left overnight. Brogg Chak, the youngest scion, has now returned to restore his family's prestige.

In truth, the family fled because its members had been evading the city's requisite taxes. A corrupt official who was an ally informed the family that a raid on their business was going to be conducted, so they fled the city and began operating as smugglers. After climbing the ranks of their smuggling ring, Brogg—along with a small army of followers—has returned to claim his place among the elite of his former home city. He vows that he will succeed, or leave the city in ruins.

GOALS

Brogg wants to become the most respected and most important merchant in town—someone to whom even the governing body must yield.

PLANS

Brogg plans to discredit and ruin other merchants. His allies spy on his opponents, disrupting their trade routes, stealing their wares, and causing minor chaos. Brogg disrupts his own warehouses to avoid suspicion.

If Brogg's plan fails, he intends to use his forces to assassinate as much of the ruling body as possible, as well as his merchant peers.

BROGG'S PLANS

Element	Description
Event	Renegade droids become a noticeable problem in the city. Folk demand that action be taken.
Action	Supply raids become more common, and common folk talk of gathering a militia. Brogg contributes to the effort.
Action	Warehouses are burned down, ruining tens of thousands of credits worth of goods. Brogg blames the city for lax response times.
Event	An electrical storm strikes the city, overriding and destroying many droids and constructs.
Action	Brogg spreads rumors that the characters or other rivals in town are responsible for the increased crime.

ASSETS

Brogg has a small fortune, some noteworthy skills in espionage, and a substantial following that is dedicated to him.

BOUNTY HUNTING

One of the galaxy's oldest professions, bounty hunting is a lucrative—but dangerous—activity that is held in great esteem by adventurers.

RESOURCES

Bounty hunting requires one workweek and at least 500 cr spent on materials, bribes, gifts, and other expenses. Spending more money increases your chance of successfully collecting your bounty, as shown in Resolution.

RESOLUTION

After one workweek, the character makes a Wisdom (Survival) check, with a +1 bonus per 500 cr spent beyond the initial 500 cr, up to a maximum bonus of +5. The character then consults the Bounty Hunting Roll Modifier table below.

BOUNTY HUNTING ROLL MODIFIER

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Bounty Hunting Results table, which is discussed below.

Once the player has determined their bounty hunting roll modifier, they then roll percentile dice and consult the Bounty Hunting Results table below.

BOUNTY HUNTING RESULTS

d100 Result

40 or lower	You fail to catch your target.
41-70	You fail to catch your target, but stumble across a lesser bounty, earning 500 cr
71-100	You catch your target, resulting in a 1,000 cr bounty
101-110	You catch a high-value target, resulting in a 2,500 cr bounty.
111 or higher	You catch a kingpin, resulting in a 10,000 cr bounty and a nickname.

COMPLICATIONS

Bounty hunting is a dangerous profession that involves interaction with many seedy and nefarious characters, and targets rarely go willingly. Consequently, each workweek spent bounty hunting brings a 10 percent chance of triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

BOUNTY HUNTING COMPLICATIONS

d6 Complication

- 1 Your quarry swears up-and-down that you've got the wrong person.
- 2 Your target manages to escape after you've collected your bounty, and they are coming for you.
- 3 Your target was very valuable to a crime boss, and they've sworn to take revenge on you.
- 4 Your target had connections with an esteemed noble family, and they're publicly besmirching you.
- 5 Your target was a high-ranking member of a guild. You've earned their ire.
- 6 Another bounty hunter was also on the hunt. You just barely beat them, and they're not happy.

UPTIME

Bounty hunting is another activity that many characters will find attractive, but it is better executed using the three pillars of adventuring. The GM can determine that complications arise, as appropriate.

BUYING ENHANCED ITEMS

Purchasing an enhanced item requires time and money to seek out and contact people willing to sell items. Even then, there is no guarantee a seller will have the items a character desires.

A character looking to purchase a standard, premium, prototype, advanced, or possibly legendary enhanced item can spend downtime searching for a seller. The downtime activity can be performed only in a city or another location where one can find individuals interested in parting with enhanced items. Artifact enhanced items can't be purchased during downtime. Finding such an item can be the substance of an adventure in and of itself.

RESOURCES

Finding enhanced items to purchase requires at least five days of effort and 1,000 cr in expenses. Spending more time and money increases your chance of finding a high-quality item, as shown in Resolution.

RESOLUTION

A character seeking to buy an enhanced item makes an Intelligence (Investigation) check to determine the rarity of the item found. The character gains a +1 bonus on the check for every five days beyond the first that are spent seeking a seller, and a +1 bonus for every additional 1,000 cr spent on the search, up to a maximum bonus of +10. The monetary cost includes a wealthy lifestyle, for a buyer must impresses potential business partners.

If the characters seek a specific enhanced item, have them make the check twice. If both checks succeed, they find a seller with the specific enhanced item. Otherwise, use the lower of the two rolls to determine what rarity item they find for sale.

The result of the check determines the rarity of the item for sale, as shown below in the Purchasable Enhanced Item table.

PURCHASABLE ENHANCED ITEMS

Rarity	DC to Find Seller	d100 Roll Modifier
Standard	10	+10
Premium	15	+0
Prototype	20	-10
Advanced	25	-20
Legendary	30	-30

The **d100 Roll Modifier** is added to the percentile dice rolled for the Buying an Enhanced Item table, which is discussed below.

Once a seller is found, the player rolls percentile dice and consults the Buying an Enhanced Item table below, applying a modifier based on the item's rarity, as shown in the Purchaseable Enhanced Items table.

You determine a seller's identity. Seller sometimes move prototype, advanced, and legendary items through proxies to ensure that their identities remain unknown.

As a further option to reflect the availability of enhanced items in your campaign, you can apply up to a -10 penalty for a scarce setting, or up to a +10 bonus for a setting where enhanced items are more common, when resolving the d100 roll for buying enhanced items, as appropriate.

BUYING AN ENHANCED ITEM

d100 Result

40 or lower	A seller asking five times the item's value, or a shady seller asking two and a half times the item's value.
41-70	A seller asking twice the item's value, or a shady seller asking the full item's value.
71-100	A seller asking the full item's value.
101-110	A shady seller asking half the item's value, no questions asked.
111 or higher	A seller asking half the item's value, and a favor.

COMPLICATIONS

The buying and selling of enhanced items is fraught with peril. The large sums of money involved and the power offered by enhanced items attract thieves, con artists, and other villains. If the characters encounter a shady seller, they have a 50 percent chance of triggering a complication. Otherwise, they have a 10 percent chance of triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

BUYING COMPLICATIONS

d6 Complication

1	The item is a fake.
2	The item is stolen after purchase.
3	The item is a relic cursed by a dark entity.
4	The item's original owner will kill to reclaim it; the party's enemies spread news of the transaction.
5	The other party is murdered before the transaction is completed.
6	A third party enters the transaction, doubling the price.

UPTIME

The GM can determine whether or not buying enhanced items can be performed during uptime.

CAROUSING

Carousing is a default downtime activity for many characters. Between adventures, who doesn't want to relax with a few drinks and a group of friends at a cantina?

RESOURCES

Carousing covers a workweek of fine food, strong drink, and socializing. A character can attempt to carouse among lower-, middle-, or upper-class people. Carousing with the lower-, middle-, or upper-class costs 100, 500, or 2,500 cr for the workweek, respectively.

A character with an appropriate background, such as noble, can easily mingle with the upper class, but other characters can only do so if you judge that character has made sufficient contacts. Alternatively, a character might use a disguise kit to pass as a noble visiting from a distant city.

If the player elects to disguise themselves, they must make a Charisma (Deception) check instead of a Charisma (Persuasion) check during Resolution.

RESOLUTION

After a workweek of carousing, a character stands to make contacts within the selected social class. The character makes a Charisma (Persuasion) check, and consults the Carousing Roll Modifier table below:

CAROUSING ROLL MODIFIER

Persuasion Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Carousing Results table, which is discussed below.

Once the player has determined their carousing roll modifier, they then roll percentile dice and consult the Carousing Results table below.

CAROUSING RESULTS

d100	Result
40 or lower	You make a hostile contact.
41-70	You make no new contacts.
71-100	You make an allied contact.
101-110	You make two allied contacts.
111 or higher	You make three allied contacts.

Contacts are NPCs who now share a bond with the character. Each one either owes the character a favor or has some reason to hold a grudge. A hostile contact works against the character, placing obstacles but stopping short of committing a crime or violent act, possibly even developing into a rival. Allied contacts are friends who will render aid to the character, but not at the risk of their lives.

Lower-class contacts include criminals, laborers, mercenaries, a guardsman, or any other folk who normally frequent the cheapest cantina in town.

Middle-class contacts include guild members, town officials, merchants, and other folk who frequent well-kept establishments.

Upper-class contacts are the nobles, elite, and their personal servants. Carousing with such folk covers formal banquets, state dinners, and the like.

Once a contact has helped or hindered a character, the character needs to carouse again to get back into the NPC's good graces. A contact provides help only once, not help for life. The contact remains friendly, which can influence roleplaying and how the characters interact with them, but doesn't come with a guarantee of help.

You can assign specific NPCs as contacts. You might decide that the barkeep in some wretched hovel and a guard stationed at a city gate are the character's allied contacts. Assigning specific NPCs gives the players concrete options. It brings the campaign to life and seeds the area with NPCs that the characters care about. On the other hand, it can prove difficult to track and might render a contact useless if that character doesn't come into play.

Alternatively, you can allow the player to make an NPC into a contact on the spot, after carousing. When the characters are in the same area in which they caroused, a player can expend an allied contact and designate an NPC they meet as a contact, assuming the NPC is of the correct social class based on how the character caroused. The player should provide a reasonable explanation for this relationship and work it into the game.

Using a mix of the two approaches is a good idea, since it gives you the added depth of specific contacts while giving players the freedom to ensure that the contacts they accumulate are useful.

The same process can apply to hostile contacts. You can give the character's a specific NPC they should avoid, or you might introduce one at an inopportune or dramatic moment.

At any time, a character can have a maximum number of unspecified allied contacts equal to 1 + the character's Charisma modifier (minimum of 1). Specific, named contacts don't count toward this limit—only ones that can be used at any time to declare an NPC as a contact.

COMPLICATIONS

Characters who carouse risk bar brawls, accumulating a cloud of nasty rumors, and building a bad reputation around town. Every workweek spent carousing brings a 10 percent chance of a triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

UPTIME

Players can actively engage in carousing using the following rules.

RESOURCES

Carousing covers fine food, strong drink, and socializing. A character can attempt to carouse among lower-, middle-, or upper-class people. Carousing with the lower-, middle-, or upper-class costs 20, 100, or 500 cr, respectively.

A character with an appropriate background, such as noble, can easily mingle with the upper class, but other characters can only do so if you judge that character has made sufficient contacts. Alternatively, a character might use a disguise kit to pass as a noble visiting from a distant city.

If the player elects to disguise themselves, they must make Charisma (Deception) checks instead of Charisma (Persuasion) checks during Resolution.

RESOLUTION

The character then makes five DC 20 Charisma (Persuasion) checks. Once you've resolved all five checks, consult the Carousing Results (Uptime) table below.

CAROUSING RESULTS (UPTIME)

Successes Result

0 successes	You are ejected from the establishment, making two or more hostile contacts.
1 success	You make a hostile contact.
2 successes	You make no new contacts.
3 successes	You make an allied contact.
4 successes	You make two allied contacts.
5 successes	You make three allied contacts.

COMPLICATIONS

Characters who carouse risk bar brawls, accumulating a cloud of nasty rumors, and building a bad reputation around town. For each failure during Resolution, you have a 10 percent chance of triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

LOWER-CLASS CAROUSING COMPLICATIONS

d8 Complication

- 1 A pickpocket lifts 1d10 x 50 cr from you.
- 2 A bar brawl leaves you with a scar.
- 3 You have fuzzy memories of doing something very, very illegal, but you can't remember exactly what.
- 4 You are banned from a cantina for some obnoxious behavior.
- 5 After a few drinks, you swore in a public place to pursue a dangerous quest.
- 6 Surprise! You're married.
- 7 Streaking naked through the streets seemed like a great idea at the time.
Everyone is calling you by some weird, embarrassing nickname, like Puddle Drinker or Bench Slayer, and no one will say why.
- 8

MIDDLE-CLASS CAROUSING COMPLICATIONS

d8 Complication

- 1 You accidentally insulted a guild master, and only a public apology will let you do business with the guild again.
- 2 You swore to complete some quest on behalf of a guild.
- 3 A particularly obnoxious person has taken an intense romantic interest in you.
- 4 A social gaffe has made you the talk of the town.
- 5 You have made a foe out of a local bounty hunter.
- 6 You have been recruited to help run a local festival, play, or similar event.
- 7 You made a drunken toast that scandalized the locals.
- 8 You spent an additional 1,000 cr trying to impress people.

UPPER-CLASS CAROUSING COMPLICATIONS

d8 Complication

- 1 A pushy noble family wants to marry off one of their scions to you.
- 2 You tripped and fell during a dance, and people can't stop talking about it.
- 3 You have agreed to take on a noble's debts.
- 4 You have been challenged to a duel by an embarrassed nobleman.
- 5 You have made a foe out of a local noble.
- 6 A boring noble insists you visit each day and listen to long, tedious expositions on lineage.
- 7 You have become the target of a variety of embarrassing rumors.
- 8 You spent an additional 5,000 cr trying to impress people.

CRAFTING

A character who has the time, money, and necessary tools can use downtime to craft all sorts of equipment.

RESOURCES

Unlike other downtime activities, crafting takes a varying amount of time based on the value of the item being crafted. Crafting requires the tools appropriate to the item being crafted, as shown in the Item Specific Tools table on page ---. The character also needs raw materials equal to half of the item's value. To determine how many days it takes to create an item, divide its value by 250. More experienced craftsmen can craft at a faster rate. A character can complete multiple items at a time if the items' combined value no greater than twice the craftsman's crafting rate. Items that cost more than 500 cr can be completed over longer periods of time, as long as the work in progress is stored in a safe location.

Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it. Use your judgment when determining how many characters can collaborate on an item. A tiny item, like a hold-out, might allow only one or two workers, whereas a large, complex item, like a speeder, might allow four or more workers.

CRAFTING ENHANCED ITEMS

Creating an enhanced item requires more than just time, effort, and materials. It is a long-term process that involves one or more adventures to track down rare materials and the knowledge needed to create the item. To start with, a character needs a blueprint for an enhanced item in order to create it. The blueprint is like a recipe; it lists the materials needed and steps required to make an item.

An item invariably requires an exotic material to complete it. This material can range from a specific resource found only in the swamps of Dagobah, or the pearl of a krayt dragon. Finding the material should take place as part of an adventure.

The Enhanced Item Ingredients table below suggests the challenge rating of a creature the character needs to face to acquire the materials for an item. Note that facing a creature does not necessarily mean that the characters must collect items from its corpse. Rather, the creature might guard a location or a resource that character needs access to.

ENHANCED ITEM INGREDIENTS

Rarity	CR Range	d100 Roll Modifier
Standard	1-3	+10
Premium	4-7	+0
Prototype	8-11	-10
Advanced	12-14	-20
Legendary	15-18	-30
Artifact	19+	-40

The **d100 Roll Modifier** is added to the percentile dice rolled for the Crafting Results table, which is discussed below.

In addition to facing a specific creature, creating an item comes with a credit cost covering other materials, tools, and so on, equal to half the item's value. If all the above requirements are met, the character can attempt to craft the object.

RESOLUTION

After collecting all the necessary resources and spending the requisite amount of time, a character potentially crafts the item(s). For each item being crafted, the character makes an Intelligence check with the appropriate artisan's tools, and consults the Crafting Roll Modifier table below. If multiple craftsmen worked on the item, use the ability scores and relevant proficiencies for the most skilled amongst them.

CRAFTING ROLL MODIFIER

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Crafting Results table, which is discussed below.

For each item being crafted, the player rolls percentile dice and consults the Crafting Results table below, applying a modifier based on the item's rarity, as shown in the Enhanced Item Ingredients table above.

CRAFTING RESULTS

d100 Result

40 or lower	You inefficiently craft the item, expending twice the requisite raw materials.
41-70	You inefficiently craft the item, expending one and a half times the requisite raw materials.
71-100	You craft the item with no significant issue.
101-110	You efficiently craft the item, using only half the requisite materials*.
111 or higher	You expertly craft the item, using only one-quarter the requisite materials*.

*If the item required a rare material, you also used a reduced amount of that material.

CRAFTING COMPLICATIONS

Most of the complications involved in creating something, especially an enhanced item, are linked to the difficulty in finding rare ingredients or components needed to complete the work. The complications a character might face as byproducts of the creation process are most interesting when the characters are working on an enhanced item. Every workweek spent crafting brings a 10 percent chance of a triggering a complication.

CRAFTING COMPLICATIONS

d6 Complication

- 1 Rumors swirl that what you're working on is unstable and a threat to the community.
- 2 Your tools are stolen, forcing you to buy new ones.
- 3 An affluent craftsman shows keen interest in your work and insists on observing you.
- 4 A powerful wealthy individual offers a hefty price for your work and is not interested in hearing no for an answer.
- 5 A noteworthy craftsman accuses you of stealing its secret knowledge to fuel your work.
- 6 A competitor spreads rumors that your work is shoddy and prone to failure.

This is another great opportunity to create a rival to the party, or involve a previous rival.

UPTIME

Due to the required time involved in crafting, it is best suited to downtime. However, characters can work on items in small increments, such as during a short rest, provided they have their tools and their work readily available and unspoiled.

EXPERIMENTING

If a character has resources and wants to experiment in crafting an item, using tools with which they are proficient, they can attempt to participate in this variant of this downtime activity.

RESOURCES

The character should first choose a rarity for which they want to experiment. If experimenting with enhanced items, they should have an appropriate rare material. The character needs raw materials equal to half the maximum value of that item's rarity, as shown in the Enhanced Item Value by Rarity table on page ---. If experimenting with artifact quality, the value should be assumed to be 1,000,000 cr. For instance, if experimenting with a premium quality item, the value should be treated as 5,000 cr.

RESOLUTION

Once experimenting is completed, the character should make an Intelligence check with the appropriate artisan's tools with disadvantage, and consult the Crafting Roll Modifier table. If the player fails to meet a DC, no item is crafted, but all materials are expended. The player should then roll percentile dice twice, taking the lesser value, and adding the appropriate modifier

from the Enhanced Item Ingredients table, and then consult the Crafting Results table. At the end of resolution, unless the character fails to meet a DC, they learn a blueprint for an item and craft the item. The GM can choose an item, or determine it randomly.

COMPLICATIONS

Complications occur as normal during crafting.

LEARNING BLUEPRINTS

Throughout their adventures, characters might discover blueprints that teach them the recipes to make specific items. If the character has the appropriate tools, they can spend 10 minutes studying the blueprint. If they do so, they must make an Intelligence check with those tools to attempt to learn the blueprint. The DC for the check is determined by the rarity of the item the blueprint is for, as shown below in the Blueprint Learning DC by Rarity table.

BLUEPRINT LEARNING DC BY RARITY

Rarity	Blueprint Learning DC
Standard	5
Premium	10
Prototype	15
Advanced	20
Legendary	25
Artifact	30

On a success, the blueprint is learned. On a failure, the blueprint is not learned, and you must wait 24 hours before you can try again.

REVERSE ENGINEERING

Many tools have the option to reverse engineer a crafted item to learn how to make it themselves. Over the course of 1 hour, which can be done during a short rest, a character can carefully disassemble an enhanced item. If they do so, they must make an Intelligence check with the appropriate tools. The DC for the check is determined by the rarity of the item being reverse engineered, as shown below in the Reverse Engineering DC by Rarity table.

REVERSE ENGINEER DC BY RARITY

Rarity	Reverse Engineer DC
Standard	10
Premium	15
Prototype	20
Advanced	25
Legendary	30
Artifact	35

On a success, the item is broken down to half of its raw materials (any rare components are destroyed), and the blueprint for the item is learned. On a failure, the item is destroyed with no recoverable components, and the blueprint is not learned.

CRIME

Sometimes it pays to be bad. This activity gives a character the chance to make some extra cash, at the risk of arrest.

RESOURCES

A character must spend one workweek and at least 250 cr gathering information on potential targets before committing the intended crime.

RESOLUTION

The character must make at least one, but up to three checks, and then consult the Crime Roll Modifier table below. If the character makes more than one check, they can choose the highest value amongst all checks made. However, for each check made beyond the first, the DC for each tier increases by 5. The player can choose to make a Dexterity (Sleight of Hand), Dexterity (Stealth), Intelligence (security kit), or Intelligence (slicer's kit), as appropriate to the crime they attempt. Each check can only be made once.

CRIME ROLL MODIFIER

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Crime Results table, which is discussed below.

For instance, if the character makes a Dexterity (Stealth) check, and the result is 23, they can elect to keep that check, resulting in +15 crime roll modifier. If the character makes an Intelligence (security kit) check, and the result is a 6, however, they can choose to then make a Dexterity (Sleight of Hand) check. If the result of that check is a 19, and the character elects to keep it, they receive a +5 crime roll modifier, since the DC for each tier increased by 5 after the first check. If the character elects to make three checks, with the results being 8, 9, and 17, however, they fail to meet a DC, since the DC for each tier increased by 5 for each subsequent check. In this instance, since they failed to meet a DC, they are caught and jailed.

Once the player has determined their crime roll modifier, they then roll percentile dice and consult the Crime Results table below.

CRIME RESULTS

d100 Result

40 or lower	The robbery fails, but the character escapes.
41-70	Character earns 500 cr, robbery of a struggling merchant.
71-100	Character earns 1,000 cr, robbery of a prosperous figure.
101-110	Character earns 2,500 cr, robbery of a noble.
111 or higher	Character earns 10,000 cr, robbery of one of the richest figures in town.

COMPLICATIONS

A life of crime is filled with complications. A character committing a crime has a 10 percent chance of triggering a complication. They have an additional 10 percent chance of triggering a complication for each check made during Resolution beyond the first.

This is a great opportunity to create a rival to the party, or involve a previous rival.

CRIME COMPLICATIONS

d8 Complication

- 1 A bounty equal to your earnings is offered for information about your crime.
- 2 An unknown person contacts you, threatening to reveal your crime if you don't render a service.
- 3 Your victim is financially ruined by your crime.
- 4 Someone who knows of your crime has been arrested on an unrelated matter.
- 5 Your loot is a single, easily identifiable item that you can't fence in this region.
- 6 You robbed someone under the protection of a local crime lord, who now wants revenge.
- 7 Your victim calls in a favor from a guard, doubling the efforts to solve the case.
- 8 Your victim asks one of your adventuring companions to solve the crime.

UPTIME

While crime is a very fun and engaging activity for a character to participate in, it is better executed using the three pillars of adventuring. The GM can determine that complications arise, as appropriate.

GAMBLING

Games of chance are a great way to make a fortune, and a better way to lose one.

RESOURCES

This activity requires one workweek of effort, plus a stake of at least 100 cr to a maximum of 10,000 cr, or more as you see fit. Alternatively, you could allow characters to bet with things other than money.

RESOLUTION

The character must make at least one, but up to three checks, and then consult the Gambling Roll Modifier table below. If the character makes more than one check, they can choose the highest value amongst all checks made. However, for each check made beyond the first, the DC for each tier increases by 5. The player can choose to make a Charisma (Deception), Intelligence check with the appropriate gaming set, or Wisdom (Insight) check. If the character is not proficient in the gaming set, they can not make a Charisma (Deception) or Wisdom (Insight) check. Each check can only be made once.

GAMBLING ROLL MODIFIER

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Gambling Results table, which is discussed below.

For instance, if the character makes an Intelligence (sabaac deck) check, and the result is an 18, they can elect to keep that check, resulting in a +10 gambling roll modifier. If the result of the check was only 4, however, they can choose to then make a Charisma (Deception) check. If the result of that check is a 22, and the character elects to keep it, they receive a +10 gambling roll modifier, since the DC for each tier increased by 5 after the first check. If the character makes an Intelligence (sabaac deck) check with a result of 8, a Charisma (Deception) check with a result of 13, and finally a Wisdom (Insight) check, with a result of 11, they fail to meet a DC, since the DC for each tier increased by 5 for each subsequent check. In this instance, they lose their entire stake, and accrue a debt equal to that amount. This debt can be paid immediately if the character has the requisite funds after losing their stake.

Once the player has determined their gambling roll modifier, they then roll percentile dice and consult the Gambling Results table below.

GAMBLING RESULTS

d100 Result

40 or lower	You lose your entire stake.
41-70	You lose half your stake.
71-100	You break even. Not bad.
101-110	You win an amount equal to your stake.
111 or higher	You win an amount equal to three times your stake.

COMPLICATIONS

Gambling tends to attract unsavory individuals. The potential complications involved come from run-ins with the law and associations with various criminals tied to the activity. Every workweek spent gambling brings a 10 percent chance of a triggering a complication. They have an additional 10 percent chance of triggering a complication for each check made during Resolution beyond the first.

This is a great opportunity to create a rival to the party, or involve a previous rival.

GAMBLING COMPLICATIONS

d6 Complication

- 1 You are accused of cheating. You decide whether you did cheat or were framed.
- 2 The town guards raid the gambling hall and throw you in jail.
- 3 A noble in town loses badly to you and loudly vows to get revenge.
- 4 You won a sum from a low-ranking member of a nefarious guild, and the guild wants it money back.
- 5 A local crime boss insists you start frequenting their gambling parlor, and no others.
- 6 A high-stakes gambler comes to town and insists that you take part in a game.

VARIANT: GAMBLING SPECTATOR

Occasionally, rather than participate themselves, your characters might want to gamble on a game or event in which someone else is involved. In that case, the character can instead make a Wisdom (Insight) check. If they do so, they do not have the opportunity to make subsequent checks.

UPTIME

Players can actively engage in gambling using the following rules.

RESOURCES

This activity requires a stake of at least 20 cr to a maximum of 2,000 cr, or more as you see fit. Alternatively, you could allow characters to bet with things other than money.

RESOLUTION

The character must make five checks.

If playing against the house, the player makes a DC 20 Intelligence check with the appropriate gaming set. Once you've resolved all five checks, consult the Gambling Results (Uptime) table below.

If playing against an opponent, the player can choose to make a Charisma (Deception), Intelligence check with the appropriate gaming set, or Wisdom (Insight) check contested by the opponent. If there are multiple opponents, use the ability scores and relevant proficiencies for the most skilled amongst them. For each check the character makes, the opponent also makes a check, with an additional effect based on what choices were made.

- If the character chooses to make a Charisma (Deception) check, they have advantage on the check if the opponent makes an Intelligence (gaming set) check, and disadvantage on the check if the opponent makes a Wisdom (Insight) check. If the opponent also makes a Charisma (Deception) check, both checks are made normally.
- If the character chooses to make an Intelligence (gaming set) check, they have advantage on the check if the opponent makes a Wisdom (Insight) check, and disadvantage on the check if the opponent makes a Charisma (Deception) check. If the opponent also makes an Intelligence (gaming set) check, both checks are made normally.
- If the character chooses to make a Wisdom (Insight) check, they have advantage on the check if the opponent makes a Charisma (Deception) check, and disadvantage on the check if the opponent makes an Intelligence (gaming set) check. If the opponent also makes a Wisdom (Insight) check, both checks are made normally.

This advantage and disadvantage occurs for both the character and the opponent. For instance, if the character chooses to make a Charisma (Deception) check, and the opponent choose to make an Intelligence (gaming set) check, the character has advantage on their check, while the opponent has disadvantage on theirs. In the event of a tie, the character and opponent should reroll the contest. If the character is not proficient in the gaming set, they can not make a Charisma (Deception) or Wisdom (Insight) check. Once you've resolved all five checks, consult the Gambling Results (Uptime) table below.

When determining what action the opponent takes, the GM can choose or determine the choice randomly.

GAMBLING RESULTS (UPTIME)

Successes Result

0 successes	You lose your entire stake, and accrue a debt equal to that amount.
1 success	You lose your entire stake.
2 successes	You lose half your stake.
3 successes	You break even. Not bad.
4 successes	You win an amount equal to your stake.
5 successes	You win an amount equal to three times your stake.

COMPLICATIONS

Gambling tends to attract unsavory individuals. The potential complications involved come from run-ins with the law and associations with various criminals tied to the activity. For each success during Resolution, you have a 10 percent chance of triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

GAMBLING COMPLICATIONS (UPTIME)

d6 Complication

1	You are accused of cheating. You decide whether you did cheat or were framed.
2	The town guards raid the gambling hall.
3	A noble in town loses badly to you and loudly vows to get revenge.
4	You won a sum from a low-ranking member of a nefarious guild, and the guild wants it money back.
5	A local crime boss insists you start frequenting their gambling parlor, and no others.
6	A high-stakes gambler insists that you take part in a game.

VARIANT: GAMBLING SPECTATOR

Occasionally, rather than participate themselves, your characters might want to gamble on a game or event in which someone else is involved. In that case, the character can instead make five Wisdom (Insight) check.

MERCENARY CONTRACTING

Often, traditional work doesn't appeal to adventurers, who crave a little more excitement, even during their offweeks. Those characters might prefer to engage in mercenary work.

RESOURCES

Working as a mercenary requires one week of downtime, as well as 100 credits to seek out an available job.

RESOLUTION

The character must make at least one, but up to three ability checks as appropriate to the contract they take. The GM might call for a Charisma (Intimidation) check if the character as working as an enforcer, a Strength (Athletics) check if working as a guard, or an Intelligence (Investigation) check if the character is working as a detective. If the character makes more than one check, they can choose the highest value amongst all checks made. However, for each check made beyond the first, the DC for each tier increases by 5.

MERCENARY CONTRACTING ROLL MODIFIER

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Mercenary Contracting Results table, which is discussed below.

For instance, if the character makes a Charisma (Intimidation) check, and the result is 20, they can elect to keep that check, resulting in +15 mercenary contracting roll modifier. If the character makes an Intelligence (Investigation) check, and the result is a 4, however, they can choose to repeat the check. If the result of that check is a 16, and the character elects to keep it, they receive a +5 mercenary contracting roll modifier, since the DC for each tier increased by 5 after the first check. If the character elects to make three checks, with the results being 9, 10, and 18, however, they fail to meet a DC, since the DC for each tier increased by 5 for each subsequent check. In this instance, since they failed to meet a DC, they fail to find a job.

Once the player has determined their mercenary contracting roll modifier, they then roll percentile dice and consult the Mercenary Contract Results table below.

MERCENARY CONTRACTING RESULTS

d100 Result

40 or lower	The character finds a job, but fails to complete it successfully and goes unpaid.
41-70	You complete a relatively simple job, earning 250 cr.
71-100	You complete a moderately difficult job, earning 500 cr.
101-110	You complete an exceptionally difficult task, earning 1,250 cr.
111 or higher	You complete an insanely difficult task, earning 5,000 cr and a favor from your employer.

COMPLICATIONS

Mercenary work varies drastically in how eventful it can be. A character spending a week mercenary contracting has a 10 percent chance of triggering a complication. They have an additional 10 percent chance of triggering a complication for each check made during Resolution beyond the first.

This is a great opportunity to create a rival to the party, or involve a previous rival.

MERCENARY CONTRACTING COMPLICATIONS

d6 Complication

1	You manage to offend a bystander with an innocuous comment, and it turns out they're important.
2	You have a run-in with the law.
3	You beat out another individual who wanted your job, earning their ire.
4	Your boss works for a local criminal organization, and insists you perform further work for them.
5	Another person offers to pay you to fail in your task.
6	You are forced into a physical altercation, resulting in a scar.

UPTIME

While mercenary contracting is a common endeavor in any campaign, it is better executed using the three pillars of adventuring. The GM can determine that complications arise, as appropriate.

PIT FIGHTING

Pit fighting includes boxing, wrestling, and other nonlethal forms of combat in an organized setting with predetermined matches. If you want to introduce competitive fighting in a battle-to-the-death situation, the standard combat rules apply, rather than downtime.

RESOURCES

Engaging in this activity requires one workweek of effort from a character.

RESOLUTION

The character must make at least one, but up to three checks, and then consult the Pit Fighting Roll Modifier table below. If the character makes more than one check, they can choose the highest value amongst all checks made. However, for each check made beyond the first, the DC for each tier increases by 5. The player can choose to make a Dexterity (Acrobatics) or Strength (Athletics) check. Alternatively, the character can instead make an attack roll using one of the character's weapons. Check check can only be made once.

PIT FIGHTING ROLL MODIFIER

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Gambling Results table, which is discussed below.

For instance, if the character makes a Dexterity (Acrobatics) check, and the result is an 27, they can elect to keep that check, resulting in a +20 pit fighting roll modifier. If the result of the check was only 9, however, they can choose to then make an attack roll with one of their weapons. If the result of that attack roll is a 24, and the character elects to keep it, they receive a +10 pit fighting roll modifier, since the DC for each tier increased by 5 after the first check. If the character makes an Strength (Athletics) check with a result of 11, a Dexterity (Acrobatics) check with a result of 14, and finally an attack roll with one of their weapons, with a result of 18, they fail to meet a DC, since the DC for each tier increased by 5 for each subsequent check. In this instance, they lose all of their bouts, and suffer one level of exhaustion.

Once the player has determined their pit fighting roll modifier, they then roll percentile dice and consult the Pit Fighting Results table below.

PIT FIGHTING RESULTS

d100 You Find...

40 or lower	You lose all of your bouts.
41-70	You win some of your bouts, earning 250 cr.
71-100	You win half of your bouts, earning 500 cr.
101-110	You win most of your bouts, earning 1,500 cr.
111 or higher	You go undefeated, earning 5,000 cr and a title recognized by the people of this town.

COMPLICATIONS

Characters involved in pit fighting must deal with their opponents, the people who bet on matches, and the matches' promoters. Every workweek spent pit fighting brings a 10 percent chance per success of triggering a complication. They have an additional 10 percent chance of triggering a complication for each check made during Resolution beyond the first.

This is a great opportunity to create a rival to the party, or involve a previous rival.

PIT FIGHTING COMPLICATIONS

d6 Complication

1	An opponent swears to take revenge on you.
2	A crime boss approaches you and offers to pay you to intentionally lose a few matches.
3	You defeat a popular local champion, drawing the crowd's ire.
4	You defeat a noble's servant, drawing the wrath of the noble's house.
5	You are accused of cheating. Whether the allegation is true or not, your reputation is tarnished.
6	You accidentally deliver a near fatal wound to an opponent.

UPTIME

While pit fighting is a very fun and engaging activity for a character to participate in, it should be executed using the normal rules of combat. For each round victory, a character should receive winning determined by the GM. The GM can also determine that complications arise, as appropriate.

RACING

On my worlds, racing is a popular local pastime. For the accomplished pilot, racing is a great way to make credits and a name for yourself. However, racing is not for the faint of heart.

RESOURCES

This activity requires one workweek of effort and a 250 cr entry fee. If the character does not own an appropriate vehicle, they can rent one for 1,000 cr.

RESOLUTION

The character must make at least one, but up to three checks, and then consult the Racing Roll Modifier table below. If the character makes more than one check, they can choose the highest value amongst all checks made. However, for each check made beyond the first, the DC for each tier increases by 5. The player can choose to make an Intelligence (mechanic's kit), Intelligence (Piloting), or Intelligence (Technology) check. If the character is not proficient in Piloting, they can not make an Intelligence (mechanic's kit) or Intelligence (Technology) check. Each check can only be made once.

RACING ROLL MODIFIER

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Racing Results table, which is discussed below.

For instance, if the character makes an Intelligence (Piloting) check, and the result is a 17, they can elect to keep that check, resulting in a +10 racing roll modifier. If the result of the check was only 7, however, they can choose to then make a Intelligence (mechanic's kit) check. If the result of that check is a 24, and the character elects to keep it, they receive a +10 racing roll modifier, since the DC for each tier increased by 5 after the first check. If the character makes an Intelligence (Technology) check with a result of 9, an Intelligence (Piloting) check with a result of 9, and finally a Intelligence (mechanic's kit) check, with a result of 9, they fail to meet a DC, since the DC for each tier increased by 5 for each subsequent check. In this instance, they lose all of their races and crash their vehicle, requiring at least 1,000 cr in repairs to fix.

Once the player has determined their racing roll modifier, they then roll percentile dice and consult the Racing Results table below.

RACING RESULTS

d100 Result

40 or lower	You lose all of your races.
41-70	You win some of your races, earning 500 cr.
71-100	You win half of your races, earning 1,000 cr.
101-110	You win most of your races, earning 2,500 cr.
111 or higher	You go undefeated, earning 10,000 cr and a title recognized by the people of this town.

COMPLICATIONS

Racing attracts many different kinds of individuals: from arrogant racers to manipulative managers, adoring fans to obsessive critics. The potential complications can vary from vehicular trouble to perceived slights. Every workweek spent racing brings a 10 percent chance of a triggering a complication. They have an additional 10 percent chance of triggering a complication for each check made during Resolution beyond the first.

This is a great opportunity to create a rival to the party, or involve a previous rival.

RACING COMPLICATIONS

d6 Complication

- 1 You side-swipe another racer, earning their ire.
- 2 A crime boss approaches you and offers to pay you to intentionally lose a few races.
- 3 You are accused of cheating. Whether the allegation is true or not, your reputation is tarnished.
- 4 You beat a low-ranking member of a nefarious guild, and the guild isn't happy.
- 5 A local crime boss insists you start racing for them, and no others.
- 6 A renowned racer comes to town and insists on a race.

VARIANT: ANIMAL RACING

You may encounter an arena in which they race animals instead of vehicles. In this instance, you'll want to substitute Intelligence (Nature), Wisdom (Animal Handling), and Wisdom (Survival) for Intelligence (mechanic's kit), Intelligence (Piloting), and Intelligence (Technology), respectively.

UPTIME

Players can actively engage in racing using the following rules.

RESOURCES

This activity requires a 50 cr entry fee. If the character does not own an appropriate vehicle, they can rent one for 200 cr.

RESOLUTION

The character must make five checks.

If racing against a time, the player makes a DC 20 Intelligence (Piloting) check. Once you've resolved all five checks, consult the Racing Results (Uptime) table below.

If racing against an opponent, the player can choose to make an Intelligence (mechanic's kit), Intelligence (Piloting), or Intelligence (Technology) check contested by the opponent. If there are multiple opponents, use the ability scores and relevant proficiencies for the most skilled amongst them. For each check the character makes, the opponent also makes a check, with an additional effect based on what choices were made.

- If the character chooses to make an Intelligence (mechanic's kit) check, they have advantage on the check if the opponent makes an Intelligence (Piloting) check, and disadvantage on the check if the opponent makes an Intelligence (Technology) check. If the opponent also makes an Intelligence (mechanic's kit) check, both checks are made normally.
- If the character chooses to make an Intelligence (Piloting) check, they have advantage on the check if the opponent makes an Intelligence (Technology) check, and disadvantage on the check if the opponent makes an Intelligence (mechanic's kit) check. If the opponent also makes an Intelligence (Piloting) check, both checks are made normally.
- If the character chooses to make an Intelligence (Technology) check, they have advantage on the check if the opponent makes an Intelligence (mechanic's kit) check, and disadvantage on the check if the opponent makes an Intelligence (Piloting) check. If the opponent also makes an Intelligence (Technology) check, both checks are made normally.

This advantage and disadvantage occurs for both the character and the opponent. For instance, if the character chooses to make an Intelligence (mechanic's kit) check, and the opponent choose to make an Intelligence (Piloting) check, the character has advantage on their check, while the opponent has disadvantage on theirs. In the event of a tie, the character and opponent should reroll the contest. If the character is not proficient Piloting, they can not make an Intelligence (mechanic's kit) or Intelligence (Technology) check. Once you've resolved all five checks, consult the Racing Results (Uptime) table below.

When determining what action the opponent takes, the GM can choose or determine the choice randomly.

RACING RESULTS (UPTIME)

Successes Result

0 successes	You lose your race and crash your vehicle, requiring at least 1,000 cr in repairs to fix.
1 success	You lose your race.
2 successes	You just fail to place, but manage to earn 100 cr.
3 successes	You take 3rd place, earning 200 cr.
4 successes	You take 2nd place, earning 500 cr.
5 successes	You take 1st place, earning 2,000 cr.

COMPLICATIONS

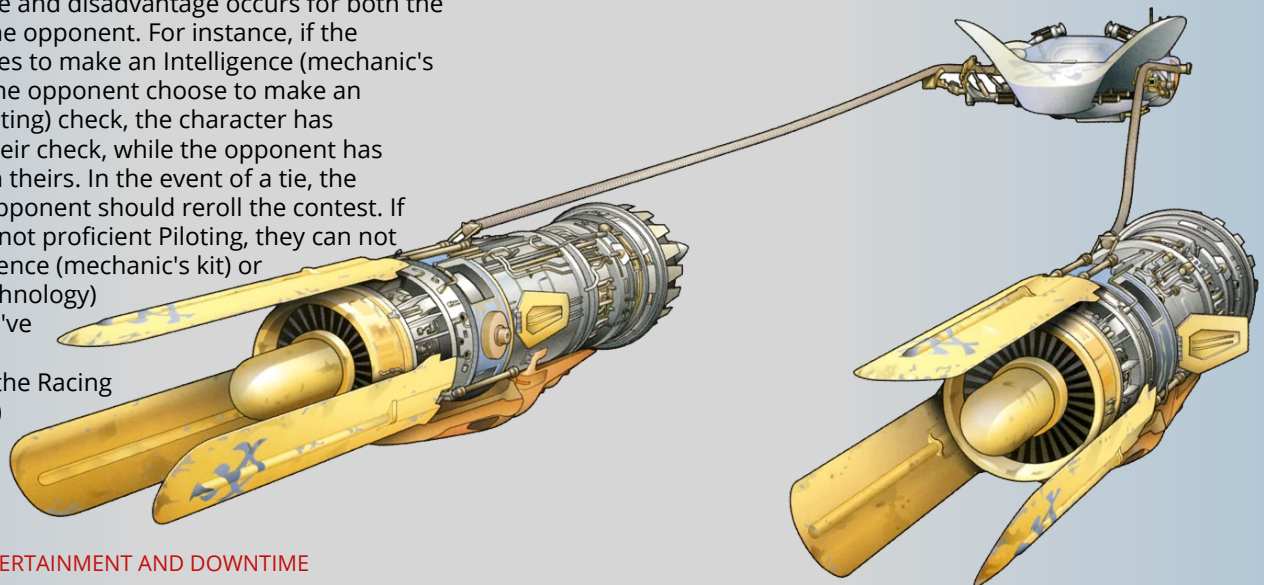
Racing attracts many different kinds of individuals: from arrogant racers to manipulative managers, adoring fans to obsessive critics. The potential complications can vary from vehicular trouble to perceived slights. For each success during Resolution, you have a 10 percent chance of triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

RACING COMPLICATIONS (UPTIME)

d6 Complication

- 1 You side-swipe another racer, earning their ire.
- 2 A crime boss approaches you and offers to pay you to intentionally lose a few races.
- 3 You are accused of cheating. Whether the allegation is true or not, your reputation is tarnished.
- 4 You beat a low-ranking member of a nefarious guild, and the guild isn't happy.
- 5 A local crime boss insists you start racing for them, and no others.
- 6 A renowned racer insists on a race.



RESEARCH

To be forewarned is to be forearmed. This activity allows a character to delve into lore concerning a monster, a location, an enhanced item, or some other specific topic.

RESOURCES

Typically, a character needs access to a library or some other academic institution to conduct research. Assuming such access is available, conducting research requires one workweek and at least 500 cr spent on materials, bribes, gifts, and other expenses. Spending more money increases your chances of finding noteworthy lore, as shown in Resolution.

RESOLUTION

The character declares the focus of the research—a specific person, place, or thing. After one workweek, the character makes an Intelligence (Lore) check, with a +1 bonus per 1,000 cr spent beyond the initial 500 cr, up to a maximum bonus of +5. The character then consults the Research Roll Modifier table below.

RESEARCH ROLL MODIFIER

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Research Results table, which is discussed below.

Once the player has determined their research roll modifier, they then roll percentile dice and consult the Research Results table below.

RESEARCH RESULTS

d100	Result
40 or lower	You learn nothing.
41-70	You learn one piece of lore.
71-100	You learn two pieces of lore.
101-110	You learn three pieces of lore.
111 or higher	You learn five pieces of lore, as well as the relative location of an item worth at least 5,000 cr.

Each piece of lore is the equivalent of one true statement about a person, place, or thing. Examples include knowledge of a creature's resistances, the method required to enter a sealed tomb, or the clandestine knowledge held by a specific person.

As GM, you are the final arbiter concerning exactly what a character learns. For a monster or an NPC, you can reveal elements of statistics or personality. For a location, you can reveal secrets about it, such as a hidden entrance, the answer to a riddle, or the nature of a creature that guards the place.

Alternatively, you can allow the player to determine what lore they've learned on the spot, after research. When the characters are in an area related to what was researched, a player can expend a lore to uncover something related to the location on hand, assuming it pertains to what was researched.

Using a mix of the two approaches is a good idea, since it gives you the added depth of specific lore while giving players the freedom to ensure that the lore they learn is useful.

At any time, a character can have a maximum number of unspecified lore equal to 1 + the character's Intelligence modifier (minimum of 1). Specific, learned lore doesn't count toward this limit—only ones that can be used at any time to learn something related to the original subject of study.

COMPLICATIONS

The greatest risk in research is uncovering false information. Not all lore is accurate or truthful, and a rival with a scholarly bent might try to lead the character astray, especially if the object of the research is known to the rival. The rival might plant false information, bribe scholars to give bad advice, or steal key information needed to find the truth.

Additionally, a character might run into other complications during research. Every workweek spent in research brings a 10 percent chance of a triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

RESEARCH COMPLICATIONS

d6 Complication

- 1 You accidentally damage a rare, fragile source of information.
- 2 You offend a scholar, who demands an extravagant gift.
- 3 If you had known the source of information was cursed, you never would have opened it.
- 4 A scholar becomes obsessed with convincing you of a number of strange theories.
- 5 Your actions cause you to be banned from a library or some other academic institution.
- 6 You uncovered useful lore, but only by promising to complete a dangerous task in return.

UPTIME

Conducting research is generally a long-term activity, requiring time and devotion, best suited to downtime.

SELLING ENHANCED ITEMS

Few people can afford to buy an enhanced item, and fewer still know how to find one. Adventurers are exceptional in this regard due to the nature of their profession.

A character who comes into possession of a standard, premium, prototype, advanced, or possibly legendary enhanced item that he or she wants to sell can spend downtime searching for a buyer. The downtime activity can be performed only in a city or another location where one can find wealthy individuals interested in acquiring enhanced items. Artifact enhanced items can't be sold during downtime. Finding someone to buy such an item can be the substance of an adventure in and of itself.

RESOURCES

Finding a buyer for a standard, premium, prototype, advanced, or legendary enhanced item takes up to twenty days of effort, depending on the rarity of the enhanced item for sale, and costs 100 cr per day.

RESOLUTION

For each salable item, the character must make a DC 20 Intelligence (Investigation) check to find buyers. Another character can use his or her downtime to assist with the search, granting advantage on the check.

On a failure, no buyer for the item is found after a search that lasts a number of days equal to the maximum for that item's rarity, as shown below in the Days to Find Buyer column of the Salable Enhanced Items table below. On a success, a buyer for the item is found after a number of days based on the item's rarity, as shown below in the Salable Enhanced Item table.

SALABLE ENHANCED ITEMS

Rarity	Days to Find Buyer	d100 Roll Modifier
Standard	1d4	+10
Premium	1d6	+0
Prototype	1d8	-10
Advanced	1d10	-20
Legendary	1d20	-30

The **d100 Roll Modifier** is added to the percentile dice rolled for the Selling an Enhanced Item table, which is discussed below.

A character can attempt to find buyers for multiple enhanced items at once. Although this requires multiple Intelligence (Investigation) checks, the searches are occurring simultaneously, and the results of multiple failures or successes aren't added together. For example, if the character finds a buyer for a standard enhanced item in 2 days and a buyer for a premium enhanced item in 5 days, but fails to find a buyer for a prototype enhanced item, the entire search takes 8 days.

For each item a character wishes to sell, the player rolls percentile dice and consults the Selling an Enhanced Item table below, applying a modifier based on the item's rarity, as shown in the Salable Enhanced Items table. The subsequent total determines what a buyer offers to pay for the item.

You determine a buyer's identity. Buyers sometimes procure prototype, advanced, and legendary items through proxies to ensure that their identities remain unknown.

As a further option to reflect the availability of enhanced items in your campaign, you can apply up to a -10 penalty for a scarce setting, or up to a +10 bonus for a setting where enhanced items are more common, when resolving the d100 roll for selling enhanced items, as appropriate.

SELLING AN ENHANCED ITEM

d100 Result

40 or lower	A buyer offering one-quarter of the item's value, or a shady buyer offering half the item's value.
41-70	A buyer offering half the item's value, or a shady buyer offering the full item's value.
71-100	A buyer offering the full item's value.
101-110	A shady buyer offering one and a half times the item's value, no questions asked.
111 or higher	A buyer offering one and a half times the item's value, but they also want a favor.

COMPLICATIONS

The buying and selling of enhanced items is fraught with peril. The large sums of money involved and the power offered by enhanced items attract thieves, con artists, and other villains. If the characters encounter a shady buyer, they have a 50 percent chance of triggering a complication. Otherwise, they have a 10 percent chance of triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

SELLING COMPLICATIONS

d6 Complication

- The item is perceived as a fake.
- The item is stolen before the sale.
- The item is a relic cursed by a dark entity.
- The item's original owner will kill to reclaim it; the party's enemies spread news of the transaction.
- The other party is murdered before the transaction is completed.
- A third party enters the transaction, offering an alternative item.

UPTIME

The GM can determine whether or not selling enhanced items can be performed during uptime.

WORK

When all else fails, an adventurer can turn to an honest trade to earn a living.

RESOURCES

Taking on a job requires one workweek of work.

RESOLUTION

The character must make an ability check as appropriate to the job they are trying to perform. The GM might call for a Strength (Athletics) check if the character is working with their hands, an Intelligence check with a set of tools if the character is working as a tradesman, a Charisma (Performance) check if the character is working in a speaking capacity, a Charisma check with a musical instrument if the character is performing in a venue, or any other check the GM deems appropriate. Once the character has made their chosen check, they should consult the Work Roll Modifier table below.

WORK ROLL MODIFIER

Ability Check DC	d100 Roll Modifier
10	+5
15	+10
20	+15
25	+20
30	+25

The **d100 Roll Modifier** is added to the percentile dice rolled for the Work Results table, which is discussed below.

WORK RESULTS

d100 Result

40 or lower	You earn enough to support a poor lifestyle for the week, with 10 cr left over.
41-70	You earn enough to support a modest lifestyle for the week, with 50 cr left over.
71-100	You earn enough to support a comfortable lifestyle for the week, with 100 cr left over.
101-110	You earn enough to support a wealthy lifestyle for the week, with 200 cr left over.
111 or higher	You somehow earn enough to support an aristocratic lifestyle for the week, with 500 cr left over.

COMPLICATIONS

Despite what should be an uneventful, satisfying week of simple work, complications can arise from this activity. A character spending a week working has a 10 percent chance of triggering a complication.

This is a great opportunity to create a rival to the party, or involve a previous rival.

WORK COMPLICATIONS

d8 Complication

- 1 You manage to outperform someone who has been working longer than you, and they're not impressed.
- 2 You bump a coworker in a clearly accidental fashion, but they blow it out of proportion, causing everyone to dislike you.
- 3 A patron asks for a service not provided by your workplace, and asks for the manager when you try to explain this.
- 4 Your manager takes credit for the work you are doing, asserting it is their own.
- 5 One of your coworkers slows down their workload so you have to pick up their slack.
- 6 You sustain a small injury, resulting in a scar.
- 7 Your coworkers, as a group, tell your boss a series of baseless lies. Your boss believes them over you.
- 8 Your coworkers bestow a nickname on you based on an obscure, mundane thing you did or said. They no longer call you by your name.

UPTIME

If you are the type who prefers to hoard their wealth and work for their dinner, you can engage in work during uptime.

RESOURCES

Taking on a job requires at least one hour of work.

RESOLUTION

Make an ability check appropriate to the work you are doing and consult the Work Results (Uptime) table below.

WORK RESULTS (UPTIME)

Ability Check DC Result

10	You earn enough to support a poor lifestyle for night, with 2 cr left over.
15	You earn enough to support a modest lifestyle for night, with 10 cr left over.
20	You earn enough to support a comfortable lifestyle for night, with 20 cr left over.
25	You earn enough to support a wealthy lifestyle for night, with 40 cr left over.
30	You earn enough to support an aristocratic lifestyle for night, with 100 cr left over.

COMPLICATIONS

You have a 10 percent chance of triggering a complication. If you fail to meet an ability check DC, you instead have a one-hundred percent chance of triggering a complication.

CHAPTER 3: FACTIONS AND MEMBERSHIP

AS CHARACTERS TRAVEL THROUGH THE CITIES AND WORLDS OF *Star Wars*, they may come across factions, such as the Jedi Order, the Black Sun, or the Bounty Broker's Association, to which they may want to pledge service. Joining a faction offers unique benefits, as determined by the faction's features.

JOINING A FACTION

A character can join a faction at any time, provided they can find a faction member capable of recruiting and they are not in bad standing with the faction. If a character is in bad standing with a faction that they wish to join, and they can find a nonhostile representative of that faction, they may be able to complete a task to return to the faction's favor, as determined by the GM.

The requirements for joining a faction vary based on the the faction you are trying to join. The Jedi Order, for instance, might require you to be a certain age and Force-sensitive. The Bounty Broker's Association, however, simply require monthly dues.

FACTIONS AND BACKGROUNDS

If a character is of an appropriate background, such as Jedi or Guild Merchant, can start at at least 1st rank in their faction, as determined by the GM.

MEMBERSHIP BENEFITS

As an established and respected member of a faction, you can rely on certain benefits that membership provides. Your fellow faction members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a headquarters offers a central place to meet other members of your faction, which can be a good place to meet potential patrons, allies, or hirelings.

Factions often wield tremendous political power. If you are accused of a crime, your faction will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the faction, if you are a member in good standing. Your dues must be current to remain in the faction's good graces.

MEMBERSHIP DUES

After joining a faction, characters have certain requirements they must meet in order to retain in their faction's good standing. For some factions, it might simply be credit dues paid at the beginning of the month. For other factions, they might require you spend one workweek a month furthering their interests.

OVERDUE

If at the end of a month you are not current in your dues, you must become current again before you can gain any benefits from your faction. For every month you are not current in your dues, you must account for the missed dues for each month before you can become current again.

For instance, if your faction requires a credit tithing, you must meet the missed tithing for each month before you become current again. If your faction requires a workweek of downtime, however, you must complete a workweek for each month you are behind.

If you ever become overdue by a year or more, you lose your membership in that faction entirely unless you can justify that the absence was beyond your control. If you can not justify your absence and you choose to rejoin your faction, you start over at 1st rank.

MEMBERSHIP IN MULTIPLE FACTIONS

You can have ranks in multiple factions as long as those factions are not in direct conflict, but your total combined ranks across all your factions can not exceed half your character level (rounded up). If you complete a task that aligns with the goals of one of your factions, but is in direct conflict with another faction, you risk lowering renown with the other faction, or potentially being disavowed entirely.

FACTION RANKS

Factions can have a maximum of five ranks. While the names and responsibilities of each rank vary by faction, their general structure tends to be the same.

RANK 1: INITIATE

This is the rank a character receives when first joining a faction.

RANK 2: MEMBER

Rank 2 characters have shown they're aligned with the faction's goals, allowing greater responsibility.

RANK 3: VETERAN

Rank 3 characters are reliable faction members, entrusted with many secrets and deserving of additional support.

RANK 4: OFFICER

Rank 4 characters are trusted within the faction's leadership. They are looked up as champions of a faction's endeavors, and are the leaders of individual faction locations.

RANK 5: LEADER

Rank 5 characters are the leaders of their respective factions. Typically, a faction has one singular leader per headquarters, who delegates responsibilities to the faction's rank 4 and lower characters.

A faction can not have more rank 5 characters than its tier. If a faction has more than one rank 5 character, typically one stands above the rest.

RISING THROUGH THE RANKS

When a character completes an endeavor, such as a downtime activity or mission, that aligns with the goals of their faction, they gain renown. As a character reaches certain thresholds of renown, they earn the opportunity to rise through the ranks of their faction, provided they meet any other requirements, as shown in the Faction Membership table on page ---.

FACTIONS

Faction can vary greatly in size and renown, from a lowly local adventurer's guild to a galaxy-spanning criminal organization. The nature of factions drastically differ as well, depending on the faction's intended focus.

FACTION TIERS

Factions vary in tier depending on their size. Smaller factions will typically hover between tier 1 and tier 5, while larger, galaxy-spanning factions might reach tier 20. Higher tiers require more active members, but grant greater benefits to them, as shown in the Faction Benefits table on page ---.

PROFICIENCY BONUS

Factions have their own proficiency bonus, which scales with their tier. This proficiency bonus affects actions that faction takes as a whole, or actions taken by members of appropriate rank, in the ability scores in which the faction is proficient.

ABILITY SCORES

Ability scores represent what a faction choose to focus on for its enterprises. There are six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Ability scores are discussed at greater length in Chapter 4: Using Ability Scores.

FACTION TRAITS

Every faction is unique, not just in how they function, but also their goals, beliefs, and what kind of members they attract.

GOALS

Each faction has its own goals. One of the most common goals many factions share is the desire for increased wealth and influence. Many factions, however, have goals unique to their own efforts. For instance, a faction might have a goal of maintaining peace and prosperity in their region, directing all of their wealth and influence towards that one goal.

BELIEFS

Each faction also has its own beliefs. Many nefarious factions, such as the Exchange, believe power should be wielded by the strong, and that the weak deserve to be enslaved, while a more monetarily motivated faction, such as the Commerce Guild, believe that material wealth is the greatest source of control.

MEMBER TRAITS

Members of a faction are often drawn to it because they share common traits with its members. For instance, criminals who prefer to work alone, or in small groups, might be drawn to the Black Sun, while bounty hunters might choose to join the Bounty Broker's Association to earn greater wealth and prestige.

HEADQUARTERS

Most factions have use of a headquarters. For smaller factions, it might be a simple building, or even a room. For larger factions, however, it might be a space ship, a space station, or even an entire moon or planet. A faction headquarters is required to recruit members to a faction.

A faction can have any number of headquarters, provided it has the staff and funds to maintain them. However, every headquarters requires at least one 4th rank or higher member to administrate.

OPERATING COSTS

Beyond the required costs for actually maintaining a headquarters, factions have costs directly associated with their functions. These fees might cover licensing fees, bribes, government contracts, etc. These fees amount to roughly 1,000 cr per headquarters per month.

RECRUITING

In order for a faction to grow, it must recruit members. While lower tier factions can thrive with only a few members, higher tier factions require constant effort by thousands or more members. Additionally, a smaller faction might have trouble recruiting skilled members, while larger factions probably don't.

Each membership rank can only support members of a certain CR or higher, as shown in the Membership Ranks CR and Renown table below.

MEMBERSHIP RANKS CR AND RENOWN

Membership Rank	Minimum Member CR	Monthly Renown Generation
1	1/8	1
2	1/2	2
3	1	3
4	2	4
5	5	5

Additionally, certain NPCs might also require a higher tier to join your faction. For instance, a skilled craftsman might not have a high CR, but might still require a faction to be a higher tier to merit joining.

RENOWN

Characters who act on behalf of their faction's interest earn renown, improving their own standing within their faction as well as their faction's overall effectiveness. In order for a faction to increase in tier, it must have a specific amount of renown, as shown in the Faction Benefits table on page ---. Additionally, once a faction reaches tier 6, it must have a certain amount of renown generated each month in order to progress to subsequent tiers.

NPC faction members generate an amount of renown each month determined by their rank in the faction, as shown in the Membership Ranks CR and Renown table above.

FACTION BENEFITS

Tier	Proficiency Bonus	Features	Required Renown	Monthly Renown Generation
1st	+2	Insignia, Faction Training	0	—
2nd	+2	Association Proficiency, Faction Activity	5	—
3rd	+2	Enhanced Insignia	15	—
4th	+2	Ability Score Improvement	30	—
5th	+3	Premium Item Stockpile	50	—
6th	+3	Faction Training (2)	75	—
7th	+3	Association Proficiency (2), Faction Activity (2)	100	10
8th	+3	Ability Score Improvement	150	15
9th	+4	Prototype Item Stockpile	200	20
10th	+4	Association Expertise	250	25
11th	+4	Faction Training (3), Association Proficiency (3)	325	30
12th	+4	Ability Score Improvement	400	40
13th	+5	Advanced Item Stockpile, Faction Activity (3)	500	50
14th	+5	Association Expertise (2), Association Advantage	1,000	100
15th	+5	Faction Training (4), Association Proficiency (4)	2,000	200
16th	+5	Ability Score Improvement	5,000	500
17th	+6	Ability Score Mastery, Legendary	10,000	1,000
18th	+6	Ability Score Mastery	20,000	2,000
19th	+6	Ability Score Mastery	50,000	5,000
20th	+6	Ability Score Mastery, Artifact	100,000	10,000

INSIGNIA

Beginning at 1st tier when you establish your faction, your faction can choose an insignia. Faction members of 1st rank or higher can wear, carry, or otherwise bear your insignia in a fashion appropriate to your faction's operations. Your insignia will be one of the primary ways that members identify themselves as a member of your faction.

FACTION TRAINING

Also at 1st tier, your faction gains a favored language or tool. Choose a language, or one of the tool options on page ___ of the *Player's Handbook*. Alternatively, your faction can develop its own cant.

When a 1st rank or higher faction member trains in the chosen language or tool using the Training downtime activity on page ___ of the *Player's Handbook*, the requisite time and credits are halved.

At 6th, 11th, and 15th tier, your faction can choose another language or tool.

ASSOCIATION PROFICIENCY

At 2nd tier, your faction gains proficiency in one of ability score of your choice. When your faction engages in an activity that uses the chosen ability score, they add the faction's proficiency bonus to the d20 roll, in addition to the ability score modifier.

At 7th, 11th, and 15th tier, your faction gains proficiency in another ability score.

FACTION ACTIVITY

Also at 2nd tier, your faction chooses an activity from the options available in Chapter 2: Entertainment and Downtime. When a 2nd rank or higher faction member engages in the chosen activity and rolls percentile dice, they can also make a faction ability check and add it to the roll. The faction ability check is determined by the specific activity, as shown in Chapter 4: Using Ability Scores. Additionally, when they make a d20 roll as a part of the chosen activity, they can use your faction's ability modifier instead of their own modifier, if that number is greater.

At 7th and 13th tier, your faction can choose another activity.

ENHANCED INSIGNIA

Starting at 3rd tier, its insignia gains an enhanced property. Choose an at-will force or tech power. If the bearer of the insignia is at least 1st rank in the faction, they can cast the power while wielding their insignia. The force- or tech-casting ability varies based on the type of power chosen: Intelligence for tech powers, Wisdom for light side force powers, Charisma for dark side force powers, or Wisdom or Charisma for universal force powers (the faction member's choice).

ABILITY SCORE IMPROVEMENT

At 4th tier, you can increase one of your faction's ability scores by 2. At 8th, 12th, and 16th tier, you can increase another of your faction's ability scores by 2. As normal, you can't increase an ability score above above 20 using this feature.

PREMIUM ITEM STOCKPILE

Once your faction has reached 5th tier, it gains access to a premium enhanced item of its choice. When a 2nd rank or higher faction member has spent 50 days of downtime furthering the faction's interests, they gain access to the chosen premium item and can purchase it at the item's full value. If the chosen item is a consumable, it takes half the requisite downtime. Once they've done so, they must spend another 50 days of downtime furthering your faction's interest before they can do so again. Provided that the item is undamaged, they can return it to your faction for a full refund.

PROTOTYPE ITEM STOCKPILE

At 9th tier, your faction gains access to a prototype enhanced item of your choice. When a 3rd rank or higher faction member has spent 100 days of downtime furthering the faction's interests, they gain access to this prototype item and can purchase it at the item's full value. If the chosen item is a consumable, it takes half the requisite downtime. Provided that the item is undamaged, they can return it to your faction for a full refund.

ASSOCIATION EXPERTISE

Beginning at 10th tier, your faction gains expertise in one ability score in which it is proficient.

At 14th tier, your faction gains expertise in another ability score in which it is proficient.

ADVANCED ITEM STOCKPILE

At 13th tier, your faction gains access to an advanced enhanced item of its choice. When a 4th rank or higher faction member has spent 200 days of downtime furthering the faction's interests, they gain access to this advanced item and can purchase it at the item's full value. If the chosen item is a consumable, it takes half the requisite downtime. Provided that the item is undamaged, they can return it to your faction for a full refund.

ASSOCIATION ADVANTAGE

Starting at 14th tier, your faction gains advantage on checks with one ability score of your choice.

ABILITY SCORE MASTERY

At 17th tier, you can increase one of your faction's ability scores by 2. Its maximum for this score increases by 2. At 18th, 19th, and 20th tier, you can increase another of your faction's ability scores, and its maximum, by 2.

LEGENDARY

Also at 17th tier, your factions gains access to one legendary enhanced item of its choice. When a 5th rank or higher faction member has spent 500 days of downtime furthering the faction's interests, they gain access to this legendary item and can procure it at no cost.

ARTIFACT

As of 20th tier, your factions gains access to one artifact enhanced item of its choice. When a 5th rank or higher faction member has spent 1,000 days of downtime furthering the faction's interests, they gain access to this artifact item and can procure it at no cost.

MEMBERSHIP RANKS

Rank	Features	Required Renown	Other Requirements
1st	Earn Renown, Faction Training, Insignia	0	—
2nd	Apprentice, Faction Activity, Premium Item Procurement, Special Missions	10	—
3rd	Mentor, Prototype Item Procurement	25	5th level, 1 special mission
4th	Advanced Item Procurement	50	9th level, 3 special missions
5th	Faction Leader	100	13th level, 10 special missions

EARN RENOWN

Beginning at 1st rank when you join a faction, you gain the ability to earn renown for your faction, allowing you to advance in rank. For every successful workweek in a downtime activity furthering your faction's interests, you gain 1 renown. Additionally, you gain access to faction-specific missions. Every time you complete a mission for your faction, you gain 1 or more renown.

FACTION TRAINING

Also at 1st rank, you gain access to your faction's favored training. When you train in your faction's favored language or tool using the Training downtime activity on page ___ of the Player's Handbook, the requisite time and credits are halved.

INSIGNIA

Lastly at 1st rank, you are given permission to wield the insignia of your faction, either openly or in secret. When your faction reaches 3rd tier, your insignia gains an enhanced property.

APPRENTICE

At 2nd rank, you gain the ability to be apprenticed to a 3rd rank or higher member of your faction. Bonding with a mentor takes one workweek of downtime spent together furthering your faction's interests in your faction's favored activity. At the end of the workweek, you and your mentor are bonded. You can only have one mentor at a time. You can break your bond with your current mentor at any time, no action required.

While traveling with or otherwise working with your mentor, you gain the following benefits:

LANGUAGE AND TOOL TRAINING

You can learn any language or tool proficiency that your mentor possesses in half the time, with no credit requirement.

WORD OF ADVICE

While you can see and hear your mentor, you can gain advantage on one ability check, attack roll, or saving throw (no action required). You can wait until after you roll the d20 to use this feature, but you must decide before the GM says whether the roll succeeds or fails.

Once you've used this feature, you must complete a short or long rest before you can use it again.

FACTION ACTIVITY

Also at 2nd rank, you gain benefits from your faction when you engage in your faction's favored activity, provided your faction is at least 2nd tier. When you roll percentile dice as a part of the chosen activity, you can also make an ability check and add it to the roll. The ability check is determined by the specific activity, as shown in the ___ table on page ___. Additionally, when you make a d20 roll as a part of the chosen activity, you can use your faction's association modifier instead of your modifier, if that number is greater.

PREMIUM ITEM PROCUREMENT

Additionally at 2nd rank, after spending at least 50 days of downtime furthering your faction's interests, you gain access to premium enhanced items, which you can purchase at the item's full value, provided your faction is at least 5th tier. You gain access to armor +1, shield +1, weapon +1, and one premium enhanced item chosen by your faction. You can only have one premium item procured in this fashion, but provided that the item is undamaged, you can return it to your faction for a full refund. If your faction's chosen item is a consumable, you can instead have an unlimited number of that item, but you must spend the requisite downtime for each one.

SPECIAL MISSIONS

Lastly at 2nd rank, you gain the opportunity to undergo special missions on behalf of your faction. These missions, while more scarce, often yield greater renown, and potentially other rewards. Special missions are also required to progress past 2nd rank in a faction, as shown in the Faction Membership table.

MENTOR

At 3rd rank, you gain the ability to take a 2nd or 3rd rank member of your faction as an apprentice. Bonding with an apprentice takes one workweek of downtime spent together furthering your faction's interests. At the end of the workweek, you and your apprentice are bonded. You can only have one apprentice at a time. You can break your bond with your current apprentice at any time, no action required.

And 4th rank, you can have a 2nd or 3rd rank member of your faction as an apprentice, and at 5th rank, you can have a 2nd, 3rd, or 4th rank member of your faction as an apprentice. Additionally, at 5th rank, you can maintain three apprentices at a time, instead of one.

While traveling with or otherwise working with your apprentice, you gain the following benefits.

DOWNTIME

When you engage in a downtime activity with your apprentice and make your percentile dice check, you can roll the dice twice and use either total.

INSPIRING PRESENCE

While your apprentice can see and hear you, you can gain advantage on one ability check, attack roll, or saving throw (no action required). You can wait until after you roll the d20 to use this feature, but you must decide before the GM says whether the roll succeeds or fails.

Once you've used this feature, you must complete a short or long rest before you can use it again.

PROTOTYPE ITEM PROCUREMENT

Also at 3rd rank, after spending at least 100 days of downtime furthering your faction's interests, you gain access to prototype enhanced items, which you can purchase at the item's full value, provided your faction is at least 9th tier. You gain access to armor +2, shield +2, weapon +2, and one prototype enhanced item chosen by your faction. You can only have one prototype item procured in this fashion, but provided that the item is undamaged, you can return it to your faction for a full refund. If your faction's chosen item is a consumable, you can instead have an unlimited number of that item, but you must spend the requisite downtime for each one.

ADVANCED ITEM PROCUREMENT

At 4th rank, after spending at least 200 days of downtime furthering your faction's interests, you gain access to advanced enhanced items, which you can purchase at the item's full value, provided your faction is at least 13th tier. You gain access to armor +3, shield +3, weapon +3, and one advanced enhanced item chosen by your faction. You can only have one advanced item procured in this fashion, but provided that the item is undamaged, you can return it to your faction for a full refund. If your faction's chosen item is a consumable, you can instead have an unlimited number of that item, but you must spend the requisite downtime for each one.

FACTION LEADER

As of 5th rank, at the end of a long rest, if a faction member of lower rank is within line of sight, you can grant them Inspiration, which lasts until the end of their next long rest. Once you've done so, you can't do so again until you complete a long rest.

CHAPTER 4: USING ABILITY SCORES

SIX ABILITIES PROVIDE A QUICK DESCRIPTION OF every faction's collective physical and mental characteristics:

Strength, measuring the faction membership's physical power

Dexterity, measuring the faction membership's agility

Constitution, measuring the faction membership's endurance

Intelligence, measuring the faction membership's reasoning and memory

Wisdom, measuring the faction membership's awareness and intuition

Charisma, measuring the faction membership's force of personality

Is a faction comprised of renowned gladiators of great might and fortitude? Or is it a coalition of craftsmen, working together to create the best products available? Force-wielders working together, for good or ill? Or maybe it's a guild of shrewd merchants, attempting to corner the market. Ability scores defined these qualities—a faction's assets as well as weaknesses.

Ability scores govern a faction's ability to benefit its members, as well as wage inter-faction conflict. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

This chapter focuses on how to use ability checks, covering how these checks benefit your faction's members and how they interact with other factions.

ABILITY SCORES AND MODIFIERS

Each of a faction's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a faction's member's training and competence in activities related to that ability.

A score of 10 or 11 is the normal average, but many factions are a cut above average in most abilities. A score of 18 is the highest that a faction usually reaches. Larger factions can have scores as high as 20, and galaxy-spanning factions can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every ability check, ability modifiers come up in play more often than their associated scores.

ABILITY SCORES AND MODIFIERS

Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

ADVANTAGE AND DISADVANTAGE

Sometimes a feature tells you that you have advantage or disadvantage on an ability check. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

You usually gain advantage or disadvantage through the use of faction features. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

PROFICIENCY BONUS

Factions have a proficiency bonus determined by tier, as detailed in chapter 1. The bonus is used in the rules on ability checks.

Your faction's proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say your faction can add its proficiency bonus to a Wisdom ability check, you nevertheless add the bonus only once when you make the save.

Occasionally, your faction's proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. If a circumstance suggests that your faction's proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your faction's proficiency bonus when making an ability check that wouldn't normally benefit from its proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if your faction lacks proficiency in the Intelligence ability score, it gains no benefit from a feature that lets it double your proficiency bonus when it make Intelligence checks.

EXPERTISE

Certain features, such as the Association Expertise feature, let your faction double its proficiency bonus with a given ability score, granting expertise in that ability score. As usual, you can only gain expertise in an ability score once.

ABILITY CHECKS

An ability check represents a faction's ability to overcome a challenge. The GM calls for an ability check when a faction, or a faction member, attempts an action that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the 6 abilities is relevant to the task at hand and the difficulty of the task, represented by Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the faction, or faction member, overcomes the challenge at hand. Otherwise, it's a failure, which means the faction or faction member makes no progress toward the objective or makes progress combined with a setback determined by the GM.

CONTESTS

Sometimes one faction's or faction member's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as accepting a mission reward from a third party. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a faction is trying to usurp control or influence from another faction. In situations like these, the outcome is determined by a special form of ability check, called a contest.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That faction or faction member either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two faction members tie in a contest to accept a mission reward, neither character grabs it. In a contest between a faction trying to usurp control or influence from another faction, a tie means control or influence is not usurped.

ABILITY CHECK DCs

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as a faction and its member's normal vigilance, or can be used when the GM wants to secretly determine whether a faction succeeds at something without rolling dice, such as noticing a spy.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check. If the faction has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

For example, if a 1st-tier faction has a Wisdom of 15 and proficiency in Wisdom, it has a passive Wisdom score of 14.

The rules on spying in the "Espionage" section below rely on passive checks.

WORKING TOGETHER

Sometimes two or more factions team up to attempt a task. The faction who's leading the effort, or the one with the highest ability modifier, can make an ability check with advantage, reflecting the help provided by the other faction.

A faction can only provide help if the task is one that he or she could attempt alone. For example, attempting to mass produce a type of blaster requires members with proficiency with armstech's tools, so a faction whose members lack that proficiency can't help another faction in that task. Moreover, a faction can help only when two or more factions working together would actually be productive.

trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks are no easier with help.

USING EACH ABILITY

Every task that a faction might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

Factions of 2nd tier and higher are more adept at performing certain downtime activities. When a faction member of 2nd rank or higher attempts the favored downtime activity and rolls percentile dice, they also get to make a faction ability check and add it to the roll, provided they are in an area where the faction has influence. Each downtime activity is tied to a specific ability score, as discussed in this section.

VARIANT: ACTIVITIES WITH OTHER ABILITIES

Normally, your faction's favored activity only utilizes a specific ability score. Favoring the Crime downtime activity, for instance, usually applies a faction's Dexterity ability check. During resolution of an activity, however, a faction member might use utilize a different ability score during resolution. In such cases, the GM might allow you to roll a faction ability check utilizing a different ability score, or you might ask if you can use a different faction ability check. For example, if you are performing crime during downtime and using a security kit, your GM might call for a faction Intelligence check when rolling percentile dice, instead of Dexterity, even though Crime is normally associated with Dexterity.

STRENGTH

Strength measures the bodily power, athletic training, and the extent to which a faction's membership can exert raw physical force.

STRENGTH ACTIVITIES

Many activities focus on using a character's might and power. When a character performs one of the following downtime activities, and it's their faction's favored downtime activity, they can make a faction ability check:

- Mercenary Contracting
- Pit Fighting
- Work
- Other activities as deemed appropriate by the GM.

FACTION CHECKS

Additionally, when two factions are in conflict—either directly or indirectly—one faction can attempt the following actions:

- 1
- 2
- Other actions as deemed appropriate by the GM.

The faction then makes a Strength check contested by the target faction's Constitution check. On a success, they achieve the attempted action. On a failure, they are instead rebuffed.

DEXTERITY

Dexterity measures the agility, reflexes, and balance of a faction's membership.

DEXTERITY ACTIVITIES

Many activities capitalize on a character's nimbleness and stealth. When a character performs one of the following downtime activities, and it's their faction's favored downtime activity, they can make a faction ability check:

- Crime
- Work
- Other activities as deemed appropriate by the GM.

FACTION CHECKS

Additionally, when two factions are in conflict—either directly or indirectly—one faction can attempt the following actions:

- 1
- 2
- Other actions as deemed appropriate by the GM.

The faction then makes a Dexterity check contested by the target faction's Intelligence check. On a success, they achieve the attempted action. On a failure, they are instead rebuffed.

CONSTITUTION

Constitution measures the health, stamina, and vital force of a faction's membership.

CONSTITUTION ACTIVITIES

Many activities focus on using a character's vitality and heartiness. When a character performs one of the following downtime activities, and it's their faction's favored downtime activity, they can make a faction ability check:

- Work
- Other activities as deemed appropriate by the GM.

FACTION CHECKS

Additionally, when two factions are in conflict—either directly or indirectly—one faction can attempt the following actions:

- 1
- 2
- Other actions as deemed appropriate by the GM.

The faction then makes a Constitution check contested by the target faction's Strength check. On a success, they achieve the attempted action. On a failure, they are instead rebuffed.

INTELLIGENCE

Intelligence measures the mental acuity, accuracy of recall, and the ability of a faction's membership to reason.

INTELLIGENCE ACTIVITIES

Many activities capitalize on a character's reasoning and memory. When a character performs one of the following downtime activities, and it's their faction's favored downtime activity, they can make a faction ability check:

- Crafting
- Gambling
- Racing
- Research
- Work
- Other activities as deemed appropriate by the GM.

FACTION CHECKS

Additionally, when two factions are in conflict—either directly or indirectly—one faction can attempt the following actions:

- 1
- 2
- Other actions as deemed appropriate by the GM.

The faction then makes an Intelligence check contested by the target faction's Dexterity check. On a success, they achieve the attempted action. On a failure, they are instead rebuffed.

WISDOM

Wisdom measures how attuned to the world, perceptive, and intuitive a faction's membership is.

WISDOM ACTIVITIES

Many activities focus on using a character's intuition and awareness. When a character performs one of the following downtime activities, and it's their faction's favored downtime activity, they can make a faction ability check:

- Bounty Hunting
- Work
- Other activities as deemed appropriate by the GM.

FACTION CHECKS

Additionally, when two factions are in conflict—either directly or indirectly—one faction can attempt the following actions:

- 1
- 2
- Other actions as deemed appropriate by the GM.

The faction then makes a Wisdom check contested by the target faction's Charisma check. On a success, they achieve the attempted action. On a failure, they are instead rebuffed.

CHARISMA

Charisma measures the the ability to interact effectively with others, confidence, and eloquence of a faction's membership.

CHARISMA ACTIVITIES

Many activities capitalize on a character's charm and presence. When a character performs one of the following downtime activities, and it's their faction's favored downtime activity, they can make a faction ability check:

- Buying Enhanced Items
- Carousing
- Selling Enhanced Items
- Work
- Other activities as deemed appropriate by the GM.

FACTION CHECKS

Additionally, when two factions are in conflict—either directly or indirectly—one faction can attempt the following actions:

- 1
- 2
- Other actions as deemed appropriate by the GM.

The faction then makes a Charisma check contested by the target faction's Wisdom check. On a success, they achieve the attempted action. On a failure, they are instead rebuffed.

CHAPTER 5: ENHANCED ITEMS

THE ABILITY TO PLUNDER ENHANCED ITEMS FROM THE HOARDS of conquered pirates, or discover them in long-lost Sith tombs is an experience players expect. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

RARITY

Each enhanced item has a rarity: standard, premium, prototype, advanced, legendary, or artifact. Standard enhanced items, such as a medpac, are the most plentiful. Some legendary items, such as a Baragwin Stealth Unit, are more rare. The game assumes that the secrets of creating the most powerful items arose centuries ago and were then gradually lost as a result of wars or mishaps. Even premium items can't be easily created. Thus, many enhanced items are unique and well-preserved relics.

Rarity provides a rough measure of an item's power relative to other enhanced items. Each rarity corresponds to a character level, as shown below in the Enhanced Item Rarity and Identification table. A character doesn't typically find a prototype enhanced item, for instance, until 5th-level or later. That said, rarity shouldn't get in the way of your campaign's story. If you want the darksaber to fall into the hands of 1st-level character, so be it. No doubt a great story will arise from that event.

ENHANCED ITEM RARITY AND IDENTIFICATION

Rarity	Character Level	Identification DC
Standard	1st or higher	10
Premium	1st or higher	15
Prototype	5th or higher	20
Advanced	9th or higher	25
Legendary	13th or higher	30
Artifact	17th or higher	35

If your campaign allows for trade in enhanced items, rarity can also help you set prices for them. As the GM, you determine the value of an individual enhanced item based on its rarity. Suggested values are provided in the Enhanced Item Rarity table. The value of a consumable, such as a medpac or stimpac, is typically half the value of a permanent item of the same rarity.

IDENTIFYING ENHANCED ITEMS

Some enhanced items have properties not readily distinguishable to the naked eye. Identifying such an item requires use of the *analyze* tech power or inspection with the appropriate tools.

If a player is proficient in the appropriate type of tools (e.g. armstech's tools for a blaster or vibroweapon), they can make a check with them to identify the properties of an enhanced item over the course of a short rest. To use this benefit, you must have the tools, and the enhanced item must be within reach. The DC is found above in the Enhanced Item Rarity and Identification table.

VARIANT: SIMPLER IDENTIFICATION

If you prefer enhanced items to be more readily identifiable, you can allow characters to identify enhanced items through experimentation. Over the course of a short rest, a character can focus on one enhanced item while being in physical contact with it. At the end of the short rest, the character learns the item's properties, as well as how to use them.

ATTUNEMENT

Some enhanced items require a creature to form a bond with them before their enhanced properties can be used. This bond is called attunement, and certain items have a prerequisite for it. If the prerequisite is a class, a creature must be a member of that class to attune to the item.

Without becoming attuned to an item that requires attunement, a creature gains only its unenhanced benefits. For example, an enhanced heavy shield that requires attunement provides the benefits of a normal heavy shield to a creature not attuned to it, but none of its enhanced properties.

Attuning to an item requires a creature to spend a short rest focused on only that item while being in physical contact with it. This focus can take the form of weapon practice (for a weapon), meditation (for a holocron), or some other appropriate activity. If the short rest is interrupted, the attunement attempt fails. Otherwise, at the end of the short rest, the creature gains an intuitive understanding of how to activate any enhanced properties of the item, including any necessary command words.

An item can be attuned to only one creature at a time, and a creature can be attuned to no more than three enhanced items at a time. Any attempt to attune to a fourth item fails; the creature must end its attunement to an item first.

A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement by spending another short rest with the item, unless the item is cursed.

CURSED ITEMS

Some enhanced items bear curses that bedevil their users, sometimes long after a user has stopped using an item. An enhanced item's description specifies whether the item is cursed. Most methods of identifying items, such as the *analyze* tech power, fail to reveal such a curse, although lore might hint at it. A curse should be a surprise to the item's user when the curse's effects are revealed.

Attunement to a cursed item can't be ended voluntarily unless the curse is broken first.

ENHANCED ITEM CATEGORIES

Enhanced items fall into different categories depending on the type of enhanced item. Some categories, such as weapons and armor, are obvious. Others are less so.

ADVENTURING GEAR

Items that don't fall in one of the other categories are considered adventuring gear. They might be worn items, such as boots or a jetpack, or hand-held item like a holocron. This category is a catch-all for items that don't fit in other categories.

ARMOR

Unless an armor's description says otherwise, armor must be worn for its enhanced properties to function.

Some suits of enhanced armor specify the type of armor they are, such as durasteel armor or combat suit, or the category in which they fall, such as light or heavy armor. If an enhanced armor doesn't specify its armor type, you may choose the type or determine it randomly.

CONSUMABLES

Consumables are sub-categorized by their type: adrenals, explosives, medpacs, and stimpacs.

Adrenals. Adrenals are designed to give a short term boost to a creature, like increased speed. Adrenal effects rarely last longer than a minute.

Ammunition. Ammunition is unique sources of power for weapons.

Barriers. Barriers offer temporary protection, usually to a single damage type, and rarely last longer than a minute.

Explosives. Explosives, such as cryo grenades or thermal detonators, are designed to cause an effect in a radius that varies depending on their nature.

Medpacs. Medpacs are used to restore hit points to creatures other than droids and constructs.

Poisons. Poisons are used to incapacitate or harm beasts and humanoids.

Stimpacs. Stimpacs offer boosts to creatures, like increasing an ability score, that typically last for an hour or more.

Typically, consumables are single use (unless the description says otherwise). Once a consumable is used, it takes effect immediately and is used up.

The value of consumables, due to their impermanent nature, is typically half that of permanent enhanced items.

CYBERNETIC AUGMENTATIONS

Cybernetic augmentations are enhancements built in to biological creatures, such as beasts or humanoids. They come in the form of replacements, which replace a physical body part, or enhancements, which simply augment a creature. Cybernetic augmentations are discussed further in Chapter 7: Cybernetic Augmentations.

DROID CUSTOMIZATIONS

Droid customizations are items that can enhance a droid in some way. They come in the form of parts, which replace a physical droid part, or protocols, which enhance the droid's functions in some way. Droid customizations are discussed further in Chapter 8: Droid Customizations.

FOCUSES

Focuses are sub-categorized depending on what type of casting they augment: force or tech.

Force. Force focuses are used to augment the casting of force powers. The most common type of force focuses are focus generators, which are held in the hand of the forcecaster. Force focuses are not required to cast force powers.

Tech. Tech focuses are used to augment the casting of tech powers. The most common type of tech focuses are wristpads, which are worn on the forearm of the techcaster. Unlike force focuses, tech focuses are required to cast tech powers.

A character can only benefit from one focus at a time. Once per round you can switch which focus you are benefiting from (no action required).

ITEM MODIFICATIONS

Some enhanced items come with vacant slots for item modifications, which improve the enhanced item in some way. Typically, though not always, enhanced items have either built in properties or vacant modification slots, but not both. Item modifications are discussed further in Chapter 6: Modifiable Items.

SHIELDS

Like armor, unless the description says otherwise, the shield must be actively wielded for its enhanced properties to function.

Some shields specify the category in which they fall, such as light shield generator or heavy shield. If an enhanced shield doesn't specify its category, you may choose the category or determine it randomly.

VALUABLES

The majority of valuables—art, jewels, and sculptures—are scarce, highly sought after items of immense worth. Some valuables, in the form of relics, occasionally offer hidden secrets.

WEAPONS

Whether crafted for a nefarious or benevolent purpose, weapons are among the most coveted of enhanced items.

Some enhanced items specify the type of weapon they are in their descriptions, such as a lightsaber or assault cannon, or the category in which they fall, such as vibroweapon or blaster. If an enhanced weapon doesn't specify its weapon type, you may choose the type or determine it randomly.

AWARDING ENHANCED ITEMS

Enhanced items are prized by adventurers of all sorts, often serving as the main reward for an adventurer. This section helps determine which enhanced items end up in the characters' possession.

DISTRIBUTION

The Minor and Major Enhanced Items by Rarity tables below show the number of enhanced items a party of four should encounter during a campaign, culminating in 100 enhanced items accumulated by 20th level. The tables show how many of those items are meant to be handed out during the five tiers of play. The second and third tiers (levels 5-8 and 9-12, respectively) are intended to be when characters receive the majority of enhanced items, since these are the tiers where the majority of campaigns occur.

MINOR AND MAJOR ITEMS

The most common distinction between minor and major enhanced items is attunement. All items that require attunement should be treated as major enhanced items. On the other hand, all consumables and item modifications should be treated as minor enhanced items. Many items, however, do not easily fall into those two categories. Generally, if the item has a significant impact on one of the three pillars of adventure—exploration, social interaction, or combat—but does not require attunement, it should nonetheless be treated as a major item.

For instance, armor +1 does not require attunement, but it has a significant impact in combat, so it should be treated as major. Mag-lock boots, however, don't significantly impact any aspect of gameplay, and thus should be treated as minor.

CHOOSING ITEMS LEVEL BY LEVEL

You decide when to place an item in an adventure that you're creating or modifying usually because you think the story calls for an enhanced item, the characters need one, or the players would be especially pleased to get one.

When you want to select an item as treasure for an encounter, the Minor and Major Enhanced Items by Rarity tables serve as your item budget, as follows:

1. Jot down a copy of the table in your notes, so that you can make adjustments to the numbers as you select items to be placed in an adventure.
2. Refer to the line in the Character Level column that corresponds to the level of the player characters in your game. The entries in that row of the table indicate the total number of items that would be appropriate for the characters to receive by the end of the tier represented by that row.
3. Choose an enhanced item of any rarity for which the entry in this row is not 0.
4. When the characters obtain an item, modify your notes to indicate which part of your budget this expenditure came from by subtracting 1 from the appropriate entry in the table.

In the future, if you choose an item of a rarity that's not available in the current tier but is still available in a lower tier, deduct the item from the lower tier. If all lower tiers also have no items available of a given rarity, deduct the item from a higher tier.

MINOR ENHANCED ITEMS BY RARITY

Character Level	Standard	Premium	Prototype	Advanced	Legendary	Artifact	Total
1-4	6	3	—	—	—	—	9
5-8	8	10	5	—	—	—	23
9-12	2	4	6	7	—	—	19
13-16	—	2	3	5	6	—	16
17-20	—	—	2	3	4	4	13
Total	16	19	16	15	10	4	80

MAJOR ENHANCED ITEMS BY RARITY

Character Level	Standard	Premium	Prototype	Advanced	Legendary	Artifact	Total
1-4	1	2	—	—	—	—	3
5-8	—	1	4	—	—	—	5
9-12	—	—	—	4	—	—	4
13-16	—	—	—	—	4	—	4
17-20	—	—	—	—	—	4	4
Total	1	3	4	4	4	4	20

CHAPTER 6: MODIFIABLE ITEMS

THE ABILITY TO MODIFY YOUR EQUIPMENT, IN THE SAME WAY you do your starship, adds a degree of ownership that surpasses the simple acquisition of an item. If your players want the ability to micromanage their gear, consider allowing the following rules.

MODIFYING EQUIPMENT

Modifying an item requires three key components: a modifiable item chassis, a modification to install, and the appropriate tools. An item can only be modified by someone proficient with appropriate tools, as shown in the Item Specific Tools table on page ____.

MODIFIABLE ITEM CHASSIS

Every item chassis comes with at least four modification slots, increasing to six at higher rarities, as determined by the chassis's rarity, as shown below in the Modification Slots by Rarity table.

MODIFICATION SLOTS BY RARITY

Rarity	Modification Slots
Standard	4
Premium	4
Prototype	5
Advanced	5
Legendary	6
Artifact	6

Every modifiable item chassis shares the same four slots, determined by their type, as shown in the Available Modification Slots table below. Prototype and advanced modifiable item chassis also have one augment slot, in addition to the four base slots for their type, while legendary and artifact modifiable item chassis have two augment slots.

A modifiable item chassis can only include modifications of the same rarity or a lesser rarity. For instance, if you have a prototype modifiable item chassis, you can modify it with standard, premium, and prototype modifications. However, the item's nature does not allow it to support high rarity modifications.



AVAILABLE MODIFICATION SLOTS

Blaster	Vibroweapon	Lightweapon	Focus Generator	Wristpad	Armor	Shield
Targeting	Grip	Lens	Emitter	Processor	Overlay	Overlay
Barrel	Edge	Crystal	Conductor	Motherboard	Underlay	Underlay
Energy Core	Vibrator Cell	Power Cell	Energy Channel	Dataport	Reinforcement	Reinforcement
Matrix	Projector	Stabilizer	Cycler	Storage	Armoring	Shielding

INSTALLING MODIFICATIONS

Installing a modification takes one hour and requires an ability check with the required tool, as shown in the Item Specific Tools table on page _____. The DC for the check is determined by the rarity of the modification being installed, as shown below in the Installation and Removal DC by Rarity table.

INSTALLATION AND REMOVAL DC BY RARITY

Rarity	Installation and Removal DC
Standard	5
Premium	10
Prototype	15
Advanced	20
Legendary	25
Artifact	30

On a success, the modification is correctly installed. On a failure, the modification is not installed, and you must wait 24 hours before you can try again.

REMOVING MODIFICATIONS

Removing a modification requires an ability check with the required tool, as shown in the Item Specific Tools table. The DC for the check is determined by the rarity of the modification being removed, as shown above in the Installation and Removal DC by Rarity table.

On a success, the modification is removed and salvaged. On a failure, the modification is removed but destroyed.

MODIFICATIONS BY ITEM TYPE

The modifications available varies for each individual item type. For instance, a blaster always has four modification slots—targeting, barrel, energy core, and matrix—and up to two augment slots, determined by its rarity. Augments are universal across all modifiable items, while targeting, barrel, energy core, and matrix are unique to blasters.

BLASTERS

The following modification slots are unique to blasters.

TARGETING

Targeting modifications typically augment a blaster's bonus to attack rolls. For instance:

ACCURACY SCOPE MARK I

Item modification (targeting), premium

Value: 2,250 cr

You gain a +1 bonus to attack rolls made with this weapon.

BARREL

Barrel modifications typically augment a blaster's bonus to damage rolls. For instance:

AMPLIFYING BARREL MARK II

Item modification (barrel), prototype

Value: 9,750 cr

You gain a +2 bonus to damage rolls made with this weapon.

ENERGY CORE

Energy core modifications typically offer a unique feature to blasters, such as overcoming resistances or augmenting damage type. For instance:

ION AMPLIFYING CHAMBER

Item modification (energy core), premium

Prerequisite: Blaster that deals ion damage

Value: 2,000 cr

This weapon ignores resistance to ion damage.

MATRIX

Matrix modifications typically offer a unique feature to blasters, such as increased range. For instance:

PRECISION CHAMBER MARK III

Item modification (matrix), advanced

Value: 22,500 cr

The normal range of this weapon increases by 30 feet, and the long range increases by 60 feet.

SAMPLE ITEM

When generating this sample blaster, I elected to create a prototype blaster rifle, which would have five modification slots. This weapon can only support modifications of standard, premium, and prototype rarity.

IMPROVED BLASTER RIFLE

Weapon (blaster rifle), prototype (requires attunement)

Value: 20,000 cr

This weapon has modification slots appropriate for targeting, barrel, energy core, and matrix modifications, as well as one augment slot.

VIBROWEAPONS

The following modification slots are unique to vibroweapons.

GRIP

Grip modifications typically augment a vibroweapon's bonus to attack rolls. For instance:

SUPERIOR CONTOURED GRIP

Item modification (grip), advanced

Value: 37,500 cr

You gain a +3 bonus to attack rolls made with this weapon.

EDGE

Edge modifications typically augment a vibroweapon's bonus to damage rolls. For instance:

MODERATE NEUTRONIUM EDGE

Item modification (edge), prototype

Value: 11,000 cr

You gain a +2 bonus to damage rolls made with this weapon.

VIBRATOR CELL

Vibrator cell modifications typically offer a unique feature to vibroweapons, such as increased critical damage or the ability to overcome resistances. For instance:

MONOMOLECULAR HONING CELL

Item modification (vibrator cell), premium

Value: 1,900 cr

This weapon ignores resistance to kinetic damage.

PROJECTOR

Projector modifications typically offer a unique feature to vibroweapons, such as adjusting the weapon's properties. For instance:

RZ-3 EXTENDER FRAME

Item modification (projector), prototype

Value: 9,250 cr

As a bonus action, you can activate a hidden handle extender in this weapon to give it the *reach* property. This effect lasts for as long as you continue holding it, or retract the extender as a bonus action, removing the *reach* property.

SAMPLE ITEM

When generating this sample vibroweapon, I elected to create an advanced vibrosword, which would have five modification slots. This weapon can only support modifications of standard, premium, prototype, and advanced rarity.

SUPERIOR VIBROSWORD

Weapon (vibrosword), advanced (requires attunement)

Value: 78,000 cr

This weapon has modification slots appropriate for grip, edge, vibrator cell, and projector modifications, as well as one augment slot.

LIGHTWEAPONS

The following modification slots are unique to lightweapons.

LENS

Lens modifications typically augment a lightweapon's bonus to attack rolls. For instance:

OSSUS DUELING LENS

Item modification (lens), prototype

Value: 12,500 cr

You gain a +2 bonus to attack rolls made with this weapon.

CRYSTAL

Crystal modifications typically augment a lightweapon's bonus to damage rolls. For instance:

ADEGAN SHARD

Item modification (crystal), premium

Value: 1,700 cr

You gain a +1 bonus to damage rolls made with this weapon.

POWER CELL

Power cell modifications typically offer a unique feature to lightweapons, such as increased critical damage or synergy with force powers. For instance:

BYROTHSIS MASTER CELL

Item modification (power cell), artifact

Value: 300,000 cr

When this weapon is levitated by the force to deal damage through a class feature or force power you use, it deals additional damage equal to two of its weapon damage dice.

STABILIZER

Stabilizer modifications typically offer a unique feature to lightweapons, such as unlocking unique features. For instance:

VENTILATION STABILIZER

Item modification (stabilizer), premium

Value: 2,200 cr

When you take the Attack action and hit a creature with this weapon, you can repeat the attack against another creature within 5 feet, no action required. Once you've used this feature, you must complete a short or long rest before you can use it again.

SAMPLE ITEM

When generating this sample lightweapon, I elected to create a legendary greatsaber, which would have six modification slots. This weapon can only support modifications of standard, premium, prototype, advanced, and legendary rarity.

EXCEPTIONAL GREATSABER

Weapon (greatsaber), legendary (requires attunement)

Value: 480,000 cr

This weapon has modification slots appropriate for lens, crystal, power cell, and stabilizer modifications, as well as two augment slots.

COLOR CRYSTALS

In addition to the modifications unique to themselves, all lightweapons come with a slot for a color crystal. Typically, newly created lightweapons come with one of the more common color variants, such as green, blue, or red. Occasionally, a character might come across a more scarce color crystal. When determining what color crystal a lightweapon comes with, the GM can choose for the player, or have the player make a universal forecasting ability check. The result of the check affects the color of the crystal, as shown below in the Forecasting Color Crystal Modifier table.

FORECASTING COLOR CRYSTAL MODIFIER

Forecasting Ability Check DC	d100 Roll Item modifier
1	-15
5	-10
10	-5
15	0
20	+5
25	+10
30	+20

The **d100 Roll Modifier** is added to the percentile dice rolled for the Color Crystal table, which is discussed below.

Once a player has made their forecasting ability check to discover a lightweapon color crystal, the player rolls percentile dice and consults the Color Crystal table below, applying a modifier based on the result of their forecasting ability check.

COLOR CRYSTAL

d100	Crystal Color	d100	Crystal Color
1-20	Blue	91-93	Viridian
21-40	Red	94-96	Cyan
41-60	Green	97	Bronze
61-70	Yellow	98	Silver
71-80	Purple	99	White
81-90	Orange	100	Black

This table includes the most common and desirable color crystals. More extensive options can be awarded at the discretion of the GM.

A player can choose the color crystal that is the result of their percentile dice rolled, or they can choose one that falls below it. For instance, if the player rolls a 91 and finds a viridian color crystal, they could instead choose a yellow color crystal, as if they had rolled a 63.

FOCUS GENERATORS

The following modification slots are unique to focus generators.

EMITTER

Emitter modifications typically augment a focus generator's bonus to force attack rolls. For instance:

ISOMETRIC PRISM EMITTER MARK I

Item modification (emitter), premium

Value: 2,400 cr

You gain a +1 bonus to the attack rolls of force powers you cast through this focus generator.

CONDUCTOR

Conductor modifications typically augment a focus generator's bonus to force save DCs. For instance:

BROADENED INLAY CONDUCTOR MARK III

Item modification (conductor), advanced

Value: 36,000 cr

You gain a +3 bonus to the save DC of force powers you cast through this focus generator.

ENERGY CHANNEL

Energy channel modifications typically offer a unique feature to focus generators, such as increasing the efficacy of a power, or its range. For instance:

IMPROVED DUPLEXED EXTENDER CHANNEL

Item modification (energy channel), premium

Value: 1,750 cr

When you cast a force power through this focus generator that has a range of 5 feet or greater, you can increase the range of that force power by 20 feet.

CYCLER

Cycler modifications typically offer a unique feature to focus generators, such as increasing a force power's radius. For instance:

IMPROVED PHOBIUM ECHOER

Item modification (cycler), advanced

Value: 26,000 cr

When you cast a force power that affects an area in a radius or a cube, you can increase the radius from the point of origin or length of the cube by 10 feet.

SAMPLE ITEM

When generating this sample focus generator, I elected to create an artifact, which would have six modification slots. This focus generator can support modifications of any rarity.

MASTER FOCUS GENERATOR

Focus (force), artifact (requires attunement)

Value: 770,000 cr

This focus generator has modification slots appropriate for emitter, conductor, energy channel, and cycler modifications, as well as two augment slots.

WRISTPADS

The following modification slots are unique to wristpads.

PROCESSOR

Processor modifications typically augment a wristpad's bonus to tech attack rolls. For instance:

ARAKYD VECTOR MARK III

Item modification (processor), advanced

Value: 47,500 cr

You gain a +3 bonus to the attack rolls of tech powers you cast through this wristpad.

MOTHERBOARD

Motherboard modifications typically augment a wristpad's bonus to tech save DC. For instance:

ACCUTRONICS SUPREME MARK I

Item modification (motherboard), premium

Value: 1,900 cr

You gain a +1 bonus to the save DC of tech powers you cast through this wristpad.

DATAPORT

Dataport modifications typically offer a unique feature to wristpads, such as increasing tech power potency based on tech points spent. For instance:

BANSCHÉ ADVANCED 2ZBC

Item modification (dataport), prototype

Value: 9,000 cr

When you spend tech points and deal damage with a tech power cast through this wristpad, you deal additional damage equal to the number of tech points spent.

STORAGE

Storage modifications typically offer a unique feature to wristpads, such as increasing the efficacy of tech powers. For instance:

BANSCHÉ PURIFIER MENAD PRO MARK I

Item modification (storage), premium

Value: 1,600 cr

When you cast a tech power with this wristpad that gives you a bonus to AC or saving throws, you can increase that bonus by +1.

SAMPLE ITEM

When generating this sample wristpad, I elected to create a standard, which would have four modification slots.

BASIC WRISTPAD

Focus (tech), standard (requires attunement)

Value: 800 cr

This wristpad has modification slots appropriate for processor, motherboard, dataport, and storage modifications. This wristpad can only support modifications of standard rarity.

ARMOR AND SHIELDS

Unlike other item types, armor and shields share three of their modification slots, while one is unique.

OVERLAY

Overlay modifications typically augment armor and shield's bonus to AC. For instance:

BONDED PLATES MARK I

Item modification (overlay), prototype

Value: 8,000 cr

You gain a +1 bonus to AC.

UNDERLAY

Underlay modifications typically augment armor and shield's bonus to saving throws. For instance:

STRENGTHENING UNDERLAY MARK I

Item modification (underlay), premium

Value: 1,750 cr

You gain a +1 bonus to Strength and Constitution saving throws.

REINFORCEMENT

Reinforcement modifications typically offer a unique feature to armor and shields, such as increasing hit points. For instance:

BIOENHANCEMENT MATRIX MARK II

Item modification (reinforcement), advanced

Value: 38,000 cr

Your hit point maximum increases by an amount equal to twice your level, and it increases by 2 every time you gain a level.

ARMORING AND SHIELDING

Armoring and shielding modifications typically offer a unique feature to armor and shields, respectively, such as a situation bonus to AC. For instance:

HORIZONTAL EXOJETS

Item modification (armoring), premium

Value: 1,600 cr

Whenever you take the Dodge or Dash actions, your base walking speed increases by 10 feet until the end of your turn.

CORTOSIS MICROWEAWE GILDING

Item modification (shielding), prototype

Value: 10,000 cr

You gain a +1 bonus to AC against melee attacks.

SAMPLE ITEM

When generating this sample armor, I elected to create a premium combat suit, which would have four modification slots. This armor can only support modifications of standard and premium rarity.

FINE COMBAT SUIT

Armor (combat suit), premium (requires attunement)

Value: 4,200 cr

This armor has modification slots appropriate for overlay, underlay, reinforcement, and armoring modifications.

AUGMENTS

Augments are intended to offer features universal across items, such as an increase to an ability score or augmenting a class feature. For instance:

BASIC CONSTITUTION AUGMENT

Item modification (augment), premium

Value: 2,000 cr

Your Constitution score increases by 1.

BERSERKER OFFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 1 level in berserker

Value: 8,500 cr

Your Rage damage bonus increases by 1, and when you score a critical hit, you can roll one additional weapon damage die and add the result to the total.

EXCEPTIONAL INTELLIGENCE AUGMENT

Item modification (augment), legendary

Value: 225,000 cr

Your Intelligence score increases by 2, and your maximum for this score increases by 1.

IMPROVED STRENGTH AUGMENT

Item modification (augment), prototype

Value: 12,000 cr

Your Strength score increases by 2.

MASTER CHARISMA AUGMENT

Item modification (augment), artifact

Value: 47,500 cr

Your Charisma score increases by 2, and your maximum for this score increases by 2.

OPTIMIZED MATERIALS AUGMENT

Item modification (augment), premium

Prerequisite: An item with the strength property

Value: 1,500 cr

The Strength requirement for this item is removed.

SUPERIOR WISDOM AUGMENT

Item modification (augment), advanced

Value: 47,500 cr

Your Wisdom score increases by 1, and your maximum for this score increases by 1.

INSTALLING AUGMENTS IN OTHER ITEMS

Additionally, a character proficient in tinker's tools can install augments in items of prototype or higher rarity. First, the character must spend one uninterrupted hour tinkering with the item, which can be done over a short rest, with their tinker's tools. The character must then make an ability check with tinker's tools. On a result of less than 20, the item gains no augment slots, and you must wait 24 hours before you can try again. On a result of 20 or higher, the item gains one vacant augment slot. On a result of 30 or higher, the item gains two augment slots. Adding augment slots to an item causes that item to require attunement, if it didn't already. Prototype and advanced items can only support one augment slot, while legendary and artifact items can support up to two.

CHAPTER 7: CYBERNETIC AUGMENTATIONS

THE ABILITY TO AUGMENT YOURSELF WITH CYBERNETICS, IN THE same way you modify your items or starship, adds an additional layer of customization to any character. If players want access to cybernetic enhancements beyond those offered by certain archetypes, consider allowing the following rules.

AUGMENTING CREATURES

Augmenting a creature with cybernetic enhancements requires three key components: a valid target for the augmentation, an augmentation to install, and biotech's tools. A creature can only be modified by someone with proficiency in biotech's tools.

VALID TARGETS

Typically, only beasts and humanoid are valid targets for augmentations. A creature can support a number of cybernetic augmentations equal to their proficiency bonus.

AUGMENTATION TIME

It takes 8 hours to install an augmentation in a Medium creature. The time it takes to install an augmentation in a creature of another size varies based on the size of the target, as shown below in the Creature Size Time Modifier table below.

CREATURE SIZE TIME MODIFIER

Creature Size	Time Modifier
Tiny	x 0.25
Small	x 0.5
Medium	x 1
Large	x 2
Huge	x 5
Gargantuan	x 10

For instance, to install an augmentation in a Medium creature takes 8 hours. To install an augmentation in a Huge creature, however, it takes 40 hours (5 x 8).

The installer works 8 hours per day. It costs 100 credits per hour if the operation is performed by an NPC.

SIDE EFFECTS

In addition to the side effects associated with each augmentation, your body undergoes changes, depending on how many augmentations you adopt, as shown below in the Cybernetic Augmentation Side Effects table.

CYBERNETIC AUGMENTATION SIDE EFFECTS

Number of Augmentations	Side Effect
2	You have disadvantage on saving throws against effects that deal ion damage.
4	You have vulnerability to ion damage.
6	You count as a droid for powers that affect only droids or constructs.

INSTALLING AUGMENTATIONS

In addition to the time and cost requirement, installing an augmentation requires an ability check with biotech's tools. The DC for the check is determined by the rarity of the augmentation being installed, as shown below in the Installation and Removal DC by Rarity table.

INSTALLATION AND REMOVAL DC BY RARITY

Rarity	Installation and Removal DC
Standard	5
Premium	10
Prototype	15
Advanced	20
Legendary	25
Artifact	30

On a success, the augmentation is correctly installed. On a failure, the augmentation is not installed, the time and credits are spent, and you must wait 24 hours before you can try again. Additionally, on a failure, the recipient suffers another effect, depending on the type of augmentation installed:

- **Enhancement:** On a failure, the recipient suffers one level of exhaustion.
- **Replacement:** On a failure, the recipient loses the ability to use the part being replaced for a period of time equal to the time it would take to install the replacement. For instance, to install an arm replacement in a Huge creature it takes 40 hours, performed over five days. If, at the end of the five day period, the installer fails the ability check with biotech's tools, the Huge creature loses the ability to use that arm for five days.

REMOVING AUGMENTATIONS

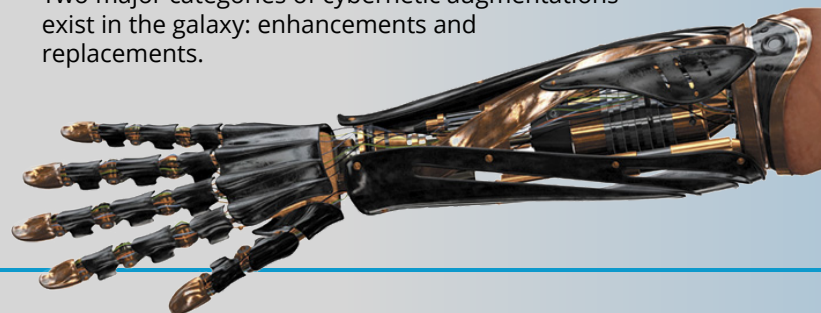
Removing an augmentation takes half the time and credits it would to install, and requires an ability check with biotech's tools. The DC for the check is determined by the rarity of the augmentation being removed, as shown above in the Installation and Removal DC by Rarity table.

On a success, the augmentation is removed and salvaged. On a failure, the augmentation is removed but destroyed.

Additionally, if removing a replacement augmentation, the recipient loses the ability to use the missing part until it receives another suitable replacement.

AUGMENTATION CATEGORIES

Two major categories of cybernetic augmentations exist in the galaxy: enhancements and replacements.



ENHANCEMENTS

Enhancements bestowed new abilities or improved the recipient in some fashion. Enhancements included skeletal reinforcement, subcutaneous communications hardware, and weapon mounts. Some enhancements have visible external components, while others were hidden beneath the skin. Enhancements put more of a drain on the body's resources, and recipients frequently suffered debilitating physical or mental side effects. For instance:

ACTIVE CAMOUFLAGE CORE

Cybernetic augmentation (enhancement), advanced
Prerequisite: Constitution 13

Value: 40,000 cr

This internal augmentation can be activated to project a distortion field that bends visual light.

As an action, you can activate this augmentation to cast the *infiltrate* tech power targeting yourself. Intelligence is your tech casting ability for this power, and if you cast it using this augmentation, it does not require concentration.

Side-effect: While this augmentation is active, your speed is reduced by 10. Additionally, it fails to activate if you are submerged in water or other liquids.

HIDDEN ARM BLASTER

Cybernetic augmentation (enhancement), standard

Value: 775 cr

This augmentation hides a weapon in its wearer's forearm that is almost completely undetectable by modern sensors.

This implant includes a small hidden blaster that is completely shielded and hidden from unenhanced investigation. You cannot use this hidden blaster until it is revealed. As a bonus action, you can reveal this weapon and make a single ranged weapon attack with it. You have proficiency with this weapon for this attack. It deals 1d4 energy damage on a hit, has a range of 20/60, and the light and reload 4 properties.

Side Effect: Reloading this weapon takes longer than usual. You can reload and re-conceal this weapon over one hour, which can be done during a short rest. This hidden compartment can only fit the specific blaster with which it is paired.

INTEGRATED SUBDERMAL ARMOR

Cybernetic augmentation (enhancement), premium

Value: 1750 cr

This implant reinforces your skin with an ablative woven alloy, making you difficult to damage.

When you aren't wearing armor, your AC becomes 13 + your Dexterity modifier.

Side Effect: Each time you take damage while you aren't wearing armor, your speed decreases by 5 feet until the start of your next turn.



REPLACEMENTS

Replacements are prosthetic or artificial units intended to replace limbs and damaged organs. Common replacements provided no benefits other than duplicating the essential functions of their biological counterparts, and they presented little strain on the beneficiary's overall well-being. In appearance, a cybernetic replacement could be recognizably artificial or virtually indistinguishable from the real thing. For instance:

CZERKA VARIABLE CLAW-HAND MULTITOO

Cybernetic augmentation (replacement), prototype
Prerequisite: Intelligence 13

Value: 7,500 cr

This augmentation replaces a hand.

The CVCM hand replacement appears to be a simple claw, but it contains a startling variety of tools, transforming to become whatever gadget is needed at the moment.

As a bonus action, you can transform this claw-hand into one of the following items of your choice, or back its default claw-hand state. While your claw-hand is transformed, you are considered to be proficient in the item it is replicating, if you are not already:

- Security kit
- Artisan tools (one set, chosen at the time this augmentation is installed)
- Commlink
- Fusion cutter
- Grappling hook (with 50 feet of fibercord cable)
- Hydrosprayer
- Medkit
- Repair kit
- Hidden blade (*martial vibroweapon*)
- Hold out (*simple blaster*)
- Medium shield generator (*medium armor*)

For items that have charges such as the repair kit, you regain all expended charges at the end of a long rest. For items that use power cells, you can reload those with power cells normally.

Side Effect: Once this hand replacement has been installed, you can no longer wield weapons in this hand other than those this augmentation can transform into.

HIGH-GRADE CYBERNETIC LEGS

Cybernetic augmentation (replacement), prototype
Prerequisite: Constitution 13

Value: 10,000 cr

This augmentation replaces a leg.

This mechanical leg replacement increases speed and jumping height.

You gain advantage on Strength ability checks and Strength saving throws, you can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet, and your speed increases by 10 feet.

Side Effect: Your powerful legs have difficulty moving quietly. You have disadvantage on Dexterity (Stealth) checks that rely on moving silently.

CHAPTER 8: DROID CUSTOMIZATIONS

THE ABILITY TO CUSTOMIZE YOUR DROID COMPANION WITH equipment tailored to them, in the same way you modify your items or starship, adds an additional layer of customization to any character or companion. If players want access to droid-specific equipment, consider allowing the following rules.

CUSTOMIZING DROIDS

Customizing a droid with droid-specific equipment requires three key components: a droid with a valid slot for the equipment, a piece of equipment to install, and astrotech's tools. A droid can only be customized by someone with proficiency in astrotech's tools.

VALID TARGETS

Only droids are valid targets for droid customizations. A droid's motor can support two droid customizations, and can be upgraded to support up to six customizations.

CUSTOMIZATION TIME

It takes 8 hours to install a customization in a Medium droid. The time it takes to install a customization in a droid of another size varies based on the size of the target, as shown in the Droid Size Time Modifier table below.

DROID SIZE TIME MODIFIER

Droid Size	Time Modifier
Tiny	x 0.25
Small	x 0.5
Medium	x 1
Large	x 2
Huge	x 5
Gargantuan	x 10

For instance, to install a customization in a Medium droid takes 8 hours. To install an augmentation in a Huge droid, however, it takes 40 hours (5 x 8).

The installer works 8 hours per day. It costs 100 credits per hour if the operation is performed by an NPC.

MOTOR UPGRADING

A droid's motor can be upgraded to support more customizations, up to a maximum of six customizations. To upgrade the motor in a Medium droid, it takes 8 hours and a number of credits depending on the total number of slots the upgraded motor grants, as shown below in the Total Slots Upgrade Cost table.

TOTAL SLOTS UPGRADE COST

Total Slots	Upgrade Cost
3	2,000 cr
4	10,000 cr
5	50,000 cr
6	200,000 cr

The time and cost it takes to upgrade a motor in a droid of another size varies based on the size of the target, as shown in the Droid Size Time Modifier table.

For instance, to upgrade a Medium droid's motor from 2 slots to 3 slots, it takes 8 hours and 2,000 cr. To upgrade a Huge droid's motor from 3 slots to 4 slots, however, it takes 40 hours (5 x 8) and 50,000 cr (5 x 10,000).

The installer works 8 hours a day. It costs 100 credits per hour if the operation is performed by an NPC.

INSTALLING CUSTOMIZATIONS

In addition to the time and cost requirement, installing a customization requires an ability check with astrotech's tools. The DC for the check is determined by the rarity of the customization being installed, as shown below in the Installation and Removal DC by Rarity table.

INSTALLATION AND REMOVAL DC BY RARITY

Rarity	Installation and Removal DC
Standard	5
Premium	10
Prototype	15
Advanced	20
Legendary	25
Artifact	30

On a success, the customization is correctly installed. On a failure, the customization is not installed, the time and credits are spent, and you must wait 24 hours before you can try again.

REMOVING CUSTOMIZATIONS

Removing a customization takes half the time and credits it would to install, and requires an ability check with astrotech's tools. The DC for the check is determined by the rarity of the customization being removed, as shown above in the Installation and Removal DC by Rarity table.

On a success, the customization is removed and salvaged. On a failure, the customization is removed but destroyed.

CUSTOMIZATION CATEGORIES

Two major categories of droid customizations exist in the galaxy: parts and protocols.

PARTS

Parts typically enhance or replace the features of a droid. Additional arms, integrated shield generators or weapons, or built-in repulsor lifts. For instance:

COMBAT PROJECTOR

Droid customization (part), premium

Prerequisite: Class IV droid

Value: 1,900 cr

This little nozzle and fuel tank package are frequently located on a combat droid's wrist or abdomen, and can be configured to project flaming ionized gas or molten carbonite.

You have a small integrated projector in which you can load a flame projector canistor or carbonite canistor as a bonus action. If you store one of these canistors in this projector, you can attack with it normally and the damage it deals increases by 1d6 (of the same type that the canistor normally deals). This extra damage increases as your character level increases, to 2d6 at 11th level, and 3d6 at 17th level.

SHOCK ARM

Droid customization (part), premium

Prerequisite: Class II droid

Value: 7,600 cr

This small robotic appendage has a fork-like prod from that can release a substantial electrical discharge.

You have a small integrated droid shock arm with which you can make unarmed strikes. You have proficiency in this shock arm, which is a melee weapon with the *reach* property and deals 1d6 lightning damage on a hit. You can use your choice of Strength or Intelligence for the attack and damage rolls. You must use the same modifier for both rolls.

MAXIMUM PARTS

A droid is limited in the number of part customizations they can have by their size, as shown below in the Droid Size Maximum Parts table.

DROID SIZE MAXIMUM PARTS

Droid Size	Maximum Parts
Tiny	1
Small	2
Medium	3
Large	4
Huge	5
Gargantuan	6

The number of parts a droid has can not exceed the number of total customization slots granted by their motor. For instance, a Medium droid whose motor grants 4 slots can have a maximum of 3 parts. A Huge droid whose motor grants 5 slots, however, could fill all of those slots with parts.

PROTOCOLS

Protocols bestow new abilities or improvements on the target droid. Typically, they take the shape of systems improvements and offer no visible indicator that they exist. For instance:

BLASTER INTEGRATION PROTOCOL

Droid customization (protocol), standard

Prerequisite: Class II droid

Value: 700 cr

Simple software package includes a basic suite of targeting and firing protocols that allow a Class II droid to integrate a modern blaster.

You can now integrate a single simple or martial blaster into your droid chassis. Over the course of a short or long rest, you can insert and integrate this blaster into your frame. As a bonus action, you can open or close a small hatch located somewhere on your droid body, permitting you to wield and fire the weapon normally when you want to attack with it. While the hatch is open, your hands are not considered occupied by this blaster. All other rules and conditions apply normally as if you were wielding this blaster in either one or two hands (your choice).

HEAVY ARMOR INTEGRATION PROTOCOL

Droid customization (protocol), premium

Prerequisite: Proficiency with light and medium armor

Value: 2,800 cr

This is gyro rebalancing and actuator tuning software designed to enable a droid to integrate and wield heavy armor.

You gain proficiency in heavy armor.

UNCANNINESS MOTIVATOR

Droid customization (protocol), prototype

Prerequisite: Class III droid

Value: 11,750 cr

This software and sensor upgrade gives you a something of a knack for dealing with humanoid and other species that would otherwise find themselves disturbed by the artificiality of human-cyborg relations. Some droids are even programmed to use this suite to analyze and maximize the effect of this discord.

You gain a special pool of d6s that you can use to affect your negotiations with humanoids. When you make a damage roll, contested ability check, or roll dice to restore hit points to a creature, you can roll one of these d6s and add the result to your total for that creature. The creature must be a humanoid or beast, and must be able to hear and understand you to be affected by this die. You have a number of d6s equal to your proficiency bonus, and regain all expended dice at the end of a long rest.

MAXIMUM PROTOCOLS

A droid can have a number of protocol customizations up to the maximum allowed by their motor.

CHAPTER 9: TOOL PROFICIENCIES

TOOL PROFICIENCIES ARE A USEFUL WAY TO HIGHLIGHT A character's background and talents. At the game table, though, the use of tools sometimes overlaps with the use of skills, and it can be unclear how to use them together in certain situations. This section offers various ways that tools can be used in the game.

To make tool proficiencies more attractive choices for the characters, you can use the methods outlined below.

ADVANTAGE

If the use of a tool and the use of a skill both apply to a check, and a character is proficient with the tool and the skill, consider allowing the character to make the check with advantage. This simple benefit can go a long way toward encouraging players to pick up tool proficiencies. In the tool descriptions that follow, this benefit is often expressed as additional insight (or something similar), which translates into an increased chance that the check will be a success.

ADDED BENEFIT

Additionally, consider giving characters who have both a relevant skill and a relevant tool proficiency an added benefit on a successful check. This benefit might be in the form of more detailed information or could simulate the effect of a different sort of successful check. For example, a character proficient with mason's tools makes a successful Wisdom (Perception) check to find a secret door in a wall. Not only does the character notice the door's presence, but you decide that the tool proficiency entitles the character to an automatic success on an Intelligence (Investigation) check to determine how to open the door.

TOOL DESCRIPTIONS

The following sections go into detail about the tools presented in the *Player's Handbook*, offering advice on how to use them in a campaign.

The first paragraph in each description gives details on what a set of tools is made up of. A character who is proficient with a tool knows how to use all of its component parts.

SKILLS

Every tool potentially provides advantage on a check when used in conjunction with certain skills, provided a character is proficient with the tool and the skill. As DM, you can allow a character to make a check using the indicated skill with advantage. Paragraphs that begin with skill names discuss these possibilities. In each of these paragraphs, the benefits apply only to someone who has proficiency with the tool, not someone who simply owns it.

With respect to skills, the system is mildly abstract in terms of what a tool proficiency represents; essentially, it assumes that a character who has proficiency with a tool also has learned about facets of the trade or profession that are not necessarily associated with the use of the tool.

Additionally, you can consider giving a character extra information or an added benefit on a skill check. The text provides some examples and ideas when this opportunity is relevant.

SPECIAL USE

Proficiency with a tool usually brings with it a particular benefit in the form of a special use, as described in this paragraph.

SAMPLE DCs

A table at the end of each section lists activities that a tool can be used to perform, and suggested DCs for the necessary ability checks.

ITEM SPECIFIC TOOLS

Tools	Craftable and Modifiable Items
Armormech's tools	Armor, shields
Armstech's tools	Blasters, vibroweapons
Artificer's tools	Focus generators, holocrons, lightweapons
Astrotech's tools	Droid customizations, droids
Biochemist's kit	Adrenals, medpacs, stimpacs
Biotech's tools	Cybernetic augmentations
Brewer's tools	Alcohol, drugs
Carpenter's tools	Wood structures
Chef's kit	Food
Cobbler's tools	Boots
Cybertech's tools	Datacrons, gadgets, wristpads
Demolitions kit	Explosives
Disguise kit	Disguises
Forgery kit	Falsified documents
Herbalism kit	Antitoxins
Jeweler's tools	Jewelry
Mason's tools	Stone and metal structures
Mechanic's kit	Vehicle components, vehicles
Painter's tools	Artwork, sculptures
Poisoner's kit	Poisons
Security kit	Containers, locks
Slicer's kit	Computers, software
Surveyor's tools	Maps
Synthweaver's tools	Clothing
Tinker's tools	Augments, barriers, trinkets

ARMORMECH'S TOOLS

Armormech's tools include all of the necessary components to allow you to work raw materials to craft or repair damage to armor and shields.

LORE

Your expertise lends you additional insight when examining armor and shields.

INVESTIGATION/PERCEPTION

You can spot clues and make deductions that others might overlook when an investigation involves armor and shields.

STEALTH

Your greater understanding of armor you—or your allies—wear allows for more cautious movement.

REPAIR ARMOR

With access to your tools, you can repair a suit of armor or a shield. For any object, you need access to raw materials required to repair it.

SAMPLE ACTIVITIES

Activity	DC
Repair a suit of armor or a shield	15
Sunder a suit of armor or a shield	15

ARMSTECH'S TOOLS

Armstech's tools include all of the necessary components to allow you to work raw materials to craft or repair damage to blasters and vibroweapons.

LORE

Your expertise lends you additional insight when examining blasters and vibroweapons.

INVESTIGATION/PERCEPTION

You can spot clues and make deductions that others might overlook when an investigation involves blasters and vibroweapons.

TECHNOLOGY

You can more readily identify an enhanced blaster or vibroweapons properties.

REPAIR WEAPONS

With access to your tools, you can repair a blaster or vibroweapon. For any object, you need access to raw materials required to repair it.

SAMPLE ACTIVITIES

Activity	DC
Repair a blaster or vibroweapon	15
Sunder a blaster or vibroweapon	15

ARTIFICER'S TOOLS

Artificer's tools include all of the necessary components to allow you to craft and repair focus generators, holocrons, and lightweapons.

INSIGHT

You have greater intuition when dealing with spirits trapped in holocrons.

LORE

Your expertise lends you additional insight when determining the origin and age of lightweapons.

TECHNOLOGY

Your knowledge grants you greater understanding when reverse engineering lightweapon or focus generator item modifications.

REPAIR LIGHTWEAPON

With access to your tools, you can repair a lightweapon. You need access to raw materials required to repair it.

SAMPLE ACTIVITIES

Activity	DC
Repair a lightweapon	15
Sunder a lightweapon	15
Disassemble a lightweapon	20

ASTROTECH'S TOOLS

Astrotech's tools include all of the necessary components to create droid customizations, assemble droids, and modify assembled droids.

INVESTIGATION

Your discerning eye, coupled with your experience with your tools, lets you identify droids that have aftermarket part customizations installed.

LORE

Your expertise lets you determine the product line, model, and class of a droid.

TECHNOLOGY

Your knowledge lets you determine whether a droid has been modified beyond its model specifications, and to what extent.

MODIFY DROID

With access to your tools, and an appropriate droid part, you can replace a part on a droid over the course of a long rest.

SAMPLE ACTIVITIES

Activity	DC
Identify a droid's designation	10
Modify a droid's part	10
Identify a droid's modification	15
Create a droid part	Varies
Reverse engineer a droid part	Varies

BIOCHEMIST'S KIT

A biochemist's kit includes all of the necessary components to create and house standard adrenals, medpacs, and stimpacs.

INVESTIGATION

Proficiency with biochemist's kit allows you to unlock more information on Investigation checks involving adrenals, medpacs, and stimpacs.

PERCEPTION

When you inspect an area for clues, proficiency with biochemist's kit grants additional insight into any chemicals or other substances that might have been used in the area.

BIOCHEMIST CRAFTING

You can use this tool proficiency to create biochemist items. A character can spend money to collect raw materials, which weigh 1 pound for every 500 cr spent. The DM can allow a character to make a check using the indicated skill with advantage. As part of a long rest, you can use biochemist's kit to make one antidote kit, medkit, or medpac. Subtract half the value of the created item from the total gp worth of raw materials you are carrying.

SAMPLE ACTIVITIES

Activity	DC
Create a medkit	10
Identify a chemical	10
Create a medpac	15
Create an antidote kit	20

BIOTECH'S TOOLS

Biotech's tools include all of the necessary components to craft and install cybernetic augmentations in humanoids and beasts.

MEDICINE

Combined with biotech's tools, your medical acumen allows you to better treat the injuries of cybernetically-enhanced patients.

INSIGHT

Your knowledge of cybernetics' functionality grants you improved awareness of the facial ticks of the cybernetically-enhanced.

TECHNOLOGY

Your knowledge and experience lets you identify cybernetic augmentations, and their function.

SAMPLE ACTIVITIES

Activity	DC
Install an augmentation	Varies
Reverse engineer an augmentation	Varies

BREWER'S TOOLS

Brewer's tools include includes all of the necessary components to ferment and store beer, as well as other illicit substances.

LORE

Proficiency with brewer's supplies gives you additional insight on Intelligence (Lore) checks concerning events that involve alcohol as a significant element.

MEDICINE

This tool proficiency grants additional insight when you treat anyone suffering from alcohol poisoning or when you can use alcohol to dull pain.

PERSUASION

A stiff drink can help soften the hardest heart. Your proficiency with brewer's supplies can help you ply someone with drink, giving them just enough alcohol to mellow their mood .

POTABLE WATER

Your knowledge of brewing enables you to purify water that would otherwise be undrinkable. As part of a long rest, you can purify up to 6 gallons of water, or 1 gallon as part of a short rest.

SAMPLE ACTIVITIES

Activity	DC
Detect poiston or impurities in a drink	10
Identify alcohol	15
Ignore effects of alcohol	20

CARPENTER'S TOOLS

Carpenter's tools include all of the necessary components to build wooden furnitures and structures.

LORE

This tool proficiency aids you in identifying the use and the origin of wooden buildings and other large wooden objects.

INVESTIGATION/PERCEPTION

You gain additional insight when inspecting areas within wooden structures, because you know tricks of construction that can conceal areas from discovery.

FORTIFY

With 1 minute of work and raw materials, you can make a door or window harder to force open. Increase the DC needed to open it by 5.

TEMPORARY SHELTER

As part of a long rest, you can construct a lean-to or a similar shelter to keep your group dry and in the shade for the duration of the rest. Because it was fashioned quickly from whatever wood was available, the shelter collapses 1d3 days after being assembled.

SAMPLE ACTIVITIES

Activity	DC
Design a complex wooden structure	15
Pry apart a door	20

CHEF'S KIT

Chef's kits include all of the necessary components to prepare, cook, and store food.

LORE

Your knowledge of cooking techniques allows you to assess the social patterns involved in a culture's eating habits.

MEDICINE

When administering treatment, you can transform medicine that is bitter or sour into a pleasing concoction.

SURVIVAL

When foraging for food, you can make do with ingredients you scavenge that others would be unable to transform into nourishing meals.

PREPARE MEALS

As part of a short rest, you can prepare a tasty meal that helps your companions regain their strength. You and up to five creatures of your choice regain 1 extra hit point per Hit Die spent during a short rest, provided you have access to your chef's kit and sufficient food.

SAMPLE ACTIVITIES

Activity	DC
Create a typical meal	10
Spot poison or impurities in food	15
Create a gourmet meal	15

COBBLER'S TOOLS

Cobbler's tools include all of the necessary components to construct and repair boots.

LORE

Your knowledge of shoes aids you in identifying the properties and the history of enhanced boots.

INVESTIGATION

You can learn where someone has recently visited by examining the wear and the dirt that has accumulated on their boots.

MAINTAIN SHOES

As part of a long rest, you can repair your companions' boots. For the next 24 hours, up to six creatures of your choice who wear boots you worked on can travel up to 10 hours a day without making saving throws to avoid exhaustion.

CRAFT HIDDEN COMPARTMENT

With 8 hours of work, you can add a hidden compartment to a pair of boots. The compartment can hold an object up to 3 inches long and 1 inch wide and deep. You make an Intelligence check using your tool proficiency to determine the Intelligence (Investigation) check DC needed to find the compartment.

SAMPLE ACTIVITIES

Activity	DC
Determine a boot's age and origin	10
Find a hidden compartment in a boot heel	15

CYBERTECH'S TOOLS

Cybertech's tools include all of the necessary components to modify and maintain datacrons, gadgets, and wristpads.

LORE

Your knowledge allows you greater insight into the history and origin of datacrons.

INVESTIGATION

Your use of tools allows you to more accurately discern illusions within 5 feet of you for what they are.

TECHNOLOGY

Your expertise grants you greater insight into the enhanced properties of wristpads.

SAMPLE ACTIVITIES

Activity	DC
Unlock a datacron	Varies
Disassemble a wristpad	20

DEMOLITIONS KIT

A demolitions kit includes all of the necessary components to create, set, and disarm explosives.

LORE

Your knowledge of explosives grants you insight when answering questions about the most effective explosives for a given task.

INVESTIGATION/PERCEPTION

You gain additional insight when looking for mines and charges, because you have learned a variety of common signs that betray their presence.

SLEIGHT OF HAND

You can more easily conceal when you set an explosive.

QUICK-SET

You can synchronise a remote detonator with an explosive in half the time normally required.

SAMPLE ACTIVITIES

Activity	DC
Conceal an explosive	15
Disarm a mine	Varies

DISGUISE KIT

A disguise kit includes all of the necessary components to create and apply a disguise.

DECEPTION

In certain cases, a disguise can improve your ability to weave convincing lies.

INTIMIDATION

The right disguise can make you look more fearsome, whether you want to scare someone away by posing as a plague victim or intimidate a gang of thugs by taking the appearance of a bully.

PERFORMANCE

A cunning disguise can enhance an audience's enjoyment of a performance, provided the disguise is properly designed to evoke the desired reaction.

PERSUASION

Folk tend to trust a person in uniform. If you disguise yourself as an authority figure, your efforts to persuade others are often more effective.

CREATE DISGUISE

As part of a long rest, you can create a disguise. It takes you 1 minute to don such a disguise once you have created it. You can carry only one such disguise on you at a time without drawing undue attention, unless you have a method to keep them hidden. Each disguise weighs 1 pound.

At other times, it takes 10 minutes to craft a disguise that involves moderate changes to your appearance, and 30 minutes for one that requires more extensive changes.

SAMPLE ACTIVITIES

Activity	DC
Cover injuries or distinguishing marks	10
Spot a disguise being used by someone else	15
Copy a humanoid's appearance	20

FORGERY KIT

A forgery kit includes all of the necessary components to craft and identify forged documents, including copying a person's seal or signature.

DECEPTION

A well-crafted forgery, such as papers proclaiming you to be a noble or a writ that grants you safe passage, can lend credence to a lie.

LORE

A forgery kit combined with your knowledge of history improves your ability to create fake historical documents or to tell if an old document is authentic.

INVESTIGATION

When you examine objects, proficiency with a forgery kit is useful for determining how an object was made and whether it is genuine.

OTHER TOOLS

Knowledge of other tools makes your forgeries that much more believable. For example, you could combine proficiency with a forgery kit and proficiency with surveyor's tools to make a fake map.

QUICK FAKE

As a part of a short rest, you can produce a forged document no more than one page in length. As a part of a long rest, you can produce a document that is up to four pages long. Your Intelligence check using a forgery kit determines the DC for someone else's Intelligence (Investigation) check to spot the fake.

SAMPLE ACTIVITIES

Activity	DC
Mimic handwriting	15
Duplicate a seal	20

GAMING SET

A gaming set has all the pieces needed to play a specific game or type of game, such as pazaak or sabaac.

LORE

Your mastery of a game includes knowledge of its history, as well as of important events it was connected to or prominent historical figures involved with it.

INSIGHT

Playing games with someone is a good way to gain understanding of their personality, granting you a better ability to discern their lies from their truths and read their mood.

SLEIGHT OF HAND

Sleight of Hand is a useful skill for cheating at a game, as it allows you to swap pieces, palm cards, or alter a die roll. Alternatively, engrossing a target in a game by manipulating the components with dexterous movements is a great distraction for a pickpocketing attempt.

SAMPLE ACTIVITIES

Activity	DC
Catch a player cheating	15
Gain insight into an opponent's personality	15

HERBALISM KIT

An herbalism kit includes all of the necessary components to harvest and store plants, as well as identify their uses.

LORE

Your knowledge of the nature and uses of herbs can add insight to your magical studies that deal with plants and your attempts to identify potions.

INVESTIGATION

When you inspect an area overgrown with plants, your proficiency can help you pick out details and clues that others might miss.

MEDICINE

Your mastery of herbalism improves your ability to treat illnesses and wounds by augmenting your methods of care with medicinal plants.

NATURE AND SURVIVAL

When you travel in the wild, your skill in herbalism makes it easier to identify plants and spot sources of food that others might overlook.

IDENTIFY PLANTS

You can identify most plants with a quick inspection of their appearance and smell.

SAMPLE ACTIVITIES

Activity	DC
Find plants	15
Identify poison	20

JEWELER'S TOOLS

Jeweler's tools include all of the necessary components to identify and refine gemstones.

LORE

Proficiency with jeweler's tools grants you knowledge about the reputed mystical uses of gems. This insight proves handy when you make Arcana checks related to gems or gem-encrusted items.

INVESTIGATION

When you inspect jeweled objects, your proficiency with jeweler's tools aids you in picking out clues they might hold.

TECHNOLOGY

Your combined experience lets you refine gemstones for use with greater efficiency.

IDENTIFY GEMS

You can identify gems and determine their value at a glance.

SAMPLE ACTIVITIES

Activity	DC
Modify a gem's appearance	15
Determine a gem's history	20

MASON'S TOOLS

Mason's tools include all of the necessary components to build structures from stone and metal.

LORE

Your expertise aids you in identifying a stone building's date of construction and purpose, along with insight into who might have built it.

INVESTIGATION

You gain additional insight when inspecting areas within stone structures.

PERCEPTION

You can spot irregularities in stone walls or floors, making it easier to find trap doors and secret passages.

SIEGE

Your knowledge of masonry allows you to spot weak points in brick walls. You deal double damage to such structures with your weapon attacks.

SAMPLE ACTIVITIES

Activity	DC
Chisel a small hole in a wall	10
Find a weak point in a wall	15

MECHANIC'S KIT

Mechanic's kits contain all of the necessary components repair and install vehicle and ship components.

LORE

Your skill allows you to more readily discern the make and model of vehicle and ship parts.

INVESTIGATION/PERCEPTION

Your experience lets you more readily identify aftermarket modifications in vehicles and ships.

TECHNOLOGY

Your experience grants you greater insight when conducting repairs on ships or vehicles.

QUICK FIXER

When you are interrupted while you are conducting repairs on a vehicle or ship, reduce the required time by half as long as you are present during the entirety of the repairs.

SAMPLE ACTIVITIES

Activity	DC
Restoring power to a damaged vehicle	15
Disassembling a vehicle's engine	20

MUSICAL INSTRUMENTS

A musical instrument includes all of the necessary components to play it, as well as a few songs commonly performed with that instrument.

LORE

Your expertise aids you in recalling lore related to your instrument.

PERFORMANCE

Your ability to put on a good show is improved when you incorporate an instrument into your act.

COMPOSE A TUNE

As part of a long rest, you can compose a new tune and lyrics for your instrument. You might use this ability to impress a noble or spread scandalous rumors with a catchy tune.

SAMPLE ACTIVITIES

Activity	DC
Identify a tune	10
Subtly manipulate the emotions of your audience	15
Improvise a tune	20

PAINTER'S TOOLS

Painter's tools include all of the necessary components to paint and store art.

LORE

Your expertise aids you in uncovering lore of any sort that is attached to a work of art, such as the magical properties of a painting or the origins of a strange mural found in a dungeon.

INVESTIGATION, PERCEPTION

When you inspect a painting or a similar work of visual art, your knowledge of the practices behind creating it can grant you additional insight.

PAINTING AND DRAWING

As part of a short or long rest, you can produce a simple work of art. Although your work might lack precision, you can capture an image or a scene, or make a quick copy of a piece of art you saw.

SAMPLE ACTIVITIES

Activity	DC
Paint an accurate portrait	10
Create a painting with a hidden message	20

POISONER'S KIT

A poisoner's kit includes all of the necessary components to craft and store poisons.

LORE

Your training with poisons can help you when you try to recall facts about infamous poisonings.

INVESTIGATION, PERCEPTION

Your knowledge of poisons has taught you to handle those substances carefully, giving you an edge when you inspect poisoned objects or try to extract clues from events that involve poison.

MEDICINE

When you treat the victim of a poison, your knowledge grants you added insight into how to provide the best care to your patient.

NATURE, SURVIVAL

Working with poisons enables you to acquire lore about which plants and animals are poisonous.

HANDLE POISON

Your proficiency allows you to handle and apply a poison without risk of exposing yourself to its effects.

SAMPLE ACTIVITIES

Activity	DC
Spot a poisoned object	10
Determine the effects of poison	20

SECURITY KIT

A security kit include all of the necessary components to set or disarm locks and traps.

LORE

Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

INVESTIGATION AND PERCEPTION

You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

TECHNOLOGY

Your knowledge of locks grants you insight into their make and potential weaknesses.

SET A TRAP

Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

SAMPLE ACTIVITIES

Activity	DC
Pick a moderate lock	15
Disable a trap	Varies

SLICER'S KIT

A slicer's kit includes all of the necessary components to interface with and disarm digital securities.

LORE

Your knowledge of digital securities grants you insight when answering questions about them.

INVESTIGATION AND PERCEPTION

You gain additional insight when looking for digital securities when using computers and terminals.

TECHNOLOGY

Your knowledge of common digital security types makes it easier for you to identify them.

SAMPLE ACTIVITIES

Activity	DC
Identify a hidden security routine	15
Reprogram a security routine	20

SURVEYOR'S TOOLS

Surveyor's tools include all of the necessary components to draw and store maps.

LORE

You can use your knowledge of maps and locations to unearth more detailed information. For instance, you might spot hidden messages in a map, identify when the map was made to determine if geographical features have changed since then, and so forth.

NATURE

Your familiarity with physical geography makes it easier for you to answer questions or solve issues relating to the terrain around you.

SURVIVAL

Your understand of geography makes it easier to find paths to civilization, to predict reas where towns might be found, and to avoid becoming lost. You have studied so many maps that common patterns, such as how trade routes evolve and where settlements arise in relation to gographic locations, are familiar to you.

CRAFT A MAP

While travelling, you can draw a map as you go in addition to engaging in other activity.

SAMPLE ACTIVITIES

Activity	DC
Determine a map's age and origin	10
Estimate direction and distance to a landmark	15
Discern that a map is fake	15
Fill in a missing part of a map	20

SYNTHWEAVER'S TOOLS

Synthweaver's tools include all of the necessary components to craft and repair clothing.

LORE

Your expertise lends you additional insight when examining cloth objects, including cloaks and robes.

INVESTIGATION

Using your knowledge of the process of creating cloth objects, you can spot clues and make deductions that others would overlook when you examine tapestries, upholstery, clothing, and other woven items.

REPAIR CLOTH

As part of a short rest, you can repair a single damaged cloth object.

CRAFT CLOTHING

Assuming you have access to sufficient cloth and thread, you can create an outfit for a creature as part of a long rest.

SAMPLE ACTIVITIES

Activity	DC
Repurpose cloth	10
Mend a hole in a piece of cloth	10
Tailor an outfit	15

TINKER'S TOOLS

Tinker's tools include all of the necessary components to craft and repair augments, barriers, and minor trinkets.

LORE

You can determine the age and origin of objects, even if you have only a few pieces remaining from the original.

INVESTIGATION/PERCEPTION

You are more effective at identifying traps concealed by debris.

SLEIGHT OF HAND

You are more effective at hiding traps that you place.

REPAIR TRINKETS

With access to your tools, you can repair small items. For any object, you need access to raw materials required to repair it.

SAMPLE ACTIVITIES

Activity	DC
Temporarily repair a disabled device	10
Repair an item in half the time	15
Improvise an item using scraps	20

APPENDIX A: ENHANCED ITEMS

Item	Rarity	Page	Item	Rarity	Page
<i>Adventuring gear</i>			<i>Armor</i>		
Atmospheric Decanting Vessel	Premium		Armor +1, +2, or +3	Varies	
Baragwin Stealth Unit	Legendary		Adapted Armor	Prototype	
<i>Body</i>			<i>Light</i>		
Jedi Robe	Premium		<i>Medium</i>		
Jedi Knight's Robe	Prototype		Mandalorian Beskar'gam	Prototype	
Jedi Master's Robe	Advanced		<i>Heavy</i>		
<i>Feet</i>			Matrix Armor	Premium	
Mag-lock Boots	Standard		Reactive Ultrachrome Armor	Legendary	
Aratech Sound Dampening Boots	Premium		<i>Consumables</i>		
Slipstream Kickers	Advanced		<i>Adrenals</i>		
<i>Finger</i>			Alacrity Adrenal	Standard	
<i>Hands</i>			Stamina Adrenal	Standard	
Reverse-Engineered Crushgaunts	Premium		Strength Adrenal	Standard	
Mandalorian Shuk'orok	Advanced		Battle Adrenal	Premium	
<i>Head</i>			Improved Alacrity Adrenal	Prototype	
Mandalorian Helmet	Premium		Improved Stamina Adrenal	Prototype	
<i>Legs</i>			Improved Strength Adrenal	Prototype	
<i>Neck</i>			Superior Battle Adrenal	Advanced	
Taozin Amulet	Premium		<i>Ammunition</i>		
Beemon Cardio-Regulator	Prototype		Ammunition +1, +2, or +3	Varies	
<i>Shoulders</i>			<i>Barriers</i>		
<i>Waist</i>			<i>Explosives</i>		
Aratech Echo Belt	Premium		<i>Medpacs</i>		
Defel Mimicker	Prototype		Fine Medpac	Premium	
Strength Enhancer	Prototype		Improved Medpac	Prototype	
CNS Strength Enhancer	Advanced		Superior Medpac	Advanced	
GNS Strength Enhancer Belt	Legendary		<i>Poisons</i>		
Sith Strength Belt	Legendary		Fine Poison	Premium	
Dominator Belt	Artifact		Improved Poison	Prototype	
<i>Wrists</i>			Superior Poison	Advanced	
1			<i>Stimpacs</i>		
2			1		
3			2		
4			3		
5			4		
6			5		
7			6		
8			7		
9			8		
10			9		
11			10		

APPENDIX A: ENHANCED ITEMS (CONTINUED)

Item	Rarity	Page	Item	Rarity	Page
<i>Cybernetic augmentations</i>			<i>Focuses</i>		
<i>Enhancements</i>			<i>Force</i>		
Hidden Arm Blaster	Standard		<i>Tech</i>		
Integrated Subdermal Armor	Premium		<i>Shields</i>		
Armament and Defense Library	Prototype		Shield +1, +2, or +3	Varies	
Integrated Subdermal Armor Mark II	Prototype		<i>Light</i>		
Active Camouflage Core	Advanced		<i>Medium</i>		
Automated Adrenal Package	Advanced		Verpine Auto-shielding Unit	Advanced	
Skills Enhancement Package	Advanced		<i>Heavy</i>		
Charming Noble Package	Legendary		<i>Weapons</i>		
Daring Acrobat Package	Legendary		Returning Weapon +1, +2, or +3	Varies	
Indomitable Fortress Package	Legendary		Weapon +1, +2, or +3	Varies	
Mighty Athlete Package	Legendary		<i>Blasters</i>		
Quick Savant Package	Legendary		<i>Lightweapons</i>		
Wise Sage Package	Legendary		Darksaber	Legendary	
<i>Replacements</i>			<i>Vibroweapons</i>		
Hawkeye Ocular Package	Premium		<i>Valuables</i>		
Infiltration Package	Premium		1		
Iridonian Grav-Lev Arm	Premium		2		
Nighthawk Ocular Implant	Premium		3		
Survival and Surveillance Suite	Premium		4		
Czerka Variable Claw-Hand Multitool	Prototype		5		
High-Grade Cybernetic Arm	Prototype		6		
High-Grade Cybernetic Legs	Prototype		7		
Microphasic Hypervisor	Prototype		8		
Survival and Surveillance Suite Mark II	Prototype		9		
<i>Droid customizations</i>			10		
<i>Parts</i>			11		
Combat Projector	Premium		12		
Droid Dura Plating Mark I	Prototype		13		
Droid Dura Plating Mark II	Advanced		14		
Droid Dura Plating Mark III	Legendary		15		
Shock Arm	Premium		16		
<i>Protocols</i>			17		
Blaster Integration Protocol	Standard		18		
Heavy Armor Integration Protocol	Premium		19		
Overshield Integration Protocol	Premium		20		
Uncanniness Motivator	Prototype		21		
1			22		
2			23		
3			24		
4			25		

APPENDIX A: ENHANCED ITEMS (CONTINUED)

Item	Rarity	Page	Item	Rarity	Page
<i>Item modifications (blasters)</i>			<i>Item modifications (lightweapons)</i>		
<i>Targeting</i>			<i>Lens</i>		
Accuracy Scope Mark I	Premium		Kunda Lens	Premium	
Accuracy Scope Mark II	Prototype		Ossus Dueling Lens	Prototype	
Accuracy Scope Mark III	Advanced		Ossus Mastery Lens	Advanced	
Multispectral Optics Mark IV	Legendary		Improved Sigil Lens	Legendary	
<i>Barrel</i>			<i>Crystal</i>		
Amplifying Barrel Mark I	Premium		Adegan Shard	Premium	
Amplifying Barrel Mark II	Prototype		Adegan Octohedron	Prototype	
Amplifying Barrel Mark III	Advanced		Adegan Cluster	Advanced	
Quantum Splitter Mark II	Legendary		Kunda Cluster	Artifact	
<i>Energy core</i>			<i>Power cell</i>		
Ion Amplifying Chamber	Premium		Diatium Cell	Prototype	
Rylith Power Cell	Prototype		Byrothesis Adept Cell	Advanced	
Czerka Attenuating Pulsator	Advanced		Superior Diatium Cell	Legendary	
Aratech Recycler Core Mark II	Legendary		Byrothesis Master Cell	Artifact	
<i>Matrix</i>			<i>Stabilizer</i>		
Corellian Crippler Matrix	Standard		Luminophillic Stabilizer	Standard	
Precision Chamber Mark I	Premium		Ventillation Stabilizer	Premium	
Precision Chamber Mark II	Prototype		Improved Telgorn Jolt Stabilizer	Advanced	
Precision Chamber Mark III	Advanced		Lightweight Stabilizer Frame	Legendary	
<i>Item modifications (vibroweapons)</i>			<i>Item modifications (focus generators)</i>		
<i>Grip</i>			<i>Emitter</i>		
Contoured Grip	Premium		Isometric Prism Emitter Mark I	Premium	
Fine Contoured Grip	Prototype		Isometric Prism Emitter Mark II	Prototype	
Superior Contoured Grip	Advanced		Isometric Prism Emitter Mark II	Advanced	
Superior Nagai Grip	Legendary		Superior Tethered Anchor Emitter	Artifact	
<i>Edge</i>			<i>Conductor</i>		
Basic Neutronium Edge	Premium		Broadened Inlay Conductor Mark I	Premium	
Moderate Neutronium Edge	Prototype		Broadened Inlay Conductor Mark II	Prototype	
Deadly Neutronium Edge	Advanced		Broadened Inlay Conductor Mark III	Advanced	
Deadly Ostrine Edge	Artifact		High Precision Conductor Mark II	Legendary	
<i>Vibrator cell</i>			<i>Energy channel</i>		
Monomolecular Honing Cell	Premium		Duplexed Extender Channel	Standard	
Monomolecular Honing Cell Mark II	Advanced		Improved Duplexed Extender Channel	Premium	
Aratech Oscillator Mark III	Legendary		Forged Ferricite Channel Mark II	Prototype	
Aratech Oscillator Mark IV	Artifact		Forged Ferricite Channel Mark IV	Legendary	
<i>Projector</i>			<i>Cycler</i>		
Collapsible Frame	Standard		Basic T-Cycle Reinforcer	Standard	
Pacnorval Chem Integrator	Premium		Improved T-Cycle Reinforcer	Premium	
RZ-3 Extender Frame	Prototype		Basic Phobium Echoer	Prototype	
Fiber-alloy Materials	Legendary		Improved Phobium Echoer	Advanced	

APPENDIX A: ENHANCED ITEMS (CONTINUED)

Item	Rarity	Page	Item	Rarity	Page
<i>Item modifications (wristpads)</i>			<i>Item modifications (augments)</i>		
<i>Processor</i>			Fine Charisma Augment Premium		
Arakyd Vector Mark I	Premium		Fine Constitution Augment	Premium	
Arakyd Vector Mark II	Prototype		Fine Dexterity Augment	Premium	
Arakyd Vector Mark III	Advanced		Fine Intelligence Augment	Premium	
Czerka Banshee Elite Mark III	Artifact		Fine Strength Augment	Premium	
<i>Motherboard</i>			Fine Wisdom Augment Premium		
AccuTronics Supreme Mark I	Premium		Optimized Materials Augment	Premium	
AccuTronics Supreme Mark II	Prototype		Berserker Defensive Augment	Prototype	
AccuTronics Supreme Mark III	Advanced		Berserker Offensive Augment	Prototype	
AccuTronics Horizon 256ZIDOPS	Legendary		Consular Defensive Augment	Prototype	
<i>Dataport</i>			Consular Offensive Augment Prototype		
MerenData Excelcior	Standard		Engineer Defensive Augment	Prototype	
Bansche Advanced 2ZBc	Prototype		Engineer Offensive Augment	Prototype	
Czerka Elite Pro Mark V	Legendary		Fighter Defensive Augment	Prototype	
<i>Storage</i>			Fighter Offensive Augment Prototype		
Bansche Purifier MENAD Pro Mark I	Premium		Guardian Defensive Augment	Prototype	
Sienar Starfire X-Force Mark I	Prototype		Guardian Offensive Augment	Prototype	
Sienar Starfire X-Force Mark II	Legendary		Improved Strength Augment	Prototype	
<i>Item modifications (armor and shields)</i>			Monk Defensive Augment Prototype		
<i>Overlay</i>			Monk Offensive Augment Prototype		
Bonded Plates Mark I	Prototype		Operative Defensive Augment	Prototype	
Bonded Plates Mark II	Advanced		Operative Offensive Augment	Prototype	
Bonded Plates Mark III	Legendary		Scholar Defensive Augment	Prototype	
Pinnacle Energy Shielding	Artifact		Scholar Offensive Augment	Prototype	
<i>Underlay</i>			Scout Defensive Augment Prototype		
Strengthening Underlay Mark I	Premium		Scout Offensive Augment	Prototype	
Cerebral Overwatch Suite	Prototype		Sentinel Defensive Augment	Prototype	
Strengthening Underlay Mark III	Advanced		Sentinel Offensive Augment	Prototype	
Analyzer Underlay Mark III	Legendary		Enhancement Augment	Advanced	
<i>Reinforcement</i>			Superior Charisma Augment Advanced		
Emergency Landing Braces	Premium		Superior Constitution Augment	Advanced	
Ballistic Polymer Weave	Prototype		Superior Dexterity Augment	Advanced	
Bioenhancement Matrix Mark II	Advanced		Superior Intelligence Augment	Advanced	
<i>Armoring</i>			Superior Strength Augment Advanced		
Optimized Actuators Mark I	Standard		Superior Wisdom Augment	Advanced	
Horizontal Exojets	Premium		Exceptional Constitution Augment	Legendary	
Integrated Jetboosters Mark I	Prototype		Exceptional Intelligence Augment	Legendary	
<i>Shielding</i>			Exceptional Strength Augment Legendary		
Cortosis Microweave	Prototype		Master Charisma Augment	Artifact	
Ablative Plating Mark II	Advanced		Master Intelligence Augment	Artifact	
Superior Cortosis Microweave	Legendary		Master Strength Augment	Artifact	

ENHANCED ITEMS VALUES

Enhanced item values should fall within a range, as shown below in the Enhanced Item Value by Rarity table. Consumables and item modifications should be about half the value of a permanent item.

Each item comes with a value. This is a suggested value; it might be higher or lower at any table, given the availability of enhanced items.

Certain items, such as weapon +1, have a multiplier instead of a value. You multiply this by the item's base price to determine the enhanced item's value. Occasionally, this might end with a result that falls outside the range of values for that rarity. Nonetheless, it should retain that value and rarity.

ENHANCED ITEM VALUE BY RARITY

Rarity	Value
Standard	up to 1,000 cr
Premium	1,001 to 5,000 cr
Prototype	5,001 to 25,000 cr
Advanced	25,001 - 100,000 cr
Legendary	100,001 - 500,000 cr
Artifact	at least 500,001 cr

SAMPLE ENHANCED ITEMS

The following items are examples of what you might find in your journeys.

ABLATIVE PLATING MARK II

Item modification (shielding), advanced

Value: 43,000 cr

You gain a +2 bonus to AC against ranged attacks.

ACCURACY SCOPE MARK I

Item modification (targeting), premium

Value: 2,250 cr

You gain a +1 bonus to attack rolls made with this weapon.

ACCURACY SCOPE MARK II

Item modification (targeting), prototype

Value: 12,500 cr

You gain a +2 bonus to attack rolls made with this weapon.

ACCURACY SCOPE MARK III

Item modification (targeting), advanced

Value: 48,000 cr

You gain a +3 bonus to attack rolls made with this weapon.

ACCUTRONICS HORIZON 256ZIDOPS

Item modification (motherboard), legendary

Value: 208,000 cr

When you cast a tech power through this wristpad, you can roll a d6 and add the result to the save DC (if any) for that power.

ACCUTRONICS SUPREME MARK I

Item modification (motherboard), premium

Value: 1,900 cr

You gain a +1 bonus to the save DC of tech powers you cast through this wristpad.

ACCUTRONICS SUPREME MARK II

Item modification (motherboard), prototype

Value: 10,800 cr

You gain a +2 bonus to the save DC of tech powers you cast through this wristpad.

ACCUTRONICS SUPREME MARK III

Item modification (motherboard), advanced

Value: 42,700 cr

You gain a +3 bonus to the save DC of tech powers you cast through this wristpad.

ACTIVE CAMOUFLAGE CORE

Cybernetic augmentation (enhancement), advanced

Prerequisite: Constitution 13

Value: 40,000 cr

This internal augmentation can be activated to project a distortion field that bends visual light.

As an action, you can activate this augmentation to cast the *infiltrate* tech power targeting yourself. Intelligence is your tech casting ability for this power, and if you cast it using this augmentation, it does not require concentration.

Side Effect: While this augmentation is active, your speed is reduced by 10. Additionally, it fails to activate if you are submerged in water or other liquids.

ADAPTED ARMOR

Armor (any), prototype (requires attunement)

Value: 24,000 cr

Those foolhardy enough to not treat a hostile planet as worthy a foe as the ones carrying blasters don't often live long enough to boast about it.

You have resistance to one type of damage while you wear this armor. The DM chooses the type or determines it randomly from the options below.

d10	Damage Type	d10	Damage Type
1	Acid	6	Lightning
2	Cold	7	Necrotic
3	Fire	8	Poison
4	Force	9	Psychic
5	Ion	10	Sonic

ADEGAN CLUSTER

Item modification (crystal), advanced

Value: 38,000 cr

You gain a +3 bonus to damage rolls made with this weapon.

ADEGAN OCTOHEDRON

Item modification (crystal), prototype

Value: 11,000 cr

You gain a +2 bonus to damage rolls made with this weapon.

ADEGAN SHARD

Item modification (crystal), premium

Value: 1,700 cr

You gain a +1 bonus to damage rolls made with this weapon.

ALACRITY ADRENAL

Consumable (adrenal), standard

Value: 150 cr

This is a highly pressurized liquid stimulant delivered through a tightly arranged array of microsyringes.

You can administer an adrenal to yourself as a bonus action, or another creature as an action. When you administer this adrenal, the target gains a +2 bonus to its Dexterity score. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

AMMUNITION, +1, +2, OR +3

Weapon (any ammunition), premium (+1), prototype (+2), or advanced (+3)

Value: 5x (+1), 15x cr (+2), or 50x (+3) (determined by rarity)

From power cells with bolt superconduction to darts refined to monomolecular edges, the wallop these units pack is worth dealing with their fragility.

You have a bonus to attack and damage rolls made with this power cell or piece of ammunition. The bonus is determined by the rarity of the item. Once the power cell is depleted or the ammunition is expended, it no longer gives a bonus.

AMPLIFYING BARREL MARK I

Item modification (barrel), premium

Value: 2,300 cr

You gain a +1 bonus to damage rolls made with this weapon.

AMPLIFYING BARREL MARK II

Item modification (barrel), prototype

Value: 9,750 cr

You gain a +2 bonus to damage rolls made with this weapon.

AMPLIFYING BARREL MARK III

Item modification (barrel), advanced

Value: 39,500 cr

You gain a +3 bonus to damage rolls made with this weapon.

ANALYZER UNDERLAY MARK III

Item modification (underlay), legendary

Value: 126,000 cr

You gain a +3 bonus to Wisdom and Charisma saving throws.

ARAKYD VECTOR MARK I

Item modification (processor), premium

Value: 2,350 cr

You gain a +1 bonus to the attack rolls of tech powers you cast through this wristpad.

ARAKYD VECTOR MARK II

Item modification (processor), prototype

Value: 12,100 cr

You gain a +2 bonus to the attack rolls of tech powers you cast through this wristpad.

ARAKYD VECTOR MARK III

Item modification (processor), advanced

Value: 47,500 cr

You gain a +3 bonus to the attack rolls of tech powers you cast through this wristpad.

ARATECH ECHO BELT

Adventuring gear (waist), premium (requires attunement)

Value: 3,300 cr

The success of this high-end stealth field generator emboldened Aratech to branch out into other hardware.

While you wear this belt with its field on, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the belt funnels light around you. Activating or deactivating the belt takes an action.

ARATECH OSCILLATOR MARK III

Item modification (vibrator cell), legendary

Value: 138,000 cr

When you score a critical hit with this weapon you can roll three additional weapon damage dice.

ARATECH OSCILLATOR MARK IV

Item modification (vibrator cell), artifact

Value: 321,500 cr

When you score a critical hit with this weapon you can roll four additional weapon damage dice.

ARATECH RECYCLER CORE MARK II

Item modification (energy core), legendary

Prerequisite: Blaster with the burst property

Value: 145,000 cr

When you use the burst feature of this weapon, you can choose to include up to 2 additional creatures within 5 feet of any affected space to also be affected the burst, if they were not already.

ARATECH SOUND DAMPENING BOOTS

Adventuring gear (feet), premium (requires attunement)

Value: 2,250 cr

Before their repulsorcraft hit it big, Aratech honed its edge in the stealth field generator market.

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

ARMAMENT AND DEFENSE LIBRARY

Cybernetic augmentation (enhancement), prototype

Prerequisite: Intelligence 13

Value: 12,000 cr

This small and unassuming electronic module installed in the parietal lobe contains a massive library of information pertaining to weapons, armor, droids, and every other defense system known to the galaxy at large. Even rare or obscure pieces of technology are described here, offering a unique perspective on the universe - if you can handle it.

You gain proficiency in all simple and martial weapons, all armor, and the Piloting skill. Additionally, when you make an Intelligence check to recall or discern information about a weapon, piece of armor, or a military vehicle that this library contains information on, you are considered proficient in the check.

Side Effect: This aggressively effective library can make it difficult to focus in stressful situations. You have disadvantage on Constitution saving throws to maintain concentration. Additionally, you have disadvantage on ability checks while concentrating on a power.

ARMOR +1, +2, OR +3

Armor (any), premium (+1), prototype (+2), or advanced (+3)

Value: 5x cr (+1), 30x (+2), or 100x (+3) (determined by rarity)

There are countless ways to increase the effectiveness of a stock armor design without resorting to one of the more drastic modifications.

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

ATMOSPHERIC DECANTING VESSEL

Adventuring gear, premium (requires attunement)

Value: 4,300 cr

Most liquids one might desire curiously only involve a handful of elements. This device collects a reservoir of them to recreate a selection of such liquids on demand.

This metal jug appears to be able to hold a gallon of liquid and weighs 12 pounds whether full or empty.

You can use an action and name one liquid from the table below to cause the jug to produce the chosen liquid. Afterward, you can open the jug as an action and pour that liquid out, up to 2 gallons per minute. The maximum amount of liquid the jug can produce depends on the liquid you named.

Once the jug starts producing a liquid, it can't produce a different one, or more of one that has reached its maximum, until the next dawn.

Liquid	Max Amount	Liquid	Max Amount
Acid	8 ounces	Condiment	2 gallons
Alcohol, strong	1 gallon	Lubricant	1 quart
Alcohol, weak	4 gallons	Water, potable	8 gallons
Basic poison	1/2 ounce	Water, non-potable	12 gallons

AUTOMATED ADRENAL PACKAGE

Cybernetic augmentation (enhancement), advanced

Prerequisite: Constitution 15

Value: 36,000 cr

This clear plasti-polymer implant has an appearance vaguely resembling a multi-limbed cephalopod, and must be carefully installed by a master cybertech. It attaches by wrapping around the medulla, and produces a variety of combat adrenals for its user's consumption. It also performs blood-cleansing work to reduce the liver damage (for species that have a liver) caused by long-term adrenal use.

Once on your turn, you can activate this implant to gain the effects of an adrenal (no action required). This effect lasts for one minute, or until a different adrenal is chosen. You can choose from the following types of adrenals:

- Strength Adrenal:** You gain a +1 bonus to the damage rolls of melee weapon attacks, and you count as one size larger for the purpose of determining max carrying capacity and push, drag, and lift weight.
- Alacrity Adrenal:** You gain a +1 bonus to the damage rolls of ranged weapon attacks, and your speed increases by 10 feet.
- Stamina Adrenal:** You gain 2 temporary hit points and a +2 bonus to Constitution saving throws.

Side Effect: You can no longer benefit from other adrenals.

BALLISTIC POLYMER WEAVE

Item modification (reinforcement), prototype

Value: 6,700 cr

While you have temporary hit points, kinetic and energy damage you take is reduced by an amount equal to your proficiency bonus.

BANSCHÉ ADVANCED ZZBC

Item modification (dataport), prototype

Value: 9,000 cr

When you spend tech points and deal damage with a tech power cast through this wristpad, you deal additional damage equal to the number of tech points spent.

BANSCHÉ PURIFIER MENAD PRO MARK I

Item modification (storage), premium

Value: 1,600 cr

When you cast a tech power with this wristpad that gives you a bonus to AC or saving throws, you can increase that bonus by +1.

BARAGWIN STEALTH UNIT

Adventuring gear, legendary (requires attunement)

Value: 325,000 cr

Those Baragwin who sought to turn their telepathic empathy into an asset for bounty hunting needed something special to overcome the drawbacks of their lumbering frames.

While wearing this belt, you can turn on its stealth field to cause yourself to become invisible. While you are invisible, anything you are carrying or wearing is invisible with you. You become visible when you turn off the field. Turning the field on or off requires an action.

Deduct the time you are invisible, in increments of 1 minute, from the belt's maximum duration of 2 hours. After 2 hours of use, the belt ceases to function. For every uninterrupted period of 12 hours the belt goes unused, it regains 1 hour of use.

BASIC T-CYCLE REINFORCER

Item modification (cyclor), standard

Value: 280 cr

When you cast a force power that pushes or pulls a creature, you can increase the distance pushed or pulled by 5 feet.

BATTLE ADRENAL

Consumable (adrenal), premium

Value: 600 cr

This is a highly pressurized liquid stimulant delivered through a tightly arranged array of microsyringes.

You can administer an adrenal to yourself as a bonus action, or another creature as an action. When you administer this adrenal, the target gains a +1 bonus to attack and damage rolls with weapons. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

BEEMON CARDIO-REGULATOR

Adventuring gear (neck), prototype (requires attunement)

Value: 13,800 cr

Demand for Beemon Laboratories' implants stretches even to those too sickly to use them without assistance from another of their fine products.

Your Constitution score is 19 while you wear this choker. It has no effect on you if your Constitution is already 19 or higher.

BERSERKER DEFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 2 levels in berserker

Value: 10,000 cr

Once per round, when you use your Reckless Attack feature and hit a target, you can reduce the first kinetic or energy damage you take from the target before the start of your next turn by half.

BERSERKER OFFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 1 level in berserker

Value: 10,000 cr

Your Rage damage bonus increases by 1, and when you score a critical hit, you can roll one additional weapon damage die and add the result to the total.

BIOENHANCEMENT MATRIX MARK II

Item modification (reinforcement), advanced

Value: 38,000 cr

Your hit point maximum increases by an amount equal to twice your level, and it increases by 2 every time you gain a level.

BLASTER INTEGRATION PROTOCOL

Droid customization (protocol), standard

Prerequisite: Class II droid

Value: 700 cr

Simple software package includes a basic suite of targeting and firing protocols that allow a Class II droid to integrate a modern blaster.

You can now integrate a single simple or martial blaster into your droid chassis. Over the course of a short or long rest, you can insert and integrate this blaster into your frame. As a bonus action, you can open or close a small hatch located somewhere on your droid body, permitting you to wield and fire the weapon normally when you want to attack with it. While the hatch is open, your hands are not considered occupied by this blaster. All other rules and conditions apply normally as if you were wielding this blaster in either one or two hands (your choice).

BONDED PLATES MARK I

Item modification (overlay), prototype

Value: 8,000 cr

You gain a +1 bonus to AC.

BONDED PLATES MARK II

Item modification (overlay), advanced

Value: 36,000 cr

You gain a +2 bonus to AC.

BONDED PLATES MARK III

Item modification (overlay), legendary

Value: 188,000 cr

You gain a +3 bonus to AC.

BROADENED INLAY CONDUCTOR MARK I

Item modification (conductor), premium

Value: 2,200 cr

You gain a +1 bonus to the save DC of force powers you cast through this focus generator.

BROADENED INLAY CONDUCTOR MARK II

Item modification (conductor), prototype

Value: 10,900 cr

You gain a +2 bonus to the save DC of force powers you cast through this focus generator.

BROADENED INLAY CONDUCTOR MARK III

Item modification (conductor), advanced

Value: 36,000 cr

You gain a +3 bonus to the save DC of force powers you cast through this focus generator.

BYROTHSIS ADEPT CELL

Item modification (power cell), advanced

Value: 26,500 cr

When this weapon is levitated by the Force to deal damage through a class feature or force power you use, it deals additional damage equal to one of its weapon damage dice.

BYROTHSIS MASTER CELL

Item modification (power cell), artifact

Value: 300,000 cr

When this weapon is levitated by the Force to deal damage through a class feature or force power you use, it deals additional damage equal to two of its weapon damage dice.

CEREBRAL OVERWATCH SUITE

Item modification (underlay), prototype

Value: 7,900 cr

While you have temporary hit points, you gain advantage on Intelligence, Wisdom, and Charisma saving throws.

CHARMING NOBLE PACKAGE

Cybernetic augmentation (enhancement), legendary

Prerequisite: Charisma 15

Value: 150,000 cr

This implant drastically increases your force of personality.

Your Charisma score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Charisma saving throws.

Side Effect: One ability score (other than Charisma) that is chosen by the DM when this augmentation is installed decreases by 1.

CNS STRENGTH ENHANCER

Adventuring gear (waist), advanced (requires attunement)

Value: 70,000 cr

This belt further increases a users physical power with pneumatically assisted joists and a repulsorfield microgenerator.

While wearing this belt, your Strength score changes to 23. If your Strength is already equal to or greater than 23, it has no effect on you.

COLLAPSIBLE FRAME

Item modification (projector), standard

Prerequisite: Vibroweapon without the hidden property

Value: 250 cr

As a bonus action you can collapse this weapon into a small, pocket-sized handle, granting it the *hidden* property. It loses this property when you make an attack with it, or extend it as a bonus action.

COMBAT PROJECTOR

Droid customization (part), premium

Prerequisite: Class IV droid

Value: 1,900 cr

This little nozzle and fuel tank package are frequently located on a combat droid's wrist or abdomen, and can be configured to project flaming ionized gas or molten carbonite.

You have a small integrated projector in which you can load a flame projector canister or carbonite canister as a bonus action. If you store one of these canisters in this projector, you can attack with it normally and the damage it deals increases by 1d6 (of the same type that the canister normally deals). This extra damage increases as your character level increases, to 2d6 at 11th level, and 3d6 at 17th level.

CONSULAR DEFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 2 levels in consular

Value: 10,000 cr

When you roll initiative and have no uses of your Force Shield left, you regain one use.

CONSULAR OFFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 2 levels in consular

Value: 10,000 cr

You learn the Improved Power Force-Empowered Casting option, and when you use it you can reroll a number of damage dice equal to your Wisdom + Charisma modifiers (a minimum of two). If you already know the Improved Power Force-Empowered Casting option, you can instead choose another option.

CONTOURED GRIP

Item modification (grip), premium

Value: 2,200 cr

You gain a +1 bonus to attack rolls made with this weapon.

CORELLIAN CRIPPLER MATRIX

Item modification (matrix), standard

Value: 200 cr

When you hit a creature with a ranged attack using this weapon, its speed is reduced by 5 feet until the end of its next turn. This effect is cumulative.

CORTOSIS MICROWEAVE

Item modification (shielding), prototype

Value: 10,000 cr

You gain a +1 bonus to AC against melee attacks.

CZERKA ATTENUATING PULSATOR

Item modification (energy core), advanced

Prerequisite: The ability to cast tech powers

Value: 31,000 cr

When you score a critical hit or reduce a creature to 0 hit points with a ranged attack using this weapon, you can regain a number of tech points equal to your Intelligence modifier (a minimum of one, no action required). Once you've used this feature, you must complete a short or long rest before you can use it again.

CZERKA BANSHEE ELITE MARK III

Item modification (processor), artifact

Value: 385,000 cr

When you cast a tech power through this wristpad, you can roll a d8 and add the result to the attack roll.

CZERKA ELITE PRO MARK V

Item modification (dataport), legendary

Value: 197,500 cr

When you cast a tech power with this wristpad and at least one creature fails its saving throw to resist its effects, you gain a d12 that you can roll and add to the damage or healing of a tech power you cast. This die lasts for 1 minute, and you can only have one at a time.

CZERKA VARIABLE CLAW-HAND MULTITOOL

Cybernetic augmentation (replacement), prototype

Prerequisite: Intelligence 13

Value: 7,500 cr

This augmentation replaces a hand.

The CVCM hand replacement appears to be a simple claw, but it contains a startling variety of tools, transforming to become whatever gadget is needed at the moment.

As a bonus action, you can transform this claw-hand into one of the following items of your choice, or back its default claw-hand state. While your claw-hand is transformed, you are considered to be proficient in the item it is replicating, if you are not already:

- Security kit
- Artisan tools (one set, chosen at the time this augmentation is installed)
- Commlink
- Fusion cutter
- Grappling hook (with 50 feet of fibercord cable)
- Hydrospanner
- Medkit
- Repair kit
- Hidden blade (*martial vibroweapon*)
- Hold out (*simple blaster*)
- Medium shield generator (*medium armor*)

For items that have charges such as the repair kit, you regain all expended charges at the end of a long rest. For items that use power cells, you can reload those with power cells normally.

Side Effect: Once this hand replacement has been installed, you can no longer wield weapons in this hand other than those this augmentation can transform into.

DARING ACROBAT PACKAGE

Cybernetic augmentation (enhancement), legendary

Prerequisite: Dexterity 15

Value: 150,000 cr

This implant drastically increases your fine motor skills and reaction times.

Your Dexterity score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Dexterity saving throws.

Side Effect: One ability score other than Dexterity (chosen by the GM) decreases by 1.

DARKSABER

Weapon (lightsaber), legendary (requires attunement)

Value: 480,000 cr

The Darksaber was an ancient and unique black-bladed lightsaber created by Tarre Vizsla, the first Mandalorian ever inducted into the Jedi Order. It features a distinctly Mandalorian hilt and an ominous black blade.

You gain a +3 bonus to attack and damage rolls made with this enhanced lightsaber. In addition, the weapon ignores resistance to energy damage.

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to energy damage, doesn't have or need a head, has legendary actions or villain status, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d6 energy damage from the hit.

DEADLY NEUTRONIUM EDGE

Item modification (edge), advanced

Value: 28,000 cr

You gain a +3 bonus to damage rolls made with this weapon.

DEADLY OSTRINE EDGE

Item modification (edge), artifact

Value: 310,000 cr

When you hit with this weapon you deal an additional 1d10 acid, cold, fire, poison, or sonic damage (chosen by the GM when generating this item).

DEFEL MIMICKER

Adventuring gear (waist), prototype (requires attunement)

Value: 19,000 cr

The only visible trace of this stealth field generator's user is a vague shadow, much like the Defel themselves.

While you wear this belt, it casts a shadow that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

DIATIUM CELL

Item modification (power cell), prototype

Value: 8,000 cr

When you score a critical hit with this weapon you can roll one additional weapon damage die.

DOMINATOR BELT

Adventuring gear (waist), artifact (requires attunement)

Value: 650,000 cr

While only barely adhering to the most technical definition of a belt, this harness-like rig of pneumaticized limb actuators supplies enormous strength to every limb of its wearer's body, monstrously increasing their physical power.

While wearing this belt, your Strength score changes to 29. If your Strength is already equal to or greater than 29, it has no effect on you.

DROID DURA PLATING MARK I

Droid customization (part), prototype

Prerequisite: Proficiency in heavy armor

Value: 7,500 cr

Originally used on starship hulls, durasteel is the most cost-effective way to prevent the destruction of your droids.

Your base AC becomes 19.

DROID DURA PLATING MARK II

Droid customization (part), advanced

Prerequisite: Proficiency in heavy armor

Value: 40,000 cr

Originally used on starship hulls, durasteel is the most cost-effective way to prevent the destruction of your droids.

Your base AC becomes 20.

DROID DURA PLATING MARK III

Droid customization (part), legendary

Prerequisite: Proficiency in heavy armor

Value: 200,000 cr

Originally used on starship hulls, durasteel is the most cost-effective way to prevent the destruction of your droids.

Your base AC becomes 21.

DUPLEXED EXTENDER CHANNEL

Item modification (energy channel), standard

Value: 300 cr

When you cast a force power through this focus generator that has a range of 5 feet or greater, you can increase the range of that force power by 10 feet.

EMERGENCY LANDING BRACES

Item modification (reinforcement), premium

Value: 1,200 cr

You can use your reaction to reduce any falling damage you would take by half.

ENGINEER DEFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 2 levels in engineer

Value: 10,000 cr

This item becomes a valid target of the Infuse Item feature if it wasn't already, granting a bonus appropriate to the item's type.

ENGINEER OFFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 1 level in engineer

Value: 10,000 cr

When you use your Potent Aptitude feature, you can target a second creature within 60 feet of you who can hear you and grant them a Potent Aptitude die as well.

ENHANCEMENT AUGMENT

Item modification (augment), advanced

Value: 42,500 cr

You gain a +1 bonus to attack and damage rolls with weapons.

EXCEPTIONAL CONSTITUTION AUGMENT

Item modification (augment), legendary

Value: 225,000 cr

Your Constitution score increases by 2, and your maximum for this score increases by 1.

EXCEPTIONAL INTELLIGENCE AUGMENT

Item modification (augment), legendary

Value: 225,000 cr

Your Intelligence score increases by 2, and your maximum for this score increases by 1.

EXCEPTIONAL STRENGTH AUGMENT

Item modification (augment), legendary

Value: 225,000 cr

Your Strength score increases by 2, and your maximum for this score increases by 1.

FIBER-ALLOY MATERIALS

Item modification (projector), legendary

Prerequisite: Vibroweapon with the two-handed property

Value: 135,000 cr

This weapon loses the *two-handed* property.

FIGHTER DEFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 1 level in fighter

Value: 10,000 cr

When you use your Second Wind feature, you also gain temporary hit points equal to the amount of hit points you regain.

FIGHTER OFFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 2 levels in fighter

Value: 10,000 cr

You gain two additional superiority dice.

FINE CHARISMA AUGMENT

Item modification (augment), premium

Value: 2,000 cr

Your Charisma score increases by 1.

FINE CONSTITUTION AUGMENT

Item modification (augment), premium

Value: 2,000 cr

Your Constitution score increases by 1.

FINE DEXTERITY AUGMENT

Item modification (augment), premium

Value: 2,000 cr

Your Dexterity score increases by 1.

FINE DUPLEXED EXTENDER CHANNEL

Item modification (energy channel), premium

Value: 1,750 cr

When you cast a force power through this focus generator that has a range of 5 feet or greater, you can increase the range of that force power by 20 feet.

FINE INTELLIGENCE AUGMENT

Item modification (augment), premium

Value: 2,000 cr

Your Intelligence score increases by 1.

FINE MEDPAC

Consumable (medpac), premium

Value: 700 cr

This is a quick-acting syringe filled with a concentrated dose of kolto.

As an action, you can use this medpac to restore 4d4+4 hit points to a creature within 5 feet.

FINE NEUTRONIUM EDGE

Item modification (edge), premium

Value: 1,500 cr

You gain a +1 bonus to damage rolls made with this weapon.

FINE POISON (ONE DOSE)

Consumable (medpac), premium

Value: 1,200 cr

You can use the poison in this vial to coat one kinetic weapon or one wrist launcher dart. Applying the poison takes an action. A creature hit by the poisoned weapon must make a DC 13 Constitution saving throw or take 2d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

FINE STRENGTH AUGMENT

Item modification (augment), premium

Value: 2,000 cr

Your Strength score increases by 1.

FINE WISDOM AUGMENT

Item modification (augment), premium

Value: 2,000 cr

Your Wisdom score increases by 1.

FORGED FERRICITE CHANNEL MARK II

Item modification (energy channel), prototype

Value: 8,800 cr

When you spend force points and deal damage with a force power cast through this focus generator, you deal additional damage equal to the number of force points spent.

FORGED FERRICITE CHANNEL MARK IV

Item modification (energy channel), legendary

Value: 196,000 cr

When you spend force points and deal damage with a force power cast through this focus generator, you deal additional damage equal to twice the number of force points spent.

GNS STRENGTH ENHANCER BELT

Adventuring gear (waist), legendary (requires attunement)

Value: 200,000 cr

This large belt greatly increases a users physical power with an array of repulsorfield microgenerators and a pair of reactive-lift actuators that increase raw force and lift-capacity without any loss of speed or fine motor skills.

While wearing this belt, your Strength score changes to 25. If your Strength is already equal to or greater than 25, it has no effect on you.

GUARDIAN DEFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 2 levels in guardian

Value: 10,000 cr

The radius of your Guardian Auras increases by 10 feet.

GUARDIAN OFFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 2 levels in guardian

Value: 10,000 cr

The damage die for your Force-Empowered Strikes and Improved Force-Empowered Strikes features increases to a d10.

HAWKEYE OCULAR PACKAGE

Cybernetic augmentation (replacement), premium

Prerequisite: Intelligence 13

Value: 1,700 cr

This augmentation replaces your eyes.

This eye replacement features integrated macrobinoculars, granting improved ability to see further away.

You can activate or deactivate this augmentation as a bonus action. While this augmentation is active, you gain advantage on Wisdom (Perception) checks that rely on sight beyond 30 feet. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Side Effect: While this augmentation is active, you have disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks within 30 feet that rely on sight.

HEAVY ARMOR INTEGRATION PROTOCOL

Droid customization (protocol), premium

Prerequisite: Proficiency with light and medium armor

Value: 2,800 cr

This is gyro rebalancing and actuator tuning software designed to enable a droid to integrate and wield heavy armor.

You gain proficiency in heavy armor.

HIDDEN ARM BLASTER

Cybernetic augmentation (enhancement), standard

Value: 775 cr

This augmentation hides a weapon in its wearer's forearm that is almost completely undetectable by modern sensors.

This implant includes a small hidden blaster that is completely shielded and hidden from unenhanced investigation. You cannot use this hidden blaster until it is revealed. As a bonus action, you can reveal this weapon and make a single ranged weapon attack with it. You have proficiency with this weapon for this attack. It deals 1d4 energy damage on a hit, has a range of 20/60, and the light and reload 4 properties.

Side Effect: Reloading this weapon takes longer than usual. You can reload and re-conceal this weapon over one hour, which can be done during a short rest. This hidden compartment can only fit the specific blaster with which it is paired.

HIGH-GRADE CYBERNETIC ARM

Cybernetic augmentation, prototype (replacement)

Prerequisite: Constitution 13

Value: 10,000 cr

This augmentation replaces an arm.

This arm replacement features enhanced strength.

When you hit with a melee weapon attack using Strength with a weapon wielded by this arm, you gain a +1 bonus to the damage roll. Additionally, when you make a Strength (Athletics) check that involves this arm, you gain a +1 bonus to the check.

Side Effect: You have disadvantage on melee weapon attacks and ability checks using Dexterity that involve this arm.

HIGH-GRADE CYBERNETIC LEGS

Cybernetic augmentation (replacement), prototype

Prerequisite: Constitution 13

Value: 10,000 cr

This augmentation replaces a leg.

This mechanical leg replacement increases speed and jumping height.

You gain advantage on Strength ability checks and Strength saving throws, you can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet, and your speed increases by 10 feet.

Side Effect: Your powerful legs have difficulty moving quietly. You have disadvantage on Dexterity (Stealth) checks that rely on moving silently.

HIGH PRECISION CONDUCTOR MARK II

Item modification (conductor), legendary

Value: 216,000 cr

When you cast a force power through this focus generator, you can roll a d6 and add the result to the save DC (if any) for that power.

HORIZONTAL EXOJETS

Item modification (armoring), premium

Value: 1,600 cr

Whenever you take the Dodge or Dash actions, your walking speed increases by 10 feet until the end of your turn.

IMPROVED ALACRITY ADRENAL

Consumable (adrenal), prototype

Value: 2,500 cr

This is a highly pressurized liquid stimulant delivered through a tightly arranged array of microsyringes.

You can administer an adrenal to yourself as a bonus action, or another creature as an action. When you administer this adrenal, the target gains a +4 bonus to its Dexterity score, and its maximum for this score increases by 2. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

IMPROVED CONTOURED GRIP

Item modification (grip), prototype

Value: 12,250 cr

You gain a +2 bonus to attack rolls made with this weapon.

IMPROVED MEDPAC

Consumable (medpac), prototype

Value: 3,800 cr

This is a quick-acting syringe filled with a concentrated dose of kolto.

As an action, you can use this medpac to restore 8d4+8 hit points to a creature within 5 feet.

IMPROVED PHOBIUM ECHOER

Item modification (cycler), prototype

Value: 9,700 cr

When you cast a force power that affects an area in a radius or a cube, you can increase the radius or length of the cube by 5 feet.

IMPROVED POISON (ONE DOSE)

Consumable (medpac), prototype

Value: 11,000 cr

You can use the poison in this vial to coat one kinetic weapon or one wrist launcher dart. Applying the poison takes an action. A creature hit by the poisoned weapon must make a DC 16 Constitution saving throw or take 4d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

IMPROVED SIGIL LENS

Item modification (lens), legendary

Value: 220,000 cr

You gain a +2 bonus to attack rolls made with this weapon. Additionally, you gain a +2 bonus to attack rolls you make with force powers when using this weapon as your focus.

IMPROVED STAMINA ADRENAL

Consumable (adrenal), prototype

Value: 2,500 cr

This is a highly pressurized liquid stimulant delivered through a tightly arranged array of microsyringes.

You can administer an adrenal to yourself as a bonus action, or another creature as an action. When you administer this adrenal, the target gains a +4 bonus to its Constitution score, and its maximum for this score increases by 2. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

IMPROVED STRENGTH ADRENAL

Consumable (adrenal), prototype

Value: 2,500 cr

This is a highly pressurized liquid stimulant delivered through a tightly arranged array of microsyringes.

You can administer an adrenal to yourself as a bonus action, or another creature as an action. When you administer this adrenal, the target gains a +4 bonus to its Strength score, and its maximum for this score increases by 2. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

IMPROVED STRENGTH AUGMENT

Item modification (augment), prototype

Value: 12,000 cr

Your Strength score increases by 2.

IMPROVED T-CYCLE REINFORCER

Item modification (cyclers), premium

Value: 1,760 cr

When you cast a force power that pushes or pulls a creature, you can increase the distance pushed or pulled by 10 feet.

IMPROVED TELGORN JOLT STABILIZER

Item modification (stabilizer), advanced

Value: 14,000 cr

When you cast a force power or use a class feature that requires a melee weapon attack, you can spend 1 force point to change the weapon's damage type to lightning and deal an additional 1d8 lightning damage.

INDOMITABLE FORTRESS PACKAGE

Cybernetic augmentation (enhancement), legendary

Prerequisite: Constitution 15

Value: 150,000 cr

This implant drastically increases your endurance.

Your Constitution score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Constitution saving throws.

Side Effect: One ability score other than Constitution (chosen by the GM) decreases by 1.

INFILTRATION PACKAGE

Cybernetic augmentation (replacement), premium

Value: 1350 cr

This augmentation replaces a hand.

This fully cybernetic hand replacement contains a hidden array of infiltration tools optimized for defeating a wide variety of security barriers.

This implant appears to be a standard cybernetic mechanical arm, but conceals a set of thieves' tools and a security kit. In addition, you can also use an action to cast *release* at 1st level without expending tech points or use of a tech focus. Intelligence is your techcasting ability for this power.

Side Effect: This hand can no longer wield items that weigh more than 7 lbs.

INTEGRATED JETBOOSTERS MARK I

Item modification (armoring), prototype

Value: 7,700 cr

Your armor gets a jetpack built in. Activating or deactivating the jetpack requires a bonus action and, while active, you have a flying speed of 30 feet. The jetpack last for 1 minute per power cell (to a maximum of 10 minutes) and can be recharged by a power source or replacing the power cells.

INTEGRATED SUBDERMAL ARMOR

Cybernetic augmentation (enhancement), premium

Value: 1750 cr

This implant reinforces your skin with an ablative woven alloy, making you difficult to damage.

When you aren't wearing armor, your AC becomes 13 + your Dexterity modifier.

Side Effect: Each time you take damage while you aren't wearing armor, your speed decreases by 5 feet until the start of your next turn.

INTEGRATED SUBDERMAL ARMOR MARK II

Prototype cybernetic augmentation (enhancement)

Value: 15,000 cr

This implant reinforces your skin with an high-strength cortosis reinforcement, making you very difficult to damage.

When you aren't wearing armor, your AC becomes 14 + your Dexterity modifier.

Side Effect: Each time you take damage while you aren't wearing armor, your speed decreases by 5 feet until the start of your next turn.

ION AMPLIFYING CHAMBER

Item modification (energy core), premium

Prerequisite: Blaster that deals ion damage

Value: 2,000 cr

This weapon ignores resistance to ion damage.

IRIDONIAN GRAV-LEV ARM

Cybernetic augmentation (replacement), premium

Prerequisite: Constitution 13

Value: 2,000 cr

This augmentation replaces an arm.

This cybernetic arm replacement increases a user's physical strength and can be overloaded to release a unique field resonance discharge that is particularly effective against containment fields and makes holding on to hydrospanners a breeze.

Your unarmed strikes with this arm deal ion damage, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. Additionally, you deal double damage to energy-based structures with your unarmed strikes.

Side Effect: You can no longer wield weapons with electronic components, such as blasters, vibroweapons, or lightweapons. Additionally, if this hand interacts with a small electronic device, such as a datapad or commlink, it is immediately disabled.

ISOMETRIC PRISM EMITTER MARK I

Item modification (emitter), premium

Value: 2,400 cr

You gain a +1 bonus to the attack rolls of force powers you cast through this focus generator.

ISOMETRIC PRISM EMITTER MARK II

Item modification (emitter), prototype

Value: 11,500 cr

You gain a +2 bonus to the attack rolls of force powers you cast through this focus generator.

ISOMETRIC PRISM EMITTER MARK III

Item modification (emitter), advanced

Value: 43,000 cr

You gain a +3 bonus to the attack rolls of force powers you cast through this focus generator.

JEDI KNIGHT'S ROBE

Adventuring gear (body), prototype (requires attunement)

Value: 22,500 cr

Members of the Order typically wear plain or unassuming garments, but this variant offers the additional protection needed by Jedi influencing important events.

You gain a +1 bonus to AC and saving throws while you wear this robe.

JEDI MASTER'S ROBE

Adventuring gear (body), advanced (requires attunement)

Value: 95,000 cr

Members of the Order typically wear plain or unassuming garments, but Jedi Masters also know the importance of adequate protection when great challenges must be surmounted.

You gain a +2 bonus to AC and saving throws while you wear this robe.

JEDI ROBE

Adventuring gear (body), premium (requires attunement)

Value: 4,800 cr

Members of the Jedi Order typically wear plain or unassuming garments, offering only a minor boost to defenses.

You gain a +1 bonus to AC while you wear this robe.

KUNDA CLUSTER

Item modification (crystal), artifact

Value: 290,000 cr

When you cast a force power that requires a saving throw, you can roll a d8 and add the result to your save DC for that power while using this weapon as your focus.

KUNDA LENS

Item modification (lens), premium

Value: 2,400 cr

You gain a +1 bonus to attack rolls made with this weapon.

LIGHTWEIGHT STABILIZER FRAME

Item modification (stabilizer), legendary

Prerequisite: Lightweapon with the two-handed property

Value: 112,000 cr

This weapon loses the two-handed property.

LUMINOPHILIC STABILIZER

Item modification (stabilizer), standard

Value: 300 cr

This weapon loses the *luminous* property, and gains the *hidden* property if it didn't have it already.

MAG-LOCK BOOTS

Adventuring gear (feet), standard

Value: 1,000 cr

While you wear these boots, you can activate or deactivate heir mag-locks as a bonus action. While the mag locks are engaged, you move at half speed, can walk on any solid metallic surface, ignore difficult terrain caused by metallic debris, and ignore the effects of gravity (or the lack thereof), allowing you to walk up vertical surfaces or even upside-down.

The battery in these boots lasts for a total of 1 hour and recharges at the end of a long rest.

MANDALORIAN BESKAR'GAM

Armor (powered battle armor), prototype (requires attunement)

Value: 24,000 cr

This armor is forged from an incredibly rare material known as beskar, a highly durable metal.

This armor comes equipped with 24 slots that can each hold a single item that weighs less than 2 lb. Additionally, it grants a +1 bonus to AC.

While wearing and attuned to this armor and Mandalorian Helmet, you are able to survive and operate in zero gravity space and other dangerous conditions. Additionally, this armor now grants a +2 bonus to AC, instead of +1.

While wearing and attuned to this armor, Mandalorian Helmet, and Mandalorian Shuk'orok, this armor now grants a +3 bonus to AC, instead of +2.

MANDALORIAN HELMET

Adventuring gear (head), premium (requires attunement)

Value: 4,200 cr

Featuring the iconic T-shaped visor of the Mandalorians, this helmet strikes fear into the hearts of the unwary.

This helmet comes equipped with a headcomm and holorecorder. Additionally, while wearing this helmet, you have darkvision out to 60 feet.

While wearing and attuned to this helmet and Mandalorian Beskar'gam, you have advantage on Wisdom (Perception) checks that rely on sight within 60 feet.

While wearing and attuned to this helmet, Mandalorian Beskar'gam, and Mandalorian Shuk'orok, you have advantage on Intelligence (Investigation) checks within 5 feet.

MANDALORIAN SHUK'OROK

Adventuring gear (hands), advanced (requires attunement)

Value: 66,000 cr

While wearing these gloves, your Strength score changes to 21. If your Strength is already equal to or greater than 21, it has no effect on you.

While wearing and attuned to these gloves and Mandalorian Beskar'gam, these gauntlets no longer count towards your maximum attunement.

While wearing and attuned to these gloves, Mandalorian Beskar'gam, and Mandalorian Helmet, you have resistance to kinetic and energy damage from unenhanced sources.

MASTER CHARISMA AUGMENT

Item modification (augment), artifact

Value: 335,000 cr

Your Charisma score increases by 2, and your maximum for this score increases by 2.

MASTER INTELLIGENCE AUGMENT

Item modification (augment), artifact

Value: 335,000 cr

Your Intelligence score increases by 2, and your maximum for this score increases by 2.

MASTER STRENGTH AUGMENT

Item modification (augment), artifact

Value: 335,000 cr

Your Strength score increases by 2, and your maximum for this score increases by 2.

MATRIX ARMOR

Armor (any heavy), premium

Value: 4,750 cr

This suit of armor has had its protective durasteel components replaced by equivalents made of matrix, a purple metal used to reinforce starships.

While wearing this suit of armor, any critical hit against you becomes a normal hit.

MERENDATA EXCELCIOR

Item modification (dataport), standard

Value: 170 cr

When you deal cold damage to a creature with a tech power cast through this wristpad, the creature's speed is reduced by 5 feet.

MICROPHASIC HYPERVISOR

Cybernetic augmentation (replacement), prototype

Prerequisite: Constitution 13

Value: 16,000 cr

This augmentation replaces your eyes.

This augmentation is a large, boxy eye replacement that covers both eyes with digital optic feeds and high resolution sensors.

You can activate or deactivate this implant as a bonus action. While active, you have truesight to a radius of 30 feet.

Side Effect: While active, you have disadvantage on Wisdom (Perception) checks beyond 30 feet.

MIGHTY ATHLETE PACKAGE

Cybernetic augmentation (enhancement), legendary

Prerequisite: Strength 15

Value: 150,000 cr

This implant drastically increases your physical capacities.

Your Strength score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Strength saving throws.

Side Effect: One ability score other than Strength (chosen by the GM) decreases by 1.

MODERATE NEUTRONIUM EDGE

Item modification (edge), prototype

Value: 11,000 cr

You gain a +2 bonus to damage rolls made with this weapon.

MONK DEFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 2 levels in monk

Value: 10,000 cr

Your maximum focus points increases by an amount equal to your Wisdom or Charisma modifier (your choice, a minimum of one).

MONK OFFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 1 level in monk

Value: 10,000 cr

Your Martial Arts Damage Die increases by one step (from a d4 to a d6, a d6 to a d8, a d8 to a d10, or a d10 to a d12). Additionally, when you roll a 1 on the damage roll for an unarmed strike or monk weapon, you can reroll the die. You must use the new roll.

MONOMOLECULAR HONING CELL

Item modification (vibrator cell), premium

Value: 1,900 cr

This weapon ignores resistance to kinetic damage.

MONOMOLECULAR HONING CELL MARK II

Item modification (vibrator cell), advanced

Value: 42,000 cr

This weapon ignores resistance to kinetic damage, and treats immunity as resistance.

MULTISPECTRAL OPTICS MARK IV

Item modification (targeting), legendary

Value: 225,000 cr

While looking through this weapon's scope, you have truesight out to a distance equal to the long range of this weapon and you can see creatures that are lightly or heavily obscured. Additionally, when you make an attack roll with this weapon, roll 1d4 and add the result to the total.

NIGHTHAWK OCULAR IMPLANT

Premium cybernetic augmentation (replacement)

Prerequisite: Intelligence 13

Value: 3,600 cr

This augmentation replaces your eyes.

You can activate or deactivate this implant as a bonus action. While active, you gain darkvision to a radius of 120 feet.

Side Effect: While active and in bright light, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

OPERATIVE DEFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 2 levels in operative

Value: 10,000 cr

When you use your Bad Feeling feature, you have resistance to all damage until the end of your first turn.

OPERATIVE OFFENSIVE AUGMENT

Item modification (augment), prototype

Prerequisite: at least 1 level in operative

Value: 10,000 cr

Your Sneak Attack damage die increases from a d6 to a d8.

OPTIMIZED ACTUATORS MARK I

Item modification (armoring), standard

Value: 325 cr

Your movement speed increases by 5 feet.

OPTIMIZED MATERIALS AUGMENT

Item modification (augment), premium

Prerequisite: An item with the strength property

Value: 1,500 cr

The Strength requirement for this item is removed.

OSSUS DUELING LENS

Item modification (lens), prototype

Value: 12,500 cr

You gain a +2 bonus to attack rolls made with this weapon.

OSSUS MASTERY LENS

Item modification (lens), advanced

Value: 44,000 cr

You gain a +3 bonus to attack rolls made with this weapon.

OVERSHIELD INTEGRATION PROTOCOL

Droid customization (protocol), premium

Prerequisite: Class II droid

Value: 1,000 cr

This power and performance package creates a nested set of rules for operating light shield generators while other combat operations are at peak capacity, allowing a Class IV droid to wade through combat with both shields and heavy weapons.

You can now integrate a single light shield generator into your droid chassis. Over the course of a short or long rest, you can insert and integrate this light shield generator into your frame. You can activate or deactivate this light shield generator as a bonus action. While it is active, you can wield it and benefit from its bonus to AC even if your hands are full. All other rules and conditions apply as if you were wearing this light shield generator normally. While it is active, you cannot benefit from any other shields.

PACNORVAL CHEM INTEGRATOR

Item modification (projector), premium

Value: 1,200 cr

You can apply poisons to this weapon as a bonus action, instead of an action.

PINNACLE ENERGY SHIELDING

Item modification (overlay), artifact

Value: 279,000 cr

You gain resistance to kinetic, energy, ion, and lightning damage.

PRECISION CHAMBER MARK I

Item modification (matrix), premium

Value: 700 cr

The normal range of this weapon increases by 10 feet, and the long range increases by 20 feet.

PRECISION CHAMBER MARK II

Item modification (matrix), prototype

Value: 4,000 cr

The normal range of this weapon increases by 20 feet, and the long range increases by 40 feet.

PRECISION CHAMBER MARK III

Item modification (matrix), advanced

Value: 22,500 cr

The normal range of this weapon increases by 30 feet, and the long range increases by 60 feet.

QUANTUM SPLITTER MARK II

Item modification (barrel), legendary

Value: 202,000 cr

When you hit with this weapon you deal an additional 1d6 ion, lightning, or necrotic damage (chosen by the GM when generating this item).

QUICK SAVANT PACKAGE

Cybernetic augmentation (enhancement), legendary

Prerequisite: Intelligence 15

Value: 150,000 cr

This implant drastically increases your mental capacities.

Your Intelligence score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Intelligence saving throws.

Side Effect: One ability score other than Intelligence (chosen by the GM) decreases by 1.

REACTIVE ULTRACHROME ARMOR

Armor (heavy durasteel armor), legendary (requires attunement)

Value: 2,700 cr

Made with just enough ultrachrome to give you an edge while still keeping things interesting, these suits of armor can discharge an integrated power cell to catalyze this metal normally used in starship hulls into a more resilient state.

You have resistance to unenhanced damage while you wear this armor. Additionally, you can use an action to make yourself immune to unenhanced damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

RETURNING WEAPON +1, +2, OR +3

Weapon (any with the thrown property), premium (+1), prototype (+2), or advanced (+3) (requires attunement)

Value: 12x (+1), 70x (+2), or 250x (+3) (determined by rarity)

This weapon includes a micro-repulsorfield generator and a biotech signature homing device allowing it to quickly return to its thrower.

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity. Additionally, when you make a ranged weapon attack with this weapon, it automatically returns to your hand after the attack is complete, whether you hit or miss.

REVERSE-ENGINEERED CRUSHGAUNTS

Adventuring gear (hands), premium (requires attunement)

Value: 4,800 cr

Though the knowledge to forge a pair of true shuk'orok is a closely-guarded Mandalorian secret, the effects of these gloves are desirable enough to spawn numerous imitators.

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.

RYLITH POWER CELL

Item modification (energy core), prototype

Value: 8,250 cr

When you take the Attack action and hit target with a ranged attack with this weapon, you can repeat the attack against another creature up to 15 feet from the target in a direct line from you (no action required). Once you've used this feature, you must complete a short or long rest before you can use it again.

RZ-3 EXTENDER FRAME

Item modification (projector), prototype

Value: 9,250 cr

As a bonus action, you can activate a hidden handle extender in this weapon to give it the *reach* property. This effect lasts for as long as you continue holding it, or retract the extender as a bonus action, removing the *reach* property.

SCHOLAR DEFENSIVE AUGMENT

Item modification (augmentation), prototype

Prerequisite: at least 2 levels in scholar

Value: 10,000 cr

You learn an additional discovery, which does not count against your maximum Discoveries. When you complete a long rest, you can change this discovery for a different option available to you.

SCHOLAR OFFENSIVE AUGMENT

Item modification (augmentation), prototype

Prerequisite: at least 1 level in scholar

Value: 10,000 cr

You gain two additional superiority dice.

SCOUT DEFENSIVE AUGMENT

Item modification (augmentation), prototype

Prerequisite: at least 1 level in scout

Value: 10,000 cr

On your first turn in combat, creatures that have not yet acted have disadvantage on attack rolls against you until the start of your next turn.

SCOUT OFFENSIVE AUGMENT

Item modification (augmentation), prototype

Prerequisite: at least 1 level in scout

Value: 10,000 cr

You can apply the additional damage from your Ranger's Quarry feature to two hits per round, instead of one.

SENTINEL DEFENSIVE AUGMENT

Item modification (augmentation), prototype

Prerequisite: at least 2 levels in sentinel

Value: 10,000 cr

You gain an additional manifestation use of your Sentinel Ideals.

SENTINEL OFFENSIVE AUGMENT

Item modification (augmentation), prototype

Prerequisite: at least 1 level in berserker

Value: 10,000 cr

Your Kinetic Combat Damage Die increases by one step (from a d4 to a d6, a d6 to a d8, a d8 to a d10, or a d10 to a d12). Additionally, when you roll a Kinetic Combat Damage Die, you can roll it twice and use either total.

SHIELD +1, +2, OR +3

Shield (any), *premium (+1)*, *prototype (+2)*, or *advanced (+3)*

Value: 10x cr (+1), 60x (+2), or 200x cr (+3)
(determined by rarity)

There are countless ways to increase the effectiveness of a stock shield design without resorting to one of the more drastic modifications.

You have a bonus to AC while wielding this shield. The bonus is determined by its rarity.

SHOCK ARM

Droid customization (part), *premium*

Prerequisite: Class II droid

Value: 7,600 cr

This small robotic appendage has a fork-like prod from that can release a substantial electrical discharge.

You have a small integrated droid shock arm with which you can make unarmed strikes. You have proficiency in this shock arm, which is a melee weapon with the *reach* property and deals 1d6 lightning damage on a hit. You can use your choice of Strength or Intelligence for the attack and damage rolls. You must use the same modifier for both rolls.

SIENAR STARFIRE X-FORCE MARK I

Item modification (storage), *prototype*

Value: 11,200 cr

When you spend tech points to cast a tech power that restores hit points to a creature, the creature gains a number of temporary hit points equal to the number of tech points spent.

SIENAR STARFIRE X-FORCE MARK II

Item modification (storage), *legendary*

Value: 168,000 cr

When you spend tech points to cast a tech power that restores hit points to a creature, the creature gains a number of temporary hit points equal to twice the number of tech points spent.

SITH STRENGTH BELT

Adventuring gear (waist), *legendary (requires attunement)*

Value: 400,000 cr

Worn on the legs, waist and lower back, this belt massively increases a users physical power with a set of heavy durasteel actuators alongside an synaptic monitoring system that reacts to its users motion with optimized power responses.

While wearing this belt, your Strength score changes to 27. If your Strength is already equal to or greater than 27, it has no effect on you.

SKILLS ENHANCEMENT PACKAGE

Cybernetic augmentation (enhancement), *advanced*

Prerequisite: Intelligence or Charisma 15

Value: 50,000 cr

This implant includes a library of situational information that it injects directly into your consciousness.

When you make an ability check using a skill you are proficient in, you can roll a d4 and add the result to your total.

Side Effect: When you make an ability check using a skill you are not proficient in, you must roll a d4 and subtract the result from the total.

SLIPSTREAM KICKERS

Adventuring gear (feet) (*requires attunement*), *prototype*

Value: 20,000 cr

While you wear these boots, you can use a bonus action to activate or deactivate their overdrive mode. If you do, you gain the effect of the *tactical advantage* tech power for 1 minute. Once you've used this feature, you must complete a long rest before you can use it again.

STAMINA ADRENAL

Consumable (adrenal), *standard*

Value: 150 cr

This is a highly pressurized liquid stimulant delivered through a tightly arranged array of microsyringes.

You can administer an adrenal to yourself as a bonus action, or another creature as an action. When you administer this adrenal, the target gains a +2 bonus to its Constitution score. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

STRENGTH ADRENAL

Consumable (adrenal), *standard*

Value: 150 cr

This is a highly pressurized liquid stimulant delivered through a tightly arranged array of microsyringes.

You can administer an adrenal to yourself as a bonus action, or another creature as an action. When you administer this adrenal, the target gains a +2 bonus to its Strength score. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

STRENGTH ENHANCER

Adventuring gear (waist), *prototype (requires attunement)*

Value: 25,000 cr

This belt increases a users physical power with pneumaticized assistance joists that provide support and leverage in a minimal form-factor.

While wearing this belt, your Strength score changes to 21. If your Strength is already equal to or greater than 21, it has no effect on you.

STRENGTHENING UNDERLAY MARK I

Item modification (underlay), *premium*

Value: 1,750 cr

You gain a +1 bonus to Strength and Constitution saving throws.

STRENGTHENING UNDERLAY MARK III

Item modification (underlay), advanced

Value: 34,400 cr

You gain a +3 bonus to Strength and Constitution saving throws.

SUPERIOR BATTLE ADRENAL

Consumable (adrenal), advanced

Value: 12,500 cr

This is a highly pressurized liquid stimulant delivered through a tightly arranged array of microsyringes.

You can administer an adrenal to yourself as a bonus action, or another creature as an action. When you administer this adrenal, the target gains a +2 bonus to attack and damage rolls with weapons. This effect lasts for 1 minute. A creature can benefit from only one adrenal at a time.

SUPERIOR CHARISMA AUGMENT

Item modification (augment), advanced

Value: 47,500 cr

Your Charisma score increases by 1, and your maximum for this score increases by 1.

SUPERIOR CONSTITUTION AUGMENT

Item modification (augment), advanced

Value: 47,500 cr

Your Constitution score increases by 1, and your maximum for this score increases by 1.

SUPERIOR CONTOURED GRIP

Item modification (grip), advanced

Value: 37,500 cr

You gain a +3 bonus to attack rolls made with this weapon.

SUPERIOR CORTOSIS MICROWEAVE

Item modification (shielding), legendary

Value: 238,000 cr

You gain a +3 bonus to AC against melee attacks.

SUPERIOR DEXTERITY AUGMENT

Item modification (augment), advanced

Value: 47,500 cr

Your Dexterity score increases by 1, and your maximum for this score increases by 1.

SUPERIOR DIATIUM CELL

Item modification (power cell), legendary

Value: 165,000 cr

When you score a critical hit with this weapon you can roll three additional weapon damage dice.

SUPERIOR INTELLIGENCE AUGMENT

Item modification (augment), advanced

Value: 47,500 cr

Your Intelligence score increases by 1, and your maximum for this score increases by 1.

SUPERIOR MEDPAC

Consumable (medpac), advanced

Value: 17,000 cr

This is a quick-acting syringe filled with a concentrated dose of kolto.

As an action, you can use this medpac to restore 10d4+20 hit points to a creature within 5 feet.

SUPERIOR NAGAI GRIP

Item modification (grip), legendary

Value: 75,000 cr

When you have advantage on an attack roll you make with this weapon, get the same result on both dice rolls, and hit, you deal three additional weapon dice worth of damage.

SUPERIOR PHOBIUM ECHOER

Item modification (cyclor), advanced

Value: 26,000 cr

When you cast a force power that affects an area in a radius or a cube, you can increase the radius or length of the cube by 10 feet.

SUPERIOR POISON (ONE DOSE)

Consumable (medpac), advanced

Value: 42,000 cr

You can use the poison in this vial to coat one kinetic weapon or one wrist launcher dart. Applying the poison takes an action. A creature hit by the poisoned weapon must make a DC 19 Constitution saving throw or take 8d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

SUPERIOR STRENGTH AUGMENT

Item modification (augment), advanced

Value: 47,500 cr

Your Strength score increases by 1, and your maximum for this score increases by 1.

SUPERIOR TETHERED ANCHOR EMITTER

Item modification (emitter), artifact

Value: 390,000 cr

When you cast a force power through this focus generator, you can roll a d8 and add the result to the attack roll (if any) for that power.

SUPERIOR WISDOM AUGMENT

Item modification (augment), advanced

Value: 47,500 cr

Your Wisdom score increases by 1, and your maximum for this score increases by 1.

SURVIVAL AND SURVEILLANCE SUITE

Cybernetic augmentation (replacement), premium

Prerequisite: Intelligence 13

Value: 4,700 cr

This augmentation replaces your eyes and more than half of your skull.

Frequently used by scouts and corporate espionage specialists, this imposing implant covers nearly the entire left half of the face, and includes a series of tools for long-term survival in hostile conditions.

This implant contains several tools for long-term survival and reconnaissance. As a bonus action, you can activate one of the below modes that enable you to use several of these tools at once. Activating a different mode deactivates any currently active mode.

- **Communications Mode:** This communications suite includes a headcomm with a scrambler that automatically encodes messages sent to a specified recipient commlink or receiver. While this mode is active, you cannot be deafened.
- **Interceptor Mode:** This is a jamming and electronic warfare suite that includes a comm jammer, a holotrace device and pocket scrambler.
- **Respirator Mode:** This includes a basic respirator that also grants advantage on Saves made to avoid being poisoned and resistance to poison damage.

Side Effect: This complex interface causes significant interference with other communication devices, rendering them impossible to use. While this implant is installed, you can not use any portable device used for communication or jamming, such as a commlink or holotrace device.

SURVIVAL AND SURVEILLANCE SUITE MARK II

Cybernetic augmentation (replacement), prototype

Prerequisite: Survival and Surveillance Suite augmentation

Prerequisite: Intelligence 15

Value: 17,000 cr

This augmentation replaces your eyes and more than half of your skull.

This sleek, stark white device adorned with a small antenna attaches to the back of the otherwise bulky S3 module.

This implant contains several improved tools for long-term survival and reconnaissance. As a bonus action, you can activate one of the below modes that enable you to use several of these tools at once. Activating a different mode deactivates any currently active mode.

- **Communications Mode:** This communications suite includes a headcomm with a scrambler that automatically encodes messages sent to a specified recipient commlink or receiver. While this mode is active, you cannot be deafened. Additionally, if you listen to any spoken language for 10 minutes, the software in this package will begin to attempt to decipher it. Make an Intelligence (Lore) check, DC determined by the GM depending on the rarity of the language. On a success, you can understand the spoken form of this language, and speak it if your species' vocal capabilities allow for it.
- **Interceptor Mode:** This is a jamming and electronic warfare suite that includes a comm jammer, a holotrace device and pocket scrambler. Additionally, you can attempt to listen in on nearby audio communications chatter such as from a comlink or holocomm as an action. Make an Intelligence (Technology) check, DC determined by the GM depending on the sophistication of the technology. On a success, you can hear electronic communications originating from within 100 feet.
- **Respirator Mode:** This includes a basic respirator that also grants advantage on Saves made to avoid being poisoned and resistance to poison damage. Additionally, you do not need air to breathe, allowing you to survive even in vacuum for up to 1 hour.

Side Effect: This complex interface causes significant interference with other communication devices, rendering them impossible to use. While this implant is installed, you can not use any portable device used for communication or jamming, such as a commlink or holotrace device.

TAOZIN AMULET

Adventuring gear (neck), premium (requires attunement)

Value: 2,700 cr

Made from the skin of a taozin, this amulet blurs and clouds Force senses so their wearers can not easily be detected by a Force-sensitive.

While wearing this amulet, you are hidden from detection through the Force. You can't be targeted by force powers or features that would detect the presence of the Force in you, and features that would detect your attunement to the Force show you glowing a faint yellow.

UNCANNINESS MOTIVATOR

Droid customization (protocol), prototype

Prerequisite: Class III droid

Value: 11,750 cr

This software and sensor upgrade gives you a something of a knack for dealing with humanoids and other species that would otherwise find themselves disturbed by the artificiality of human-cyborg relations. Some droids are even programmed to use this suite to analyze and maximize the effect of this discord.

You gain a special pool of d6s that you can use to affect your negotiations with humanoids. When you make a damage roll, contested ability check, or roll dice to restore hit points to a creature, you can roll one of these d6s and add the result to your total for that creature. The creature must be a humanoid or beast, and must be able to hear and understand you to be affected by this die. You have a number of d6s equal to your proficiency bonus, and regain all expended dice at the end of a long rest.

VENTILATION STABILIZER

Item modification (stabilizer), premium

Value: 2,200 cr

When you take the Attack action and hit a creature with this weapon, you can repeat the attack against another creature within 5 feet, no action required. Once you've used this feature, you must complete a short or long rest before you can use it again.

VERPINE AUTO-SHIELDING UNIT

Shield (medium shield generator), advanced (requires attunement)

Value: 60,000 cr

The pinnacle of Verpine scientists' shameless theft of ancient Arkanian energy shield designs.

While wearing this shield generator, you can speak its command word as a bonus action to cause it to animate. The shield projects into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield deactivates.

WEAPON +1, +2, OR +3

Weapon (any), premium (+1), prototype (+2), or advanced (+3) (requires attunement)

Value: 10x (+1), 60x (+2), or 200x (+3) (determined by rarity)

There are countless ways to increase the effectiveness of a stock weapon design without resorting to one of the more drastic modifications.

You have a bonus to attack and damage rolls made with this enhanced weapon. The bonus is determined by the weapon's rarity.

WISE SAGE PACKAGE

Cybernetic augmentation (enhancement), legendary

Prerequisite: Wisdom 15

Value: 150,000 cr

This implant drastically increases your aural awareness.

Your Wisdom score increases by 1, and your maximum for this score increases by 1. Additionally, you have advantage on Wisdom saving throws.

Side Effect: One ability score other than Wisdom (chosen by the GM) decreases by 1.

CHANGELOG

8/27/2019

CHAPTER 1

- Added

CHAPTER 3

- Increased total faction tiers from 5 to 20. Reallocated features accordingly.

CHAPTER 4

- Added. I still need to flesh out the inter-guild conflict stuff.

CHAPTER 6

- Modifiable item chassis reworked to always have at least four slots, but now only support modifications of the same or lesser rarity.
- Augments can now only exist in prototype or higher rarity items; prototype and advanced always have one, while legendary and artifact always have two.
- Installing augments in other items reworked in conjunction with the above changes.

APPENDIX A

- Added a half dozen more enhanced items, changed the values on the +X items to modifiers instead of flat.

AND, AS ALWAYS

- Minor text fixes.