

# Weapons

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

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

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

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

## BRAWLING WEAPONS

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

## MELEE WEAPONS

- **Combat Knife** (Cost: 250cr): DEX + Melee(L) | 1D + STR [Kinetic] | Bayonet, Concealed, Piercing
- **Truncheon** (Cost: 250cr): DEX + Melee(L) | 2D + STR [Kinetic] | Concealed
- **Vibroknife** (Cost: 400cr): DEX + Melee(L) | 2D [Kinetic] | Bayonet, Concealed, Piercing
- **Gaffi Stick** (Cost: 750cr): DEX + Melee(L) | 2D + STR [Kinetic] | Double, Piercing

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

## BLASTER WEAPONS

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

## GUNNERY WEAPONS

- **Grenade Launcher** (Cost: 1,500cr): DEX or MEC + Gunnery | Per Grenade | Scope
- **Flamethrower** (Cost: 2,500cr): DEX or MEC + Gunnery | 4D [Environmental] | Heavy Frame, Burning, Obscuring, Spread 1
- **Missile Launcher** (Cost: 3,000cr): DEX or MEC + Gunnery | 4D [Kinetic] | Heavy Frame, Explosive, Spread 2, Missiles cost 500cr
- **Flechette Launcher** (Cost: 4,500cr): DEX or MEC + Gunnery | 4D [Kinetic] | Heavy Frame, Piercing, Spread 2
- **Heavy Repeating Blaster** (Cost: 5,500cr): DEX or MEC + Gunnery | 4D + 4 [Energy] | Heavy Frame, Autofire 2, Spread 2

# THROWING WEAPONS

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