

EQUIPMENT CHEAT SHEET

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Blasters</i>				
Avia-Ra Sunstaff	150 gp	2d6 radiant	6 lb.	Blaster (range 100/400), special, two-handed
Ion Cannon	250 gp	2d6 radiant	6 lb.	Blaster (range 30/90), scatter (2d8), two-handed
Phaser	75 gp	2d4 radiant	2 lb.	Blaster (range 50/200), light, nonlethal
Repeater	100 gp	2d6 radiant	3 lb.	Blaster (range 60/240)
Standard Carbine	250 gp	2d6 radiant	7 lb.	Automatic, blaster (range 80/320), two-handed
Swarm Pistol	100 gp	2d4 radiant	2 lb.	Automatic, blaster (range 30/120), foregrip, light
<i>Martial Blasters</i>				
Antimatter Carbine	400 gp	2d6 necrotic	4 lb.	Automatic, blaster (range 30/120), foregrip
Blitz Cannon	800 gp	2d8 lightning	7 lb.	Blaster (range 10/30), heavy, scatter (2d10), two-handed
Concussion Rifle	800 gp	2d8 thunder	8 lb.	Blaster (range 150/600), sighted, two-handed
Diode Beam	2,000 gp	2d8 radiant	80 lb.	Blaster (range 120/480), heavy, mounted, special, two-handed
Magnus	800 gp	2d8 radiant	6 lb.	Blaster (range 70/280), heavy, overheat
Plasma Launcher	1,000 gp	2d6 fire	8 lb.	Blaster (range 50/200), explosive, foregrip
Psionic Helm	750 gp	2d6 psychic	3 lb.	Blaster (range 70/280), special
REC Gun	1,500 gp	2d8 radiant	120 lb.	Automatic, blaster (range 100/400), heavy, mounted, two-handed
Singularity Emitter	2,500 gp	2d10 force	400 lb.	Blaster (range 120/480), heavy, overheat, special, two-handed
Volcanic	1,000 gp	2d6 fire	10 lb.	Blaster (range 15-foot cone), heat, heavy, two-handed, special
<i>Simple Melee Weapons</i>				
Antimatter Dagger	100 gp	1d4 necrotic	1 lb.	Finesse, light
Ballistic Gloves	50 gp	1d4 force	1 lb.	Fist, light
Laser Claws	75 gp	1d4 radiant	1 lb.	Fist, light, finesse
Skathári Warclub	10 gp	1d8 piercing	10 lb.	Two-handed
Void Shackles	50 gp	1d4 necrotic	1 lb.	Fist, light
<i>Martial Melee Weapons</i>				
Arc Baton	150 gp	1d6 lightning	2 lb.	Special
Battlefist	75 gp	1d8 bludgeoning	3 lb.	Special
Crystalline Rod	175 gp	1d6 force	4 lb.	Finesse, reach
Laser Halfsword	150 gp	1d6 radiant	2 lb.	Finesse, light
Laser Sword	450 gp	1d8 radiant	3 lb.	Finesse, special, versatile (1d10)
Photonic Lash	150 gp	1d4 radiant	2 lb.	Finesse, reach
Plasma Cutter	175 gp	1d10 slashing	10 lb.	Special, two-handed
Repulsor Gauntlet	150 gp	1d10 force	4 lb.	Heavy
Rocket Hammer	200 gp	1d10 bludgeoning	18 lb.	Heavy, special, two-handed
Thermal Lance	150 gp	1d8 fire	6 lb.	Versatile (1d10)
Wrenchinator	30 gp	1d12 bludgeoning	10 lb.	Heavy, two-handed

GEAR

Item	Cost	Weight
Bandolier	3 gp	1 lb.
Binoculars	15 gp	1/2 lb.
Bottled Lightning	75 gp	1 lb.
Comm Set	10 gp	1 lb.
Concussion Grenade	75 gp	2 lb.
Data Book	125 gp	4 lb.
Datapad	50 gp	1 lb.
Flare	1 gp.	1 lb.
Flashlight	35 gp	1 lb.
Holo-Sphere	150 gp	2 lb.
Holster	1 gp	1/2 lb.
Hypodermic Needle	175 gp	—
Igniter	5 gp	—
Interface Rig	25 gp	3 lb.
Krash (1 can)	2 sp	3/4 lb.
Life Suit	200 gp	20 lb.
Log Keeper	25 gp	3 lb.
Omnitool	25 gp	1 lb.
Quadcorder	85 gp	1 lb.
Roach	100 gp	—
Sling	5 sp	—
Tactical Vest	15 gp	6 lb.
Vent Tape	1 sp	1/2 lb.
Wristwatch	5 gp	—

SERVICES

Service	Pay
Astrogator	200 gp/day
<i>Hireling</i>	
Mercenary (Grax's Guys)	10 gp/day or a cut of profits
Mercenary (Scale and Fang)	25 gp/day
Mercenary (The Coalition)	50 gp/day
Smuggler	5 gp/day + 10% cost of goods smuggled
Spacer	2 gp/day
Untrained	2 sp/day
<i>Medical Care</i>	
Remove Curse	500 gp
Remove Disease	150 gp
Remove Exhaustion	100 gp
Remove Poison	150 gp
<i>Shuttle</i>	
On a Planet	5 gp
Across a System	15 gp
<i>Starship Passage</i>	
Dark Matter Class 1-3	25 gp/day
Dark Matter Class 4-5	75 gp/day

ARMOR

Armor	SRD Name	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>						
Flight Jacket	Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Nanofiber Vest	Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Tactical Nanofiber Vest	Studded Leather	45 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>						
Environ Suit	Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Carbonic Suit	Chain Shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Monoplate Suit	Scale Mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Triplate Suit	Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Hexaplate Suit	Half Plate	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
<i>Heavy Armor</i>						
Ferrofiber Hardsuit	Ring Mail	30 gp	14	—	Disadvantage	40 lb.
Tactical Carbonic Hardsuit	Chain Mail	75 gp	16	Str 13	Disadvantage	55 lb.
Starshield Hardsuit	Splint	200 gp	17	Str 15	Disadvantage	60 lb.
Adamant Hardsuit	Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.