

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.

Modifiable equipment is a key component to the engineer class. It is up to the GM to implement these rules without diminishing any engineers in the party.

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 below in the Item Specific Tool Requirement table.

ITEM SPECIFIC TOOL REQUIREMENT

Item	Required Tool
Armor and Shields	Armormech's Tools
Blasters and Vibroweapons	Armstech's Tools
Lightweapons and Focus Generators	Artificer's Tools
Wristpads	Cybertech's Tools

MODIFIABLE ITEM CHASSIS

Item chassis can come with as few as one modification slot, and as many as six. The number of vacant modification slots is determined by the chassis's rarity, as shown below in the Chassis Modification Slots by Rarity table.

CHASSIS MODIFICATION SLOTS BY RARITY

Rarity	Modification Slots
Standard	1
Premium	2
Prototype	3
Advanced	4
Legendary	5
Artifact	6

Additionally, what specific slots on a chassis can be modified varies for each individual item. Each item has 6 potential modification slots; four of those slots are unique to item type or category, while the final two slots are always augment slots. For instance, a lightweapon has six potential modifications: lens, crystal, power cell, stabilizer, and two augment slots.

When generating a modifiable item chassis, the GM can choose what slots are available, depending on the item, or they can roll a d6 to determine each modification slot randomly (rerolling repeated numbers). For instance, a premium modifiable lightweapon typically has the first two modification slots available: lens and crystal. Alternatively, the GM might elect to roll the properties randomly; if they roll a 2 and a 5 on the d6, the modifiable lightweapon instead has the crystal and augment slots available.

INSTALLING MODIFICATIONS

Installing a modification takes one hour and requires an ability check with the required tool, as shown in the Item Specific Tool Requirement table. 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 try again.

REMOVING MODIFICATIONS

Removing a modification requires an ability check with the required tool, as shown in the Item Specific Tool Requirement 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.

REVERSE ENGINEERING MODIFICATIONS

You can attempt to reverse engineer a modification and learn the schematic in order to craft more at a later date. When you do so, you must make an ability with the required tool, as shown in the Item Specific Tool Requirement table. The DC for the check is determined by the rarity of the modification being reverse engineered, as shown below in the Reverse Engineering DC by Rarity table.

REVERSE ENGINEERING DC BY RARITY

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

On a success, you learn the schematic for the modification and the modification is destroyed. On a failure, you do not learn the schematic and the modification is still destroyed.

Once you know a schematic, you can craft it with no additional ability checks.

MODIFICATIONS BY ITEM TYPE

The modifications available varies for each individual item type. For instance, a blaster has six potential modifications: targeting, barrel, energy core, matrix, and two augment slots. Augments are universal across all modifiable item, while lens, crystal, power cell, and stabilizer are unique to Lightweapons.

BLASTER MODIFICATIONS

The following modifications are unique to blasters.

TARGETING

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

BARREL

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

ENERGY CORE AND MATRIX

Energy core and matrix modifications typically offer a unique feature to blasters, such as increased range.

VIBROWEAPON MODIFICATIONS

The following modifications are unique to vibroweapons.

GRIP

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

EDGE

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

VIBRATOR CELL AND PROJECTOR

Vibrator cell and projector modifications typically offer a unique feature to vibroweapons, such as an increased critical range.

LIGHTWEAPON MODIFICATIONS

The following modifications are unique to lightweapons.

LENS

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

CRYSTAL

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

POWER CELL AND STABILIZER

Power cell and stabilizer modifications typically offer a unique feature to Lightweapons, such as a change to damage type.

FOCUS GENERATOR MODIFICATIONS

The following modifications are unique to focus generators.

EMITTER

Emitter modifications typically augment a focus generator's bonus to force attack rolls and force save DCs.

CONDUCTOR

Conductor modifications typically augment a focus generator's bonus to damage rolls with force powers.

ENERGY CHANNEL AND CYCLER

Energy channel and cycler modifications typically offer a unique feature to focus generators, such as increasing a force power's radius.

WRISTPAD MODIFICATIONS

The following modifications are unique to wristpads.

PROCESSOR

Processor modifications typically augment a wristpad's bonus to tech attack rolls and tech save DCs.

MOTHERBOARD

Motherboard modifications typically augment a wristpad's bonus to damage rolls with tech powers.

DATAPORT AND STORAGE

Dataport and storage modifications typically offer a unique feature to wristpads, such as increasing the potency of certain types of tech powers.

ARMOR AND SHIELD MODIFICATIONS

Unlike other item types, armor and shields share two of their item type modifications, while the other two are unique.

OVERLAY

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

UNDERLAY

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

REINFORCEMENT AND ARMORING

Reinforcement and armoring modifications typically offer a unique feature to armor, such as decreased damage taken from critical hits.

ENHANCEMENT AND SHIELDING

Enhancement and shielding modifications typically offer a unique feature to shields, such as an increase to AC against ranged weapon attacks.

AUGMENTS

Augments are intended to offer features universal across items, such as an increase to an ability score.

MODIFIABLE ITEM CHASSIS

All modifiable item chassis require attunement, and all modifiable weapon chassis are considered enhanced for the purpose of overcoming immunity to unenhanced attacks and damage. The value of a modifiable item chassis varies depending on the base value of the item, as shown in Chapter 5 of the Player Handbook. To calculate the value of a modifiable item chassis, multiple the base value by the rarity cost coefficient, as shown below in the Cost Coefficient by Rarity table.

COST COEFFICIENT BY RARITY

Rarity	Cost Coefficient
Standard	x 2
Premium	x 10
Prototype	x 50
Advanced	x 250
Legendary	x 2,500
Artifact	x 10,000

For instance, a prototype modifiable doublesword has a value of 35,000 credits (50 x 700).

The cost of lightsabers is artificially inflated in the Player Handbook to account for their scarcity. The GM should take this value into account if they elect to make these items available for purchase.

As always, it's up to the GM to determine whether or not these are available for purchase.

ITEM MODIFICATIONS

The value for each individual modification should fall within a range, as shown below in the Modification Value by Rarity table.

MODIFICATION VALUE BY RARITY

Rarity	Value
Standard	up to 500 cr
Premium	501-2,500 cr
Prototype	2,501-5,000 cr
Advanced	5,001-10,000 cr
Legendary	10,001-25,000 cr
Artifact	at least 25,001 cr

As always, it's up to the GM to determine whether or not these are available for purchase.

SAMPLE ITEMS

ACOLYTE'S FOCUS GENERATOR

Prototype focus generator

This is a focus generator crafted by a Sith acolyte of unknown name.

The acolyte's focus generator has modification slots suited to emitter, conductor, and energy channel modifications.

APPRENTICE'S DOUBLESABER

Prototype doublesaber

This is a doublesaber crafted by a Jedi apprentice of unknown name.

The apprentice's doublesaber has modification slots suited to lens, crystal, and stabilizer modifications.

BALLISTIC SHIELDING

Premium modification (shielding)

While installed in a modified shield generator, as a bonus action on each of your turns, you can increase the protective radius of the shield. Each creature of your choice within 5 feet of you gains the benefit to armor class of this shield generator, provided they are not already benefiting from one. This feature lasts until the start of your next turn.

PHOBIUM EMITTER

Premium modification (emitter)

While installed in a modified focus generator, you have a +1 bonus to force attack rolls and your force save DC.

PONTITE LENS

Premium modification (lens)

While installed in a modified lightweapon, you have a +1 bonus to attack rolls with the weapon.

VERPINE SHIELD GENERATOR

Prototype medium shield generator

This is a highly sought after type of shield generator created by the Verpine.

The verpine shield generator has modification slots suited to overlay, underlay, and shielding modifications.