

Getting gear:

Roll **Streetwise**, **Core Worlds**, **Outer Rim** to find an item based on the character and how it would be obtained:

1 = Very Easy, **2** = Easy to Moderate, **3** = Difficult, **4** = Very Difficult (100-180)

Added cost from quality:

Used = +0 diff, +0 cost. **Fixed** = +20 diff, +50% cost. **Remodeled** = +40 diff, 2x cost. **Exeptional** = +80 diff, 3x cost.

Fumble range: **Used** +2, **Fixed** +1, **Remodeled** 0, **Exeptional** -1

Added cost from black market vendors: +20-50%.

Added cost from reputable vendors: +50-100%.

Difficulty:	Used	Fixed	Remodeled	Exeptional
1	100	120	140	180
2	120	140	160	200
3	140	160	180	220
4	180	200	220	260

Heavy Blaster Pistols

Model	Cost	Avail	Amm	Range
Merr-Sonn Flash 4	750	1,F/R/X	25	3-7/25/50
BlasTech DL-44	750	1,F/R/X	25	3-7/25/50
BlasTech DY-225	750	2,R/X	30	3-5/20/40
BlasTech DL-6H	800	1,F/R/X	25	3-10/30/55
Caliban Model X	750	2,R/X	30	2-5/15/35
Imperial Munitions HBP	1250	2,R/X	25	3-7/25/50
SoroSuub "Renegade"	750	2,R/X	25	3-7/25/50
SoroSuub Kylan-3	750	2,R/X	20	3-5/20/40
Caelli-Merced Sentinel IV	1200	4,R	100	3-10/30/60
BlasTech T-6 "Thunderer"	1500	2,R/X	25	3-7/25/50

Player wants to get a new blaster. Opting to get a BlasTech DY-225 for that sweet extra 5 shots but trading away a bit of range. This blaster comes in varying qualities, fixed models are not found but remodeled and exeptional versions of the weapon can be found.

Player uses his streetwise skill (40) and rolls 82. His score of 122 is enough to find a used version of the blaster from some anynomous street vendor. Players negotiation skill is shit so the cost would be the maximum black market price, $750 \times 1,5 = 1125$ credits. Lucky for him his buddy volunteers to negotiate for him. Beating the vendor in a negotiation roll he gets the lowest possible street price just 20% above adding up to 900 credits.

Player2 has no skills, so instead he goes to a local weapon shop. In the outer rim every shopkeeper is willing to sell some unlicenced firepower for a larger profit. Player2 is seeking a "renegade" and the shopkeeper uses his outer rim skill(120) and rolls 77 and 43. Shopkeepers score of 240 gives player2 an option to choose from any quality since the shopkeeper has a large stock of "renegades". Player2 has deep pockets so he chooses a weapon of exeptional quality at 3x price = 2250 and after some close negotiations the shopkeeper is willing to take the risk at 75% added price. Total sum of whopping 3900 credits (rounded down from 3937,5). Atleast he can laugh at his friends fumbling beside him.