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 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

Rarity	Character Level
Standard	1st or higher
Premium	1st or higher
Prototype	5th or higher
Advanced	9th or higher
Legendary	13th or higher
Artifact	17th or higher

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.

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 ends it 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.

BUYING AND SELLING

Unless you decide that your campaign works otherwise, most enhanced items are so rare that they aren't available for purchase. Common enhanced items, such as a medpac, can be procured from a general store or biochemist. In a large city, buying and selling enhanced items might be possible, at your discretion. The seller might ask for a service, however, rather than credits.

Selling enhanced items can be difficult, primarily because of the challenge of finding a buyer. Plenty of people might want to have an enhanced blaster rifle, but few of them can afford it. Those can afford such an item often have more practical things to spend on, like their ships.

In your campaign, enhanced items might be prevalent enough that adventurers can buy and sell them with some effort. Enhanced items might be for sale in a Tatooine marketplace, or perhaps an invite-only auction on Coruscant. Sale of enhanced items might be highly regulated, accompanied by a thriving black market. Talented artisans might create items only for use by military forces, or they might be available to adventurers. You might even allow characters to craft their own items.

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, protoype, or advanced 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. Legendary and artifact enhanced items can't be sold during godwntime. Finding someone to buy such an item can be the substance of an adventure in and of itself.

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 10 days. 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	Sample Base Price	Days to Find Buyer	d100 Roll Modifier
Standard	1,000 cr	1d4	+10
Premium	3,000 cr	1d6	+0
Prototype	15,000 cr	1d8	-10
Advanced	75,000 cr	1d10	-20

> The **d20 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 10 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 character also makes a Charisma (Persuasion) check and adds the check's total to the roll. The subsequent total determines what a buyer offers to pay for the item.

You determine a buyer's identity. Buyers sometimes procure prototype and advantage items through proxies to ensure that their identities remain unknown. If the buyer is shady, it's up to you whether the sale creates legal complications for the party later.

SELLING AN ENHANCED ITEM

d100	You Find...
20 or lower	A buyer offering one-tenth of the base price.
21-40	A buyer offering one-quarter of the base price, or a shady buyer offering half the base price.
41-80	A buyer offering half the base price, or a shady buyer offering the full base price.
81-90	A buyer offering the full base price.
91 or higher	A shady buyer offering one and a half times the base price, no questions asked.

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.

ARMOR

Unless an armor's description says otherwise, armor must be worn for its magic 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 specific 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.

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.

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.

FOCI

Foci are sub-categorized depending on what they augment: force foci and tech foci.

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

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

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 specific its weapon type, you may choose the type or determine it randomly.

WONDROUS ITEMS

Items that don't fall in one of the above categories are considered wondrous items. 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 for items that don't fit in other categories.

ENHANCED ITEMS

The value of an enhanced item varies depending on the rarity of the item, as shown below in the Enhanced Item Value by Rarity table.

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

As always, it's up to the GM to determine the availability of enhanced items.

SAMPLE ENHANCED ITEMS

The following are examples of enhanced items your players might come across.

ARMOR +1
Prototype armor

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 +1 bonus to AC while wearing this armor.

BARAGWIN STEALTH UNIT

Legendary wondrous item (requires attunement)

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.