

Mandalorian Vambraces:

Armor Attachment. Each Vambrace costs 500 credits and each is capable of holding up to three of the weapons or items outlined below. Whether you have one or two vambraces, they only take up 1 HP on Mandalorian armor, but on other armor they take up 1 per vambrace. Each vambrace is 1 Encumbrance, and Attachments do not increase that value.

Vambrace Weapons:**Wrist Mounted Weapon:**

Weapon Attachment: See CotR page 61. (Think the blasters the Death Watch have on their wrist. That is why I included it)

Retractable Wrist Blades:

Armor (Vambrace) Attachment: See CotR page 63. (remove mod options)

Portable Plasma Shield:

Armor (Vambrace) Attachment: See CotR page 63. (reduce mod options to "1 Item Quality [Deflection +1] Mod" and reduce price to 1,500 credits)

Micro-Rocket Launcher:

Armor (Vambrace) Attachment: See CotR page 62. (reduce mod options to "1 Remove a Setback from checks to fire micro-rockets from this attachment Mod")

Whipcord Thrower:

Armor (Vambrace) Attachment: See CotR page 63.

Compact Flame Projector:

Armor (Vambrace) Attachment: (Ranged [Light]; Damage 5; Critical 2; Range [Short]; Blast 2, Burn 2, Pierce 2, Vicious 3) (R) 1,500/8. (The stats are from official NPCs, the price is conjecture)

Repulsor Blast:

(Custom) Vambrace Attachment: (Ranged [Light]; Damage 3; Critical - ; Range [Engaged]; Disorient 3, Knockdown, Slow-Firing 2, Stun Damage. 650/8.

Additional qualities: May spend 1 Threat or a Despair on a combat check against this character made by an engaged opponent to disengage as an incidental, and may spend an additional Despair to force them to fall prone.

When any of the weapon's abilities are triggered, the weapon counts as firing this turn, and the weapon's abilities cannot be triggered if the weapon is not ready to fire.

Mod options: 1 Innate Talent (Push Aside) Mod, 1 Item quality (Concussive +1) Mod. (Think what Sabine had in Rebels)

Dart Shooter:

(Custom) Vambrace Attachment: (Ranged [Light]; Damage 4; Critical 3; Range [Short]; Accurate 1, Linked 1, Pierce 3, Limited Ammo 8. 400/6. (Think what Pre Vizsla used against Maul)

"Whistling Birds":

(Custom) Vambrace Attachment: (Ranged [Light]; Damage 4; Critical 2; Range [Short]; Guided 2, Limited Ammo 12, Pierce 5. (R) 1,000/9.

Designate targets up to 12 (or remaining missiles if previously fired). If firing at more than one target, the initial target must always be the target with the highest difficulty and highest defense. Increase the difficulty of the attack once if designating more than 1 target. Make a Ranged (Light) attack based on the most difficult target. It takes 1 Advantage to hit an additional target and advantages must be spent on targets before spending them on criticals if multiple targets were designated.

Additional qualities: The cost to purchase additional ammo is 100 credits (for a set of 12 darts) with a rarity equal to the weapon. It takes an action to reload the weapon.

Vambrace Tools:

Medicine:

Stimpack Injector:

Armor (Vambrace) Attachment: Allows the character to apply a stimpack to himself or to an engaged character as an Incidental. The Stimpack Injector must be reloaded between uses, requiring a Maneuver (in addition to any Maneuvers required to draw the stimpack). 100/2.

Nullicaine Spray:

Armor (Vambrace) Attachment: Can load three charges. Allows the character to spend an Action to apply Nullicaine to himself or to an engaged character as per RAW. 100/3.

Medical Vambrace Scanner:

Armor (Vambrace) Attachment: Allows the character to remove a Setback from all Medicine checks, and to spend a Maneuver to add a Boost. 100/3.

Vambrace Traumapac:

Armor (Vambrace) Attachment: Allows the character to use the Medicine skill to attempt to remove Critical Injuries from others without penalty, but does not allow him to perform other treatment options. 50/3.

Vambrace Medpac:

Armor (Vambrace) Attachment: Allows the character to use the Medicine skill to heal others without penalty. This Attachment must fill 2 vambrace slots in order to function properly, but this can be separated between a pair of vambraces, or all in a single vambrace. 100/2.

Mechanics:

Repair Patch Applicator:

Armor (Vambrace) Attachment: Allows the character to apply an Emergency Repair Patch to himself or to an engaged character as an Incidental. The Repair Patch Applicator must be reloaded between uses, requiring a Maneuver (in addition to any Maneuvers required to draw the Emergency Repair Patch). 100/2.

Mechanical Vambrace Scanner:

Armor (Vambrace) Attachment: Allows the character to remove a Setback from Mechanics checks to repair droids or devices (but not Ships or Vehicles). 100/3.

Vambrace Multi-Tool:

Armor (Vambrace) Attachment: Allows the character to make Mechanics checks to repair droids or devices, but adds 2 Setback to the check. This Attachment must fill 2 vambrace slots in order to function properly, but this can be separated between a pair of vambraces, or all in a single vambrace. Each additional Multi-Tool reduces the number of Setback added by 1. 100/1.

Most specialized Mechanics tools are too bulky or heavy to fit in a vambrace, and so are not options. It is difficult to fit a full kit in such a small package, and so only the minimal tools necessary are added. By committing additional space in the vambrace, adding more and larger tools, the penalty can be reduced.

Computers:**Vambrace Datapad:**

Armor (Vambrace) Attachment: Mounts a datapad on the character's wrist. At GM discretion, counts as The Right Tool for the Job. 75/1.

Vambrace Slicing Gear:

Armor (Vambrace) Attachment: Allows the character to interface with and slice computer systems. This Attachment must fill 2 vambrace slots in order to function properly, but this can be separated between a pair of vambraces, or all in a single vambrace. 500/5.

[Note of author's intent: This would include a wrist-mounted scomp-link, allowing the character to plug into computer systems similarly to Echo.]

Changes:

2/21/21: Increased cost of Compact Flame Projector to 1,500 to bring it more in line with the "Firecaller" Light Flame Projector (1,200). Was 750.