

Vibro Weapons

Weapon	Cost	Damage	Critical	Weight	Size	Handed*	Type
Clan Groogrun VibroAxe	Special	2d12	20	10kg	Large	2	Exotic
Czerka Hermaas VibroDagger	200	2d4		1.5kg	Small	1	Vibro
Czerka Nosland Vibrochette	300	2d8		2.5kg	Medium	1	Vibro
Czerka Overaant VibroKnuckler	250	2d6		1kg	Small	1	Exotic
Locris Syndicates XK-0 Bracer-Mounted VibroBlades	500	1d6	20	2kg	Medium	Special	Exotic
Merr-Sonn Avelec "Butcher" VibroHatchet	400	2d8	20	3kg	Medium	1	Vibro
Merr-Sonn Treppus-2 Vibroblade	300	2d6		2kg	Medium	1	Vibro
Sancretti Arms & Munitions 422-P VibroLance	600	2d10	20	9kg	Large	1	Exotic
SoroSuub BD-1 "Cutter" VibroAxe	400	2d8		3.5kg	Large	1	Vibro
SoroSuub MD-4 Vibroscalpel	250	1d4		.5kg	Small	1	Vibro
SoroSuub XG-4 VibroHalberd	500	2d10	20	7kg	Large	2	Vibro
Xana Exotic Arms Mastercraft VibroBlade	275	2d6		2kg	Medium	1	Vibro
Xana Exotic Arms VibroShiv	200	2d4		.5kg	Small	1	Vibro
Yalandross Jengardin Millennial Warrior Double-Bladed Vibroblade	3000+	2d12	20	5kg	Large	2	Exotic

* Handed determination is based on standard human sized creatures. Can be modified by the size of the user.

Specifications

Vibro weapons come in all shapes and sizes, and are manufactured by a variety of corporations and outfitters throughout the galaxy. These differences notwithstanding, all vibro classed weapons share some common traits.

Vibro weapons are bladed melee combat instruments enhanced by a power cell that supplies energy to an ultrasonic vibration generator. This generator causes the blade of the weapon to vibrate at an unbelievable rate of vibrations per second, allowing the weapon to slice through items normal slashing weapons would hardly scratch.

Each of these items has a limited activation time for the power cell – usually around eight hours, less for some of the smaller or larger weapons. The specifics for each weapon list the average power cell life of the item. While most never consider it, all of these weapons can also be used unpowered, or even with the vibro settings turned off. Damage should be reduced to half for any vibro weapon that is used unpowered. Obviously, the superior cutting ability of the item will be impacted as well.

While the blade can pass easily though duracrete and some durasteel items, the vibrations of the generator do not permit any of these weapons to withstand the blade of a lightsaber. Vibro weapons that come into contact with other vibro weapon blades negate the superior cutting capacity of each item.

While the majority of vibro weapons only require the **Weapon Group Proficiency – Vibro Weapons** to wield, some of them are very rare and difficult for most untrained individuals to handle, requiring selection of an **Exotic Weapon Proficiency** to master.

Model: Clan Groogrun VibroAxe
Skill: Exotic Weapon – Clan Groogrun VibroAxe
Availability: Very Rare
Power Life: Approx. 6 hours
Cost: Unavailable for general purchase
Damage: 2d12

Despite the availability of better weapons, Jabba's nine Gamorrean guards stubbornly insisted on carrying crude vibro-axes built by Snogrutt, a master weapon maker from their home clan at Groogrun. Led by a brutish fellow by the name of Ortugg, the Gamorreans patrolled the palace's dungeons, searching for spies who were plotting against Jabba's best interests and keeping a close eye on any "suspicious" visitors. The Gamorreans' favorite duty was guarding prisoners, since Jabba made it quite clear that they could use their axes on any internee foolish enough to try to escape.

The vibro-ax's wooden shaft holds a .6-meter wide hollow ax head that contains both the ultrasonic generator and the power cell. A tremendous amount of vibration is transferred down the wooden handle, and Gamorreans are among the few creatures with enough strength to handle these difficult devices. The Gamorreans often chose to use their weapons in unpowered mode to demonstrate their great strength, although most of Jabba's guests believed the simple creatures tended to forget to power up their weapons - caught up in the excitement of battle.

Model: Czerka Hermaas VibroDagger
Skill: Vibro Weapons
Availability: Very Common
Power Life: Approx. 8 hours
Cost: 200
Damage: 2d4

Though there are several vibrodaggers on the market, the Czerka Hermaas is the only one that can claim an endorsement from the Corporate Sector Authority. The military grade weapon is standard issue in all CSA operations. Usually carried in a boot sleeve, at just fewer than 20 centimeters in length it can also be carried in a wrist/elbow sheath.

Model: Czerka Nosland Vibrochette
Skill: Vibro Weapons
Availability: Common
Power Life: Approx. 8 hours
Cost: 300
Damage: 2d8

The vibrochette is a .8 – meter long blade, balanced for one-handed use. The main difference in the vibrochette's blade is that the cutting edge is limited to one side of the weapon. While this may seem restrictive, the vibrochette is very thorough when used to clear brush or other debris blocking one's path, and can inflict brutal injuries when used against a lifeform.

Model: Czerka Overaant VibroKnuckler
Skill: Exotic Weapon - VibroKnuckler
Availability: Rare
Power Life: Approx. 4 hours
Cost: 250
Damage: 2d6

The Czerka vibroknuckler is a small self-defense weapon designed for someone who's accustomed to brawling with

bare fists. Once it is slipped over the fingers, the knuckler's cutting blade activates as soon as the wielder clenches his or her hand into a fist. While the knuckler has a very short blade, only about 2.5 centimeters in length, it is almost impossible for unarmed opponents to block its blows.

Model: Locris Syndicates XK-0 Bracer-Mounted VibroBlades
Skill: Exotic Weapon – Bracer VibroBlades
Availability: Rare
Power Life: Approx. 4 hours
Cost: 500
Damage: 1d6

The XK-0 model vibroblade is comprised of a set of 6 centimeter blades collected into a five-segment unit that is usually mounted under a set of arm bracers or gauntlets. A favorite of bounty hunters like Jango Fett, who uses a modified set, the blades can be used for a variety of operations and are easily extended and retracted by either a top mounted switch or in some cases, a trigger placement in the palm.

As with the majority of their weapons and items, Locris Syndicates reports low sales for the XK-0, but there are many individuals across the galaxy who credit this item for getting them out of the roughest of situations.

Model: Merr-Sonn Avelec "Butcher" VibroHatchet
Skill: Vibro Weapons
Availability: Uncommon
Power Life: Approx. 8 hours
Cost: 400
Damage: 2d8

Similar to the vibrochette from Czerka, the vibrohatchet has a single sided cutting edge, but a much wider blade – nearly half a meter in width. Because of this design, the Avelec creates large, gaping wounds on impact, leading to it's "Butcher" moniker.

The bounty hunter IG-88 employed a Avelec vibrohatchet enhanced with a silencer. The vile droid preferred to hide in waiting for his prey, silently activate his vibrohatchet, and use it to severely injure his prey's legs, thereby preventing any chance of flight.

Model: Merr-Sonn Treppus-2 Vibroblade
Skill: Vibro Weapons
Availability: Very Common
Power Life: Approx. 10 hours
Cost: 300
Damage: 2d6

The most commonly purchased vibroblade on the market, Merr-Sonn's Treppus-2 Vibroblade set the standard for which all vibro weapons followed. A perennial sales giant for nearly four decades, the Treppus has undergone almost no modifications from it's original design. The only change from the initial model being an optional automatic recharging unit built into the sheath.

The Treppus-2's blade is 25 centimeters in length, and its vibration generator is one of the strongest of the entire vibro-class weapon family. The only drawback that can be mentioned is the fact that the sound the Treppus-2 produces when activated is noticeably louder than other comparable models. Most owners would trade that for the reliability of the weapon as it rarely malfunctions.

Model: Sancretti Arms & Munitions 422-P VibroLance
Skill: Exotic Weapon – VibroLance
Availability: Rare
Power Life: Approx. 4 hours
Cost: 600
Damage: 2d10

Rodian weapons manufacturer Sancretti Arms may have single-handedly cornered the market on arming large game bounty hunters with their 422-P model VibroLance. The 422-P consists of a 3-meter long alloy shaft with a half-meter twin-sided vibro edge at the contact end. While large sized in length, the handle is weighted for proper balance and can be used one-handed by a human-sized individual. The weapon allows a wielder the advantage of mounted movement while still taking advantage of the vibro-capabilities of the weapon.

Recently, there have been numerous severe injuries attributed to swoop-gang “jousting” with this weapon, and many systems are beginning to consider restricting the sale or ownership of these lances.

Model: SoroSuub BD-1 "Cutter" VibroAxe
Skill: Vibro Weapons
Availability: Common
Power Life: Approx. 8 hours
Cost: 400
Damage: 2d8

This weapon has a hollow durasteel shaft with internal dampeners that absorb vibrations from the .3-meter wide ax blade. The high-powered ax head can slice through armor plating as if it were rotting cloth, while the quick-release switch allows the user to replace a damaged ax blade in seconds. Six power cells permit up to eight hours of continuous use, while the intensity switch gives the wielder the ability to determine precisely how much damage the blade will cause.

These weapons are sturdy enough to take rough handling, with superior weight distribution to make them easy to handle in combat.

Model: SoroSuub MD-4 Vibroscalpel
Skill: Vibro Weapons
Availability: Uncommon
Power Life: Approx. 2 hours (see description below)
Cost: 250
Damage: 1d4

Perhaps no other vibroweapon is as balanced, and certainly none is more precise, than the MD-4 vibroscalpel from SoroSuub. The unit consists of a 15-centimeter long durasteel handle, and a blade that can be adjusted from as low as one to up to 10 centimeters in length. It is often standard in many medical droid designs.

SoroSuub’s vibroscalpel was designed for use in a surgical setting, where the blade could be powered continuously by a medical droid or other power source. Its small size and concealability, however, has made the MD-4 increasingly popular with unscrupulous non-physicians, and with only slight modifications, the power settings can be adjusted to support a small power cell that allows the vibroscalpel to function for up to 2 hours without recharging.

Model: SoroSuub XG-4 VibroHalberd
Skill: Vibro Weapons
Availability: Uncommon

Power Life: Approx. 6 hours
Cost: 500
Damage: 2d10

Combining extended length with the cutting capacity of a vibroblade, the XG-4 vibrohalberd is a formidable weapon. The 25-centimeter blade is mounted on a 1.5-meter durasteel reinforced pole, and the power switch is positioned at the midpoint of the pole to allow for ease of activation.

While not proficient with the weapon, Lando Calrissian carried a XG-4 while infiltrating the crimelord Jabba The Hutt's palace in a bid to free Han Solo from his encasement in carbonite.

Model: Xana Exotic Arms Mastercraft VibroBlade
Skill: Vibro Weapons
Availability: Common
Power Life: Approx. 8 hours
Cost: 275
Damage: 2d6

Daring to go head to head with market leader Merr-Sonn, Xana Exotic Arms offers their lower cost alternative vibroblade. The Mastercraft, more of a sales gimmick than a descriptive term, offers the same 25-centimeter length as the Treppus-2 blade, but loses the optional sheath recharger. The power cell life of the Mastercraft is somewhat shorter as well. The first few production runs of Mastercraft vibroweapons had a faulty activator in their vibration generators, causing the unit to self activate while still in its sheath – cutting its way out and sometimes through the limb of the owner.

This is frequently the first purchase for the uninformed when seeking a vibroweapon. Most knowledgeable owners know to look elsewhere for dependability.

Model: Xana Exotic Arms VibroShiv
Skill: Vibro Weapons
Availability: Uncommon
Power Life: Approx. 4 hours
Cost: 200
Damage: 2d4

Xana Exotic Arms took a lot of criticism for its highly concealable vibroshiv. Its low cost and relatively easy accessibility made it an instant favorite of low-life's everywhere.

The vibroshiv is a 5-centimeter blade that extends from the pommel similar to a switchblade – by projecting outwards from the end.

Model: Yalandross Jengardin Millennial Warrior Double-Bladed Vibroblade
Skill: Exotic Weapon – Double-Bladed Vibroblade
Availability: Very Rare
Power Life: Approx. 8 hours
Cost: 3000+
Damage: 2d12

The famed weapon of the Jengardin Millennial Warriors has been faithfully reproduced by manufacturer Yalandross. As the name conjures up visions of double-bladed lightsabers, a more appropriate name for this weapon would have been a "dual bladed vibroblade."

It features a curved and jagged blade that extends from the base of the hilt to about midway up the one meter length of the weapon. Just a few centimeters past that point another curved blade – this one smooth – begins and continues past the end of the weapon, curving into a vicious looking point.

The weapon is intended to be used two-handed, and is so difficult to master it requires a specialized skill to use.

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