

Title: Edge of the Empire Gear

<i>Item Name</i>	<i>Price</i>	<i>Restricted?</i>	<i>Rarity</i>	<i>Encumbrance</i>
Anti-Grav Chute	450	<input type="checkbox"/>	5	1
Audio/Visual Translator	750	<input type="checkbox"/>	3	1
Avabush Spice (100 dose cargo container)	2000	<input checked="" type="checkbox"/>	7	3
Avabush Spice (1 dose)	25	<input checked="" type="checkbox"/>	6	0
Avionics Interface	8000	<input type="checkbox"/>	6	0
Backpack	50	<input type="checkbox"/>	0	0
Bacta (full tank)	4000	<input type="checkbox"/>	1	12
Bacta (liter)	20	<input type="checkbox"/>	1	1
Beast Call	100	<input type="checkbox"/>	3	1
Binders	25	<input type="checkbox"/>	0	0
Biome Generator	9000	<input type="checkbox"/>	4	45
Booster Blue (100 dose cargo container)	750	<input checked="" type="checkbox"/>	6	3
Booster Blue (1 dose)	10	<input checked="" type="checkbox"/>	5	0
Breath Mask	25	<input type="checkbox"/>	1	1
Burning Gel	150	<input type="checkbox"/>	3	1
Cam Droid	800	<input type="checkbox"/>	3	0
Camouflage Netting (Roll)	100	<input type="checkbox"/>	2	0
Camouflage Paint	40	<input type="checkbox"/>	2	0
Canteen	7	<input type="checkbox"/>	1	1
Cerebral Stabilizer	2200	<input type="checkbox"/>	7	3
Chance Cubes	1	<input type="checkbox"/>	0	0
Chem Lure	125	<input type="checkbox"/>	4	1
Climbing Gear	50	<input type="checkbox"/>	2	1
Collar-Amp	50	<input type="checkbox"/>	1	0
Combat Scanner	2000	<input type="checkbox"/>	6	1
Comlink (handheld)	25	<input type="checkbox"/>	0	0
Comlink (long range)	200	<input type="checkbox"/>	1	2
Comm Jammer	400	<input type="checkbox"/>	3	4
Comm Scrambler	1000	<input type="checkbox"/>	5	0

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Concealment Holster	40	<input type="checkbox"/>	3	0
Corellian Whiskey (1 bottle)	25	<input type="checkbox"/>	2	1
Corellian Whiskey (case of 25 bottles)	500	<input type="checkbox"/>	2	20
Crash Survival Kit	300	<input type="checkbox"/>	2	5
Cybernetic Arm Mod V or VI	10000	<input type="checkbox"/>	6	0
Cybernetic Brain Implant	10000	<input type="checkbox"/>	6	0
Cybernetic Eyes	7500	<input type="checkbox"/>	6	0
Cybernetic Leg Mod II or II	10000	<input type="checkbox"/>	6	0
Cybernetic Weapon	4000	<input type="checkbox"/>	7	0
CyberScanner Limb	4000	<input type="checkbox"/>	7	0
Data Breaker	1000	<input checked="" type="checkbox"/>	6	1
Datapad	75	<input type="checkbox"/>	1	1
Death Sticks (100 dose cargo container)	250	<input checked="" type="checkbox"/>	2	3
Death Sticks (1 dose)	5	<input checked="" type="checkbox"/>	1	0
Dejarik Table	350	<input type="checkbox"/>	1	10
Demolitions Scanner	300	<input type="checkbox"/>	4	1
Disguise Kit	100	<input type="checkbox"/>	4	2
Electric Perimeter Fence	800	<input type="checkbox"/>	5	6
Electrobinoculars	250	<input type="checkbox"/>	1	1
Electronic Lock Breaker	1000	<input checked="" type="checkbox"/>	5	1
Electro-Snare	50	<input type="checkbox"/>	5	1
Elysium Atmospheric Processor	4500000	<input type="checkbox"/>	7	10000
Emergency Medpac	100	<input type="checkbox"/>	1	1
Emergency Repair Patch	25	<input type="checkbox"/>	1	0
Encryption Module	1250	<input type="checkbox"/>	6	3
Entrenching Tool	20	<input type="checkbox"/>	1	1
EVA Powersuit	1500	<input type="checkbox"/>	7	12
Excavator's Precision Tool Kit	500	<input type="checkbox"/>	7	5
Extra Reloads	25	<input type="checkbox"/>	1	1
FasClean Atmospheric Reactive Damper	200000	<input type="checkbox"/>	5	300
Field Dressing Kit	300	<input type="checkbox"/>	5	3

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Field Goggles	5	<input type="checkbox"/>	0	0
Field Kitchen	500	<input type="checkbox"/>	4	5
Field Rations	10	<input type="checkbox"/>	2	0
Fire Paste	3	<input type="checkbox"/>	1	0
Fire Suppression Droid	8000	<input type="checkbox"/>	4	10
Flesh Camouflage Set	2500	<input checked="" type="checkbox"/>	7	2
Food Preparation System	20	<input type="checkbox"/>	1	3
Forensic Kit	450	<input type="checkbox"/>	4	4
Fusion Lantern	150	<input type="checkbox"/>	2	2
General Purpose Scanner	500	<input type="checkbox"/>	3	2
Glitterstim (100 dose cargo container)	5000	<input checked="" type="checkbox"/>	8	5
Glitterstim (1 dose)	100	<input checked="" type="checkbox"/>	7	0
Glow Rod	10	<input type="checkbox"/>	0	1
Gravity Belt	500	<input type="checkbox"/>	6	0
Ground-Penetrating Sensor Pack	950	<input type="checkbox"/>	7	5
GX-8 Water Vaporator	2000	<input type="checkbox"/>	2	12
Hand Scanner	100	<input type="checkbox"/>	2	0
Hardened Comlink	450	<input type="checkbox"/>	4	3
Holographic Ghillie Suit	800	<input type="checkbox"/>	8	1
Holo-messenger	250	<input type="checkbox"/>	4	0
HoloNet Relay	75000	<input type="checkbox"/>	7	15
Hunting Goggles	600	<input type="checkbox"/>	5	0
Hypertransceiver	1000	<input type="checkbox"/>	3	5
Hyperwave Signal Interceptor	10500	<input type="checkbox"/>	8	5
Immune Implant	5000	<input type="checkbox"/>	6	0
Implant Armor	7500	<input type="checkbox"/>	6	0
Jet Pack	4500	<input type="checkbox"/>	7	2
Ji Rikknit (100 dose cargo container)	3000	<input type="checkbox"/>	7	5
Ji Rikknit (1 dose)	50	<input type="checkbox"/>	6	0
Lesai (1 dose)	500	<input checked="" type="checkbox"/>	9	0
Lesai (20 dose enviro-sealed cargo pod)	7500	<input checked="" type="checkbox"/>	10	2

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Life Form Scanner	900	<input type="checkbox"/>	5	4
Long-Range Terrain Scanner	850	<input type="checkbox"/>	6	6
Macrobinoculars	75	<input type="checkbox"/>	2	1
MCI-100 Magnacuffs	100	<input type="checkbox"/>	4	1
Medical Backpack	450	<input type="checkbox"/>	4	2
Medpac	400	<input type="checkbox"/>	2	2
Mercantiler Datapad	250	<input type="checkbox"/>	3	1
Military Belt Pouch	10	<input type="checkbox"/>	0	0
Military Medpac	400	<input type="checkbox"/>	3	2
Military Pack	60	<input type="checkbox"/>	0	0
Modular Backpack	75	<input type="checkbox"/>	1	0
Modular Backpack Extra Pouch	15	<input type="checkbox"/>	1	0
Musical Instrument, Common	50	<input type="checkbox"/>	2	1
Musical Instrument, High Quality	500	<input type="checkbox"/>	4	1
Musical Instrument, Legendary	20000	<input type="checkbox"/>	10	1
Nannarium Root (1 dose)	200	<input type="checkbox"/>	6	0
Personal Distress Beacon	50	<input type="checkbox"/>	1	0
Personal Stealth Field	20000	<input checked="" type="checkbox"/>	9	1
Portable Survival Shelter	200	<input type="checkbox"/>	4	2
Ration Pack	5	<input type="checkbox"/>	0	0
Recon Remote	250	<input type="checkbox"/>	3	1
Remote Activation Controller (Long Range)	1500	<input type="checkbox"/>	7	0
Remote Activation Controller (Short Range)	300	<input type="checkbox"/>	4	0
Repli-Limb Prosthetic (limb)	2000	<input type="checkbox"/>	4	0
Repli-Limb Prosthetic (organ)	1000	<input type="checkbox"/>	4	0
Restraining Bolt	35	<input type="checkbox"/>	0	0
Ryshcate (1 cake)	10	<input type="checkbox"/>	2	0
Sabacc Deck	40	<input type="checkbox"/>	0	0
Scanner Goggles	150	<input type="checkbox"/>	3	0
Slicer Gear	500	<input type="checkbox"/>	4	2
Spacer's Duffel	50	<input type="checkbox"/>	0	0

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Space Suit	100	<input type="checkbox"/>	1	4
Specimen Containers (Large)	150	<input type="checkbox"/>	3	5
Specimen Containers (Medium)	50	<input type="checkbox"/>	2	3
Specimen Containers (Small)	25	<input type="checkbox"/>	2	1
Standard Anesthetic (1 dose)	35	<input type="checkbox"/>	4	0
Standard Neuroparalytic (1 dose)	75	<input checked="" type="checkbox"/>	6	0
Standard Neurotoxin (1 dose)	50	<input checked="" type="checkbox"/>	6	0
Stimpack	25	<input type="checkbox"/>	1	0
Surveillance Tagger	175	<input checked="" type="checkbox"/>	4	0
Surveyor's Bag	50	<input type="checkbox"/>	1	0
Syntherope (20m)	5	<input type="checkbox"/>	1	1
Synthskin	10	<input type="checkbox"/>	1	0
Tent	100	<input type="checkbox"/>	1	4
Tent, Cheap	30	<input type="checkbox"/>	2	3
Thermal Cloak	200	<input type="checkbox"/>	1	2
Thunderheas Portable Entertainment System	2500	<input type="checkbox"/>	4	10
Tool Kit	350	<input type="checkbox"/>	2	4
Utility Belt	25	<input type="checkbox"/>	0	0
Weapon Detection Goggles	750	<input type="checkbox"/>	5	1
Whyren's Reserve (1 bottle)	100	<input type="checkbox"/>	4	1
Whyren's Reserve (case of 20 bottles)	1500	<input type="checkbox"/>	5	10
Yarroch (100 dose cargo container)	20000	<input checked="" type="checkbox"/>	9	3
Yarroch (1 dose)	350	<input checked="" type="checkbox"/>	8	0