

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

AUTO

Automatic weapons can only fire in burst mode.

DISINTEGRATE

When a creature is reduced to 0 hit points by a weapon with the disintegrate property, it must make a DC 12 Constitution saving throw. On a failed save, it dies immediately without making death saving throws. A disintegrated creature and everything it is wearing and carrying are reduced to a pile of fine gray dust. A creature destroyed in this way can not be revitalized.



BLASTERS - EXPANDED

Name	Cost	Damage	Weight	Properties
<i>Simple Blasters</i>				
Ion carbine	300 cr	1d4 ion	8 lb	Ammunition (range 60/240), reload 16, two-handed
Light repeater	1,900 cr	1d8 energy	12 lb	Ammunition (range 80), auto, burst 4, reload 12, two-handed
Needler	275 cr	1d4 kinetic	2 lb	Ammunition (range 40/160), reload 20, special
Slugpistol	100 cr	1d6 kinetic	3 lb	Ammunition (range 40/160), reload 12
<i>Martial Blasters</i>				
Blaster cannon	3,000 cr	1d12 energy	36 lb	Ammunition (range 100), auto, burst 2, reload 4, strength 15, two-handed
Disruptor pistol	6,000 cr	1d8 necrotic	6 lb	Ammunition (range 40/160), disintegrate, reload 1
Disruptor rifle	7,000 cr	1d10 necrotic	12 lb	Ammunition (range 100/400), disintegrate, reload 1, two-handed
E-web blaster	9,800 cr	1d12 energy	76 lb	Ammunition (range 100), auto, burst, special
Grenade launcher	800 cr	—	10 lb	Ammunition (range 80/320), reload 1, strength 13, special, two-handed
Heavy repeater	6,400 cr	1d10 energy	12 lb	Ammunition (range 60), auto, burst 2, reload 8, strength 15, two-handed
Heavy shotgun	400 cr	2d4 kinetic	16 lb	Ammunition (range 30/120), burst 2, reload 12, strength 13, two-handed
Incinerator sniper	5,600 cr	1d8 fire	10 lb	Ammunition (range 150/600), disintegrate, reload 4, strength 13, two-handed
IWS	7,200 cr	—	12 lb	Strength 13, special, two-handed
Antiarmor	—	—	—	Ammunition (range 60/240), reload 1, special
Blaster	—	1d8 energy	—	Ammunition (range 80/320), reload 12
Sniper	—	1d12 energy	—	Ammunition (range 120/480), reload 4
Rocket launcher	2,400 cr	4d6 kinetic	20 lb	Ammunition (range 100/400), reload 1, strength 15, special, two-handed
Sonic pistol	650 cr	1d6 sonic	2 lb	Ammunition (range 40/160), reload 16
Sonic rifle	800 cr	1d8 sonic	10 lb	Ammunition (range 100/400), reload 12, two-handed
Subrepeater	1,200 cr	1d6 energy	4 lb	Ammunition (range 30), auto, burst 8, light, reload 16
Vapor projector	1,600 cr	—	14 lb	Ammunition (range special), reload 5, special, strength 13, two-handed

SPECIAL WEAPONS

Weapons with special rules are described to below.

E-WEB

Rather than traditional power cells, the E-Web uses specialized power generator that allow it to fire continuously for 10 minutes. Replacing a battery pack takes an action.

The E-Web requires the use of a tripod, which is included in the price. Over the course of 1 minute, you can deploy or collapse the E-web on the tripod. While deployed, your speed is reduced to 0.

GRENADE LAUNCHER

Rather than traditional power cells, the grenade launcher fires grenades. When firing a grenade at long range, creatures within the radius of the grenade's explosion have advantage on the saving throw.

INTERCHANGEABLE WEAPONS SYSTEM

The IWS is a heavy weapon that can fire in there different modes. As a bonus action, you can switch between each mode, detailed below. Each mode contains and uses its own power source.

Antiarmor. While in this mode, rather than traditional power cells, the IWS fires grenades. When firing a grenade at long range, creatures within the radius of the grenade's explosion have advantage on the saving throw.

Blaster. While in this mode, the weapon uses traditional power cells.

Sniper. While in this mode, the weapon uses traditional power cells.

NEEDLER

The needler includes a specialized compartment for poison. One dose of poison, when installed in this compartment, retains its potency for 1 hour before drying. One dose of poison is effective for the next 10 shots fired by the weapon.

ROCKET LAUNCHER

Rather than traditional power cells, the rocket launcher fires specialized projectiles in the form of rockets.

VAPOR PROJECTOR

The vapor projector does not make attack rolls. Rather than traditional power cells, the vapor projector uses specialized projector tanks, which, when fired, spray an area with the contents of the tank. Projector tanks require your target to make a saving throw to resist the tank's effects. The DC for this saving throw is 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

AMMUNITION

POWER GENERATOR

Power generators energize the E-web blaster.

PROJECTOR TANK, FLAME

A flame projector tank is a type of ammunition for the vapor projector. When triggered, it produces a burst of flame in a 15 foot cone. Each creature must make a Dexterity saving throw or take 3d6 fire damage.

Item	Cost	Weight
Ammunition		
Power generator	1,250 cr	5 lb
Projector tank, carbonite	675 cr	3 lb
Projector tank, flame	550 cr	3 lb
Rocket, fragmentation	400 cr	2 lb
Rocket, ion	475 cr	2 lb
Rocket, plasma	535 cr	2 lb

PROJECTOR TANK, CARBONITE

A carbonite projector tank is a type of ammunition for the vapor projector. When triggered, it produces a beam of carbonite energy in a 15 foot cone. Each creature must make a Constitution saving throw or take 2d6 cold damage and have its speed halved until the end of your next turn. If this damage reduces a creature to 0 hit points, that creature is frozen in carbonite for 1 hour.

ROCKET, FRAGMENTATION

The fragmentation rocket is the most common ammunition type for the rocket launcher. On a hit, the target takes 3d6 kinetic damage. Hit or miss, the rocket then explodes. The target and each creature within 10 feet must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier), taking 3d6 kinetic damage on a failed save, or half as much on a succesful one.

ROCKET, ION

The fragmentation rocket is the most common ammunition type for the rocket launcher. On a hit, the target takes 3d6 kinetic damage. Hit or miss, the rocket then explodes. The target and each creature within 10 feet must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier), taking 3d4 ion damage on a failed save, or half as much on a succesful one. Any electronics within the blast radius that aren't being worn or carried are disabled until rebooted.

ROCKET, PLASMA

The fragmentation rocket is the most common ammunition type for the rocket launcher. On a hit, the target takes 3d6 kinetic damage. Hit or miss, the rocket then explodes, coating the area in a 15-foot radius around it in fire that burns for 1 minute. When a creature enters the fire or starts its turn there it must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier), taking 2d6 fire damage, or half as much on a successful one. A construct makes this save with disadvantage.