

ARSENAL

D20 Modern Conversion Document

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Credits

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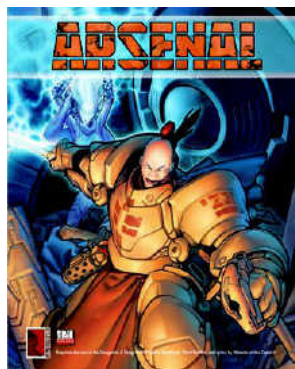
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ARSENAL

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Introduction.....	3
Firearm Purchase DCs.....	6
Psionic Purchase DCs.....	11
Explosives Purchase DCs.....	12
Armor Purchase DCs.....	14
Open Game License.....	15





Arsenal is a compendium of magical firearms, explosives, and armor for your d20 campaign. Released in November 2002, Arsenal did not utilize any of the new rules in d20 Modern Role Playing Game. This Conversion Document provides you with all the information you need to use equipment from Arsenal in your d20 Modern campaign.

The d20 Modern rulebook is 384 pages of gaming goodness that neatly and elegantly addresses most situations that a modern society will inflict on a PC. The intricacies of modern finance, legal matters, and so on are addressed in simple ways. Fun and attractive classes (more than 20), gobs of feats, and a very robust skill chapter provide

players with unlimited options. If you're interested in a present-day (or thereabouts) campaign, d20 Modern is definitely worth a look.

The d20 Modern system is not that different from the standard d20 system. Thanks to the limited differences, Arsenal equipment can be used in a d20 Modern campaign with very little effort. The primary differences are d20 Modern's rules for massive damage, the lack of magic item creation feats, and the replacement of concrete currency values (such as gold pieces) with the elegant Wealth system. Each of these is addressed in this document.

In addition, the d20 Modern RPG makes some assumptions about the type of campaign for which it will be used. Basically, they assume a modern world much like it is in real life. Relative to fantasy campaigns, the modern campaign has strong governments, international border control, effective law enforcement, swift transportation, instantaneous communication, and so on. PCs in a modern campaign don't have the luxury of purchasing the most damaging weapon available. Most municipalities don't really want their citizens running around with incinerators and enervators, after all. These campaign considerations are also discussed in this document.

MASSIVE DAMAGE

The d20 Modern RPG increases lethality of massive damage. Basically, any time you take damage from a single hit that exceeds your Constitution score (feats can increase this), that damage is considered massive damage. You must then make a Fortitude save at DC 15 or your hit point total is immediately reduced to -1!

Now, that's lethal, especially with the powerful weapons in Arsenal. A blaster pistol from Arsenal can do 5d4 points of damage. With an average roll that's enough to do massive damage to most ordinary folk. A heavy pistol or rifle does 5d6 (average 17.5) hit points of damage! Ouch!

This menacing lethality of firearms is very realistic, of course. However, how much realism do you want to have in your campaign? That is the question you have to ask yourself. You should also

discuss it with your fellow players and GM. You have some options in this regard.

No changes: Use the d20 Modern massive damage rules and the Arsenal weaponry as presented. This will result in your low-level PCs having a very healthy aversion to gun battles – just like most people in real life. Hearing that screaming imprecator blast whiz by your ear is more terrifying than someone walking on your grave. When opting for standard rules, GMs should provide players with numerous non-combat solutions to adventure problems. Let the characters exploit their Bluff, Diplomacy, and Intimidate skills to a greater degree.

No Massive Damage: If you don't like the massive damage rules, just don't use them. This will provide for longer and more frequent firefights. While Arsenal weapons are still quite dangerous, they don't have the threat of taking down an 8th level PC in one shot.

Less damage from Arsenal Weapons: A simple way to reduce the peril from Arsenal weapons is to reduce the maximum setting for weapons that inflict

hit point damage. You can tweak this option to your liking, but consider the following suggestions.

You should also reduce the damage of explosives in a similar manner.

Weapon	New Max Setting
Hold-out Pistol	2
Pistol	3
Heavy Pistol	3
Rifle	3
Heavy Rifle	3
Assault Rifle	3
Sniper Rifle	3
SMG	3
HMG	3
Auto Cannon	5

MAGIC (FX) ITEM CREATION

This one is very simple. d20 Modern does not have rules for letting PCs make magic items (called FX items). So, the only way that PCs can get their hands on Arsenal weaponry is to go out and buy them.

WEALTH AND PURCHASE DCs

d20 Modern uses a very elegant Wealth system that abstracts a PCs buying power into a single value. Each piece of equipment has a Purchase DC, which the PC must equal to exceed on a Wealth check in order to purchase it.

Starting on page ## you will find tables containing Purchase DCs for every item in Arsenal.

The DCs listed here assume a world very much like our own except for the fact that technomagic has superseded technology through the course of scientific development and discovery. That is, technomagic guns exist, while mundane firearms do not. The blaster pistol is the Glock 17 of a technomagic campaign, for example.

If you want to insert technomagic weapons into a less magical campaign, it is as simple as decreasing the availability of the items by increasing their Purchase DCs. For example, in a campaign where technomagic is a very recent development and available only to top secret government agents, you could increase the DCs by +20 and the restrictions to Military. This would make Arsenal weapons very rare indeed.

In a setting where magic coexists with technology, such as in the three campaign models provided in the d20 Modern rulebook, the modifier should be lower. The exact modifier is left up to the specifics of your campaign, but every +1 increase to a Purchase DC will decrease the availability of the items.

Of course, you are also free to adjust the Purchase DCs as you see fit. If you want a lot of disruptors in your campaign (and who wouldn't!), go ahead and lower the DCs.

CAMPAIGN CONSIDERATIONS

The following discussion raises some concerns that do not apply directly to crunchy rules. They're more fluffy topics that could result in some interesting game play situations.

GOOD, BAD, I'M THE GUY WITH THE GUN

Arsenal includes several weapons that behave differently depending on alignment (the castigator, devastator, imprecator, and vindicator). d20 Modern has a less strict system of allegiance. An allegiance may be to good or evil, law or chaos, but does not have to be. Such alignment weapons will be less effective in a d20 Modern campaign, due to the fewer number of targets. However, you could use the alignment weapon stats for new weapons that only effect targets of a specific allegiance. How about the destalinizer, that inflicts more damage on communists?

GOOD WEAPONS IN A BAD STATE (AND VICE VERSA)

The alignment weapons raise the interesting question of governmental control. Would a "good" state allow its citizens to possess weapons that do more damage to good targets? Even more unlikely is an evil state allowing its citizens to possess castigators. In these and similar cases, you might consider increasing the restrictions of diametrically opposed weapons in some societies.

CRIMINAL DELIGHT

A few of the weapons and abilities in Arsenal would be incredibly helpful to criminals in a modern society. The disintegrator leaves no body, for example. What self-respecting murderer wouldn't want one of those? To inhibit the effectiveness of criminals, most governments would place harsh restrictions on weapons that make killing harder to investigate or prosecute. This has been taken into consideration in the restrictions for Arsenal items. However, if you want to restrict something even more, feel free to alter the values.

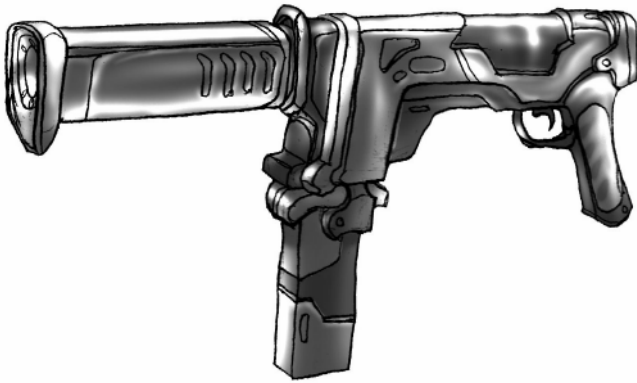
POWERFUL MAGIC

The d20 Modern rulebook only allows for up to +3 enhancement bonuses to FX items. Many of the special abilities in Arsenal exceed that value. You may choose to restrict weapon and armor special abilities to those with +3 market price modifier.

RESTRICTIONS ON DISPEL

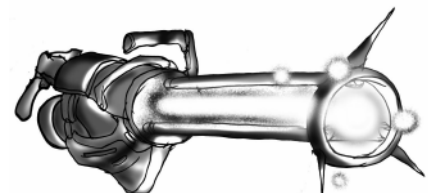
In a technomagic society, government would most likely restrict the ability of the populace to dispel magic. After all, you don't want passengers in an airliner casting dispel magic on the port wing's flight pods. And business don't really want vandals dispelling their vending machines. The Purchase DCs and restrictions for the dispeller weaponry reflects this.





Weapon	Purchase DC	Restriction
Biters		
Hold-out Pistol	12	Lic (+1)
Pistol	14	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	16	Lic (+1)
Heavy Rifle	17	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	17	Lic (+1)
SMG	17	Res (+2)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)
Blasters		
Hold-out Pistol	10	Lic (+1)
Pistol	13	Lic (+1)
Heavy Pistol	15	Lic (+1)
Rifle	14	Lic (+1)
Heavy Rifle	16	Lic (+1)
Assault Rifle	17	Res (+2)
Sniper Rifle	16	Lic (+1)
SMG	16	Res (+2)
HMG	21	Mil (+3)
Auto Cannon	23	Mil (+3)
Blatguns		
Pistol	18	Res (+2)
Rifle	20	Res (+2)

Weapon	Purchase DC	Restriction
Blazer		
Hold-out Pistol	12	Lic (+1)
Pistol	14	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	16	Lic (+1)
Heavy Rifle	17	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	17	Lic (+1)
SMG	17	Res (+2)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)
Bruiser		
Hold-out Pistol	7	None
Pistol	10	None
Heavy Pistol	12	None
Rifle	14	None
Heavy Rifle	15	None
Assault Rifle	16	Lic (+1)
Sniper Rifle	15	None
SMG	15	Lic (+1)
HMG	20	Mil (+3)
Auto Cannon	22	Mil (+3)
Calefactor		
Hold-out Pistol	13	Lic (+1)
Pistol	15	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	17	Lic (+1)
Heavy Rifle	18	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	18	Lic (+1)
SMG	17	Res (+2)
HMG	23	Mil (+3)
Auto Cannon	25	Mil (+3)





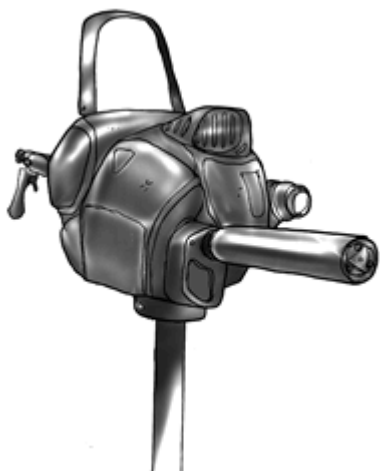
Weapon	Purchase DC	Restriction
Castigators		
Hold-out Pistol	13	Lic (+1)
Pistol	15	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	17	Lic (+1)
Heavy Rifle	18	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	18	Lic (+1)
SMG	17	Res (+2)
HMG	23	Mil (+3)
Auto Cannon	25	Mil (+3)
Chillers		
Hold-out Pistol	12	Lic (+1)
Pistol	14	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	16	Lic (+1)
Heavy Rifle	17	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	17	Lic (+1)
SMG	17	Res (+2)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)
Combos		
Hold-out Pistol	11	Lic (+1)
Pistol	14	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	15	Lic (+1)
Heavy Rifle	17	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	17	Lic (+1)
SMG	17	Res (+2)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)

Weapon	Purchase DC	Restriction
Devestator		
Hold-out Pistol	13	Lic (+1)
Pistol	15	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	17	Lic (+1)
Heavy Rifle	18	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	18	Lic (+1)
SMG	17	Res (+2)
HMG	23	Mil (+3)
Auto Cannon	25	Mil (+3)
Disintegrator		
Heavy Pistol	28	Lic (+1)
Rifle	31	Lic (+1)
Heavy Rifle	33	Lic (+1)
Dispeller		
Pistol	15	Res (+2)
Heavy Pistol	16	Res (+2)
Rifle	16	Res (+2)
Heavy Rifle	17	Res (+2)
Sniper Rifle	17	Res (+2)
Auto Cannon	24	Mil (+3)
Enervator		
Rifle	30	Mil (+3)
Heavy Rifle	33	Mil (+3)
Auto Cannon	35	Mil (+3)



Weapon	Purchase DC	Restriction
Feeblers		
Hold-out Pistol	11	Lic (+1)
Pistol	14	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	17	Lic (+1)
Heavy Rifle	18	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	18	Lic (+1)
SMG	17	Res (+2)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)
Flabbergasters		
Hold-out Pistol	11	Lic (+1)
Pistol	14	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	17	Lic (+1)
Heavy Rifle	18	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	18	Lic (+1)
SMG	17	Res (+2)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)
Imprecators		
Hold-out Pistol	13	Lic (+1)
Pistol	15	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	17	Lic (+1)
Heavy Rifle	18	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	18	Lic (+1)
SMG	17	Res (+2)
HMG	23	Mil (+3)
Auto Cannon	25	Mil (+3)

Weapon	Purchase DC	Restriction
Incinerators		
Rifle	19	Mil (+3)
Munders		
Hold-out Pistol	10	Lic (+1)
Pistol	13	Lic (+1)
Heavy Pistol	15	Lic (+1)
Rifle	14	Lic (+1)
Heavy Rifle	16	Lic (+1)
Assault Rifle	17	Res (+2)
Sniper Rifle	16	Lic (+1)
SMG	16	Res (+2)
HMG	21	Mil (+3)
Auto Cannon	23	Mil (+3)
Neurolizers		
Hold-out Pistol	11	Lic (+1)
Pistol	14	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	17	Lic (+1)
Heavy Rifle	18	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	18	Lic (+1)
SMG	17	Res (+2)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)
Paralyzer		
Hold-out Pistol	11	Lic (+1)
Pistol	14	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	17	Lic (+1)
Heavy Rifle	18	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	18	Lic (+1)
SMG	17	Res (+2)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)



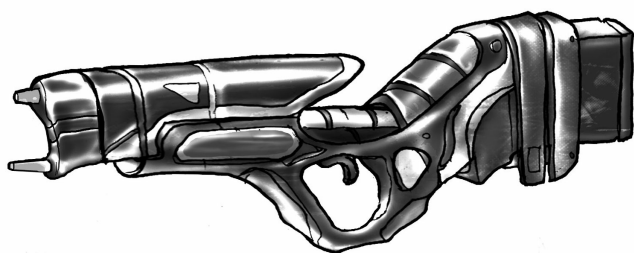
Weapon	Purchase DC	Restriction
Shockers		
Hold-out Pistol	12	Lic (+1)
Pistol	14	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	16	Lic (+1)
Heavy Rifle	17	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	17	Lic (+1)
SMG	17	Res (+2)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)
Stunners		
Heavy Pistol	13	Lic (+1)
Rifle	15	Lic (+1)
Heavy Rifle	17	Res (+2)
Auto Cannon	18	Mil (+3)
Stupers		
Hold-out Pistol	11	Lic (+1)
Pistol	14	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	17	Lic (+1)
Heavy Rifle	18	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	18	Lic (+1)
SMG	17	Res (+2)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)

Weapon	Purchase DC	Restriction
Tanglers		
Heavy Pistol	12	Lic (+1)
Rifle	14	Lic (+1)
Heavy Rifle	16	Lic (+1)
Auto Cannon	17	Mil (+3)
Tranquilizers		
Heavy Pistol	14	Lic (+1)
Rifle	15	Lic (+1)
Heavy Rifle	16	Lic (+1)
Auto Cannon	17	Mil (+3)
Vindicators		
Hold-out Pistol	13	Lic (+1)
Pistol	15	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	17	Lic (+1)
Heavy Rifle	18	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	18	Lic (+1)
SMG	17	Res (+2)
HMG	23	Mil (+3)
Auto Cannon	25	Mil (+3)
Wasters		
Hold-out Pistol	11	Res (+2)
Pistol	14	Res (+2)
Heavy Pistol	16	Res (+2)
Rifle	17	Res (+2)
Heavy Rifle	18	Res (+2)
Assault Rifle	18	Mil (+3)
Sniper Rifle	18	Res (+2)
SMG	17	Mil (+3)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)



Firearm Battery	Purchase DC	Restriction
Mini	3	None
Pistol	4	None
Pistol Plus	6	None
Rifle	6	None
Rifle Plus	9	None
Max	10	None
Max Plus	13	None

Firearm Accessories	Purchase DC Modifier	Restriction
DRP 5	+15	Lic (+1)
DRP 10	+25	Res (+2)
DRP 15	+35	Mil (+3)
DRP 20	+45	Mil (+3)
Dispel Resistance +5	+10	Lic (+1)
Dispel Resistance +10	+15	Res (+2)
Distance	+10	-
Hardening	+5	-
Nondetection 15	+5	Res (+2)
Nondetection 20	+10	Res (+2)
Nondetection 25	+15	Mil (+3)
Nondetection 30	+20	Mil (+3)
Seeking	+15	-
Signature	+5	-
Speed	+25	-
Spell Focus +2	+10	-
Spell Focus +4	+15	-
Spell Pen +2	+10	-
Spell Pen +4	+15	-
True Seeking	+25	-
Woe	+15	Res (+2)



Munder Magazine	Purchase DC	Restriction
Hold-out Pistol	3	Lic (+1)
Pistol	4	Lic (+1)
Heavy Pistol	4	Lic (+1)
Rifle	5	Lic (+1)
Heavy Rifle	5	Lic (+1)
Assault Rifle	6	Res (+2)
Sniper Rifle	4	Lic (+1)
SMG	6	Res (+2)
HMG	7	Mil (+3)
Auto Cannon	10	Mil (+3)



Firearm Accessories	Purchase DC	Restriction
Bipod	7	-
Concealment holster	5	-
Darkvision Scope	14	-
Holster	3	-
Lowlight Scope	12	-
Rifle Sheath	4	-
Silencer	12	Mil (+3)
Targeter	15	-
Telescope +10	5	-
Telescope +20	7	-
Telescope +30	9	-
Telescope +40	11	-
Telescope +50	13	-
Tripod	9	-
Visual suppressor	14	Mil (+3)

Weapon	Purchase DC	Restriction
Concussors		
Hold-out Pistol	12	Lic (+1)
Pistol	14	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	16	Lic (+1)
Heavy Rifle	17	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	17	Lic (+1)
SMG	17	Res (+2)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)
Disruptors		
Hold-out Pistol	10	Lic (+1)
Pistol	13	Lic (+1)
Heavy Pistol	15	Lic (+1)
Rifle	14	Lic (+1)
Heavy Rifle	16	Lic (+1)
Assault Rifle	17	Res (+2)
Sniper Rifle	16	Lic (+1)
SMG	16	Res (+2)
HMG	21	Mil (+3)
Auto Cannon	23	Mil (+3)
Inflictors		
Hold-out Pistol	13	Lic (+1)
Pistol	15	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	17	Lic (+1)
Heavy Rifle	18	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	18	Lic (+1)
SMG	17	Res (+2)
HMG	23	Mil (+3)
Auto Cannon	25	Mil (+3)



Weapon	Purchase DC	Restriction
Negators		
Pistol	15	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	16	Lic (+1)
Heavy Rifle	17	Lic (+1)
Sniper Rifle	17	Lic (+1)
Auto Cannon	24	Mil (+3)
Psiburners		
Hold-out Pistol	12	Lic (+1)
Pistol	14	Lic (+1)
Heavy Pistol	16	Lic (+1)
Rifle	16	Lic (+1)
Heavy Rifle	17	Lic (+1)
Assault Rifle	18	Res (+2)
Sniper Rifle	17	Lic (+1)
SMG	17	Res (+2)
HMG	22	Mil (+3)
Auto Cannon	24	Mil (+3)
Screamers		
Pistol	18	Res (+2)
Rifle	20	Res (+2)



Psionic Firearm Crystals	Purchase DC	Restriction
Mini	3	None
Pistol	4	None
Rifle	6	None

Grenade	Purchase DC	Restriction
Bane	12	Lic (+1)
Blast	16	Mil (+3)
Captivation	15	Res (+2)
Caustic	17	Mil (+3)
Chaos	18	Mil (+3)
Confusion	13	Res (+2)
Dark	10	Lic (+1)
Dispel	18	Res (+2)
Fear	13	Res (+2)
Flash	12	Lic (+1)
Frigid	17	Mil (+3)
Glimmer	12	-
Glitter	13	Lic (+1)
Gravitic	17	Mil (+3)
Grease	13	Lic (+1)
Holy	18	Mil (+3)
Incendiary	17	Mil (+3)
Justice	18	Mil (+3)
Knockout	16	Res (+2)
Lightning	17	Mil (+3)
Mute	13	Lic (+1)
Radiant	6	-
Smoke	10	-
Solar	18	Mil (+3)
Sonic	17	Mil (+3)
Stun	15	Res (+2)
Tangle	14	Res (+2)
Tear Gas	12	Res (+2)
Tentacle	15	Mil (+3)
Toxic	22	Mil (+3)
Unholy	18	Mil (+3)

Minirocket	Purchase DC	Restriction
Bane	13	Mil (+3)
Blast	17	Mil (+3)
Captivation	16	Mil (+3)
Caustic	18	Mil (+3)
Chaos	19	Mil (+3)
Confusion	14	Mil (+3)
Dark	11	Mil (+3)
Dispel	19	Mil (+3)
Fear	14	Mil (+3)
Flash	13	Mil (+3)
Frigid	18	Mil (+3)
Glimmer	13	Mil (+3)
Glitter	14	Mil (+3)
Gravitic	18	Mil (+3)
Grease	14	Mil (+3)
Holy	19	Mil (+3)
Incendiary	18	Mil (+3)
Justice	19	Mil (+3)
Knockout	17	Mil (+3)
Lightning	18	Mil (+3)
Mute	14	Mil (+3)
Radiant	7	Mil (+3)
Smoke	11	Mil (+3)
Solar	19	Mil (+3)
Sonic	18	Mil (+3)
Stun	16	Mil (+3)
Tangle	15	Mil (+3)
Tear Gas	13	Mil (+3)
Tentacle	16	Mil (+3)
Toxic	23	Mil (+3)
Unholy	19	Mil (+3)

EXPLOSIVES PURCHASE DCS

Bomb	Purchase DC	Restriction
Blast, small	20	Mil (+3)
Blast, large	26	Mil (+3)
Blast, huge	31	Mil (+3)
Caustic, small	22	Mil (+3)
Caustic, large	27	Mil (+3)
Caustic, huge	31	Mil (+3)
Chaos, small	23	Mil (+3)
Chaos, large	28	Mil (+3)
Chaos, huge	31	Mil (+3)
Fear, small	15	Mil (+3)
Fear, large	18	Mil (+3)
Fear, huge	19	Mil (+3)
Frigid, small	22	Mil (+3)
Frigid, large	27	Mil (+3)
Frigid, huge	31	Mil (+3)
Holy, small	23	Mil (+3)
Holy, large	28	Mil (+3)
Holy, huge	31	Mil (+3)
Incendiary, small	22	Mil (+3)
Incendiary, large	27	Mil (+3)
Incendiary, huge	31	Mil (+3)
Justice, small	23	Mil (+3)
Justice, large	28	Mil (+3)
Justice, huge	31	Mil (+3)
Knockout, small	16	Mil (+3)
Knockout, large	19	Mil (+3)
Knockout, huge	20	Mil (+3)
Lightning, small	22	Mil (+3)
Lightning, large	27	Mil (+3)
Lightning, huge	31	Mil (+3)
Mute, small	14	Mil (+3)
Mute, large	17	Mil (+3)
Mute, huge	19	Mil (+3)

Bomb	Purchase DC	Restriction
Smoke, small	15	Mil (+3)
Smoke, large	17	Mil (+3)
Smoke, huge	18	Mil (+3)
Solar, small	23	Mil (+3)
Solar, large	28	Mil (+3)
Solar, huge	31	Mil (+3)
Sonic, small	22	Mil (+3)
Sonic, large	27	Mil (+3)
Sonic, huge	31	Mil (+3)
Tentacle, small	21	Mil (+3)
Tentacle, large	26	Mil (+3)
Tentacle, huge	30	Mil (+3)
Toxic, small	23	Mil (+3)
Toxic, large	29	Mil (+3)
Toxic, huge	33	Mil (+3)
Unholy, small	23	Mil (+3)
Unholy, large	28	Mil (+3)
Unholy, huge	31	Mil (+3)

Rocket	Purchase DC	Restriction
Bane	14	Mil (+3)
Blast	19	Mil (+3)
Caustic	20	Mil (+3)
Chaos	21	Mil (+3)
Frigid	20	Mil (+3)
Holy	21	Mil (+3)
Incendiary	20	Mil (+3)
Justice	21	Mil (+3)
Knockout	19	Mil (+3)
Lightning	19	Mil (+3)
Mute	16	Mil (+3)
Smoke	13	Mil (+3)
Solar	21	Mil (+3)
Sonic	20	Mil (+3)
Tentacle	18	Mil (+3)
Toxic	25	Mil (+3)
Unholy	21	Mil (+3)

Armor Special Abilities	Purchase DC Modifier	Restriction
Aeronautic	+18	Lic (+1)
Anti-Chaos Screen	+8	-
Anti-Evil Screen	+8	-
Anti-Good Screen	+8	-
Anti-Law Screen	+8	-
Blessed	+8	-
Blinking	+23	Lic (+1)
Blur	+18	Lic (+1)
Chill Screen	+43	Mil (+3)
Deflection Screen +1	+8	-
Deflection Screen +2	+13	-
Deflection Screen +3	+18	-
Deflection Screen +4	+23	-
Deflection Screen +5	+28	-
Dexterity +2	+13	-
Dexterity +4	+23	-
Dexterity +6	+33	-
Dispel Resistance +5	+8	Lic (+1)
Dispel Resistance +10	+13	Lic (+1)
Displacement	+28	Lic (+1)
Empowering	+48	Mil (+3)
Endurance +2	13	-
Endurance +4	+23	-
Endurance +6	+33	-
Enlarging	+23	Res (+2)
Entropic Screen	+13	Res (+2)
Favored +1	+8	-
Favored +2	+13	-
Favored +3	+18	-
Favored +4	+23	-
Favored +5	+28	-

Armor	Equipment Bonus	Nonprof. Bonus	Purchase DC	Restriction
Protective Clothing				
Level 1	+2	+2	12	-
Level 2	+4	+2	14	-
Level 3	+6	+2	16	-
Safety	+8	+4	18	-
Hazard	+10	+4	20	Lic (+1)
Security	+12	+4	22	Res (+2)
Riot	+14	+6	25	Mil (+3)
Blast	+16	+6	27	Mil (+3)
Combat	+18	+8	31	Mil (+3)
Blast	+20	+8	33	Mil (+3)

Armor Special Abilities	Purchase DC Modifier	Restriction
Fire Screen	+43	Mil (+3)
Floating	+8	-
Freedom	+33	Lic (+1)
Invisibility	+23	Mil (+3)
Jumping	+8	-
Levitation	+13	-
Misdirecting	+18	Res (+2)
Negative Energy Protection	+23	Lic (+1)
Nondetection	+13	Mil (+3)
Quickness	+8	-
Reducing	+23	-
Sanctuary	+8	-
Sealed	+23	-
Shielding	+33	-
Signature	+8	-
Speed	+23	-
Spider Climbing	+8	-
Strength +2	+13	-
Strength +4	+23	-
Strength +6	+33	-
Water Breathing	+13	-
Water Walking	+13	-

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