

# ***ONE THOUSAND AND ONE SCIENCE FICTION WEAPONS***



**d20**  
system

***BY JAMES THOMSON***

*plain  
brown  
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games*

# ***1001 SCIENCE FICTION WEAPONS***

by James Thomson  
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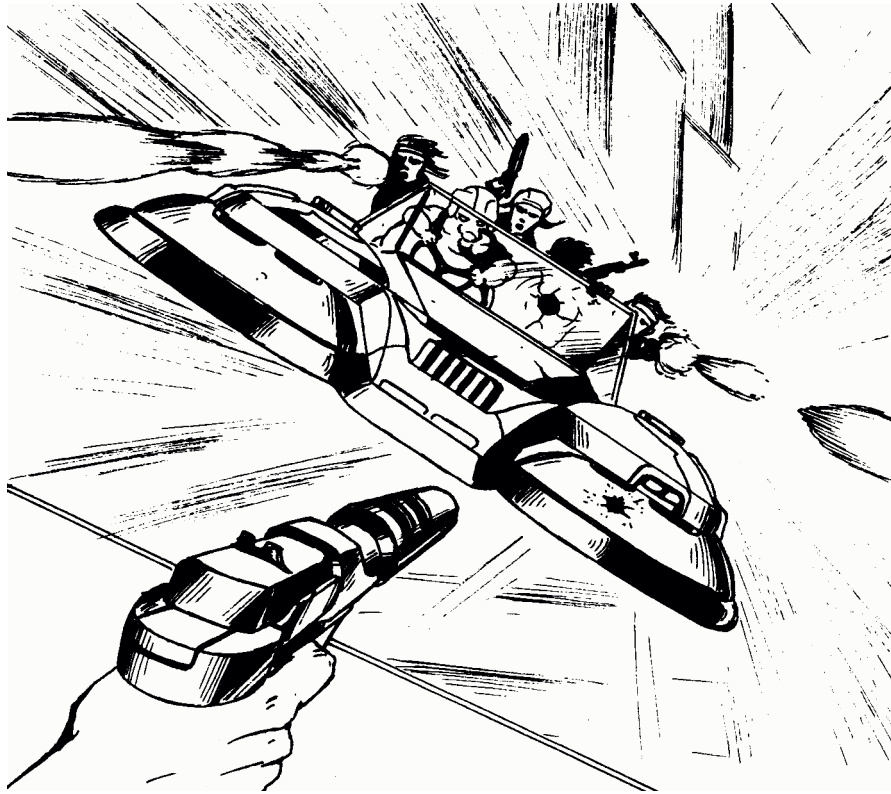
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# Introduction



From the Dawn of Time, human beings have ceaselessly quested for new and interesting things to bash one another with. In the spirit of this bold and noble endeavor, I present you here with no less than One Thousand and One new implements of bloody carnage, for all your science-fiction savagery needs. The future is a marvelous time to hurt people, and I applaud your decision to use it as a setting for your campaign. How can we be of service?

## What You Will Find in This Book

Game statistics for one thousand and one weapons. In cases where a given weapon is likely to be widely used I have provided a basic version and then a few variants, so that if everyone in your game is running around with, say, Blaster Pistols, they won't all have to carry the same model.

## What You Won't Find in This Book

You won't find materials relating to any specific game universe--I want you to be able to adapt this material as freely as possible to your own campaigns, so I have done my best to avoid using specific backgrounds for any of these weapons. There are one or two places where I couldn't resist, but for the most part they are

totally generic.

Nor are there a lot of new rules to clutter up your game. We have a few new feats and Weapon Proficiencies, but no more than are absolutely required. Nothing here will force you to change any existing game mechanics. Ideally you should be able to fit these weapons into your game without anything but the Player's Handbook. A number of these weapons affect the mind, but you won't need the Psionics Handbook to use them. You won't even need D20 Modern (although the weapons in this book are all perfectly compatible with it).

You also won't find any attempt on my part to be absolutely comprehensive. I've provided you with weapons that I thought you might find fun and amusing, without trying to work out every last possible permutation and combination. Frankly, the Double-Bladed Chainsword is silly enough--do you really want me to come up with a "Chain-Axe" or a "Chain-Halberd" and make it even sillier? Nor would I try to rip you off by making a "Chain-Broadsword" a "Chain-Longsword" and a "Chain-Bastard Sword" and calling them three different weapons. It's my intention to give you the greatest possible mayhem for your dollar.

## Using these materials in your SF D20 Campaign

The weapons listed here aren't intended for any one particular science fiction campaign setting—that's why so many of them have such generic names. Rather, they are intended as a toybox you can pick and choose from. The items you like should fit seamlessly into your campaign and you can leave out the rest.

There may be places in the text where I suggest that a particular type of defense would work particularly well against a given weapon (for example I mention that there are types of reflective armor out there which will protect against lasers). These are only suggestions, entirely up to the DM to interpret. There are no defensive devices and no armor in this book—just weapons.

It is not inconceivable that a single science fiction universe might contain every one of the weapons listed here, but my intentions are really just to give you the widest possible list to choose from.

## Game Balance and Massive Firepower

It's tough to maintain game balance when your players have access to hideously powerful weapons. As a general rule, the best way to combat the problem is to give their opponents the same kind of hardware, or better yet, different but equally powerful hardware (which of course is a lot easier to find when you have 1001 options to choose from). This does have a tendency to shift the focus of the game from the characters to their machinery, but then again a lot of science fiction is actually like that.

Still, let's face it—some of these weapons aren't really intended for Player Characters to lug around in their knapsacks. Alien artifacts gathering space-dust at the bottom of nameless ruins, or the twisted fruits of Mad Science, these items are really more suitable for cackling arch-villains, crazed cybernetic intelligences or Martian invaders to have in their arsenals.

Less civic-minded Space Heroes may decide to keep Doctor Ghastly's Diabolical Atomic Ray instead of destroying it or turning it over to the Ministry of Space. How to keep them from using it to blackmail the world themselves (or at least to win barroom brawls)?

One good way is to make it either impossible or prohibitively expensive to replace a Wonder Weapon's power source. To keep your players from feeling jerked around when you do this, I've already done it for you. So if you're wondering why so many of the most powerful weapons in this book have such limited and/or expensive ammunition, that's why.

Any weapons powerful enough to disrupt a whole campaign (or to be the focus of one) are clearly marked as such in the text. It is still a good idea to

carefully consider the effect that a given weapon will have on your game before you introduce it. This is actually easier to do than most manuals on Gamemastering claim. A little foresight and you'll be fine.

## A Few Words About Money

Money is a crucial element of most Science Fiction campaigns. If anything, SF games are even more money-driven than fantasy games, since more equipment is for sale and it can do more for you.

The precise cost of an item that a character wants can have a big effect on the decisions they make, so the DM should feel free to fiddle with any and all of the prices given here. These are approximations, based on what things might be like in a typical "Space Opera" universe in a society not too unlike our own. Your universe (or the demands of your plot) could be very different

You may notice that all prices are listed in "Units." What's a Unit? It's a generic unit of currency, equal in value to roughly 1 American Dollar, or one Silver Piece. I frankly don't know what kind of currency you'll use in your game, whether you'll call it "Credits" or "new-Dollars" or "Neo-Yen", so I thought I'd just give it to you in the equivalent of SP and let you take it from there.

Most D20 science fiction roleplaying games use actual money instead of the D20 Modern system of Purchase DCs. This is to be expected, since most science fiction heroes, like their fantasy counterparts, are shabby characters who don't have 401 K plans or Savings Accounts to keep track of, and whose fortunes rise and fall dramatically with their adventures. Their wealth is easy to keep track of, without getting bogged down in the details of interest rates and escrow.

For those of you who find it easier to use Purchase DCs (or who are operating in a game environment where it just makes more sense to do it this way) I have provided purchase DCs on each of the weapons in this book. However, they are even more fluid and approximate than the listed prices. The Purchase DCs in D20 Modern are based on a set of common assumptions about the world that you can't really make about most science fiction settings. In an SF game, how tough it is to acquire a given weapon depends largely on what kind of world you are living in.

One society might license firearms so strictly that anyone as shady as a typical Player Character would have to buy them on the black market. Another might sell hand grenades in vending machines at the airport. It's all up to the DM, ultimately, although I'm happy to give you some guidelines.

## A Word About Tech Levels (and why we

## don't have them)

Do hand-held particle accelerators first appear before or after microwave weapons? Does the antimatter rifle make its first appearance on the battlefield before fusion pistols? After them? At the same time? Will new advances in recoil compensation give us a whole generation of super-high-caliber slugthrowers? Will new advances in propellant instead give us a whole generation of ultra-light, super-fast bullets?

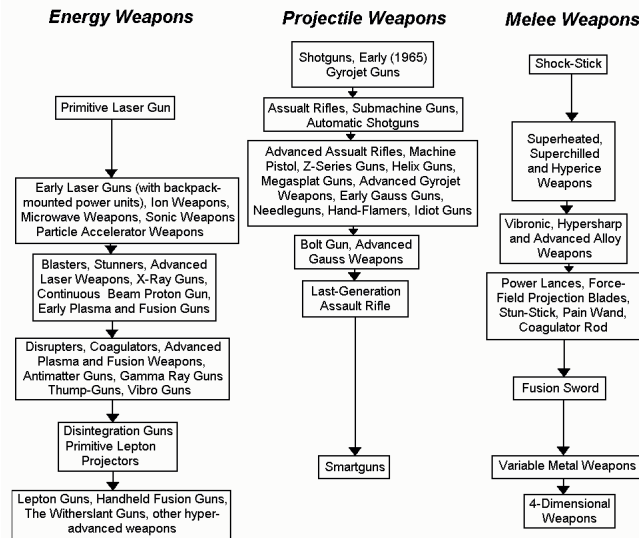
The answer to all these questions is, frankly, who knows? Nobody can make anything more than a few vague educated guesses at the future of firearms technology and once we start to get into energy weapons, the waters grow even murkier.

Frankly it should be up to the DM to decide what kinds of futuristic weapons are available to the players. This book is meant to give the DM more

options, not tie their hands. In some campaigns projectile weapons will still be in use in the 40th century. In others you'll see phasers and matter transmission by the mid 22nd.

With that said, it does seem clear that some of these weapons are more advanced than others. We list, for example, primitive laser guns and then later, more effective models. It also seems clear that things like antimatter rifles and lepton projectors should appear considerably later than, say, shotguns and grenade launchers.

The following chart lays out a loose, tentative future history of weapons-enough to keep things from getting confusing, but not enough to slave the DM to a single rigid technological track. Please note that in some futures many of these weapons are never developed, or developed in some unusual sequence.



## A Word About Silly Weapons

There are so many weapons in this book that at least one of them is bound to seem dorky to you. In some cases it's intentional—the Freeze Cannon and the Atomic Ray are intended for a particular style of B-Movie camp SF. With others it's more a question of taste.

If the Vibro-Claws or the Flying Buzzsaw Blade seem goofy to you, what can I say? I assure you, there's some guy out there in a *Slayer* tee-shirt who thinks they're the best thing I've come up with, and I want him to enjoy this book, too. I make no excuses, but you can have my apologies, if you want them.

## Using These Weapons in Your Own Work

How much of this book is Open Game Content? All of it! You can use the stats for these weapons however you like. Feel free to put them in your own published adventures and sourcebooks. If you use the name of a named weapon ("the Hermatrode" for example, or the "Tuff-Hammur") then I would greatly appreciate it if you would mention me and this book in the acknowledgments. Quite frankly, I want the broader gaming community to be able to make good use of this material and I want it to get as much exposure as possible. The only use of this work that I would object to would be if you were to take a bunch of my weapons and try to sell them as a weapon sourcebook of your own, or use the descriptive passages I've slaved over without mentioning me in the credits.

# Extra Feats and Skills

We'll try to keep these to an absolute minimum—the whole philosophy of this book is to clutter up your game with as few new rules as possible. Those of you who play D20 Modern won't have to adopt any new

feats or skills at all—they're adapted directly from that book. The only completely original one is the feat "Yo-yo Tricks", which I don't imagine a lot of you are going to feel forced to use.

## New Feats

### Burst Fire

Prerequisites: Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using an automatic firearm which holds at least five bullets, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deals out +2 dice of damage. Firing a burst uses up five shots and can only be done if the weapon has at least five rounds left in it.

Normal: Autofire uses ten bullets, targets everything in a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: Some firearms have burst settings that use less than five rounds. If they are using one of these weapons, a character with the Burst Fire feat can launch a burst at a single target that uses up however many rounds the weapon requires to count as a "Burst". So if the weapon fires four-round bursts they only need to use up four rounds of ammunition, if it fires three round bursts they only need to use up three rounds and so forth.

### Yo-Yo Tricks

This feat allows you to perform amusing tricks with a yo-yo. Make a Reflexes Saving Throw vs. DC 10 every time you use the feat. If you succeed, you have probably delighted any kids in the vicinity and made any adults present wonder if you have wasted your life (but at least you didn't waste it on roleplaying games!)

At the DM's discretion, a successful yo-yo tricks roll may add a +2 to a reaction roll or subject it to a -2 penalty, depending on who you are trying to impress. Many of you may be asking "what the Hell is this feat even doing in this book?" I can only suggest that you read on.

### New Weapon Proficiencies

A few of these are required to keep track of all the new types of weapons—we're introducing in this book. It wouldn't really work to just class everything more advanced than a crossbow as an "exotic" weapon.

#### Slugthrower Weapons (Called "Personal Firearms" in the D20 Modern rules)

This proficiency covers any weapon smaller than a rocket launcher that spits out projectiles. Everything from a derringer to a .44 Magnum to a double-barreled shotgun to an AK-47 is covered by this proficiency. Gyrojet weapons are so similar in shape and function to conventional bullet-launching guns that they are covered by the same proficiency, as are Gauss Weapons.

There are still a few heavy squad-support weapons that fire projectiles, but require specialized training to use. Missile launchers and heavy machine guns, for example. These weapons require specific "Exotic" ranged weapon proficiencies.

#### Energy Weapons

This proficiency covers most weapon that use a beam or bolt of energy to damage the target. Lasers, blasters, ion weapons, microwave guns, etc. Sonic weapons and stunners also fall into this category.

A few energy weapons require additional specialized training to use. Some of them are heavy weapons like laser cannons or fusion guns, others are just so alien that they're radically unfamiliar to most player characters. These weapons require specific "Exotic" ranged weapon proficiencies, and are clearly marked as such in the text.

#### If you own a copy of D20 Modern

These weapon proficiencies are compatible with D20 Modern, but simplified a little. There is, for example, no separate category for "Archaic" Melee Weapons. I want you to be able to adapt these new weapons freely into whatever style of campaign you like, and who knows what kinds of melee weapons might be



“archaic” in a given campaign world? It’s simpler just to break it down the way the Players’ Handbook and the Dungeon Master’s Guide do it—into Simple,

Martial and Exotic Melee Weapons.

## New Skills

### Demolitions (Int)

Trained Only

**Check:** Setting a simple explosive to blow up at a certain spot doesn’t require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

**Set Detonator:** Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character’s DC to set the detonator is equal to the disarm DC.

**Place Explosive Device:** Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure’s construction.

The DM makes the check (so that the character doesn’t know exactly how well they have done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

**Disarm Explosive Device:** Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

**Special:** A character can take 10 when using the Demolitions skill, but can’t take 20.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks. A character without a demolitions kit takes a –4 penalty on Demolitions checks.

Making an explosive requires the Craft (chemical) skill. See that skill description for details.

**Time:** Setting a detonator is usually a full-round

action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

### Repair (Int)

Trained Only (But see “Jury Rig” option below)

**Check:** Allows the character to repair mechanical or electronic devices. The DC is set by the DM, taking the individual circumstances into account. The amount of time required to repair a weapon or device is also strictly at the DM’s discretion.

Most simple repairs have a DC of 10 to 15 and require no more than a few minutes to complete. More complex repair work can have a DC of 20 or higher and require an hour or more. Making repairs may also cost money, at the DM’s discretion (if spare parts are required).

**Jury-Rig:** A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the Repair check DC by 5, and allows the character to make the checks in a single round. This is the usual technique a character would use to clear a jammed weapon. It can be used untrained, at the usual –4 penalty.

A jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current encounter. The jury-rigged object must be fully repaired thereafter, at the full time and cost.

A character can also use the jury-rig option to hot-wire a car or jump-start an engine. The DC for this is at least 15, and it can be higher depending on whether or not the vehicle is equipped with security devices. The DM has the final say.

If you fail a Repair Roll, you are normally free to roll again, although this is at the DM’s discretion. The DM may decide that a failed Repair check has some sort of negative effect on the device that prevents repeated checks.

**Special:** A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can take 10, but can’t take 20.

Repairing a device requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character does not have the appropriate tools, he or she takes a –4 penalty on the check. The sole exception to this rule is clearing a

jammed weapon with a jury rig, which can be done by hand at no penalty.

Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices.

## Organic Weapons

Some civilizations develop technologies that revolve exclusively around bio-engineering. They grow living houses, living tools and weapons, sometimes even living starships.

Bio-technology can be unnerving to use. Tools breathe or shed dandruff or pulse warmly in your grasp. Weapons may need to be fed, or be prone to flatulence, skin rashes and/or nameless sticky secretions. Bio-tech also tends to be relatively ineffective in a vacuum-most of these weapons can't survive the rigors of space any better than the characters who wield them.

Most Player Characters hail from worlds that take more familiar technological paths, so the weapons listed below will largely be found in the hands of NPCs. If a Player Character picks up a bio-weapon, the DM should make an effort to bring across a sense of its strangeness

Please note that while a lot of these weapons are effectively Constructs in game terms, by no means all of them are. Some biological weapons have enough brain-power to make limited decisions on their own, while others are just tools made of meat. At times the distinction can be confusing. Most Scuttlebombs, for example, have to track targets and find their way across uneven terrain. This requires enough moxie that it's best to treat them as biological Constructs. Most Living Torpedoes, on the other hand, require no more wits than are required to glide over to a target square and explode. In game terms, they're effectively self-propelled grenades, not constructs. Check carefully before using a biological weapon in combat to see which type it is. It will help prevent a lot of needless confusion.

## Organic Melee Weapons



### Disposable Organic Blade

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 275 Units

**Tentative Purchase DC:** 13 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** --

**Rate of Fire:** Can only be used once.

**Damage:** 1d4 Slashing (19-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 7

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Scabbard (costs 25 Units, weighs 1/2 pound)

**Description:** A purely organic blade, made from a substance like chitin or a claw. The handle is

uncomfortably warm and throbs faintly in the user's hand. The blade can be used as many times as you like and then disposed of. Twist the bulb on the bottom, dislocate the tiny bones under its skin and it will melt away into a pungent smelling stain within a minute. It is utterly undetectable by any sensor-system that isn't specifically designed to look for organic weapons--it even mimics the user's scent.

### Disposable Organic Blade, Venomous

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** --

**Magazine:** 6 Doses of Venom

**Rate of Fire:** Can only be used once.

**Damage:** 1d4 Slashing (19-20 x2), make a Fortitude Save vs. DC 20 or take 3d8 additional damage from poison.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 7

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Scabbard (costs 15 Units, weighs 1/2 pound)

**Description:** Another disposable organic blade, this one with a sack full of venom. There is enough poison for six injections. It takes the blade 3 hours to generate a new dose. You can use it as many times as you like, and then make it liquify itself. It completely evaporates, leaving only a greasy mark behind, in about forty seconds.

### Wriggleblade

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 250 Units

**Tentative Purchase DC:** 13 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** --

**Magazine:** Can be used 3 times (these uses can't be reloaded or replaced)

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 per round for 6 rounds Piercing (19-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 7

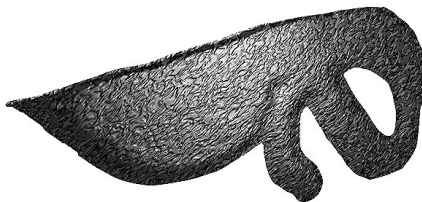
**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 14

**Special:** Continues to do 1d4 damage for 6 rounds unless somehow neutralized

**Accessories:** Scabbard (costs 15 Units, weighs 1/2 pound)

**Description:** A jointed bony spur, about the size of a stiletto. It breaks off in the victim's flesh and wriggles its way into their organs, doing 1d4 damage per round for six rounds unless someone makes a medical skill roll vs. DC 20 and fishes it out, all bloody and writhing. Eeww!



### Plague Blade

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** --

**Magazine:** Unlimited

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (19-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 7

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 14

**Special:** Infects the target with a vicious wasting disease. The victim must make a Fortitude Saving Throw vs. DC 15 or lose a point of Strength and one of Constitution per day for 4d6 days until they are cured by a doctor or reach 0 Constitution and die. Multiple blows will do more damage, but won't increase the effect of the disease.

**Description:** This one looks a lot like a small, sharp, twisted piece of antler. It can be used an effectively unlimited number of times without losing any of its hideous potency and can be set to dissolve into harmless, untraceable organic compounds within a minute. It does not, of course, show up on a metal detector.

### Plague Sword

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 3,750 Units

**Tentative Purchase DC:** 23 (usually illegal)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** Unlimited

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Piercing (19-20 x2)

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 16

**Special:** Infects the target with a vicious wasting disease. The victim must make a Fortitude Saving Throw vs. DC 15 or lose a point of Strength and one of Constitution per day for 4d6 days until they are cured by a doctor or reach 0 Constitution and die. Multiple blows will do more damage, but won't increase the effect of the disease.

**Accessories:** Scabbard (costs 30 Units, weighs 1 pound), Antidote Capsule (1/20th lb, costs 150 Units, holds 2 doses, negates effect of infection in 1-4 hours)

**Description:** A sword made of what looks like striated bone or polished horn. Strangely shaped and asymmetrical, it shifts and stretches itself to get

comfortable in the wielder's hand. It carries a limitless supply of viral disease, which the user becomes immune to in a week or so (21-Con days). If they accidentally hurt themselves with the sword before they have acquired an immunity to the virus, they will suffer its full effects.

### **Plague Wand**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** Unlimited

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special (Disease)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A small, dry living wand. It looks at first glance like a twig, but on closer examination it's more like a withered, impossibly long finger with too many joints. It breathes and twitches faintly when at rest. Anyone struck by the wand is infected with a vile disease unless they make a Fortitude Save vs. DC 20. The sickness incapacitates the victim in 1-10 rounds, reducing their Strength to a 1. Each day they suffer with the illness, they can make a Fortitude Saving Throw vs. DC 15 to shake off the effects. If they fail it three days in a row, they plunge into a fever and die. There are many other versions of this weapon, each of which generates its own strange disease. This one can serve as the basic template for dozens of others.

### **Tanglevine**

**Cost:** 350 Units

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 20

**Description:** A living plant-weapon. The tanglevine is

worn wrapped around the user's arm. When activated, its tendrils shoot out to a maximum length of 10 feet and entangle the target. Make a Touch attack, ignoring armor. If you score a hit, the Tanglevine has trussed up your opponent like a Christmas goose. An entangled character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4. They move at half speed, and of course can't move outside the Tanglevine's ten-foot range without first breaking loose from its clutches. To free yourself from the Tanglevine, take a full action and make either an Escape Artist or a Strength check vs. DC 20. An attack against the vine which does five hit points of damage will sever it, but if the blow misses there is a 50% chance that it will instead hit the entangled victim.



### **Venomous Bio-Sword**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 3,250 Units

**Tentative Purchase DC:** 22 (Often Unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 25 Doses of Venom

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Slashing (19-20 x2)

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 6

**DC required to break this item with a Strength**

**Roll:** 16

**Special:** Coated with a poison that does 2d8 additional damage unless the victim makes a Fortitude Save vs. DC 20

**Accessories:** Scabbard (costs 30 Units, weighs 1 pound)

**Description:** An odd, crooked sword shaped a little like a scimitar. Composed of a substance not unlike oyster shell, it glistens with toxin-saturated mucus. The sword holds twenty-five doses of venom. It takes four hours to generate another full load.

### **Venomous Bio-Spear**

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 3,500 Units



**Tentative Purchase DC:** 19 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 20 Feet if thrown

**“To Hit” Bonus:** --

**Magazine:** 30 Doses of Venom

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Piercing (20 x3), loaded with a toxin that does 2d8 additional damage unless the victim makes a Fortitude Save vs. DC 20

**Weight:** 6 pounds

**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** 13

**Description:** A short organic stabbing spear made of what looks like wood. The tip is jagged, black and stained with venom. It holds enough poison for about thirty strikes and takes roughly four hours to regenerate it. If damaged, it can regrow lost hit points at a rate of one per day. It feels warm to the touch, and pulses faintly if it likes you.

### Venomous Bio-Stabbing-Stick

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 3,075 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 20 Doses of Venom

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3), loaded with a toxin that does 2d8 additional damage unless the victim makes a Fortitude Save vs. DC 20

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 7

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 13

**Description:** A very short one-handed organic spear grown for close combat. No longer than a shortsword, it looks a lot like a jagged piece of wood. The sharp end is visibly smeared with toxic glop. The stabbing stick holds twenty doses of poison. It takes eight hours for it to grow another load. If damaged, it can regrow lost hit points at a rate of one per day.

### Flesheater Spike

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 17 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 15 Doses of Bio-Agent

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x2), then 1d6 disease per round until stopped

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** Contains a flesh-eating virus that does 1d6 damage per round until the victim either dies or makes a Fortitude Save vs. DC 20.

**Description:** A particularly loathsome biological weapon, this unsavory little chitinous spike is infected with a virulent flesh-eating virus that can liquefy a man in minutes. It releases its biological kill-load in a soupy broth and only holds enough for fifteen doses. It can grow another dose in six hours.



### Flesheater Blade

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 3,800 Units

**Tentative Purchase DC:** 23 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 6 Doses of Bio-Agent

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Piercing (19-20 x2) then 1d6 per round until stopped

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 7

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 14

**Special:** Contains a flesh-eating virus that does 1d6 damage per round until the victim either dies or makes a Fortitude Save vs. DC 20.

**Accessories:** Scabbard (costs 20 Units, weighs 1/2 pound), Antidote Capsule (1/20th lb, costs 150 Units, holds 2 doses, negates effect of the disease in 1-3 rounds)

**Description:** A jagged-looking organic sword, which resembles an ugly, crooked scimitar, covered with spikes and hooks. This ghastly weapon is tainted with a flesh-eating virus that can rot a full-sized human being into a pile of reeking glop in just a few minutes.

It's a good idea to check your hands for open cuts before you pick it up. The sword only holds six doses of the virus, but once it has been emptied it can produce a new dose in six hours. The virus has to get into the victim's bloodstream to be effective--just smearing the fluid on them won't do any harm.

### **Biological Claws**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12 (Often Unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** Unlimited

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Slashing (19-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 7

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** This handy set of claws attaches to the user's fingertips on a spidery biological armature that wraps around their hand. The claws are made of keratin, just like the claws you might find on a wild predator. They leave no metal residue and don't turn up on metal detectors. They do leave a DNA signature, but of course it's not the same DNA as the user.

### **Venomous Claws**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,925 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 10 Doses of Venom

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+2d6 Slashing/Poison (19-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 7

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** The claws inject a toxin that does 2d6 damage unless the victim makes a Fortitude Saving Throw vs. DC 20

**Description:** Artificial claws, made from real keratinous claw material. This model seeps poison into the wounds it makes. It holds ten doses of the

toxin and once it is exhausted it can regenerate one dose of poison every four hours.

### **Infectious Claws**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 2,125 Units

**Tentative Purchase DC:** 19 (Often Unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** Unlimited

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Slashing (19-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 7

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** The claws are tainted with disease. The victim must make a Fortitude Saving Throw vs. DC 15 or lose a point of Strength and one of Constitution per day for 4d6 until they are cured by a doctor or reach 0 Constitution and die. Multiple doses won't increase the effect of the disease.

**Description:** Artificial claws, grown from real keratinous fingernail tissue. Infected with a virulent pathogen, they are an excellent weapon for assassinations. They never run dry of disease.

### **Biological Katana**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** A gooey mass of wet tissue, with a thick, irregular organic blade poking out of the middle. It fits over the user's hand and grips tight. Stray tendrils coil up the wielder's arm. It works like a punch-dagger, and turns the user's fist into a stabbing blade. There is no metallic residue left in the wounds it makes and the device itself won't show up on metal detector.

### Infected Biological Katar

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 325 Units

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** Unlimited

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 8

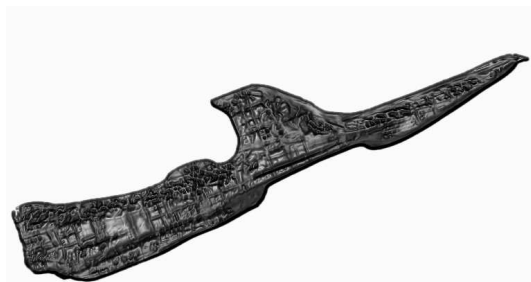
**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** Carries an infectious disease. The victim must make a Fortitude Saving Throw vs. DC 15 or lose a point of Strength and one of Constitution per day for 4d6 days until they are cured by a doctor or reach 0 Constitution and die. Multiple doses won't increase the effect of the disease.

**Accessories:** Antidote Capsule (1/20th lb, costs 350 Units, holds 2 doses, negates effect of the virus in 1 round)

**Description:** A biological punch-dagger, infected with a lethal disease. There is no limit to the number of people who can be infected with this weapon. It looks like a slimy wad of flesh with a fat organic blade poking out of the middle. It fits over the user's hand like a mitten.



### Psychoactive Spike

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x2). Make a Fortitude Save vs. DC 20 or hallucinate like crazy. See

description for more details

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** A short, sharp biological spike, made from a material a little like oystershell. In addition to stabbing damage, it doses the victim with a powerful hallucinogen, the effects of which last for 2d10 minutes. A Fortitude Saving Throw vs. DC 20 keeps the drug from taking effect (although the victim will still feel strange and may experience mild psychedelic phenomena that have no real effect on their skills or combat abilities). If the drug does take hold of them, they won't have any clear idea of what is happening to them and will behave unpredictably. They must make a Willpower Saving throw (DC 18) every round or roll on the following chart.

**1** Suddenly forget everything that has happened for the last 2-12 rounds. You will never recover these memories, and the experience is so disorienting that you are Stunned (as per the Monk special attack) this round, unable to take any useful action.

**2-4** Do nothing for 1 round. Stare passively off into space, look at the ground or close your eyes.

**5-6** Shout insane gibberish for a round, without moving from the spot where you are standing. You can take no other action unless attacked and you cannot be persuaded to shut up. This is likely to attract the wrong kind of attention.

**7** Verbally abuse the nearest creature, yelling deranged insults and accusations at them as loud as you can. Even characters who can't speak your language can tell that your tone is threatening. While obviously crazy, you may still get an aggressive or even homicidal reaction, depending on who you insult. If you are completely alone, yell angry gibberish instead, as described above.

**8-9** Attack nearest creature or moving object for 1 round. You will only attack obviously non-living objects if no living thing is within reach.

**10** Act normally for 1 round. You are not aware that you have been acting crazy. If attacked while insane, the victim can defend themselves normally, but unless they roll a 10 and "act normally", they are incapable of articulate communication. The spike can actually generate more doses of the drug, but it takes four hours for it to finish one.

### Death Thorn

**Size:** Fine (+12 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** Unlimited

**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 4d6 Nonlethal. The target must also make a Fortitude Save vs. DC 20 or die in 2-12 rounds. See description  
**Weight:** Effectively none  
**Armor Class:** 13  
**Hardness:** 0  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 10  
**Description:** One of the most feared assassination tools in existence. The death-thorn is small enough to hide in the palm of your hand, and more lethal than a blaster rifle. If hit, the victim immediately takes 4d6 Nonlethal Damage as the neurotoxins flood through their system. They must then make a Fortitude Saving Throw vs. DC 20, or they will die in 2-12 rounds. As death approaches, the victim will take an additional 1d4 nonlethal damage per round. There is effectively no limit to the number of people a death-thorn can kill--a lethal dose is microscopic so it never really depletes its supply.

### Paralysis Thorn

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)  
**Cost:** 490 Units  
**Tentative Purchase DC:** 15 (Often unavailable, often illegal)  
**Required Proficiency:** Simple  
**Handed:** Requires 1 hand to use  
**Range Increment:** --  
**“To Hit” Bonus:** --  
**Magazine:** 17  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** See description  
**Weight:** Effectively none  
**Armor Class:** 13  
**Hardness:** 0  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 10  
**Accessories:** Antidote Capsule (1/20th lb, costs 125 Units, holds 2 doses, negates effect of the drug in 1-4 rounds)  
**Description:** A tiny thorn saturated with 17 doses worth of a powerful paralytic agent. The victim must make a Fortitude Save vs. DC 20 or be paralyzed and helpless, unable to move or take any physical actions, for 2d10 rounds. The victim is perfectly aware of their surroundings, although unable to move. It is still possible for the victim to take purely mental actions, which might leave them a surprising number of combat options if the campaign makes use of psionics.

### Pain-Thorn

**Size:** Fine (+12 bonus to conceal with a “sleight of

hand” roll)  
**Cost:** 510 Units  
**Tentative Purchase DC:** 16 (Often Unavailable)  
**Required Proficiency:** Simple  
**Handed:** Requires 1 hand to use  
**Range Increment:** --  
**“To Hit” Bonus:** --  
**Magazine:** 15 doses  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 3d6 Nonlethal damage per round for 2-12 rounds. A successful Willpower Saving Throw vs. DC 20 will allow the victim to take half damage. Roll every round.  
**Weight:** Effectively none  
**Armor Class:** 13  
**Hardness:** 0  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 10  
**Special:** The target suffers a –4 penalty to all their rolls on every round they take damage. A Willpower Saving Throw vs. DC 20 reduces this penalty to –2.  
**Description:** This little black spine has been described as the key to the gates of Hell. It contains a nerve agent which causes indescribable pain, while doing no real damage. Few beings capable of experiencing pain will be able to remain conscious for more than a few seconds after being poked with this thorn.

### Rage Thorn

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)  
**Cost:** 525 Units  
**Tentative Purchase DC:** 16 (Often Unavailable)  
**Required Proficiency:** Simple  
**Handed:** Requires 1 hand to use  
**Range Increment:** --  
**“To Hit” Bonus:** --  
**Magazine:** 12  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** Make a Willpower Save vs. DC 20 or engage in random violent behavior. See description for details.  
**Weight:** Effectively none  
**Armor Class:** 13  
**Hardness:** 0  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 10  
**Special:**  
**Accessories:** Antidote Capsule (1/20th lb, costs 250 Units, holds 3 doses, negates effect of the drug in 1 round)  
**Description:** Anyone stuck with this thorn receives a dose of a powerful aggression-inducing agent and must make a Willpower Saving Throw every round (DC 20) for 4-40 rounds to keep from attacking the nearest target, whether friend or foe.



### Thorn of Madness

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)

**Cost:** 520 Units

**Tentative Purchase DC:** 16 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See description

**Weight:** Effectively none

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Antidote Capsule (1/20th lb, costs 450 Units, holds 2 doses, negates effect of the drug in 1-3 rounds)

**Special:** Make a Willpower Save vs. DC 18 or engage in weird random behavior. This effect lasts for 6-36 rounds

**Description:** Contains a psycho-active agent that scrambles the victim's higher cognitive functions, while leaving their motor skills largely intact.

A Fortitude Saving Throw vs. DC 20 keeps the drug from taking effect (although the victim will still feel strange and may experience mild psychedelic phenomena that have no real effect on their skills or combat abilities). If the drug does take hold of them, they must make a Willpower Saving throw (DC 18) every round or roll on the following chart.

**1** Wander away for 1 minute (unless prevented)

**2-4** Do nothing for 1 round. Stare passively off into space, look at the ground or close your eyes.

**5-6** Mutter random insane gibberish, clap hands, twitch and engage in other harmless but distracting crazy behavior for a round, without moving from the spot where you are standing.

**7-9** Attack nearest creature for 1 round

**10** Act normally for 1 round. You are not aware that you have been acting crazy.

If attacked while insane, the victim can defend themselves normally, but unless they roll a 10 and “act normally”, they are incapable of articulate communication

### Debilitation Thorn

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)

**Cost:** 530 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** Holds 14 doses

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See Description

**Weight:** Effectively none

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Antidote Capsule (1/20th lb, costs 150 Units, holds 2 doses, negates effect of the drug in 1 round)

**Description:** A tiny thorn saturated with a biochemical agent that robs muscles of their power. It can be easily concealed in the hand, inside a cigarette, in the tip of a pen, etc. It is of course totally invisible to metal detectors. The victim temporarily loses 3d6 Strength and 2d6 Constitution, down to a minimum of 1 point. A Fortitude Save vs. DC 25. reduces the damage to 1d6 from each stat.

The lost Strength and Constitution will slowly come back at a rate of one point per every full hour of rest.

### Brain-Rot Thorn

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)

**Cost:** 515 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See description

**Weight:** Effectively none

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Antidote Capsule (1/20th lb, costs 250 Units, holds 2 doses, negates effect of the drug in 1-8 rounds)

**Description:** A small, easily concealed spine which contains a neural agent designed to disrupt higher cerebral functions. If the victim fails a Fortitude Saving Throw vs. DC 18, they lose 3d6 Intelligence. A character with animal-like intelligence (3 or lower) can still recognize their friends and will follow them around to keep from feeling anxious and alone. They cannot speak or use tools in this condition.

Lost intelligence points return slowly. If the victim doesn't get the antidote or some kind of advanced medical help they will regain just one point of Intelligence per week.

### Motor Function Disruption Thorn

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)

**Cost:** 495 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 16

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See description

**Weight:** Effectively none

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Special:** Make a Fortitude Save vs. DC 18 or have your Dexterity reduced by 3d6 (to a minimum of 1) for 2d10 hours.

**Accessories:** Antidote Capsule (1/20th lb, costs 350 Units, holds 3 doses, negates effect of the drug in 1-4 rounds)

**Description:** Contains a neurotoxic agent that attacks the brain's motor functions. A character with a Dexterity of 2 or 1 can't walk or feed themselves and must make a Willpower Saving throw vs. DC 15 each time they try to speak, in order to correctly shape the words.

### The Black Stinger

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Can only be used once.

**Damage:** See description

**Weight:** Effectively none

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Special:** Make a Fortitude Save vs. DC 20 or die instantly. Even if they make their saving throw, they take 1d6 normal and 2d6 Nonlethal Damage.

**Description:** A small, sharp spine with a black poison sack attached. It contains one dose of the most rapidly-acting organic toxin in existence. Not the most potent-it actually requires a fairly sizable amount to produce a fatality, but the quickest. The victim usually dies within a second. This actually makes it a less than ideal tool for most assassinations, since the victim will collapse and die before the killer can get away from them.

### Nerve-Rot Thorn

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)

**Cost:** 535 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Target must make a Fortitude Saving Throw vs. DC 18 or suffer 1d6 permanent damage to their Dexterity per round for 2 rounds

**Weight:** Effectively none

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** This tiny thorn has been saturated with a toxin that permanently ravages the target's peripheral nervous system, destroying large chunks of their Dexterity. At the DM's discretion there may be futuristic medical treatments that can undo the damage done by a nerve-rot thorn.

The thorn itself is both small and brittle. It's small enough to hide in the palm of your hand or between your fingers, or for that matter in a victim's shoe. It tends to break off in the wound and probably won't be good for more than one successful attack (DM's discretion).

### Demon Eel

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** See description

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d4 Piercing (20 x2)

**Weight:** 6 pounds

**Armor Class:** 16

**Hardness:** 0

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** N/A

**Description:** A mindless, air-breathing eel-like animal, which spends most of its time asleep, coiled up around its owner's wrist. On command, it springs forward and takes a bite out of whoever its owner indicates. Then it snaps back into place. There are of course many possible variations on this theme. A

Demon Eel with poison saliva? One infected with a horrible disease? Depraved DMs should have no trouble devising their own unpleasant versions.

### **Electric Eel**

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 10

**Rate of Fire:** Once per round

**Damage:** 2d6 Electrical

**Weight:** 5 pounds

**Armor Class:** 15

**Hardness:** 0

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** N/A

**Description:** A slimy, sluglike animal, with no visible features, about a foot in length. It is born with its entire food supply already stored in its fat reserves and has no digestive tract. Most of its body volume is taken up with bioelectric organs, which generate a powerful jolt of electricity when the creature is stimulated. The sticky underside of the animal is quite safe to touch (if disgusting), and the creature is often worn around the user's wrist. Once it has exhausted its electric organs, it recharges at a rate of one shot per thirty minutes.

The "Electric Eel" lives for about six months. There may be other versions out there which eat food and last longer, but most users find it simpler to dispose of the unit once they are done with it.

“Electric eels” are also sometimes used for mines and booby traps. Concealed in the right place, they can give unwanted guests a nasty surprise.

### **Constrictor Eel**

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 80 Units

**Tentative Purchase DC:** 9 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** This weapon has ten feet of Reach

**“To Hit” Bonus:** --

**Magazine:** See description

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 5 pounds

**Armor Class:** 15

**Hardness:** 0

**Hit Points:** 6

**DC required to break this item with a Strength**

**Roll:** N/A

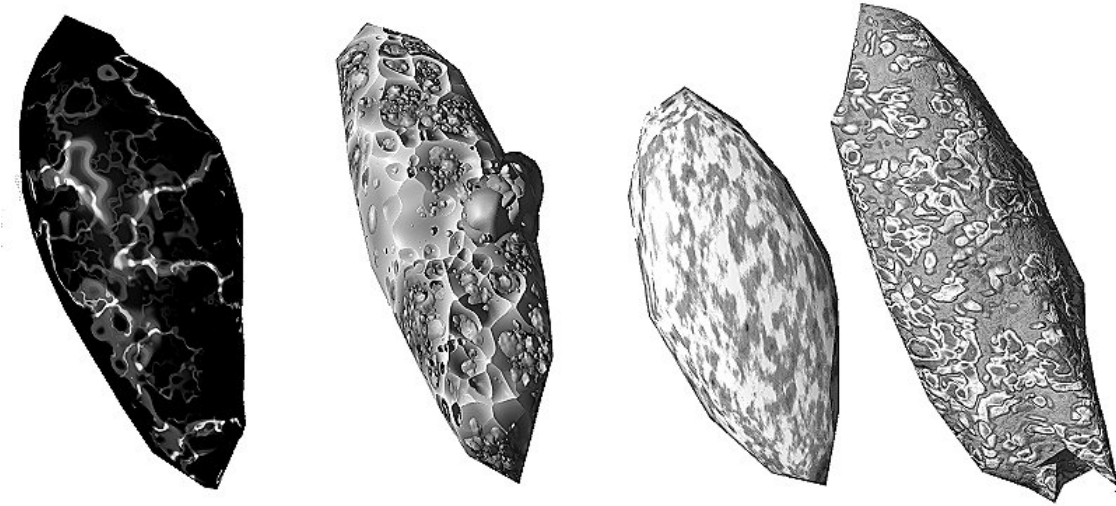
**Special:** Make a ranged touch attack, ignoring armor. With a successful hit the target is entangled by the eel. The eel does 1d6 bludgeoning damage per round, for 6 rounds, unless the Target somehow fights their way free. An entangled character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4 and cannot move out of the eel's reach. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or force their way free by making a Strength check vs. DC 20. Successfully forcing your way out of the Constrictor's clutches with a Strength roll does 1d3 damage to it.

**Description:** A long, fat, boneless animal, a little like a muscular slug. It's mottled skin is smooth, cool and dry. The constrictor generally bides its time wrapped around the user's arm. It can be concealed this way, but only if you wear very long, loose sleeves. When touched in just the right way, the constrictor lashes out and grapples the target of your choice, pinning and slowly crushing them.

It has no eyes or ears and only the simplest nervous system. It is immune to mind control attacks, fear, emotion control and illusions. It cannot survive in a vacuum. Poison, disease and other attacks which specifically target flesh will hurt it.

The eel is easy to care for. It has a small orifice at one end into which you place a large feeding pill every week or so. It lives for about six years, if regularly fed.

## Swarm-Pods, Spore Pods and Other Organic Splash Weapons



### Swarm Pod

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 325 Units

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks, but each pod can only be used once.

**Damage:** 1 point of Slashing damage per round to every living thing in a 15 foot radius

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 10 (goes off if broken)

**Special:** Affects everything in a fifteen-foot radius, unless their armor class is 20 or higher, in which case they take no damage. Does one point of damage every round, until they leave the area of its effect. There is no Saving Throw. Within the area of effect, visibility is reduced to 2 feet. Characters with two hit dice or less who are caught inside the radius must make a Willpower Saving Throw vs. DC 25 or flee at their maximum speed in a random direction for at least one round.

**Description:** A large, withered looking seed pod, about the color of a dirty traffic cone. When examined carefully, its surface seems to faintly writhe, as though

it were full of wriggling vermin. And of course it is. When the pod is hurled at the target, it bursts open and a cloud of biting, stinging, venomous insects engulfs everything within a ten foot radius. These are not normal insects--they have been specially bred for this task and they are far more aggressive and far better equipped to do damage to the target than most ordinary arthropods. It's like being engulfed by army ants, except that they have wings and their bite is worse.

Robots are not affected by the insects, although they can't see through them. Nor will the swarm attack inanimate objects (unless of course they're made of meat). It's completely useless to attack the swarm with anything but an area effect weapon. Nothing else does any damage to them at all.

The swarm will last for 3d6 minutes, unless it is dispersed by a high wind or killed by an area attack. Any area attack kills them--they have only one Hit Point each, so there's no point in making a Reflexes Saving Throw to see if they take half damage.

It is strictly the DM's call as to whether a given wind is strong enough to disperse the cloud. If you allow magic in your campaign, a "Gust of Wind" spell will do the trick. For the purposes of resisting poison and disease, the insects make Fortitude Saving Throws at a +5.

It's extremely dangerous to leave animals like this cluttering up the landscape, so the insects' preset lifespan is just a few minutes long. Once they emerge from their pod, the clock starts ticking. After 3d6 minutes, the swarm will break up and the insects will



start to die.

### **Vacuum Swarm-Pod**

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks, but each pod can only be used once.

**Damage:** 1 point Slashing damage per round to everything in a 15 foot radius

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 15 (goes off if broken)

**Special:** Affects everything in a fifteen-foot radius that gives off heat. Does one point of damage every round. There is no Saving Throw--the only way to avoid the damage is to leave the weapon's radius of effect. Within the affected area visibility is reduced to 2 feet. Characters with two hit dice or less who are caught inside the radius must make a Willpower Saving Throw vs. DC 25 or flee at their maximum speed in a random direction for at least one round. The swarm does not attack objects that don't radiate heat.

**Description:** A black, crusted organic mass that looks like a rock. This is a special version of the swarm-pod weapon listed above. When the pod is thrown at a target, it breaks apart on impact, releasing a cloud of specially engineered insects, grown to survive for a few minutes in a vacuum. These insects leave the pod with just enough oxygen stored in their tissues to sustain them for long enough to attack the target. Their pinchers and stingers are as hard as steel and can cut through a vacuum suit with ease.

Unlike a normal swarm-pod, this one will eat robots or indeed anything that gives off a heat signature. It is however completely useless in an atmosphere--the insects are pressurized for a vacuum environment and they'll implode at normal atmospheric pressure. Apart from this, it works almost exactly like a standard swarm-pod.

The swarm lasts for 3d6 minutes and can't be attacked by anything but an area effect weapon. Area attacks automatically kill them--don't even bother rolling damage. If they are somehow poisoned or infected with some quick-acting disease, they make Fortitude Saving Throws at a +7.

### **Blood-Bomb**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (Often Unavailable, usually Illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum range of 15 feet if sprayed. Can also be thrown at a Range Increment of 10 feet

**“To Hit” Bonus:** --

**Magazine:** 6 (or 1 if thrown like a grenade)

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 if sprayed, 2d6/1d3 if thrown as a grenade-like weapon. See description for more details.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10 (sprays everything in a 5 foot radius if broken)

**Description:** A wad of suppurating black tissue, which spurts contaminated blood when squeezed. It can be used as either an aerosol spray attack or as a one-shot grenade-like attack.

If used as a grenade-like weapon it does 2d6 damage to the target and 1d3 splash damage to anyone caught in a 5-foot radius who fails a Reflexes Saving Throw vs. DC 20 (the Saving Throw completely negates the damage).

If used as a spray-weapon, it attacks everything in a five foot wide, fifteen-foot long jet with its vile droplets. If the target makes a Reflexes Saving Throw vs. DC 20 they have completely evaded the weapon's jet of viscous, festering glop and they take no damage at all.

In addition to the damage it does on contact from the toxins in the blood, it infects its targets with a grisly disease. Any target that takes damage from a Blood-Bomb must make a Fortitude Saving Throw vs. DC 18, or contract a circulatory disease that robs them of one point of Constitution per hour. They should make another Saving Throw every hour to shake off the disease until they beat the infection, get medical help or hit 0 Con and die.

### **Living Glue**

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 50 Units per dose

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special--see description

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 15

**DC required to break this item with a Strength Roll:** 27

**Accessories:** Solvent Pod (Weighs 1/20th lb, costs 15 Units, holds 3 doses, kills and inactivates glue in 1-3 rounds)

**Description:** A grenade-like weapon, this small canister of goop bursts apart on impact, showering everything in a five foot radius. Anything within that radius which fails a Reflexes Saving Throw vs. DC 20 is caught fast by the Living Glue. The trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4. They must immediately make another Reflexes Saving Throw (DC 15) to avoid being stuck to the floor. If a character is in fact glued to the floor, they are unable to move. Even if they make the second saving throw, they still only move at half their normal rate. To free themselves, they must make a Strength check vs. DC 27, or do at least fifteen points of damage to the glue. Hitting the glue is automatically successful.

### Plastic-Eating Spore Pod

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 480 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum range of 20 feet if sprayed. Can also be thrown at a Range Increment of 10 ft

**"To Hit" Bonus:** --

**Magazine:** 8 (1 if thrown)

**Rate of Fire:** As many times as the wielder has attacks, but each pod can only be used once.

**Damage:** See description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 10 (goes off if broken)

**Description:** A garishly spotted red pod, with flakes of eczema crumbling off its skin. When squeezed, it puckers open at one end and spits out a fine orange powder, full of spores. Anything made of plastic which comes into contact with those spores immediately sprout tumorous-looking growths, crumbles and falls apart, taking 2d8 damage per round for 1-6 rounds, regardless of whether or not it leaves the area of effect.

The pod can be used as an aerosol spray attack vs. an area 5 feet wide by 20 feet long, or it can be thrown at the target, in which case it will do its damage to anything made of plastic in a ten foot radius. An inanimate object's Hardness does not protect it from this attack.

### Toxic Spore-Pod

**Size:** Small (No bonus or penalty to conceal with a

"sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum range of 20 feet if sprayed. Can also be thrown at a Range Increment of 10 ft

**"To Hit" Bonus:** --

**Magazine:** 12 (1 if thrown)

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 10 (goes off if broken)

**Description:** A sticky purple spore pod, studded with greenish growths. The spores are poisonous to most forms of animal life. The pod can either be used to spray poison like a garden atomizer at a single target (this counts as a Ranged Touch attack and does 4d6 damage), or be thrown like a grenade (this does 4d6 damage to the target and 1d6 splash damage to anyone caught in a 5-foot radius who fails a Reflexes Saving Throw vs. DC 18). A Fortitude Saving Throw vs. DC 20 halves the damage (round fractions down).

At the DM's discretion there may be aliens whose body chemistry is immune to the spores. Plant people, for example, probably wouldn't be affected. Wearing a gas mask or a separate oxygen supply also negates the attack.

### Insanity Spore-Pod

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 490 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum range of 20 feet

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 10 (goes off if broken)

**Description:** This shriveled green pod is full of spores that permanently change the target's brain chemistry. You tickle its belly to make it spit out the spores (unlike many spore pods, it can't be thrown like a grenade). Make a ranged touch attack to affect the target. A Fortitude Saving Throw vs. DC 18 keeps the spores from taking effect (although the victim will still

feel strange and may experience mild psychedelic phenomena that have no real effect on their skills or combat abilities). If the spores do take hold of them, they won't have any clear idea of what is happening to them and will behave unpredictably. They must make a Willpower Saving throw (DC 15) every round or roll on the following chart.

**1** Wander away for 1 minute (unless prevented)

**2-4** Do nothing for 1 round. Stare passively off into space, look at the ground or close your eyes.

**5-6** Mutter andom insane gibberish, clap hands, twitch and engage in other harmless but distracting crazy behavior for a round, without moving from the spot where you are standing.

**7-9** Attack nearest creature for 1 round

**10** Act normally for 1 round. You are not aware that you have been acting crazy.

If attacked while insane, the victim can defend themselves normally, but unless they roll a 10 and "act normally", they are incapable of articulate communication. Only some kind of advanced neurological treatment can help the afflicted character. A vaccum suit or completely sealed protective gear completely negates the effect of this weapon.

### Agony Spore-Pod

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 480 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum range of 20 feet if sprayed. Can also be thrown at a Range Increment of 10 ft

**"To Hit" Bonus:** --

**Magazine:** 9 (1 if thrown)

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 nonlethal damage per round for 3 rounds (a Fortitude Saving Throw vs. DC 20 halves the damage, but the target must roll every round)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 10 (goes off if broken)

**Special:** Ignores armor. The target must make a Willpower Saving Throw vs. DC 20 each round they take damage or be Stunned for that round.

**Accessories:** Antidote Capsule (1/20th lb, costs 250 Units, holds 3 doses, negates effect of the spores in 1 round)

**Description:** A brittle-looking reddish sporepod with mottled brown spots. When gently squeezed, it spews out a thin stream of spores which afflict the target's nervous system with horrendous phantom pains. It can also be thrown like a grenade, in which case it will affect anyone in a 5 foot radius who fails a Reflexes Saving Throw vs. DC 20.

This is a relatively rare weapon, since no one wants to have to harvest these pods. A completely sealed suit with its own oxygen supply completely negates the spores' effect, but a gas-mask does not. The spores don't have to get into the victim's lungs to wreak their neural havoc. They will penetrate any scrap of exposed skin.

### Sleep Gas Spore-Pod

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum range of 20 feet if sprayed. Can also be thrown at a Range Increment of 10 ft

**"To Hit" Bonus:** --

**Magazine:** 14 (1 if thrown)

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Target must make a Fortitude Saving Throw vs. DC 20 or lapse into a drugged slumber for 2-12 minutes.

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 10 (goes off if broken)

**Special:** Area Effect Attack, straight line, five feet wide and twenty feet long.

**Accessories:** Antidote Capsule (1/20th lb, costs 150 Units, holds 2 doses, negates effect of the spores in 1 round)

**Description:** A fat lump of slick black fungus. It vomits out a puff of mottled greenish powder when squeezed, which affects every living thing in a five-foot wide, 20 foot long path. It can also be thrown like a grenade, in which case it will affect anyone in a 5 foot radius who fails a Reflexes Saving Throw vs. DC 22.

Characters who have been put to sleep are helpless, but they will wake up if someone does at least one point of damage to them, whether normal or nonlethal.

### Flesh-Eating Spore-Pod

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 510 Units

**Tentative Purchase DC:** 16 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum range of 20 feet if sprayed. Can also be thrown at a Range Increment of 10 ft

**"To Hit" Bonus:** --

**Magazine:** 6 (1 if thrown)

**Rate of Fire:** As many times as the wielder has

attacks

**Damage:** See description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 10 (goes off if broken)

**Accessories:** Antidote Capsule (1/20th lb, costs 150 Units, holds 2 doses, negates effect of the spores in 1 round)

**Description:** This long, puffy mass of tissue is filled with spores that invade and break down living flesh at a shocking rate. It can reduce a full-sized adult human being into a pile of gym-sock smelling fungus in minutes.

When squeezed, the pod opens up a wrinkled orifice at one end and spits out a silent puff of fine gray powder, effectively attacking everything in a five-foot wide, twenty foot long path. It can also be thrown like a grenade, in which case it affects anything in a 5 foot radius. A Reflexes roll vs. DC 15 allows the target to dodge out of the way of the attack, provided that they use their next movement to leave the affected area. Anyone who doesn't get out of the way in time will take 1d6 damage per round until they either die or make a Fortitude Save vs. DC 20.

The spores die quickly if they don't find flesh to bury themselves in, and the squares infected by the spore pod will be safe to enter on the next round. The pod only holds ten doses, but once it has been emptied it can produce a new dose in two hours.

### Nerve-Rot Spore-Pod

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 470 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum range of 20 feet if sprayed. Can also be thrown at a Range Increment of 10 ft

**"To Hit" Bonus:** --

**Magazine:** 9 (1 if thrown)

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Target must make a Fortitude Saving Throw vs. DC 18 or suffer 1d6 permanent damage to their Dexterity each round for 1-3 rounds.

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 10 (goes off if broken)

**Description:** A rumpled and unappetizing lump of vegetable matter, about the length of a man's forearm. Its skin is a raw, unhealthy pink with ulcerated red patches here and there that have odd tufts of wiry fur growing out of them.

When you tickle the right spot on its belly, the pod contorts in your hand and sneezes out a fine, wet mist, laden with nerve-rot spores. This attack affects every living thing in a five-foot wide, twenty foot long path. It can also be thrown like a grenade, in which case it affects anything in a 5 foot radius. A Reflexes Saving Throw vs. DC 15 allows the target to dodge out of the way of the attack, provided that they use their next movement to leave the area of effect. In one round the area will be safe to enter once more.

Once the pod has been emptied it can produce a new dose in two hours. There is no easy or quick remedy for the damage it does. Perhaps there is some expensive high-tech medical treatment that might be able to cure the nerve damage, but this of course is up to the DM.

### Paralysis Spore-Pod

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 485 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum range of 20 feet if sprayed. Can also be thrown at a Range Increment of 10 ft

**"To Hit" Bonus:** --

**Magazine:** 12 (1 if thrown)

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special. The target must make a Fortitude Save vs. DC 20 or be paralyzed and helpless, unable to move or take any physical actions, for 2d10 rounds.

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 10 (goes off if broken)

**Description:** A loose, slimy brown fungal sack, with unhealthy-looking red fissures in its skin. When gently stroked, it spurts out a stream of spores that cause paralysis in most animals. This attack affects every living thing in a five-foot wide, twenty foot long path. It can also be thrown like a grenade, in which case it affects anything in a 5 foot radius. A Reflexes Saving Throw vs. DC 20 allows the target to dodge out of the way of the attack, provided that they use their next movement to leave the area of effect.

At the DM's discretion, there may be creatures with unusual body chemistries who aren't affected. A completely sealed suit will negate the effect of these spores but a gas-mask doesn't. They penetrate through the skin and don't need to be inhaled.

### Organic Spore-Pod Launcher

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 590 Units



**Tentative Purchase DC:** 15 (often unavailable)  
**Required Proficiency:** Exotic Weapons--Ranged  
**Handed:** Requires 2 hands to use  
**Range Increment:** 30 feet  
**"To Hit" Bonus:** --  
**Magazine:** 1  
**Rate of Fire:** Once per round  
**Damage:** Depends on which spore-pod it is launching  
**Weight:** 4 pounds  
**Armor Class:** 14  
**Hardness:** 0  
**Hit Points:** 5  
**DC required to break this item with a Strength Roll:** 20  
**Accessories:** --  
**Description:** A smooth, boneless, eyeless animal that

resembles a spotted, downy human liver. It's about the length of a man's arm, and has only one visible feature--a huge, gaping, toothless mouth. If you load a spore-pod weapon into its mouth, the creature will stir, gulp the pod down with evident relish, and puff up a set of tumorous looking air bladders on either side of its body.(the whole loading process takes one Standard Action). Point a pod-launcher at the target, tweak it hard enough to cause it pain, and it will hurl the pod a surprising distance.

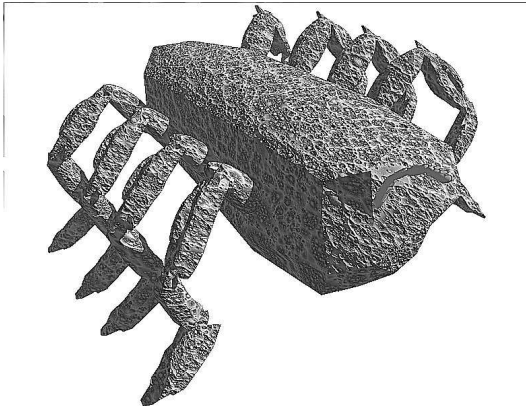
The launcher itself spends most of its time totally inert. It can be fed almost any nutrient in liquid form (no chunks) and if properly nourished will live about ninety years. It can go without food for a month or so.

## Scuttlebombs, Living Torpedos and Other Self-Actuated Living Weapons

Living weapons that move under their own power, some of these specially tailored animals have enough brain power to qualify as independent constructs while others do not (as a rule Scuttlebombs do and Living Torpedoes don't).

### Scuttlebombs

Living creatures that scamper across the ground toward the target and then explode, they come in a wide variety of nasty forms and nastier effects. No two look quite alike. Most are smart enough to qualify as independent constructs, since it takes at least a minimal amount of brainpower to find your way across uneven terrain. Yet even the smartest of them are still really, really dumb compared to most animals. Even your average insect is significantly smarter.



#### Scuttlebomb

**Size:** Fine (+12 bonus to conceal with a "sleight of hand" roll)  
**Cost:** 595 Units  
**Tentative Purchase DC:** 16 (Often Unavailable)  
**Required Proficiency:** Simple  
**Handed:** Requires 1 hand to activate, functions independently after that.  
**Range Increment:** --  
**"To Hit" Bonus:** --  
**Rate of Fire:** Once per round  
**Damage:** See description

**Weight:** 1 pound  
**Armor Class:** See description  
**Hardness:** 0  
**Hit Points:** See description  
**DC required to break this item with a Strength Roll:** N/A  
**Special:** This weapon is capable of independent action. Treat it as a Fine Construct with an AC of 16, 8 hit points and an Attack Bonus of +5. It is immune to Fear, Emotion Control, Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a -2 penalty. It can move 30 feet per round under its own power and effectively has a Stealth Skill of +5. It does draw attacks of opportunity when it attacks (although there is little point in attacking it with a melee weapon, since it will detonate if it loses all its Hit Points). The bomb does 3d6 Bludgeoning damage to anything in a 10 foot radius when it goes off.  
**Description:** A mottled, hairless eight-legged arthropod with no obvious eyes. It's body is plump and sags heavily from the weight of the explosives it is carrying. It can track the target either by scent or simply by being pointed at it and set in motion. The weapon cannot be recalled or instructed to change targets once it has been set.

The creature has no mouth, never eats and has just enough stored energy to reach the target and detonate.



It doesn't effectively take any time to wake the thing up, you just snatch off the membrane which covers its eyes and it is instantly ready to attack (call this a free action). If kept dormant, it will live for about twenty years.

### **Toxic Gas Scuttlebomb**

**Size:** Fine (+12 bonus to conceal with a "sleight of hand" roll)

**Cost:** 610 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to activate, functions independently after that.

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent action. Treat it as a Construct with an AC of 16, 3 hit points and an Attack Bonus of +5. It is immune to Fear, Emotion Control, Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a +2 bonus. It can move 30 feet per round under its own power and effectively has a Stealth Skill of +3. It does draw attacks of opportunity when it attacks, but if it takes any damage at all it immediately detonates. When it goes off, everyone in a 10 foot radius must make a Fortitude Saving Throw vs. DC 20 or take 4d10 poison damage. This toxin specifically attacks the lungs, so a gas mask or a vacuum suit completely negates its effect.

**Description:** A bulging gas-bladder, with six powerful froglike legs and a single eye on a stalk. It moves in a series of long leaps and hops.

The creature has an extremely simple nervous system and only understands one basic command--go to the first thing you see when the opaque membrane is peeled away from your eye, and explode there. It can be directed against either a whole square, or it can pursue and chase down an individual target.

Readying the bomb by unhooding its eye is a free action and takes effectively no time. Once it has been activated, there is no turning it back.

When it isn't in use the weapon lies dormant. It doesn't have a digestive system and is born with all the stored energy it will need to complete its one task.

### **Toxic Flechette Scuttlebomb**

**Size:** Fine (+12 bonus to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to activate, functions independently after that.

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent action. Treat it as a Diminutive Construct with an AC of 16, 8 hit points and an Attack Bonus of +6. It is immune to Fear, Emotion Control and Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a +4 bonus. It can move 30 feet per round under its own power and effectively has a Stealth Skill of +6. It does draw attacks of opportunity when it attacks. It will explode if it loses all its hit points. When it goes off, it does 3d6 piercing damage to anything in a 10 foot radius. Anyone struck by its flechettes must make a Fortitude Saving Throw vs. DC 15 or take an additional d4 of poison damage every round for 2-8 rounds.

**Accessories:** Antidote Capsule (1/20th lb, costs 250 Units, holds 2 doses, negates effect of the poison in 1 round)

**Description:** A strange little animal which moves by rolling like a ball, it looks like a sea urchin, or perhaps a hedgehog without a head. Covered with thick poison spines, it is safe to handle until it is armed and sent after the target. It has a lot of eyes, buried between its spines and will home in on the target visually.

It can be instructed to home in on a particular square or to follow a particular target, by pointing it at the target and squeezing a special place on its underbelly.

The creature has only the simplest metabolism and nervous system. It does not eat and is born with just enough stored energy to do its job. It remains completely dormant until it is activated, and if it isn't used can live off its stored energy for about six years.

### **Telepathic Scuttlebomb**

**Size:** Fine (+12 bonus to conceal with a "sleight of hand" roll)

**Cost:** 625 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to activate, functions independently after that.

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent action. Treat it as a Diminutive Construct with an AC of 16, 8 hit points and an Attack Bonus of +4. It is immune to Fear, Emotion Control, Illusions but not Sleep, Paralysis or mental domination (although any attempt to mentally dominate the weapon will instantly detonate it) It can move 30 feet per round under its own power and effectively has a Stealth Skill of +7. It does draw attacks of opportunity when it attacks and does 3d6 Bludgeoning damage to anything in a 10 foot radius when it detonates. If it loses any of its hit points, it instantly explodes.

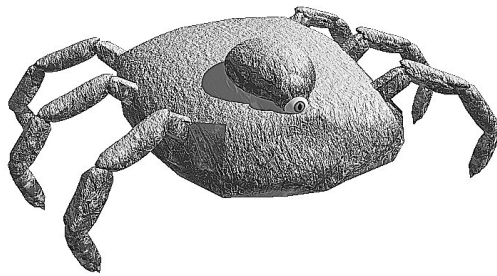
**Description:** It resembles a large pillbug, about the size of a cucumber. It moves by either sculling along on its fifty tiny legs or by curling up into an armored ball and rolling along the ground.

The weapon is telepathic and remains in constant contact with the mind of its user. You can order it to change targets or to withdraw. It is not smart enough to undertake any kind of strategy on its own and must be carefully guided through every step of anything it does.

You can see through its eyes if you concentrate. It has all five of the senses we are accustomed to, although the first time you use one of these weapons it takes at least two minutes of practice to get used to its weird sensory perspective.

The creature is by disposition passive and phlegmatic and spends most of its time asleep. It does however need to be fed daily. It can digest just about any organic matter, but has to be fed by hand. If it isn't detonated, it will live for about three years.

If it somehow gets separated from its handler and can't be telepathically guided home, it will make a feeble attempt to find them, but will give up quickly and go to sleep. The next person to pick it up becomes its handler.



### Plastic-Eating Scuttlebomb

**Size:** Fine (+12 bonus to conceal with a "sleight of hand" roll)

**Cost:** 610 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to activate, functions independently after that.

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 2d6 Damage per round to anything made of plastic within a 10 foot radius.

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent action. Treat it as a Diminutive Construct with an AC of 16, 7 hit points and an Attack Bonus of +5. It is immune to Fear, Emotion Control, Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a +2 bonus. It can move 30 feet per round under its own power and effectively has a Stealth Skill of +5. It does draw attacks of opportunity when it attacks.

**Description:** A six-legged disk-shaped creature, with one strangely human looking eye. It has a shell and looks a little like a very strange crab. It has a very simple nervous system and doesn't experience pain or fear. When it isn't being used to attack, it either sleeps or ambles pointlessly around its cage. It eats just about any garbage or organic waste you care to place in its feeding hole, although it cannot feed itself. If fed regularly and treated well it will live for about five years.

You arm it by breaking away a small crumbly piece of shell on top of its carapace. Once it is armed, you show it the target and utter a low whistle. It will then attack that one particular target, moving to intercept it if it runs away.

### Metal-Eating Scuttlebomb

**Size:** Fine (+12 bonus to conceal with a "sleight of hand" roll)

**Cost:** 615 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to activate, functions independently after that.

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 2d6 Damage per round to anything made of metal within a 10 foot radius. Continues to do damage until the virus is somehow cured or neutralized.

Ignores up to 15 points of Hardness.

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent action. Treat it as a Diminutive Construct with an AC of 16, 2 hit points and an Attack Bonus of +6. It is immune to Fear, Emotion Control, Illusions but not

Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a -3 penalty. It can move 30 feet per round under its own power and effectively has a Stealth Skill of +5. The weapon does draw attacks of opportunity when it attacks, but if struck it detonates on the spot.

**Description:** A fat pink worm, about the size of a baby's arm, covered with odd, knobby growths. A bloodshot and strangely human looking eye is visible at either end. The worm wriggles after the designated target under its own power and then bursts open in a shower of glop. This liquid is saturated with a metal-eating virus, which does no damage to flesh but rusts out even the toughest metallic alloys in just a few rounds. The worm doesn't have a mouth or a digestive system, but it does metabolize food through its skin and every week it needs to be immersed in a nutrient bath for about an hour. If it is properly cared for, it will live for two years.

### Plague Scuttlebomb

**Size:** Fine (+12 bonus to conceal with a "sleight of hand" roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to activate, functions independently after that.

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent action. Treat it as a Diminutive Construct with an AC of 16, 7 hit points and an Attack Bonus of +5. It is immune to Fear, Emotion Control and Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a +2 bonus. It can move 30 feet per round under its own power and effectively has a Stealth Skill of +6. It does draw attacks of opportunity when it attacks, but will explode on the spot if it loses all its hit points.

**Description:** It looks like a huge black leech, about the size of a small cat, with a single yellow eye at one end and bulging plague-sacks on either side of its body. It moves by rapidly humping across the ground. When it reaches the target square, it puffs itself full of air and bursts, showering everyone in the vicinity with plague.

Anyone caught in its burst radius must make a Fortitude Saving Throw vs. DC 15 or lose a point of Strength and one of Constitution per day for 4d6 days until they are cured by a doctor or reach 0 Constitution and die.

The weapon doesn't have much of a brain and

spends most of its time dormant, waking about once a week to ingest a few grams of sugar water (it can't feed itself). It lives for about a year if it's fed regularly.

### Flesh-Eating Scuttlebomb

**Size:** Fine (+12 bonus to conceal with a "sleight of hand" roll)

**Cost:** 675 Units

**Tentative Purchase DC:** 17 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to activate, functions independently after that.

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Infects everyone in a 5 foot radius with a flesh-eating virus that does 1d6 damage per round until the victim either dies or makes a Fortitude Save vs. DC 20.

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent action. Treat it as a Diminutive Construct with an AC of 18, 10 hit points and an Attack Bonus of +5. It is immune to Fear, Emotion Control, Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a +1 bonus. It can move 30 feet per round under its own power and effectively has a Stealth Skill of +5. It does draw attacks of opportunity when it attacks, but if it loses all its hit points it will detonate before it dies or is disintegrated.

**Description:** This scuttling, hairy crustacean resembles a flesh-colored crayfish with no claws and tufts of ugly black bristles, here and there. It has three eyes on stalks and a long proboscis which it uses to inject the target with a flesh-eating virus that can turn a full-sized human being into bloody jello in minutes.

The creature has no mouth and is born with just enough energy stored in its body to attack one target and then die. It spends its life in hibernation until it is woken up and directed at a particular target. It can either hunt the target down by smell, or simply be pointed at the target and then tweaked in a special soft spot behind its bristly head. You can snap off its proboscis before setting it loose (this takes a standard action) in which case it will scuttle over to the target and explode, dousing everything in a five foot radius with the virus.

If the creature is smashed open, the virus won't spill out and become a hazard-it has to be activated by some complex biochemical process before it becomes virulent. The creature has a natural lifespan of about a year, if it isn't used.

### Deep-Space Scuttlebomb

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to activate, functions independently after that.

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent action. Treat it as a Construct with an AC of 19, 10 hit points and an Attack Bonus of +4. It is immune to Fear, Emotion Control, Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a +6 bonus. It can move 60 feet per round under its own power in any direction and effectively has a Stealth Skill of +4. It does not draw attacks of opportunity when it attacks. When it detonates, the weapon does 4d6 Bludgeoning damage to anything in a 15 foot radius. Targets can make a Reflexes Saving Throw vs. DC 18 to take half damage.

**Description:** One of the real limitations of scuttlebombs and other such living weapons is that they don't work in a vacuum. This strange creature solves this problem. It looks like an armor-plated jellyfish, with tiny round eyes peeking out from between the plates.

It can move in zero-g by squirting out small puffs of gas (it's helpless in standard earth gravity). You activate it by twisting a protrusion on one of its plates. The plates separate slightly, its eyes peek out and it is ready to be shown the target. It can take a long time to track down its prey, if it has to. Periodically, it will extend a set of gossamer wing-like membranes from between its plates and feed on raw solar energy, using the heat and light to generate more gas from its tissues. It can pursue a target for months, years, perhaps even centuries.

If kept dormant, no one really knows how long it might live. There has never been a recorded case of one going bad in storage.

### Stench-Gas Scuttlebomb

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to activate, functions independently after that.

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent action. Treat it as a Diminutive Construct with an AC of 15, 6 hit points and an Attack Bonus of +4. It is immune to Fear, Emotion Control, Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a –1 penalty. It can move 30 feet per round under its own power and effectively has a Stealth Skill of +5. It does draw attacks of opportunity when it attacks, but will explode on the spot if it loses any hit points. When the bomb goes off, living creatures within a 15 foot radius must make a Fortitude Saving Throw vs. DC 18 or become Nauseated, unable to attack, concentrate, use psionic powers or cast spells (if spell-casters or psionics exist in your campaign), and so forth. The only action a nauseated character can take is a single move (or move-equivalent action) per turn. These effects last as long as the character is in the cloud and for 1d4+1 rounds after he or she leaves the cloud. (Roll separately for each nauseated character.) Those who succeed at their saves but remain in the cloud must continue to save each round. The cloud lasts for 1d4 rounds, but a strong wind disperses it in 1 round.

**Description:** An evil-smelling little animal, a bit like a three-legged furry spider, about the size of a man's hand. It has no mouth or stomach and is born with just enough stored energy in its tissues to chase down one target and explode. It spends most of its life-cycle hibernating with its legs folded up tightly under it. You activate the weapon, by pulling down its legs with a short, sharp jerk, uncovering its seven beady eyes. To direct it to its target, you point its seventh, central eye at the target and utter a high shrill whistle.

The whole process of waking the creature up and selecting a target takes one Standard Action. If the bomb is activated, but not sent out to blow itself up, it will amble around aimlessly for about two hours until it runs out of energy and drops dead. You can fold its legs back up over its eyes and put it back to sleep, if you can catch it--the bomb instinctively tries to evade being caught.



## Living Torpedoes

Somewhat dumber than scuttlebombs, most living torpedoes have just enough brain power to glide through the air toward a target and then explode. They too vary widely in appearance and capabilities.

### Living Torpedo, Flying Bomb

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 510 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 3d6 Bludgeoning, 10 foot radius. A

Reflexes Saving Throw vs. DC 15 halves the damage.

**Weight:** 1 pound

**Armor Class:** 15

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 15 (but it explodes if it is broken)

**Special:** Not capable of independent action and so not a Construct. Immune to illusions and mental attacks.

**Description:** A tiny little flying bomb. This odd creature resembles a three-eyed hairless bat with no mouth. It never eats or drinks and spends its life hibernating until it is woken up to go into combat. It takes a Standard Action to rouse the beast and get it to unfold its wings. Considerably less smart than an insect, it will use its simple nervous system to home in the target it is flung at and then explode. It isn't capable of doing or thinking about anything else.

You can carry it around armed if you are expecting trouble. The beast won't make any noise and it can easily be returned to hibernation. However, it can only be kept awake for twenty-four hours in total before it exhausts its limited energy supply and dies.

immune to fear, illusions and emotion control, but not sleep, paralysis or mental domination. It makes Willpower Saving Throws at a +2 bonus. If mentally dominated, it instantly explodes.

**Description:** A living torpedo that resembles a pale six-eyed lobster with bat wings instead of claws and ugly tufts of bristles here and there. It spends most of its time asleep, but unlike many living weapons it is active and affectionate toward its handler while it is awake. It has a very simple metabolism and needs to be fed meat broth once every two days or so.

The creature is telepathic and actively reads its handler's mind. When it receives the mental command, it flies over to the target and detonates. It requires no concentration on the part of the handler to do this—they are free to move, make other attacks, etc. They cannot see through the creature's eyes or pick up impulses from its brain unless they are telepathic themselves (the creature's own power only works one way—it's a telepathic receiver, but it lacks a transmitter).

The handler can target anything in sight, whether it is technically in range or not. If the target is further away than the creature's range, it will simply keep flying toward it on the next round. It can chase moving targets or change targets in mid flight if it is told to.

If the bomb becomes isolated from its handler's thoughts, it will try to find its way back to them, disarming its explosive load and retracing its flight path. If for some reason this doesn't work it will settle to the ground and wait for a new master to come along. It takes about an hour of holding and stroking the creature to attune it to a new handler's thoughts.

### Living Torpedo, Telepathic Flying Bomb

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 610 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 100 feet

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 3d6 Bludgeoning, 10 foot radius. A

Reflexes Saving Throw vs. DC 15 halves the damage.

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** Diminutive Construct, AC 15, 4 hit points, Attack Bonus of +4, moves 100 feet per round. It is

### Living Torpedo, Toxic Flying Bomb

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 520 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 15

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15 (but it explodes if it is broken)

**Special:** Grenade-like weapon. Everyone in a 10 foot radius must make a Fortitude Saving Throw vs. DC 20 or take 4d6 poison damage. This toxin specifically



attacks the lungs, so a gas mask or a vacuum suit completely negates its effect. It is immune to fear, illusions and emotion control, but is still vulnerable to sleep, paralysis and mental domination. It makes Willpower Saving Throws at a -2 penalty. If it takes damage or is mentally dominated, it instantly explodes.

**Description:** A fat cigar-shaped tube, glittering with oily iridescent colors. Squeeze a particular spot on its back and it will unfold into a mothlike creature with wet, transparent wings. It has no mouth and barely any brain. The creature has just enough energy stored in its tissues to make one attack and it is just smart enough to fly over to the target square on command and explode.

If kept dormant, it has a shelf-life of about five years. Once armed, it will live for only 48 hours if it isn't actually used.

### **Living Torpedo, Caustic Flying Bomb**

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 530 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 1 pound

**Armor Class:** 15

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15 (but it explodes if broken)

**Special:** Splash weapon. The target takes 1d6 damage per round for 3 rounds, and everyone in a 5 foot radius must make a Reflexes Saving Throw vs. DC 15 or take 1 point of damage. If the attacker rolls a 20, the target has been Blinded, per the spell. Blindness lasts indefinitely. At the DM's discretion there may be futuristic medical techniques that can repair the target's eyes.

**Description:** A small creature which resembles a hairless albino bat, its plump body covered with gristly chitinous plates. It has three segmented eyes and no mouth. The bomb is born with just enough stored energy to attack one target and explode.

Not smart enough to qualify as a Construct, this is really just a grenade that happens to alive. It spends most of its life dormant, folded up inside its leathery wings.

It takes a Standard Action to wake it up, point it at the target and break the tiny bone just under its skin which arms it to attack. If it is woken up but not armed it will only live for two hours. It can be lulled back into dormance with a Standard Action.

### **Living Torpedo, Plague-Ridden Flying**

### **Bomb**

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16 (often unavailable, usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 1 pound

**Armor Class:** 15

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 15 (but it explodes if it is broken)

**Special:** Grenade-like weapon. Anyone caught in its burst radius must make a Fortitude Saving Throw vs. DC 15 or lose a point of Strength and one of Constitution per day for 4d6 days until they are cured by a doctor or reach 0 Constitution and die. If the target is hit by more than one bomb, it won't increase the effect of the disease.

**Description:** A greenish wad of slimy flesh, covered in weeping red blisters. It has three crablike eyes on stalks and a pair of membranous wings. Anyone who sees its jawless, fanged mouth is immediately reminded of a lamprey, or perhaps of worse things. It has no feet and cannot walk.

The creature needs to be fed at least once a day (it prefers putrid meat but will eat any old organic matter) and is prone to flatulence. With no appendages but its wings, it has no way of getting food into its puckered little mouth and must be (carefully) fed by hand. It whines when it is hungry and gurgles when it is satisfied.

You get it ready to detonate by giving it a short sharp jolt of pain on one particular spot on its underbelly (a lit cigarette works well here, as does a hard pinch). Once it's armed, fling it at the target square as fast as you can. Don't leave it in your hand- it will explode on the next round no matter what.

Not really a Construct, its behavior is limited to exploding. Its pitifully simple nervous system is immune to illusions or mental attacks.

Storing this weapon is tricky. The diseases which fester in the creature's unhealthy flesh will kill it in about six months, unless it is kept frozen in a cryo-tank.

### **Living Torpedo, Flying Stench Bomb**

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 485 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round  
**Damage:** Special, see description  
**Weight:** 1 pound  
**Armor Class:** 15  
**Hardness:** 0  
**Hit Points:** 1

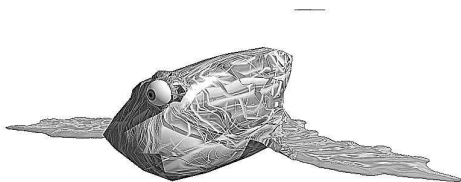
**DC required to break this item with a Strength**

**Roll:** 15 (but it explodes if it is broken)

**Special:** When the weapon explodes, living creatures within a 15 foot radius must make a Fortitude Saving Throw vs. DC 18 or become Nauseated, unable to attack, concentrate, use psionic powers or cast spells (if spell-casters or psionics exist in your campaign), and so forth. The only action a nauseated character can take is a single move (or move-equivalent action) per turn. These effects last as long as the character is in the cloud and for 1d4+1 rounds after he or she leaves the cloud. (Roll separately for each nauseated character.) Those who succeed at their saves but remain in the cloud must continue to save each round. The cloud lasts for 1d4 rounds. A strong wind disperses it in 1 round.

**Description:** A warty gray lump with algae growing on it. When you peel a slippery membrane off the front (this counts as readying the weapon) it exposes the creature's yellowed eye and folded-up membranous wings. It will puff itself full of air through its breathing hole and fly at whatever target you designate, bursting in a cloud of foul green vapor.

The weapon has only the simplest possible nervous system and metabolism. It is effectively a tool, rather than a Construct and isn't vulnerable to mental attacks or illusions. It is born with just enough stored energy to do its job. Once it is armed, it will live for 18 hours if it isn't used first.



### **Living Torpedo, Flying Sleep-Gas Bomb**

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 490 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 15

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15 (but it explodes if it is broken)

**Special:** Everyone in a 15 foot radius must make a

Fortitude Saving Throw vs. DC 20 or fall unconscious for 2-16 (2d8) minutes.

**Accessories:** Antidote Capsule (1/20th lb, costs 150 Units, holds 2 doses, negates effect of gas in 1 round)

**Description:** An insectile creature, a lot like some weird flying crustacean. It spends most of its time folded up in a dormant state, waking up only once every week to consume a few droppers full of sugar water.(you put the food into a slot behind its head-it has no real mouth and can't feed itself).

To activate it, point it at the target and snap off a tiny flange on the underside of its shell. It will fly over to the target's square under its own power and detonate.

If the target moves while it is in flight, it will change course to the target's new location. Nonetheless, it isn't smart or self-motivated enough to qualify as a Construct. It's merely a weapon.

### **Living Torpedo, Flying Pain-Gas Bomb**

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 525 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d6 nonlethal damage to everyone in a 10 foot radius. A Fortitude Saving Throw vs. DC 20 halves the damage. Anyone who takes Nonlethal Damage from the gas must make a Willpower Saving Throw vs. DC 20 or be Stunned (as per the Monk special attack), and unable to take any action for one round. Wearing a gas mask gives you a +2 to your saving throws. Wearing a sealed environment suit negates the damage completely.

**Weight:** 1 pound

**Armor Class:** 14

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 15 (but it explodes if it is broken)

**Accessories:** Antidote Capsule (1/20th lb, costs 150 Units, holds 2 doses, negates effect of gas in 1 round)

**Description:** A scaly, warty, sagging lump, with loose pink skin hanging off it in smelly folds. To arm the weapon, you peel a wet strip of skin loose like a pull-tab. This removes a cap of skin on the front end and reveals its eyes. Under the cap its flesh is red and wet, with five oddly human eyes blinking up at you. Once it has been armed, it extends a pair of membranous wings and waits to be directed at the target.

The bomb is born with just enough stored energy to fly to the target and explode. It has no digestive system and only the most rudimentary brain. If it is left dormant the creature will live for about two years, but this can be extended to ten with monthly nutrient injections.

## Other Self-Actuated Living Weapons

### Flying Bio-Injection Delivery System

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)

**Cost:** 750 Units for a pack of 6. Rarely sold singly.

**Tentative Purchase DC:** 17 for a pack of 6 (Often unavailable, usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 6

**Rate of Fire:** Once per round

**Damage:** 1d6 (poison) per round for 3 rounds. A Fortitude Saving Throw vs. DC 20 halves the damage

**Weight:** 1/10 pound

**Armor Class:** 20

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** N/A

**Accessories:** Antidote Capsule (1/20th lb, costs 150 Units, holds 1 dose, negates effect of toxin in 1 round -this is an example, there may be other antidotes for other toxic substances that the device might inject, with prices and characteristics of their own)

**Description:** A winged insect, about the size of a very large mosquito. It has a long stinger at one end, which it will use to inject a dose of a powerful neurotoxin. It then flies back to its handler to rest. Treat it as a Fine Construct with an AC of 20, 1 hit point and an Attack Bonus of +4. It is immune to fear, illusions, emotion control, sleep, paralysis and mental domination. It moves at 60 feet per round. In twenty-four hours, it can generate a new dose of poison.

The creature lives on sugar water and sleeps in a tiny spherical nest. It is mildly telepathic and responds to mental commands from whoever hatched it. However its user can't see through its eyes or receive mental signals from it-the contact only goes one way.

There are a number of different models of flying bio-weapon delivery system, each with its own lethal payload. Use these stats as a kind of standard template and load the little fellows with whatever foul substance you like. Many of them carry lethal diseases instead of poison.

After about a week of use the delivery system will shrivel up and die, so most users carry the eggs around in a packet, and then hatch them a day or so before they expect to use them. A packet will usually hold enough viable eggs to hatch about six insects. The hatching process takes about five hours until the weapon is fully ready to launch.

### The Death-Head Scarab

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to activate, functions independently after that.

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** Effectively none

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent action. Treat it as a Diminutive Construct with an AC of 18, 10 hit points and an Attack Bonus of +5. It is immune to Fear, Emotion Control and Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a +3 bonus. It can move 30 feet per round under its own power and effectively has a Stealth Skill of +6. It does draw attacks of opportunity when it attacks. If it hits, it does 1d3 on the first round. Once it has scored a successful hit, it burrows into the victim's flesh and wriggles its way toward their vital organs, doing 1d4 damage per round for six rounds unless someone makes a medical skill roll vs. DC 20 and fishes it out. Removing the creature does an additional 1d4 points of damage, regardless of the surgeon's skill.

**Description:** A large black beetle, whose shiny carapace bears a distinctive "death's-head" pattern in white. It has powerful hind legs and can leap as well as it can crawl. Standing on top of a chair is no sure defense against it.

Point it at the target, lightly squeeze a special place on its belly and it will pursue that one target relentlessly (if the target isn't physically in sight, you can have it home in on their scent, instead). You cannot tell it to change targets once it has been set loose. The thing's nervous system is considerably simpler than an actual insect. It has virtually no behaviors apart from its attack strategies and spends most of its time curled up and dormant. If it is fed once a month, it will live for about ten years.

### Hunter-Killer

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 525 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires no hands, functions independently.

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 10 doses of poison (it can regenerate one dose per hour of rest)

**Rate of Fire:** Once per round

**Damage:** If hit, the target must make a Fortitude Saving Throw vs. DC 20 or take 4d10 damage from Poison

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent action. Treat it as a Construct with an AC of 18, 7 hit points and an Attack Bonus of +5. It is immune to Fear, Emotion Control, Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a +2 bonus. It can move 30 feet per round under its own power and effectively has a Stealth Skill of +6. It does not draw attacks of opportunity when it attacks

**Accessories:** Portable Terrarium Carrying Case (Weighs 1 pound, costs 100 Units)

**Description:** An evil looking centipede-like creature, with eyes and stingers at both ends. It is an indiscriminate weapon. When released, it will go sting the closest living thing (apart from its handler) and then move on to the next one, stinging and stinging until either it is killed or the handler recalls it. It can be summoned back into its carrying case with a high, trilling whistle.

This creature is smarter and more active than most "living weapons" and can recognize its handler's smell. If it becomes separated from its handler it will do its best to find them. It eats only live prey and needs to be fed daily. It lives for about two years under optimal conditions.

### Telepathic Hunter-Killer

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires no hands, functions independently

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 10 doses of poison (it can regenerate one dose per six hours of rest)

**Rate of Fire:** Once per round

**Damage:** The target must make a Fortitude Saving Throw vs. DC 20 or take 5d8 damage from Poison

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** 0

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent action. Treat it as a Construct with an AC of 17, 10 hit points and an Attack Bonus of +6. It is immune to Fear, Emotion Control, Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a +4 bonus. It can move 30 feet per round under its own power and effectively has a Stealth Skill of +7. It does not draw attacks of opportunity when it attacks

**Description:** A vicious-looking arthropod, a little like a large, hairy scorpion without claws. A heavy stinger curls ominously over its squat little body. Its sides pant in and out like an eager little dog.

This weapon is telepathic and remains in constant contact with the mind of its user. You can order it to change targets or withdraw. You can see through its eyes if you concentrate (it's deaf, but has exceptional vision for an arthropod). It holds ten doses of poison in its stinger and can regrow a dose in about six hours.

Unlike most "living weapons" it is playful and active and likes attention. It makes a sort of trilling sound when you scratch its stubby bristles. It eats meat, and will live for about ten years if treated well.

### Monster-in-a Can

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 625 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** --

**Rate of Fire:** Up to six times per round, but only vs. separate opponents.

**Damage:** See description

**Weight:** The seed-pod weighs 2 pounds. The thing that emerges from it quickly grows to weigh about 200 pounds. When it has finished gorging itself, it will weigh 450.

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** The Hardness, Hit Points and AC listed above apply to the seed-pod itself, not to the creature which emerges from it. Treat the creature as a Medium-sized Plant Monster with an AC of 18, 20 hit points, 3 points of Damage Resistance (not effective vs. fire) and an Attack Bonus of +5. It is rooted to the ground and does not move under its own power, but has ten feet of Reach in all directions. It does 2d6+5 Slashing Damage and can attack up to six separate opponents in any direction at no penalty (it can't attack a single target multiple times in one round).

**Description:** It looks like a sort of seed-pod, but when you throw it at the target it opens up into a gruesome carnivorous plant-monster, with six hungry, gobbling mouths. See the statistics above for all the unpleasant

details about its capabilities. It will attack anything that gets within its range and has no way of telling friend from foe. After the thing has killed and eaten five Medium or two Large creatures, it will settle down and become quiescent. From that point on it is harmless and incapable of protecting itself. It will produce beautiful flowers every spring.

### **Amorphous Horror in a Can**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 5 pounds (after the thing has fed, it can weigh up to 20)

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** The Hardness, Hit Points and AC listed above apply to the fleshpod itself, not to the creature which emerges from it. Treat it as a Large Construct with an AC of 18, 40 hit points, 10 points of Hardness and an Attack Bonus of +Slam +5. It is immune to Fear, Emotion Control, Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a +2 bonus. It can move 20 feet per round under its own power and effectively has a Stealth Skill of +3. It does not draw attacks of opportunity when it attacks. The creature makes a Slam attack for 2d4+3 damage. If it hits, it will then constrict the target for 2d4+3 and 1d4 acid damage each round, without having to make any further rolls to hit.

**Description:** A veinous green and red pod, warm to the touch, which writhes in your grasp the first time you pick it up. It is filled with a psychosensitive gelatinous ooze, a little like a huge telepathic amoeba. When you throw it at an enemy, it bursts open in midair, releasing the slimy abomination inside. The thing can read your thoughts and will attack whoever you want it to. It actively scans your mind, so you don't have to concentrate on giving it mental orders, and are free to act independently.

If you are incapacitated or somehow physically separated from it by more than two-hundred feet, it will rapidly dissolve into a noxious brown stain. It will also dissolve on your mental command, or after twenty rounds, whichever comes first.

### **Contaminated Living Fog Cloud**

**Size:** Huge (Impossible to conceal)

**Cost:** 680 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** --

**Armor Class:** 13 (but see description)

**Hardness:** N/A

**Hit Points:** 20

**DC required to break this item with a Strength**

**Roll:** N/A

**Description:** This weapon is capable of independent action. Treat it as a Huge Construct in Gaseous Form AC 13, 20 HP, damage reduction 20/+3, immune to poison and critical hits.

The cloud is immune to Fear, Emotion Control and Illusions but not Sleep or mental domination. If it is put to sleep, rendered unconscious or otherwise incapacitated it sits still in one place. Anyone passing through the incapacitated cloud still risks infection.

The cloud moves by flying (speed 10, maneuverability perfect). It can pass through small holes or narrow openings, even tiny cracks that a size Fine creature would be unable to fit through. It cannot move forward in the face of winds faster than five miles per hour. If it encounters winds faster than ten miles per hour, it will be blown in whichever direction the wind is blowing. It cannot go underwater.

The cloud attacks by moving over an area (it is ten feet in diameter), and subjecting everyone inside it to a Fortitude Saving Throw vs. DC 18. If they fail the roll, they have become infected with a noxious disease and lose 1 point of Strength every day until they hit Strength 1, become bedridden and then begin to lose points of Constitution at the same rate. When they hit zero Constitution, they die.

At the DM's discretion, modern medicine may have a cure for the disease. Multiple exposures don't increase the severity of the disease, they just give the target more chances to catch it.

### **Living Toxic Cloud**

**Size:** Huge (Impossible to conceal)

**Cost:** 675 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 3d6 Poison (see description for more details)

**Weight:** N/A

**Armor Class:** See description

**Hardness:** N/A

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** This weapon is capable of independent



action. Treat it as a large Construct in Gaseous Form AC 13, 20 HP, damage reduction 20/+3, immune to poison and critical hits.

The cloud is immune to Fear, Emotion Control, Illusions but not Sleep, Paralysis or mental domination. It makes Willpower Saving Throws at a +1 bonus.

It moves by flying (speed 10, maneuverability perfect). It can pass through small holes or narrow openings, even tiny cracks that a size Fine creature would be unable to fit through. It cannot move forward in the face of winds faster than five miles per hour. If it encounters winds faster than ten miles per hour, it will be blown helplessly away in whichever direction the wind is blowing. It cannot enter water or other liquid.

It attacks by moving over an area (it is ten feet in diameter). Anyone caught inside it must make a Fortitude Saving Throw vs. DC 18 every round or take

3d6 poison damage.

**Description:** A gaseous entity, which is attuned to the thoughts of its handler. It cannot see, hear or even feel things, but it has a clairvoyant sense which serves much the same role. For game purposes, assume that it is aware of everything that is happening around it in a 360 degree radius (it can perceive both Ethereal and Invisible targets).

To tame this basically mindless entity, it is necessary to make a Willpower Saving Throw vs. DC 20. If you fail, it attacks you instead of becoming your ally. You cannot try to take it away from someone it is already attuned to.

The creature can read your mind and follow simple instructions ("go here", "turn left", "chase that thing") but the communication goes only one way. You can't see through it's "eyes", nor can it alert you to danger.

## Miscellaneous Organic Weapons

Things so weird and icky that even we couldn't think of a category to fit them in. They're all yours, if you want them. Enjoy! But make sure to check your hand for open cuts before you stick it in this grab-bag...

### Contamination Wad

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 410 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Usually a hand weapon, it can also be thrown at a Range Increment of 10 ft

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 10 (goes off if broken)

**Accessories:** Antidote Capsule (1/20th lb, costs 150 Units, holds 2 doses, negates the effect of the disease in 2d12 hours)

**Description:** A fist-sized chunk of mucus-covered flesh. One part of its underbelly is clean and dry--this is the only place that it is safe to hold the wad. Anyone who touches its slimy surface must make a Fortitude Saving Throw or contract a vicious skin disease which covers their body in weeping red hives.

The target must make a Fortitude Saving Throw vs. DC 15 or lose one point of Constitution and one of Charisma per day until they are cured by advanced medicine or reach 0 Constitution and die.

After their Constitution has been reduced by half,

they are in such discomfort that they cannot recover lost fatigue (or psi points) through sleep, and make all skill and attack rolls at a -2 penalty.

Anyone who spends more than a minute within 5 feet of the victim must make a Fortitude Saving Throw vs. DC 15 or contract the disease themselves.

The wad's user becomes immune to the disease after keeping the wad on their person for approximately a week. An injection of the user's blood may well be enough to cure the target of the disease. Re-roll the Saving Throw at a +2 bonus (and hope the blood won't kill them for some other reason).

### Tentacle Wad

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 465 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 ft if thrown

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks, but each pod can only be used once.

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9 when inactive, 12 when open and in use.

**Hardness:** 0

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 10 (goes off uncontrolled if broken)

**Description:** An innocuous-looking vegetable pod.

When it is flung at a target, it opens up into a huge wad of tentacles. These tendrils are very strong, but totally mindless. They just grab anything in a five-foot radius and squeeze. Anyone inside this area of effect must make a Reflexes Saving Throw vs. DC15 or be seized by the wad.

The tentacles do 1d3 bludgeoning damage per round, for 6 rounds, unless the Target somehow fights their way free. An entangled character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4 and has their movement halved. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or force their way free by making a Strength check vs. DC 20.

### Arc-Eel

**Cost:** 90 Units

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Tentative Purchase DC:** 9 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 5 feet

**"To Hit" Bonus:** +2 vs. Metal Armor Only

**Magazine:** 10

**Rate of Fire:** Once per round

**Damage:** 2d6 Electrical

**Weight:** 5 pounds

**Armor Class:** 16

**Hardness:** 0

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** N/A

**Description:** A sluglike animal, with no visible sensory organs, about a foot in length. A mottled, unclean gray in color, it always looks wet.

This is a specially grown creature with a minimal central nervous system. It is born with its entire food supply already stored in its fat reserves, and it has no digestive tract. Most of its body is filled with bioelectric organs, which can give out a powerful jolt of electricity, strong enough to arc across the air to hit the target at range.

Often carried in a pocket or wrapped around the user's wrist, the Arc Eel is actually quite safe (if loathsome) to handle. You need to know exactly where to tweak it to make it go off.

The Arc Eel lives for about six months. Once it has exhausted its electric organs, it recharges itself at a rate of one shot per thirty minutes.

### Bio-Engulfer

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 325 Units

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has

attacks

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 14

**Hardness:** 0

**Hit Points:** 25

**DC required to break this item with a Strength**

**Roll:** 20

**Description:** A venous fleshy wad. When flung at a target it expands and swallows the target up. Make a Ranged Touch attack, ignoring armor. If you score a hit, the Engulfer swallows the target.

The engulfed character suffers a -8 penalty on all attacks, has their Dexterity effectively reduced by 4, and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist or a Strength check vs. DC 20. If they break loose by making the Strength Check, it permanently ruptures and ruins the bio-engulfer.

This weapon cannot recognize and will refuse to attack targets larger than "Large" in size. If hurled at a target that is "Huge" or larger, it will not engulf them, and instead will fall harmlessly to the ground in one of the adjacent squares (roll at random). If it accidentally lands on another potential target, it will engulf them instead.

### Devourer

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 per round--see description

**Weight:** 6 pounds

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 20

**DC required to break this item with a Strength**

**Roll:** 20

**Description:** A black wad of flesh, which when flung at the target expands and swallows it up. Make a Ranged Touch attack, ignoring armor. If you score a hit, the Devourer has swallowed the target. Its gastric juices will do 1d4 damage per round until the target either dies or fights their way free of the thing's maw.

The engulfed character suffers a -8 penalty on all attacks, has their Dexterity effectively reduced by 4, and of course cannot walk or run anywhere. To free themselves, they must take a full action and make either an Escape Artist check vs. DC 20 or a Strength check vs. DC 20. If they break loose by making the Strength Check, it does 2d8 damage to the Devourer.

This weapon is confused by targets that are larger than "Large" in size and it cannot effectively attack them. If it is flung at a target that is "Huge" or larger,

it will not attack them, and will instead fall to the ground in one of the adjacent squares (roll at random). If it lands on another potential target, it devours them instead.

### **Piranha Ball**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 45 Units

**Tentative Purchase DC:** 7 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Slashing (20 x2) per round. See description for more details

**Weight:** 1 pound

**Armor Class:** 15

**Hardness:** 0

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** N/A

**Description:** A round ball of nubbly, warty flesh, about the size of a small orange. It has no visible sensory apparatus, but there is a suggestive puckered fold-line line across one side, like some sort of closed orifice.

When you fling the ball at a living target, the fold opens up into a mouth full of crooked sharklike teeth. If you score a hit, the ball clamps on to the target and begins to chew its way inside, doing 1d6 damage per round. It takes a full round and a Strength Roll vs. DC 15 to detach the slobbering mouth.

If the ball misses the target, it will bounce back to its owner, moving at 20 feet per round. A piranha ball will ignore a nonliving target and if it is flung at one it will bounce off the target without biting and hop back to its master.

If someone other than its owner picks it up, it will try to bite them at a -2 penalty, but apart from this it can't be persuaded to attack anyone without being thrown at them. Nor will it recognize anyone but its owner as an ally.

Piranha balls are usually purchased while they are still inside their birthing sheaths. Once removed from the sheath, the ball bonds with the smell of the first person who handles it. It will try to eat anyone else.

A Piranha ball isn't even as intelligent as an insect. It has no thoughts or objectives apart from feeding and getting back to its master's warm touch. Accordingly, it isn't vulnerable to mental attacks, apart from direct mental domination. You might be able to

take its miniscule mind over, but you won't be able to persuade it of anything—it is so stupid that it's totally immune to illusions.

A Piranha Ball is vulnerable to disease, poison, protein disruption attacks and all the other hazards that affect flesh. If it is fed its own weight in meat once a week, it will live for about sixty years. If starved, it lasts a month.

### **The Wubbly**

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 475 Units

**Tentative Purchase DC:** 15 (often unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**“To Hit” Bonus:** --

**Magazine:** Can only be used once

**Rate of Fire:** --

**Damage:** Special--see description

**Weight:** ¼ of a pound

**Armor Class:** 18

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** --

**Description:** A cute, furry little beast, like a ball of fluff with two shiny eyes, a pair of comically large feet and no arms. It emits a pleasing sound, specially designed to hypnotize human beings.

Any human within a 30 foot radius of the creature must make a Willpower Saving Throw vs. DC 20 or stand still, taking no action as they listen entranced to the little beast's purrs and trills. A hypnotized character is instantly released from the effect if they take damage while under its influence (normal or nonlethal), and if this happens the fascination effect won't work on them again for at least an hour.

The creature spends most of its life cycle asleep, curled up inside a membrane, living off its fat reserves. It takes a Standard Action to strip off its membrane and wake it up. It has no digestive system and just enough of a brain to stand upright and purr. (it isn't even a Construct in game terms—just a weird grenade that happens to be alive).

If it isn't used it will live for about three years. Once it has been activated, it will last for about a week.

This may seem like a harmless, non-lethal weapon, but plenty of people have died of thirst or let their children drown in the tub while listening to the creature sweetly purr.

# Futuristic Melee Weapons

Just because the future offers so many new ways to melt, fry, atomize and blow enormous holes through your enemies at a distance doesn't mean that melee weapons will die out. On the contrary, the future holds myriad marvelous ways to chop, bash, mangle and carve your enemies as well!

The following section enumerates the rippers, slicers, manglers and maulers of tomorrow, from simple weapons made of futuristic alloys that have interesting new slashing and smashing properties, to the mighty fusion swords that only mystic space-knights ever wield (chiefly because they're so expensive). The keys to the toybox are yours. Go knock yourself out. Or better yet, go knock someone else out. Or better still, kill them--and see you do it reeeecal tasty-like.

## Advanced Materials Weapons

Melee weapons made from strange new alloys, hyper-advanced synthetic materials, or produced by futuristic manufacturing techniques which make them more effective than the best present-day Masterwork equivalents.

These weapons aren't always lighter or more durable than their early 21<sup>st</sup> century counterparts, but they're all more efficient at cutting, piercing, bludgeoning or otherwise transmitting force into the target.



### Advanced Alloy Blade

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 20 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+1 Slashing (19-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Scabbard (costs 20 Units, weighs 1 pound)

**Description:** New advances in metallurgy and blade design make it possible to produce edged weapons far more effective and durable than anything we've seen by the early Twenty-First Century. This one is an all purpose utility blade, about the size of a bayonet.

### Advanced Alloy Holdout Dagger

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 20 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+1 Slashing (19-20 x2)

**Weight:** 1/2 pound

**Armor Class:** 13

**Hardness:** 15

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** Anyone searching for this knife suffers a -4 penalty to their roll.

**Description:** A tiny little knife, built into a belt buckle or a cigarette lighter or a fountain pen or some other such harmless-looking object. Made from a super-advanced alloy, it has superb strength and durability for a blade this size.

### Advanced Alloy Sword

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 150 Units

**Tentative Purchase DC:** 11

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+1 Slashing (18-20 x2)

**Weight:** 4 pounds

**Armor Class:** 7

**Hardness:** 15

**Hit Points:** 6

**DC required to break this item with a Strength**

**Roll:** 20

**Accessories:** Scabbard (costs 30 Units, weighs 1 pound)

**Description:** The kind of sword a starfaring civilization might produce, after thousands of years of refining the technique. Its design combines millennia of craftsmanship with all the secrets of space-age metallurgical technology.

### Advanced Alloy Rapier

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+1 Piercing (18-20 x2)

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 15

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 18

**Accessories:** Scabbard (costs 30 Units, weighs 1 pound)

**Description:** A rapier made with some hyper advanced alloy. It is a superb weapon, stronger, sharper and more flexible than any such blade produced today.

### Advanced Alloy Throwing Axe

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 80 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+1 Slashing (20 x2)

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 20

**Description:** Who says throwing axes are just for knuckle-dragging barbarians? The ultimate version of this ancient weapon, it is perfectly balanced for throwing, with a soft ergonomic handle that conforms

itself to the thrower's grip. This weapon is better weighted, produces less drag, flies farther and holds an edge longer than any throwing axe previously made.



### Hyperalloy Claws

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 150 Units

**Tentative Purchase DC:** 11

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 or 2 hands to use (one set of claws per hand)

**Range Increment:** --

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Slashing (19-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

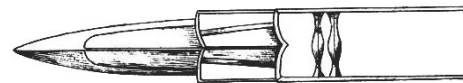
**Hardness:** 15

**Hit Points:** 6

**DC required to break this item with a Strength**

**Roll:** 20

**Description:** A set of metal claws, made from some futuristic alloy which is sharper, harder and at the same time more flexible than even the best grades of modern steel.



### Advanced Materials Punch Dagger

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 20 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9



**Hardness:** 15

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** 20

**Description:** A punch-dagger or "katar", made from super-advanced materials. Punch daggers use the full force of the wielder's arm, and this one is made from a heavy, ultra-hard alloy which further magnifies the effect. It is stronger, has more momentum and holds an edge better than any punch dagger made out of steel. It is also nearly immune to corrosion--you could immerse it in salt water for a week and it would never show a single spot of rust.

### Advanced Materials Ribbon

**Size:** Large when extended (-8 penalty to conceal with a "sleight of hand" roll), Tiny when rolled up and concealed (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 175 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** This weapon has 15 feet of Reach, with no penalty to attack targets at close range

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Slashing (18-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 7

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 20

**Description:** A strange weapon resembling nothing so much as a fifteen-foot metal tape measure. Made from some weird futuristic metal, it is both incredibly flexible and razor-sharp. In the hands of an expert, it presents a beautiful, terrifying spectacle as it whirls, loops and lashes. The ribbon can be used to make trip attacks and if the attacker accidentally trips themselves they can avoid the effects by dropping the weapon. It grants a +2 on any attempt to Disarm a foe with an opposed Attack Roll. It is also one of the few weapons with Reach that can just as easily attack targets at close range.

### Advanced Materials Whip

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Whip)

**Handed:** Requires 1 hand to use

**Range Increment:** Has 15 feet of Reach

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Slashing (19-20 x2)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 19

**Description:** A bull-whip, made from advanced polymer materials. It is far more powerful than a regular leather bullwhip and does normal damage rather than Nonlethal damage. A whip can be used to make trip attacks and if the attacker accidentally trips themselves they can avoid the effects by dropping the weapon. A whip grants a +2 on any attempt to Disarm a foe with an opposed Attack Roll.

### Advanced Materials Pick

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 80 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+1 Piercing (20 x4)

**Weight:** 5 pounds

**Armor Class:** 5

**Hardness:** 15

**Hit Points:** 28

**DC required to break this item with a Strength Roll:** 20

**Description:** A military pick, made from tungsten or titanium or some other such space-age alloy. The head is filled with a heavy liquid like mercury or bromine, further enhancing the impact the pick delivers.

### Small Advanced Materials Pick

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 40 Units

**Tentative Purchase DC:** 6

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 12

**DC required to break this item with a Strength Roll:** 19

**Description:** A small, one-handed military pick, made out of some super-advanced alloy. It looks a lot like a

small rock-climbing tool and is sometimes sold as one.

### Hook and Chain, Hyperalloy

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Hook and Chain Weapon)

**Handed:** Requires 2 hands to use

**Range Increment:** Has 15 feet of Reach, with no penalty to attack targets at close range

**“To Hit” Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x2)

**Weight:** 12 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 21

**Description:** Resembles a small grappling hook and indeed can be used as one. It has a reach of 15 feet, but unlike most weapons with reach it can also attack targets that are right next to it.

A cruel weapon, it works by sinking the hook into an opponent and then yanking on it. The user can drag a hooked victim toward them at a rate of 5 feet per round if they beat them at a Strength contest. This does an additional 1d4 damage.

A Hook and Chain can be used to make trip attacks and if the attacker accidentally trips themselves they can avoid the effects by dropping the weapon. A Hook and Chain grants a +2 on any attempt to Disarm

a foe with an opposed Attack Roll.

The feat "Weapon Finesse" will allow you to use your Dexterity Bonus instead of your Strength Bonus with this weapon.

### Advanced Materials Scythe

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 180 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d4+1 Piercing or Slashing (20 x4)

**Weight:** 11 pounds

**Armor Class:** 5

**Hardness:** 15

**Hit Points:** 12

**DC required to break this item with a Strength Roll:** 20

**Description:** Perhaps some societies never really develop the sword as we know it and instead use something like a scythe. This is what a scythe-weapon made with advanced metallurgical technology might look like. The blade is stronger, more flexible and holds an edge better than a conventional steel tool. It is also immune to rust (but not to the rust-like effects of metal-eating viruses). This one is made specifically for combat, but it is also superb for reaping wheat.

## Yo-Yo Weapons

A variation on throwing weapons, yo-yo's allow you to both throw the weapon a short distance and then have it come back to you, without any antigravity generators or built in homing devices (I can't believe I said that with a straight face!)

Combat yo-yos are rarely seen outside of anime. While some people say that this is because they are extremely silly, I wanted to make them available to the rest of you. Here's a range of different yo-yos with different effects.

### Combat Yo-Yo

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 20 Units

**Tentative Purchase DC:** 4 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Melee (Works with any Yo-Yo Weapon)

**Handed:** Requires 1 hand to use

**Range Increment:** Has 10 feet of reach

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Bludgeoning (20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** A heavy metallic yo-yo with a long string made from some super-strong lightweight polymer. This yo-yo is actually heavy and durable enough that in the hands of an expert it can be used as a weapon. Why you would want to devote years of your life to learning how to hurt people with a yo-yo is unclear, but if that's what you'd prefer to do with your

time, this is the right tool for the job.

Anyone with the Feat “Yo-Yo Tricks” can make a Dexterity check vs. DC 15 to hit the target from the side or even from behind while still facing them. This confers all the usual bonuses for hitting a target from the flank or behind.

In addition to bonking people on the head, a Combat Yo-Yo can be used to entangle your opponent (this doesn't require the “Yo-Yo” tricks feat—just the weapon proficiency) Count this as a ranged Grapple Attack which doesn't expose you to any Attacks of Opportunity. It can also be used to make Trip Attacks. You can't use it to make attacks at the same time as you have someone grappled in it.

### Exploding Yo-Yo

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Melee (Works with any Yo-Yo Weapon)

**Handed:** Requires 1 hand to use

**Range Increment:** Has 10 feet of reach

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the user has attacks (but of course it can only explode once)

**Damage:** 1d6 Bludgeoning (20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Description:** A yo-yo weapon with a little something extra. It can be used to make bludgeoning attacks at range, to make trip attacks and to make ranged Grapple Attacks that don't expose the user to Attacks of Opportunity (See the Players' Handbook, page 137).

Anyone with the Feat “Yo-Yo Tricks” can make a Dexterity check vs. DC 15 to hit the target from the side or even from behind while facing them, with all the usual bonuses for hitting a target from the flank or behind.

It can also be set to explode, doing 4d6 damage to the target and 1d4 to anything else within a five-foot radius (a Reflexes Saving Throw vs. DC 15 will reduce the area-effect damage by half). To hit the target with the yo-yo as it explodes, make either a ranged touch attack or grapple them with the string. You can set the explosive off whenever you prefer.

### Exploding Immobilizer Foam Yo-Yo

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 60 Units

**Tentative Purchase DC:** 8

**Required Proficiency:** Exotic Weapons--Melee (also works with any other Yo-Yo weapon)

**Handed:** Requires 1 hand to use

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the user has attacks (but the special “exploding foam” attack can only be used once)

**Damage:** 1d6 Bludgeoning (20/x2). Can also be used to make a special one-use only attack--See description

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Accessories:** --

**Description:** This yo-yo weapon can be used to attack a single target like a standard combat yo-yo (if there is such a thing as a “standard” combat yo-yo).

As with most other yo-yo weapons, someone with the feat “Yo-Yo Tricks” can use it to attack from an opponent's side or rear, even while facing them. However, whenever its user tires of this game, they can make it explode into a mass of quick-hardening immobilizer foam.

The foam effectively attacks everything in a ten-foot square. To evade it, everyone in the target square must make a Reflexes Saving Throw vs. DC 18, and spend their next Movement to leave the affected square. Anyone who fails the roll or who can't move out of the square is caught in the foam, suffers a -2 penalty on all attacks, moves at half their normal rate and has their Dexterity effectively reduced by 4 until released. They must immediately make another Reflexes Saving Throw (DC 15) or they are completely mired in the foam, unable to move at all.

To free themselves, they must make a Strength check vs. DC 27, or do at least 17 points of damage to the foam (this applies whether you are completely stuck in the foam, or just hindered by it). You automatically hit the foam if you attack it.

### Razorwire Yo-Yo

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 60 Units

**Tentative Purchase DC:** 8 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Melee (Works with any Yo-Yo Weapon)

**Handed:** Requires 1 hand to use

**Range Increment:** Has 10 feet of reach

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Bludgeoning (20 x2) or 1d8 Slashing (18-20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

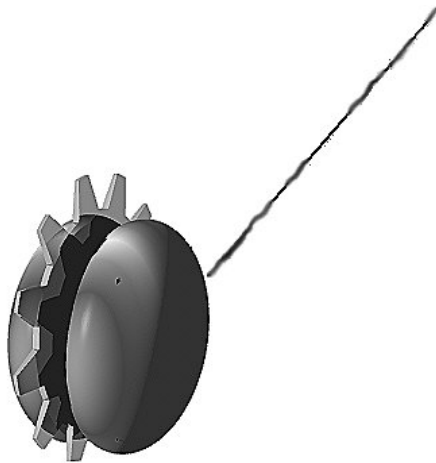
**Roll:** 16

**Description:** A yo-yo with a string made from ultra-fine, ultra-sharp wire. It's not quite as thin as

monofilament wire, but is still a great deal stronger than steel and a great deal sharper than a surgical scalpel.

If you have the weapon proficiency, you can entangle opponents with the string, making a ranged Grapple Attack (See the Players' Handbook, page 137) without incurring any attacks of opportunity. It's no fun being entangled in that wire. If you succeed at grappling them with the string, the target will take 1d4 damage each round until they free themselves. If you have an opponent entangled, you can't use the yo-yo for anything else until you free them or they free themselves.

Anyone with the Feat "Yo-Yo Tricks" can make a Dexterity check vs. DC 15 to hit the target from the side or even from behind while facing them. Only the bludgeoning attack can be used this way. If you are instead trying to slash your opponent with the string, it must be done head-on.



### **Buzzsaw Bladed Yo-Yo**

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Melee (Works with any Yo-Yo Weapon)

**Handed:** Requires 1 hand to use

**Range Increment:** Has 10 feet of reach

**"To Hit" Bonus:** --

**Magazine:** 65

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Slashing (18-20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Accessories:** Miniature Energy Cell (1/20pound, costs 30 units)

**Description:** A yo-yo with a spinning buzzsaw blade built in. The string is made of a super-high-strength polymer and almost impossible to break. You can hang by it if you like.

The blade pops out only when you exert exactly the right pressure, so that it doesn't fly back and hit you. A skilled user can precisely control when to extend the blade.

Like all yo-yo weapons, this one can be used to entangle an opponent, performing what is in effect a Grapple Attack at range (See the Players' Handbook, page 137). This does not expose you to attacks of opportunity. You can't use the buzzsaw blade while you have someone grappled with the string.

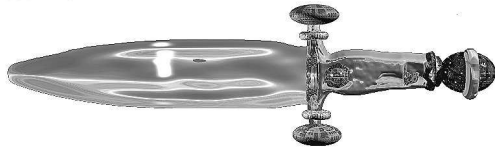
This weapon also allows you to make trip attacks. If you are tripped yourself in the course of making the attack, you can drop the yo-yo (this takes effectively no time) to avoid falling down.

If you have the Feat "Yo-Yo Tricks" in addition to the Weapon Proficiency, you can make a Dexterity check vs. DC 15 to hit the target from the side or even from behind while still facing them.

## **Hyperice Weapons**

New advances in refrigeration make it possible to make effective bladed weapons out of super-hard ice. A hyperice blade generally comes with the refrigeration gear built into its handle. A blade-shaped mold to slip over the end and fill with distilled water comes with the weapon, at no additional charge. Once the mold is in place (call this a Standard Action) it takes only a fraction of a second to freeze the blade.

Hyperice weapons don't have the strength or the flexibility of a metal blade, but they hold up well enough to be used as untraceable assassination tools. Most hyperice blades get used once, broken off and then thrown away, but they don't have to be. If you were to get into a tough situation and had nothing else to defend yourself with, a hyperice blade would make a tolerable fighting knife.



### HyperIce Blade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 45 Units

**Tentative Purchase DC:** 7 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** Ice Blade lasts for 3 uses, or until the wielder decides to melt it.

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Slashing (19-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Accessories:** Special, refrigerated scabbard (costs 100 Units, weighs 1/2 pound), Energy Cell (1/2 pound, costs 10 units)

**Description:** A short stabbing blade, made from supercooled ice. It is as sharp as broken glass and leaves nothing but water in the victim's wounds. Virtually untraceable, hyperice blades are almost exclusively used as tools for assassination and are therefore difficult to buy in most organized societies.

A power cell keeps the blade frozen for eight hours. It takes a standard action to replace the power cell. Regrowing the blade is a longer and more involved process. It requires a supply of clean (preferably distilled) water and about thirty minutes to freeze a new blade. A blade-shaped mold comes with the weapon at no extra cost, but it's easy to improvise one if the original gets lost.

If for some reason the knife is used before a new blade is finished, it will still do 1d4 damage, but there is a 50% chance of the blade breaking every time it is used to make an attack (whether or not it hits).

### Hyperice Katar

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 45 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** Ice Blade lasts for 6 uses, or until the wielder decides to melt it.

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 1

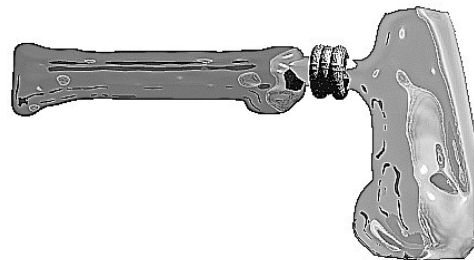
**DC required to break this item with a Strength Roll:** 12

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A punching dagger based on an ancient Indian model. It fits over your knuckles and transmits the whole force of your punch into the target, doing considerably more damage than an ordinary dagger.

This one has a blade made not from metal or plastic, but from super-chilled ice, frozen so hard that it can easily withstand the force of impact. This weapon leaves no trace of metal residue on the victim and it is effectively untraceable. The blade melts slightly in the wound and its contours change, foiling attempts to match a particular dagger with a particular injury. The only residue it leaves behind is water, which soon evaporates.

The weapon has enough energy in its power cell to keep a blade frozen for about six hours. It takes a standard action to replace the power cell. Growing a new ice blade requires a supply of clean water, a special plastic mold (which comes with the katar at no extra cost) and about two hours' worth of time. A partly-formed blade will still do damage to the target, but there is a 40% chance of it snapping off and becoming useless each time it is used to make an attack, whether it hits or not.



### Hyperice Throwing Hatchet

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 60 Units

**Tentative Purchase DC:** 8 (often illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown

**“To Hit” Bonus:** --

**Magazine:** Ice blade lasts for 6 uses, or until the wielder decides to melt it.

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Slashing (20/x2)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 1



**DC required to break this item with a Strength Roll:** 12

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A small Hyperice tomahawk, with a blade made out of super-hard, supercold frozen water. It actually holds an edge well enough to use as a weapon. Only slightly harder to conceal than a Hyperice dagger, it has considerably more stopping power.

Weighted for throwing, it is seldom used that way and is generally a hand weapon (there would be little point in killing someone with an untraceable weapon and then leaving it at the scene of the crime).

This is an assassin's tool, no one takes a hyperice

hatchet on a camping trip to cut firewood, and cops are well aware of this fact. If this device isn't illegal then it is at least sure to cause suspicion if the authorities find it in your possession. A standard energy cell keeps the blade frozen for about six hours. It takes only a standard action to replace a spent energy cell, but roughly an hour to freeze a new blade. If for some reason a character has to use this weapon before the blade is finished, it will still damage the target, but there is a 40% chance of it snapping off and becoming useless each time it is used to make an attack, whether it hits or not.

## Radioactive Hand Weapons

There are many good ways to use futuristic technology to enhance the power of a melee weapon. Making the weapon radioactive is not one of them.

A sure sign of a desperate, decadent or insane culture, radioactive hand weapons do appear from time to time. They range from the sophisticated, relatively sane radiation projector wand, which gives off a discreet pulse of neutrons when it hits the target, to the primitive and crazy radioactive mace, which is basically just a metal bar made out of nuclear waste

None of them are exactly safe, but at least the better ones will do less damage to you than the target.

### Radiation Projector Wand

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special. Target immediately takes 1d10 Radiation damage. Target must make a Fortitude Saving Throw vs. DC 20 once per hour or take another d8 until they either make the roll or die

**Weight:** 4 pounds

**Armor Class:** 7

**Hardness:** 6

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 19 (Spills hazardous waste all over you if you break it, doing its full radiation attack to anyone in a 10 foot radius)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A long, fat metal wand with a nozzle at one end. The radiation shielding material makes it heavier than it looks. When the nozzle strikes something, it irises open for a fraction of a second and gives them a momentary directional burst of hard radiation. This does horrible things to the target, but

they rarely even feel it at the moment they are struck. The wand is actually heavy enough to be used as a truncheon (1d6 damage), but few wielders would be willing to do this, because of the awful risk of breaking the device open and exposing the radioactive materials at its core.



### Radioactive Blade

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 150 Units

**Tentative Purchase DC:** 11 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special. Target immediately takes 1d6 slashing (19-20 x2) +1d8 radiation damage. Target must make a Fortitude Saving Throw vs. DC 20 once per hour or take another d8 of radiation damage until they either make the roll or die

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 9

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 16 (Spills hazardous waste all over you if you break it, doing its full radiation attack to anyone in a 10 foot radius)

**Accessories:** Lead-lined Scabbard (costs 100 Units, weighs 2 pounds)

**Description:** A truly potent assassination weapon, this long, heavy dagger is filled with a radioactive liquid, shielded by a thin layer of Cadmium. When the dagger penetrates someone's flesh, the shielding momentarily retracts and the target is exposed to a toxic dose of neutrons. Every time you use this weapon, whether you hit the target or not, there is a 5% chance of accidentally exposing yourself to the radioactive material and suffering its effects.

### Radioactive Sword

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12 (usually illegal)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special. Target immediately takes 1d8+2 slashing (19-20 x2) +1d6 radiation damage. Target must make a Fortitude Saving Throw vs. DC 20 once per hour or take another d6 radiation damage until they either make the roll or die.

**Weight:** 10 pounds

**Armor Class:** 7

**Hardness:** 15

**Hit Points:** 6

**DC required to break this item with a Strength**

**Roll:** 17 (Spreads radioactive dust all over if you break it—everyone in a 5 foot radius must make a Reflexes Saving Throw vs. DC 15 or suffer the effects of the radiation)

**Accessories:** Lead-lined Scabbard (costs 100 Units, weighs 3 pounds)

**Description:** A weapon for desperate, suicidal troops—this chunky broadsword is made of radioactive materials, and while it will do horrendous damage to the target, it is slowly killing its wielder, too. Every hour that you carry a radioactive sword on your person, it destroys one of your hit points, permanently. When you hit zero, you're incapacitated and begin losing 1 hp per round. When you hit -10, you die. And real tasty-like, I might add. Radiation sickness is nowhere near as fun or as quick as, for example, being boiled alive. It is possible that there might be some futuristic medical treatment that can reverse the

damage, but this is entirely up to the DM. The sword itself is quite good. Most fissionable metals are extremely heavy and many of them (Uranium, for example) are also incredibly hard. The sword is tiring to wield but it has a lot of penetration.

### Radioactive Mace

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 80 Units

**Tentative Purchase DC:** 9 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special. Target immediately takes 1d6+1 bludgeoning and 1d8 radiation damage. Target must make a Fortitude Saving Throw vs. DC 20 once per hour or take another d8 damage from radiation until they either make the roll or die.

**Weight:** 18 pounds

**Armor Class:** 7

**Hardness:** 15

**Hit Points:** 25

**DC required to break this item with a Strength**

**Roll:** 24 (Spreads radioactive dust all over if you break it—everyone in a 5 foot radius must make a Reflexes Saving Throw vs. DC 15 or suffer the effects of the radiation)

**Description:** A big solid bar of radioactive metal. Like most fissionable metals it is heavier and harder than iron, and would do a great deal of damage even if it weren't giving off deadly radiation.

A normal human being who carries this weapon without any special protective gear will lose one hit point per hour, permanently. When they reach zero, they are incapacitated and begin to lose 1 hp per round until they hit -10 and die. There may be futuristic medical technologies which can reverse the effects of radiation poisoning—that is of course strictly up to the DM.

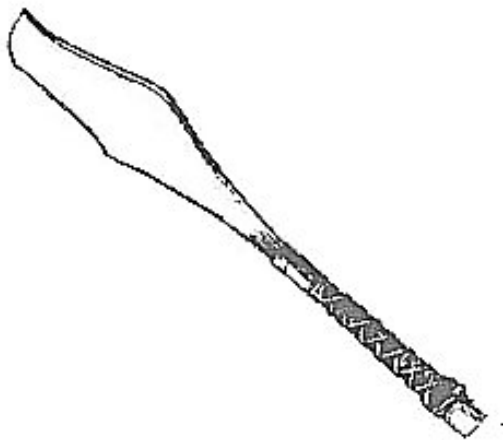
Under ordinary circumstances you would only see this weapon in the hands of robots or opponents in heavily shielded battlesuits (of which there aren't any in this book). It is possible that crazed fanatics might also use weapons like this, if they get desperate enough. They'd have to be pretty crazed. Radiation poisoning is one of the most disagreeable ways to die we've yet discovered.

# Hypersharp Weapons

Monofilament wire has many uses, few of them nice. It's an amazing, nigh-indestructible substance, a wire made from a single molecule, hundreds of times stronger than titanium and finer than the smallest hair, while thousands of times sharper than the sharpest surgical steel. It didn't take long for people to start hurting one another with it.

Of course, swinging a loop of nearly invisible monofilament at your opponent is nearly as dangerous to you as it is to them, so combatants insane enough to use it in its raw form weeded themselves out pretty quickly. It is common to find normal weapons edged with monofilament wire, making them unbelievably sharp and yet slightly less dangerous to the wielder.

Hypersharp weapons are extremely dangerous to handle, and the DM should feel free to call for arbitrary Reflexes Saving Throws to avoid taking small amounts of damage while messing about with them, particularly if they don't know how sharp the blade actually is.



## Hypersharp Blade

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+1 Slashing (17-20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Special:** Vorpal. On a critical hit this weapon will sever the target's head from their body. This does not work on creatures that do not have heads and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off (robots, for example, or zombies).

**Accessories:** Scabbard (costs 20 Units, weighs 1 pound)

**Description:** A bayonet or cleaver-like blade, edged with a monofilament wire one molecule thick. It is

far, far sharper than any conventional knife ever made and never loses its edge.

## Hypersharp Dagger

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 30 Units

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+1 Slashing (17-20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Holster (costs 10 Units, weighs 1/2 pound)

**Description:** A short dagger or survival knife, edged with a monofilament wire. It is much sharper than a surgical scalpel or a Japanese katana. It also requires very little maintenance, and will never lose its edge. The only reason it isn't "Vorpal" is that it's too small to conveniently lop off the target's head.

## Hypersharp Claws

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 or 2 hands to use (one set of claws per hand)

**Range Increment:** --

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+1 Slashing (17-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** A set of artificial claws, edged with monofilament wire, no thicker than a single molecule. They are far sharper than the sharpest razor or surgical scalpel.



### Hypersharp Sword

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 225 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+1 Slashing (17-20 x3)

**Weight:** 4 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Special:** Vorpal. On a critical hit this weapon will sever the target's head from their body. This does not work on creatures that do not have heads and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off (robots, for example, or zombies).

**Accessories:** Scabbard (costs 30 Units, weighs 1 pound)

**Description:** A cutlass, made out of some futuristic alloy, with a thin line of monofilament wire running along its edges. This gives it a cutting surface that is only one molecule wide. Far sharper than any conventional sword, it also never needs to be honed.

### Hypersharp Rapier

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has

attacks

**Damage:** 1d6+1 Piercing or Slashing (17-20 x3)

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 17

**Special:** Vorpal. If the wielder uses this sword to make a Slashing attack and scores a critical hit, it will sever the target's head from their body. This does not work on creatures that do not have heads and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off.

**Accessories:** Scabbard (costs 30 Units, weighs 1 pound)

**Description:** A thin, light dueling sword, edged with monofilament wire. It is much sharper than any ordinary blade, and so is used more for slashing and less for thrusting than most rapiers.

### Hypersharp Axe

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 120 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10+1 Slashing (17-20 x4)

**Weight:** 7 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Special:** Vorpal. On a critical hit this weapon will sever the target's head from their body. This does not work on creatures that do not have heads and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off (robots, for example, or creatures with no vital organs in their heads).

**Description:** An axe, enhanced with a monofilament edge. The blade is effectively one molecule thick on its cutting surface and hence much sharper than any conventional axe. It also never needs sharpening.

### Hypersharp Scythe

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 270 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d4+1 Piercing and Slashing (17-20 x4)

**Weight:** 12 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 17

**Special:** Vorpal. On a critical hit this weapon will sever the target's head from their body. This does not work on creatures that do not have heads and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off (robots, for example, or zombies).

**Description:** A scythe, made from advanced materials, with a blade edged in monofilament wire. This makes it far sharper than any conventional scythe. It also never needs sharpening. There is frankly little use for such an item as an agricultural tool. A monofilament edge makes the scythe's curved blade and leverage-increasing handle totally unnecessary. In fact a perfectly straight, one handed hypersharp blade would reap wheat equally well. You still might see hypersharp scythes in the hands of advanced civilizations that have traditionally used scythe-like hand-weapons. They are also popular with misfits who like to dress up in hooded cloaks and skull masks.

### Hypersharp Glaive

**Size:** Huge (can't be concealed)

**Cost:** 120 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10+1 Slashing (17-20 x4)

**Weight:** 15 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 17

**Special:** Vorpal. On a critical hit this weapon will sever the target's head from their body. This does not work on creatures that do not have heads and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off.

**Description:** A ten foot pole, tipped with a cutting blade edged in monofilament wire. It has ten feet of reach, but can't hit anything at closer range. The blade is unbelievably sharp and never needs honing.

### Hypersharp Double Axe

**Size:** Huge (Impossible to conceal)

**Cost:** 350 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks (often used to attack twice in one round)

**Damage:** 1d10+1/ 1d10+1 Slashing (17-20 x4)

**Weight:** 25 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 17

**Special:** Vorpal. On a critical hit this weapon will sever the target's head from their body. This does not work on creatures that do not have heads and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off (robots, for example, or creatures who don't store their brains in their heads). If you use both ends to make separate attacks in a single round, you suffer the penalties for making two weapon attacks, as though you were using a One Handed Weapon and a Light Weapon (see the Player's Handbook, page 124).

**Description:** A huge, brutal weapon with an axe-blade at each end, edged in monofilament wire. The blades are only one molecule wide on the cutting edge, and vastly sharper than a conventional version of the weapon (if there is such a thing). It's a tricky weapon to carry safely with its exposed hypersharp blades. If a character who is holding a hypersharp double axe falls down, the DM should feel free to have them make a Reflexes Saving Throw to avoid cutting themselves.

### Hypersharp Double-Bladed Sword

**Size:** Huge (Impossible to conceal)

**Cost:** 375 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+1/1d8+1 Slashing (17-20 x3)

**Weight:** 15 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Special:** Vorpal. On a critical hit this weapon will sever the target's head from their body. This does not work on creatures that do not have heads and at the DM's discretion there may be targets that suffer no ill effect from having their heads cut off (robots, for example). If you use both ends to make separate attacks in a single round, you suffer the penalties for making two weapon attacks, as though you were using



a One Handed Weapon and a Light Weapon (see the Player's Handbook, page 124).

**Description:** A two-ended sword edged with hypersharp monofilament wire. It has a cutting surface no wider than a single molecule and is far sharper than a razor or a katana. No one has yet been able to come up with a safe way to store this thing, so don't leave it lying around where your kids can find it!

### Hypersharp Punch Dagger

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 30 Units

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+1 Piercing (17-20 x4)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** While punch daggers derive most of their penetrating force from the way they channel the energy of the strike, rather than from the sharpness of the blade, it does still improve their lethality to give them monofilament edges. The blade of this weapon is far sharper than a razor and it never needs to be honed.

### Hypersharp Sickle

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 90 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+1 Slashing (17-20 x3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Special:** Vorpal. On a critical hit this weapon will sever the target's head from their body. This does not work on creatures that do not have heads and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off.

**Description:** A short, sickle-shaped weapon, edged with ultra-sharp monofilament wire. It only has one

sharp edge, on the inside of the curve, which makes it considerably safer than most Hypersharp weapons to use. It has little utility as an agricultural implement (it's too easy to wound yourself on while harvesting) and is really just a weapon.



### Hypersharp Spear

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+1 Piercing (17-20 x4)

**Weight:** 9 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** A ten foot spear, tipped with a spearhead edged in monofilament wire. It has ten feet of reach, but can't hit anything at closer range. The spearhead is astoundingly sharp and never needs further sharpening.

### Hypersharp Trident

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 225 Units

**Tentative Purchase DC:** 13 (often unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+1 Piercing (17-20 x4)

**Weight:** 5 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Description:** A trident, each of its three tines edged in ultra-sharp monofilament wire. Few interstellar civilizations use tridents in close combat, but you

might see it as a novelty item or in gladiatorial combat.

### **Rigid Hyperwire "Bladeless" Blade**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 150 Units

**Tentative Purchase DC:** 11 (often illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+2 Slashing (17-20/x3)

**Weight:** 1/2 pound

**Armor Class:** 18

**Hardness:** 8

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 25 (and it will do 1d8 slashing damage to you if you fail the roll)

**Special:** Vorpal. On a critical hit this weapon will sever the target's head from their body. This does not work on creatures that do not have heads and at the DM's discretion there may be targets who suffer no ill effect from having their heads cut off (robots, for example, or creatures who don't keep any vital organs in their heads).

**Accessories:** Storage Rack (Costs 75 units to have made)

**Description:** It is possible to make a weapon out of a single rigid monofilament wire no thicker than a single molecule, sharper than the sharpest steel surgical tools. It is however a terrible idea, as this model amply demonstrates.

It is about the length of a short sword, and consists of nothing but a handle with a stiff length of hypersharp wire sticking up out of it. Because it is difficult to see the wire with the naked eye, the makers have thoughtfully placed a little red ball on the tip, allowing the user to at least keep track of how long the weapon is.

This is an appallingly dangerous tool to use. Every time a character rolls a "1" while trying to hit a target with this weapon, there is a 10% chance that they have hit themselves instead, for half the usual damage.

But the worst problem with this blade is with storing it. There is no way to sheathe the weapon, no scabbard you can put it in that it won't slice right through. You can have a kind of rack made which will at least store the thing handle up, to keep people from wounding themselves on it by mistake, but even this is far from a safe option. Disposing of the thing when it breaks is an even more troubling problem.

### **Hypersharp Whip**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 35 Units

**Tentative Purchase DC:** 6

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Whip)

**Handed:** Requires 1 hand to use

**Range Increment:** Has 10 feet of Reach

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+1 Slashing (17-20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 16

**Description:** A whip with many short monofilament wires protruding from its length. It leaves shallow but horrendous wounds on anything it hits. A hypersharp whip can be used to make trip attacks and if the attacker accidentally trips themselves they can avoid the effects by dropping the weapon. A whip grants a +2 on any attempt to Disarm a foe with an opposed Attack Roll.

### **Monofilament Whip**

**Size:** Medium when extended (-4 penalty to conceal with a "sleight of hand" roll), Tiny when rolled up and concealed (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 30 Units

**Tentative Purchase DC:** 5 (usually illegal and a sure sign of mental instability on the part of its user)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Whip)

**Handed:** Requires 1 hand to use

**Range Increment:** Has 15 feet of Reach

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8+2 Slashing (16-20 x3)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 20

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 40

**Special:** Improved Vorpal Weapon. On a critical hit this weapon will sever the target's head from their body. If the target does not have a head, or suffers no particular ill effect from having their head cut off, the whip has instead cut them into two or more pieces. There may still be a few creatures (totally amorphous beings, for example) who can survive this, at the DM's discretion.

**Description:** A very simple but tremendously effective hand-weapon. It's nothing but a length of ultra-fine, ultra-sharp monofilament wire, no thicker than a single molecule, with a weight at one end. This wire is vastly stronger and sharper than the sharpest metal blade ever forged. It has a range of about fifteen feet. You lash it at your opponent and they fall down in slices (unless you cut your fingers off instead). It is

extremely dangerous for anyone who doesn't have the weapon proficiency to use a monofilament whip. Not only do they suffer a -4 penalty on attacks, but if they miss there is a 1/10 chance that they have wounded themselves for 2d6 damage. If they roll an unmodified 1, they have cut their own head off.

### **Discombobulator Rod**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** 1d12+1 Slashing (17-20 x3), attacks everything in a 10 foot by 10 foot square adjacent to the attacker.

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 16

**Special:** Improved Vorpal Weapon. On a critical hit this weapon will sever the target's head from their body. If the target does not have a head, or suffers no ill effect from having their head cut off, the wire has instead cut them into two or more pieces. There may still be a few creatures (totally amorphous beings, for example) who can survive this, at the DM's discretion.

**Accessories:** Holster (costs 30 Units, weighs 1 pound)

**Description:** A slender plastic rod, about the length of a man's forearm. When the button in the handgrip is pressed, loops of coiled monofilament wire spring out of the end, slicing and mangling anything in the square immediately in front of the user, doing 1d12+1 slashing damage, to friend and foe alike. A Reflexes save vs. DC 15 completely negates this damage, as does having an AC higher than 19.

### **Deck of Many Wounds**

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units (will probably have to be specially made)

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Slashing (17-20 x3) if thrown or 1d6+2

Slashing (17-20 x3) if used as a hand weapon

**Weight:** 1/2 pound

**Armor Class:** 9

**Hardness:** 3

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 15

**Special:** Can be used as either a missile or a melee weapon.

**Accessories:** Special Carrying Case (Hardness 3, 4 Hit Points, has to be custom-made, costs 200 units)

**Description:** A deck of cards, made from a tough, flexible synthetic material which is almost impossible to tear and never gets dog-eared. Each card is edged with monofilament wire, no thicker than a single molecule. They can be used as throwing weapons or fanned out and used as a hand-blade. This is a difficult weapon to find on the open market and even more difficult to use safely. Favored by assassins with a taste for cheap theatrics, it is the sort of thing you'd have to have specially made, or buy underground. It comes in a bullet-resistant case which looks like an ordinary cardboard box for holding cards.

### **Giant Hypersharp Scissors**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d4 Slashing (17-20 x3)

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 15

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 19

**Special:** Vorpal. On a critical hit this weapon will sever the target's head from their body. This does not work on creatures that do not have heads. At the DM's discretion there may also be targets who suffer no ill effect from having their heads cut off (robots, for example, or Atomic Zombies).

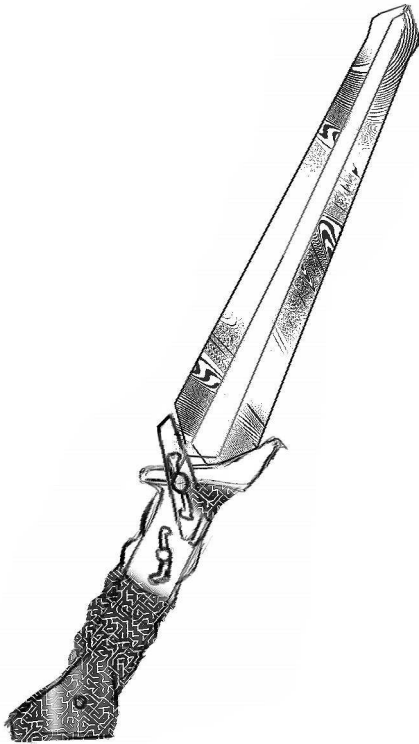
**Description:** A huge pair of metal shears, as long as a sword. Made from a super-light, super strong alloy and edged with monofilament wire, they are far, far sharper than a razor or a scalpel. There may be some alien races that use these as hand weapons, but they are much more likely to be found in the hands of the terminally depraved.

# Vibronic Weapons

Also known as vibroblades, these weapons enhance their cutting power by vibrating at amazing speed. They tend to be quite dull, since they aren't getting much of their penetration from having a sharp edge and thinner blades tend not to hold up to the wear and tear caused by the constant vibration.

When switched on, a vibroblade blurs faintly around the edges and emits a deep, painful hum which is just barely audible to the human ear, but unpleasant nonetheless. The sound can be quite upsetting to certain animals. It doesn't seem to come from anywhere, making it hard to pinpoint the user's location, but it is absolutely distinctive. If you turn on a vibroblade, anyone within earshot who has heard one before will instantly know what it is, even if they can't quite place the range or direction.

There have been experiments in combining hypersharp monowire-edged weapons with vibroblade technology, but the results have usually been disastrous, creating incredibly potent cutting weapons that are prone to catastrophic metal failure in the middle of combat, often with grievous results for the wielder.



## Vibroblade

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 30 if using a standard power cell, 50 if using the optional wrist-mounted power-pack

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+2 Slashing (18-20 x2), ignores 9 points of Hardness or Damage Resistance

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Wrist-Mounted Power Pack (2 pounds, costs 30 units), Scabbard (costs 20 Units, weighs 1 pound)

**Description:** Also known as a power blade, this short, wide bayonet vibrates at just the right harmonic frequency to cut through bone and flesh like a chainsaw. It penetrates armor even better and does even more damage than a hypersharp, monowire-edged blade.

A vibroblade makes a dull angry hum when switched on. The vibrating blade visibly blurs around the edges.

It takes a full action to change the weapon's power cell. Most vibroblades are kept pretty dull and aren't very well balanced when they're switched off, making it imperative that you replace the cell as soon as it runs out. This can be a serious inconvenience in the middle of a knife-fight. If you try to use this weapon while it is switched off or out of power, you will suffer a -4 penalty. The weapon won't have any of its bonuses or special penetration against Damage Resistance if it has no power.

## Vibroblade Axe

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 120 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+2 Slashing (18-20 x3), ignores 9 points of Hardness or Damage Resistance

**Weight:** 8 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** An axe with a vibronic blade. The combination of leverage and vibratory penetration make this a devastating weapon in close combat. The axe itself is short and has an unusually bulky head, with two wires running out of the sides and plugging back into the handle. When switched on, it emits a deep, unpleasant hum just barely above the subsonic level, and the axe-blade visibly blurs.

It takes a standard action to change the axe's power cell, which is either located inside the base of the handle or clipped to the side, depending on the model.

If for some reason someone tries to attack with this weapon while it is switched off or out of power, they will suffer a -4 penalty to their roll. The axe won't have either its +2 damage bonus or any of its special penetration against Damage Resistance if it isn't on.

### Vibroblade Stiletto

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 30 Units

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** +1

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+2 Piercing (18-20 x2), ignores 9 points of Hardness or Damage Resistance.

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 10

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Miniature Energy Cell (1/20pound, costs 30 units)

**Description:** A narrow little vibroblade, ideal for muggings and sordid crimes of passion. It runs on a smaller power cell and can't stay on as long as a full sized vibroblade.

They don't make wrist-mounted powerpacks for this kind of weapon, although at the DM's discretion an adapter might be available. A vibroblade stiletto can easily be concealed up your sleeve or taped to your leg. It makes the same ugly hum as any vibroblade one it's switched on, limiting its effectiveness for surprise attacks.

If you try to use it while it's switched off or its batteries are dead, you will find the weapon

surprisingly blunt. It has no damage bonus, no special penetration against Damage Resistance and suffers a -2 attack penalty if it is used while switched off.

### Vibroblade Sword

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 225 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 30 if using a standard power cell, 50 if using the optional wrist-mounted power-pack

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+2 Slashing (18-20 x2), ignores 9 points of Hardness or Damage Resistance.

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Wrist-Mounted Power Pack (2 pounds, costs 30 units), Scabbard (costs 30 Units, weighs 1 pound)

**Description:** A short, heavy sword with a peculiarly wide, thick blade. Two wires emerge from the pommel and plug into sockets at the base of the blade. When activated, the blade blurs around the edges and emits a dull, angry hum which sets observers' teeth on edge. It senses the characteristics of the medium it is cutting through and instantly adjusts its harmonics to whatever specific vibration will do the most damage. It will slice through nearly anything. The sword's one real drawback as a hand weapon is that its batteries run out eventually, which is not a good thing to happen in the midst of a duel. It's uselessly heavy and unbalanced when it's out of power (-4 penalty to the attack roll, no extra penetration or damage bonus). It takes a standard action to change the power-cell.

### Vibro-Claws

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 or 2 hands to use (one set of claws per hand)

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 10 if using a standard power cell, 50 if using the extra wrist-mounted power-pack

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+2 Slashing (18-20 x2), ignores 9 points



of Hardness or Damage Resistance.

**Weight:** 1 pound

**Armor Class:** 9

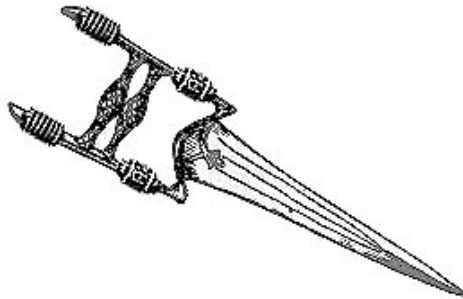
**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Wrist-Mounted Power Pack (2 pounds, costs 30 units)

**Description:** Straddling the line between the silly and the sociopathic, vibro-claws may look goofy to some of you, but they pack a mighty wallop. The battery holds enough power for ten attacks. A wrist-mounted power pack is available for 150 units. It holds an additional fifty charges, but takes a full round to replace when it runs out of power. Anyone using this weapon while it is switched off or out of power will suffer a -1 penalty. The claws don't have any special penetration against Damage Resistance when they aren't switched on.



### Vibro-Katar

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 30 Units

**Tentative Purchase DC:** 5 (often unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 30 if using a standard power cell, 50 if using the optional wrist-mounted power-pack

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+2 Piercing (18-20 x3), ignores 9 points of Hardness or Damage Resistance.

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Wrist-Mounted Power Pack (2 pounds, costs 30 units)

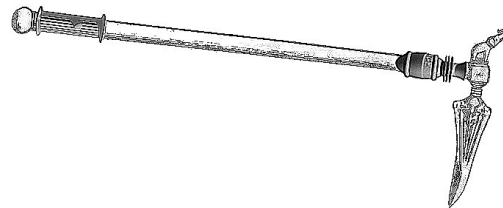
**Description:** A vibronic blade, mounted over the user's knuckles, so as to transmit the full force of their arm into the thrust.

It seems like an odd choice to make a vibro-weapon out of a katar, since the vibronic blade already has so much penetrating power that it doesn't really

gain much extra impact from being a punch-blade. These weapons are usually made by cultures which have relied heavily on katars for centuries, where everyone is assumed to be more comfortable with the design.

Anyone using this weapon while it is switched off or out of power suffers a -4 penalty to their attack roll (and of course the weapon won't have its +2 damage bonus or any of its special penetration against Damage Resistance).

The power cell is located in the handle. It takes only a Standard Action to replace, although vibro-katar fights tend to be so fast and furious that you would almost never reload in the middle of combat.



### Vibro-Pick

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 120 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+2 Piercing (18-20 x4), ignores 9 points of Hardness or Damage Resistance.

**Weight:** 7 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 25

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A military pick with a vibronic head, which gives it vastly better penetration and keeps it from getting stuck in the target. The power-cell fits into the handle. Anyone using this weapon while it is switched off or out of power suffers a -4 penalty to their attack roll. The weapon has no special penetration against Damage Resistance while it is switched off.

### Small Vibro-Pick

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 60 Units

**Tentative Purchase DC:** 8

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 30 if using a standard power cell, 50 if using the optional wrist-mounted power-pack

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+2 Piercing (18-20 x3), ignores 9 points of Hardness or Damage Resistance.

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 25

**DC required to break this item with a Strength**

**Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Wrist-Mounted Power Pack (2 pounds, costs 30 units)

**Description:** A small, one-handed military pick with a vibronic head that gives it vastly better penetration and keeps it from getting stuck in the target. This is also a good tool for rock-climbing and geology, and isn't always sold as a weapon. The power-cell fits into the handle. It takes a full round to replace. Anyone using this weapon while it is switched off or out of power will suffer a -4 penalty. The weapon also won't have any special penetration against Damage Resistance unless it is switched on and powered up.

### Vibro-Scythe

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 275 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d4+2 Piercing and Slashing (18-20 x4), ignores 9 points of Hardness or Damage Resistance.

**Weight:** 13 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A scythe with a vibronic blade, it has far greater penetration against armor than any traditional or hypersharp model. The power-cell is stored in the long black plastic handle, and takes a full action to change. Anyone using this weapon while it is switched off or out of power will suffer a -4 penalty (and of course the scythe won't have any of its special penetration against Damage Resistance). It does seem odd that a culture with access to vibroblade technology would still be using scythes, but then again this implement is probably intended for reaping people rather than wheat.



### Vibroblade Sickle

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 90 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 30 if using a standard power cell, 50 if using the optional wrist-mounted power-pack

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+2 Slashing (18-20 x2), ignores 9 points of Hardness or Damage Resistance.

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 10

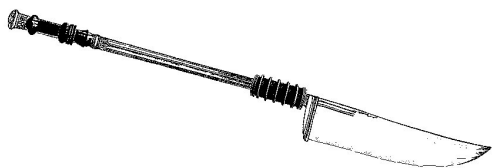
**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Wrist-Mounted Power Pack (2 pounds, costs 30 units)

**Description:** The blade of this sickle vibrates with a dull and painful hum, at just the right harmonic to cut through most materials like a chainsaw. Not particularly effective as an agricultural harvesting tool (its batteries won't hold out for a whole day of reaping in the fields), this item is more for the customer who gets really excited by the idea of slashing people up with a sickle. The power cell is contained in the handle. It takes a Standard Action to replace and at the DM's discretion is compatible with most weapons of the same period. Anyone using this weapon while it is switched off or out of power will suffer a -4 penalty (and of course the weapon won't have any of its special penetration against Damage Resistance).



### Vibronic Glaive

**Size:** Huge (Impossible to conceal)

**Cost:** 120 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**“To Hit” Bonus:** +1

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10+2 Slashing (18-20 x3), ignores 9 points of Hardness or Damage Resistance.

**Weight:** 16 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A large, wide vibroblade mounted at the end of a ten-foot metal pole. When switched on it makes a dull, deep angry hum and the blade seems to blur around the edges. It runs off the same type of power cell as most energy weapons of the same period. The power cell fits into a housing just behind the front hand-grip. It takes a Standard Action to reload. There is a –4 penalty to attack with this weapon while it is switched off or out of power, owing to its clumsy balance. Nor will have any of its special penetration against Hardness or Damage Resistance.

### Vibronic Spear

**Size:** Large (–8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 80 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**“To Hit” Bonus:** +1

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+2 Piercing (18-20 x3), ignores 9 points of Hardness or Damage Resistance.

**Weight:** 10 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A spear, tipped with a vibronic head.

Ideal for certain types of hunting, particularly against animals with armored carapaces. The power-cell fits in just behind the spearhead and takes a full action to change. You cannot set this spear against an incoming charge and change its batteries in the same round.

There is a –2 penalty to use the weapon if it is switched off or out of power.

### Vibroblade Double-Sided Sword

**Size:** Large (–8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 380 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +1

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+2/1d8+2 Slashing (18-20 x2), ignores 9 points of Hardness or Damage Resistance.

**Weight:** 17 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17

**Special:** If you use both ends to make separate attacks in a single round, you suffer the penalties for making two weapon attacks, as though you were using a One Handed Weapon and a Light Weapon (see the Player's Handbook, page 124).

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A superb weapon for anyone who feels absolutely confident that they won't accidentally hit themselves with it. This double-bladed sword is actually better balanced than most vibronic weapons, since it has a blade at either end. There is only a –2 penalty to use this weapon if it isn't switched on, (although of course its attack bonus and penetration against damage resistance won't apply). You can use this sword as two weapons at once, but you will incur all the usual penalties for double-weapon attacks (unless of course you have the appropriate Feat). It takes a standard action to open a compartment on the pommel and change power cells.

### Vibroblade Double-Sided Axe

**Size:** Huge (Impossible to conceal)

**Cost:** 360 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +1

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has

attacks

**Damage:** 1d10+2/1d10+2 Slashing (18-20 x3), ignores 9 points of Hardness or Damage Resistance.

**Weight:** 26 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 17

**Special:** If you use both ends to make separate attacks in a single round, you suffer the penalties for making two weapon attacks, as though you were using a One Handed Weapon and a Light Weapon (see the Player's Handbook, page 124).

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A metal shaft with a vibronic axe-blade at either end. Both axe-blades are unusually thick, heavy and dull. When the weapon is switched on, it gives off a low, evil-sounding hum and each of its blades suddenly has the cleaving power of a chainsaw. You can use this sword as two weapons at once, but you will incur the penalties for double-weapon attacks (unless you have the appropriate Feat). It takes a standard action to open a compartment on the pommel and change power cells. There is a -2 penalty to use this weapon if it isn't switched on, and of course it's attack bonus and penetration against damage resistance won't apply.

### Vibronic Whip

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14 (often illegal)

**Required Proficiency:** Exotic Weapon--Melee

**Handed:** Requires 1 hand to use

**Range Increment:** Has 10 feet of Reach

**"To Hit" Bonus:** +2

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+2 Slashing (17-20/x2), Ignores 5 points of Hardness or Damage Resistance.

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 18

**Special:** A whip can be used to make trip attacks and if the attacker accidentally trips themselves they can avoid the effects by dropping the weapon. A whip grants a +2 on any attempt to Disarm a foe with an opposed Attack Roll. This whip can still be used to make Trip and Disarm attacks after its power cell runs out of energy.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A metal whip that vibrates at incredible speed, cutting through flesh and bone like a buzzsaw. This is not a nice weapon and it does not tend to find its way into the hands of nice people. It runs on the

same type of power cells as most energy weapons.

The power cell fits into the whip's handle. It takes a Standard Action to reload once you're ready for more sadistic hijinx.



### Slashmatic Kobra Blade

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14 (usually illegal)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**"To Hit" Bonus:** +3

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+2 Slashing (16-20/x3) Ignores 6 points of Hardness or Damage Resistance.

**Weight:** 7 pounds

**Armor Class:** 14

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** There have been many attempts to merge vibroblade technology with hypersharp weapons, creating blades with single-molecule hypersharp edges and vibronic penetration. All such attempts have failed, and this example shows why.

A short, wide vibroblade about the size of a machete, it oscillates at tremendous speed, giving it the penetrating power of a motorized saw. An ultra-thin, ultra-sharp mono-molecular wire runs around its edge, making the blade thousands of times sharper than the most superb Japanese katana.

Unfortunately, the vibration makes the monofilament wire dig into the material of the blade, sawing and cutting at it, undermining its structural integrity. Combine this with the repeated shock of impact and it will be only a matter of time before the blade undergoes some kind of catastrophic failure. Every time you hit something with this blade, there is a 2% chance that it breaks apart. The odds go up to 5% if you hit an object that has any Damage Resistance or Hardness, or a target that is wearing armor.

When the blade finally breaks the hyperwire flies in all directions, doing 1d6 slashing damage to anything in a 5 foot radius (a Reflexes Saving Throw vs. DC 18 halves the damage).

It's amazing that this weapon's sleazy manufacturers can find anyone willing to sell it, let alone buy it. It's usually illegal and usually comes with some sort of cheap, gaudy "tough-guy" design on the hilt. Dragons, flaming skulls, etc. are all popular.

The unit runs on a standard power cell which screws into its handle. Like the rest of the weapon, its hilt is badly designed and it takes a full round to

replace a spent power cell.

### Textronix Model Ultra

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 250,000 Units to have made. Only one prototype currently exists and it is not for sale.

**Tentative Purchase DC:** 37

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**"To Hit" Bonus:** +3

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+3 Slashing (16-20/x3), ignores 9 points of Hardness or Damage Resistance

**Weight:** 9 pounds

**Armor Class:** 12

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Special:** Ignores 10 points of Hardness or Damage Resistance

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Another attempt to meld vibroblade technology with hypersharp weapons. This one actually works, but it's far too expensive to ever go into general production. It looks a little like a small glaive, with a large rectangular blade mounted at the end of a short metal pole.

The blade is made from complex many-layered synthetic materials, designed for exactly the right combination of strength and flexibility to resist the stress caused by the vibrating hyperwire. The wire itself is set on a pair of internal spools and lengthens and contracts with the vibration of the blade.

A lone prototype, this weapon was produced by a design team that wanted to prove that it could be done. They weren't concerned with making it practical or easy to produce. A wealthy adventurer who knows the right people might be able to get a blade like this custom-made, but it would take a top-flight engineering team at least a year to produce and probably isn't worth the time and expense. The prototype runs off an ordinary power cell, clipped to the side of the haft. It takes a Standard Action to

replace.

### SmartSword

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 5,000 Units

**Tentative Purchase DC:** 23 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 0 or 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+2 Slashing (18-20 x2)

**Weight:** 1 pound

**Armor Class:** 9 (18 in the air)

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14 (13 to break the antigravity motor)

**Special:** Ignores 9 points of Hardness or Damage Resistance

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A semi-intelligent computerized vibroblade with a built-in antigravity motor. It can leave the user's hand, or for that matter just fly up out of its scabbard (it knows the Quick Draw feat) and fight on its own, hovering in mid air as it cuts and parries. It attacks at a +3 bonus on its own (this includes the Vibroblade bonus) The blade cannot move more than ten feet from its user, and can only fight on its own for thirty rounds in total before its power cell runs dry and it falls harmlessly to the floor.

If the blade is attacking by itself, then the user must spend the first round designating appropriate targets. After that the blade fights completely independently and they can take whatever actions they like.

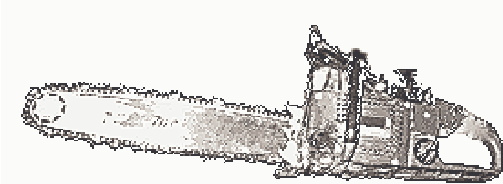
The weapon can follow simple instructions like "come here" or "drop to the floor" but it will not be able to manipulate objects or pick things up for them. It can't even figure out how to turn on a light-switch or ring a doorbell.

## Chainsaws and Buzzsaws

A cheap alternative to vibronic weapons, chainsaws, buzzsaws and the weapons that evolve from them work by rapidly moving the blade, eroding the target as much as cutting it. Bulky, heavy, ugly and great, no blood-soaked cyberpunk game would be the same without them.

The weapons listed here are assumed to run on standard energy cells, but for all you chainsaw connoisseurs out there we have given most of them the option of instead being driven by a smoky internal combustion engine. Let 'er rip!





### Chainsaw

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +2

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Slashing (18-20 x3), ignores 5 points of Hardness or Damage Resistance

**Weight:** 10 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), or 1 gallon of liquid fuel (2 pounds, costs 3 Units)

**Description:** A generic template for a futuristic chainsaw. It has a more powerful and efficient motor than 21st century models, and a chain that is considerably tougher. It takes a Standard Action to reload its power cell. The DM should feel free to vary the stats a little to come up with separate models of chainsaw, if need be. There are also versions that run on liquid fossil fuel, but they have the same stats--they just take a full round to reload instead of a Standard Action.

### Chainsword

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +2

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Slashing (18-20 x3), ignores 5 points of Hardness or Damage Resistance

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), or 1 gallon of liquid fuel (2 pounds, costs 3 Units)

**Description:** The favored hand-weapon among violently disturbed cultures, this is a long, narrow chainsaw designed specifically to hurt people. It does this job admirably. A noisy weapon, it is impossible to kill anyone silently with a Chainsword. There is a variant version which uses liquid fuel instead of a battery. It lasts a little longer, and can deal out 75 attacks before it runs out of gas.

### Chainsword, Double Ended

**Size:** Huge (Impossible to conceal)

**Cost:** 250 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +2

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8/2d8 Slashing (18-20 x3), ignores 5 points of Hardness or Damage Resistance

**Weight:** 18 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 14

**Special:** If you use both ends to make separate attacks in a single round, you suffer the penalties for making two weapon attacks, as though you were using a One Handed Weapon and a Light Weapon (see the Player's Handbook, page 124).

**Accessories:** Energy Cell (1/2 pound, costs 10 units) or 1 gallon of liquid fuel (2 pounds, costs 3 Units)

**Description:** Favored by gladiators and the criminally insane, this weapon is the ultimate in excess. With two roaring chainsaw blades at either end of a stick, it is only slightly less dangerous to the wielder than to their opponent.

### Buzz-Saw Blade

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +2

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Slashing (18-20 x3), ignores 5 points of Hardness or Damage Resistance

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 9

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** For some reason, evil cyborgs like to mount these on their bionic limbs. There are also hand-held military models for the terminally twisted to enjoy. It's not a quiet weapon, nor does it have a lot of reach, but there's still so much about it to love. This basic template could look like a traditional power saw, or like some kind of razor-sharp spinning fan.

### **Buzz-Saw Blade on a Stick**

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 100 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**"To Hit" Bonus:** +2

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Slashing (18-20 x3), ignores 5 points of Hardness or Damage Resistance

**Weight:** 5 pounds

**Armor Class:** 5

**Hardness:** 9

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 14

**Special:** Polearm. Has ten feet of reach and can be set against a charge.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A spinning toothed blade mounted at the end of a short metal pole. It's a sort of poor man's Vibronic Glaive. This is the kind of weapon you might

find in the hands of a gladiator or a space pirate or someone who thinks both of the above are cool. The power cell is either kept inside the handle or clipped to the side. It takes a standard action to change, in either case.

### **Electro-Demolisher**

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**"To Hit" Bonus:** +2

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Slashing (18-20 x3), 1d8 Electricity

**Weight:** 6 pounds

**Armor Class:** 5

**Hardness:** 9

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 14 (13 to ruin its capacity to give electric shocks)

**Special:** Slashing damage ignores 5 points of Hardness or Damage Resistance

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Space-Barbarians and heavy metal bassists are the preferred market for this weapon. It's a kind of huge electrified buzz-saw on the end of a ten foot pole. Anything but an ordinary weapon, it still runs on ordinary power cells, interchangeable with most other weapons and appliances. It takes a standard action to replace a spent cell.

## **Hot, Cold and Electrified Weapons**

Once a society has invented the kind of small, powerful energy cells required to power laser pistols, it's only a matter of time before someone thinks of hooking one up to a sword or a truncheon, so that it will give off a massive electric shock. From there it is only a short step to hand weapons with built in heating elements that glow red hot when in use, and eventually to super-refrigerated clubs and blades which freeze and shatter the target on impact. Some may call these weapons absurd or at least unethically cruel, yet there is always a market for them, nonetheless.

### **Hot Blade**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 100 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** +1

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Slashing (19-20 x2), 2d6 heat

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15 (14 to ruin its heating element)

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scabbard (costs 20 Units, weighs 1/2 pound)

**Description:** A large blade, about the size of a bayonet. It contains a heating element that makes the blade glow red hot. It takes a full action to heat up the

blade, which sizzles when it strikes home.

### Hot Sword

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** +1

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Slashing (19-20 x2), 2d6 heat

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17 (14 to ruin its heating element)

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scabbard (costs 30 Units, weighs 1 pound)

**Description:** A sword, made from some super-strong, ultra-sharp alloy, which has been further enhanced by an intergral heating element that makes the blade glow red hot. This does some additional damage, but is even better at scaring the wits out of your oponent. No one wants to get anywhere near that thing while it's glowing. It takes a full action to heat up the blade.

### Hot Axe

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +1

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Slashing, (20 x3) 2d6 Heat

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17 (14 to ruin its heating element)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** An axe, made from some super-strong, ultra-sharp alloy, which has been further enhanced by an intergral heating element that makes the blade glow red hot. It takes a full action to heat up the blade. It's worth the wait to see the look on your opponent's face.

### Hot Mace

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 250 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Simple

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Bludgeoning (20 x2), 2d6 heat

**Weight:** 13 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 20 (14 to ruin its heating element)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A heavy, one-handed metal truncheon made from some incredibly hard yet olddly flexible metal, ideal for savage beatings. An intergral heating element makes the business end glow red hot. It takes a full action to heat up the blade.

### Hot Gauntlet

**Size:** Small (no bonus or penalty to conceal with a “sleight-of-hand” roll)

**Cost:** 495 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use, but that hand can still perform certain tasks with the glove on. See description.

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Bludgeoning (20 x2), 2d6 Heat

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 8

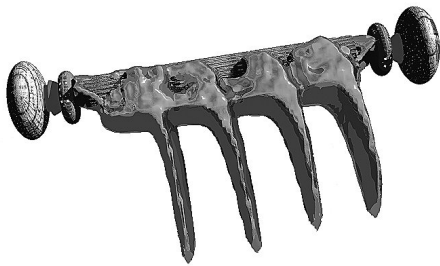
**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 15 (14 to ruin its heating element)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A metal gauntlet that glows red hot when activated (but only on the outside, we hasten to add. The user's hand remains cool and comfortable). A nasty, nasty weapon for close personal combat, it has a huge psychological impact on most opponents. After some disastrous early attempts, the makers have learned not to put the "off" switch on the outside of the gauntlet. It takes a full action to heat up, but you would be ill advised to leave it running, as this can lead to all sorts of unpleasant mishaps (don't try to answer your cell phone or scratch an itch on your nose while wearing the gauntlet).



### Red Hot Claws

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 190 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 or 2 hands to use (one set of claws per hand)

**Range Increment:** --

**“To Hit” Bonus:** +1

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Slashing (20 x2) 2d6 Heat

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15 (14 to ruin its heating element)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A set of hand-held claws, made from some super-strong, super-sharp futuristic alloy, further enhanced by an integral heating element that makes the blades glow red hot. It takes a full action to heat up the claws. Word of advice--don't fall asleep with the claws on. Also a poor weapon to use while drunk.

### Hot Katar

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 40 Units

**Tentative Purchase DC:** 6

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** +1

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x3), 2d6 Heat

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 16 (14 to ruin its heating element)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A punch-dagger made from some super-strong futuristic alloy, it has been further enhanced with an integral heating element that makes the blade glow red hot. The weapon tends to smell of overcooked meat after it's been used a few times, and it makes a sizzling sound as it strikes home. It takes a full action to heat up the blade.

### Red Hot Pick

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 160 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +1

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x4), 2d6 Heat

**Weight:** 7 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 23

**DC required to break this item with a Strength**

**Roll:** 17 (14 to ruin its heating element)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A futuristic military pick, which has been further enhanced by an integral heating element, which makes the head glow red hot. This does some additional damage, but is chiefly important for the psychological effect that it has on the foe. It takes a full action to heat the pick to a dull, angry red. It's not advisable to leave the heating element on when you aren't using it.

### Red-Hot Scythe

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 360 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +1

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d4 Slashing (20 x4) or Piercing (20 x3) plus 2d6 Heat

**Weight:** 13 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 8

**DC required to break this item with a Strength**

**Roll:** 17 (14 to ruin its heating element)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A scythe, made from some super-strong,

ultra-sharp alloy. The blade contains a heating element that makes the blade glow red hot. It takes a full action to heat the blade up until it glows cherry-red. It isn't much good for actual reaping, as it tends to set the wheat on fire. Quite frankly, if you find this weapon hanging on someone's wall, you're probably dealing with a villain.

### **Motorized Hook and Chain, Superheated Model**

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 360 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Hook and Chain Weapon)

**Handed:** Requires 2 hands to use

**Range Increment:** Has 15 feet of Reach

**"To Hit" Bonus:** +1

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x2), 2d6 Heat

**Weight:** 15 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17 (14 to ruin its heating element)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Resembles a small grappling hook on a chain. It has a reach of 15 feet, but unlike most reach weapons it can also attack targets that are directly adjacent to it.

The user sinks the hook into an opponent and then yanks on it with an electric winch. The user can drag a hooked victim toward them at a rate of 5 feet per round. The target can resist if they like. It requires a Strength roll vs. DC 18 to keep from being dragged by the winch. It does an additional 1d4 damage to have the winch tug at your injury, whether or not you succeed in resisting the pull. Worse, a heating element buried in the blade can render it red hot in just one round, doing 2d6 extra damage (it won't do extra damage on subsequent rounds—once that particular area of the target's flesh has already been cooked like a steak there isn't much more you can do to it).

The chain-end can also be used to make trip attacks and if the attacker accidentally trips themselves they can avoid the effects by dropping the weapon. It's a good weapon for entangling things and grants a +2 on any attempt to Disarm a foe with an opposed Attack Roll. The feat "Weapon Finesse" will allow you to use your Dexterity Bonus instead of your Strength Bonus with this weapon.

The heating element and the winch both run on the same power source. Each use of either one drains one charge from the power cell. The cell itself is the same type used in most energy weapons and takes a full round to replace.

### **Superchilled Blade**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 125 Units

**Tentative Purchase DC:** 11

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Slashing (19-20 x2), 2d6 Cold

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15 (14 to ruin its Cold Attack)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A large wide blade, with some kind of supercooling liquid in a shielded reservoir in the handle. When the sword is unsheathed, the liquid flows through the blade, cooling it down to near absolute zero. An energy cell in the weapon's pommel keeps the liquid refrigerated. It takes a Standard Action to replace a spent cell. If the weapon's power source is replaced soon then the liquid remains supercold and the superchilled blade continues to function normally. If on the other hand the weapon is left without power for an hour or more, it will take five minutes for a fresh energy cell to chill the coolant back down.

### **Superchilled Sword**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 325 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Slashing (19-20 x2), 2d6 Cold

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17 (14 to ruin its Cold Attack)

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scabbard (costs 30 Units, weighs 1 pound)

**Description:** A longsword, with a built in reservoir of supercooled liquid in a shielded reservoir in the handle. When the sword is unsheathed, the liquid flows through the blade, cooling it down to near absolute zero. This not only does cold damage, but



increases the sword's penetration as well, by freezing the material it is chopping through.

An energy cell in the weapon's pommel keeps the liquid refrigerated. It takes a Standard Action to replace a spent cell. If the weapon's power source is quickly replaced then the liquid stays supercold and the sword continues to function. If however the weapon is left without power for an hour or more, it will take five minutes for a new energy cell to get the coolant chilled.

### Superchilled Gauntlet

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 510 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use, but that hand can still perform certain tasks with the gauntlet on. See description.

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Bludgeoning (19-20 x2), 2d6 Cold

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 15 (14 to ruin its Cold Attack)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A bulky steel glove, which can lower its external temperature to near absolute zero. It takes a full action to chill the gauntlet down.

It would be ill-advised to wear this item while your mind is wandering. The temptation to twiddle your thumbs or thoughtlessly rest your head in your hands could have awkward consequences.

An energy cell clipped to the back of the gauntlet keeps the liquid refrigerated. It takes a Standard Action to replace a spent cell.

If the weapon's power source is replaced within a reasonable length of time, the liquid will remain supercold and the gauntlet will keep functioning. If however the gauntlet is left without power for an hour or more, it will take five minutes for a new energy cell to get the coolant chilled.

### Supercold Pick

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 175 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x4), 2d6 Cold

**Weight:** 7 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 23

**DC required to break this item with a Strength**

**Roll:** 18 (14 to ruin its Cold Attack)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A military pick, with some kind of supercooling liquid in a shielded reservoir in the handle. Perhaps it's something like liquid helium or perhaps it's some pseudo-scientific super-cold substance.

When the pick is in use, the liquid is pumped through the head, cooling it down to near absolute zero. This does cold damage to the target and it also improves the pick's penetration by making whatever substance it is plunging through more brittle.

An energy cell in the base of the weapon's haft keeps the liquid refrigerated. It takes a Standard Action to replace a spent cell.

If the weapon's power source is immediately replaced then the liquid stays cold and the pick keeps working. If the weapon is left without power for an hour or more, it will take five minutes for a new energy cell to chill the coolant.

### Superchilled Scythe

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 385 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d4 Slashing (20 x4) or Piercing (20 x3), plus 2d6 Cold

**Weight:** 13 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 8

**DC required to break this item with a Strength**

**Roll:** 17 (14 to ruin its Cold Attack)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A futuristic (but still recognizable) scythe with some kind of supercooling liquid in a shielded reservoir in the handle. When the a button on the handle is pressed, the liquid flows through the blade, cooling it down near absolute zero. This not only does cold damage, but actually helps the scythe's penetration, by making the target brittle.

An energy cell in the weapon's haft keeps the liquid refrigerated. It takes a Standard Action to replace a spent cell. If the weapon is left without power for an hour or more, it will take five minutes for

a new energy cell to get the liquid cooled back down.

Unlike many high-tech scythe designs, this one really does have some good applications as a farming implement. The superchilled blade does cut through wheat more efficiently than a conventional scythe. It still tends to find it's way into the hands of people who identify a little too much with Death.

### Shock Gauntlet

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use, but that hand can still perform certain tasks with the glove on.

**Range Increment:** --

**"To Hit" Bonus:** +2 (only vs. metal armor)

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Electrical

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 9

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units, takes a Standard Action to replace)

**Description:** The ultimate joy-buzzer. An articulated metal glove with an inconspicuous power-pack on the back, when activated by the user's mental pulse it gives out a thousand volts of pure fun! Your friends will scream for help when you show them this swell new gag.

### Shockstick

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +2 (only vs. metal armor)

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Nonlethal, 1d2 Electrical

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Primarily a riot-control device, you may also see shocksticks in the hands of sadistic criminals or the dedicated enthusiasts of pursuits best left

undescribed. A long wand, about the length of a man's arm, it delivers 2d6 nonlethal damage (electrical) and 1-2 points of normal damage on a successful hit. Metallic armor offers no protection against a shockstick, but plastic or ceramic armor works just fine. It isn't solidly constructed enough to use your melee damage bonus with. Over-enthusiastic users who try will actually do their melee bonus worth of damage to the shockstick itself, rather than their opponent.

### Shockstick Nunchaku

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 60 Units

**Tentative Purchase DC:** 8

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +2 (only vs. metal armor)

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks, (and as many times as a Monk has Unarmed attacks)

**Damage:** 1d6 Bludgeoning (20 x2), 1d6 Electricity

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 9

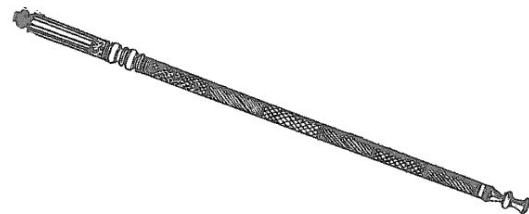
**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Special:** Can be used with a Monk's multiple attacks, just as though it were an unarmed attack.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Futuristic societies that have never outgrown their Kung-Fu Theatre phase may produce shock-stick nunchaku. They work exactly like ordinary, garden variety nunchucks, but do an extra 2d6 nonlethal damage. Very popular with space-ninjas, yet mostly sold to juvenile delinquents. Accidentally hitting yourself with them is even more embarrassing than it is with regular nunchuks.



### Shockstick Staff

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 240 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +2 (only vs. metal armor)

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Bludgeoning (20 x2), 2d6 Electricity

**Weight:** 4 pounds

**Armor Class:** 5

**Hardness:** 9

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A double-ended shockstick, long enough to be used as a quarterstaff. Generally used by gladiators, or sometimes as a weapons-training tool in martially-inclined/crazy-mean cultures. This weapon is more durable than a riot control prod, and can be used with any of the feats that pertain to staves. Apply your melee damage bonus normally.

### Robot Disrupter Wand

**Size:** Small (no bonus or penalty to conceal with a “sleight-of-hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** +2 (only vs. metal armor)

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Electricity vs. most targets, 5d12 (17-20 x4) Electricity vs. Robots

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 15

**Special:** Does only 1d6 damage to living targets, but 5d12 to sentient robots

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A short, chunky wand with two flat metal prongs protruding from one end. This device was designed specifically to disrupt a robot's positronic brain (or whatever special gizmo makes robots sentient in your campaign world). It does still pack enough juice to injure a human being, although with nothing like the catastrophic effect it has on cybernetic entities. It may or may not do equal amounts of damage to non-sentient hardware--it's strictly the DM's call.

### Electroshock Claws

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 185 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 or 2 hands to use (one set of claws per hand)

**Range Increment:** --

**“To Hit” Bonus:** +2 (only vs. metal armor)

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Slashing (19-20 x2) plus 2d6 Electricity

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14 (13 to ruin it as an electrical weapon)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A set of metal claws, with specially insulated handles. On impact, they deliver a massive electric shock. The wielder can easily toggle the electroshock option on and off without using their other hand, so it's simple to decide whether or not you want to use up a charge on a particular opponent. The power cell fits into the handle. It's the same kind used to power energy weapons and countless small household appliances. It takes a standard action to change power cells, and for this you'll have to have at least one hand free.

### Electrified Sword

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14 (often unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** +2 (only vs. metal armor)

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks, (and as many times as a Monk has Unarmed attacks)

**Damage:** 1d8 Slashing (19-20 x2) +1d6 Electricity or 2d6 Nonlethal Electrical damage

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 5

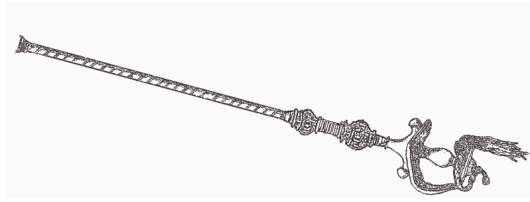
**DC required to break this item with a Strength**

**Roll:** 17 (13 to ruin it as an electrical weapon)

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scabbard (costs 20 Units, weighs 1/2 pound)

**Description:** Few cultures regularly produce electrified swords, but decadent aristocrats and leering arch-villains may have them specially made. On a successful attack, the weapon delivers an additional 2d6 nonlethal damage or an extra 1d6 normal electrical damage. The user can also elect not to use a charge, or to do only electrical damage to the target by striking them with the flat of the sword. Subtle finger pressures on the haft control the level and type of electrical discharge. Changing settings takes effectively no time. If a character has multiple

attacks, they could do nonlethal damage with the first one, normal damage with the second, no electrical damage with the third or for that matter any other such combination in a single round.



### Electrified Rapier

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +2 (only vs. metal armor)

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks, (and as many times as a Monk has Unarmed attacks)

**Damage:** 1d6 Piercing (18-20 x2) +1d6 Electrical or 2d6 Nonlethal

**Weight:** 4 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 16 (13 to ruin it as an electrical weapon)

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scabbard (costs 20 Units, weighs 1/2 pound)

**Description:** Great for sneering, moustache-twirling villains with names like "Baron Blitzkrieg" or "Count Elektro" this fencing foil can deliver a 1d6 electrical charge when it strikes home, or 2d6 worth of nonlethal damage. You can opt to hit the target with the flat of the sword and do only the electrical or nonlethal damage (this is a great way to show contempt for an unworthy foe).

### Electrified Whip

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 100 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Whip)

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +2 (only vs. metal armor)

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks, (and as many times as a Monk has Unarmed attacks)

**Damage:** 1d3 nonlethal damage +1d6 Normal Electrical Damage or 2d6 Nonlethal Electrical damage

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14 (13 to ruin it as an electrical weapon)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Popular with kinky arch-villainesses and sweaty bare-chested guys in hoods, this whip can deliver an electric charge when the button on the handle is pressed. The whip itself does only 1d3 Nonlethal damage, but the electric shock can be set to do either 2d6 nonlethal or 1d6 normal damage, depending on the Amperage. Like all whips, it can be used to make trip attacks and if the attacker accidentally trips themselves they can avoid the effects by dropping the weapon. A whip grants a +2 on any attempt to Disarm a foe with an opposed Attack Roll.

### Motorized Hook and Chain, Electroshock Model

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Hook and Chain Weapon)

**Handed:** Requires 2 hands to use

**Range Increment:** Has 15 feet of Reach

**"To Hit" Bonus:** +2 (only vs. metal armor)

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x2) +1d6 normal Electricity or 2d6 Nonlethal Electricity damage

**Weight:** 15 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17 (13 to ruin it as an electrical weapon)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Resembles a small grappling hook with a strange high-tech looking module attached to the base of the grapnel. It has a reach of 15 feet, but unlike most reach weapons it can also attack targets that are directly adjacent to it.

It works by sinking the hook into an opponent and then yanking on it with an electric winch. The user can drag a hooked victim toward them at a rate of 5 feet per round if the target fails a Strength contest vs. DC 18. It does an additional 1d4 damage when the winch starts pulling on the target's wound, whether or not the target wins the Strength contest. If that isn't sufficient to take the fight out of the target, the hook can also give out a jolt of electricity for an additional 1d6 normal or 2d6 Nonlethal damage.

This weapon can also be used to make trip attacks and if the attacker accidentally trips themselves they can avoid the effects by dropping the hook and chain.

It grants a +2 on any attempt to Disarm a foe with an opposed Attack Roll. The feat "Weapon Finesse" will allow you to use your Dexterity Bonus instead of your Strength Bonus with this weapon.

The electroshock module and the winch both run on the same power source. Each use of either one

drains one charge from the power cell. The cell itself is the same type used in most energy weapons and takes a full round to replace.

## Force-Projection Weapons

Force-field technology makes a whole new generation of melee weapons available. Bladed weapons that don't have any physical cutting surface at all, they instead project a blade-shaped force-field when switched on. They have considerably more penetrating power than any bladed weapon made out of conventional matter—even hypersharp weapons and vibroblades can't match a force-field weapon in terms of pure cutting power.

An advanced weapons technology, force-field blades tend to appear at around the same time as the last generation of blaster weapons (unless of course the DM decides otherwise).

The same technology can also be made to enhance the impact of a bludgeoning weapon, delivering a jolt of extra impact when it strikes home. Both sorts of power-enhanced weapons are listed below.

### Force-Katar

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 60 Units

**Tentative Purchase DC:** 8

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +4

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+3 Piercing (18-20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5 (This applies only to the haft--the blade is not a physical object and cannot be physically attacked)

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A short, squat-looking handgrip with two prongs sticking up past the line of your fist. When switched on, it projects a solid blade of force over the end of your knuckles and can be used as a punching dagger. Some experts note that punch-daggers derive their extra penetration by transmitting the whole force of the wielder's arm into the target and there isn't really any need to increase the penetration of a weapon that already slices through flesh like it isn't even there. Nonetheless there is a market for this weapon, mostly among cultures that have used punch-daggers for centuries and built up whole schools of combat techniques around them. The power cell slots into the base, behind the handgrip. It takes a Standard Action to reload.

### Force-Gauntlet

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 515 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use, but the hand can still be used to perform normal tasks (at a -2 penalty) when it isn't making an attack.

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Variable, see description

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A large, clumsy looking metal glove, much bigger than the hand inside it. When switched on it crackles with energy and is surrounded by a kind of bluish-white aura. The glove uses force-projection technology to drastically magnify the impact of a blow. With practice, the user can learn how to do as little as 1d4 (19-20 x2) or as much as 4d4 (19-20 x2) damage with each punch. You can use your strength bonus with this weapon, both to hit and to do damage. The gauntlet carries its power cell clamped to the outside of the wrist. It takes a standard action to replace a spent cell.





### Power Rod

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 225 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** +3

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10+2 Bludgeoning (19-20 x2)

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A power rod releases a bolt of force when it strikes its target, magnifying the impact. It operates on roughly the same principle as a blaster and although it is technically an energy weapon, anyone can use it without any special weapon proficiency. You can use your strength bonus with this weapon, both to hit and for damage. It runs on the same kind of power cell as most energy weapons. It takes a Standard Action to replace a used-up cell.



### Force Lance

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**“To Hit” Bonus:** +3

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10+2 Bludgeoning (19-20 x2)

**Weight:** 14 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A power rod as long as a polearm. The Force Lance has a range of about ten feet and can't effectively strike anything inside its own reach. While it is an energy weapon, it only requires a Martial Melee Weapon proficiency to use and the user can apply their Strength Bonus to the attack. It takes a Standard Action to replace its energy cell.

### Force Staff

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +3

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10+2 Bludgeoning (19-20 x2)

**Weight:** 4 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Special:** If you use both ends to make separate attacks in a single round, you suffer the penalties for attacking with two weapons in one round, as though you were using a One Handed Weapon and a Light Weapon (see the Player's Handbook, page 124).

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A long, double-ended power rod. It can be used like a quarterstaff, with all the usual restrictions regarding double attacks. It takes a Standard Action to replace its energy cell.

### Force Field Sword

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** +4

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+3 Slashing (18-20 x2)

**Weight:** 2 pounds

**Armor Class:** 13

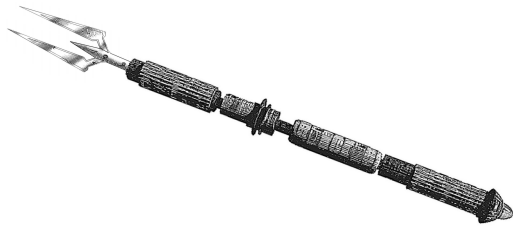
**Hardness:** 5 (This applies only to the haft--the blade is not a physical object and cannot be physically attacked)

**Hit Points:** 3

**DC required to break this item with a Strength Roll: 15**

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A big, bulky sword haft made from metal and plastic, with a focusing ring where the blade should be. When switched on, it projects a transparent greenish plane of force in the shape of a blade. This pseudo-solid blade is both sharper and stronger than any sword made out of real matter. It is also lighter, and because of its strange balance it requires special training to use. A force-sword feels all wrong to someone who is used to wielding conventional blades. It takes a Standard Action to replace its power cell.



### Force Field Halberd

**Size:** Huge (Impossible to conceal)

**Cost:** 475 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**“To Hit” Bonus:** +4

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10+3 Slashing (18-20 x3)

**Weight:** 14 pounds

**Armor Class:** 5

**Hardness:** 5 (This applies only to the haft--the blade is not a physical object and cannot be physically attacked)

**Hit Points:** 5

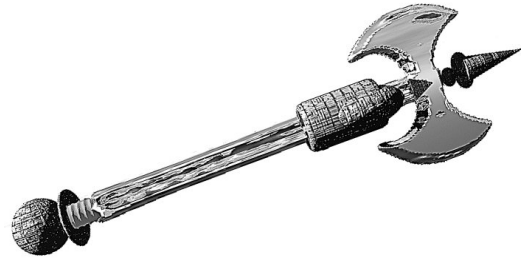
**DC required to break this item with a Strength Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A long metal pole, tipped with a force-field projector nozzle. When activated, the weapon projects a large blade-like forcefield from its tip and can be used as a polearm. The force-field blade is a great deal sharper and more durable than any physical cutting surface, including monofilament wire.

It is unclear why anyone would need a force-blade polearm on a battlefield dominated by ranged weapons (if your enemy is out of your reach, why not just shoot him?) but perhaps they are used by gladiators or ceremonial palace guards or in weird futuristic jousting matches.

The weapon's energy cell is located under the second hand-grip, near the middle of the shaft. It takes a Standard Action to reload.



### Force Field Axe

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +4

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+3 Slashing (18-20 x3)

**Weight:** 6 pounds

**Armor Class:** 5

**Hardness:** 5 (This applies only to the haft--the blade is not a physical object and cannot be physically attacked)

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A long metal rod, which when switched on projects a solid blade of force from one side. Its energy cell fits into the pommel and takes a standard action to reload.

The weapon looks and functions like an axe, but it isn't especially useful as one. If you are cutting firewood and chopping down trees with a force-blade, you don't need the leverage of an axe behind you. Any old force-blade will cut through wood like butter and mounting it on an axe-handle just makes it needlessly large.

Clearly this isn't really intended as a tool--it's a weapon, made to be used by someone who is already familiar with axes, and doesn't want to learn a whole new weapon system. That generally means that they've invested a lot of time in learning how to fight with an axe, so if you see someone carrying this weapon, treat them with caution (even though they might also be carrying it because they think it looks tough).

### Double-Bladed Force Field Sword

**Size:** Huge (Impossible to conceal)

**Cost:** 550 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --  
**"To Hit" Bonus:** +4  
**Magazine:** 25  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d8+3/ 1d8+3 Slashing (18-20 x2)  
**Weight:** 14 pounds  
**Armor Class:** 9  
**Hardness:** 5 (This applies only to the haft--the blades are not physical objects and cannot be physically attacked)  
**Hit Points:** 3  
**DC required to break this item with a Strength Roll:** 15  
**Special:** If you use both ends to make separate attacks in a single round, you suffer the penalties for making two weapon attacks, as though you were using a One Handed Weapon and a Light Weapon (see the Player's Handbook, page 124).  
**Accessories:** Energy Cell (1/2 pound, costs 10 units)  
**Description:** When one force-field sword just isn't enough, accept no substitutes (unless of course you can somehow lay hands on a double-bladed fusion sword). Ideal for cutting people you don't like into funny shapes. It runs on a standard energy cell, the same type used to power blaster pistols and so forth. It takes a standard action to pop an expended energy cell out the side and slip a new one in.

### Remote Control Power Staff

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)  
**Cost:** 6,500 Units  
**Tentative Purchase DC:** 24 (Often Unavailable)

**Required Proficiency:** Simple  
**Handed:** Requires 0 or 1 hand to use  
**Range Increment:** --  
**"To Hit" Bonus:** +3  
**Magazine:** 30  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d10+2/1d10+2 Bludgeoning (18-20 x3)  
**Weight:** 5 pounds  
**Armor Class:** 5 (15 in the air)  
**Hardness:** 10  
**Hit Points:** 5  
**DC required to break this item with a Strength Roll:** 17 (13 to break the antigravity motor)  
**Accessories:** Energy Cell (1/2 pound, costs 10 units)  
**Description:** A semi-intelligent computerized power staff with an integral antigravity motor. It can leave the user's hand and fight on its own, hovering in mid air as it strikes and parries. It attacks at a +3 bonus on its own. The weapon cannot move more than ten feet away from its user, and can only fight on its own for thirty rounds in total before its power cell runs dry and it falls out of the air.

If the staff is attacking on its own, then the user must designate its targets on the first round (this takes a standard action). After that the staff fights completely independently. It does not require concentration or take up any of the wielder's actions once the targets have been designated.

The weapon can follow simple instructions like "come here" or "drop to the floor" but it will not be able to manipulate objects or pick things up.

## Superheavy Weapons

An irresponsible use of some very advanced technology, Superheavy weapons have a core made of ultra-dense, collapsed matter, and should be impossible to lift, but each one is equipped with a small antigravity engine that allows it to be picked up. The weapon may be light enough to wield, but it has lost none of its gigantic mass, and hits with the force of a speeding truck.

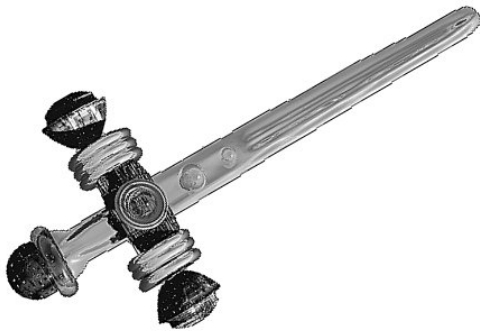
Most cultures advanced enough to produce something like this have better things to use their super-science on than bashing one another over the head, so you can really only buy Superheavy weapons from hyper-advanced societies that have grown extremely bored and/or malignant. Unscrupulous emissaries from Uber-civilizations may sell them to louts in horned helmets whose cultures are still at the stage where bashing one another over the head occupies a lot of their time, or just hand them out to guys who look like they would use them in amusingly destructive ways.

There are two whopping drawbacks to using Superheavy weapons. The first is that the antigravity generator eventually runs out of power, and the weapon will sit there, useless and unmovable until its energy cell is replaced.

The second is that while a superheavy weapon strikes the target with tremendous force, all that colossal momentum has to go somewhere if it misses. If a character fails to hit the target with a superheavy melee weapon they must make a Reflexes Saving Throw vs. DC 15. If they fail, the weapon spins them around helplessly and they are instantly facing in a random direction. They must then make another Reflexes Saving Throw vs. DC 12 to keep from falling down, unless there is no feasible way for this to happen.

In zero gravity, they won't fall down, but will have to make a Strength Roll vs. DC 20 to stop spinning. Let them roll once per round until they succeed, let go of the weapon or starve to death. There may be special equipment (powerful magnetic boots, for example) that will allow a player to escape the unwanted side effects of using superheavy weapons,

but this we leave in the hands of the DM.



### Quantum Mass Sword

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** +3

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+2 Slashing (17-20 x3), Ignores 5 points of Hardness or Damage Resistance

**Weight:** 6 pounds (3 tons if the antigravity motor fails)

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 50

**DC required to break this item with a Strength**

**Roll:** 35 (15 to smash the antigravity unit and render the weapon permanently inert and too heavy to lift)

**Special:** Can only be lifted because of its onboard anti-gravity generator. When the power cell runs out, the weapon becomes impossible for anyone with a Strength of less than 50 to move.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scabbard (1/2 pound, costs 35 Units)

**Description:** Do you want to hurt people? Sure, we all do! And with the amazing new Quantum Mass Sword from Slamco, it's never been easier. Built around a core of Hyperdense Matter, it would be way too heavy to lift without its handy built-in antigravity projector. Easy to pick up, it loses none of its colossal mass, which you can put to work on your enemies in the form of Awesome, Unstoppable Cleavage! It hits as hard as a truck and it's as sharp as a razor.

Available for a limited time, not sold in stores, act now and put the power of Hyperdense matter to work on folks you don't like today!

### Superheavy Truncheon

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** +1

**Magazine:** 60

**Rate of Fire:** Once per round

**Damage:** 1d6+2 Bludgeoning (17-20 x2), Ignores 5 points of Hardness or Damage Resistance

**Weight:** 4 pounds (3 tons if the antigravity motor fails)

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 50

**DC required to break this item with a Strength**

**Roll:** 35 (15 to smash the antigravity unit and render the weapon permanently inert and too heavy to lift)

**Special:** Can only be lifted because of its onboard anti-gravity generator. When the power cell runs out, the weapon becomes impossible for anyone with a Strength of less than 50 to move.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A solid bar of hyperdense matter. You'd never be able to lift it, but the onboard anti-gravity generator makes it light as a feather, without cutting down its bone-crushing mass. This club has enough momentum to knock even the largest of your enemies through something big and hard. It's the truncheon for crunchin'! The baton with the womp on! Change the antigravity engine's batteries every six weeks and get ready to bring on the thump!

### Superheavy Nunchaku

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +1

**Magazine:** 80

**Rate of Fire:** Once per round

**Damage:** 1d6+2 Bludgeoning (17-20 x2), Ignores 5 points of Hardness or Damage Resistance

**Weight:** 3 pounds (3 tons if the antigravity motor fails)

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 50

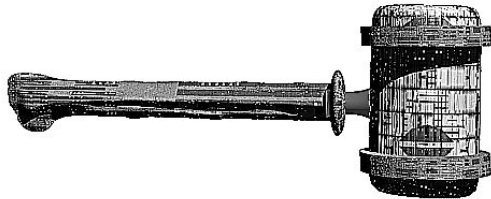
**DC required to break this item with a Strength**

**Roll:** 35 (15 to smash the antigravity unit and render the weapon permanently inert and too heavy to lift)

**Special:** Can only be lifted because of its onboard anti-gravity generator. When the power cell runs out, the weapon becomes impossible for anyone with a Strength of less than 50 to move.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Cool pseudo-silk carrying case with glow-in-the-dark dragons on it (1/4 pound, costs 5 units).

**Description:** It's the amazing new Tuff-Chuks from Slamco! Ideal for the space-ninja on your Christmas gift list, these nunchucks are wrapped around a double core of hyperdense matter. They'd be way too heavy to lift, let alone flail around like proper nunchucks, but each one has a tiny built-in antigravity generator. You can swing them around like Bruce Lee, even though they have the mass of a full-sized car. Just wait til you see the look on your enemy's face when they get a clobber full of these chuks! Don't be fooled by imitators! Cheapo chuks are a ninja disaster--they'll break when the beating is only half done, every time! For flailing on stuff, for wailing on stuff, accept no substitute!



### Superheavy Hammer

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 360 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 80

**Rate of Fire:** Once per round

**Damage:** 1d10+2 Bludgeoning (17-20 x2), ignores 5 points of Hardness or Damage Resistance

**Weight:** 20 pounds (3 tons if the antigravity motor fails)

**Armor Class:** 5

**Hardness:** 15

**Hit Points:** 60

**DC required to break this item with a Strength**

**Roll:** 35 (15 to smash the antigravity unit and render the weapon permanently inert and too heavy to lift)

**Special:** Can only be lifted because of its onboard anti-gravity generator. When the power cell runs out, the weapon becomes impossible for anyone with a Strength of less than 50 to move.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** It's the amazing new "Tuff-Hammur" from SlamCo! It bashes! It smashes! It puts the whammy on! Based around a core of super-dense collapsed matter, the hammer is far too heavy for any sentient being to lift, so it comes equipped with its own anti-gravity engine. Light enough to use, it still loses none of its colossal mass, which you can pass on to the opponent of your choice in the form of

agonizing, bone-crushing impact! Change the antigravity engine's batteries every six weeks and you'll have the clobber of the gods in your sweaty, eager hands!.



### Superheavy Axe

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 70

**Rate of Fire:** Once per round

**Damage:** 2d6+2 Slashing (17-20 x3), ignores 5 points of Hardness or Damage Resistance

**Weight:** 14 pounds (3 tons if the antigravity motor fails)

**Armor Class:** 7

**Hardness:** 15

**Hit Points:** 55

**DC required to break this item with a Strength**

**Roll:** 35 (15 to smash the antigravity unit and render the weapon permanently inert and too heavy to lift)

**Special:** Can only be lifted because of its onboard anti-gravity generator. When the power cell runs out, the weapon becomes impossible for anyone with a Strength of less than 50 to move. Allows the wielder to use the "Great Cleave" feat without actually having learned it.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** It's the amazing new Tuff-Axe from SlamCo! It gives you the chop that just won't stop! Based around a core of super-dense collapsed matter, the blade of this axe should be far too heavy for anyone to lift, so we've equipped it with its own anti-gravity engine. Light enough to swing, it still loses none of its colossal mass, which you can pass on to the opponent of your choice in the form of Vicious Cleaving Power! Change the antigravity engine's batteries every six weeks and get ready to do some brutal things!



### Superheavy Flail

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 625 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 80

**Rate of Fire:** Once per round

**Damage:** 1d10+2 Bludgeoning (17-20 x2), ignores 5 points of Hardness or Damage Resistance

**Weight:** 18 pounds (3 tons if the antigravity motor fails)

**Armor Class:** 5

**Hardness:** 15

**Hit Points:** 60

**DC required to break this item with a Strength**

**Roll:** 35 (15 to smash the antigravity unit and render the weapon permanently inert and too heavy to lift)

**Special:** Can only be lifted because of its onboard anti-gravity generator. When the power cell runs out, the weapon becomes impossible for anyone with a Strength of less than 50 to move.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A giant steel ball at the end of a chain, ready to satisfy all your needs for bashing and hurt. The ball is built around a core of hyperdense matter and weighs as much as a truck, but thanks to the onboard antigravity motor you can swing it like a dead rat. You'll be a one-man wrecking crew of violence with this baby swinging from your fist! Get ready to bring down the walls and bring on the savage beatings!

### Superheavy Pick

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 850 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Magazine:** 55

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+2 Piercing (17-20 x4), ignores 5 points of Hardness or Damage Resistance

**Weight:** 7 pounds (3 tons if the antigravity motor fails)

**Armor Class:** 5

**Hardness:** 15

**Hit Points:** 50

**DC required to break this item with a Strength**

**Roll:** 35 (15 to smash the antigravity unit and render the weapon permanently inert and too heavy to lift)

**Special:** Can only be lifted because of its onboard anti-gravity generator. When the power cell runs out, the weapon becomes impossible for anyone with a Strength of less than 50 to move.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Are you tired of getting your pick stuck inside some poor mook while you're stealing his stuff? Do you hate those revolting messes when you have to work it out by hand? Do your space-pirate friends call you "sticky-pick"? Then it's time to get the amazing new "Tuff-Pick" from SlamCo. It's the pick that won't stick and that makes 'em say "ick!" Yes, through the miraculous penetrating power of Hyperdense matter, we've created the ultimate in swing-actuated anti-personnel poking implements. You can punch holes through a starship hull with it and still smash a tomato! The antigravity engine in the handle makes it possible to lift, so remember to change the batteries every six weeks to prevent embarrassing mishaps.

### Small Superheavy Pick

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Magazine:** 25

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+2 Piercing (17-20 x3), ignores 5 points of Hardness or Damage Resistance

**Weight:** 4 pounds (3 tons if the antigravity motor fails)

**Armor Class:** 5

**Hardness:** 15

**Hit Points:** 45

**DC required to break this item with a Strength**

**Roll:** 30 (15 to smash the antigravity unit and render the weapon permanently inert and too heavy to lift)

**Special:** Can only be lifted because of its onboard anti-gravity generator. When the power cell runs out, the weapon becomes impossible for anyone with a Strength of less than 50 to move.

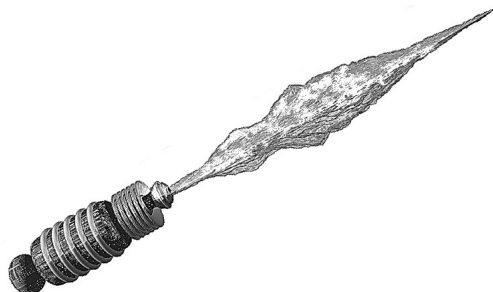
**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** If you thought the amazing new Tuff-Pick was just for space-barbarians and brain-eating star-vermin, think again! This handy new one-handed model can fit under your jacket and yet still packs enough impact to solve all your interpersonal squabbles. The Hyperdense matter core gives it the mass of an elephant, while the antigravity module in the handle makes it as easy to swing as a domestic cat. It's the most fun you can have with just one hand!

# Fusion Blades

In most campaigns, fusion blades are rare--the legendary weapons of some mystical order of star knights or other. They will tend not to be found on the shelf of your local army surplus store or pawn shop, and any price listed here for one is strictly tentative.

They work by projecting a blade shaped plasma flame, so hot that it is actually undergoing nuclear fusion at its core. How an energy discharge of this intensity is kept under control is a tightly guarded secret, but there seems to be some kind of force field containing the flame. There are a number of different types of fusion blade--the technology can be used to mimic virtually any kind of bladed slashing weapon. Some of the most common variations are listed beneath.



## Fusion Sword

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Melee (also works with any other Fusion melee weapon)

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +5

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+5 Fusion (17-20 x3)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 7 (This applies only to the haft--the blade is not a physical object and cannot be physically attacked)

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** The favorite weapon of mysterious space-knights everywhere. It looks like a short metal rod, with a plasma containment nozzle at one end. When switched on it emits a long, thin, vaguely sword-shaped plasma flame which makes a distinctive deep humming sound when swung. This is an amazingly potent hand-to-hand weapon--one you won't find one hanging in a rack at a sporting goods store. For some reason it is actually capable of parrying energy weapons (don't ask me how) and adds +3 to the wielder's AC while it is switched on. If the sword is left on without hitting anything, it burns up one charge per half hour.

## Energy Claws

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 or 2 hands to use (one set of claws per hand)

**Range Increment:** --

**"To Hit" Bonus:** +5

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+3 Fusion (18-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10 (This applies only to the handle--the blades are not physical objects and cannot be physically attacked)

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A metal framework which fits over your hand. When it is switched on, five blade-shaped plasma flames flare out of it like claws. The claws can be used to parry both projectile and energy weapon attacks. In game terms, this gives you a +3 to your Armor Class vs. all ranged attacks, unless you are surprised or attacked from behind. Wearing claws on both hands gives you the ability to strike twice, at the usual penalties for double-attacks. It does not increase your armor class any further.



## Double-Bladed Fusion Sword

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 3,000 Units

**Tentative Purchase DC:** 22 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Melee (also works with any other Fusion melee weapon)

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +5

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10+5 Fusion (17-20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 7 (This applies only to the haft--the blades are not physical objects and cannot be physically attacked)

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** When a fusion sword just isn't cool enough, you need the double-bladed model. It can parry energy attacks and adds +3 to the wielder's AC while it is switched on. If the sword is left on without hitting anything, it burns up two charges per half hour. You can use it as two weapons at once, but will incur all the usual penalties for double-weapon attacks (unless of course you have the appropriate Feat). Might be worth it to look this cool, though.

## Fusion Glaive

**Size:** Huge (can't be concealed)

**Cost:** 900 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Melee (also works with any other Fusion melee weapon)

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**"To Hit" Bonus:** +5

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+5 Fusion (17-20 x3)

**Weight:** 12 pounds

**Armor Class:** 5

**Hardness:** 7 (This applies only to the haft--the blade is not a physical object and cannot be physically attacked)

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A short metal pole, tipped with a blazing fusion "blade". Like all of these exotic fusion hand weapons, it has the ability to parry blasts from energy weapons (don't ask me, ask George Lucas) and adds +3 to the user's armor class. The AC bonus only works against attacks the wielder expects. If surprised, they gain no bonus. It runs on a standard power cell, interchangeable with a great many energy weapons, but the technology required to build the

glaive itself is (in most campaign words) exotic in the extreme. You are unlikely to find a fusion glaive on the shelf at Astro-Bob's Lethal Weapons Emporium. The cell fits into a compartment near the center of the pole, just behind one of the hand-grips. It takes a Standard Action to reload.

## Plasma-Blade Flinging

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20

**Required Proficiency:** Exotic Weapons--Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 40 Feet

**"To Hit" Bonus:** +5

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+5 Fusion (17-20/x3)

**Weight:** 1 pound

**Armor Class:** 15

**Hardness:** 7 (This applies only to the central unit--the blades are not physical objects and cannot be physically attacked)

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A flying four-bladed fusion weapon that returns to the caster's hand after striking the target. Equipped with a tiny antigravity motor, it is somehow keyed to its owner's unique energy signature and knows how to return to them even if they have moved while it is in flight. It also knows to shut down its quadruple plasma flames just before it reaches your hand, to prevent embarrassing and painful accidents.

For game purposes it isn't really possible to attack the device while it's in flight--it's a ranged attack, not an independent construct. If it were somehow prevented from returning to its owner (if for example they teleported away) the device would settle gently to the floor and switch itself off.

Despite the incredibly advanced technology used to produce this weapon, it runs on an ordinary power cell, compatible with most other energy weapons. It takes a Standard Action to replace an empty cell

## Remote Control Double-Bladed Fusion Sword

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other thought-actuated Remote-Control melee weapon)

**Handed:** Requires 0 or 1 hand to use

**Range Increment:** --  
**"To Hit" Bonus:** +5  
**Magazine:** 30  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d8+5/1d8+5 Fusion (17-20 x2)  
**Weight:** 3 pounds  
**Armor Class:** 9 (18 in the air)  
**Hardness:** 10 (This applies only to the haft--the blades are not physical objects and cannot be physically attacked)  
**Hit Points:** 4  
**DC required to break this item with a Strength Roll:** 16 (13 to break the antigravity motor)  
**Special:** This weapon has the capacity to fight independently of its wielder. If the wielder uses it as a hand weapon they suffer the penalties for making two weapon attacks, as though they were using a One Handed Weapon and a Light Weapon (see the Player's

Handbook, page 124).  
**Accessories:** Energy Cell (1/2 pound, costs 10 units)  
**Description:** A short black cylinder with glowing, sword-shaped plasma flame blazing out of either end. It has a built-in antigravity motor and an onboard targeting computer, which allows it to leave the user's hand and fight on its own, hovering in mid air as it cuts and parries. It attacks at a +5 bonus on its own (this includes the Fusion Weapon bonus) The weapon cannot move more than ten feet from its user, and can only fight on its own for thirty rounds in total before its power cell is exhausted and it falls. The blade fights completely independantly and doesn't need to be directed by the user. It has the required feat to attack twice at no penalty.

## Miscellaneous Futuristic Melee Weapons

There are other futuristic melee weapons that don't fit into any of the categories above. Here's a mixed grab-bag, a jumbled toybox of violence for you, in no particular order. Play nice!

### Carnifex

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)  
**Cost:** 200 Units  
**Tentative Purchase DC:** 12 (Often Unavailable)  
**Required Proficiency:** Simple  
**Handed:** Requires 1 hand to use  
**Range Increment:** --  
**"To Hit" Bonus:** --  
**Magazine:** 1 (spring-loaded, never runs out of shots but takes a full action to reset for another blow)  
**Rate of Fire:** As many times as the wielder has attacks, but takes a full action to reset  
**Damage:** 2d6 Piercing (18-20 x3)  
**Weight:** 1 pound  
**Armor Class:** 9  
**Hardness:** 5  
**Hit Points:** 3  
**DC required to break this item with a Strength Roll:** 15  
**Description:** This unpleasant device functions according to the same principle as a slaughterhouse bolt-gun. It is a kind of short stabbing spear with a powerful coiled spring inside. When activated, the carnifex suddenly doubles in length, plunging into the victim's flesh with far more power than human muscles could provide. It takes a standard action to pull the spring back into place. The carnifex is used by the medics of fascistic Star Empires to euthanize wounded men on the battlefield, by crazed genetic engineers to get rid of their mistakes and would also be handy for administering the coup-de-grace to anyone you might care to hunt for sport.

### Thump-Club

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)  
**Cost:** 300 Units  
**Tentative Purchase DC:** 14  
**Required Proficiency:** Simple  
**Handed:** Requires 1 hand to use  
**Range Increment:** --  
**"To Hit" Bonus:** --  
**Magazine:** 1 (spring-loaded, never runs out, but takes a full action to reset for another blow)  
**Rate of Fire:** Once per round  
**Damage:** 3d6 Bludgeoning (19-20 x2)  
**Weight:** 4 pounds  
**Armor Class:** 9  
**Hardness:** 10  
**Hit Points:** 4  
**DC required to break this item with a Strength Roll:** 16  
**Description:** A short, rounded truncheon with a button on the handle. When the button is pressed, a powerful set of springs extends the truncheon to twice its normal length. It's impossible to close the truncheon up by hand, so a small electric winch pulls it back into place instead.. It takes a Standard Action for the truncheon to reload itself. The battery which runs the winch holds enough power for 20 reloads before it has to be replaced. There are other versions of this weapon that use a blank pistol cartridge to fire the truncheon instead of a spring. They take a full round to reload, but of course they also have no battery to replace. Apart from this, the two weapons are identical. You can also use the truncheon as an

ordinary club, although this somehow isn't as satisfying.

### Spring-Loaded Wrist Blade

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Martial-Melee

**Handed:** Requires 0 hands to use (Wrist-mounted)

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing, (2d6 when first launched)

Makes critical hits with a 17-20 x3 on the first round of combat, 19-20 x2 after that.

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 17

**Special:** Does an extra 1d6 of damage on first round of combat, does not need to be readied or drawn.

**Description:** A spring-loaded concealed blade, worn around the user's forearm. A simple flick of the wrist and it pops out at tremendous force, doing an extra d6 damage. Extending the blade is a free action--it takes effectively no time to ready this weapon. This model is made from advanced materials unavailable in our epoch, and is both stronger and lighter than such a weapon would be if it were constructed today. It also holds an edge better and has more powerful springs. Indeed, the spring is so powerful that it takes a whole round to gently push the blade back into its hiding place, so most users will only do the extra damage on the first round of combat.

### Concealed Rapier

**Size:** Medium (-4 penalty to conceal the cane with a "sleight of hand" roll. The blade itself is automatically hidden)

**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (18-20 x2) or 1d6 Bludgeoning if sheathed (20 x2)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 16

**Special:** User can apply their Dex Bonus instead of

their Str Bonus when using this weapon

**Description:** A futuristic sword-cane. It does not take a standard action to ready this weapon, provided that you already have the object which conceals it in hand. Player Characters will usually have to have these specially made, but a few sleazy shops in unsavory corners of the world might carry them. If a player character wants to have one made, the DM should decide what kind of object could reasonably conceal a blade of this length. A rapier could be reasonably hidden in an umbrella or a walking stick, and with futuristic metals technology one might telescope out from an object the length of a flashlight. With very advanced technology, who knows?

### "King Kobra" Telescoping Metal

#### Truncheon

**Size:** Small when extended (No bonus or penalty to conceal with a "sleight of hand" roll), Tiny when folded up (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Bludgeoning (20/x2)

**Weight:** 2 pounds

**Armor Class:** 8

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A jointed spring-steel truncheon that can be closed up like a telescope. It folds down into a rod no longer than your hand and takes effectively no time to unfold to its full length. Folding it back up takes a Standard Action. It is extremely flexible and functions almost like a short metal whip in combat. The chief advantage to this weapon is that it is easy to conceal. Any rolls made to spot it or detect it with a Search while it's folded up suffer a -4 penalty. It doesn't even leave much of a bulge under your shirt.

### Ceramic Blade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 250 Units

**Tentative Purchase DC:** 13 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Slashing (19-20 x2)

**Weight:** 1 pound



**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 16

**Accessories:** Scabbard (costs 20 Units, weighs 1 pound)

**Description:** A knife made entirely from ceramic materials, it holds an edge almost as well as a metallic blade. It is invisible to metal detectors. It is also illegal almost everywhere, since its one real use is for assassinations.

### Ceramic Stiletto

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 250 Units

**Tentative Purchase DC:** 13 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (19-20 x2)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 8

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 14

**Description:** A slender ceramic dagger made for stabbing rather than slashing. It comes in a spring-loaded handle. Invisible to metal detectors, it is sure to arouse instant suspicion in any law-enforcement officer who sees it and recognizes it for what it is. For this is the unmistakable calling card of an assassin.

### Ceramic Shortsword

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually illegal)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Slashing (19-20 x2)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 16

**Accessories:** Scabbard (costs 30 Units, weighs 1 pound)

**Description:** Extremely determined or thorough assassins may require the use of this large all-ceramic

bayonet. It is invisible to metal detectors and cuts deeper holes in its victims than shorter ceramic blades (good for those hard-to reach places!) It also makes law-enforcement personnel get very excited if they find you in possession of it.

### Low-End Plastic Sword

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 6 (often unavailable or illegal)

**Required Proficiency:** Martial

**Handed:** Requires 1 hand to use

**“To Hit” Bonus:** --

**Rate of Fire:** --

**Damage:** 1d6 Slashing (20/x2)

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 3

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 14

**Accessories:** Scabbard (Costs 15 Units, weighs 1 pound)

**Description:** A cheap, crummy, low-quality plastic sword. Made from some sort of futuristic polymer, it holds an edge well enough to cut, won't show up on an x-ray and leaves no traceable metal residue in the wound. Yet it isn't so much an assassin's weapon as it is the kind of thing you'd see a post-apocalyptic mutant wielding. It's also popular with prisoners and with guys who live like rats in the walls of more advanced civilizations. A desperately inferior weapon, it will become uselessly blunt after 2d6 blows and can't be re-sharpened.

### Razor Fan

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Slashing (18-20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 9

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Description:** An incredibly sharp folded metal fan. Suitably cruel and decadent for any futuristic Yakuza assassins on your Christmas gift list.

### Injection Device

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** Varies, according to what kind of substance it is loaded with. See description

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Gas Cartridge (weighs 1/10 pound, costs 5 units), poisons, caustic chemicals, lethal pathogens, etc. (cost and weight determined by type, at the DM's discretion)

**Description:** A gas-powered injection module, about the size and shape of a pistol, which fires drugs or poison through the victim's skin at close range. This model is designed specifically for use on unwilling targets and is much tougher and more solidly constructed than the kind you might see in a doctor's office. It injects any of a wide variety of unpleasant substances--equip it with five doses of the poison or drug of your choice.

### Micro-Injection Device

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)

**Cost:** 30 Units

**Tentative Purchase DC:** 5 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Varies, according to what kind of substance it is loaded with.

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 9

**Accessories:** Gas Cartridge (weighs 1/10 pound, costs 5 units), Poisons, caustic chemicals, pathogenic loads, etc. (cost and weight determined by type, at the DM's discretion)

**Description:** A tiny, one-shot injection device that can easily be concealed in someone's palm. It fires a soundless gas cartridge that will send a load of toxins or drugs through the victim's skin without leaving a mark. Load it with whatever foul, noxious substance your twisted heart desires.

### Sonic Disrupter Wand

**Size:** Small (no bonus or penalty to conceal with a “sleight-of-hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Sonic (18-20 x3) to living targets, 1d6 (20 x2) to non-living materials or targets with an AC higher than 19

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 3

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 13

**Special:** Does not work in vacuum

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A short-range version of the sonic disrupter gun. With a successful touch attack, it emits a vibratory pulse that rips the flesh right off the target's bones. It runs on an ordinary power cell that is compatible with most energy weapons. The wand takes a Standard Action to reload.

### Bang Stick

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 4d6 Bludgeoning (17-20 x3)

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Description:** The poor man's power rod. A bang stick consists of a small shaped-charge explosive at the end of a stick. It goes off when you poke things with it and hopefully does more damage to them than to yourself. This is a one-use weapon, and is generally made from some disposable material. Primitive models are made with shotgun shells and are largely used to fend off big underwater carnivores (No joke! As insane as it sounds to try to fight off a hungry shark with a shotgun shell on a stick, that's really what divers use). More advanced versions become available in some societies, but they are also popular

with low-tech cultures that lack the capacity to manufacture firearms and have to make do with improvised weapons.

### **Multi-Use Bang Stick**

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Simple

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Bludgeoning (17-20 x3)

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** If for some reason an advanced society were to try to develop bang-stick technology further, they might come up with something like this. A long molded wand with a streamlined-looking pod at the end, it holds three stacked shape-charges which detonate one at a time. You can even snap another pod onto the end once you’re finished with it. Reloading takes a standard action.

### **Bang Stick With Flechette**

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 30 Units

**Tentative Purchase DC:** 5 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 4d6 Piercing (17-20 x3)

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** A more advanced bang-stick, packed with needle-sharp flechettes instead of shotgun pellets. This one holds only a single charge but it is possible to build them with up to four.

### **Bang Stick With Toxic Flechettes**

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 4d6 Piercing (17-20 x3) +3d8 poison (DC 20 to resist)

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** A yet more vicious variation on bang-stick technology. This one has a neurotoxin packed in with the flechette load.

### **Bang Stick With Boreworm Head**

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 150 Units

**Tentative Purchase DC:** 11 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** +2 vs. Armor Only

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** A bang-stick tipped with a horrible little drill-bit rocket, which actually burrows into the target's flesh, doing 1d6 Piercing damage for 1-6 rounds until it runs out of fuel or comes to rest against something too solid for it to dig through. A strictly one-shot weapon, used for thrill-hunting or particularly sick murders.

### **Motorized Hook and Chain,**

#### **Envenomation Model**

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 330 Units

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Hook and Chain Weapon)

**Handed:** Requires 2 hands to use

**Range Increment:** Has 15 feet of Reach

**“To Hit” Bonus:** --

**Magazine:** Energy cell can power the device for 30 rounds. Poison Reservoir holds 10 doses of venom

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x2), 3d8 poison (DC 18 to

resist)

**Weight:** 13 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** This weapon resembles a small grappling hook on a chain (it is also available in a wide variety of stylized decorative forms, from a dragon's head to a bird's foot to a clutching steel hand). It has a reach of 15 feet but unlike most reach weapons it can also attack targets that are directly adjacent to it.

You sink the hook into an opponent and then yank on it with an electric winch. You can drag a hooked victim toward you at a rate of 5 feet per round if the winch beats the victim at a Strength contest vs. DC 18. Being dragged does an additional 1d4 damage. The hook can also release a dose of venom which requires a Saving Throw vs. DC 18 and will do 3d8 damage to the target if they fail their roll.

This weapon can be used to make trip attacks and if you accidentally trip yourself you can avoid the effects by dropping the weapon. It grants a +2 on any attempt to Disarm a foe with an opposed Attack Roll. The feat "Weapon Finesse" will allow you to use your Dexterity Bonus instead of your Strength Bonus with this weapon.

The winch runs on the same type of power cell used in most energy weapons and takes a full round to replace. The poison reservoir takes two minutes to carefully refill.

### Killer Waldo

**Cost:** 250 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 55

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Bludgeoning (20 x2)

**Weight:** 3 pounds (control gauntlet) 15 pounds (Waldo Unit)

**Armor Class:** 3 at rest, 15 when in use

**Hardness:** 10

**Hit Points:** 30

**DC required to break this item with a Strength**

**Roll:** 22 (15 to disable the control unit)

**Accessories:** Cybernetic Control Glove (weighs 1/2 pound, costs 300 Units to replace, but comes with the waldo for no extra cost, AC 15, Hardness 2, 3 HP), Miniature Energy Cell (1/20 pound, costs 30 units, fits into the Control Glove), Energy Cell (1/2 pound, costs 10 units, fits into the main Mobile Waldo Unit)

**Description:** A large metal gauntlet, equipped with an antigravity module that allows it to float in mid-air.

You control it through a cybernetic glove which you wear over your hand. The floating gauntlet, or "Waldo", will do exactly what your hand does, and it's a great deal stronger. Count it as a Strength 25 construct, which can move through the air at 30 feet per round. It has "perfect" maneuverability in the air and can stop on a dime, reverse direction, hover or even move backwards if need be. Like most constructs, it is immune to pain, fear, mind control, illusions, etc.

You can feel through the waldo, so if for some reason you lost sight of it you could continue to use it, with all the usual penalties for being blind.

It can ram targets like a fist for 2d6 Bludgeoning Damage. It can also Grapple opponents with its full 25 points of Strength. If it succeeds, on the next round it can begin to crush them for 1d6 damage per round. You rarely sees waldos used as military weapons but they have plenty of applications for crime.

### Heavy Construction Waldo

**Size:** Waldo itself is Huge (Impossible to conceal), the Control Unit is Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 45

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Multiple Types, see description

**Weight:** 3 pounds (control gauntlet) 50 pounds (Waldo Unit)

**Armor Class:** 3 at rest, 15 when in use

**Hardness:** 10

**Hit Points:** 60

**DC required to break this item with a Strength**

**Roll:** 25 (15 to disable the control unit)

**Accessories:** Cybernetic Control Glove (weighs 1/2 pound, costs 300 units to replace, but comes with the waldo for no extra cost, AC 15, Hardness 2, 3 HP), Miniature Energy Cell (1/20 pound, costs 30 units, fits into the Control Glove), Energy Cell (1/2 pound, costs 10 units, fits into the main Mobile Waldo Unit), Fuel Canister for welding torch (weighs 1 pound, costs 10 Units to replace, although the unit is sold with a full canister in place)

**Description:** A heavy-construction waldo. It's a large construct which you control through a cybernetic glove. Its effective Strength is 25 and it can move through the air at 30 feet per round. It has "perfect" maneuverability in the air, and can reverse direction, hover, move straight up, move backwards, etc. It is immune to pain, fear, mind control, illusions, and any other mind-affecting technique. Unlike many waldos, this one doesn't look much like a hand.

It comes equipped with a number of tools that can be used as weapons. It has a cutting torch which does

2d6 flame damage at Close range, a drill which does 1d6 Piercing Damage (19-20 x3) and ignores up to 10 points of Hardness and a rotary blade which does 1d8 Slashing damage (20 x2) and ignores up to 3 points of Hardness. It can also Grapple opponents with a set of Strength 25 steel pincers, and does 1d4 damage per round to the target while they are grappled. It can also ram targets for 2d4 Bludgeoning Damage.

### Grabber Arm

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** Has 15 feet of Reach

**“To Hit” Bonus:** --

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Multiple types, see description

**Weight:** 5 pounds

**Armor Class:** 5

**Hardness:** 15

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 18 (15 to disable the control unit)

**Special:** This weapon has fifteen feet of reach, but unlike most weapons with reach, it can also hit targets at close range.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A modified construction tool, used for collecting and handling dangerous animals. A metal bracelet covers the user's entire forearm and serves as the housing for a jointed metal tentacle with a three-pronged gripping mechanism at the end. It responds to the wearer's thought-commands through the nerve impulses in their wrist. The tentacle can strike the opponent for 1d6+3 damage or make a grappling attack at up to a ten-foot range, without exposing the wielder to Attacks of Opportunity. Once the target has been grappled, the tentacle can constrict them for 1d4 damage per round, or unleash an electrical attack for 3d6 Nonlethal Damage. It takes a standard action to switch out the unit's power cell, if it runs out of electricity during a fight.

### Repair Kit Waldo

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 150 Units

**Tentative Purchase DC:** 11

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Has 15 feet of Reach

**“To Hit” Bonus:** --

**Magazine:** 65

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Multiple types, see description

**Weight:** 6 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17 (15 to disable the control unit)

**Special:** This weapon has ten feet of reach, but unlike most weapons with reach, it can also hit targets which are closer.

**Accessories:** Energy Cell (1/2 pound, costs 10 units, fits into the main Mobile Waldo Unit), Fuel Canister for welding torch (weighs 1/2 pound, costs 5 Units to replace, although the unit is sold with a full canister in place)

**Description:** A construction and repair tool, designed for welding and electrical work in hard-to reach places. You frequently see devices like this on starships or submarines--anywhere with a lot of confined spaces and tightly packed conduits.

The device fits over your hand. It has a long jointed metallic tentacle which can reach around corners and fit into any space wider than three centimeters in diameter. The tentacle has a welding torch (2d6 flame damage) a gripping tool and a cutting tool (1d6 slashing damage, 20 x2) mounted on the end, as well as a tiny camera which you can use to see into tight spaces.

The tentacle has a Strength of 20 for the purpose of Grappling Attacks but won't let you lift or carry heavy objects (it's connected to your arm, which would still have to bear the actual weight). If you have a target grappled, you can use the cutting tool or the welding torch on them without having to roll to hit. You can use the tentacle to make Trip Attacks, but if you get tripped yourself you won't be able to drop it in time to avoid falling down. It takes a standard action to put the device on or take it off.

For simplicity's sake we will assume that each attack you make with the device, of whatever type, takes one charge per round, as does using the welding torch to weld something. The device runs on the same kind of power cell as most energy weapons from its period. It takes a Standard Action to load a new cell.





### Razor Tentacles

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (often illegal)

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** Has 10 feet of Reach

**"To Hit" Bonus:** +1

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d4 Slashing (17-20 x2)

**Weight:** 4 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 18 (15 to disable the control unit)

**Special:** This weapon has ten feet of reach but unlike most weapons with reach it can also hit targets which are closer.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A modified surgical tool, used for work on huge creatures whose internal organs are difficult to reach.

A metal bracelet covers the user's forearm and serves as the housing for six metal tentacles, each tipped with a different type of razor-sharp scalpel. When activated, the tentacles come snaking out of the wrist housing and begin to cut and carve the target. The tentacles are controlled by delicate hand gestures, so the user can't do anything else with that hand while the device is attacking. Nor can they attack more than one target at the same time.

This weapon runs on a standard energy cell, attached to the outside of the bracelet with a clip. It takes a Standard Action to replace.

### Workman's Helper

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 490 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Multiple Types, See description

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 6

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Fuel Canister for welding torch (weighs 1/2 pound, costs 5 Units to replace, although the unit is sold with a full canister of fuel)

**Description:** Technically an all-purpose repair tool, this device is easy to use as a weapon. A large metal gauntlet with a number of built-in retractable tools, it has a set of jeweler's picks (+3 to any fine manipulation skills, including Lockpicking), a welding torch (2d6 heat damage, no range, melee combat only), a small vibroblade cutting tool (1d4+2 Slashing damage, makes critical hits on an 18-20 for x2 damage and ignores up to 6 points of Hardness) and a drill/screwdriver/socket wrench (the drill does 1d6 Piercing damage, makes critical hits on a 19-20 for x3 damage and ignores up to 8 points of Hardness).

It also has a snakelike camera probe which can wind its way up to eight feet inside a space as narrow as four millimeters, with a tiny camera mounted on the end (the display pops up on the back of the glove and can also be fed to a detachable eyepiece).

For simplicity's sake, assume that each use of a weapon function costs one charge and that non-weapon functions cost nothing.

The gauntlet itself has a Strength of 19, but it can't be used to lift heavy objects or to add bonuses to any skill that can't be performed with one hand. Replacing the power cell is an involved process and takes a full round.

### Crusher Gauntlet

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 495 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use (but the wielder can still use the occupied hand normally when they aren't making attacks)

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 25

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6+3 Bludgeoning (20 x2)

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 19

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** An oversized metal gauntlet, equipped with powerful servo-motors which greatly enhance the strength of the wearer's grip. It has an effective Strength of 25 for the purposes of crushing or hanging onto objects, but otherwise gives the wearer no special strength bonuses. It will not help them lift objects or swing weapons harder. It can however be used to strike an opponent with an open-handed, crushing, raking blow, squeezing and ripping at them for 2d6+3 Bludgeoning damage. This does not require a successful Grapple—it's just a particularly messy melee attack.

The gauntlet's power cell is attached to the wrist by a clip. It takes a Standard Action to replace.

### Pincer Gauntlet

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 480 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 55

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A large pair of mechanical pincers which fit over your hand and forearm like a glove. It looks a little like a big steel lobster claw. An industrial tool used for precision cutting and for handling dangerous materials, it has a Strength of 25, but can't be used to lift heavy objects or swing melee weapons. It only enhances the strength of your hand, not your arm or back, so it will only give you a bonus on tasks like grappling, breaking an object with your hand, hanging on to things, etc.

This is not a subtle tool. You cannot use the pincers to perform any task or skill that requires fine manipulation (DM's call as to which skills do and don't qualify).

The pincers themselves do 2d6 Bludgeoning damage (20 x2). Once you have hit the target with the pincers, you can keep squeezing them for an additional 2d6 damage per round without having to roll to hit them again. If you scored a critical hit, it only applies to the first round—don't keep rolling double damage. Escaping the pincers requires a Strength roll vs. DC 25.

### Pincer Pike

**Size:** Huge (Impossible to conceal)

**Cost:** 520 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See description

**Weight:** 17 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Special:** Can't attack anything that is less than 10 feet away.

**Description:** A long cruel set of pincers at the end of a pole. They allow you to make Grapple Attacks (See the Players' Handbook, page 137) at range without exposing yourself to Attacks of Opportunity. Once the target has been grappled, you can play a number of ugly tricks on them. You can make a "Trip" attack against them without having to roll to hit them or risk being tripped yourself. You can unleash a low-amperage electrical charge, doing 3d6 nonlethal damage, or if you're really feeling mischievous, you can extend the needle sharp spring-loaded spike hidden between the pincers and spear them for 2d4 piercing damage, without having to roll to hit. The device is controlled by a set of buttons on the handle. They are marked with pictograms, and virtually anyone can figure out how to use them at a glance.

### Blood Hook

**Size:** Huge (Impossible to conceal)

**Cost:** 650 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** Has 15 feet of Reach

**"To Hit" Bonus:** --

**Magazine:** 80

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See description

**Weight:** 13 pounds

**Armor Class:** 5

**Hardness:** 8

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Jug (weighs 1/10 pound empty, costs 5 units, could be replaced in a pinch with an improvised jug for even

less money)

**Description:** A fiendish metal hook mounted at the end of a pole. A tube emerges from the pole about halfway down its length, and connects to a large empty plastic jug at the weapon's base. The function of the tube and the jug remain mercifully unclear, until you see the weapon in use.

The hooked staff allows its wielder to make a grapple attack at range (See the Players' Handbook, page 137), without being subject to Attacks of Opportunity. Once the target has the hook around their neck or torso, a horrible little hollow drill comes out of the pole, bores a small but painful hole in their flesh and begin to suck out their juices (1d8 damage per round). The blood and fluids go (you guessed it!) down the tube and into the plastic jug. It takes a standard action to kink off the valve and replace the jug with a new one. This also allows the victim to add a +3 bonus to fight their way free of the hook on that round.

There could be revolting alien invaders who use this weapon, but alas, it's even more likely to turn up in the hands of cellar-dwelling deviants.

### Portable Heavy Drill

**Size:** Huge (Impossible to conceal)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +1

**Magazine:** 70

**Rate of Fire:** Once per round

**Damage:** 2d10+3 Piercing (18-20 x3), Ignores up to 10 points of Hardness or Damage Resistance

**Weight:** 15 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A large, powerful but surprisingly lightweight tungsten-carbide drill. It has much greater torque and yet weighs considerably less than an early 21st century model. No longer just for freaks in hockey masks, this is light and maneuverable enough for anyone to use as a weapon. You usually see these mounted on killer robots in gladiatorial arenas. They also turn up at the occasional slumber party massacre. Some battlesuits may have them built in as well. If the drill has been designed as a weapon, then it will take only a standard action to load a new power cell. If it's just a construction tool gone bad, then it takes a full round to reload.

### Freeze Wand

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 45

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Cold

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 3

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A metal rod, about as thick as a flashlight, a little over two feet long. There is an ominous looking hole at one end, rimmed with frost. This peculiar weapon uses an induced molecular stasis field to suck all the warmth right out of the target. If it is held against a non-living object it temporarily reduces the object's hardness by one point per round. This effect lasts for 2d10 rounds.

### Coagulator

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (Often Unavailable, often illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Special (18-20 x3) Does not work on non-living targets

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A narrow, transparent plastic wand, about the length of a man's arm, filled with electrical components. It uses ion-bonding induction to scramble the target's innards, reducing their organs to a substance resembling bloody cottage cheese. Coagulators are feared and despised by most civilized cultures because of the hideous cruelty of the damage they inflict. They are completely ineffective against robots, or indeed any non-living target. Silicon based life may also be immune to the effects of a Coagulator, at the DM's discretion.

### Brain-Scrambler Rod

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A squat, rounded metal rod, about the length of a heavy flashlight. A wicked looking prong sticks out of one end. Anyone struck by the prong receives a jolt of microwaves, patterned so as to disrupt higher cerebral functions. If the victim fails a Fortitude Saving Throw vs. DC 20, they lose 3d6 Intelligence. A character with animal-like intelligence (3 or lower) can still recognize their friends and will still follow them around to keep from feeling anxious and alone. They cannot speak or use tools in this condition. The effects of the Brain-Scrambler rod are permanent. Only sophisticated medical treatment will help the afflicted character and then only at the DM's discretion.



### Protoplasmic Disruptor Wand

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d12 (18-20 x3) Weird Energy, only affects living tissue

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** Affects only living tissue.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** This weapon vaporizes flesh into a greasy, evil-smelling mist, but leaves non-living material undamaged. It can be set to only affect the tissue of a particular species, and for this reason is a popular weapon with the guards of alien prison camps. It can recognize hundreds of different tissue types, but can only be set to recognize species that its makers were familiar with. The rod itself isn't durable enough to damage anything if it's used as a club.

### Poison Glove

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 525 Units

**Tentative Purchase DC:** 16 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use, but the hand can still perform certain tasks while wearing the glove.

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special--see description

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Special:** Make a Fortitude Save vs. DC 20 or take 3d8 Damage.

**Description:** A thin black glove which exudes tiny droplets of a potent nerve-toxin through hundreds of microscopic pores. It doesn't look wet when it's coated with venom, although it does feel sticky to the touch (or at least we assume it does--no one who has touched it is available for comment). The glove can also produce a dose of an agent that neutralizes the toxin, rendering it safe to handle. If for some reason you were to leave the glove in its toxic mode without using the counteragent, the poison would last about a day in the shade, or about six hours in bright sunlight. Extruding the poison counts as a free action, as does neutralizing it. The neutralizing agent will do nothing at all to help someone who has already been poisoned. The toxin is stored in a small polymer bag just below the wrist. It takes a full round of very careful work to replace. It goes without saying that this device is illegal just about everywhere.



### Poison Glove, Undetectable

**Size:** Effectively Fine, with an extra concealment bonus (total +14 bonus to conceal with a “sleight of hand” roll)

**Cost:** 560 Units

**Tentative Purchase DC:** 16 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use, but the hand can still perform most tasks while wearing the glove.

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Target must make a Fortitude Save vs. DC 20 or take 5d6 Damage from poison

**Weight:** Negligible

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** If your friends think a joy buzzer is a mean prank then just wait til they get a load of this one! A skintight, transparent glove--it looks like skin, it feels like skin but it's actually a superfine polymer that's too thin to see with the naked eye. The outside is coated with a microscopic layer of a poison so toxic that it's illegal to even publish its name! Ideal for those moments when you need a little extra discretion, this baby won't show up on most scanners, and after you're done using it, you can wad it up and throw it away. Just be careful not to put it on inside out by mistake!

### Water Blade

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 45

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Slashing (19-20 x2)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 7

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Spare Fluid Reservoir (1/2 pound, costs 25 units), Scabbard (has to be specially made, weighs 1/2 pound, costs 150 units)

**Description:** An odd variation on motorized cutting blade technology, it uses a thin jet of ultra-high pressure water to cut through material with great

precision. A craftsman's tool, it is used for a number of media that are difficult to cut with conventional blades.

This is the portable model, which can also be used as a weapon. It looks like a short wand, with a round plate at one end. When it is switched on, a thin transparent stream of water runs through the air up one side of the wand, and vanishes into the wide cap at the end. The blade doesn't have a point, for obvious reasons, but it is exceptionally good at cutting through soft elastic materials like flesh.

It produces very little spray, even when it comes directly in contact with the target and wastes little of the water from its reservoir. The fluid reservoir only needs to be refilled every 100 rounds of combat. It has to be refilled with distilled water of exceptional purity. Anything less pure and there is a 15% chance every time the device is switched on that it will do itself one hit point of damage from debris flying through its delicate mechanism at high speed.

The water blade runs on the same kind of power cell as most energy weapons from the same period (it's the DM's call as to which other devices the power cell will or won't work with). It takes a standard action to reload a spent energy cell. Refilling the fluid reservoir is a much more involved task, and takes a full round of uninterrupted effort.

### Liquid Sword

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Slashing (19-20 x2)

**Weight:** 4 pounds

**Armor Class:** 7

**Hardness:** 7

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 12

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Spare Fluid Reservoir (1/2 pound, costs 25 units), Scabbard (has to be specially made, weighs 1/2 pound, costs 200 units)

**Description:** A few cultures have discovered how effective water blades are as hand weapons, and have adapted the design to make full-length swords.

This one is about the length of a longsword. It has no point, does only slashing damage and cannot be used with the feat "Cleave."

The blade runs on the same kind of power cell as most energy weapons from the same period (it's the DM's call as to which devices are compatible). It takes a standard action to reload.



The fluid reservoir needs to be refilled once every 100 rounds of combat. Refilling the reservoir takes a full round. It requires distilled water of exceptional purity, or it will begin to malfunction. If the sword is filled with impure water, there is a 15% chance every time it is switched on that it will take one hit point of damage as tiny bits of debris score its nozzles and jam its gaskets.



### Rod of the Lawgiver

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** +2

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Varies. See below for details.

**Weight:** 15 pounds

**Armor Class:** 7

**Hardness:** 15

**Hit Points:** 30

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Special:** This device has a number of built-in weapons systems. One end of the rod acts as a Power Lance. In this mode it drains 1 charge per use and does 2d6 Bludgeoning damage (20 x2). The Power Lance can also be set to act as a short-range blaster. In blaster mode it drains 2 charges per shot and does 3d10 Piercing damage (20 x2) with a range increment of 10 feet. The other end of the rod is tipped with large, strangely shaped vibronic blade. The blade counts as a +1 weapon. It does 1d10+2 Slashing Damage, ignores up to five points of Hardness, and drains two charges with each blow. If the wielder touches the target with the flat of the blade, it functions as an Agonizer, draining 1 charge and doing 3d8 nonlethal damage. The pain it causes is so intense that the target must make a Willpower Saving Throw vs. DC 20 or be Stunned for one round.

**Description:** No cruel Galactic Empire's ultimate judicial authority would be complete without this handy item. Ideal for dispensing on-the-spot field justice, it's cruel and unusual enough for any connoisseur. Despite its exalted nature, the weapon runs on standard power cells, like any lowly prole's blaster pistol. It takes a standard action to reload a spent cell (although we wouldn't really know--this function is generally performed by the servants).

## Futuristic Throwing Weapons

Perhaps the oldest human combat technique is to throw stuff at the opponent. This seems to predate our actual humanity by at least a few million years. So in tribute to all those countless glorious millennia of throwing stuff at things, I provide you here with a wide assortment of weapons meant to be hucked, chunked, flung and hurled at your enemies. Let us hope the next few million years will be as fruitful for throwing stuff at things as the last few were. So far the signs look good!

**A Note About Grenades:** You won't find them here. What list of stuff to throw at things would be complete without grenades, you ask? I know, I know—my apologies. It made sense to list them together with grenade launchers, so they're actually down in the chapter on projectile weapons. If you hanker for grenades, just head down to section \*\*. They have what you need.

## Throwing Disks and Shuriken

### Advanced Materials Throwing Disk

**Size:** Small (no bonus or penalty to conceal with a “sleight-of-hand” roll)

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** +1

**Rate of Fire:** Each weapon can only be thrown once,

but you can launch as many of them as you have attacks

**Damage:** 1d6 Slashing (20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 19

**Description:** A sharp round throwing disk, sometimes called a "chakram", about the size of a dinner plate. This one is made from an advanced alloy that is lighter, less air resistant and easier to throw than anything available in our own epoch. It also holds an edge better and is usually kept as sharp as a scalpel.

### Blunt Advanced Materials Throwing Disk

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** +1

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 1d6 Bludgeoning (20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 19

**Description:** A blunt throwing disk made from strange new synthetic materials which have drastically improved its performance. It is more aerodynamic than the best 21st century frisbee, despite its much greater weight. This is not an edged weapon. It clobbers the target rather than cutting them.

### Hypersharp Throwing Disk

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 15 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** +2

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 1d6+2 Slashing (17-20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10

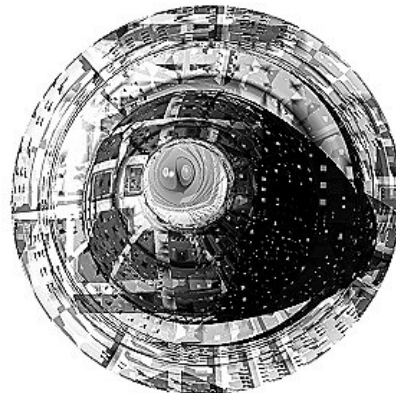
**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 16

**Special:** Vorpal. On a critical hit, this weapon will sever the target's head from their body. This does not work on creatures that do not have heads, and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off (robots, for example, or zombies).

**Description:** A round "chakram" throwing disk, edged with monofilament wire no thicker than a single molecule. It is much sharper than any previous such weapons. It's also much easier to accidentally cut your fingers off with while throwing it. Frisbee, anyone?



### Vibro-Disk

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 15 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** +1

**Magazine:** 20

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 1d461 Slashing (18-20 x2)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Special:** Ignores 9 points of Hardness or Damage Resistance

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units, oddly shaped, not compatible with anything but powered throwing disk weapons)

**Description:** A perfectly round vibroblade, which can be flung at a target like a frisbee. It is considerably safer to use than a hypersharp disk, since the vibroblade is set to switch on after the disk leaves your

hand. It switches off once the disk stops moving, so that it doesn't lie on the floor wasting power. The one real drawback to this weapon is that it's awfully expensive to waste on throwing at people. It uses a special flat, round power cell which isn't compatible with any other weapon and takes a Standard Action to replace.

### Exploding Throwing Disk

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 3d6 Slashing (20 x2) to everything in a 5 foot radius (the target takes an additional 1d6 piercing damage)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** A kind of long-range hand-grenade, shaped like a discus or a frisbee. It can fly a good deal further than an ordinary grenade. The disk is made entirely of lightweight synthetic materials, with a shaped-explosive charge curled up in the center, carefully placed so as not to throw the disk off balance while it's in flight.

### Advanced Materials Shuriken

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 25 feet

**"To Hit" Bonus:** +1

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 1d4 Piercing (20 x3)

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** A throwing blade made from either metal alloys or plastics which have drastically improved its performance. It is lighter, sharper and more aerodynamic than the best steel shuriken, and

has a correspondingly greater range. These are made in a number of shapes, from traditional "stars" to the kinds of knives you might see a circus knife-thrower use.

### Hypersharp Shuriken

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 15 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 25 feet

**"To Hit" Bonus:** +2

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 1d4+1 Piercing (17-20 x3)

**Weight:** 1/10 pound

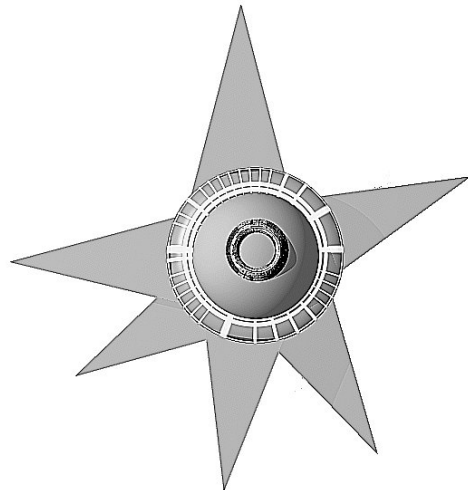
**Armor Class:** 13

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Description:** This throwing blade has been edged with a one-molecule thick wire, making it far sharper than any conventional blade. Don't reach into your ninja-bag for this one without looking!



### Force Projection Shuriken

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 45 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 25 feet

**"To Hit" Bonus:** +4

**Magazine:** 15

**Rate of Fire:** Each weapon can only be thrown once,

but you can launch as many of them as you have attacks

**Damage:** 1d4+2 Piercing (18-20 x2)

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Accessories:** Miniature Energy Cell (1/20pound, costs 30 units)

**Description:** A tiny round metal disk. When you throw it at the target, six force-field blades flicker to life all around the weapon. Please note that the blades only switch on after the shuriken has left your hand, which spares you the trouble of having to pick your fingers up off the ground after you've thrown it (which would of course be particularly difficult if you had no fingers left to pick them up with). The device runs on a small circular power-cell which takes a full round to replace and isn't compatible with any other energy weapons. It can be used for a total of fifty throws before the power cell runs out of energy.

### Variable Metal Shuriken

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 1,500 Units (if you can even find one--in most places, this is at least the equivalent of a minor Artifact)

**Tentative Purchase DC:** N/A (not usually possible to buy)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Variable Metal weapon)

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** +3

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 1d4+3 Piercing (17-20 x3) or 2d10 Nonlethal Damage

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 15

**Hit Points:** 1

**DC required to break this item with a Strength**  
**Roll:** 30

**Special:** Ignores armor, ignores Hardness.

**Description:** A shuriken made from some weird alien metal which glitters and shimmers with hundreds of nameless colors. You can adjust its atomic density, so that it will pass harmlessly through solid matter. It can partially or completely materialize inside a target, just as you require. This allows it to strike objects on the far sides of walls, and to ignore armor. It can do either normal or nonlethal damage, depending on how fully it materializes while passing through the target. This is a thought-sensitive device. You don't need to press any buttons or verbally instruct it on how to attack the target--it will follow your mental cues.

### Shuriken With Poison Delivery System

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 20 Units

**Tentative Purchase DC:** 4 (usually illegal)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 25 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 1d4 Piercing (20 x2), 2d8 Poison (Save vs. DC 20)

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength**  
**Roll:** 12

**Description:** A shuriken with a tiny built in poison-injection system. It can be reused, but takes two rounds to painstakingly reload with poison. The toxin listed here is really just meant as an example. People have filled these things with every noxious substance you can imagine--and some you wouldn't care to.

### Shuriken, Exploding

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 55 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 25 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 3d4 Piercing to everything in a 5 foot radius (the target takes an additional 1d4 piercing damage)

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength**  
**Roll:** 10

**Special:** Anyone who is injured only by the explosion can make a Reflexes Saving Throw vs. DC 15 to take half damage (this does not help the actual target of the attack)

**Description:** When this shuriken strikes home it explodes, doing damage to both the target and anyone in a five-foot radius. This is not entirely consistent with the idea of a shuriken being a silent, stealthy weapon--frankly if you're going to make this much noise, why not just use a gun? Yet nonetheless, the market for these items continues to flourish.

### **Exploding Shuriken With Fragmentation**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 55 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 25 feet

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 3d6 Piercing to everything in a 5 foot radius (the target takes an additional 1d4 piercing damage)

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Special:** Anyone who is injured only by the shrapnel can make a Reflexes Saving Throw vs. DC 15 to take half damage (this does not help the actual target of the attack)

**Description:** An exploding shuriken which has been carefully pre-stressed so as to break apart into dozens of deadly sharp fragments when it goes off. Rather louder than a silent assassin's weapon should be, it nonetheless remains quite popular with aficionados of violence.

### **Polarizing Anti-Robot Shuriken**

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 30 Units

**Tentative Purchase DC:** 5

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 25 feet

**“To Hit” Bonus:** +2 vs. Robots

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 1d4 piercing (20 x2) +1d4 Electrical damage to living targets. 1d4 Piercing (17-20 x3) +5d8 Electrical Damage to robots

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Special:** Does an additional 5d8 to robots and other sentient machines.

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units)

**Description:** This shuriken contains an electromagnetic pulse device designed specifically to disrupt a robot's positronic brain (or whatever special

gizmo makes robots sentient in your campaign world). It does normal shuriken damage to living targets and may or may not have some kind of catastrophic effect on non-sentient machines at the DM's discretion.

### **Ceramic Throwing Blade**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7 (usually illegal)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Slashing (20 x2)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 8

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Scabbard (costs 30 Units, weighs 1 pound)

**Description:** A ceramic throwing blade, designed to pass invisibly through metal detectors. There could be many variations on this basic design--shuriken, chakrams, whatever kind of throwing blade a particular assassin favors.

### **Ceramic Throwing Hatchet**

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 45 Units

**Tentative Purchase DC:** 7 (often illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet if thrown

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Slashing (20/x2)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A hypersharp tomahawk, edged with a monofilament wire no thicker than a single molecule, hundreds of times sharper than a scalpel. The main body of the weapon is made of plastic with a ceramic-composite head. It is almost impossible to detect and won't show up on x-ray photos. Weighted for throwing, it can be used just as effectively in melee combat. This weapon is the sure mark of a professional killer-and a highly specialized one at that. If you see someone carrying this item, leave the



vicinity or ready a weapon of your own.

## Futuristic Bolas

An entangling/bludgeoning weapon from South America, bolas are great for capturing and subduing targets from horseback. Amazingly effective at bringing down fleeing bipeds, they may actually have been invented for use on large flightless birds. They also work just dandy on people you dislike.

We have included all kinds of strange high-tech variations for herding bizarre alien livestock (or wreaking havoc on your enemies). No space-gaucha should leave home without a set.

### Advanced Materials Bolas

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Bolas)

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9 (Can't be attacked in flight by most weapons)

**Hardness:** 1

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 30 (18 if you aren't entangled in them)

**Special:** Make a ranged touch attack, ignoring armor. With a successful hit the target is entangled in the bolas. If this attack would have hit them anyway, even with their armor and/or natural toughness, they also take 1d8 Bludgeoning damage from the weighted ends.

The entangled character must make a Reflexes Saving Throw or be flung to the ground. Whether or not they make their saving throw an entangled character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 30. If they tear their way loose, it ruins the bolas.

**Description:** Invented in South America, this weapon both entangles and does Bludgeoning damage. Two heavy metal balls are swung around and around on a cord, and then flung at the target. On impact, the cord wraps itself around the target and the weights hit them.

An ideal weapon for catching large bipeds, it seems to have been developed for use against big flightless birds. This is what a bola might look like if someone used advanced materials technology to revive the weapon.

The balls are made of a lightweight shock-resistant plastic, and filled with mercury to enhance their momentum and impact. The cord is made from a

synthetic material that's stronger than a steel cable and has the lowest possible air resistance. It flies farther and hits harder than any bolas before it.

### Exploding Bolas

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 150 Units

**Tentative Purchase DC:** 11

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Bolas)

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9 (Can't be attacked in flight by most weapons)

**Hardness:** 1

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 30 (18 if you aren't entangled in them)

**Special:** Make a ranged touch attack, ignoring armor. With a successful hit the target is entangled in the bolas. If this attack would have hit them anyway, even with their armor and/or natural toughness, they also take 1d8 Bludgeoning damage from the weighted ends. The entangled character must make a Reflexes Saving Throw or be flung to the ground. And then the bolas explode, doing 5d6 bludgeoning damage to everyone in a five-foot radius. Anyone but the target can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Description:** Usually, if you're hit by a pair of of bolas, you can take comfort in the thought that at least they don't explode. But no more. Not nearly as useful for capturing livestock as they are for murdering one's enemies, exploding bolas are difficult to find on the open market and will probably have to be specially made. Still, there may be some societies out there with livestock so huge and terrifying that they need exploding bolas to herd them. Or for that matter there could be societies so callous that they use exploding bolas to hunt homeless people.

### Electroshock Bolas

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Bolas)

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9 (Can't be attacked in flight by most weapons)

**Hardness:** 1

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 30 (18 if you aren't entangled in them)

**Special:** Make a ranged touch attack, ignoring armor. With a successful hit the target is entangled in the bolas. If this attack would have hit them anyway, even with their armor and/or natural toughness, they also take 1d8 Bludgeoning damage from the weighted ends. The entangled character must make a Reflexes Saving Throw or be flung to the ground. And then the bolas give them a huge electric shock (3d6 electrical damage).

An entangled character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 30. If they tear their way loose, it ruins the bolas.

**Accessories:** Miniature Energy Cell (Unit requires two of them, each weighs 1/10pound, costs 30 units, is oddly shaped and incompatible with most other weapons, except for bolas and spherical throwing weapons like the "Hyperspeed Ball", it's the DM's call as to which other weapons they will or will not work with)

**Description:** Ideal for catching especially huge and mean flightless birds, these bolas deliver a massive electric shock to the entangled target. Also fun for gladiatorial combat, or for disciplining unruly schoolchildren. Note to the DM: Do not actually construct a pair of electric bolas and use them on unruly schoolchildren. Trust me, I know these things.

### Sonic Disruptor Bolas

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Bolas)

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9 (Can't be attacked in flight by most weapons)

**Hardness:** 1

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 30 (18 if you aren't entangled in them)

**Special:** Make a ranged touch attack, ignoring armor. With a successful hit the target is entangled in the bolas. If this attack would have hit them anyway, even with their armor and/or natural toughness, they also take 1d8 Bludgeoning damage from the weighted ends. The entangled character must make a Reflexes Saving Throw or be flung to the ground. Then the Sonic Disruptor modules in the weighted balls start to liquify the character's flesh. The disruptors do 2d6 sonic damage per round, for 3 rounds, unless the character somehow fights their way free of the bolas.

An entangled character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 30. If they tear their way loose, it ruins the bolas.

**Accessories:** Miniature Energy Cell (Unit requires two of them, each weighs 1/10pound, costs 30 units, is oddly shaped and incompatible with most other weapons, except for bolas and spherical throwing weapons like the "Hyperspeed Ball", it's the DM's call as to which other weapons they will or will not work with)

**Description:** Bolas with a little something extra. A miniature sonic disrupter is built into each of the round weights, set to the precise frequency required to shake human bones to powder and rip flesh into jelly. It has just enough charge for a single burst, but the bolas can be retrieved and reused with a new power cell. It is difficult to produce perfectly spherical sonic disrupter modules, and their odd shape and weight throws off the weapon's balance, limiting its range. Certain to kill all but the largest livestock, these are more of a hunting tool, or a gladiator's weapon.

### Sonic Screamer Bolas

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Bolas)

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9 (Can't be attacked in flight by most weapons)

**Hardness:** 1

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 30 (18 if you aren't entangled in them)

**Special:** Make a ranged touch attack, ignoring armor. With a successful hit the target is entangled in the bolas. If this attack would have hit them anyway, even with their armor and/or natural toughness, they also take 1d8 Bludgeoning damage from the weighted ends. The entangled character must make a Reflexes Saving Throw or be flung to the ground. Then the Sonic Screamer modules in the weighted balls go off, doing 2d6 Nonlethal Damage per round, for 3 rounds, unless the character somehow fights their way free of the bolas. Anyone who takes more than a point of Nonlethal Damage must make a Fortitude Saving Throw vs. DC 20 or be Deafened by the weapon for 2-12 minutes.

An entangled character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 30. If they tear their way loose, it ruins the bolas.

**Accessories:** Miniature Energy Cell (Unit requires two of them, each weighs 1/10pound, costs 30 units, is oddly shaped and incompatible with most other weapons, except for bolas and spherical throwing weapons like the "Hyperspeed Ball", it's the DM's call as to which other weapons they will or will not work with)

**Description:** A high-tech entangling and nonlethal weapon, this one is actually useful for capturing animals and might really find its way into the hands of some futuristic gaucha.

### Razorwire Bolas

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually illegal)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Bolas)

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 40 (18 if you aren't entangled in them)

**Special:** Make a ranged touch attack, ignoring armor. With a successful hit the target is entangled in the bolas, and must make a Reflexes Saving Throw vs. DC15 or be flung to the ground. They take 1d8 Bludgeoning damage from the weighted ends and 2d6

slashing damage from the wire. On each round thereafter, there is a 20% chance that they will take another d4 slashing damage. Any attempt to move or take any action will automatically cause another d6 damage. An entangled character suffers a -4 penalty on all attacks and skill rolls, has their Dexterity effectively reduced by 6, and moves at one quarter normal speed. To free themselves, they must make an Escape Artist roll vs. DC 25.

**Description:** A especially cruel use of modern materials technology, these bolas have a cord made from an incredibly strong, incredibly thin polymer wire. This is not quite monofilament-it is considerably thicker than one molecule, but it's still strong and thin enough to be sharper than a razor or a scalpel.

Like all bolas, they entangle the target, hindering their movement and reducing their roll. But these do something worse, as well. When the target is entangled, they take 2d6 slashing damage as the wire slices into their flesh. On each round thereafter, there is a 20% chance that they will take another d4 damage as the wire works its way in deeper. Any attempt to make an Escape Artist roll, whether successful or not, causes a further 1d6 damage. So does trying to move or for that matter to take any physical action at all. The sheer pain and terror of being caught in this device has a much more drastic effect on the target's skills and movement abilities than an ordinary set of bolas.

A target with an AC of 19 or higher is completely immune to these gruesome effects, and is entangled as though these were a normal set of bolas (count only AC from actual armor --being small and nimble doesn't protect you once you've already been entangled).

### Constriction Bolas

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 560 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Bolas)

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 30 (18 if you aren't entangled in them)

**Special:** Make a ranged touch attack, ignoring armor. With a successful hit the target is entangled in the bolas. If this attack would have hit them anyway, even with their armor and/or natural toughness, they also take 1d8 Bludgeoning damage from the weighted

ends.

The entangled character must make a Reflexes Saving Throw or be flung to the ground. Then the cables start to contract, cutting and crushing as they constrict.. The bolas do 1d6 slashing damage per round for 6 rounds unless the character somehow fights their way free. Anyone killed by the device is cut into sections.

An entangled character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 30. If they tear their way loose, it ruins the bolas.

**Accessories:** Miniature Energy Cell (Unit requires two of them, each weighs 1/10pound, costs 30 units, is oddly shaped and incompatible with most other

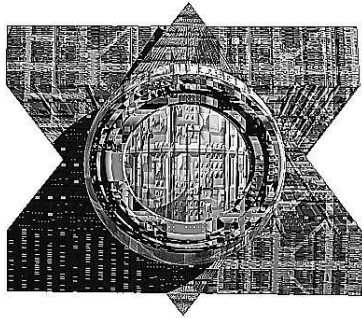
weapons, except for bolas and spherical throwing weapons like the "Hyperspeed Ball", it's the DM's call as to which other weapons they will or will not work with)

**Description:** A particularly sadistic and unsavory variation on bolas, there is a winch inside each of the two round weights that begins to reel in the cable once it has wrapped itself around something, crushing whatever is caught in its grip. The winches are oddly balanced and heavy, reducing the weapon's effective range.

The power cells have only enough energy for one attack (six rounds worth of squeezing) but the bolas can be retrieved and reused with new power cells. You might want to wash them first, though--it's a messy way to die.

## Guided and Self-Returning Throwing Weapons

Throwing weapons with built in anti-gravity motors and computerized guidance systems. Whether or not this qualifies as cheating we leave to you. Some of these weapons are too expensive to waste on flinging at people, and so have been designed to return to your hand after use.



### Guided Throwing Blade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 150 Units

**Tentative Purchase DC:** 11 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** Always hits the target, unless you roll a 1

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 1d4 Slashing (20 x2)

**Weight:** 1 pound

**Armor Class:** 3

**Hardness:** 4

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 15 (13 to break the antigravity motor and wreck the guidance system)

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units, oddly shaped, not compatible with anything but powered throwing disk weapons)

**Description:** A shuriken with a built-in targeting computer. You designate the target before throwing it. The on-board computer then makes course corrections and steers the knife to its target.

These come in many shapes, from simple throwing knives to star-shaped shuriken. The blade itself is made from superb materials vastly superior to anything found in our own epoch. It is lighter, harder and holds an edge better than the best 21st century steel. It also has less air resistance, and travels farther.

It is hard to say who would manufacture such an elaborate throwing weapon, particularly since it really just substitutes a targeting computer for skill. Then again there are plenty of space-ninjas who enjoy fighting dirty for its own sake.

### Guided Javelin

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 150 Units

**Tentative Purchase DC:** 11 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** Always hits the target, unless you roll a 1

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have

attacks

**Damage:** 1d6 Piercing (20 x2)

**Weight:** 2 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units, oddly shaped, not compatible with anything else)

**Description:** An amazingly unsporting weapon, this is a sort of a cross between a throwing spear and a cruise missile. It has an onboard targeting computer and a tiny antigravity motor, which steer it unerringly toward the target. It can change speed, make in-flight course corrections, turn corners and generally do whatever it has to do in order to hit the target. You designate the target before you throw it, with a tiny eyepiece which pops out of the shaft and then retracts for the launch. It is possible to retrieve the javelin and use it again. Its power cell contains enough energy for twenty throws. The power cell's housing isn't made for easy access. It takes two rounds, a set of tools and a skill roll vs. DC 15 to successfully replace a spent cell. The DM decides which futuristic skill applies.

### Self-Returning Flying Disk

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Slashing (20 x2)

**Weight:** 1 pound

**Armor Class:** 9 (21 in the air)

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15 (13 to break the antigravity motor)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A kind of steel frisbee, equipped with an antigravity motor and an onboard guidance system which allows the disk to return to your hand after it has struck the target. If you move while the disk is in flight, it homes in on your new location. If for some reason it can't reach you, it falls to the ground. The device runs off a small round power cell, which isn't compatible with any other weapon and takes a full round to replace.

### Flying Shield

**Size:** Large (-8 penalty to conceal with a "sleight of

hand" roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 60

**Rate of Fire:** Once per round

**Damage:** 2d4 Bludgeoning (20 x2)

**Weight:** 6 pounds

**Armor Class:** 5 (13 in the air)

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17 (13 to break the antigravity motor)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A large metal disk which can be used as a shield, for a +3 to your AC (but only from the front). It can also be flung at your opponent, and its built in antigravity motor and internal guidance computer will return it safely to your hand. If you move after throwing it, it homes in on your new location and returns to you normally. If for some reason you can't be found, it drops to the floor. The device runs off a special set of flat power cells, which aren't compatible with any other weapon and take a full round to replace.

### Self-Returning Flying Disk, Hypersharp

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 375 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** +2

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+1 Slashing (17-20 x3)

**Weight:** 1 pound

**Armor Class:** 9 (21 in the air)

**Hardness:** 10

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15 (13 to break the antigravity motor)

**Special:** Vorpal. On a critical hit, this weapon will sever the target's head from their body. This does not work on creatures that do not have heads, and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off (robots, for example, or zombies).

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A throwing disk edged with ultra-sharp monofilament wire. It has a built in guidance system which returns it to your hand after it attacks. Of course, a hypersharp disk might actually be the very last thing you'd want flying into your hand. It is a great deal sharper than a razor-its cutting surface is



only one molecule wide. Handle this weapon with extreme caution. Real enthusiasts always have missing fingers and worse.

### Self-Returning Vibro Disk

**Size:** Small (no bonus or penalty to conceal with a “sleight-of-hand” roll)

**Cost:** 380 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** +1

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+2 Slashing (18-20 x2)

**Weight:** 1 pound

**Armor Class:** 9 (21 in the air)

**Hardness:** 9

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15 (13 to break the antigravity motor)

**Special:** Ignores 9 points of Hardness or Damage Resistance

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A perfectly round vibronic throwing blade, equipped with a guidance system which brings it back to your hand once you throw it. The vibroblade doesn't become active until after it leaves your hand. It cuts through solid materials at least as well as a hypersharp disk, and is considerably less dangerous to handle. The disk runs on a small round power-cell, which isn't compatible with any other weapons.

### Automatic Boomerang

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 360 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Bludgeoning (20 x2)

**Weight:** 1 pound

**Armor Class:** 9 (21 in the air)

**Hardness:** 10

**Hit Points:** 1

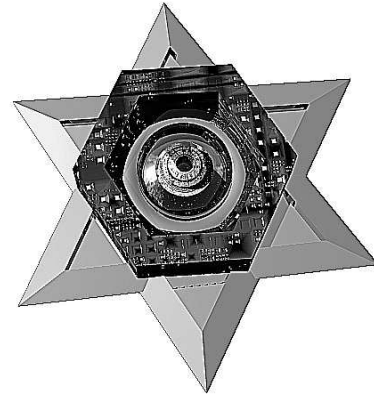
**DC required to break this item with a Strength**

**Roll:** 16 (13 to break the antigravity motor)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A curved plastic stick, shaped like an airfoil in cross-section. It's a sort of high-tech boomerang, made from advanced materials that have far better aerodynamic properties and far less air

resistance than any plastics made today. It also has a tiny built-in anti-gravity generator, and a guidance system which allows it to return to your hand after it hits the target. The whole unit is powered by a small, strangely-shaped power cell that isn't compatible with any other weapons. It takes a round to open the unit up and replace the power cell.



### Self-Returning Shuriken

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 250 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**“To Hit” Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x2)

**Weight:** 1/2 pound

**Armor Class:** 13 (21 in the air)

**Hardness:** 9

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 14 (13 to break the antigravity motor)

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units)

**Description:** A tiny antigravity motor and an on-board targeting system make this weapon possible. When you fling at a target, it makes minor course corrections, steers itself in just close enough to slash the target without getting stuck and then returns to your hand. Ideal for budget conscious space-ninjas. You'll never have to buy new shuriken again.

### Self-Returning Shuriken With Venom

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 275 Units

**Tentative Purchase DC:** 13 (usually illegal)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**“To Hit” Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x2) The target must make a Fortitude Save vs. DC 20 or take an additional 3d8 Damage from poison.

**Weight:** 1/2 pound

**Armor Class:** 13 (21 in the air)

**Hardness:** 8

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 15 (13 to break the antigravity motor)

**Special:** Returns to your hand after you throw it, whether you hit the target or not.

**Accessories:** Miniature Energy Cell (1/20pound, costs 30 units)

**Description:** A version of the self-returning shuriken that injects the target with poison. It only holds enough poison for one dose but it won't inject it unless it actually hits flesh. The miniature power cell can be replaced in one round but it takes a minute or so of intensive work with a set of jeweler's tools to replace the empty poison reservoir.

## Self-Returning Throwing Knife,

### Hypersharp

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 315 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**“To Hit” Bonus:** +2

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Slashing (17-20 x3)

**Weight:** 1 pound

**Armor Class:** 13 (21 in the air)

**Hardness:** 10

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 14 (13 to break the antigravity motor)

**Special:** Vorpal Weapon. On a critical hit, this weapon will sever the target's head from their body.

**Accessories:** Miniature Energy Cell (1/20pound, costs 30 units)

**Description:** A throwing blade edged with ultra-sharp monofilament wire, no thicker than a single molecule. It parts flesh far better than a hot knife through butter. An tiny built in antigravity module and a miniature navigational computer can return it safely to your hand (although "safe" might be a relative term when you have a hypersharp blade flying toward your fingers).

This is a generic template for any hypersharp throwing knife with points, as opposed to a hypersharp disk or flying razor, which do slashing rather than

piercing damage. It could be shaped like a traditional Japanese "throwing star" or a two-ended knife or even the kind of blade circus knife-throwers use. Whichever variety you prefer, be extra careful when reaching for it in the dark!

## Self-Returning Force-Blade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** +4

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+3 Slashing (18-20 x2)

**Weight:** 1 pound

**Armor Class:** 13 (21 in the air)

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14 (13 to break the antigravity motor)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A small black plastic sphere. When you fling it at the target, a force-field sharper than any physical blade appears in a shimmering deadly ring around its middle. The device looks a little like a model of the planet Saturn when it's in kill-mode. A built-in antigravity motor and computerized guidance system will carry it back to your hand once it has done its bloody work. The blade switches off before it reaches you. If you are moving while you attack, it will track on your new position and return to you there. Changing the power cell is an involved process and takes a full round.

## Razerang

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**“To Hit” Bonus:** +3

**Magazine:** 30

**Rate of Fire:** Three Attacks Per Round

**Damage:** 1d6+2 Slashing (17-20 x3)

**Weight:** 1 pound

**Armor Class:** 13 (23 in the air)

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 15 (13 to break the antigravity motor)

**Special:** Vorpal. On a critical hit, this weapon will sever the target's head from their body. This does not work on creatures that do not have heads, and at the

DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off (robots, for example, or zombies).

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Target Designation Goggles (1/2 pound, cost 250 units)

**Description:** It looks like a sort of flattened plastic oval, but when flung at a target, two shiny curved blades slip out of either side. These blades are edged with monofilament wire, one molecule thick and are far sharper than any conventional knife. It flies past the target, slashing them with its blades and then returns to the user's hand. The small antigravity motor and on-board targeting systems are run by a tiny power cell, which takes a full round to replace. If you are wearing the Target Designation Goggles, you can instruct the Razerang to attack up to three opponents in a single round and to continue attacking targets on the next round, rather than returning to your hand. Set three or four razerangs going at once, and you've really got a party!

### Self-Returning Hammer

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 325 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 25

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Bludgeoning (20 x2)

**Weight:** 5 pounds

**Armor Class:** 9 (18 in the air)

**Hardness:** 10

**Hit Points:** 7

**DC required to break this item with a Strength**

**Roll:** 18 (13 to break the antigravity motor)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A short, heavy hammer with an almost absurdly heavy head. This is a weapon, rather than a tool, meant to pound in faces rather than pound in nails. It would be too heavy and too unbalanced to do either, if it weren't for the antigravity engine built into the handle. It also has a computerized guidance system that can return it to your hand after you lob it at the target. You can use it to bash people the old fashioned way, at close range, or fling it at a target up to forty feet away.

It is hard to be sure who would produce a weapon like this. It's expensive, complex and highly advanced, yet barbaric and more than a little silly. Perhaps there are wealthy oddballs out there who are a little too hung up on Norse mythology, or perhaps there are advanced civilizations that have always loved chucking hammers at people.

### Self-Returning Hyperdense Ball

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 355 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** +2

**Magazine:** 25

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+2 Bludgeoning (18-20 x2)

**Weight:** 5 pounds (3 tons if the antigravity motor fails)

**Armor Class:** 9 (18 in the air)

**Hardness:** 15

**Hit Points:** 60

**DC required to break this item with a Strength**

**Roll:** 35 (13 to break the antigravity motor)

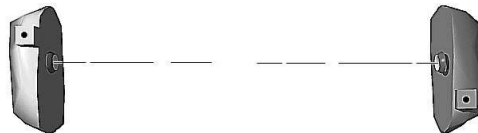
**Special:** Can only be lifted because of its onboard anti-gravity generator. When the power cell runs out, the weapon becomes impossible for anyone with a Strength of less than 50 to move.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A black plastic sphere, a little smaller than a soccer ball. This is a high-tech variation on the oldest human weapon. You hurl it at the target like a big rock. It has a core of hyperdense matter and would be far too heavy to lift if it didn't have an anti-gravity generator built in. It also has a small on-board targeting computer that guides it to the target, and then back to the person who threw it. The ball has a gigantic mass, even though it effectively weighs nothing. It strikes the target with a huge amount of momentum and has to be carefully decelerated on its way back to the user.

The antigravity generator can run almost indefinitely when the ball is just being carried around, but in combat it has only enough power for about 25 uses (the deceleration process drains it badly). It runs on a special, oddly-shaped power cell which isn't compatible with any other weapons. Changing the battery is an involved process, which requires a toolkit and takes three rounds of continuous concentration.

If the antigravity engine runs out of power the ball will settle gently to the ground and sit there, immovable, until somebody replaces its power cell.



### Flying Guillotine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 325 Units

**Tentative Purchase DC:** 14 (usually illegal)  
**Required Proficiency:** Exotic Weapons-Ranged  
 (Also works with any other flying Hyperwire weapon)  
**Handed:** Requires 1 hand to use  
**Range Increment:** 20 feet  
**"To Hit" Bonus:** +2  
**Magazine:** 25  
**Rate of Fire:** Once per round  
**Damage:** 2d6 Slashing (16-20 x4)  
**Weight:** 1 pound  
**Armor Class:** 9 (18 in the air)  
**Hardness:** 5  
**Hit Points:** 5  
**DC required to break this item with a Strength Roll:** 25 (13 to break the antigravity motor)  
**Special:** Vorpul. On a critical hit, this weapon will sever the target's head from their body. This does not work on creatures that do not have heads, and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off (robots, for example, or zombies).  
**Accessories:** Energy Cell (1/2 pound, costs 30 units, oddly shaped, not compatible with most other weapons and equipment)  
**Description:** A smooth ceramic pod with a line down the middle. Flung it, and its antigravity motor floats it smoothly through the air toward target. Halfway there it separates into two halves, about three-feet apart, with a monofilament wire between them. Once it hits the target, reaches the end of its range, or senses an object in front of it which it can't cut through, the unit snaps back together and returns to the wielder's hand. It takes some practice to use without hurting yourself. It is possible to attack the unit in the air, but its AC is high enough to make this discouragingly difficult. Our best advice is to spare the effort and duck. There is only a limited market for this item, but it remains popular with those keen on collecting heads.

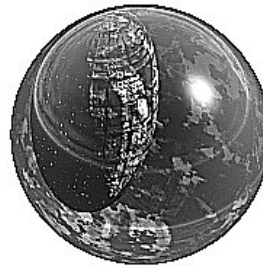
### Hyperwire Web-Pod

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)  
**Cost:** 360 Units  
**Tentative Purchase DC:** 15 (usually illegal)  
**Required Proficiency:** Exotic Weapons-Ranged  
 (Also works with any other flying Hyperwire weapon)  
**Handed:** Requires 1 hand to use  
**Range Increment:** 20 feet  
**"To Hit" Bonus:** +2  
**Magazine:** 30  
**Rate of Fire:** Once per round  
**Damage:** 4d6+4 Slashing (16-20 x4)  
**Weight:** 2 pounds  
**Armor Class:** 13 (18 in the air)  
**Hardness:** 5  
**Hit Points:** 5  
**DC required to break this item with a Strength Roll:** 25 (13 to break the antigravity motor)  
**Special:** Improved Vorpul Weapon. On a critical hit, this weapon will sever the target's head from their body. If the target does not have a head, or suffers no

particular ill effect from having their head cut off, the monofilament has instead cut them into two or more pieces. There may still be a few creatures (incorporeal beings, for example) who can survive this, at the DM's discretion.

**Accessories:** Miniature Energy Cell (1/2 0pound, costs 30 units)

**Description:** A smooth metallic oval. When flung at the target it separates into six floating antigravity modules, connected by a web of ultra-strong, ultra-sharp monofilament wire, no thicker than a single molecule. A direct hit from this device will reduce just about any medium-sized opponent to neat little chunks. Any target wearing armor made from a material with a hardness greater than 20 will instead break the wire and ruin the device. Whether or not the device hits the target, it will snap back together and return to the user's hand. If the device is broken, it may damage the user. Roll a ranged touch attack at a +2 bonus. If it hits, the user catches themselves on a stray piece of wire and loses 1d6 hp. The Web-Pod's guidance system is confused by targets that are bigger than "Large" in size and it can't be persuaded to attack them.



### Self-Returning Hyperspeed Ball

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)  
**Cost:** 350 Units  
**Tentative Purchase DC:** 14  
**Required Proficiency:** Simple  
**Handed:** Requires 1 hand to use  
**Range Increment:** 40 feet  
**"To Hit" Bonus:** --  
**Magazine:** 50  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d4+2 Bludgeoning (18-20 x2) or 1d4+2 Nonlethal  
**Weight:** 1 pound  
**Armor Class:** 13 (23 in the air)  
**Hardness:** 6  
**Hit Points:** 5  
**DC required to break this item with a Strength**

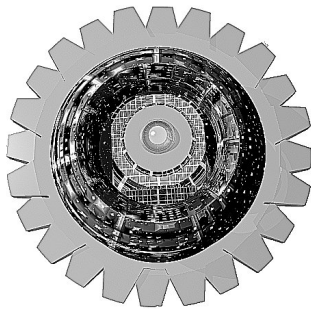


**Roll:** 15 (13 to break the antigravity motor)

**Special:** Returns to your hand after making an attack and can be used again on the next round.

**Accessories:** Miniature Energy Cell (Weighs 1/10 pound, costs 30 units, is oddly shaped and incompatible with most other weapons, except possibly for certain types of bolas and other spherical throwing weapons, at the DM's discretion)

**Description:** A little round plastic ball, about the size of a jawbreaker. It contains a small antigravity motor and a very simple guidance system, which returns the device to your hand after it hits something. The antigravity motor makes it go very fast once you launch it at the target and it hits with tremendous force. It can break ribs, rupture organs and punch holes in walls. By taking a Standard Action you can reset the ball to do only Nonlethal Damage. Replacing its battery is much more involved. The ball will shut down and refuse to perform before it's antigravity module wears out, which will prevent you from getting into any embarrassing mishaps when the hyperdense matter assumes its real weight. To open the ball and switch out its used power cell for a new one takes three full rounds.



### Flying Buzzsaw Blade

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 285 Units

**Tentative Purchase DC:** 14 (usually illegal)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 0 or 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** 2d4+3 Slashing (18-20 x3) Ignores up to 3 points of Hardness or Damage Resistance

**Weight:** 2 pounds

**Armor Class:** 9 (18 in the air)

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 14 (13 to break the antigravity motor)

**Special:** Returns to your hand after making an attack and can be used again on the next round.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** The flying Buzzsaw Blade is popular

with psychopaths, mad scientists and the occasional race of depraved invaders. It has little market outside these venues.

### Flying Three-Bladed Chainsaw

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 3d12 Slashing (18-20 x4) Ignores up to 3 points of Hardness or Damage Resistance

**Weight:** 15 pounds

**Armor Class:** 7

**Hardness:** 9

**Hit Points:** 5

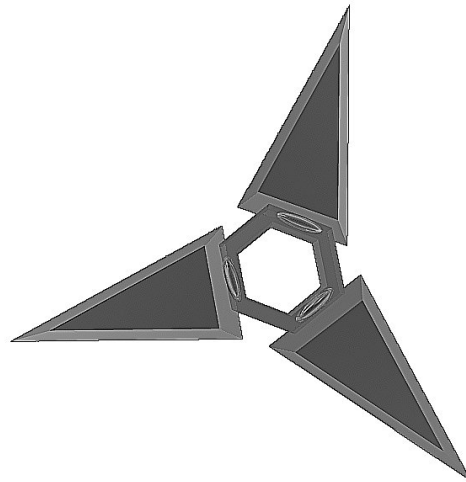
**DC required to break this item with a Strength**

**Roll:** 13

**Special:** -2 to any attempt to find this weapon with a "Search" roll.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Antigravity technology meets antisocial personality disorder. This rude weapon looks a lot like three chainsaws pointing out from each other in different directions. You hurl it at your enemies (or your hapless victims, as the case may be) and it flies spinning through the air toward them. The look of stunned disbelief on their faces as they see it whirling toward them is almost as satisfying as the sound of it chewing through their bones.



### The Triparite Blade

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** Not usually for sale, might fetch up to 25,000 Units if sold on the black market.

**Tentative Purchase DC:** N/A (not usually possible to



buy)

**Required Proficiency:** Exotic Weapons, Missile

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** +2

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 1d12 Slashing (18-20 x2)

**Weight:** 3 pounds

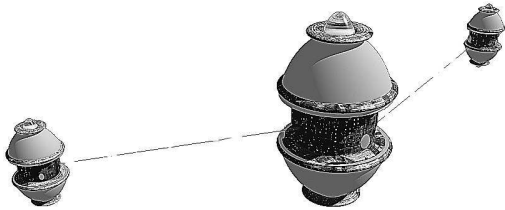
**Armor Class:** 7

**Hardness:** 20

**Hit Points:** 60

**DC required to break this item with a Strength Roll:** 45

**Description:** A three-bladed crystalline weapon, unnaturally hard and sharp. It can be used as a bladed melee weapon or flung like a missile weapon with the same weapon proficiency. It does not conduct electricity, is not subject to rust or corrosion attacks and is much more durable than any metal blade. If it is thrown at a target and misses, it will return to your hand like a boomerang (but only if you have the Weapon Proficiency). If an unskilled user tries to throw this weapon, they must make a Reflexes Saving Throw vs. DC 13 to keep from wounding themselves for 1d4 damage.



### Whirligig

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** +2

**Magazine:** 10

**Rate of Fire:** Once per round

**Damage:** 2d6 Slashing (15-20 x4)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 40

**Special:** Improved Vorpal Weapon. On a critical hit, this weapon will sever the target's head from their body. If the target does not have a head, or suffers no particular ill effect from having their head cut off, the

whirligig has instead cut them into slices. There may still be a few creatures (totally amorphous beings, for example) who can survive this, at the DM's discretion.

**Description:** This diabolical little weapon consists of a small central globe, with three disks whirling around it at a distance of about three feet. The whirling disks are connected to the central sphere with monofilament wire, hundreds of times sharper than the sharpest razor. The whirligig floats across the battlefield at a rate of 60 feet per round and responds to the wielder's commands (it comes with a tiny remote control that can be easily operated with one hand).

### Whomp-Disk

**Size:** Small (no bonus or penalty to conceal with a “sleight-of-hand” roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**“To Hit” Bonus:** --

**Magazine:** 45

**Rate of Fire:** Three attacks per round

**Damage:** 1d8 Bludgeoning (20 x2)

**Weight:** 1 pound

**Armor Class:** 9 at rest, 23 when in flight.

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Description:** A lightweight plastic disk a little bigger than a saucer. You can carry it or leave it floating just above your right wrist, spinning in place (it can do this indefinitely). On command, the disk will fly out, smack up to four opponents and return to your hand. It is possible to attack the disk in mid-flight, but of course its Armor Class is pretty high. The Whomp-Disk can also be set to protect you in your sleep, although it can't really tell friend from foe and will simply attack anyone who comes within range. It takes a few seconds of concentration to set the disk to sleep-protection mode, so you can't do it while you are being knocked unconscious. When it attacks by itself, the disk has a Ranged Attack Bonus of +3.

### Whomp-Ball

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 60 feet

**“To Hit” Bonus:** --

**Magazine:** 60

**Rate of Fire:** Four attacks per round

**Damage:** 1d6 Bludgeoning (19-20 x2)

**Weight:** 1 pound

**Armor Class:** 13 at rest, 24 when in flight.

**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 14

**Description:** A small plastic ball, soft and rubbery to the touch. It contains an antigravity engine made from some kind of soft and flexible synthetic material, which only needs to have its battery replaced once every ten years or so.

The ball responds to thought-commands and can attack any four targets within forty feet in a single round. At the end of every round in which it attacks, it returns to the user's hand. If it were somehow intercepted in mid-flight, whoever took it would be able to use it themselves on the next round.

The Whomp-ball can be instructed to protect its user in their sleep, attacking anyone (friend, foe or hotel maid) who comes within 60 feet. You cannot set it to sleep mode while you are in the act of falling unconscious, but you could instruct ahead of time to go into sleep mode if it senses that you have lost consciousness (this could be either a very wise move or a very foolish one—it will attack paramedics, too).

When it attacks by itself, the ball has an Attack Bonus of +4.

### Hoberman's Deadly Sphere

**Size:** Small when collapsed (No bonus or penalty to conceal with a “sleight of hand” roll), Large when fully expanded (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**“To Hit” Bonus:** Ignores Armor

**Rate of Fire:** Once per round

**Damage:** From 1 to 7d6 Slashing-- see description

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 25

**Accessories:** None Known

**Description:** A folded-up spherical armature, about the size of a baseball. When flung at a target, it unfolds itself, opening up into a round metal framework that is big enough to fit a man's torso inside.

The ball drops over the target, engulfing their head or their upper body. Then it folds back in on itself. It can fold up a little and do just a die of damage or it can fold up all the way and do its full seven dice or anywhere in between.

Once the ball has someone trapped inside, it can automatically do up to its full number of dice to them, spaced out over as many rounds as the wielder likes. So, for example, it could do one die of damage to the victim on the first round and then six dice on the second. Or it could do two dice of damage on the first, second and third rounds and then just one on the next. The only way to keep from taking the damage is to escape the device's clutches, which requires a Strength Roll vs DC 25 or an Escape Artist roll vs. DC 27.

The sphere's ability to dole out painful damage slowly, over a period of time, makes it an ideal tool for interrogations, if you're some kind of a sadistic freak.

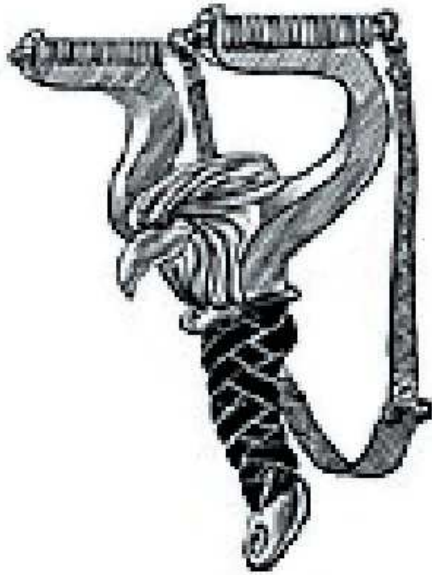
## Futuristic Muscle-Powered Ranged Weapons

Bows, arrows, slings and their variants have served mankind well for the past 25,000 years. They haven't died out yet, nor have we stopped trying to improve them. Perhaps this technology will continue to advance into the distant future, and muscle powered weapons will be seen alongside lasers and gaussguns in the arsenals of tomorrow.

### Slingshots

An often overlooked variation on the bow, a slingshot can be a serious weapon if it's made from the right materials. Even now, in the early 21st century, surgical tubing can be used to make slingshots that carry enough force to be dangerous at close range and in the future here may well be plastics with more elastic strength than any present-day material.

Small, cheap, easy to conceal and quick to aim, a slingshot can also have a surprising amount of stopping power, particularly when you use it to launch a hand grenade. Slingshots can also be used to fire any of the darts listed in the section on dart guns, at no penalty.



### Heavy Slingshot

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 30 Units

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+1 Bludgeoning (20 x2) or per special load.

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Description:** An even more powerful futuristic slingshot. It uses super-elastic, super-strong polymer tubing to launch its projectiles. This model is too big to fit conveniently in a street-urchin's back-pocket. It is worn on a kind of metal brace which fits around your wrist. It's a dangerous weapon when launching rocks or steel ball bearings but it can also be used to launch any of the darts or hand grenades listed in this book. Use the slingshot's range rather than the dart or the grenade's range when you launch one.

### Advanced Materials Slingshot

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 15 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Bludgeoning (20 x2) or per special load.

**Weight:** 1 pound

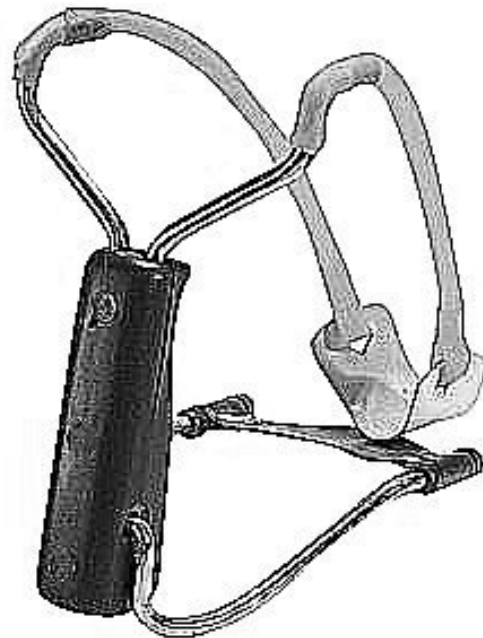
**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Description:** The future of the slingshot, it launches its missiles with an elastic tubing material that has far more strength and resilience than anything in use today. It can do real damage to a target at a surprisingly good range, and can also be used to launch any of the darts or any of the grenades listed in these rules. The stats listed above assume that the weapon is firing a steel ball bearing, but there are of course no end of things you might use. A rock does slightly less damage (1d4) while a glass bottle acts as a Splash-effect weapon, doing 1d4 Slashing damage to the target and one point to anyone within a five foot radius who fails a Reflexes Save vs. DC 15.



### Improvised Slingshot

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 5 Units to make yourself

**Tentative Purchase DC:** 2 (for the materials required to make one)

**Required Proficiency:** Simple  
**Handed:** Requires 2 hands to use  
**Range Increment:** 40 Feet  
**"To Hit" Bonus:** --  
**Magazine:** 1  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d4 Bludgeoning (20 x2) Or per special load.  
**Weight:** 1 pound  
**Armor Class:** 9  
**Hardness:** 1  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 10  
**Accessories:** --  
**Description:** A crude slingshot, made from whatever materials are available. Surgical tubing or old rubber tires are the likeliest materials it might use for elastic,

while its frame could be made from any sort of rigid plastic or metal.

We have assumed that most of the futuristic slingshots listed here are made from materials specially crafted to be ideal for the job (laminated composite resins with just the right amount of strength and give, superelastic polymers, etc.) This one is made from whatever its builder could scavenge, so it doesn't have anything like the same range and stopping power.

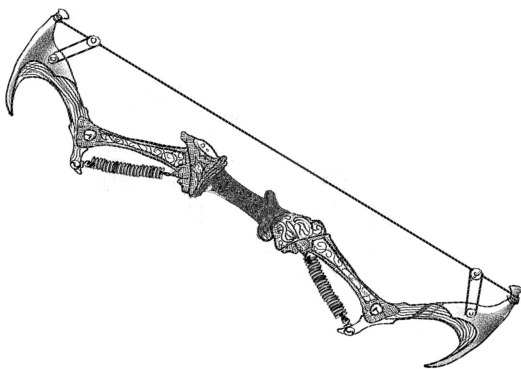
Most commonly seen in the hands of post-apocalyptic survivors, street gangs might also carry slingshots like this, if no better weapons are available.

If a PC would like to make one, let them gather some appropriate materials together and make a "Repair" skill roll vs. DC 15.

## Bows and Arrows

Decadent or tradition-bound societies might apply advanced technology to bows and arrows. And they may have broader uses in a futuristic setting than for gladiatorial combat and ceremonial hunts. Bows and arrows actually have some surprising advantages on the post-modern battlefield. They are quiet and leave no chemical or energy signature for sensors to pick up. They have excellent penetration against body armor and in the hands of a sufficiently skilled marksman their range is comparable to firearms. Some armies might use bows and arrows as a kind of low-tech, stealthy grenade launcher and design arrows that explode, or carry gas weapons or electroshock devices or all sorts of other odd effects (especially if these cultures are big on comic books).

We have listed four sample futuristic bows for you here, along with a wide selection of strange trick arrows. You want a Sonic Screamer Arrow? We've got it. A Boxing Glove Arrow? I'm afraid we've got that too



**Advanced Materials Composite Bow**  
**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)  
**Cost:** 1,000 Units  
**Tentative Purchase DC:** 18  
**Required Proficiency:** Martial-Ranged  
**Handed:** Requires 2 hands to use  
**Range Increment:** 120 Feet (but can be less with certain arrows)  
**"To Hit" Bonus:** --  
**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Usually 1d6 (20 x3) Piercing (but see individual arrows)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Arrow (Weights 3 pounds per 20 arrows, costs 10 for a set of 20)

**Description:** A composite bow, made out of synthetic materials that give it greater force and flexibility than any bow from our own epoch. This is how an advanced civilization that really cares about archery would craft a bow.

### Advanced Materials Shortbow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 75 Feet (but can be less with certain arrows)

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Usually 1d6 (20 x3) Piercing (but see individual arrows)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 18

**Accessories:** Arrow (Weighs 3 pounds per 20 arrows, costs 10 for a set of 20)

**Description:** A shorter, cheaper bow, made for casual enthusiasts rather than professional bowhunters. It doesn't have the same pull and is far easier to use. It also doesn't have anything like the range of a really high-end weapon, but then again it's not intended to.

### **Advanced Materials Bow, Lightweight**

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 100 Feet (but can be less with certain arrows)

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Varies, according to what kind of arrow it fires. Usually 1d6 Piercing (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 18

**Accessories:** Arrow (Weighs 3 pounds per 20 arrows, costs 10 for a set of 20, other arrows have their own individual costs and weights, see individual listings)

**Description:** A lighter bow, intended for lengthy excursions, where weight is at a premium. It sacrifices some range to be easy to carry, but it is built from the same advanced materials technology as the "Advanced Composite Bow" and like it is intended for serious hunters and outdoorsmen, rather than casual hobbyists.

### **Advanced Materials Bow, Ultraheavy**

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 150 Feet (but can be less with certain arrows)

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Usually 1d6+1 (20 x3) Piercing (but see individual arrows)

**Weight:** 6 pounds

**Armor Class:** 8

**Hardness:** 6

**Hit Points:** 12

**DC required to break this item with a Strength**

**Roll:** 25

**Special:** Does an extra +2 points of piercing damage, whatever arrow it is firing.

**Accessories:** Arrow (Weighs 3 pounds per 20 arrows, costs 10 for a set of 20)

**Description:** A monster bow, intended for creatures with greater than human strength to use. Anyone with a Strength of less than 16 will use this weapon at a -4 penalty. Anyone with a Strength of less than 12 can't even attempt to use it (they can't draw the bowstring). It isn't built to the same standard as some of the other bows listed here, so it doesn't get quite as much of a range bonus as it otherwise might.

### **Advanced Materials Bow, Masterpiece**

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 5,000 Units (if you can find one at all)

**Tentative Purchase DC:** 23 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 170 Feet (but can be less with certain arrows)

**“To Hit” Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Usually 1d6+1 (20 x3) Piercing (but see individual arrows)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 6

**Hit Points:** 11

**DC required to break this item with a Strength**

**Roll:** 19

**Accessories:** Arrow (Weighs 3 pounds per 20 arrows, costs 10 for a set of 20)

**Description:** A truly superb weapon, built with the very best materials available, no time constraints and no concern for expense. This is the kind of weapon a very wealthy expert bowhunter from a technologically advanced civilization might have specially made by a hand-picked team of design experts, or that the most exalted heroes of a culture that reveres the bow might wield. If there are space-elves in your campaign (and they aren't all using silly "energy bows") this is the weapon that their king uses.

### **Advanced Materials Arrow**

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 10 Units (set of 20)



**Tentative Purchase DC:** 3  
**Required Proficiency:** Martial-Ranged  
**Handed:** N/A  
**Range Increment:** Same as the bow it is being fired from  
**“To Hit” Bonus:** +1  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d6+1 Piercing (20 x3)  
**Weight:** 20 arrows per 3 pounds  
**Armor Class:** 9  
**Hardness:** 5  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 13

**Description:** An arrow made from futuristic plastics, far lighter, far stronger and with far less air resistance than any arrow from our own epoch. This is how a starfaring civilization might construct them.

### Spent Uranium Arrowhead

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)  
**Cost:** 20 Units (set of 20)  
**Tentative Purchase DC:** 4  
**Required Proficiency:** Martial-Ranged  
**Handed:** N/A  
**Range Increment:** Same as the bow it is being fired from, minus ten feet  
**“To Hit” Bonus:** +2 vs. AC from armor. Does not apply to Dex-based AC.  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d6+2 Piercing (18-20 x3), Ignores 10 points of Hardness or Damage Resistance.  
**Weight:** 5 arrows per 3 pounds  
**Armor Class:** 9  
**Hardness:** 5  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 14 (Arrow itself is DC 12)  
**Description:** An arrow with an armor-piercing head, it is especially good for use against vehicles.



### Arrow With Hypersharp Head

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)  
**Cost:** 30 Units (set of 20)  
**Tentative Purchase DC:** 5  
**Required Proficiency:** Martial-Ranged  
**Handed:** N/A  
**Range Increment:** Same as the bow it is fired from  
**“To Hit” Bonus:** +2 vs. AC from armor. Does not apply to Dex-based AC.  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d6+3 Piercing (17-20 x4)  
**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9  
**Hardness:** 5  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 15 Arrow itself is DC 12)  
**Description:** An arrow with a head edged in monofilament wire. This gives it a cutting surface which is one molecule thick--far sharper than the sharpest possible arrowheads made with conventional materials. But be careful when fishing this one out of your quiver!

### Exploding Arrow

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)  
**Cost:** 450 Units  
**Tentative Purchase DC:** 15  
**Required Proficiency:** Martial-Ranged  
**Handed:** N/A  
**Range Increment:** Half that of the bow it is fired from  
**“To Hit” Bonus:** --  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d6 Piercing (20 x3), plus 5d6 Bludgeoning to anything in a 5-foot radius  
**Weight:** 10 arrows per 3 pounds  
**Armor Class:** 9  
**Hardness:** 1  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 10  
**Description:** For all those of you who feel that they never should have canceled the Dukes of Hazard, we present this handy item. An exploding arrowhead, packed with a lightweight plastic explosive substance that takes up far less weight and volume than dynamite or TNT. This allows the arrow to be only slightly heavier than and to have nearly as much range as a normal shaft. It does 5d6 damage to anything in a five-foot radius. A Reflexes Saving Throw vs. DC 20 halves the damage. If the arrow has hit its target then the target isn't allowed to make a Saving Throw—the arrow is already stuck in them so they can't get out of its way.

### Exploding Arrow, Fragmentary

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)  
**Cost:** 460 Units  
**Tentative Purchase DC:** 15  
**Required Proficiency:** Martial-Ranged  
**Handed:** N/A  
**Range Increment:** Half that of the bow it is fired from  
**“To Hit” Bonus:** --  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d6 Piercing (20 x3) to the target plus an extra 5d6 Piercing to anything in a 5-foot radius

**Weight:** 10 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** A crueler version of the exploding arrow. This one is filled with lightweight metal shrapnel and does damage to anything in the target's vicinity. A Reflexes Saving Throw vs. DC 20 halves the damage (although the arrow's specific target isn't allowed to roll).



### Exploding Arrow, Flechette

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 475 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Half that of the bow it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See description

**Weight:** 10 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** An exploding arrow packed with razor-sharp darts, it's heavier and slower than a standard arrow and doesn't have nearly as much range. On impact, it does 6d6 Piercing damage to anything within a 5-foot radius. A Reflexes Saving Throw vs. DC 20 halves the damage (the arrow's specific target isn't allowed to make a saving throw). There really isn't much use for this item apart from murder and some extremely unsportsmanlike kinds of hunting, so they're usually illegal and hard to find. There may be a few odd cultures that use them in a military capacity or others where mutilating wildlife is regarded as a jolly laugh.

### Exploding Arrow, Shaped Charge

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 465 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is being fired from, minus ten feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (17-20 x3), plus 5d6 Bludgeoning in a 25 foot cone. The Bludgeoning damage ignores up to 10 points of Hardness or Damage Resistance.

**Weight:** 10 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** An exploding arrow designed especially to penetrate armor. It does its area-effect damage in a short cone, instead of a sphere. A Reflexes Saving Throw vs. DC 20 halves the damage from the explosion. If the arrow was shot into a specific target, the target isn't allowed to make a saving throw.

### Acid-Filled Arrow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** 1/3 the range of the bow it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3), plus 2d6 Caustic damage per round for 1d6 rounds (or until the acid is somehow cleaned off or neutralized).

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 8

**Description:** This truly mean-spirited arrow is designed to shatter on impact and spray the target with acid. Heavy and poorly balanced, it sacrifices a certain amount of range and accuracy to carry its caustic load. The acid is stored in the shaft, which is carefully scored so as to shatter on impact when fired from a bow, but not break apart when hastily grabbed out of a quiver. A splash attack weapon, it does its full load of damage to the target and 1 point of damage to anyone else within a five foot radius. A Reflexes Saving Throw vs. DC 20 negates the splash

damage.

### Variable Metal Arrow

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units (if one can even be found--in most places, this is at least the equivalent of a minor Artifact)

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from  
**“To Hit” Bonus:** +3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (18-20 x3) or 2d6 Nonlethal, ignores armor, ignores Hardness and Damage Resistance, makes a Ranged Touch Attack.

**Weight:** 5 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 30

**Description:** An arrow made from super-advanced variable metal. It can adjust its own molecular density and pass harmlessly through solid objects. It can also materialize inside them. It can hit objects on the other side of walls or pass through a target's armor and hit them from the inside. It can also partially rematerialize and do nonlethal damage, disrupting the target's system without actually piercing their flesh. This is one of the few attacks that might do nonlethal damage to robots (at the DM's discretion).

### Force-Projection Arrow

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 100 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from  
**“To Hit” Bonus:** +3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+2 Piercing (18-20 x3)

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Special:** Ignores up to 10 points of Hardness or Damage Resistance

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units)

**Description:** An strangely balanced metal arrow with a force-field projection nozzle where the arrowhead should be. When launched from a bow it creates an

arrowhead-shaped force field, tougher and sharper than any blade made from ordinary matter. The arrow's excessive weight and awkward balance limit its range, but its stopping power is unequalled. It runs on a long narrow power cell which fills up its shaft. It is possible to collect and reuse the arrow once you have fired it, but the power cell will have to be replaced. This takes a full round and requires a skill roll vs. DC 13 (probably Repair, but of course the DM can decide what skill would be appropriate to the campaign).

### Robot Disrupter Arrow

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 110 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** 1/3 the range of the bow it is fired from

**“To Hit” Bonus:** +2 vs. Robots

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 piercing (18-20 x3) +1d6 Electrical vs. most targets. Does an additional 5d8 Electrical damage to robots and other sentient machines.

**Weight:** 5 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units)

**Description:** A heavy, stubby, poorly balanced arrow that contains a Robot Disrupter module, powered by a special long, thin battery. This weapon really only lends itself to a few unlikely battlefield scenarios, so it's likely to be rare and difficult to find, unless you make them yourself.



### Electroshock Arrow

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 455 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** 1/3 the range of the bow it is fired from

**“To Hit” Bonus:** +2 vs. Metal Armor Only

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 piercing (20 x3) +2d6 electricity

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units)

**Description:** A stubby, oddly balanced arrow with a power-cell built into the shaft. It delivers a potent electric shock to the target, in addition to doing its regular damage. A character who has the ability to deflect arrows with their bare hands (a D&D Monk, for example) will still take the electrical damage. Won't they look silly grabbing this one out of the air!



### Boxing Glove Arrow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is being fired from, minus twenty feet

**"To Hit" Bonus:** -1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 nonlethal (20 x2)

**Weight:** 5 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** A weird short-range arrow with a large, soft bulb at one end instead of a standard arrowhead. Even when made from the lightest, strongest and least air-resistant materials that futuristic technology can dream up, this is still a clumsy object to launch from a bow. It is just about the only non-lethal arrows ever devised.

### Poison Gas Arrow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 510 Units

**Tentative Purchase DC:**

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Half that of the bow it is fired from

**"To Hit" Bonus:** -1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3) plus a gas attack that does 1d10 damage to living creatures in a 5 foot

radius. A Fortitude Saving throw vs. DC 18 reduces the damage from the gas attack by half. Wearing some kind of breathing apparatus negates it entirely.

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 8

**Accessories:** Antidote Vial (1/20th lb, costs 150

Units, holds 2 doses, negates effect of gas in 1 round)

**Description:** It is difficult to find room on an arrow to load a gas-weapon delivery system. Yet that doesn't stop designers from trying. This one stores the gas and a propellant in two separate chambers in the shaft and mixes them on impact. It's bulky, slow, delicate and expensive.

### Arrow With Sleep Drug

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 25 Units (set of 20)

**Tentative Purchase DC:**

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3) plus sleep drug. See description for more details

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Antidote Vial (1/20th lb, costs 100 Units, holds 2 doses, negates effect of the drug in 1-4 rounds)

**Description:** This arrow has been loaded with a powerful anesthetic. In addition to taking 1d6 normal damage from the arrow itself, the target must make a Fortitude save vs. DC 20 or fall unconscious for 19-Con hours (so a character with a Con of 15 would be unconscious for 4 hours, a character with Con 10 would be unconscious for 9 hours and so forth). The arrow itself is made from synthetic materials far superior to fiberglass or wood and has outstanding range and accuracy.

### Arrow With Pain Drug

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 30 Units (set of 20)

**Tentative Purchase DC:**

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3), also does 1d6 nonlethal damage per round to live targets (a Willpower Saving Throw vs. DC 21 halves the damage, but the target must roll each round) The target will continue to take nonlethal damage until they make two Saving Throws in a row (on subsequent rounds) or else fall unconscious. Target suffers a -4 to their attack and skill rolls on any round in which they fail their Willpower Saving Throw.

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Special:** Once struck, the target must make a Fortitude Saving Throw vs. DC 20 or be Stunned (as per the Monk special attack), and unable to take any action for one round.

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of the drug in 1 round)

**Description:** This arrow has been coated with a drug that causes the target horrendous pain. Like most poisoned or drugged arrows, the pain-inducing agent has been painted around the shaft, rather than on the arrowhead. This helps to prevent awkward moments when you reach hastily into your quiver and nick yourself on an arrowhead.

### Arrow With Blinding Drug

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 25 Units (set of 20)

**Tentative Purchase DC:**

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from  
**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3). Also doses the target with a neural agent that causes temporary blindness if they fail a Fortitude Saving Throw vs. DC 15. See below for details.

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Special:** The target must make a Fortitude Saving Throw vs. DC 15 or become Blind for 2d12 hours. Blind characters suffer a 50% chance of missing in combat (all their targets effectively have full concealment), lose any Dexterity Bonus they might have had to their Armor Class, move at half speed, suffer a -4 penalty on Search checks and both Strength and Dexterity based skill rolls. All attackers have a +2

bonus to hit the blind character.

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of drug in 1-6 rounds)

**Description:** This arrow has been partly coated with a drug that affects the target's optic nerves, causing temporary Blindness, as per the spell. At the DM's discretion, it might not work on creatures with very different body chemistry from ours. The drug also has no effect on creatures that don't have eyes.

### Arrow With Psychedelic Drug

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 20 Units (set of 20)

**Tentative Purchase DC:**

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from  
**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3). Also doses the target with a potent psychedelic drug. See description for details.

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Antidote Vial (1/20th lb, costs 125 Units, holds 3 doses, negates effect of drug in 1-3 rounds)

**Description:** In addition to taking damage from the arrow, the target must make Fortitude Saving Throw vs. DC 20 or suffer the effects of a powerful hallucinogenic agent. The drug's effects last for 3d12 rounds. Anyone who fails the initial Fortitude Saving Throw must now make a Willpower Saving throw (DC 18) every round or roll on the following chart.

**1** Shout insulting and inarticulate threats at no one for a round, drawing all kinds of negative attention from anyone in earshot.

**2-4** Do nothing at all for 1 round. Stare passively off into space, look at the ground or close your eyes.

**5-6** Mutter random insane gibberish, clap hands, twitch and engage in other harmless but distracting crazy behavior for a round, without moving from the spot where you are standing.

**7-9** Throw yourself to ground and take 1 point of damage. If you roll this result twice in a row you begin to batter yourself against the ground, taking 1d3 damage per round.

**10** Act normally for 1 round. You are not aware that you have been acting crazy. If attacked while insane, the victim can defend themselves normally, but unless they roll a 10 and "act normally", they are incapable of articulate communication.



### Poison Arrow

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 20 Units (set of 20)

**Tentative Purchase DC:**

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 piercing (20 x3). Make a Fortitude Save vs. DC 20 or take 3d8 additional Poison damage.

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Special:**

**Description:** A high-tech version of one of mankind's oldest weapons. This arrow is made of special lightweight flexible polymers with the lowest possible air resistance. It has superb range and accuracy. After a few embarrassing accidents, the designers found that it was actually far safer to paint a ring of poison around the shaft, rather than put an injection system in the arrowhead.

### Poison Arrow, Extra-Lethal

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 25 Units (set of 20)

**Tentative Purchase DC:** 5 (usually illegal)

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3). Make a Fortitude Save vs. DC 20 or take 5d8 damage from poison.

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Description:** A more advanced poison arrow loaded with a yet more lethal toxin. New advances in aerodynamics and polymer technology have given it a lighter, stronger shaft and a smoother airflow than ever, increasing its range.

### Poison Arrow, Superlethal

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 30 Units (set of 20)

**Tentative Purchase DC:** 5 (usually illegal)

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3), any living target must make a Fortitude Save vs. DC 20 or die instantly.

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Description:** An extremely lethal poison arrow, loaded with a fiendish omnitoxin called Thanatoline. Although the chemical engineering required to produce Thanatoline is pretty sophisticated, the arrow itself is quite simple and the poison delivery system goes back to the stone age. Thanatoline isn't a contact poison and has to be injected directly into the victim's bloodstream. The arrow is therefore painted with a small ring of the stuff at the end of the shaft. This is both far simpler and far safer than building some kind of delivery system into the arrowhead. It also doesn't interfere with the arrow's balance.

### Plague Arrow

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 15 Units (set of 20)

**Tentative Purchase DC:** 4 (usually illegal)

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3). Also infects the target with disease. See description for details.

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, halts the progress of the disease in 1 hour)

**Description:** An arrow with a small, plague-filled capsule in the head, which breaks apart on impact and infects the target with a horrendous wasting disease. The target must make a Fortitude Saving Throw vs. DC 20 or contract the illness. The infection reduces the victim's Constitution by one point every hour, unless they either make the saving throw (roll once every two hours), get medical treatment or hit 0 Constitution and die. Within 1d6 minutes of contracting the illness the target's attack and skill rolls are all reduced by -2.

### Arrow With Flesh-Eating Virus

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 20 Units

**Tentative Purchase DC:** 4 (usually illegal)

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is being fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 piercing (20 x3), also transmits a flesh-eating virus that does 1d6 damage per round until the victim either dies or makes a Fortitude Save vs. DC 20.

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Antidote Vial (1/20th lb, costs 275 Units, holds 2 doses, neutralizes virus in 1-3 rounds)

**Description:** A sealed capsule in the head of this arrow bursts on impact, releasing a flesh-eating virus that will strip the meat off a man's bones within a few rounds. The virus has to get into the victim's bloodstream to be effective. Smearing the fluid on their skin won't do them any harm.

### Incendiary Arrow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 485 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is being fired from, minus ten feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3). Also does 1d6 Heat damage per round for 3 rounds.

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** An arrowhead packed with a lightweight plastic thermite compound, it is only marginally larger and heavier than an ordinary arrowhead and only reduces the arrow's range by a relatively small amount. It ignites on impact, doing an extra d6 heat damage per round to the target for three rounds, or until it is extracted.



### Napalm Arrow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 250 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Half that of the bow it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 piercing (20 x3). Also does Heat damage--see description for details.

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** A thick, heavy arrow filled with a sticky, flammable substance, not unlike a more advanced version of white phosphorus. The arrow shatters and ignites on impact, covering the target and anyone else nearby in burning glop. This does an extra 1d6 damage to the target and 1 point of damage to anything within a five foot radius. A Reflexes saving throw vs. DC 20 negates the Splash Damage, provided that you use your next movement to leave the five-foot radius of effect. The load continues to burn for three rounds, doing a d6 of damage to the target and one point to everything else each round. It cannot be extinguished with water, sand, or any other method that relies on taking oxygen away from a flame.

### Meltaway Arrow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 40 Units

**Tentative Purchase DC:** 6

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is being fired from, minus ten feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6+2 Piercing (20 x3)

**Weight:** 30 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** An arrow that melts away into nothing a few seconds after striking the target. This actually does worse damage (from hemorrhaging) than an ordinary arrow and of course leaves no trace of the murder weapon behind. The materials aren't quite as lightweight, strong or as drag-resistant as with some high-tech arrows, so its range isn't quite as far. Venomous or plague-filled versions may also be available.

### Sonic Screamer Arrow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Half that of the bow it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 piercing (20 x3), plus 3d6 nonlethal damage to anyone in a 5 foot radius (a Reflexes Saving Throw vs. DC 20 halves this damage). Also Deafens anyone in a 10 foot radius if they fail a Fortitude Saving Throw vs. DC 20. Continues to scream, causing Deafness and nonlethal damage, for three rounds.

**Weight:** 5 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Miniature Energy Cell (1/20pound, costs 30 units)

**Description:** A relatively short, stubby arrow with a tiny sonic screamer grenade built into the shaft.

The screamer goes off on impact, doing 3d6 Nonlethal damage to anyone in a five foot radius and causing Deafness to anyone within a ten foot radius if they fail a Fortitude Saving Throw (DC 20). A reflexes saving throw allows them to take only half of the nonlethal damage, but this only works if they spend an action to move out of the arrow's radius that round.

The screamer continues to shriek and do non-lethal damage for three rounds, so if you've been hit with one, it's a good idea to extract it from your flesh as quickly as possible.

The designers have done everything in their power to make this arrow as light and as aerodynamic as possible, but it's a losing battle with a weapon like this. The arrow is heavy and awkwardly balanced,

limiting its range.

### Psi-Scream Arrow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3), plus 4d6 Nonlethal Damage to every living creature in a 15 foot radius (a Willpower Saving Throw vs. DC 20 negates this damage)

**Weight:** 5 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** An oddly-shaped, asymmetrical arrow made out of what appears to be either some transparent organic matter or half-melted crystal. You can launch it from a conventional bow with no difficulty. Despite its strange shape it still manages to be perfectly balanced. It's even the right weight. Once it hits the target it gives off a terrible psychic shriek, doing nonlethal damage to anyone in the vicinity. Every living target in a 15 foot radius must make a Willpower Saving Throw vs. DC 20 or take 4d6 Nonlethal Damage.

### Life-Drain Arrow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is being fired from, minus ten feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3). Living targets also receive 1-4 negative levels

**Weight:** 5 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** A strangely shaped black arrow, made from some unknown metal. It feels cold to the touch, and weirdly light. The product of some bizarre alien psi-technology, it actually drains the target's life energy, giving them 1-4 Negative Experience levels if

it hits them and they fail a Willpower Saving Throw vs. DC 18. For each negative level, the victim suffers a -1 Competence penalty on all skill checks, attack rolls, ability checks, saving throws and effective levels. If the character is hit by more than one arrow, the Negative Levels stack. Negative Energy Levels fade away at a rate of one per eighteen hours. If a target reaches level -1, they die.

### Arrow With Brain-Scrambler Toxin

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 25 Units (set of 20)

**Tentative Purchase DC:** 5

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3), 3d6 Intelligence loss (a Fortitude Saving Throw vs. DC 20 negates the Stat loss)

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 3 doses, negates effect of the drug in 1-20 rounds)

**Description:** This arrow has been painted with a neural agent that disrupts higher cerebral functions. If the victim fails a Fortitude Saving Throw vs. DC 20, they lose 3d6 Intelligence. A character with animal-like intelligence (3 or lower) can still recognize their friends and will still follow them around. They cannot speak or use tools in this condition. Lost intelligence points return slowly. If the victim doesn't get some kind of advanced medical help they will regain just one point of Intelligence per week.

### Frost Arrow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 465 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Half that of the bow it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3) plus 1d6 Cold. See description.

**Weight:** 5 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Description:** An arrow packed with a quick-freezing agent, which pops apart and showers the target on impact. It does normal piercing damage plus an additional 1d6 Cold damage to the target. It also does one point of Cold damage to anyone caught in its five-foot splash radius (a reflexes saving throw vs. DC 20 negates the Splash Damage). It then continues to do 1d3 Cold Damage to the target for another three rounds. It is difficult to fill an arrow with a liquid without distorting its flight performance, and this one certainly pays the price for it. It is best used at short range, for it loses accuracy fairly quick.

### Glue Arrow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** 1/3 the range of the bow it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3). Also douses the target in glue. See description for details of this effect.

**Weight:** 5 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 8

**Description:** An arrow full of a powerful, sticky resin. It bursts apart on impact, covering the target with glue. In addition to taking damage from the arrow, the target suffers a -2 penalty on all attacks and has their Dexterity effectively reduced by 4. They must immediately make another Reflexes Saving Throw (DC 15) to avoid being stuck to the floor. If a character is in fact glued to the floor, they are unable to move. Even if they make the second saving throw, they still only move at half their normal rate. To free themselves, they must make a Strength check vs. DC 27, or do at least fifteen points of damage to the glue. Hitting the glue is automatically successful.



### Tangleweb Arrow

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 460 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** 1/3 the range of the bow it is fired from

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 5 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 8

**Description:** A squat, short-range arrow with a tangleweb load crammed inside. Make a ranged touch attack, ignoring armor. If the arrow hits the target, it bursts open and releases an elastic net, snaring them with doing any actual damage. The trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4 and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 25.

### Arrow With Paralysis Drug

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 20 Units (set of 20)

**Tentative Purchase DC:** 4

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3). Any living target may also be paralyzed. See description for more details.

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Special:** The victim must make a Fortitude Save vs. DC 20 or be paralyzed and helpless, unable to move or take any physical actions, (a few weird psionic powers may still function, at the DM's discretion) for 19-Constitution hours (so a character with a Con of 15 would be paralyzed for 4 hours, a character with Con 10 would be paralyzed for 9 hours and so forth)

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates the effect of the drug in 1 round)

**Description:** An arrow dipped in a potent neural agent, which produces paralysis in seconds. As with most poison arrows, the toxin is actually smeared in a ring around the arrow's shaft, just behind the head, rather than on the tip. This helps prevent unpleasant accidents when you drop one on your foot. In addition to taking damage from the arrow, the target must make a Fortitude Saving Throw vs. DC 20 or be

rendered completely helpless and incapable of taking any physical action. Paralyzed characters are still completely aware of their surroundings. And yes, they can still feel pain.



### Guided Arrowhead

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the bow it is fired from

**“To Hit” Bonus:** +3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (20 x3)

**Weight:** 20 arrows per 3 pounds

**Armor Class:** 9

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Miniature Energy Cell (1/20pound, costs 30 units)

**Description:** A very high-tech variation on bow and arrow technology, this arrow has a tiny antigravity engine in its shaft and a flight computer in its head. A small laser in the arrowhead marks the target before the shaft is launched and the arrow actually homes in on the target as it flies, making course corrections as it goes. The targeting mechanism is completely contained in the arrow itself-- it can be used with any bow, even a primitive one. The user sights down the length of the arrow and selects the target with a tiny switch near the fletchings.

### Energy Bow

**Cost:** 1,300 Units

**Tentative Purchase DC:** 19 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Piercing (19-20 x2)

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Very nostalgic or very tradition-bound societies may manufacture this curious item. It's an



energy-weapon in the shape of a bow. The device is made of some superlight metal, covered in circuitry and odd blinking lights. It is shaped like a recurved bow, but has no string. To fire it, you hold the bow in the usual manner, and then move your hand as though plucking an invisible bowstring. A bolt of

tractor/pressor beam energy then shoots out of the bow. It has somehow been shaped to look a lot like a glowing arrow, but of course it moves so fast that it's difficult to make out.

## Crossbows and Crossbow Bolts

Crossbows, like muscle-powered bows, might remain in use for centuries as specialized sniper and commando weapons. They're quiet and leave no energy signature for sensors to detect. Nor can a ballistics expert match a particular quarrel to a particular crossbow.

It takes more time and effort to train a crossbow expert than a rifleman, but it may be worth it, on balance.

I have listed here a number of futuristic crossbows and a wide variety of special "trick loads". The trick bolts are a lot like the trick arrows listed above, so I'm not going to count any of them against the total 1,001 weapons in this book.



### Advanced Materials Crossbow

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 130 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d10 Piercing (19-20 x2), unless firing one of the special loads listed below.

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Crossbow Bolts (Weigh 3 pounds per 20 bolts, cost 10 Units, for a set of 20), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** New advances in materials technology make it possible to build crossbows that are lighter, stronger and more accurate than the weapon's medieval inventors could ever have imagined. This model is mostly constructed of plastic, with a bow made from a metal alloy of exceptional strength and flexibility. The bow has too much resistance to be cocked by hand, and is operated with a small electric winch. It takes a Standard Action to reload a quarrel

and pull the string back into place. The power cell for the winch lasts for two or three weeks worth of regular

use. A lot of societies have long forgotten about crossbows by the time they're this advanced, but if they still make them, this is a good generic template for what one would look like.

### Repeating Crossbow

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10 Piercing (19-20 x2), unless firing one of the special loads listed below.

**Weight:** 14 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 2

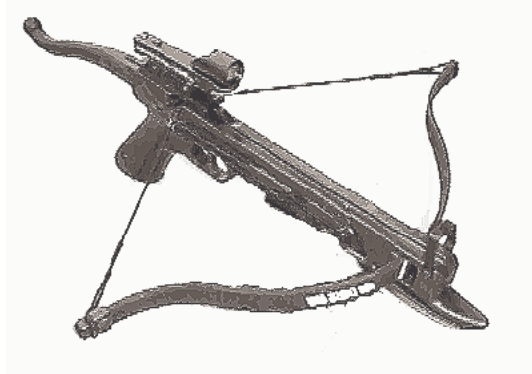
**DC required to break this item with a Strength Roll:** 15

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bolts, and can only be used if the weapon has at least 10 quarrels left in the magazine.

**Accessories:** Crossbow Bolts (Weigh 2 pounds per 20 bolts, cost 10 Units, for a set of 20), Magazine (Weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A futuristic repeating crossbow.

Constructed entirely from of synthetic materials, it launches quarrels at a greater velocity than any 21st century crossbow. A large square magazine rests on top of the bow and holds the spare bolts. An electrical mechanism feeds the bolts into the weapon and cocks the string, allowing you to fire it as often as you can make ranged attacks. It even has the capacity for autofire, although this drains the whole magazine. The magazine is unwieldy to reload. Even if you already have a spare magazine handy and loaded it still takes a full round to slot it into place.



### Advanced Hand Crossbow

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d8 Piercing (19-20 x2), unless firing one of the special loads listed below.

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Crossbow Bolts (Weigh 2 pounds per 20 bolts, cost 10 Units, for a set of 20), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A small, light, one-handed crossbow. Made from superadvanced plastics, it is far more powerful than you would guess from its size. It can be cocked with one hand and takes no more than a single Standard Action to reload. A handheld crossbow has a number of advantages over most handguns. It makes very little noise (until the target screams) and leaves no energy signature for sensors to detect. It won't puncture a spacecraft's hull but it will puncture a human being easily enough, making it ideal for zero-gravity combat. Nevertheless, this weapon is largely a hobbyist's curiosity piece (unless of course the DM decides otherwise).

### Advanced Materials Crossbow Bolt

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 20 Units (set of 20)

**Tentative Purchase DC:** 4

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**“To Hit” Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+1 Piercing (20 x3)

**Weight:** 10 Crossbow Bolts per pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Description:** A futuristic crossbow bolt, stronger, lighter and more aerodynamic than anything made in our own epoch.

### Indetectible Crossbow Bolt

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7 (often illegal)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**“To Hit” Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Piercing (20 x3)

**Weight:** 20 Crossbow Bolts per pound

**Armor Class:** 9

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 11

**Description:** A crossbow bolt made from carefully layered resins. Metal detectors and x-rays won't pick it up, and more sophisticated scanning devices have a way of confusing it with other organic materials (-6 to detect it with a scanning device). Since the bolt is designed specifically to escape detection, it tends to make police officials very suspicious, even if it isn't actually illegal.

### Crossbow Bolt With Hypersharp Head

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 30 Units (set of 20)

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**“To Hit” Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+3 Piercing (17-20 x4)

**Weight:** 10 Crossbow Bolts per pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 15 (Crossbow Bolt itself is DC 13)

**Description:** An Crossbow Bolt tipped with ultra-sharp monofilament wire. It is much sharper than any conventional arrowhead, and can be dangerous to handle.

### Exploding Crossbow Bolt

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 375 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d8 Bludgeoning (20 x3) to everything in a 5 foot radius. A Reflexes Saving Throw vs. DC 20 halves the damage. Does an extra d8 Piercing damage to the specific target of the attack.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Description:** An exploding Crossbow Bolt, packed with a lightweight plastic explosive, only slightly heavier than a normal load, and with nearly as much range.

### Exploding Crossbow Bolt, With Fragmentation Load

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 475 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d8 Piercing (20 x3) to everything in a 10 foot radius. Does an extra d8 damage to the specific

target of the attack, if it hits

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Description:** An exploding Crossbow Bolt full of lightweight metal shrapnel, which detonates on impact.



### Exploding Crossbow Bolt, Shaped Charge, Armor Piercing

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 470 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus twenty feet

**“To Hit” Bonus:** +2 vs. armored opponents

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d8 Bludgeoning to everything in a 5 foot radius, plus an additional 1d8 Piercing, (17-20 x3) To the target. All damage to the weapon’s specific target, whether Piercing or Bludgeoning, ignores up to 10 points of Hardness

**Weight:** 1 1/2 pound

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Description:** An exploding Crossbow Bolt designed especially to penetrate heavy armor. It is full of spent uranium shrapnel.

### Acid-Filled Crossbow Bolt

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** 1/3 the range of the weapon it is fired from

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Piercing (20 x3), plus 2d8 Caustic

damage per round for 1d8 rounds or until somehow neutralized

**Weight:** 1/2 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 8

**Description:** A crossbow bolt full of acid. It shatters on impact, dousing the target and anything around it with caustic fluid. This is a splash attack weapon—it does its full load of damage to the target and 1 point of damage to anyone within a five foot radius. A Reflexes Saving Throw vs. DC 20 negates the splash damage.



### Boreworm Bolt

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 480 Units

**Tentative Purchase DC:** 15 (Often unavailable and/or illegal—this is the kind of thing you’d have specially made and hope no one finds out about)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+2 (but see Description)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** Description: A Crossbow Bolt with a strange looking drill-bit head. On impact, the head detaches and burrows its way deeper into the target, doing an extra d8 damage per round for 1-6 rounds, ignoring up to 5 points of Hardness or Damage Resistance.

### Robot Disrupter Crossbow Bolt

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 115 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Half that of the weapon it is fired from

**“To Hit” Bonus:** +2 vs. Robots

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Does 1d8 Piercing (18-20 x3) +1d8 Electrical damage to living targets. Does 1d8 Piercing

(17-20 x3) +5d8 Electrical damage to robots and other sentient machines.

**Weight:** 1 ½ pound

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units)

**Description:** A short, heavy, poorly balanced Crossbow Bolt with a built-in Robot Disrupter module, powered by a special long, thin battery. Rare and hard to find, unless of course you make them yourself.

### Dazzleflash Crossbow Bolt

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 110 Units

**Tentative Purchase DC:** 10

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus twenty feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 piercing (18-20 x3) and see description

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Special:** Every living thing in a 15 foot radius must make a Reflexes Saving Throw vs. DC 25 or become Blind for the next 2d10 minutes. Anyone in the radius of effect also takes 1d8 Nonlethal Damage, with no saving throw.

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units)

**Description:** A heavy, chunky, badly balanced Crossbow Bolt loaded with a small phosphorus grenade, which detonates on impact in a blaze far brighter than the sun. Creatures without eyes are not affected by the flash, and at the DM’s discretion robots might not be either.



### Electroshock Crossbow Bolt

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 445 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Half that of the weapon it is fired from

**“To Hit” Bonus:** +2 vs. Metal Armor Only

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 piercing (20 x3)+2d8 electricity

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units)

**Description:** A stubby, oddly balanced Crossbow Bolt with a miniature power-cell built into the shaft. It delivers a powerful electric shock on impact. A character with the capacity to deflect arrows with their bare hands will still take electrical damage from this weapon.

### Poison Gas Crossbow Bolt

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Half that of the weapon it is fired from

**“To Hit” Bonus:** -1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See description

**Weight:** ½ pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 8

**Description:** A delicate, poorly balanced crossbow bolt that explodes into a toxic mist on impact. It does 1d10 damage to anyone in a five foot radius who isn't wearing some kind of breathing apparatus. A Fortitude Saving throw vs. DC 18 reduces the damage by half.

### Incendiary Bolt

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has

attacks

**Damage:** 1d8 Piercing (20 x3), plus 1d4 heat damage per round to everything in a five foot radius for three rounds

**Weight:** ¼ pound

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** A Crossbow Bolt packed solid with some kind of futuristic thermite. It ignites on impact, roasting the target and scorching anything else in the vicinity. It is surprisingly light and accurate for an exploding bolt.

### Superheated Crossbow Bolt

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 375 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Piercing (20 x3) and see description

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Miniature Energy Cell (1/20pound, costs 30 units)

**Description:** A Crossbow Bolt with a heating element in the tip. It glows red hot when fired and does 1d6 Heat damage to the target for 1-4 rounds or until it is extracted. Both the heat damage and the piercing damage ignore up to 3 points of Damage Resistance or Hardness.



### Screamer Bolt

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** Half that of the weapon it is fired from

**“To Hit” Bonus:** --



**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d8 Piercing (20 x3) and see description  
**Weight:** 1 pound  
**Armor Class:** 9  
**Hardness:** 0  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 10  
**Accessories:** Miniature Energy Cell (1/20pound, costs 30 units)  
**Description:** A Crossbow Bolt with a sonic screamer grenade built in. Anyone in a ten foot radius will be deafened if they fail a Fortitude Saving Throw vs. DC 20. The screamer also does 3d8 Nonlethal damage to anyone in a five foot radius. A reflexes saving throw vs. DC 15 allows them to reduce the nonlethal damage by half, but only if they take an action to move out of the affected radius that round. The screamer continues to shriek and do damage for 1-6 rounds, so if you've been hit with one, it's a good idea to dig it out of your body as quickly as possible.

### **Frost-Load Crossbow Bolt**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)  
**Cost:** 450 Units  
**Tentative Purchase DC:** 15  
**Required Proficiency:** Simple  
**Handed:** N/A  
**Range Increment:** Same as the weapon it is fired from, minus twenty feet  
**"To Hit" Bonus:** --  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d8 Piercing (20 x3) and see description  
**Weight:** 1 pound  
**Armor Class:** 9  
**Hardness:** 0  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 10  
**Description:** A fragile and not very accurate Crossbow Bolt packed with a quick-freezing agent, which bursts and showers the target on impact. It does 1d8 Cold damage to the target and one point to anyone in a five-foot splash radius. It then continues to do 1d3 Cold Damage to the target for another 1-4 rounds. A Reflexes Saving Throw vs. DC 20 negates the point of Splash Damage.

### **Glue Bolt**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)  
**Cost:** 420 Units  
**Tentative Purchase DC:** 15  
**Required Proficiency:** Simple  
**Handed:** N/A  
**Range Increment:** Half that of the weapon it is fired from

**"To Hit" Bonus:** --  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d8 Piercing (19-20 x3) and see description  
**Weight:** 1 ½ pounds  
**Armor Class:** 9  
**Hardness:** 0  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 8  
**Description:** A hollow Crossbow Bolt filled with powerful, sticky glue. It breaks apart on impact, covering the target with adhesive gunk. In addition to taking damage from the Crossbow Bolt, the target suffers a -2 penalty on all attacks, and has their Dexterity effectively reduced by 4. They must immediately make another Reflexes Saving Throw (DC 15) to avoid being stuck to the floor. If a character is in fact glued to the floor, they are unable to move. Even if they make the second saving throw, they still only move at half their normal rate. To free themselves, they must make a Strength check vs. DC 27, or do at least fifteen points of damage to the glue. Hitting the glue is automatically successful.

### **Tangleweb Crossbow Bolt**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)  
**Cost:** 450 Units  
**Tentative Purchase DC:** 15  
**Required Proficiency:** Simple  
**Handed:** N/A  
**Range Increment:** Half that of the weapon it is fired from  
**"To Hit" Bonus:** --  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** Special, see description  
**Weight:** 2 pounds  
**Armor Class:** 9  
**Hardness:** 0  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 8  
**Description:** A short-range Crossbow Bolt with a tangleweb load crammed inside. The attacker should make a ranged touch attack and ignore the target's armor (if any). If they hit, the target has been enveloped in a net. The trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4 and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 25.

### **Self-Guided Crossbow Bolt**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)  
**Cost:** 40 Units  
**Tentative Purchase DC:** 6

**Required Proficiency:** Simple  
**Handed:** N/A  
**Range Increment:** Twice that of the weapon it is fired from  
**“To Hit” Bonus:** +3  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 1d8 Piercing (20 x3)  
**Weight:** 10 Crossbow Bolts per pound  
**Armor Class:** 9  
**Hardness:** 2  
**Hit Points:** 1

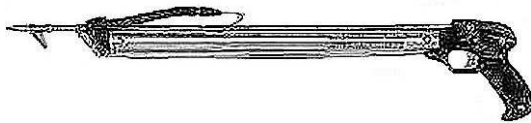
**DC required to break this item with a Strength Roll:** 10  
**Accessories:** Miniature Energy Cell (1/20pound, costs 30 units)  
**Description:** This Bolt has a built-in antigravity engine and an onboard targeting computer. It actually homes in on the target, making course corrections as it goes. The targeting mechanism is completely contained in the Bolt itself. It can be used with any crossbow, even a medieval one.

## Spearguns, Spike Guns and Harpoon Guns

It is possible for weapons technology to take some strange side turns. The guns listed below all launch spears or spikes instead of bullets. Some of them (like the underwater spearguns made for fishing) are perfectly compatible with the history of our own weapons technology, while others (like the "spike pistol") are probably the product of worlds where the whole evolution of projectile weapons took a very different course. As a rule, spearguns have a lot of stopping power and a limited range. They are quiet but not easy to conceal.

To help avoid confusion, we have listed four different categories beneath: Spears and Spearguns, Harpoons and Harpoon Guns, Giant Harpoons and Giant Harpoon Guns, and “Stranger Stuff”. Spears, harpoons and spikes made for one category of weapon don’t work with weapons from the other categories.

### Spears and Spearguns



#### Speargun

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)  
**Cost:** 480 Units  
**Tentative Purchase DC:**  
**Required Proficiency:** Martial-Ranged  
**Handed:** Requires 2 hands to use  
**Range Increment:** 20 feet  
**“To Hit” Bonus:** --  
**Rate of Fire:** Once per round  
**Damage:** 1d8 Piercing (19-20 x3) May also be able to fire some of the special loads listed below, at the DM’s discretion.  
**Weight:** 6 pounds  
**Armor Class:** 7  
**Hardness:** 5  
**Hit Points:** 5  
**DC required to break this item with a Strength Roll:** 18

**Accessories:** Spear (weighs 2 pounds, costs 3 units), Spare retractor cord (weighs 1/2 pound, costs 15 units)  
**Description:** Used mostly for underwater hunting, a speargun doesn’t have much range, but packs a considerable impact and makes little noise. This one is made from post 21st Century materials, lighter and stronger than its present-day equivalent.

Its three-pronged spear is attached to the barrel

with a ten foot elastic cord and the unit comes with a powerful electric winch (Strength 18) which can drag a speared target toward the gun. This can result in some gruesome games of tug-o-war! If the gun’s user is trying to reel in an unwilling catch, make two separate opposed Strength rolls, one for the target vs. the winch, the other for the target vs. whoever is holding the gun. If the target fails to beat the winch, but beats the person holding the speargun, then the gun is wrenched out of the user’s hands. Being dragged by the winch does an extra d3 damage to the target, but it’s a d4 if they’re struggling.

#### Miniature Speargun

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)  
**Cost:** 500 Units  
**Tentative Purchase DC:** 15  
**Required Proficiency:** Martial-Ranged  
**Handed:** Requires 1 hand to use  
**Range Increment:** 10 feet  
**“To Hit” Bonus:** --  
**Rate of Fire:** Once per round  
**Damage:** 1d6 Piercing (19-20 x3). May also be able to fire some of the special loads listed below, at the DM’s discretion.  
**Weight:** 4 pounds  
**Armor Class:** 9  
**Hardness:** 5  
**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Spear (weighs 1 pound, costs 3 units), Spare retractor cord (weighs 1/2 pound, costs 15 units)

**Description:** A tiny, one-handed speargun, about the size of a long pistol. It has a ten foot cord attached to the spear for easy retrieval, but unlike the full-sized model it does not have a winch. It takes a full action to reload. Like all spring-powered weapons it can effectively be fired an unlimited number of times.

### Advanced Combat Speargun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 510 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d8 Piercing (19-20 x3)

**Weight:** 10 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 18 (15 to break the electric winch)

**Special:** Can use any of the special spear-loads listed below

**Accessories:** Spear (weighs 1 pound, costs 3 units), Spare propellant bottle (weighs 1/2 pound, costs 25 units, contains enough fuel for 40 shots, Size: Tiny, 4 Hardness, 2 HP, 10% chance of exploding if it loses all its hit points, doing 2d6 damage to the wielder and 1d3 to anyone in a 5 foot radius)

**Description:** A higher-tech variation on the speargun, this one is an all-purpose weapon, rather than an underwater fishing tool. The weapon is powered by explosive liquid propellant, kept in a reservoir in the speargun's stock. It has four rotating barrels, each loaded with a spear, and can fire them as fast as the user can work the trigger. The gun takes a full round to reload, since all four spears need to be set in place and the reservoir has to be changed. It can fire a wide variety of different specialized spears, each with its own nasty effect. We've detailed some of them below.

### Expanding Spearhead

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 5 Units

**Tentative Purchase DC:**

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d8+5 Piercing (19-20 x3)

**Weight:** 2 pounds

**Armor Class:** 5

**Hardness:** 9

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 18

**Description:** This spearhead opens out into a huge metal bulb after it has plunged into the target's flesh. This rips and crushes up the target's innards, causing considerably more damage.

### Explosive Spearhead

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Half that of the weapon it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 3d8 Piercing (19-20 x3)

**Weight:** 2 pounds

**Armor Class:** 5

**Hardness:** 7

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 18

**Description:** This spearhead is packed with a lightweight plastic explosive. It detonates once it's inside the target. If it does more damage in a single attack than the target has, everything in a five foot radius of the target will take a point of Bludgeoning damage (a Reflexes Saving Throw vs. DC 15 negates this damage).

### Armor-Piercing Explosive Spearhead

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 15 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Half that of the weapon it is fired from

**"To Hit" Bonus:** +3 vs. Armor Only

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 3d8 Piercing (18-20 x3), Ignores 6 points of Hardness or Damage Resistance

**Weight:** 3 pounds

**Armor Class:** 5

**Hardness:** 9

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 18

**Description:** A spearhead packed with an armor-

piercing shaped-charge in the tip. If there don't happen to be any giant armor-plated game animals on your planet, it also makes a handy tool to use against vehicles and light battlesuits.

### Fragmentation Spearhead

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 15 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Half that of the weapon it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 3d6 Piercing to everything in a 5 foot radius (a Reflexes Saving Throw vs. DC 20 halves this damage) The target takes an additional 1d8 Piercing damage (19-20 x3)

**Weight:** 2 pounds

**Armor Class:** 5

**Hardness:** 7

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 17

**Description:** This spear not only explodes on impact, but fragments into shrapnel, wounding both the target and anyone unlucky enough to be nearby. It's hard to imagine what sort of game animal would require a load like this, so the spear is likely to be rare and difficult to acquire.

### Detachable Bore-Worm Spearhead

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 20 Units

**Tentative Purchase DC:** 4 (usually illegal)

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**"To Hit" Bonus:** +2 vs. Armor Only

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d8 Piercing (19-20 x3). Continues to do 1d6 piercing damage per round for another 1-6 rounds.

**Weight:** 2 pounds

**Armor Class:** 5

**Hardness:** 8

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 18

**Description:** On impact this spearhead detaches from the shaft, activates a small onboard motor and then burrows into the target's flesh. It keeps digging until it runs out of power, comes to rest against something too solid to drill through or comes out the other side.

### Thermite Spearhead

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 15 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d8 Piercing (19-20 x3), plus 2d6 heat damage per round for 1-4 rounds

**Weight:** 2 pounds

**Armor Class:** 5

**Hardness:** 7

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 18

**Description:** Packed with a lightweight plasticine incendiary compound that burns like white phosphorus and it gets hot enough to actually melt the spear inside the target. The shaft has been carefully re-balanced to make up for the lightweight head, so it has about the same flight performance as a normal spear, and isn't any more difficult to aim.

### Poison Spearhead

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 15 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d8 Piercing (19-20 x3). The target must make a Fortitude Save vs. DC 20 or take 4d8 additional damage from poison.

**Weight:** 2 pounds

**Armor Class:** 5

**Hardness:** 7

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 18

**Description:** A modern variation on a very old weapon. Rather than painting the toxin on the outside of the weapon, the spearhead itself has been hollowed out to contain a small poison sack, which vents into the wound through six tiny holes. It is possible to retrieve this spear and reload the poison. It takes a full round to open up the spearhead and fit in a new poison sack.

### Robot-Disrupter Spearhead

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 20 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d8 Piercing (17-20 vs. robots, 19-20 vs. living targets x3). Does an additional 5d8 to robots and other sentient machines.

**Weight:** 3 pounds

**Armor Class:** 5

**Hardness:** 7

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 18

**Description:** Intended specifically to destroy robots, the harpoon is loaded with a small electromagnetic pulse device designed to disrupt a cybernetic brain. It may or may not have some kind of catastrophic effect on non-sentient machines at the DM's discretion. This is probably a rare weapon, since it would take an odd combination of circumstances to produce a society which uses spearguns as military hardware and yet also has robots that might need to be destroyed. Perhaps a culture that hunts robots for sport might manufacture them.

### Variable Metal Spear

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 500 Units (if available at all-in most places this would be an artifact)

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**“To Hit” Bonus:** +3

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d8+3 Piercing (17-20 x3) or 3d8 Nonlethal

**Weight:** 3 pounds

**Armor Class:** 5

**Hardness:** 15

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 30

**Special:** Ignores armor, ignores Hardness.

**Description:** A spear made from hyper-advanced variable metal. It can adjust its own molecular density and pass harmlessly through solid objects. It can also materialize inside them. It can hit objects on the other side of walls or pass right through a target's armor and hit them from the inside. It can also partially rematerialize and do nonlethal damage, shocking the

target's system as it passes through them without actually punching holes in their flesh. You tell the harpoon which objects to pass through and when to rematerialize just before you launch it (it responds to your thoughts). You can't give it any further instructions once it has been launched. Why cultures that can manufacture variable metal are still using spearguns is unclear, but most societies that advanced are pretty well incomprehensible anyway.

### Radioactive Spearhead

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 20 Units

**Tentative Purchase DC:** 4 (usually illegal)

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d8+2 Piercing, (19-20 x3) +1d12 Radiation per round for 2-8 rounds Target can make a Fortitude Saving Throw vs. DC 20 to take half damage from the radiation (this has no effect on the piercing damage)

**Weight:** 2 pounds

**Armor Class:** 5

**Hardness:** 12

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 18

**Special: Description:** A very dangerous weapon, best handled with extreme caution. The spearhead is packed with spent atomic fuel-rod material, shielded with a lead casing that detaches on impact, and hopefully not before. If the spear takes damage before it is used, there is a 5% chance per each time it is struck that the casing will split open and anyone standing within five feet will have to make a Fortitude Saving Throw vs. DC 20 or suffer the effects of the radiation (radiation shielding, however it works in your game, will completely negate the effect). They must make this check every time they enter the five-foot radius where the casing broke until some brave soul in a radiation suit cleans it up. Clearly, this weapon is only for use on targets that you need to make absolutely sure are dead.

### Hypersharp Spear

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 15 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**“To Hit” Bonus:** +2

**Rate of Fire:** As many times as the weapon has



attacks

**Damage:** 1d8+1 Piercing (17-20 x3)

**Weight:** 2 pounds

**Armor Class:** 5

**Hardness:** 9

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 18

**Special:** Ignores 3 points of Hardness or Damage Resistance

**Description:** A spear with a wide, leaf-shaped head, which has been edged in ultra-sharp monofilament wire. This wire is no thicker than a single molecule, and gives the spear a cutting surface much sharper than anything conventional metals technology can produce. This approach is less effective in a piercing weapon than in a slashing weapon, but it still gives the spear a great deal of penetration, even though it lacks the "Vorpal" characteristics which so many hypersharp weapons have.

### Vibronic Spearhead

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 25 Units

**Tentative Purchase DC:** 5

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d8+2 Piercing (18-20 x3)

**Weight:** 2 pounds

**Armor Class:** 5

**Hardness:** 7

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 16

**Special:** Ignores 9 points of Hardness or Damage Resistance

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A vibroblade spearhead, it has excellent penetration against hard targets, particularly when combined with the spear's impressive mass. The spear can be retrieved and used again. It's tiny power-cell is located just behind the head, and has enough power for three uses before it has to be replaced.

### Hyperice Spear

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Piercing (19-20 x3)

**Weight:** 2 pounds

**Armor Class:** 5

**Hardness:** 6

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 13

**Description:** A long, sharp length of ice. Pressure frozen at an incredibly low temperature, it is hard enough to do nearly as much damage as a conventional spear. It's weight and balance are completely different, however, making it harder to aim. Once the ice melts and evaporates, the weapon leaves no trace in the wound.

### Toxic Hyperice Spear

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 10 Units

**Tentative Purchase DC:** 3 (usually illegal)

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d8 Piercing (19-20 x3). Two rounds after being struck, the target must make a Fortitude Save vs. DC 20 or take 2d8 additional damage from poison and then 1d8 damage per round for the following two rounds.

**Weight:** 2 pounds

**Armor Class:** 5

**Hardness:** 6

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 13

**Description:** A hyperice spear with a deadly poison frozen into the ice, like a kind of toxic popsicle. The ice actually has to start to melt before it can deliver its load, and the cold surface tends to close up the victim's capillaries, slowing the rate at which the poison is absorbed. The toxin therefore doesn't take effect until two rounds after the target has been struck. This weapon isn't as hard to trace as a standard hyperice spear, since there will of course be poison in the victim's system, but once the ice has melted it can't be linked with a particular gun. It isn't even possible to take an accurate cast of the wound, since the extreme cold puckers the flesh that the spear has pierced.

# Harpoons and Harpoon Guns

## Harpoon Gun

**Cost:** 590 Units

**Size:** Huge (can't be concealed)

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use, usually fired from a mount

**Range Increment:** 60 feet

**"To Hit" Bonus:** -4 penalty for anyone with a Strength of less than 16 to use without a mount

**Rate of Fire:** Once per round

**Damage:** 1d12 Piercing (19-20 x3)

**Weight:** 18 pounds

**Armor Class:** 5

**Hardness:** 6

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Special:** Can use any of the special harpoon-loads listed below

**Accessories:** Harpoon (weighs 5 pounds, costs 10 units), Spare propellant bottle (weighs 1/2 pound, costs 25 units, contains enough fuel for 40 shots, Size: Tiny, 4 Hardness, 2 HP, 10% chance of exploding if it loses all its hit points, doing 2d6 damage to the wielder and 1d3 to anyone in a 5 foot radius), Tripod Mount (Weighs 4 pounds, Costs 100 units)

**Description:** Much larger than a standard speargun, this is a big game hunter's weapon. The size of a heavy machine gun, it can only be used without a tripod by characters with Strength of 16 or higher. Anyone else has a -4 penalty. It is powered by explosive liquid fuel, kept in a reservoir on the side, which holds enough for 10 shots. It takes a full action to reload the gun. It fires equally well under and above the water. A number of specialized harpoons are available for various kinds of game. We've listed a few below.

## Double-Barreled Harpoon Gun

**Size:** Huge (impossible to conceal)

**Cost:** 700 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use, usually fired from a mount

**Range Increment:** 40 ft

**"To Hit" Bonus:** -4 penalty for anyone with a Strength of less than 16 to use without a mount

**Magazine:** 2

**Rate of Fire:** As many times as the wielder has attacks (but only holds two shots)

**Damage:** 1d12 Piercing (19-20 x3)

**Weight:** 18 pounds

**Armor Class:** 5

**Hardness:** 6

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Special:** Can use any of the special harpoon-loads listed below

**Accessories:** Harpoon (weighs 5 pounds, costs 10 units), Spare propellant bottle (weighs 1/2 pound, costs 25 units, contains enough fuel for 40 shots, Size: Tiny, 4 Hardness, 2 HP, 10% chance of exploding if it loses all its hit points, doing 2d6 damage to the wielder and 1d3 to anyone in a 5 foot radius), Tripod Mount (Weighs 4 pounds, Costs 100 units)

**Description:** A double-barreled muzzle-loading harpoon gun, in case the first harpoon misses. Each of its massive twin launchers takes a full round to reload, unless the weapon is being loaded by someone size Large or bigger, in which case it takes only a standard action to slip a harpoon into each tube. Most of the sportsmen who hunt game with harpoon guns consider this an unsporting weapon, but of course there are some cultures that don't care about such niceties.

## Heavy Harpoon Gun

**Size:** Huge (can't be concealed)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use, usually fired from a mount

**Range Increment:** 70 feet

**"To Hit" Bonus:** -6 penalty for anyone with a Strength of less than 19 to use without a mount.

**Rate of Fire:** Once per round

**Damage:** 2d8 Piercing (19-20 x3)

**Weight:** 36 pounds

**Armor Class:** 3

**Hardness:** 7

**Hit Points:** 15

**DC required to break this item with a Strength Roll:** 20

**Special:** Can use any of the special harpoon-loads listed below

**Accessories:** Harpoon (weighs 10 pounds, costs 10 units), Spare propellant bottle (weighs 2 pounds, costs 25 units, contains enough fuel for 60 shots, Size: Small, 4 Hardness, 3 HP, 15% chance of exploding if it loses all its hit points, doing 2d6 damage to the wielder and 1d3 to anyone in a 5 foot radius), Tripod Mount (Weighs 4 pounds, Costs 200 units)

**Description:** An elephant-killer gun. Unless you have space-ogres in your campaign, no one is going to fire this weapon without a mount. It's powered by a liquid explosive propellant and launches harpoons which are fully compatible with the "Harpoon Guns" listed above—it just launches them further and harder. The weapon works equally well underwater and on dry

land. It takes a full action to reload.

### **Expanding Harpoon**

**Size:** Huge (impossible to conceal with a “sleight of hand” roll)

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d12 Piercing (19-20 x3)

**Weight:** 5 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 19

**Description:** What a bad way to die. When it enters the target, the head of this harpoon blossoms out like a bloody steel flower, causing huge amounts of internal damage.

### **Explosive Harpoon**

**Size:** Huge (impossible to conceal with a “sleight of hand” roll)

**Cost:** 15 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d12 Piercing (19-20 x3) to the target, 1d12 Bludgeoning to anything else in a 10 foot radius. A Reflexes Saving Throw vs. DC 15 allows anyone caught in the blast area to take half damage.

**Weight:** 5 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 19

**Description:** This harpoon explodes on impact, after it has already entered the target. There may be some very large animals which require this kind of load, but otherwise, most hunters tend to look on explosive harpoons as wretched excess.

### **Armor-Piercing Explosive Harpoon**

**Size:** Huge (impossible to conceal with a “sleight of hand” roll)

**Cost:** 25 Units

**Tentative Purchase DC:** 5

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**“To Hit” Bonus:** +4 vs. Armor Only

**Rate of Fire:** Once per round

**Damage:** 6d12 Piercing (18-20 x3). Ignores up to 10 points of Hardness

**Weight:** 6 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 19

**Description:** More an alternate military technology than a hunting weapon, this is better for hunting armored cars than big game. It's packed with spent uranium, and has a teflon-like coating that gives it extra penetration.

### **Fragmentation Harpoon**

**Size:** Huge (impossible to conceal with a “sleight of hand” roll)

**Cost:** 30 Units

**Tentative Purchase DC:** 5

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d12 Piercing (19-20 x3) to the target, 2d12 Piercing to anything else in a 10 foot radius. A Reflexes Saving Throw vs. DC 20 halves the area-effect damage.

**Weight:** 5 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Description:** This harpoon explodes on impact, sending metallic fragments everywhere. This does damage to the target and to anyone unlucky enough to be in the vicinity. Fragmentation harpoons may be harder to find than most of these other varieties, since they make for a fairly unsporting hunting weapon. Then again, some worlds may have game animals that require this kind of hardware.

### **Detachable Bore-Worm Harpoon**

**Size:** Huge (impossible to conceal with a “sleight of hand” roll)

**Cost:** 35 Units

**Tentative Purchase DC:** 6

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d12 Piercing, plus an additional 2d6 Piercing damage per round for the next 1-6 rounds

**Weight:** 5 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Extra Boreworm Head (weighs 1/2 pound, costs 15 Units)

**Description:** This harpoon is tipped with a drill-shaped solid fuel rocket. Once the harpoon strikes home, the head detaches, its engine ignites and it burrows spinning into the target's flesh until it runs out of fuel, comes to rest against something too solid to dig through or comes out the other side.

### Poison Harpoon

**Size:** Huge (impossible to conceal with a "sleight of hand" roll)

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d12 Piercing (19-20 x3). Target must make a Fortitude Save vs. DC 20 or take 1d10 additional Damage from poison each round for the next 5 rounds.

**Weight:** 5 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 19

**Special:**

**Accessories:** Antidote Capsule (1/20th lb, costs 150 Units, holds 2 doses, negates effect of toxin in 1 round)

**Description:** There is room to pack a lot of poison into a harpoon and this one carries a whopping dose. The toxin is stored inside the center of the shaft, and drains out through holes in the head once the harpoon has sunk home in the target. The specific poison listed here is just an example. Feel free to fill it with whatever foul stuff you like.

### Robot-Disrupter Harpoon

**Size:** Huge (impossible to conceal with a "sleight of hand" roll)

**Cost:** 25 Units

**Tentative Purchase DC:** 5

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d12 Piercing (19-20 x3) to living targets. 1d12 Piercing (17-20 x4) +4d12 electricity to robots

**Weight:** 6 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units)

**Description:** The barbed head of this harpoon contains an electromagnetic pulse device designed specifically to disrupt a robot's central processing unit. It does normal harpoon damage to living targets and may or may not have some kind of catastrophic effect on non-sentient machines at the DM's discretion.

### Radioactive Harpoon

**Size:** Huge (impossible to conceal with a "sleight of hand" roll)

**Cost:** 15 Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d12 Piercing (19-20 x3). On the round after they are struck, the target will begin to take 2d12 Radiation damage per round. They will continue to take radiation damage for 1-4 rounds. A Fortitude Saving Throw vs. DC 23 will halve the radiation damage for that round. Roll each round.

**Weight:** 6 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 19

**Description:** Bigger and more durable than a radioactive spear, there is enough room on this weapon to store its radioactive load more securely, and it doesn't suffer from the same drawbacks. When the harpoon strikes home, it detonates a small explosive charge in the head, which blows radioactive dust into the wound. If the harpoon itself takes damage, it will have to lose all its hit points before it bursts and spills its deadly load. If this happens, anyone standing within five feet will have to make a Fortitude Saving Throw vs. DC 20 or suffer the effects of the radiation (2d12 damage).

# Giant Harpoons and Giant Harpoon Guns



## Giant Harpoon Gun

**Size:** Huge (can't be concealed)

**Cost:** 2,200 Units

**Tentative Purchase DC:**

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use, usually fired from a mount

**Range Increment:** 80 feet

**"To Hit" Bonus:** -8 penalty for anyone with a Strength of less than 22 to use without a mount

**Rate of Fire:** Once per round

**Damage:** 3d12 Piercing (19-20 x3)

**Weight:** 100 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 25

**DC required to break this item with a Strength Roll:** 22

**Special:** Can use any of the special giant harpoon-loads listed below

**Accessories:** Harpoon (weighs 15 pounds, costs 10 units), Spare propellant bottle (weighs 5 pounds, costs 40 units, Size: Small, 4 Hardness, 5 HP, 20% chance of exploding if it loses all its hit points, doing 3d6 damage to the wielder and 1d6 to anyone in a 5 foot radius), Tripod Mount (Weighs 10 pounds, Costs 500 units)

**Description:** This is a whale-killer. Meant to be mounted on vehicles, it's not possible for anything smaller than a Large creature to use this massive gun as a personal hand-weapon.

## Giant Expanding Harpoon

**Size:** Huge (impossible to conceal with a "sleight of hand" roll)

**Cost:** 25 Units

**Tentative Purchase DC:** 5

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 7d12 Piercing (19-20 x3)

**Weight:** 10 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Description:** Standard for hunting very large game, this monster harpoon opens out into a jagged furl of metal once it enters the target's flesh, ripping and stretching the wound into a far more grievous injury.

## Giant Explosive Harpoon

**Size:** Huge (impossible to conceal with a "sleight of hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 8d12 Piercing (19-20 x3) to the target, plus 3d12 Bludgeoning to anything else in a ten foot radius. A Reflexes Saving Throw vs. DC 18 halves the Bludgeoning damage.

**Weight:** 10 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Description:** For particularly resilient targets, this giant harpoon comes with a high-explosive charge set in the spearhead that detonates after it has buried itself in the target.

## Giant Armor-Piercing Explosive Harpoon

**Size:** Huge (impossible to conceal with a "sleight of hand" roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**"To Hit" Bonus:** +4 vs. Armor Only

**Rate of Fire:** Once per round

**Damage:** 9d12 Piercing (18-20 x3), ignores up to 10 points of Hardness

**Weight:** 15 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Description:** Meant for use against who-knows-what kind of monster target, this harpoon has a spent uranium core and can easily punch its way into an



armored car.

### Giant Fragmentation Harpoon

**Size:** Huge (impossible to conceal with a “sleight of hand” roll)

**Cost:** 60 Units

**Tentative Purchase DC:** 8

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 7d12 Piercing (19-20 x3) to the target, plus 4d12 Piercing to anything else in a ten foot radius.

Anyone who is injured only by the shrapnel can make a Reflexes Saving Throw vs. DC 15 to take half damage (this does not help the actual target of the attack)

**Weight:** 10 pounds

**Armor Class:** 3

**Hardness:** 9

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 19

**Description:** This colossal exploding harpoon fills the air with deadly metallic fragments. Few big game animals require this kind of treatment, so the weapon is thankfully rare.

### Giant Robot-Disrupter Harpoon

**Size:** Huge (impossible to conceal with a “sleight of hand” roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Martial-Ranged

**Handed:** N/A

**Range Increment:** Same as the weapon it is fired from, minus ten feet

**“To Hit” Bonus:** +2 vs. Robots

**Rate of Fire:** Once per round

**Damage:** Does 3d12 Piercing (19-20 x3) to living targets. Does 3d12 Piercing (17-20 x4) plus 7d12 electrical damage to robots

**Weight:** 12 pounds

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 18

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Made for use against really large robots, this harpoon contains an electromagnetic pulse device designed specifically to disrupt a robot's higher functions. It may or may not have the same kind of catastrophic effect on non-sentient machines. This is strictly up to the DM.

## Stranger Stuff

### Spike Pistol

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 4

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d8 Piercing (19-20 x3)

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 6

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17

**Accessories:** Compressed Gas Canister (Weighs 1/2 lb, costs 10 units, lasts for fifteen shots), Barbed Spikes (Weigh 1 pound each, costs 2 Units for a set of five), Holster (Weighs 1 pound, costs 150 units to have specially made, may be more widely available and cost less in a world where spike pistols are commonplace)

**Description:** A one-handed version of the spike gun, about the size of the largest conventional pistols. It's too big for most holsters but one could be specially made to contain it. Five wickedly barbed spikes protrude from its five barrels. They can only be launched one at a time. The weapon is powered by a small compressed gas cylinder on the back, above the grip. It holds just enough gas for five shots.



### Light 3-Barrel Spike Pistol

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 ft

**“To Hit” Bonus:** --

**Magazine:** 3

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d8 Piercing (19-20/x3)

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 6

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 16

**Accessories:** Compressed Gas Canister (Weighs 1/2 pound, costs 10 units, lasts for fifteen shots), Barbed Spikes (Weigh 1 pound each, costs 2 Units for a set of five), Holster (Weighs 1 pound, costs 120 units to have specially made, may be more widely available and cost less in a world where spike pistols are commonplace)

**Description:** A relatively lightweight spike-launching handgun. It has three barrels, each of which holds one steel spike. Powered by metal springs, it does not use an energy cell or gas cylinder and makes very little noise when fired (until of course the target screams).

This is a fairly exotic weapon. Few cultures that use gunpowder would produce small arms like this, so it is rarely seen in the same time or place as what we would call conventional projectile weapons.

It takes a Standard Action to reload each of its three barrels. Reloading is extremely simple-you just push the spike into the barrel. It fires spikes which are compatible with the five-barreled model listed above, but not the single-barrel model.

### One-Shot Spike Pistol

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 ft

**“To Hit” Bonus:** --

**Magazine:** 1

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d8 Piercing (19-20/x3)

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 6

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 16

**Accessories:** Barbed Spikes (Weigh 1 ½ pounds each, costs 2 Units for a set of five), Holster (Weighs 1 pound, costs 150 units to have specially made, may be more widely available and cost less in a world where spike pistols are commonplace)

**Description:** A one-shot spike-launching pistol. Powered by springs, rather than compressed gas or an energy cell, it effectively never runs out of energy, and

can be fired as many times as you have spikes to launch from it. This weapon launches spikes that are larger and heavier than the other two spike pistols listed here and which aren't compatible with them. More accurate than multibarrel spike guns, it also has more stopping power. It still can't compete with conventional slug-throwing firearms, despite its durability and ease of use. It takes a Standard Action to reload the gun. This is a muzzle-loading weapon-you shove the spike down its barrel.

### Automatic Spike Gun

**Size:** Huge (can't be concealed)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 50 feet

**“To Hit” Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Piercing (19-20 x3)

**Weight:** 25 pounds

**Armor Class:** 5

**Hardness:** 6

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 18

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflexes Saving Throw (DC 15) or take the weapon's damage. Autofire uses up 10 rounds, and can only be used if the weapon has 10 rounds in it.

**Accessories:** Compressed Gas Canister (Weighs 2 pounds, costs 15 units, lasts for 30 shots), Magazine (Weighs 2 pounds unloaded, costs 10 Units), Spikes (Weigh 2 pounds each, costs 12 Units for a set of 30), Tripod Mount (Weighs 3 pounds, Costs 200 units)

**Description:** Some cultures follow radically different paths to firearms technology. This is a kind of gas-propelled speargun. It's a big weapon, about the size of a heavy machine gun. Despite the fact that it fires two-foot metal spikes, the kickback is not excessive and almost anyone capable of lifting the weapon can use it with ease. The ammunition is belt-fed and hangs out the left side. If the user turns a crank on the right, it will deliver an autofire burst of spikes. The compressed gas canister fits in the top of the weapon and has to be changed at the same time as the ammo belt.

Ludicrous in some respects, this odd gun does have certain advantages. It makes little noise and has a lot of stopping power. It also doesn't have much range, and is far too big and heavy for the amount of firepower it generates.

This weapon is not designed to launch any of the special loads designed for Advanced Spearguns, Harpoon Guns, etc. It just fires big metal spikes.

### **Automatic Lance-Gun**

**Size:** Huge (can't be concealed)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d12 Piercing (19-20 x3)

**Weight:** 50 pounds

**Armor Class:** 3

**Hardness:** 7

**Hit Points:** 15

**DC required to break this item with a Strength Roll:** 17

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflexes Saving Throw (DC 15) or take the weapon's

damage. Autofire uses up 10 rounds, and can only be used if the weapon has 10 rounds in it.

**Accessories:** Compressed Gas Canister (Weighs 5 pounds, costs 30 units, lasts for 20 shots), Magazine (Weighs 5 pounds unloaded, costs 10 Units), Spikes (Weigh 7 pounds each, costs 50 Units for a set of 20)

**Description:** A huge, bulky, shoulder-mounted device, it launches four-foot metal spikes at the target and is capable of autofire.

It has some real advantages in combat--the weapon is nearly silent and produces no chemical or energy signature. Its chief drawback is its size. The barrel is as long as a bazooka and a huge magazine rests on top of the firing mechanism. It takes a full round to reload this monster, even if all the spikes have already been slotted into the giant magazine.

Only someone with Strength 16 or higher can use this gun as anything but a mounted weapon. Anyone else firing it without at least the support of a tripod does so at a -4.

This weapon is not designed to launch any of the special loads designed for the other spear and harpoon guns listed here. It fires only its own strange ammunition.

## **Darts and Dart Guns**

Darts are among the oldest and longest-lasting human weapons. Widely available in the stone age, they persist (in a limited role) through the space age and beyond. It's not hard to see why. Darts travel at subsonic speeds, make little noise, are hard to detect with sensors and ultimately there just isn't a better way to get drugs or poison into a target at range.

We have listed stats for a blowgun made from modern high-performance materials and some compressed gas dartguns of the type used for animal control, as well as a host of futuristic darts with a wide variety of effect. Most of the darts found in this section can (at the DM's discretion) be launched from slingshots as easily as blowguns

### **Disposable Compressed Air Dart Projector**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Magazine:** 1

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d4 Piercing (20 x3) The target must make a Fortitude save vs. DC 18 or take an additional 4d8 damage from poison

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Special:**

**Description:** A sort of mechanized blowgun. It looks like a short plastic tube with a small air canister attached to the side. The weapon is approximately the size and shape of a turkey baster. It holds only one dart at a time. You load it by slipping the dart in through the muzzle (this takes a Standard Action). The gas canister can launch six darts before it has to be replaced, but few users will actually reuse the device that many times. This is an assassination weapon, made so as to be hard to detect and easy to dispose of. The whole thing is made of ordinary plastic and can easily be burned or recycled once you are done with it.

### **Concealed Dart Projector**

**Size:** Diminutive (+8 bonus to conceal with a "sleight

of hand" roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d4 Piercing (20 x3). The target must make a Fortitude save vs. DC 15 or take an additional 3d8 damage from poison

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** A one-shot dart projector, small enough to be built into a wide variety of unlikely objects. It could fit into a fountain pen, a cigarette lighter or even a wristwatch. These usually aren't designed to be reloaded--once you've killed someone with the device you'd want to discard it and get as far away as possible before it's discovered on your person. It is however possible that some cost-conscious spy agency might build them for multiple use. The statistics listed here assume the launcher holds a generic "poison dart" but of course you could put any type of dart inside.

### Wrist-Mounted Dart Projector

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d4 Piercing (20 x3) The target must make a Fortitude save vs. DC 15 or take an additional 3d8 damage from poison

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Advanced Materials Darts (A pack of 30 darts weighs 1/2 pound, costs 15 units, but other types of darts are available as well. See the listings below)

**Description:** A good weapon for commandos and anyone else who needs to kill people silently (or who just feels a hankering to). It looks like a narrow, flat box strapped to the top of the user's wrist, and is easily concealed under a long-sleeved garment. The unit has no magazine and the darts each have to be loaded separately. It takes a full action to load each one.

They are launched by powerful springs and so there is no gas canister or power cell to replace. The damage listed here is for generic poison darts. Feel free to load the wrist-unit with whichever darts you like. Just be sure to move your hand out of the way when you fire it!

### Advanced Materials Blowgun

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** 1d4 Piercing (20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Advanced Materials Darts (A pack of 30 darts weighs 1/2 pound, costs 15 units, but other types of darts are available as well. See the listings below)

**Description:** A two and a half foot tube, made from synthetic materials which give it better performance characteristics than even the finest wood. For the sake of example, I've listed the damage it would do if you loaded it with a simple dart, without any poison, drugs, explosives, etc. I'm sure you can think of all kinds of other things to do with it.



### Compressed Air Dart Pistol, Animal Collection

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 250 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** Special. The target must make a Fortitude save vs. DC 20 or fall unconscious for 19-Con hours (so a character with a Con of 15 would be unconscious

for 4 hours, a character with Con 10 would be unconscious for 9 hours and so forth).

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 13

**Accessories:** Dart with sleep drug (A pack of 30 darts weighs 1/2 pound, costs 30 units, but other types of darts are available as well. See the listings below), Compressed Gas Canister (Weighs 1/10 pound, costs 5 units, lasts for ten shots), Antidote Vial (1/20th lb, costs 200 Units, holds 3 doses, negates effect of drug in 1-6 rounds)

**Description:** As seen on the Discovery Channel! This large, bulky pistol holds a single tranquilizer dart. It is usually sold with about ten darts, which can be loaded with varying doses of different types of sedatives and/or muscle relaxants, for animals of different sizes and physiologies. The sleep-drug listed here is really just an example--you can load a dart up to drop a monkey or to drop a rhino. It breaks open to load, like a single barrel shotgun. It's hard to find holsters the right size and shape for this distinctly non-standard weapon, so it is generally carried around in its storage case.



### Dart Rifle, Animal Collection

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** Special. The target must make a Fortitude save vs. DC 20 or fall unconscious for 19-Con hours (so a character with a Con of 15 would be unconscious for 4 hours, a character with Con 10 would be unconscious for 9 hours and so forth).

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 14

**Accessories:** Dart with sleep drug (A pack of 30 darts weighs 1/2 pound, costs 30 units), Compressed Gas Canister (Weighs 1/10 pound, costs 5 units, lasts for

ten shots), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Antidote Vial (1/20th lb, costs 200 Units, holds 3 doses, negates effect of drug in 1-6 rounds)

**Description:** A long-range compressed air single-shot dart gun, designed for collecting live wildlife (or tagging them with radio collars). The unit breaks open to reload, like a shotgun. This takes a standard action. These guns are surprisingly hard to come by. Only a few companies make them and you can only really order one through catalogs that sell zoo and wildlife control equipment. They generally want to check your credentials before selling you one.

### Dart Rifle, Military/Intel

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 25

**Rate of Fire:** As many times as the weapon has attacks

**Damage:** Special. The target must make a Fortitude save vs. DC 20 or fall unconscious for 19-Con hours (so a character with a Con of 15 would be unconscious for 4 hours, a character with Con 10 would be unconscious for 9 hours and so forth).

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Dart with sleep drug (A pack of 30 darts weighs 1/2 pound, costs 30 units), Compressed Gas Canister (Weighs 1/10 pound, costs 5 units, lasts for ten shots), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Antidote Vial (1/20th lb, costs 200 Units, holds 3 doses, negates effect of drug in 1-6 rounds)

**Description:** This dart rifle is designed specifically for military/intelligence skullduggery. It might have been possible to design one with a magazine, but most snipers change position just after taking a shot anyway, so they left it as a single-shot weapon. You load it through a chamber in the breech, a little like a pump-action shotgun. The gas canister holds enough pressure for ten shots before it has to be changed. For the sake of example, this rifle is loaded with a sleep-dart potent enough to down an average-sized human being, but you could of course load it with whatever kind of dart is available.

### "Silent Lightning" Autofire Dart Rifle

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)



**Cost:** 3,000 Units

**Tentative Purchase DC:** 22

**Required Proficiency:** Exotic Weapon--Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 (20 x2)

**Weight:** 9 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 13

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflexes save (DC 15) or take the weapon's damage. Autofire shoots 10 darts, and can only be used if the weapon has at least 10 darts left in the magazine.

**Accessories:** Specially designed plastic ammo clip (Weighs 1/2 pound fully loaded, costs 10 units, 2 clips come free with the weapon), Spare Darts (A pack of 30 darts weighs 1/2 pound, costs 10 units, but other types of darts are available as well. See the listings below), Compressed Gas Canister (Weighs 1/2 pound, costs 15 units, lasts for thirty shots), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A technological curiosity, this dart rifle holds a full ammunition clip and is capable of autofire. It was intended as a low-cost, low maintenance alternative to slugthrower assault rifles, but was never adopted by any regular army. Air rifle hobbyists have kept the brand alive, although this is still a very rare weapon.

It fires ammunition clips, like all autofire rifles did in the days before caseless ammo. It takes a minute or so to load a clip with darts, but only a single standard action to pop a loaded clip into the magazine. The gun usually fires ordinary "advanced material darts" but it could conceivably be loaded with any of the special darts listed here as well. If you have loaded a clip with a combination of different darts, you have to fire them strictly in the order in which they were loaded. There is no way to choose a particular dart.

In addition to the magazine, the gun requires a special oversized compressed gas canister, which isn't compatible with other dart weapons or needleguns. The canister holds enough gas for 30 shots, the same as the magazine.

### Advanced Materials Dart

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 10 Units for a pack of 30 darts

**Tentative Purchase DC:** 3

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 ft if thrown, more if launched from a weapon

**"To Hit" Bonus:** +1

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** 1d4 Piercing (20 x2)

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 13

**Description:** A standard template for what a dart made from super-advanced, space-age materials might look like. It is constructed from a composite material which is both lighter and stronger than anything we have presently. It also produces less air resistance and is accurate at a greater range. Please note that while you can use this same template for a throwing dart, a blowgun dart, or the kind of dart you launch from a dart-gun, you can't actually interchange these different types of darts. A throwing dart isn't suitable for being launched from a dartgun, a blowgun dart isn't very effective if you throw it and so forth.

### Dart, Undetectable Materials

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 1 Unit per dart

**Tentative Purchase DC:** 2 (but is often unavailable or illegal or both)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 ft if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** 1d4 Piercing (20 x2)

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** A dart made from genetically-engineered vegetable material. It looks and feels like a hard plastic or a ceramic, with no metal on the tip. It won't show up on metal detectors or on the more advanced scanners which search for military plastics. The dart doesn't have the same penetrating power as one with, say, a tungsten/titanium alloy tip, and its balance is just a bit odd, limiting its range. If a customs official somehow discovers this item on your person, it will be tricky to explain.

### Dart With Sleep Drug

**Size:** Diminutive (+8 bonus to conceal with a "sleight

of hand" roll)

**Cost:** 15 Units for a pack of 30 darts

**Tentative Purchase DC:** 4

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** Special. The target must make a Fortitude save vs. DC 20 or fall unconscious for 19-Con hours. A character with a Con of 15 would be unconscious for 4 hours, a character with Con 10 would be unconscious for 9 hours and so forth. It will not work at all on a creature that is Huge or larger in size.

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Description:** A small dart which does no actual damage, and instead delivers a dose of a potent tranquilizing drug. The target shouldn't be surprised to wake up with a tag in their ear and a radio collar around their neck.

### Super-High Potency Stun Dart

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 15 Units for a pack of 30 darts

**Tentative Purchase DC:** 4

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** Target must make a Fortitude Saving Throw vs. DC 27 or fall unconscious for 3d6 hours. There is no limit on the size of the animal. If it is used on a creature that is size Small or smaller, they must make an additional Fortitude Saving Throw vs. DC 15 or go into shock and die.

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Description:** Good for knocking out big carnivores in order to tag them for study, or to put your enemies to sleep for long enough to do humiliating things to them. This dart contains a powerful sedative drug which it injects on impact. It can be reused but holds only enough of the drug for a single dose. It takes one minute and a skill roll (DM's choice) to correctly refill

a dart.

### Poison Dart

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 15 Units for a pack of 30 darts

**Tentative Purchase DC:** 4 (often illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** Make a Fortitude Save vs. DC 20 or take 4d4 damage from poison.

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Description:** What sinister brotherhood of assassins would be complete without poison darts in their Arsenal of Sneaky Evil? You could use these same weapon statistics for a blowgun dart, a hand-thrown dart, etc.

### Poison Dart, Extra-Lethal

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 20 Units for a pack of 30 darts

**Tentative Purchase DC:** 5 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** Make a Fortitude Save vs. DC 20 or take 5d6 damage from poison.

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Description:** A dart loaded with an even more lethal toxin. This could be a blowgun dart, a hand-thrown dart, a dart-pistol dart, etc. The stats are the same. It's enough like the first poison dart that I would feel a little dubious about calling it a separate weapon, so I'm not going to count it against the total 1001.

### Poison Dart, Superlethal

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 100 Units per dart

**Tentative Purchase DC:** 10 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** Make a Fortitude Save vs. DC 20 or die instantly.

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 13

**Description:** A shockingly lethal poison dart, loaded with a diabolical toxin called Thanatoline. This is the most fast-acting, lethal poison known (or at least the most lethal one you're probably going to want to introduce to your campaign).

### Dart With Pain Drug

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 15 Units for a pack of 30 darts

**Tentative Purchase DC:** 4 (often unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** 1d6 Nonlethal Damage per round for three rounds. A Willpower Saving Throw vs. DC 20 halves the damage. Roll each round.

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Special:** Once struck, the target must make a Fortitude Saving Throw vs. DC 20 or be Stunned (as per the Monk special attack), and unable to take any action for one round. Even if the target is not Stunned, they will suffer a -2 penalty to all their attacks and skill rolls in any round where they take nonlethal damage from the drug.

**Description:** This dart injects a drug that induces agonizing pain. It can cause unconsciousness, but does no real, lasting damage to the target (at least physically). This is not an item most zoos would stock or most catalogs would offer and it may have to

be specially made. Then again, maybe the player characters live in a society where aristocrats hunt peasants with these things. It's up to the DM.

### Dart With Blinding Drug

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 20 Units for a pack of 30 darts

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** This dart delivers a dose of a drug that affects the target's optic nerves. The target must make a Fortitude Saving Throw vs. DC 15 or become Blind for 2d12 hours. Blind characters suffer a 50% chance of missing in combat (all their targets effectively have full concealment), lose any Dexterity Bonus they might have to their Armor Class, move at half speed, suffer a -4 penalty on Search checks and both Strength and Dexterity based skill rolls. All attackers have a +2 bonus to hit the blind character. At the DM's discretion the drug might not work on creatures with very different physiologies, and of course it has no effect on creatures that don't have eyes.

### Dart With Mesmeric Drug

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 20 Units for a pack of 30 darts

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** This dart is loaded with a powerful hypnagogic, which renders the target vulnerable to

suggestion. The target must make a Willpower Saving Throw vs. DC 20 or become susceptible to hypnotic suggestion for 1d4 rounds. Characters who have just been injected with the drug are visibly spacy and odd while they are receiving hypnotic commands, but afterwards will look normal. The person making the suggestion must be brief, limiting their remarks to a sentence or two. The suggestion must be worded in such a manner as to make the activity sound reasonable.

The effect normally ends when the subject finishes whatever it was that they were instructed to do. However, the person giving the hypnotic instructions can also specify conditions that will trigger the command. If nothing triggers them, these commands can lie dormant for years.

### **Dart With Brain-Scrambler Toxin**

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1 Unit per dart

**Tentative Purchase DC:** 2

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** The target must make a Fortitude Saving Throw vs. DC 20, or lose 3d6 Intelligence for 2d8x10 hours

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Description:** A dart loaded with a neural agent that disrupts higher cerebral functions. A character with animal-like intelligence (3 or lower) can still recognize their friends and will still follow them around. They cannot speak or use tools in this condition.

### **Dart With Motor Function Disrupter Toxin**

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 25 Units for a pack of 30

**Tentative Purchase DC:** 6

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** Make a Fortitude Save vs. DC 18 or have your Dexterity reduced by 3d6 for 2d10 hours.

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Description:** Anyone struck by this dart takes a massive but temporary Dexterity loss. The affected stat cannot go lower than 1. A character with a Dexterity of 1 or 2 can't walk or feed themselves and must make a Willpower Saving throw vs. DC 15 each time they try to speak, in order to correctly shape the words.

### **Dart With Paralysis Drug**

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 15 Units for a pack of 30 darts

**Tentative Purchase DC:** 4

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** The victim must make a Fortitude Save vs. DC 20 or be paralyzed and helpless, unable to move or take any physical actions, for 2d10 rounds.

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Description:** A dart loaded with a powerful paralytic agent. The victim is perfectly aware of their surroundings, although unable to move. It is still possible for the victim to take purely mental actions, if the campaign makes use of magic or psionics. This dart is presented here as kind of template. It could be the kind of dart you launch from a blowgun, the kind you shoot from a dart gun or the kind you throw. Everything but its range remains the same. The Range Increment listed here assumes that you throw the dart, without any kind of launcher.

### **Dart With Psychedelic Drug**

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 20 Units for a pack of 30 darts

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** A dart loaded with a psychosis-inducing hallucinogenic. I have no intention of putting a sermon on the Perils Of Drugs into this book, but you most definitely don't want to shoot yourself in the foot with this dart. This isn't the kind of dosage that guitarists might have fun with--in fact it's not even the kind of dose that drummers might enjoy.

When hit, the target must make Fortitude Saving Throw vs. DC 20 or lose touch with reality for 3d12 rounds. Anyone who fails the initial Fortitude Saving Throw must now make a Willpower Saving throw (DC 18) every round or roll on the following chart.

**1** Wander away in a random direction at your normal walking speed for 1-6 rounds. Do not re-roll until you are finished walking.

**2-4** Do nothing for 1 round. Stare passively off into space, look at the ground or close your eyes.

**5-6** Mutter random insane gibberish, clap hands, twitch and engage in other harmless but distracting crazy behavior for a round, without moving from the spot where you are standing.

**7-9** Attack nearest creature for 1 round

**10** Act normally for 1 round. You are not aware that you have been acting crazy. If attacked while insane, the victim can defend themselves normally, but unless they roll a 10 and "act normally", they are incapable of articulate communication.

### Plague Dart

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 25 Units for a pack of 30

**Tentative Purchase DC:** 6 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Special:** Carries an infectious disease. The victim must make a Fortitude Saving Throw vs. DC 15 or

lose a point of Strength and one of Constitution per day for 4d6 days until they are cured by a doctor or reach 0 Constitution and die. Multiple doses won't increase the effect of the disease.

**Description:** This dart is contaminated with a lethal pathogen. As with a number of the other darts presented here, you could use these same weapon statistics for a blowgun dart, a hand-thrown dart, etc. If you're using this dart with a blowgun, be extra careful not to let it touch your lips.

### Dart With Flesh-Eating Virus

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 50 Units per dart

**Tentative Purchase DC:** 7 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** This dart is infected with a gruesome flesh-eating virus that can liquefy a man in minutes. It does 1d6 damage per round until the victim either dies or makes a Fortitude Save vs. DC 20. The target can attempt to make a Fortitude Saving Throw every round. The dart breaks open inside the target to release its load and so can be used only once.

### Incendiary Dart

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 20 Units for a pack of 30 darts

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** 1d3 Piercing, plus 1d4 Heat per round for 4 rounds

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12



**Description:** A dart packed with lightweight plastic thermite compound, which barely increases its weight. Its flight characteristics and range are the same as an ordinary dart. You can use these statistics as the template for blowgun, throwing and dartgun versions of the weapon.

### **Vibratory Disruptor Dart**

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 25 Units per dart

**Tentative Purchase DC:** 6

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** 4d6 Piercing (20 x2)

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Accessories:** Miniature Power Cell (1/20 pound, costs 20 units)

**Description:** This heavy, chunky dart contains a miniature sonic disruptor, which goes off on impact, wreaking grisly harm on the target. The effects of a sonic disruptor aren't pretty and seeing this weapon used on someone is cause for an immediate morale check. The disruptor and its power source have been stripped down as much as possible to save on weight, so the dart usually burns itself out on the first time it's used. Why anyone would take a stealthy, silent weapon like a dart, and add something as noisy and indiscreet as a sonic disruptor remains unclear.

### **Electrostatic Dart**

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1 Unit per dart

**Tentative Purchase DC:** 2

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** 1d3 Piercing (20 x2) plus 2d8 Electrical

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Accessories:** Miniature Power Cell (1/50 pound, costs 20 units)

**Description:** This fat, heavy dart contains a miniature power cell, which releases all its energy in a single electric burst on impact. It is hard to make a battery that is both powerful enough to generate a lethal electric shock, and light enough that it doesn't seriously affect the dart's flight performance. This model is not a completely satisfying compromise. It is heavy and not very accurate at long range, while the electric shock is a little underpowered.

### **Mental Domination Implant Dart**

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 150 Units per dart

**Tentative Purchase DC:** (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet if thrown by hand, more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Accessories:** Mind Control Unit (Weighs ½ pound, costs 1,500 units, usually illegal, has 2 Hit Points and no damage resistance. You wear it on your head)

**Description:** Anyone struck by this tiny dart must make a Willpower Saving Throw vs. DC 20 or at once become the willing thrall of whoever is wearing the mind-control unit. They can make another Saving Throw every hour, plus one every time they are instructed to do something severely counter to their nature (it's purely the DM's call as to what qualifies) This effect lasts indefinitely, until they make the saving throw or someone removes the dart.

Removing the dart from a target who isn't struggling requires a Dexterity Roll or some sort of medical skill roll vs. DC 20, and does 1 point of damage to the target. To pluck the implant out of a target who is struggling requires a touch attack at a -4 and does 1d3 damage.

The mind-control unit's range is about one mile. It allows the enslaved character to hear the user's commands, but does not let the user read the enslaved character's thoughts. Communication is strictly one-way.

### **Bore Worm Dart**

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 5 Units per dart  
**Tentative Purchase DC:** 2 (usually illegal)  
**Required Proficiency:** Simple  
**Handed:** Requires 1 hand to use  
**Range Increment:** 20 feet if thrown by hand, more if launched from a weapon  
**“To Hit” Bonus:** +2 vs. Armor Only  
**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks  
**Damage:** 1d6 Piercing (19-20 x3) per round for 1-6 rounds. Only roll for critical hits on the first round.  
**Weight:** 1/2 pound  
**Armor Class:** 13 (Can't be attacked in flight by most weapons)  
**Hardness:** 3  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 14  
**Description:** This dart is tipped with a spiral drill bit, which burrows into the target's flesh until it runs out of power, comes to rest against something too solid to dig through or comes out the other side.

### Psi-Scream Dart

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)  
**Cost:** 75 Units per dart  
**Tentative Purchase DC:** 9 (Often Unavailable)  
**Required Proficiency:** Simple  
**Handed:** Requires 1 hand to use  
**Range Increment:** 20 feet if thrown by hand, more if launched from a weapon  
**“To Hit” Bonus:** --  
**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks  
**Damage:** Special, see description  
**Weight:** 1/2 pound  
**Armor Class:** 13 (Can't be attacked in flight by most weapons)  
**Hardness:** 3  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 12  
**Special:** Anyone struck by the dart must make a Willpower Saving Throw vs. DC 20. The psi-scream affects different people in different ways, but the effects always last for 2d10 rounds. Roll on the chart beneath to find out what happens to characters who fail their Saving Throws.  

- 1) Character collapses in a heap, aware of their surroundings but unable to take any action as their body jerks and spasms at random. They will also drop anything they are holding and fall down, which may or may not have an effect on game play, depending on the situation and on how cruel the DM is feeling.
- 2) The character runs, screaming gibberish in a straight line in a random direction. They still have their full AC bonus for Dexterity, but can take no action apart from running and screaming and can use no skills or feats. If they encounter a barrier, even one which they could easily get through (a closed door, for

example) they will turn around and run screaming in a different random direction.

3) The character's neural responses become weirdly sluggish. They must make a Willpower Saving Throw vs. DC 20 to take any action at all, and even then all their rolls suffer a -4 penalty

4) The character becomes homicidal and will attack the closest available target with whatever melee weapon is closest to hand. They will use no missile attacks. Even if they are holding some kind of missile weapon, they will use it only as a club. If the target dies, falls unconscious or lies still, they keep hitting it for one round and then move on the next nearest target.

5) Target temporarily loses 3d6 Wisdom, down to a minimum of 1.

6) Target lapses into immobility and is aware of nothing but violent hallucinations for the duration of the effect. They can take no action and can't effectively defend themselves.

7) Target is rendered both Blind and Deaf for the duration of the effect.

8) The character attacks themselves with the closest available weapon. Not the most damaging weapon, just the closest. If two weapons are equally close, they will chose melee weapons over ranged weapons and weapons that do more damage over weapons that do less damage. They automatically hit. Roll damage as per normal. They will do this once per round until the effect wears off or they die.

Robots are unaffected by this dart and if the DM is using psionics in his or her campaign there may be psionic defenses which block or help resist its effect.  
**Description:** A dart with a miniature culture of telepathic human brain tissue growing in it. When the dart hits the target, the brain matter convulses and dies, broadcasting its agonies to anyone in the vicinity, causing them unspeakable pain and bewildering, senseless visions. Only societies well-versed in the arts of psionics and genetic engineering can manufacture these, and then only if they still use darts.

### Life-Drain Dart

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)  
**Cost:** 85 Units per dart  
**Tentative Purchase DC:** 9 (Often Unavailable)  
**Required Proficiency:** Simple  
**Handed:** Requires 1 hand to use  
**Range Increment:** 30 feet if thrown by hand, more if launched from a weapon  
**“To Hit” Bonus:** --  
**Rate of Fire:** Each weapon can only be used once, but you can launch as many of them as you have attacks  
**Damage:** 1d2 Piercing (20 x2). Target must make a Willpower Saving throw vs. DC 25 or receive 1d3 negative levels  
**Weight:** 1/2 pound  
**Armor Class:** 13 (Can't be attacked in flight by most weapons)  
**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** An oddly shaped crystalline throwing dart. A product of some weird psionic technology, it actually sucks the life-force out of the target. This item can be reused as many times as you can retrieve it. Every time it strikes a living target, there is a 10%

chance that it will break. The odds rise to 15% if it misses. If it hits a non-living target, the DM should judge the chances of breakage based on the object's Hardness. For every point of Hardness, there is a 10% chance that the dart will break.

## Attack Drones

We present you here with a whole wide range of diabolical little devices, built to seek out and attack targets under their own power. Some bore their way into the target, some inject them with poison or other unpleasant substances, some slash them with tiny knives. Illegal just about everywhere, miniature attack drones are almost always used for terror and assassination.

The DM should feel free to vary the appearance of these devices widely-they're often built by warped inventors who make them look like toys

### Miniature Robot Attack Drone

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 250 Units

**Tentative Purchase DC:** 13 (usually illegal)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d6 Slashing (19-20 x2)

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** See description

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** 12

**Special:** This weapon is capable of independent action. Treat it as a Fine Construct with an AC of 18, 5 hit points, 5 points of Hardness and an Attack Bonus of +5. It is immune to mind-influencing effects, poison, disease, and all the other frailties of biological life. It is not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage. It can move 20 feet per round under its own power and effectively has a Stealth Skill of +5. It does not draw attacks of opportunity when it attacks. The construct does 1d6 Slashing damage with its blade.

**Accessories:** Remote Control (1/20th lb, costs 400 Units, range of 300 yards unless the DM determines that something is interfering with the signal, allows the user to effectively see through the drone's camera), Supplemental Audio Unit (1/20 pound, costs 50 units, allows the user to hear through the drone as well as see)

**Description:** A generic template for a tiny robot which attacks the target with claws, fangs, a small rotary blade, etc. You can make it look like whatever

you prefer. In fact, quite a number of sick freaks have made evil robot toys which work on this model. Whether it's a faceless spinning blade on wheels, a pair of razor-sharp chattering teeth or a cute little teddy bear with a boning knife in his adorable little paw, it should have about these same statistics.

### Poison Injecting Miniature Robot Attack Drone

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14 (usually illegal)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 3

**Rate of Fire:** Once per round

**Damage:** 1d3 Piercing damage (19-20 x3). Target must make a Fortitude Saving Throw vs. DC 15 or take an additional 4d8 dice of damage from poison.

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** See description

**Hit Points:** See description

**DC required to break this item with a Strength**

**Roll:** 10

**Special:** This weapon is capable of independent action. Treat it as a Fine Construct with an AC of 18, 5 hit points, 5 points of Hardness and an Attack Bonus of +5. It is immune to mind-influencing effects, poison, and disease. It is not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage. It can move 20 feet per round under its own power and effectively has a Stealth Skill of +4. It does draw attacks of opportunity when it attacks.

**Accessories:** Remote Control (1/20th lb, costs 400 Units, range of 300 yards unless the DM determines that something is interfering with the signal, allows the user to effectively see through the drone's camera), Supplemental Audio Unit (1/20 pound, costs 50 units, allows the user to hear through the drone as well as see)

**Description:** A small, scuttling metal spider with a pair of steel injector fangs, loaded with a powerful anti-coagulant. The poison causes copious bleeding and an exceedingly painful death. It takes a full minute of careful work and a skill roll (the DM decides which skill) vs. DC 13 to reload its poison reservoir. You can see through the spider's eyes on a tiny solid-state screen and can instruct it to change targets in the middle of a mission or withdraw and return to your side. You can also tell it to self-destruct, causing 1d3 Slashing damage to anyone who is touching it as it flies apart.

### **Flying Miniature Robot Attack Drone**

**Size:** Fine (+12 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually illegal)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d4 Slashing (19-20 x2)

**Weight:** 1 pound

**Armor Class:** See description

**Hardness:** See description

**Hit Points:** See description

**DC required to break this item with a Strength Roll:** 13

**Special:** This weapon is capable of independent action. Treat it as a Fine Construct with an AC of 19, 4 hit points, 5 points of Hardness and an Attack Bonus of +5. It is immune to mind-influencing effects, poison and disease. Nor is it subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage. It can fly 60 feet per round under its own power (Maneuverability Good) and does not draw attacks of opportunity when it attacks.

**Accessories:** Remote Control (1/20th lb, costs 400 Units, range of 300 yards unless the DM determines that something is interfering with the signal, allows the user to effectively see through the drone's camera), Supplemental Audio Unit (1/20 pound, costs 50 units, allows the user to hear through the drone as well as see)

**Description:** A generic template for a tiny flying robot which attacks the target with some kind of sharp little melee weapon. You can make it look like whatever you prefer. Deviants and psychopaths (the chief market for these weapons) often like to make them look like butterflies or flying toys. Whatever it looks like, it has roughly the same stats.

### **Remote Control Injection Device**

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 0 or 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 25 doses of various dangerous substances. Battery enables the unit to float or fly for 100 rounds until it needs replacement.

**Rate of Fire:** Once per round

**Damage:** Variable, See description

**Weight:** 1 pound

**Armor Class:** 13 (21 in the air)

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Special:** This weapon is capable of independent action. Treat it as a Diminutive Construct with an AC of 17, 2 hit points, 3 points of Hardness and an Attack Bonus of +5. It is immune to mind-influencing effects, poison and disease. Nor is it subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage. It can move at a speed of 35 feet per round (Maneuverability Perfect).

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units), Remote Control (1/20th lb, costs 400 Units, range of 300 yards unless the DM determines that something is interfering with the signal, allows the user to effectively see through the drone's camera), Supplemental Audio Unit (1/20 pound, costs 50 units, allows the user to hear through the drone as well as see), Extra Loads of Toxin/Bioweapon (1/20 pound., priced by type of toxin, as determined by the DM)

**Description:** A tiny flying construct, based around a miniature anti-gravity module.

It generally has about five doses each of various deadly poisons and mind-melting drugs stored in its reservoirs. We've fitted this particular model with a mixture of toxins and narcotics that you might find amusing, but of course you're free to load it with whatever horrible substances you like.

It presently holds 5 doses of a toxin that requires the target to make a Saving Throw vs. DC 15 or take 3d8 damage, 5 doses of a different toxin which automatically does 1d4 damage per round to the target for 8 rounds (a Fortitude Saving Throw vs. DC 20 allows them to take half damage), 5 doses of a sedative that forces the target to make a Fortitude Saving Throw vs. DC 20 or fall unconscious for 2d10 minutes, 5 doses of a drug that forces the target to make a Willpower Saving Throw vs. DC 20 or go berserk and mindlessly attack the nearest target with the closest available melee weapon for 3d10 rounds and 5 doses of a fast-acting virus that will force the target to make a Fortitude Saving Throw vs. DC 25 every hour or permanently lose a point of Constitution



(this goes on for 3d8 hours or until the target reaches 0 Constitution and dies).

Steering the device can be a challenge. You can see through the tiny camera mounted by the needle, by making use of a special eyepiece (at the DM's discretion, certain types of electromagnetic radiation may interfere with the link or affect the device in peculiar ways). It requires Concentration to guide the injection module to its target while peering through its tiny camera.

If you are attacking a target within your own line of sight, then you don't need to use the eyepiece or Concentrate. Just make a ranged attack.

The power cell lasts for one hundred rounds worth of movement. After that, the camera shuts down and the unit floats silently to the floor. It takes a full round to unscrew the unit's rear section and replace either the power cell or the reservoirs.

### **Murder Mole**

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 0 or 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +2

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** 2d6 Piercing (19-20 x3) per round. See description for more details.

**Weight:** 1 pound

**Armor Class:** 13 (22 in the air)

**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Miniature Energy Cell (1/20 pound, costs 30 units), Remote Control (1/20th lb, costs 400 Units, range of 300 yards unless the DM determines that something is interfering with the signal, allows the user to effectively see through the drone's camera), Supplemental Audio Unit (1/20 pound, costs 50 units, allows the user to hear through the drone as well as see)

**Description:** A sort of tiny floating antigravity module with a drill at one end, the Murder Mole is really better for assassinations and random acts of savagery than for use on the battlefield. A harmless looking oval metal pod, about the size of a pen, it floats along at a rate of 40 feet per round, enough to catch a fleeing victim but not a fleeing vehicle.

When it gets close enough to make contact with its hapless victim the pod blossoms open like a flower, revealing its ugly set of hooks and boring tools. The Mole will continue boring into the victim, doing 2d6 damage per round until it's destroyed, detached or the target dies. It is surprisingly tenacious. Once attached, it takes a Strength Roll vs. DC 15 to pull it loose (this also does an extra d3 of damage to the victim).



### **Guided Land-Torpedo**

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15 (often unavailable)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d6 Bludgeoning to everything in a 5 foot radius. A Reflexes Saving Throw vs. DC 15 halves the damage.

**Weight:** 2 pounds

**Armor Class:** 18

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Accessories:** Remote Control (1/20th lb, costs 400 Units, range of 300 yards unless the DM determines that something is interfering with the signal, allows the user to effectively see through the drone's camera), Supplemental Audio Unit (1/20 pound, costs 50 units, allows the user to hear through the drone as well as see), Energy Cell (1/2 pound, costs 10 units, powers the torpedo for 1 hour)

**Description:** A bomb on wheels, this device is something like a tiny remote-controlled car, although it can run equally well when flipped over onto its back. You steer it with a miniature remote control which can be built into any small unobtrusive object (subject to the DM's approval). It is equipped with an electromagnet that allows it to stick to walls in zero gravity. It can't swim. The device can run along the bottom but can't reach targets on the surface (unless of course they're in the blast radius when it goes off).

Unlike most missile weapons, the land torpedo doesn't simply make an attack, hit or miss and then go away. You can use it to chase down the target, round after round. It moves at 110 feet per round and must make a Ranged Touch Attack to hit the target. If you miss, just keep chasing the target and hope they don't outrun it, go out of your sight or jump in a boat.

If you lose sight of the torpedo while you are directing it, make an Intelligence Roll vs. DC 20. If you succeed, you can carefully steer it back into your



line of sight. If you fail, the torpedo moves 30 feet in a random direction unless you shut it down altogether.

There may be certain types of electromagnetic radiation which interfere with your ability to control the weapon. The DM should adjudicate the details. Sufficiently rough terrain (DM's call) may reduce the device's movement rate by half or even more, but nothing apart from a wall or a chasm will block it completely.

### **Burrowing Torpedo**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d12+2 Piercing (19-20 x2) to everything in a 10 foot radius. A Reflexes Saving Throw vs. DC 18 halves the damage.

**Weight:** 4 pounds

**Armor Class:** 16

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Control (1/20th lb, costs 400 Units, range of 300 yards unless the DM determines that something is interfering with the signal, allows the user to effectively see through the drone's camera), Supplemental Audio Unit (1/20 pound, costs 50 units, allows the user to hear through the drone as well as see), Energy Cell (1/2 pound, costs 10 units, powers the torpedo for 1 hour)

**Description:** A kind of mechanical mole with a bomb attached. It will home in on and pursue whatever target you select until it runs out of fuel. It doesn't simply make an attack, hit or miss. If it misses on the first round it can chase down the target, attacking again and again. It moves at 80 feet per round and must make a Ranged Touch Attack to hit the target. If it misses it will keep chasing the target until its batteries run out.

If you lose sight of the torpedo while you are directing it, make an Intelligence Roll vs. DC 20. If

you succeed, you can carefully steer it back into your line of sight. If you fail, the torpedo moves 30 feet in a random direction unless you shut it down altogether.

The torpedo can dig through dirt, sand or clay, but it is stymied by solid rock and will attempt to go around it, circling the target until its power cell runs out.

### **Flying Buzz-Bomb Torpedo**

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d6 Piercing to everything in a 5 foot radius. A Reflexes Saving Throw vs. DC 15 halves the damage.

**Weight:** 1 pound

**Armor Class:** 20

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Remote Control (1/20th lb, costs 400 Units, range of 300 yards unless the DM determines that something is interfering with the signal, allows the user to effectively see through the torpedo's camera and radar sensors), Energy Cell (1/2 pound, costs 10 units, powers the torpedo for 1 hour)

**Description:** A miniature aircraft with a bomb on board. It can be steered toward an evading target, attacking round after round until it runs out of power or gets shot down. It moves at 150 feet per round and must make a Ranged Touch Attack to hit the target. If it misses, it will keep chasing the target until they go inside a fortified building or its batteries run out. This is a more sophisticated weapon than the "Land Torpedo" and will continue to home in on the target even if you aren't actively controlling it. If the target goes inside and the weapon is flying on autopilot, it will become confused and circle the building until either the target comes back out or its batteries run down

# Aerosol Weapons



Largely used for self-defense, aerosol weapons spray the target with one or another noxious substance. They tend to be small, sometimes small enough to wear on a keychain, and are often disposable.

Their effects are as variable as the whole vast range of things you wouldn't want sprayed in your eyes. Some do subdual damage, others etch the target's skin with caustic chemicals, some burst into flame on contact or convey insidious toxins. As a rule, the more destructive the effects of an aerosol weapon, the more likely it is to be illegal.

## Generic Aerosol Spray Weapon

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** 2d6 Poison (if the target makes a Fortitude Saving Throw vs. DC 15, they take half damage)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Special:** Can either make a ranged touch attack against a single target or attack an entire ten-foot square. A target square has an effective defense of 10, and anyone in it can make a Reflexes Saving Throw vs. DC 18 to take half damage.

**Accessories:** Extra Load (weighs 1/10 pound, costs 50 units)

**Description:** A small spray canister filled with a fast-acting toxic chemical. It does little visible damage to the target, although their skin turns pale and unhealthy-looking. It also causes relatively little pain, despite all the damage it does. This makes it an excellent assassination weapon, which in turn makes law-enforcement authorities very suspicious of anybody they find carrying one.

## Aerosol Stun Spray

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** 4d6 Nonlethal Damage. A Fortitude Saving Throw vs. DC 25 negates the damage.

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Special:** Can either make a ranged touch attack against a single target or attack an entire ten-foot square. A target square has an effective defense of 10, and anyone in it can make a Reflexes Saving Throw vs. DC 18 to take half damage.

**Accessories:** Extra Load (weighs 1/10 pound, costs 40 units)

**Description:** This is the single most common type of aerosol spray weapon. It contains a skin irritant, much like CX tear gas or pepper spray. Unlike those substances, it has been carefully engineered not to do the target any lasting damage if it gets in their mouth or nasal cavity and is all but impossible to kill anybody with. It has no effect on robots, or anyone in a gas mask or a sealed environment suit.

### **Aerosol Immobilizer Foam Spray**

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 13

**Accessories:** Solvent Capsule (Weights 1/20th lb, costs 25 Units, holds 4 doses, dissolves and inactivates foam in 1-3 rounds)

**Special:** Can make a Ranged Touch Attack vs. a single target or can attack an entire ten-foot square (the target square has an effective defense of 10). To evade the area attack, anyone in the target square must make a Reflexes Saving Throw vs. DC 18, and spend their next Movement to leave the affected square. Anyone caught in the foam suffers a -2 penalty on all attacks, and has their Dexterity effectively reduced by 4. They must immediately make another Reflexes Saving Throw (DC 15) or they are completely mired in the foam, unable to move. Even if they make the second saving throw, they still only move at half their normal rate. To free themselves, they must make a Strength check vs. DC 27, or do at least 17 points of damage to the foam. It is impossible to miss the foam with an attack.

**Accessories:** Extra Load (weighs 1/10 pound, costs 50 units)

**Description:** Silly string on strange bad steroids. This canister contains enough quick-hardening foam to cover everything in a ten-foot square. The foam hardens in one round and becomes harmless to touch. It does however block the square, making it impossible to move through.

### **Aerosol Pain Spray**

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** 3d6+3 Nonlethal

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 13

**Special:** Can attack either a single target or a ten-foot square. If it is used against an entire square, the target can make a Reflexes Saving Throw vs. DC 18 to take half damage. Anyone who takes any Nonlethal Damage must make a Fortitude Saving Throw vs. DC 20 or be Stunned (as per the Monk special attack), and unable to take any action for one round.

**Accessories:** Extra Load (weighs 1/10 pound, costs 50 units)

**Description:** An innocent looking little canister, loaded with a neural agent that induces unbelievable agony in the target. It's a good idea to run away once the target is immobilized, as you really won't want to be around them when it wears off. A completely sealed suit with its own oxygen supply will protect the target from the effects of the weapon, but a gas-mask won't. The drug is absorbed through the skin and doesn't need to be inhaled.

### **Aerosol Hallucinogenic Spray**

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** The target must make a Fortitude Saving Throw vs. DC 18 or hallucinate wildly for 3d6 rounds. See the description for details.

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 13

**Special:** Can attack either a single target or a ten-foot square. The target square has an effective defense of 10. No Reflexes Saving Throw is allowed.

**Accessories:** Extra Load (weighs 1/10 pound, costs 75 units)

**Description:** A spray canister loaded with a powerful psychotropic--it's a bummer in a can. This stuff isn't just a perception-altering drug like the kinds of hallucinogenics people experiment with at Phish concerts. It's more like having delirium tremens. If the target fails their saving throw they will experience actual visual hallucinations, vivid and terrifying, like some cheesy anti-drug film from the 1930s.

The world won't make any sense to them or vice versa for the duration of the drug's effect, so roll at random on the chart below to see how they behave.

1 Wander off in a random direction for 1d6 rounds

(unless prevented)

**2-4** Do nothing for 1 round. Stare passively off into space, look at the ground or close your eyes.

**5** Fall to the ground and convulse, doing 1-2 points of damage to yourself for one round.

**6-7** Mutter random insane gibberish, clap hands, twitch and engage in other harmless but distracting crazy behavior for a round, without moving from the spot where you are standing.

**8-9** Scream uncontrollably for 1-6 rounds, attracting lots of unwanted attention. You can do nothing but stand in one place and scream.

**10** Attack the nearest character or other moving object with the nearest available melee weapon for two rounds.

If attacked while under the influence of the spray, the target can defend themselves normally, but they are incapable of articulate communication

### **Aerosol Sleep Spray**

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Description:** This disposable canister is filled with a potent general anesthetic, which can put a full-sized human being into a drugged stupor in seconds. If hit by the spray, the target must make a Fortitude Save vs. DC 20 or fall into a drugged slumber, unaware of their surroundings, for 3d10 minutes. If they are aware that they have been drugged, it is possible for them to make a Willpower Saving Throw vs. DC20 to wake up, every time they hear a loud noise. The drugged character will also wake up if they take at least one point of damage, whether normal or Nonlethal.

Characters who wake up early will function at impaired efficiency until the drug runs its course. Until either the drug wears off naturally or they take some sort of antidote, all their skill rolls, attack rolls and saving throws are made at a -2 penalty.

This is a good non-lethal weapon--it even gives the target time to lie down instead of falling over and splitting their head open. It still makes policemen uneasy, since it's also a handy tool for robbery and other crimes. A gas mask or sealed environment suit (a space suit, for example) will completely negate this attack. It doesn't work on robots, either.

### **Aerosol Hemorrhage-Gas Spray**

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Special:** Can affect a single target or a ten-foot square adjacent to the person firing the weapon. The target square has an effective defense of 10. No Reflexes Saving Throw is permitted.

**Accessories:** Extra Load (weighs 1/10 pound, costs 75 units)

**Description:** This aerosol weapon does 2d6 damage per round for 2-12 Rounds. A Fortitude Saving Throw vs. DC 20 halves the damage, but the target must roll every round. It is a truly gruesome weapon to see at work. Opponents who see hemorrhage gas in use must make a Morale check at a -2 modifier.

### **Aerosol Freezing Spray**

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** 3d6 Cold

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Special:** Can affect a single target or a ten-foot square adjacent to the person firing the weapon. The target square has an effective defense of 10. Anyone in the target square can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Accessories:** Extra Load (weighs 1/10 pound, costs 50 units)

**Description:** A quick-freezing chemical which sucks the heat right out of the target. Much more efficient than modern freezing agents like freon, this is like being doused in liquid helium. It doesn't take many

squirts to freeze a man straight through.

### **Aerosol Paralysis Spray**

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** The victim must make a Fortitude Save vs. DC 20 or be paralyzed and helpless, unable to move or take any physical actions, for 2d10 rounds.

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Antidote Capsule (1/20th lb, costs 250 Units, holds 2 doses, negates effect of the drug in 1-3 rounds)

**Special:** Can affect a single target or a ten-foot square adjacent to the person firing the weapon. The target square has an effective defense of 10. Anyone in that square should make a Reflexes Saving Throw vs. DC 18. If they succeed, they have avoided getting the spray in their lungs and make their Fortitude Saving Throw at a +2.

**Accessories:** Extra Load (weighs 1/10 pound, costs 60 units)

**Description:** Paralyzed characters are still aware of their surroundings and if your game uses psionics, they might (at the DM's discretion) be able to use some of their mental powers while paralyzed. A completely sealed suit with its own oxygen supply will protect the target from the effects of the weapon, but a gas-mask won't. The drug is absorbed through the skin and doesn't need to be inhaled.

### **Aerosol Blindness Spray**

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** The target must make a Fortitude Saving Throw vs. DC 20 or become Blind for 3d6 minutes

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Special:** Can affect a single target or an entire ten-foot square. The target square has an effective defense of 10

**Accessories:** Extra Load (weighs 1/10 pound, costs 50 units), Antidote Capsule (1/20th lb, costs 150 Units, holds 2 doses, negates effect of the drug in 1-3 rounds)

**Description:** This spray canister is filled with a neurological agent which causes temporary Blindness, as per the spell. You don't have to spray it directly into the target's eyes for it to blind them; the drug is absorbed through the skin. At the DM's discretion, it might not work on creatures whose body chemistry is significantly different. It also has no effect on creatures that don't have eyes.

### **Aerosol Fear Spray**

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Special:** The target must make a Willpower Saving Throw vs. DC 20 or flee from the attacker. A fleeing character has a 50% chance of dropping whatever they are holding, and chooses their path randomly (as long as it leads away from immediate danger), and flees any other dangers that confront them. If cornered, a panicked character cowers. These effects last for 4d6 rounds.

**Accessories:** Extra Load (weighs 1/10 pound, costs 70 units)

**Description:** This is perhaps the perfect self-defense spray. It makes your assailant run away, rather than fall down at your feet or go berserk and it does it without causing them any lasting damage. It probably won't work on beings with radically different nervous systems and could have very strange effects on creatures whose emotions don't work the same way as our own (this is all strictly the DM's call, of course). A completely sealed suit with its own oxygen supply will protect the target from the effects of the weapon, but a gas-mask won't. The drug is absorbed through the skin and doesn't need to be inhaled.

### **Aerosol Rage Spray**

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-



hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** The target must make a Willpower Saving Throw vs. DC 20 or become violently, mindlessly aggressive for 3-18 rounds. See the description for details.

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 13

**Special:** Attacks either a single target or everything in a ten-foot square. The target square has an effective defense of 10. If the weapon is used to attack a whole square, anyone in that square can make a Reflexes Saving Throw vs. DC 25. If they succeed, they have avoided getting the spray in their lungs and make their Fortitude Saving Throw at a +3.

**Accessories:** Extra Load (weighs 1/10 pound, costs 75 units)

**Description:** Perhaps this not the best self-defense spray you could imagine, but it still has plenty of uses in espionage and crime. Anyone who is dosed with Rage Spray and fails their Saving Throw immediately attacks the closest person or moving object with whatever melee weapon is most convenient. If they have a gun in their hand, they will use it as a club. The affected character is incapable of coherent speech and completely indiscriminate as to their targets. They will attack friends, foes, ticking grandfather clocks--whatever draws their attention. If they are in the act of attacking one target and another potential target comes closer, they will lose interest in the first target and attack the new one with equal ferocity. The drug is transmitted through the skin but is even more efficacious and fast-acting if inhaled. A gas mask or oxygen tank will give the target a +4 to their Saving Throw, while a completely sealed environment suit or a vacuum suit will totally negate the drug's effect.

### Aerosol Suicide Gas Spray

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 13

**Special:** Attacks either a single target or everything in a ten-foot square. Can affect a single target or a ten-foot square adjacent to the person firing the weapon. The target square has an effective defense of 10. Anyone in that square should make a Reflexes Saving Throw vs. DC 21. If they succeed, they have avoided getting the spray in their lungs and will make their Willpower Saving Throw at a +2.

**Accessories:** Extra Load (weighs 1/10 pound, costs 75 units)

**Description:** Illegal nearly everywhere, this spray canister contains a horrendous mind-agent which links the target's pain centers to their pleasure centers. They must make a Willpower Saving Throw vs. DC 20 or at once begin to mutilate themselves with whichever hand weapon is closest, gasping and moaning with joy the whole time. If no hand weapon is within easy reach, they will shoot themselves with the nearest available missile weapon. If neither is available they will rip and claw at themselves, doing 1 point of damage per round.

They are effectively helpless while they are hurting themselves, which gives any attacker a +4 bonus to hit them. They may start raving about is how good this feels or beg other characters to hurt them but apart from this they aren't capable of articulate communication.

If you are attacking yourself, you can only miss if you roll a 1, but since all of the character's actions are at a -4 while they are under the influence of the gas, they actually fail to hurt themselves on a 5 or less. Most weapons aren't really made to wound the user, and will do one point of damage less than usual (minimum of one point).

The effects last indefinitely, until the target either makes a saving throw or dies. Let them make another throw every other round.

The drug is transmitted through the skin, but works better if inhaled. A gas mask or oxygen tank will give the target a +4 to their Saving Throw, while a sealed environment suit or a vacuum suit will completely negate the drug's effect.

### Aerosol Flesh-Eating Spray

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** 1d6 damage per round until the target either recovers or dies. Every round after the first one the

infected character can make a Fortitude Saving Throw vs. DC 20 to shake off the effects of the disease.

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Special:** Attacks either a single target or everything in a ten-foot square. If the weapon is used to attack a whole square, anyone in that square can make a Reflexes Saving Throw vs. DC 25. If they succeed, they have avoided getting the spray in their lungs and will take only half damage each round.

**Accessories:** Extra Load (weighs 1/10 pound, costs 75 units), Antidote Capsule (1/20th lb, costs 350 Units, holds 2 doses, negates effect of the disease in 1-4 rounds)

**Description:** You might have some trouble explaining this one as a self-defense weapon. The canister contains a flesh-eating virus that can turn a person into bloody mush in minutes. Probably not a good idea to use without gloves or a face-mask on. Unless you have the antidote in your veins when you spray the weapon, there is a 15% chance that the air currents will move in exactly the wrong way and get enough of it on you to make you regret it.

### Aerosol Metal-Eating Spray

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** 2d6 damage per round for 2-8 rounds to anything made of metal, ignores up to 15 points of Hardness and Damage Resistance.

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Special:** Attacks either a single target or everything in a ten-foot square. The target square has an effective defense of 10. Has no effect on non-metallic objects.

**Accessories:** Extra Load (weighs 1/10 pound, costs 75 units)

**Description:** This canister contains a fast-acting virus which eats metal. The viral infection tends to burn itself out after just a few rounds, but it can still wreak enormous amounts of havoc.

### Aerosol Lobotomy-in-a-Can Spray

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-

hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Extra Load (weighs 1/10 pound, costs 50 units)

**Description:** This innocuous-looking little spray bottle contains fifteen doses of the dreaded "Lobotomy Drug". It has a ruinous effect on the neural pathways of anyone who inhales it. If the victim fails a Fortitude Saving Throw vs. DC 20, they lose 3d6 Intelligence. A character with animal-like intelligence (3 or lower) can still recognize their friends and will still follow them around to keep from feeling anxious and alone. They cannot speak or use tools in this condition. The brain damage done by the Lobotomy Drug is permanent. Only sophisticated medical treatment will help the afflicted character. A vacuum suit or oxygen mask completely protects the target from the effects of this drug, but a conventional filter mask is useless against it.

### Aerosol Infection Spray

**Size:** Tiny (+4 bonus to conceal with a “sleight-of-hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Special:** Anyone hit by the spray must make a Fortitude Saving Throw vs. DC 20 to avoid being infected with a virulent disease. Anyone who fails the roll will lose 1 point of Constitution per day until they either make a Fortitude Saving Throw vs. DC 20 (roll once per day), are cured by advanced medical science, or reach 0 Constitution and die. It takes quite a bit of the liquid to actually infect the victim—a few drops won't do it, so this is not an area affect weapon.

**Accessories:** Extra Load (weighs 1/10 pound, costs 35 units)

**Description:** A difficult item to acquire in most civilized societies, since it is technically a weapon of mass destruction. It contains a lethal pathogen that will kill the target within just a few days unless it is treated. The disease is non-infectious--the victim won't be spreading it to everyone they know and it is treatable with futuristic medicine, but it works so fast that most potential victims will be dead before they have a chance to seek medical treatment. A filter mask provides the wearer with some protection against the disease (it gives them a +2 to their initial Fortitude Saving Throw) and a sealed environment suit protects the wearer completely (the attack has no effect on them at all). They might want to sterilize their suit before they take it off, though.

### Aerosol Carcinogenic Spray

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Extra Load (weighs 1/10 pound, costs 80 units)

**Description:** A brutal assassination weapon, this canister is filled with a tasteless, odorless carcinogen which will give the target six kinds of inoperable, fast-metastasizing cancers if they're lucky.

It's more effective if inhaled, but just getting the vile stuff on your skin can be fatal. Makes a ranged touch attack and can be used to attack an entire square (although this is risky). The target square has an effective defense of 10. Anyone in that square should make a Reflexes Saving Throw vs. DC 18. If they succeed, they have avoided getting the spray in their lungs and will make their Fortitude Saving Throw at a +3.

When hit by the spray, the target must make a Fortitude Saving Throw vs. DC 25. If they are wearing an independent oxygen supply, they roll at a +4. Filter masks offer no protection at all. A completely sealed suit will totally negate the attack. If they fail the roll, they have developed at least one malignant melanoma. These tumors spread at an astounding rate. Their whole body will be full of cancer in just a few days.

The character loses one permanent point of

Constitution every two days until they hit zero and die. After the first two weeks, they are in so much pain and distress that they make all their rolls at a -2 penalty. After the fourth week, it goes up to -4. Once their Constitution hits 3, they are bedridden and must make a Fortitude Saving Throw vs. DC 10 once per round to undertake any physical activity whatever.

Be warned, whenever you use the spray in combat, there is a 15% chance that enough of it will get on you to seriously change your vacation plans. This chance goes up to 25% if you use the spray in an area attack.

Whether or not the cancer can be cured is up to the DM, based on the medical technology available in this campaign. It shouldn't be easy--otherwise why make this weapon in the first place?

### Aerosol Caustic Spray

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** Does 1d4 caustic damage per round for 2d4 rounds. There is a 30% chance that it will also destroy 1-6 points of the target's Charisma.

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Extra Load (weighs 1/10 pound, costs 40 units)

**Special:** Can affect a single target or a ten-foot square adjacent to the person firing the weapon. The target square has an effective defense of 10. Anyone in that square should make a Reflexes Saving Throw vs. DC 20. If they succeed, they take half damage.

**Description:** A spray-pump full of acid. It makes an ideal gift for jealous models, vicious pimps and the terminally depraved.

### Aerosol Napalm-Spray

**Size:** Tiny (+4 bonus to conceal with a "sleight-of-hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** 2d6 flame damage per round for 2-8 rounds

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 13

**Accessories:** Extra Load (weighs 1/10 pound, costs 60 units)

**Special:** Can affect a single target or a ten-foot square adjacent to the person firing the weapon. The target square has an effective defense of 10. Anyone in that square should make a Reflexes Saving Throw vs. DC 20. If they succeed, they take only 1d6 damage per round.

**Description:** A spray-pump bottle full of a sticky, flammable substance like napalm or white phosphorus. It contains its own oxygen supply and is extremely difficult to extinguish. Neither water, nor sand nor rolling on the ground nor any other fire-extinguishing technique which relies on smothering a flame will put it out.

### Lady's Traveling Companion

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 150 Units

**Tentative Purchase DC:** 11

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range 20 feet

**"To Hit" Bonus:** --

**Magazine:** 5 Squirts of Stun Spray, 5 Squirts of Caustic Spray, 5 Squirts of Sleep Spray, 5 Squirts of Paralysis Spray, 5 Squirts of Blindness Spray,  
**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Multiple types, see description

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 13

**Special:** Can make various types of attack, all of which can be used to affect either a single target or everything in a ten-foot square (the target square has an effective Defense of 10). A Reflexes Saving Throw vs. DC 15 will allow anyone in the target square to either take half damage or get a +3 bonus to their Fortitude Saving Throw.

Stun Spray does 4d6 Nonlethal Damage unless the target makes a Fortitude Saving Throw vs. DC 25, Caustic Spray does 2d6 normal damage, Sleep Spray forces the target to make a Fortitude Saving Throw vs. DC 20 or fall into a drugged slumber, unaware of their surroundings, for 3d10 minutes, Paralysis Spray requires the target to make a Fortitude Save vs. DC 20 or be paralyzed and helpless, unable to move or take any physical actions, for 2d10 rounds, Blindness Spray renders the target blind for 3d6 minutes unless they make a Fortitude Saving Throw vs. DC 20,  
**Accessories:** Extra Loads (weigh 1/10 pound, cost

varies according to what the load is, see the above listings for prices on various loads)

**Description:** A spray-bottle with a number of different loads stored in concentrated form in five separate reservoirs. You can switch between the different effects by thumbing a dial on the back. This does not effectively take any time and does not require you spend an action. If you have multiple attacks per round, you could use a different effect with each attack at no penalty. The stats listed here assume the weapon is loaded with five of the most common anti-personnel sprays, but of course you could load it with whichever aerosol weapon you like (if the DM makes it available for purchase). The inside of the casing is tightly packed with the flexible plastic containers that hold the liquid ammunition, making it tricky to reload. It takes a full round to dig out one of the empty reservoirs, replace it with a new one and squeeze everything back into place.



### Hypersoaker

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 25 Units

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Caustic

**Weight:** 1/2 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Accessories:** Spare reservoir (1/10 pound, costs 5 units), Aerosol Weapon Loads (weigh 1/10 pound, cost varies by load, see the above listings for prices on various liquid attack agents)

**Description:** A lightweight plastic pistol, powered by a compressed gas cartridge. It squirts a narrow stream of liquid which is accurate out to sixty feet (although the box says ninety) and can hold a wide variety of nasty loads. Here we've assumed you've filled it with some caustic chemical, but you can of course load any

of the aerosol spray weapons into the hypersoaker, which will deliver them just as effectively. It can only attack single targets, rather than a whole area.

Instead of storing the liquid in a magazine inside the gun, the hypersoaker has a bottle mounted on top, just above the trigger. This allows the user to reload by snapping a new bottle into place, taking only a single action. The gas cartridge is good for about a hundred shots (90+1d20).

### **Li'l Bugger Ultra-Hypersoaker**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Caustic

**Weight:** 1 pound (6 with backpack)

**Armor Class:** 7

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Special:** Attacks either a single target or everything in a ten-foot square.

**Accessories:** Backpack reservoir (1 lb, costs 15 units), Aerosol Weapon Loads (weigh 1/10 pound, cost varies by load, see the above listings for prices on various liquid attack agents)

**Description:** A large, two-handed squirtgun with a backpack-mounted water supply, driven by an electric pump. It has an effective range of a hundred feet (the box says two hundred) and can be loaded with whatever vile substance the user would like. The listed stats assume you've filled it with some kind of caustic chemical, but it can also be used to project any of the aerosol weapons listed above at range. The backpack reservoir has two separate compartments and it is possible to load them with different substances and to switch between them without using up an action. It can only attack one target at a time. The battery is good for about a thousand shots (950+percentile dice).

### **"Water Balloon" Improvised Grenade**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 1 or less Units

**Tentative Purchase DC:**

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (more if launched from a weapon)

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Splash-effect weapon. Target takes 2d6 damage Heat damage, everything in five foot radius takes 1d3 Heat. A Reflexes Saving Throw vs. DC 15 negates the splash-effect damage.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 8

**Description:** An improvised grenade made out of some disposable elastic material. It could be party balloon, a latex glove or perhaps a ziplock bag. This one is full of some kind of quick-burning substance that ignites on impact, but feel free to fill it with whatever unsavory stuff your heart desires, and hope it doesn't eat through the balloon before you throw it (DM's call, I'm afraid).

You could fill it with acid, for example (1d4 damage to the target per round for 1-6 rounds, 1 pt per round to everything else in its radius), or poison, or the disease-ridden juices you've drained off a corpse with the plague (the target must make a Fortitude Saving Throw vs. DC 15 or be infected with the loathsome pathogen of your choice). Different substances may do different types of damage, but they will all function as splash effect weapons with roughly the same radius.

If you are struck or fall down while carrying one of these items, you must make a Reflexes Saving Throw vs. DC 10 to keep it from going off and drenching you. Increase the DC by 2 if you are carrying more than two balloons. Increase it by 4 if you are carrying more than four balloons.

## **Disposable Weapons**

It is possible that very advanced weapons technology might take all kinds of unexpected turns. Extremely affluent societies, or those forced to recycle every possible scrap of material, might find it more expedient to create disposable weapons rather than reusable ones.

If material goods can be produced very quickly for almost no effort, or if every bit of matter has to be carefully re-used, then it would make sense to produce weapons for single, specific uses and then discard or reabsorb them. This might be an inefficient way to wage a long-term war, but societies that have access to things like nanotechnology and matter



duplication probably don't fight serious large-scale conflicts with hand-weapons anyway.

While we have prices listed for these weapons, there is a strong likelihood that the specific kinds of cultures which would use these items wouldn't use money as we understand it. Use the listed costs as guidelines.



### Disposable Automatic Shotgun

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Piercing (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 16

**Special:** Attacks everything in one ten by ten foot square. Not capable of attacking a single target, it always targets the entire square. The target square has an effective defense of 10. Anyone in that square can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Description:** A long, vaguely triangular piece of what appears to be resilient flexible plastic with a pistolgrip molded into the bottom and a trigger guard just behind it. Every part of this disposable shotgun is curved so as to fit the user's body as snugly and smoothly as possible. It doesn't have shells or even a firing chamber as such--the shot is embedded in a line of ten shaped explosive charges, buried behind the barrel. When you pull the trigger, all ten detonate like a string of firecrackers, throwing a continuous stream of shot out of the barrel for a few seconds. The gun then dissolves into a pile of biodegradable waste-products, which look like liquid styrofoam and feel like lumpy instant oatmeal. Despite the flexible, shock-absorbant material the gun is made from, it produces a staggering amount of recoil and is really best fired from the shoulder.

### Disposable Derringer

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 100 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 10 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d8 Piercing (20 x3)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Description:** A tiny weapon which looks like a white ceramic losenge. There is a single small bullet buried in the center of the capsule, and when the bottom is squeezed the right way, the weapon fires its single shot and then crumbles into dust. The waste products it leaves behind are simple hydrocarbons, impossible to identify with any known explosive or weapons technology. This is not exclusively an assassination weapon--sometimes rich people pass them out as party favors and hold impromptu shooting contests after drinks in the garden. Sometimes they fight duels with them. Shopkeepers and nervous commuters may carry them for self defense, and of course they are popular with the inmates of correctional facilities as well. Particularly callous or mercentile societies may make them available in vending machines.



### Disposable Slugthrower Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 12

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10 Piercing (20 x3)

**Weight:** 2 pounds

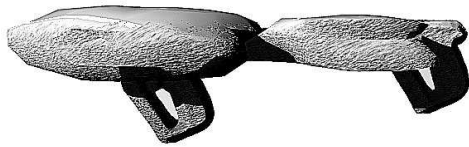
**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Description:** A completely different kind of handgun, this disposable weapon fires twelve explosive capsules from its sealed chamber and then crumbles into biodegradable waste products. It is very cheap to manufacture if you have the required technology. With its completely sealed system the gun requires no maintenance. It doesn't look much like a conventional pistol, in that it doesn't have a barrel. It looks more like the plastic hand grip for some other piece of machinery, with a little square hole on the front.



### Disposable Slugthrower Carbine

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 400 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d12 Piercing (20 x3)

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Description:** A smooth molded plastic pod with grips for two hands and a built-in scope (its range modifier is already figured into the weapon's stats). It fires small explosive capsules which are built into the body of the weapon in a single solid chunk. It has no moving parts and the casing can never be opened. This makes it extremely durable, reliable and easy to maintain. Once it has fired its last round it dissolves into a puddle of liquid which smells of bread and dishwashing soap.

### Disposable Shotgun Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 425 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Magazine:** 3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Piercing (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Description:** A molded block of plastic that fits over your hand up to about the middle of your forearm. It feels soft and cushioned inside, a little like foam rubber. It doesn't look much like a pistol. There is no obvious barrel and no hole in the end for bullets to come out of. In fact the whole front part of the gun is a nested set of shaped-charges, loaded with tiny hard pellets. When the weapon is fired the front end disappears in a cloud of ceramic shot, doing a great deal of damage at close range. As with all shotgun weapons, it is considerably less effective at greater ranges. Even with as much shock absorption as the gun has, it still produces so much recoil that it isn't practical to fire it more than once per round. Once the last round has been fired, the weapon crumbles into a pleasantly minty-smelling dust.



### Disposable Machine Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 400 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use  
**Range Increment:** 40 feet  
**“To Hit” Bonus:** --  
**Magazine:** 50  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 2d6 Piercing (20 x3)  
**Weight:** 3 pounds  
**Armor Class:** 7  
**Hardness:** 3  
**Hit Points:** 3  
**DC required to break this item with a Strength Roll:** 13

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. This uses up 10 shots and so can only be done if the weapon currently has at least ten shots left. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon’s damage.

**Description:** A large disposable pistol which can launch all its rounds in a single autofire stream. Extremely simple to maintain, it performs very well under inclement conditions. The entire mechanism is sealed and never meant to be opened, so it's almost impossible for dust and grit to get inside. When it fires its last explosive capsule it dissolves into an untraceable sludge of organic compounds.



### Disposable 1-Shot Grenade Launcher

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)  
**Cost:** 600 Units (but is often produced by cultures that don’t use money)  
**Tentative Purchase DC:** 16 (Often Unavailable)  
**Required Proficiency:** Slugthrower Weapons  
**Handed:** Requires 2 hands to use  
**Range Increment:** 70 feet  
**“To Hit” Bonus:** --  
**Rate of Fire:** Once per round  
**Damage:** 6d6 Piercing to everything in a 10 foot radius. Anyone caught in its area of effect can make a Reflexes Saving Throw vs. DC 15 to take half damage.  
**Weight:** 1 1/2 pounds  
**Armor Class:** 7  
**Hardness:** 1  
**Hit Points:** 2  
**DC required to break this item with a Strength Roll:** 13

**Description:** An extremely light and simple plastic weapon. It resembles a flare gun, or a big plastic toy pistol with a wierdly large mouth. The grenade is built into the unit and can't be removed or loaded into another weapon. This is a very easy weapon to use. Just point it and pull the trigger. Be sure to hold on tight to the handle with both hands--it kicks like a mule. Once the launcher has been used, it's just a half-melted empty plastic shell and can be discarded. We've loaded this one with a fragmentation grenade, just for the sake of example, but you can find models with any type of grenade in them.

### Disposable 6-Shot Grenade Launcher

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)  
**Cost:** 650 Units (but is often produced by cultures that don’t use money)  
**Tentative Purchase DC:** 16 (Often Unavailable)  
**Required Proficiency:** Slugthrower Weapons  
**Handed:** Requires 1 or 2 hands to use  
**Range Increment:** 70 feet  
**“To Hit” Bonus:** --  
**Magazine:** 6  
**Rate of Fire:** Once per round  
**Damage:** 6d6 Bludgeoning to everything in a 10 foot radius. Anyone caught in the radius of effect can make a Reflexes Saving Throw vs. DC 15 to take half damage.  
**Weight:** 6 pounds  
**Armor Class:** 5  
**Hardness:** 4  
**Hit Points:** 3  
**DC required to break this item with a Strength Roll:** 14

**Description:** A plastic grenade launcher with a rotary magazine that resembles an oversized revolver cylinder. By manually turning the cylinder you can select whichever grenade you like. The sample version listed here is loaded with concussion grenades but there are versions with every conceivable combination of grenades in the six chambers. The grenades are built into the weapon and when the last of them is fired the launcher will melt into a puddle of sweet-smelling liquid (this takes one round) which will then evaporate into nothing in five minutes.

### Disposable 12-Shot Grenade Launcher

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)  
**Cost:** 750 Units (but is often produced by cultures that don’t use money)  
**Tentative Purchase DC:** 17 (Often Unavailable)  
**Required Proficiency:** Slugthrower Weapons  
**Handed:** Requires 1 or 2 hands to use  
**Range Increment:** 70 feet  
**“To Hit” Bonus:** --  
**Magazine:** 12  
**Rate of Fire:** Once per round  
**Damage:** 6d6 Piercing to everything in a 10 foot

radius. Anyone caught in the radius of effect can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Weight:** 9 pounds

**Armor Class:** 5

**Hardness:** 4

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 14

**Description:** A nondescript plastic pod with a pair of molded hand-grips. When armed, it opens up like a lethal flower, revealing the smooth blunt ends of 12 rifle grenades. When the last grenade is fired, the weapon crumbles into a wet mass of biodegradable hydrocarbons, which are shortly absorbed back into the environment. The stats listed here assume the launcher is loaded with fragmentation grenades, but there may be other models. If your launcher fires more than one type of grenade, then you are free to launch them in whatever order you would like.

### Disposable Needle Gun

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 225 Units (but is often produced by cultures that don’t use money)

**Tentative Purchase DC:** 13 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (20 x3)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Description:** About the size and shape of a large ergonomic pen, this weapon contains twenty needles and just enough compressed gas to launch them at lethal speed. The gun makes little noise (although it is still louder than a gauss pistol) and can be concealed in a coat pocket. After it fires its last shot, the device melts away into a creamy sludge which smells of popcorn and lemon. This substance is a harmless and untraceable soup of organic compounds which rapidly break down and defy most attempts at forensic reconstruction. The needles themselves break down and become untraceable ten minutes after being fired.

### Disposable Dart Projector

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 175 Units (but is often produced by cultures that don’t use money)

**Tentative Purchase DC:** 12 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Description:** This weapon looks a lot like a half-melted turkey baster. When you squeeze the bulb at the bottom, it shoots out one of its five darts as though launched from a blowgun. The stats listed here assume that it is loaded with an ordinary, non-venomous dart, but of course it could hold any combination of darts you like. Once it fires its last dart, it crumbles into a sandlike organic grit, chemically indistinguishable from ordinary dirt.

### Disposable Micro-Dart Projector

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 200 Units (but is often produced by cultures that don’t use money)

**Tentative Purchase DC:** 12 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x2), make a Fortitude Save vs. DC 20 or take 3d8 additional Damage from poison

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 8

**Description:** A squeeze-bulb device which looks a lot like a half-melted eyedropper. It fires a single dart, and then turns into a watery sludge which soon evaporates, leaving no trace. The damage listed here is purely a sample. It assumes that the user is firing a simple poison dart, but the projector can be used with any of the darts listed in this book. The projector itself doesn’t show up on a metal detector, but of course there are certain darts (electrostatic shock darts, for example) which won’t be so easy to conceal. This weapon has little use apart from acts of skullduggery and so is illegal almost anywhere that they have actually heard of it.

### Disposable Gyrojet Pistol

**Size:** Small (No bonus or penalty to conceal with a



“sleight of hand” roll)

**Cost:** 250 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 13 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6+2 Piercing (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** A very small disposable rocket launcher. After it has launched all its missiles, it dissolves into a pile of minty-smelling suds, which quickly break down into untraceable organic compounds. For the sake of example, this one has been loaded with standard gyrojet rounds, but you could build them to launch any of the special gyrojet loads listed in this book.

### Disposable Poison Injector

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll)

**Cost:** 75 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 9 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Target must make a Fortitude Saving Throw vs. DC 20 or take 4d6 poison damage

**Weight:** 1/20 pound

**Armor Class:** 13

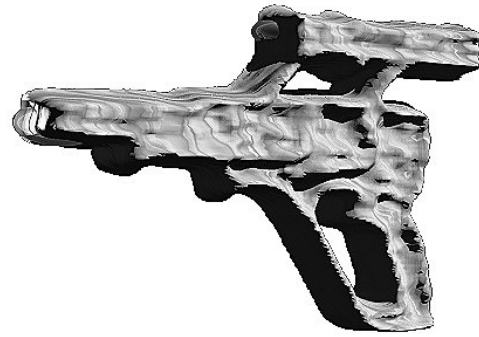
**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Description:** A tiny soft bulb with a hypodermic needle sticking out of one end. You slip it into the target's vein and squeeze. The stats listed here assume that it is filled with neurotoxic venom, but of course you could load it with whatever foul stuff you like. The plague? A cancer-causing agent? Gasoline? Whatever your evil soul desires. Once the device has been used it melts away into a liquid which then evaporates within minutes.



### Disposable Laser Pistol

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 300 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 35

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Heat (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 13

**Description:** A thirty-five shot laser pistol, manufactured in a single block of plastic. Some parts of the material are superconductive, other parts have the right optical properties to generate coherent light, but the whole thing is one solid block of matter. Once the built-in battery is exhausted, the weapon melts into a gelatinous sludge of biodegradable non-staining hydrocarbons and you buy a new one. Most users hate it when the gun melts in their hand, so there is a twenty-second delay (during which you might still use the empty weapon to threaten someone--be sure you do it fast though!)



### Disposable Laser Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 500 Units (but is often produced by cultures that



don't use money)

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Heat (20 x3)

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 16

**Description:** A fifty-shot laser pistol, all manufactured in a single block of plastic. Some parts of the material are superconductive, or have the right optical properties to focus coherent light, but the whole thing is one solid block of matter. Once the built-in battery is exhausted, the weapon melts into a gelatinous sludge of biodegradable glop and you buy a new one. Even though the waste-products won't stain clothing (which in a culture like this one are probably disposable anyway) most people don't like having the weapon turn to sludge in their hands, so there is a twenty-second delay between when the gun runs out of power and when it starts to fall apart.



### Disposable Particle Accelerator

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 350 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Radiation (20 x3)

**Weight:** 7 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 16

**Description:** A disposable thirty-shot proton rifle. Like all particle accelerator guns, it is big and heavy. It doesn't really have separate components--different parts of the plastic just have different physical

characteristics, levels of electrical conductivity and so forth. If you were to cut it open it would look like one contiguous mass. You would need some fairly sophisticated sensors to detect the various "components". Once it fires its last burst of protons, the gun falls apart into a sweet-smelling soup of biodegradable hydrocarbons which cannot be traced with most sensors.

### Disposable Hyper-Soaker

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 15 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 4 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Caustic.

**Weight:** 1/2 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Special:** Effectively an Autofire weapon. It can expend one load and attack a single individual target or three loads and attack everything in a ten-foot square. If the gun is being used in Autofire mode then a Reflexes Saving Throw vs. DC 20 will allow the target to take half damage if the weapon is firing a substance that damages the target directly, or to gain a +4 bonus to their Fortitude Saving Throw if the substance requires them to make a Saving Throw. **Description:** A strangely curved blob of plastic with a molded handgrip at the bottom. It contains a liquid weapon with a compressed gas propellant.

Something like a long-range aerosol weapon, It hurls a thin stream of liquid at the target, and can attack either individual characters or a ten-foot square. Once the last dose is gone, the weapon melts into a pile of bio-degradable suds that smell a lot like freshly-baked bread. It is almost impossible to detect the weapon's remains with a scanner--they're just ordinary organic molecules, similar in chemical composition to potting soil.

While we have filled this one up with a caustic liquid for the sake of example, you could use a disposable hypersoaker to deliver any of the aerosol weapons listed above. At the DM's discretion, they may sell models pre-loaded with any number of nasty things.

### Disposable Aerosol Weapon

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 25 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 5 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum range of 20 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** The target must make a Fortitude Saving Throw vs. DC 20 or fall unconscious for 2-12 minutes.

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10 (but will spray everything in a 5 foot radius if broken)

**Special:** Can attack either a single target or a ten-foot square. The target square has an effective defense of 10. Anyone in that square should make a Reflexes Saving Throw vs. DC 20. If they succeed, they have avoided getting the drug in their lungs and will make their Fortitude Saving Throw at a +3.

**Description:** A tiny spray bottle loaded with a fast-acting sleep agent. It looks like a small blue bulb with a nozzle at one end and can easily be concealed in one hand. Once the last dose is used, the weapon turns into a small puddle of fast-evaporating liquid, which leaves no detectable trace for chemical analysis.

### Disposable Blaster-Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Weird Energy (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 4

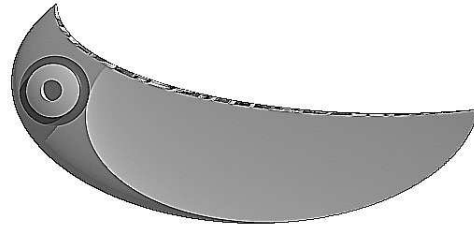
**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 13

**Description:** A curved piece of plastic with no sharp angles that resembles an ergonomically designed electric razor. It is activated with touch-sensitive controls on the top of the weapon and has no obvious trigger. The gun takes some getting used to. It isn't even immediately obvious which direction you point it in. When it is fired a hole forms in the smooth material at the front end and it emits a blaster bolt. There is no way to change the weapon's power cell, or even to

open its casing without breaking it. When the last charge is fired, the weapon crumbles into a fine biodegradable powder which is nearly impossible to trace.



### Disposable Throwing Blade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 25 Units (but is often produced by cultures that don't use money)

**Tentative Purchase DC:** 5 (Often Unavailable)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (20 x2)

**Weight:** 1 pound

**Armor Class:** 9

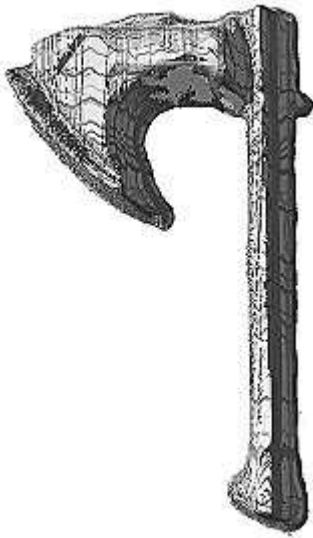
**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** These come in a number of different shapes. Some look like traditional "throwing star" shuriken, others like small razor-sharp disks and still others look like knives. They all do the same amount of damage and all have the same characteristics. Made from advanced artificial substances, they are better balanced for throwing and better at cutting through flesh than even the best metallic throwing blades. Best of all, once they hit the target (or miss and hit the ground) they dissolve into an untraceable cloud of organic materials.



### Disposable Tomahawk

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (usually illegal)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet if thrown. Can also be used as a melee weapon.

**“To Hit” Bonus:** --

**Magazine:** Can only be used once

**Rate of Fire:** Each individual hatchet can only be thrown once, but you can throw as many of them as you have attacks

**Damage:** 1d4 Slashing (19-20/x2)

**Weight:** 2 pounds

**Armor Class:** 10

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** --

**Description:** A carefully balanced throwing axe made from some sort of layered resin composite. It has a much more rounded, aerodynamic appearance than most hatchets, and produces so little drag that it makes no noise as it sails through the air toward the target. Once the axe strikes home, it melts into a transparent liquid with a lemony fresh scent. The residue it leaves behind is a soup of random organic molecules, almost impossible to tell from dirt or an old food stain. Even the most sophisticated chemical analysis is unlikely to be able to tell the difference.



### Disposable Stiletto

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 30 Units (but is often produced by cultures that don’t use money)

**Tentative Purchase DC:** 5 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**“To Hit” Bonus:** --

**Magazine:** Dissolves when instructed

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (19-20 x2)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** A round pastel oval, shaped a lot like an oversized candy-covered almond. When it is squeezed, the front opens up into a sharp plastic blade, as strong as steel and a good deal less brittle. Once you are done using the stiletto, it dissolves into a pile of sludge that smells like fresh bread.

### Disposable One-Shot Missile Launcher

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** Requires 2 hands to use

**Range Increment:** 150 feet

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 10d6 Bludgeoning to everything in a 10 foot radius. Targets can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 5 pounds

**Armor Class:** 5

**Hardness:** 1

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Description:** A plastic missile-launching tube, with the missile already built in. This is an extremely simple weapon, which nearly anyone can use with just a few minutes worth of training. You put the tube over your shoulder, pull a tab to arm it, peer through a sight and pull the trigger. Be sure to stand more than

ten feet behind anyone firing the launcher, or you'll have to make a Reflexes Saving throw vs. DC 15 to keep from taking 1d6 Flame damage. It can't be reused. The stats listed here assume that the missile has a standard concussive warhead, but of course it

could contain any of the missiles listed in this book.

## Projectile Weapons

Guns guns guns! We have all sorts of nifty guns for you here, howitzers and handguns, derringers and missile launchers and everything in between, yet we've barely even begun to explore the topic. Projectile weapons come in innumerable shapes and sizes by the early 21st century and who knows how many new forms they may yet evolve into? While any such listing will always be incomplete, this should at least give you enough varieties to add depth and richness to your game.

For your convenience, we'll start out with a few generic future firearms and then move on to more specific models, exploring various directions in which projectile weapons might evolve. In some futures the trend may be toward tiny, high speed bullets, in others it may be toward new forms of recoil compensation that permit absurdly huge rounds. In one caseless ammunition may come to dominate the field, in another bullets will be driven by liquid propellant or superheated plasma.

Science Fiction tends to assume that at some point in the mid-to-distant future energy weapons will completely displace guns that launch projectiles, but there is no reason why that has to be true. We've included a few super-advanced slugthrowers from distant futures in which energy weapons turned out to be impractical.

We also have included some heavy ordinance, howitzers, missile launchers and so forth. They are technically projectile weapons so this seemed like the best place to put them.

## Shotguns



Simple, old, reliable firearms technology, there is no reason to suppose that shotguns won't continue to serve us long into the future. They are mostly useful for hunting, with only limited military applications (largely in urban settings). They are also popular with criminals, thanks to their ease of use, fearsome reputation and their amazing capacity to render even the toughest opponent very dead with one shot.

### Double-Barreled Shotgun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll). Medium if you saw off the barrels (-4 penalty to conceal with a "sleight of hand" roll)  
**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 1 per barrel

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (20 x3) per barrel. Can fire one or both barrels at once.

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Caseless Shotgun Shells (weigh 1/4 lb each, cost 20 Units, for a box of 50)

**Description:** The double-barreled shotgun is an ancient design, elegant in its simplicity and durability. It requires no power cells, no electrical components and only a few simple moving parts. You break the gun open, slip the shells into the breech, snap it shut and fire, either one barrel at a time for 2d6 damage or both at once for 4d6.

The basic design has changed little, but improvements in materials technology have made it more durable than a 21st century gun. It fires careless ammunition--solid round blocks of explosive with shot embedded in them, and so it produces no spent shells to be ejected.

This is a generic template. Vary the details and you could produce any number of individual guns. Reduce the damage to 2d4 per barrel and you have a lightweight 20 gauge birding piece. Increase the damage to 3d6 per barrel and you have a ten-gauge monster. Reduce the length to 24 inches and you have a sawed-off shotgun suitable for bank robbery and cyberpunk hijinx

### Pipe Organ Shotgun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 1 per barrel (6 barrels in total)

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (20 x3) per barrel. Can fire up to 6 barrels at once.

**Weight:** 16 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Caseless Shotgun Shells (weigh 1/4 lb each, cost 20 Units, for a box of 50)

**Description:** An odd variation on the double-barreled shotgun. This strange weapon has six short barrels arranged side by side. The barrels can be fired separately or in any combination. They do 2d6 damage each. If you fire all six at once, you are

effectively attacking an area ten feet wide by twenty-five feet long. Anything in that area takes damage (half if they make a Reflexes Saving Throw vs. DC 15).

A pistolgrip under the barrels allows you to steady the weapon when firing, but it's still advisable to fire this monstrosity from the shoulder and brace yourself as well as possible. It has a lot of built-in recoil compensation, but it still packs an amazing kick when it lets everything go at once.

The mechanism is no different from any double-barreled shotgun. You break the weapon open and slip new shells into the breeches to reload, which takes a full round.

### Pump-Action 12 Gauge

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6 Piercing (20 x3)

**Weight:** 9 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Caseless Shotgun Shells (weigh 1/4 lb each, cost 20 Units for a box of 50)

**Description:** A classic projectile weapon, little changed from its twentieth century forbearers. It fires caseless ammunition and so never needs to eject a spent shell from the breech, making it even easier to maintain.



### Zlotny-Grushka 12 Gauge Light Combat Shotgun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has



attacks

**Damage:** 4d6 Piercing (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Caseless Shotgun Shells (weigh 1/4 lb each, cost 20 Units for a box of 50)

**Description:** A short, semi-automatic shotgun with a pistolgrip instead of a stock. It has barely any barrel and can be easily concealed under a coat. It fires solid blocks of caseless ammunition and it takes only a standard action to reload. You just slap the block in the magazine. There are no spent shells to eject-the whole round is consumed when it fires.

### Steissner Combat Shotgun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17 (often restricted to military and police use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6+4 Piercing (20 x3)

**Weight:** 11 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Caseless Shotgun Shells (weigh 1/4 lb each, cost 20 Units for a box of 50)

**Description:** A huge ten-gauge semiautomatic shotgun, with a pistolgrip stock and a second grip under the barrel. It has a magazine which looks as though it belongs on an assault rifle rather than a shotgun. The weapon fires solid blocks of caseless ammunition and produces no spent shells. You just clap the new block in the magazine, which takes only a single standard action..

### Model 6 "Jack Murder" Plastic Shotgun

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (usually illegal)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 25 ft

**"To Hit" Bonus:** --

**Magazine:** 1 per barrel (3 Barrels)

**Rate of Fire:** As many times as the wielder has

attacks

**Damage:** 2d6 Piercing (20/x3) per barrel. Can fire up to 3 barrels at once.

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 3

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Caseless Shotgun Shells (weigh 1/4 lb each, cost 20 Units for a box of 50)

**Description:** A plastic shotgun with three barrels, no stock and two pistolgrips. Made for mayhem and skullduggery, it is easy to conceal, won't set off metal detectors and is illegal almost everywhere. What Player Character group would be complete without one? It takes a full round to break it open, pull out the spent shells and reload all three barrels. It only takes a Standard Action if you only reload one barrel (if, for example, you're in a desperate hurry).

### Riot-Ram

**Size:** Huge (can't be concealed)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6 Piercing (20 x3) or 4d6 Nonlethal

**Weight:** 15 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 15

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Slab of 5 Shotgun Shells (Weights 1 pound, costs 10 units), Slab of 5 Rubber Slugs (Weights 1 pound, costs 20 units)

**Description:** Designed specifically for urban assaults, this gun is built into a bulletproof plastic shield which covers the user from head to ankles, giving them a +4 to their Armor Class. The shield only protects the user from the front and it reduces their movement by 10 feet. The shield is transparent and so offers no protection whatever against laser weapons. The gun can be detached from the shield, but this takes a full round and a set of tools. It fires huge 10 gauge shotgun shells or rubber slugs that do 4d6 nonlethal damage. This is caseless ammunition, and produces no spent shells. It comes in solid blocks of ammunition and takes a Standard Action to reload.

### "Killmaster" 6-Gauge Shotgun

**Size:** Huge (can't be concealed)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 6d6 Piercing (20 x3)

**Weight:** 22 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Caseless 6 Gauge Shotgun Shells (weigh 1/4 lb each, cost 60 Units, for a box of 50), Bipod Mount (Weighs 2 pounds, Costs 100 units)

**Description:** New improvements in recoil compensation make it possible to revive a long-lost weapon from the 1920s--the six gauge shotgun.

The original six-gauge shotguns were far too large and produced far too much recoil to be fired from the shoulder. They were placed on fixed swivel mounts on boats, for the most part. This model can be fired like any shotgun.

A gigantic single barrel weapon, it has a shock-absorption system behind the firing chamber and a number of other recoil suppression devices built in. It still fights like a wild beast when you fire it. No pump or semi-automatic version was ever built, since the weapon is so tough to control if it's fired rapidly. No double-barreled version was ever built either, because of course that would be silly.



### Auto-Shotgun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19 (usually restricted to military and police use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6 Piercing (20 x3)

**Weight:** 10 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 17

**Special:** This weapon is capable of Autofire. It can

target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire uses up 10 rounds, and can only be used if the weapon has 10 rounds left in it.

**Accessories:** Solid Block of 50 Caseless Shotgun Shells (weighs 5 lbs, costs 40 units), Special Oversized Magazine (holds 100 rounds, weighs 1/2 pound unloaded, costs 90 units)

**Description:** A fully automatic shotgun, regarded as ideal for crowd-control in certain less ethically-advanced societies. It can actually be controlled by a single human operator without a tripod mount. In fact it doesn't even have a stock--just two pistolgrips.

When you fire it, my best advice would be to hang on tight! The gun comes with a 50 round magazine, but you can attach a 100 round drum if you like. It takes only a single Standard Action to reload one of the gun's oversized blocks of caseless ammunition, but it takes a full round to properly replace the drum.



### Liberator Assault Gun

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 150 Units

**Tentative Purchase DC:** 11 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6+2 Piercing (20 x3)

**Weight:** 10 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage.

Autofire uses up 10 rounds, and can only be used if the weapon has 10 rounds left in it.

**Accessories:** None

**Description:** Cheaply made for distribution to underground guerilla armies, this gun is chiefly useful for massacring unarmed civilians as messily as possible. A short, wide fully automatic shotgun, it is made entirely from low-cost synthetics, but the ammunition will still set off metal detectors. Instead of round shot, its caseless shells are packed with jagged metal flechettes which do amazingly horrible things to flesh and bone, but don't have as much range as conventional shotgun pellets. This is not a weapon meant for accuracy and finesse in any case. Because the makers don't trust the user to know how to take care of a weapon, the mechanism is completely sealed. It cannot be reloaded. Once it fires its last burst, you may as well throw it away--it doesn't even make a very good club.

### "Rippergun" Heavy, Mounted Auto-Shotgun

**Size:** Huge (can't be concealed)

**Cost:** 5,000 Units

**Tentative Purchase DC:** 23 (usually restricted to military and police use)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Weapon must be fired from a mount

**Range Increment:** 40 feet

**"To Hit" Bonus:** -4 penalty to use without a mount. -8 if your Strength is less than 16.

**Magazine:** 200

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d6+5 Piercing (20 x3)

**Weight:** 75 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 12

**DC required to break this item with a Strength Roll:** 19

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 20) or take the weapon's damage. Add any AC the target gets from armor to their roll--the gun does a lot of damage, but it doesn't have much penetration. Autofire shoots 10 shells, and can only be used if the weapon has 10 shells left in it.

**Accessories:** Solid Block of 50 Caseless Shotgun Shells (the gun holds 4 of these blocks, each weighs 5 lbs, costs 40 units), Bipod Mount (Weighs 2 pounds, Costs 150 units)

**Description:** A heavy support gun, used for riot control by less-enlightened societies, where an ideal law-enforcement weapon is one that does the most possible damage to the greatest number of unarmed civilians at once. By these standards, this is a truly admirable weapon. Four rotating barrels spit out shotgun blasts at an astounding rate, ripping anything in its path to bits. The anti-gravity recoil compensator makes it possible to fire this weapon from a bipod mount or even for a strong man to fire it manually, but it is usually seen as a vehicle-mounted weapon.

## Pistols

This category does not include fully automatic "machine pistols" that are capable of burst-fire. Those weapons have their own special section further down.



### Slugthrower Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

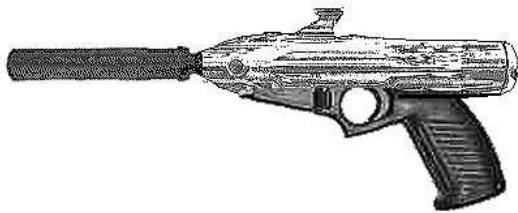
**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Magazine (weighs 1/2 pound, costs 35 units), Box of 50 rounds (weighs 1 pound, costs 40)

units) Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Flash Suppressor (Weighs 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weighs 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal) Holster (costs 10 Units, weighs 1/2 pound)

**Description:** A basic, standard template for what a futuristic automatic pistol might look like. Add frills and individual details as you please. Ammo counters? Built-in targeting systems? Caseless ammunition? Whatever you like. A number of variations on the theme follow, as examples. I should add that since this is the standard model from the DMG, I'm not going to count it against the 1001 new weapons I promised to deliver you.



### Subsonic Murder Gun

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17 (usually illegal)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10 Piercing (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Holster (costs 10 Units, weighs 1/2 pound)

**Description:** A pistol with an integral silencer, designed specifically for assassinations. It is illegal almost everywhere. This gun uses solid blocks of caseless ammunition, like most sidearms of its epoch, but the blocks it uses are specially made for low velocity rounds. They look like ordinary pistol ammunition at a casual glance, but careful examination and a skill roll vs. DC 15 reveals them for what they really are.

### Ceramic Pistol

**Size:** Small (No bonus or penalty to conceal with a

“sleight of hand” roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually illegal)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10 Piercing (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 8

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Magazine (weighs 1/2 pound, costs 25 units), Box of 50 rounds (weighs 4 pounds, costs 65 units)

**Description:** A small, strangely shaped pistol made entirely out of synthetic materials. It has little range and not a lot of stopping power, but it's quiet and more importantly, it's totally invisible to metal detectors. Thin and curved to imitate the shape of the human body, it's ideal for concealing under your clothes. Any Search rolls performed against it are made at a -2, unless the wearer is actually stripped of their clothes. It fires fragmenting ceramic bullets which do a surprising amount of damage for their small size.

### Slugthrower Pistol, Derringer

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Magazine:** 1

**Rate of Fire:** Once per round

**Damage:** 1d10 Piercing (20 x3)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Box of 50 rounds (weighs 1 pound, costs 40 units), Extra-Small Holster (costs 10 Units, weighs 1/2 pound)

**Description:** A tiny, easily concealed one-shot pistol. There are derringers available for nearly every caliber in existence, but the invention of caseless ammunition makes them smaller than ever. This is a typical model—a myriad of others exist, but while they vary a bit in terms of stopping power, they all tend to share its size and limited range.



### Slugthrower Target Pistol

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d4 Piercing (20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Box of 50 rounds (weighs 1 pound, costs 40 units) Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (costs 10 Units, weighs 1/2 pound)

**Description:** Another basic auto-pistol design, this one for a lightweight target pistol. Here too, you can use this one model to spawn dozens of distinctive individual varieties, varying their features however you like. It fires single, separate caseless bullets, unlike most firearms of its epoch, which use large solid blocks of ammunition. This makes its lightweight 5.0 mm round difficult to buy and easy to trace.

### Slugthrower Pistol, Heavy Caliber

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 825 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Piercing (20 x3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Flash Suppressor (Weights 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weights 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), holster (costs 10 Units, weighs 1/2 pound)

**Description:** A third basic auto-pistol template, this one for a large, heavy caliber weapon. It too can be tinkered with to produce many distinctive individual models. It fires solid slabs of caseless ammunition, stored in the stock. Its closed breach makes it much easier to keep clean than a present-day sidearm. Generally, it will either have a window in the magazine to keep track of how many bullets it has left, or a counter near the trigger guard.

### Shotgun Pistol

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 850 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**“To Hit” Bonus:** --

**Magazine:** 8

**Rate of Fire:** Once per round

**Damage:** 2d8 Piercing (20 x3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Caseless Shotgun Shells (weigh 1/4 lb each, cost 20 Units, for a box of 50), Holster (costs 25 Units, weighs 1/2 pound)

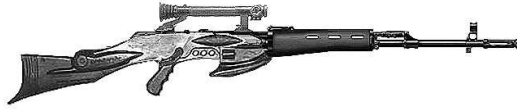
**Description:** Special recoil-compensation techniques and new materials technology make this weapon at last feasible. There are many possible variations on the theme, but this one breaks open like a double-barreled shotgun to reload, taking a full round to fish out the hot shells and replace them. It holds its four shots in something like a modified revolver cylinder. It is possible to keep an extra cylinder preloaded, and then pop it into the gun as a standard action, just as you might with an ordinary revolver.

## Rifles

We’re not counting fully automatic weapons under this category—assault rifles and other machine guns have their own sections listed further down. This category is for non-military, all-purpose longarms. These are more the kind of rifles



you'd buy at a sporting goods store than the kind you'd buy from the trunk of somebody's car on a deserted road.



### Slugthrower Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d20 Piercing (20 x3)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A basic, standard template for what a futuristic semi-automatic rifle might look like. Add individual details as you like. Ammo counters? Built-in targeting systems? Caseless ammunition? Whatever you like. A number of variations on the theme follow.

### Generic 20th Century Carbine

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 150 Units (if you can find one for sale in a bargain bin somewhere)

**Tentative Purchase DC:** 11

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d20 Piercing (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Magazine (weighs 1/2 pound, costs 35 units), Box of 50 rounds (weighs 1 pound, costs 40 units) Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** By the middle of the twentieth century

the most common firearm worldwide was the thirty caliber bolt-action carbine. Made by a wide variety of firms under a wide variety of names, these weapons could be found from Alaska to Singapore, from the Andes to the Ganges to the Congo. Many of them were cheaply made and fell apart quickly in rough conditions. Yet others were sturdy enough to last for centuries. Here is a generic template for one. You might find it hanging on a mantelpiece or over a bar, untouched for decades, almost anywhere on Earth. Because this isn't strictly speaking a futuristic weapon, I won't count it against the total 1001 I've promised you.

### Type 1 "Wampum" Carbine

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d12 Piercing (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A cheaply made firearm, designed largely for export to less-developed nations. While simple and basic, it is also durable, reliable and extremely easy to use. It was in fact specifically built for users who are unfamiliar with firearms. Largely made of molded green plastic, it has a completely solid-state firing mechanism with no moving parts but the trigger. Like all "bullpup" configuration rifles it is short-no longer than a man's arm, and easy to carry. It fires solid blocks of caseless .30 caliber ammunition and never has a round left in the firing chamber. A small plastic window allows the user to see how many shots they have left.

### Slugthrower Rifle, Light Caliber

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Piercing (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A generic template for a futuristic light hunting rifle, made largely from synthetic materials. It weighs considerably less than a gun made from wood and metal. Designed for accuracy above all else, it has a number of advanced recoil compensation components unavailable to early 21st century weapons and barely produces any kick. It fires solid blocks of caseless ammunition, inserted just in front of the trigger guard. By slightly varying the magazine size, range increment and so forth, the DM should be able to produce a wide range of near-future low-caliber rifles.



### Slugthrower Rifle, Heavy Caliber

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Piercing (20 x3)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 8

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A generic template for a futuristic heavy-duty rifle, suitable for hunting bears and elk (or space-bears and space-elk, as the case may be). It is a semiautomatic weapon and fires solid blocks of

caseless ammunition. If you like, you can vary the specifics a bit to create different models, but for a strictly generic gun we're going to assume that it fires something roughly equivalent to a .30 caliber rifle bullet.

### Slugthrower Rifle, Big Game

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**“To Hit” Bonus:** --

**Magazine:** 8

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d12 Piercing (20 x3)

**Weight:** 12 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A .375 caliber rifle, made to stop charging buffalo and other big game. An expensive weapon, usually special-ordered weeks or months in advance. Unless you're on a planet where the local wildlife is spectacularly fierce, you probably won't find one of these on the wall of your local gun shop. The weapon is long for a rifle, and has a wooden stock. It produces less recoil than a modern big game rifle, and fires solid blocks of caseless ammunition, producing no spent brass. It takes a standard action to reload.

### Slugthrower Rifle, Elephant Gun

**Size:** Huge (can't be concealed)

**Cost:** 3,000 Units

**Tentative Purchase DC:** 22

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**“To Hit” Bonus:** --

**Magazine:** 2

**Rate of Fire:** Once per round

**Damage:** 4d10 Piercing (20 x3)

**Weight:** 20 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Box of 50 rounds (weighs 3 pounds, costs 100 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A true elephant gun, specially made to order by a gunsmithing firm. It has two barrels, and fires hand-turned .50 caliber caseless bullets which are loaded separately rather than in a solid block of ammunition. The gun breaks open like an antique double-barreled shotgun to reload. This takes a full round, but of course you are unlikely to use the weapon more than once in a given encounter. It can drop just about anything with one shot.



### Slugthrower Sniper Rifle

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military and police use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**“To Hit” Bonus:** +1

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d12+2 Piercing (20 x3)

**Weight:** 16 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 19

**Accessories:** Ammunition Block (weighs 1 pound, costs 30 units), Flash Suppressor (Weights 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weights 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal) Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Bipod Mount (Weights 2 pounds, Costs 100 units)

**Description:** A long, lightweight rifle, made largely from synthetic materials. Every surface of the rifle is a matte, unreflective brownish color. It has a flash-suppressor built into the barrel, and every type of recoil suppression available. This is a semi-automatic weapon, with no capacity for autofire. The rifle fires long narrow caseless bullets with armor piercing plastic jackets and explosive heads. The ammunition comes in solid blocks, and produces no spent brass. The gun takes a standard action to reload.

### Slugthrower Sniper Rifle, High-Caliber

**Size:** Huge (can’t be concealed)

**Cost:** 4,000 Units

**Tentative Purchase DC:** 23 (usually restricted to military and police use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**“To Hit” Bonus:** Anyone with a Strength over 16 can fire the gun normally without its bipod. For anyone else, the penalty is -4/

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** 2d12 Piercing (20 x3), ignores 10 Points of Hardness or Damage Resistance

**Weight:** 25 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Ammunition Block (weighs 1 pound, costs 40 units), Flash Suppressor (Weights 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weights 1 pound, costs 400 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal) Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Bipod Mount (Weights 2 pounds, Costs 150 units)

**Description:** Intended mostly for use against vehicles, this giant weapon is deadly accurate at amazing distances. Surprisingly light for its size, it is mostly constructed from plastic and ceramic components. The barrel is long but the rest of the weapon is stubby and wide.

## Submachine Guns

Rarely seen in the hands of regular infantry, submachine guns are for the most part used by police and paramilitary units, or as the emergency backup weapon for vehicle crews. They are also popular with terrorists and criminals.

Submachine guns can be as small as a machine pistol or as large as a carbine. This can make it confusing as to what qualifies as a submachine gun and what does not. Technically, a submachine gun is any fully automatic weapon that fires handgun bullets rather than rifle bullets

Futuristic models tend to use caseless ammunition and to hold more rounds, but their combat role remains essentially unchanged for as long as they are produced.



### Krutch Industries Submachine Gun Model 3

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6+2 Piercing (20 x3)

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 15

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire uses up 10 bullets, and can only be used if the weapon has 10 bullets left in its magazine.

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Special oversized Flash Suppressor (Weighs 1/2 pound, costs 300 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weighs 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), holster (costs 75 Units, weighs 1/2 pound)

**Description:** A submachine gun, larger than a machine pistol but smaller than an assault rifle. It fires solid blocks of caseless pistol ammunition and produces no spent brass. This is a "bullpup" configuration weapon, with the firing mechanism located behind the trigger. This makes it unusually short, even for a submachine gun. It won't fit in a conventional holster but it can easily be concealed beneath a large coat. It takes a standard action to slap a new block of ammunition into the magazine.

### QZ-5 Light Submachine Gun

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (20 x3)

**Weight:** 4 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has at least 10 bullets left.

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Special oversized Flash Suppressor (Weighs 1/2 pound, costs 300 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weighs 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), holster (costs 75 Units, weighs 1/2 pound)

**Description:** This submachine gun is so small that it begins to skirt the question of whether or not it qualifies as a machine pistol. It has no gyrostabilizer and is best fired with the shoulder stock, but is certainly no longer than the largest pistols. It shoots low caliber bullets at a very high rate of fire (900 rounds per minute). The ammunition is caseless and comes in solid blocks. It ejects no empty shells--the entire cartridge is consumed when the bullet is fired. It takes a standard action to reload.



### Basuto Heavy Submachine Gun Mk 7

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 850 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 35

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Piercing (20 x3)

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 16

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon’s damage. Autofire shoots 10 bullets, and can only be used if the gun still has at least 10 bullets in it.

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** This gun defies the general trend toward making submachine guns smaller and faster. It shoots giant 10 mm slugs at a relatively low rate of fire. This would make the weapon difficult to control, but new advances in recoil suppression balance this out. It is advisable to use this weapon with two hands. It also makes a great deal of noise. It uses caseless ammunition, which comes in solid blocks rather than being loaded individually into clips. It expends no shell casings. These are the same rounds that almost any ten millimeter pistol uses, and can be exchanged freely with any 10mm handgun.

### Krutch Industries Submachine Gun 40

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 950 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 50 feet

**“To Hit” Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d8 Piercing (20 x3) or 1d12 Piercing (ignores 8 points of hardness) (20 x3)

**Weight:** 4 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 17

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds,

every target within the affected area must make a Reflex save (DC 15) or take the weapon’s damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Special oversized Flash Suppressor (Weighs 1/2 pound, costs 300 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weighs 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), holster (costs 75 Units, weighs 1/2 pound)

**Description:** Long after assault rifles have evolved into general purpose weapons systems, bristling with grenade launchers and missile racks, submachine guns remain single-function firearms. This one is contemporary with advanced assault rifles like the Mark X.

It is made almost entirely from synthetic materials and has two separate magazines, placed side by side in front of the trigger guard. One contains explosive anti-personnel bullets and the other holds armor-piercing rounds. It does not take an action to switch between them, but you can't mix both in a single burst.

This weapon skirts the boundary between assault rifles and submachine guns. It's big enough that you can't really conceal it and it does have to be used with two hands. Yet it fires pistol rounds rather than rifle rounds, and that of course is the acid test

Although this is a chunky, boxy, "bullpup" configuration weapon, it retains a much more "gunlike" shape than most assault rifles from the same period. Despite the dual magazine, it takes only a single standard action to reload.



### Krutch Industries Submachine Gun 43-B

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use (unless you have a Strength of 14 or greater)

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Piercing (20 x3)

**Weight:** 4 pounds



**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 14

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Special oversized Flash Suppressor (Weighs 1/2 pound, costs 300 Units, Reduces chance to Spot muzzle flash by -2), Silencer

(Weighs 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), holster (costs 75 Units, weighs 1/2 pound)

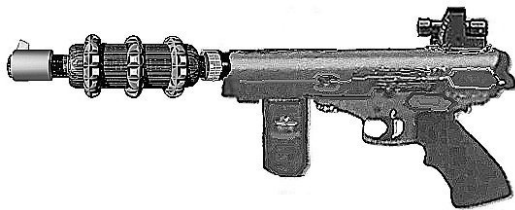
**Description:** A small, light submachine gun, made almost entirely from advanced plastics. It has a shoulder stock but can be fired one-handed. It's an ugly little gun and looks a lot like a plastic box with a trigger guard on the bottom. It uses solid blocks of caseless ammunition and ejects no spent shells. You insert the block into the magazine from above—it rests horizontally on top of the weapon. The bullets explode on impact, doing considerable damage to the target.

## Machine Pistols

Improvements in recoil compensation and gyrostabilization eventually lead to the birth of true machine pistols—tiny submachine guns that can be easily controlled with one hand even when on fully automatic fire.

There are of course small submachine guns that skirt the edges of this definition. What's a machine pistol and what's just a small submachine gun? For us the defining line is whether or not an average person can easily direct a full auto burst from the gun without having to use two hands. By 2003, no existing firearms fully meet this definition.

I've assumed that some kind of gyrostabilizer is almost always necessary to build a true machine pistol, which gives all of them a characteristic appearance, and incidentally makes it hard to design good holsters for them.



### Mk 1 Gyrostabilized Machine Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 850 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (20 x3)

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has

an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Special oversized Flash Suppressor (Weighs 1/2 pound, costs 300 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weighs 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), holster (costs 75 Units, weighs 1/2 pound)

**Description:** Gyroscopic stabilization and other such pre-antigravity recoil compensation devices make it possible to produce extremely small, one-handed submachine guns—true machine pistols. This one is an early model, expensive, touchy and still fairly large. It fires solid blocks of 10 mm caseless ammunition. In appearance, it resembles a long automatic pistol with an oversized ammunition holder in front of the trigger guard and a strange metal ring around the middle of the barrel. This ring and the overall length of the weapon make a specially designed holster necessary. Anyone can fire it one-handed at no penalty.

### Black Talon Gyrostabilized Machine

## Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10 Piercing (20 x3)

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire uses up 10 rounds, and can only be used if the weapon has at least 10 rounds left in its magazine.

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Special oversized Flash Suppressor (Weighs 1/2 pound, costs 300 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weighs 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), holster (costs 75 Units, weighs 1/2 pound)

**Description:** This is a more advanced model. Sleek, black and deadly-looking, it does away with the bulky ammo hopper (which it places in the stock) and instead of an external ring, it puts the Gyrostabilizer inside a thickened barrel. It too uses blocks of caseless ammo, and has a small counter on the side to keep track of ammunition.



### Mark 12 Gyrostabilized Machine Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d4 Piercing (20 x3)

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 5

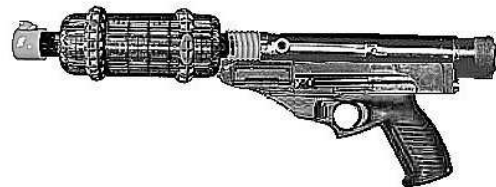
**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Special oversized Flash Suppressor (Weighs 1/2 pound, costs 300 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weighs 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), holster (costs 75 Units, weighs 1/2 pound)

**Description:** This machine pistol sacrifices a certain amount of stopping power in order to make the gun as small and easy to conceal as possible. The makers try to compensate by giving it a large magazine, with mixed results.



### RK Arnvelt Heavy Machine Pistol

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 825 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 35

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Piercing (20 x3)

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 15

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds,

every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Special oversized Flash Suppressor (Weighs 1/2 pound, costs 300 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weighs 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), holster (costs 75 Units, weighs 1/2 pound)

**Description:** This large gyrostabilised sidearm skirts the boundary between machine pistols and light submachine guns. It is a gyrostabilizer weapon and it can be controlled with one hand, but it really is too big for a shoulder holster.

### Helix Pistol

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 100

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (20 x3)

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Disposable Ammunition Drum (weighs 1 pound, costs 20 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Special oversized Silencer (Weighs 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), holster (costs 75 Units, weighs 1/2 pound)

**Description:** A long but lightweight gyrostabilized machine pistol, it has a barrel-shaped magazine perched on top of the weapon which holds an astounding 150 .25 caliber rounds in a unique helix-shaped array. The ammunition is caseless and built into the disposable magazine in a single solid round block. To switch magazines, you just pull the old drum off and snap a new one into place. This takes only a Standard Action, although you might wonder what the point is of switching magazines if the first 150 bullets didn't solve the problem.

## Assault Rifles

This category contains full-sized military rifles that are capable of autofire. Most of these guns will be hard for civilians to acquire without going through dubious channels. They are organized by their level of technological advancement, starting with what could be mid 21<sup>st</sup> century weapons and moving on to the kinds of guns our descendants might one day take to the stars.



### Assault Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 45

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Piercing (20 x3)

**Weight:** 9 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 18

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Flash Suppressor (Weighs 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Scope (1/2 lb, costs 150 units, reduces Range

Increment by one)

**Description:** A basic template for a generic next-generation assault rifle. A "bullpup" configuration weapon with the firing mechanism inside the stock, it is much shorter than an M-16 or an AK-47. The gun is made largely from plastic, except for the barrel and firing mechanism. It fires 7.7 mm caseless bullets that come enclosed in a block of their own propellant, and produce no spent brass cartridges. This also allows it to fit more rounds in the magazine than more conventional assault rifles. It takes a standard action to clap a solid slab of bullets into the weapon's magazine. In appearance it is chunky and oddly curved, with a surprisingly short barrel. A small counter by the gunsight keeps track of the remaining ammunition.

### Light Assault Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Piercing (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Ammunition Block (weighs 1 pound, costs 20 units), Flash Suppressor (Weighs 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Special oversized Holster (costs 75 Units, weighs 1/2 pound)

**Description:** A lighter assault rifle, which sacrifices a certain amount of stopping power in exchange for holding more rounds. This one fires a 5.5 mm bullet, in solid blocks of caseless ammunition.

### 10 mm Thunder Gun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d12 Piercing (20 x3)

**Weight:** 13 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Ammunition Block (weighs 1 pound, costs 30 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Special oversized Holster (costs 75 Units, weighs 1/2 pound)

**Description:** While the trend in advanced assault rifles is toward smaller calibers and higher rates of fire, there are exceptions. The so-called "Thunder Gun" goes in the opposite direction. It fires giant explosive 10 mm bullets in blocks of caseless ammunition. A short, squat, ugly bullpup weapon, its look is charitably described as "boxy."



### Helix Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18 (usually restricted to military and police use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 100

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (20 x3)

**Weight:** 9 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 17

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds,

everyone in the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 rounds, and can only be used if the weapon has 10 rounds left in it.

**Accessories:** Disposable Ammunition Drum (weighs 1 pound, costs 20 units), Flash Suppressor (Weighs 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** An odd new innovation in ammunition, this light assault rifle carries a full 100 rounds of lightweight 6mm bullets packed into a disposable drum on top of the weapon. A counter by the trigger guard keeps track of the number of rounds spent.

### Assault Rifle, Advanced

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually restricted to military and police use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 60 bullets, 3 rocket grenades.

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6+3 Piercing (20 x3), or 5d6 Bludgeoning Damage to everything in a 5 foot radius (a Reflexes Save vs. DC 15 allows the target to take half damage).

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Ammunition Block (weighs 1 pound, costs 30 units), Flash Suppressor (Weighs 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weighs 1 pound, costs 400 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal) Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Grenades (see individual descriptions)

**Description:** The next step up in the evolution of the assault rifle, this is a basic template that you can vary a little to produce a wide variety of individual models. It fires 7.7 mm exploding bullets in blocks of caseless ammunition and has a 5-shot miniature rocket-grenade launcher slung underneath the main barrel. A counter keeps track of its ammunition. Load the rocket launcher with whatever seems appropriate to the mission.

### Police Model 90 Assault Carbine

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 950 Units

**Tentative Purchase DC:** 18 (usually restricted to military and police use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet (rifle), 30 feet (shotgun)

**"To Hit" Bonus:** --

**Magazine:** 65 Rifle bullets, 10 Shotgun shells

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d12 or 2d8 Piercing (20 x3)

**Weight:** 10 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 17

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Rifle Ammunition Block (weighs 1 pound, costs 30 units), Shotgun Ammunition Block (weighs 1 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A smaller advanced assault rifle, designed specifically for police tactical units--especially clearing out buildings. It fires 5.5 mm expanding rounds and has a semiautomatic shotgun mounted under the main barrel. It can fire only one weapon per attack, but it does not require an action to switch between them. Both the shotgun and the main weapon use solid blocks of caseless ammunition, and produce no spent shells. The shotgun can be loaded with specialized loads (solid slug, armor-piercing SABOT rounds, etc).

### Mark X Assault Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**"To Hit" Bonus:** --

**Magazine:** 80 (40 Explosive, 40 Armor piercing, plus 10 Grenades)

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 (20 x3) or 2d12 (19-20 x3) Armor-Piercing (ignores up to 8 points of Hardness), or by



Grenade Type

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Exploding Ammunition Block (weighs 1 pound, costs 40 units), Flash Suppressor (Weighs 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Armor-Piercing Ammunition Block (weighs 1 pound, costs 50 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A basic template for what assault rifles might evolve into after the "Advanced Assault Rifle" stage. It has a dual magazine, containing one caseless slab of exploding fragmentation bullets and another of armor-piercing rounds. The user can select between them without taking a standard action, but cannot mix the two together in a single attack. It comes with a ten-grenade launcher on the bottom. A short, squat, bullpup weapon, it is made almost entirely of synthetic materials and looks even more like an ugly plastic box than its predecessors.

## Hyper-Helix Gun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 150

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Piercing (20 x3) or 2d10 Piercing (ignores up to 8 points of Hardness) (19-20 x3)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 18

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Disposable Ammunition Drum (weighs

1 pound, costs 20 units), Flash Suppressor (Weighs 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weighs 1 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A different vision of what infantry weapons might evolve into after the "Advanced Assault Rifle" stage. This short, boxy "bullpup" weapon has two disposable solid drums of ammunition on top, which each contain 100 caseless rounds arranged in a kind of helix. One magazine is loaded with shaped-charge high explosive rounds for penetrating armor, the other with exploding incendiary rounds meant for unarmored targets. The user can select between them without taking a Standard Action, but can fire only one type of round in a single Attack. It has been found that keeping track of two separate counters tends to distract the weapon's operator, so it doesn't have any. Instead a warning light comes on when you're down to your last ten bullets.

## Model Q-90 Autogun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 3,000 Units

**Tentative Purchase DC:** 22 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 200 feet

**"To Hit" Bonus:** +3 This weapon also completely ignores Darkness and Concealment.

**Magazine:** 40 bullets, 5 grenades

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Piercing (20 x3), Fragmentation Grenades do 5d6 Piercing to anything in a 5 foot radius (a Reflexes Saving Throw vs. DC 20 halves this damage)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** 19

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Exploding Ammunition Block (weighs 1 pound, costs 40 units), Grenades (see individual descriptions), Tripod Mount (Weighs 2 pounds, Costs 175 units), Scope and targeting system already built into the weapon and taken account of in its stats.

**Description:** An assault rifle with a difference, this is the most heavily computer-aided slug thrower rifle

ever made. You only really see weapons like this in the hands of cultures that have held on to slugthrower technology slightly too long, after most civilizations have already moved on to energy weapons.

A short, squat, bullpup weapon, it fires blocks of exploding 10 mm caseless bullets and has a five-shot grenade-launcher on the bottom. What makes it remarkable is its targeting system. A screen molded into the top of the weapon displays the target, cutting through any concealment or darkness, compensating automatically for wind, local gravity, the operator's shaking hands and any other such factors. It even reveals (non magical) invisible objects and beings. This effectively grants the user a +3 to his or her

attack.

The weapon can also be mounted on a tripod and set to "Automatic", in which case the computer will open fire on any moving object that gets within its range. It always attacks at a +3 bonus, regardless of other conditions or modifiers.

The gun is fairly stupid. It can be given simple instructions like not to shoot at people, or only to shoot at people, or not to shoot at people who give it a particular radio signal or only to defend a particular arc of fire. Sophisticated commands like "don't shoot me" are completely beyond it.

## The Z-Series: An Alternate Approach to the Future of Firearms

But what do I know about guns, really? In fact what does anyone actually know about the future of firearms? Most science fiction games postulate (if they address the issue at all) that rifles will evolve into generalized, multi-purpose weapons like the Police Model 90 and the Mark X Assault Rifle. We are told that the ammunition of the future will come in solid caseless slabs, that every new design will eventually go over to the stubby, easy to carry bullpup configuration, etc. What if they're wrong?

I therefore present here a completely different advanced projectile-weapon technology, in which these weapons evolved down a completely different track. It might be interesting to see rival civilizations that have adopted these two separate approaches come up against one another.



### Z-1 Survival Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 830 Units

**Tentative Purchase DC:**

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10 Piercing (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 9

**DC required to break this item with a Strength**

**Roll:** 15

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds,

every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Box of 50 rounds (weighs 1 pound, costs 20 units), Propellant Bottle (weighs 1/2 pound, costs 20 units), Flash Suppressor (Weights 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** The Z-1 provides its own liquid propellant for its projectiles, obviating the need to pack an explosive into a shell casing with the bullet. It carries its fuel in a disposable plastic bottle that fits into the stock. A hunting rifle designed for wilderness use, it breaks down into three sections and is standard survival gear on light aircraft, escape pods, etc. It is a very durable weapon, good for inclement weather and hostile climates--the firing mechanism is particularly simple and resistant to wear. The rounds themselves are basically .22 caliber rifle bullets, without brass casings. It will fire underwater or in a vacuum.



### Z-3 Pistol

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 640 Units

**Tentative Purchase DC:**

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 100

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Piercing (20 x3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon’s damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Box of 50 rounds (weighs 1 pound, costs 20 units), Propellant Bottle (weighs 1/2 pound, costs 20 units), Flash Suppressor (Weighs 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weighs 1/2 pound, costs 200 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A slightly more advanced liquid propellant firearm, this is an astronaut’s sidearm. It is large for a pistol., long and heavy It fires .20 caliber bullets, which travel at a shockingly high speed. This gun is really too destructive for battles in hard vacuum, where puncturing a craft’s hull can kill everyone inside, and it is soon replaced by models with vastly lower muzzle velocities. The gun is still produced, however, since its giant magazine and deadly high-speed rounds make it an excellent sidearm for downing armored or cybernetically-enhanced opponents.

### Z-Series Gyrostabilized Machine Pistol

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 880 Units

**Tentative Purchase DC:**

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**“To Hit” Bonus:** --

**Magazine:** 100

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6+2 Piercing (20 x3)

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon’s damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Box of 50 rounds (weighs 1 pound, costs 20 units), Propellant Bottle (weighs 1/2 pound, costs 20 units) Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Special Oversized Flash Suppressor (Weighs 1/2 pound, costs 300 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weighs 1/2 pound, costs 300 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal), holster (costs 75 Units, weighs 1/2 pound)

**Description:** A different kind of gyro stabilized machine-pistol, it provides its own, liquid propellant for its projectiles, obviating the need to pack an explosive in with the bullet. It carries its fuel in a disposable plastic bottle that fits into the stock. The Gyrostabilizer fits inside its short, thick barrel—there is no external ring. A small counter to one side of the sights keeps track of how much ammunition the weapon has left. It can be fired underwater or in a vacuum.

### Z-5 Assault Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Magazine:** 100

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d12 Piercing (20 x3)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 17

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Box of 50 rounds (weighs 1 pound, costs 20 units), Propellant Bottle (weighs 1/2 pound, costs 20 units), Flash Suppressor (Weights 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** The first purely military application of liquid propellant technology, the Z-5 is a long, lightweight assault rifle with a barrel-shaped ammunition drum on top. It holds a very large number of .20 caliber bullets, which it fires at an amazing velocity and a very high rate of fire—more than a thousand rounds a minute. The Z-5 can fire an accurate burst at tremendous range without losing any of its considerable stopping power. It is also an elegant-looking weapon, particularly when compared to its boxy, bullpup competitors. Instead of looking like a squat metal box, the Z-5 is still recognizably a rifle, with a molded, swept-back look. The bottle of propellant slots into the stock, as with previous models. A counter to one side of the gunsight keeps track of ammunition, recording it both by number and by the number of ten-round bursts the gun has left.

### **Z-12 Assault Rifle**

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Magazine:** 200

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d12+6 Piercing (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 17

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Box of 50 rounds (weighs 1 pound, costs 20 units), Propellant Bottle (weighs 1/2 pound, costs 20 units), Flash Suppressor (Weights 1/2 pound, costs 200 Units, Reduces chance to Spot muzzle flash by -2), Silencer (Weights 1 pound, costs 400 units, reduces Listen rolls made to hear shot by -2, cuts Range Increment in half, usually illegal, Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A more advanced liquid-propellant assault rifle, the Z-12 retains the light, sleek look of its predecessors. It is made almost entirely from synthetic materials—only the barrel and firing chamber are still made of metal. It continues the trend toward small, super-fast, super-accurate bullets and very large magazines. The Z-12 fires .15 caliber bullets with spent uranium cores, has a still greater rate of fire and a still higher muzzle velocity than previous Z-rifles. The round is intended for a battlefield on which most combatants wear body armor and has perhaps more penetration than actual stopping power, for which the weapon compensates with its extraordinary rate of fire. It uses every possible means of recoil damping, and has relatively little kick, particularly for a gun that fires 1800 rounds per minute.

## **Thud Guns and Splat Guns: Another Alternate Approach to the Future of Firearms**

But, as I said, what do I know about guns? Any gamer worth his or her salt loves spent brass—who am I to deny you your spent brass?

The following weapons are based on yet a third evolutionary track. Here caseless ammunition is either impractical or never catches on and neither do liquid propellants. Here most of the new advances in firearms come in materials technology and for some reason I don't have time to think up, new advances in metallurgy and/or plastics make weapons with very high calibers and high rates of fire available.

Okay, if you insist I'll think up a reason... hmmm... let's see... Aha! Spent brass is cool.

### Splat Gun

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Piercing (20 x3)

**Weight:** 9 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon’s damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Magazine (weighs 1/2 pound, costs 35 units), Box of 50 rounds (weighs 2 pounds, costs 50 units) Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A large submachine gun, big enough that it might be considered a small assault rifle. It has a heavy, boxy, chunky look--the sort of weapon Russian gangsters would approve of. It fires large pistol bullets (.45 caliber) at a very high rate of fire. The only reason that it’s possible for anyone to control a weapon like this is that there have been enormous advances in recoil compensation. It produces lots of spent brass very quickly, I’m sure you’ll be pleased to hear.

### Thud Gun

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**“To Hit” Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Piercing (20 x3)

**Weight:** 15 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 19

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon’s damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Magazine (weighs 1/2 pound, costs 35 units), Box of 50 rounds (weighs 2 pounds, costs 60 units) Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Bipod Mount (Weighs 2 pounds, Costs 100 units)

**Description:** A huge assault rifle with a short wide barrel. It has blocky, heavy lines and a lot of rivets in its construction. It looks big, mean and lethal. And it is. New advances in recoil-compensation technology allow it to fire giant 11mm rifle bullets at a very high rate of fire (1000 rounds per minute) without the operator losing control of the weapon. It produces lots of spent brass, you’ll be glad to know.

### Megasplat Gun

**Size:** Huge (can’t be concealed)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**“To Hit” Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d12+3 Piercing (20 x3)

**Weight:** 35 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon’s damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Magazine (weighs 1/2 pound, costs 35 units), Box of 50 rounds (weighs 4 pounds, costs 75 units) Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Bipod Mount (Weighs 2 pounds, Costs 100 units)

**Description:** Now here’s the one you’ve been waiting for. This sloppy beast fires slugs the size of shotgun shells from its four rotating barrels at 900 rounds per minute, and generates enough spent brass to satisfy even the most ardent connoisseur. For some reason it still only produces enough recoil to make a Space Hero’s brawny muscles really stand out.



# Bolt-Guns and other Superheavy Firearms

Perhaps new advances in recoil compensation and materials technology will make it possible to produce slugthrower guns with enormously high calibers. .60 caliber handguns and gigantic hunting rifles made for taking down dinosaurs.

For our purposes we have assumed that most of these monster guns use caseless ammunition, but the DM can easily modify any of them if he or she thinks it would be cool to have the gun spit out huge empty shells. Just assume that the time required to load the weapon is actually the time required to slap a new clip in place, and that clips take about a minute of non-combat time to load with these gigantic bullets.

## .60 Caliber Pistol

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 875 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 8

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d12 Piercing (20 x3)

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Magazine (weighs 1/2 pound, costs 35 units), Box of 50 rounds (weighs 2 pounds, costs 50 units), Holster (weighs 1/2 pound, costs 30 units)

**Description:** Advanced mechanical technology makes hand-weapons with obscenely high calibers available. Here's a .60 Caliber Monster. It just barely fits in a shoulder holster, and if you're going to conceal it, you might want to invest in a long coat. You can come up with a version which uses caseless ammunition if you like, but this particular model belongs to the same technological pathway as the Splat Gun.



## Tigershark .75 Pistol

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 8

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (20 x3)

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Magazine (weighs 1/2 pound, costs 35 units), Box of 50 rounds (weighs 2 pounds, costs 60 units), Holster (weighs 1/2 pound, costs 40 units)

**Description:** The ultimate in high-caliber excess. Here's a .75 caliber pistol guaranteed to make Clint Eastwood's descendants green with envy. Huge, scary and tuff-looking, with a snarling shark face on one side, it's full of recoil compensation hardware and actually has ducts on the side of the barrel which let out streams of flame when it's fired.



## RZ-7 "Southern Cross" .75 Hunting Rifle

**Size:** Huge (can't be concealed)

**Cost:** 3,000 Units

**Tentative Purchase DC:** 22

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 120 feet

**"To Hit" Bonus:** +1

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Piercing (20 x3)

**Weight:** 25 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Shells (Weigh 1/2 pound and cost 2 Units, each), Scope (1/2 lb, costs 300 units, reduces Range Increment by one)

**Description:** The same advanced recoil compensation technology which makes it possible to produce .75 caliber pistols can also be applied to rifles. Only a few small firms make these super-huge guns, as not many customers need to hunt dinosaurs. This one is the

most popular and well-known, a product of the venerable Australian company known as Southern Cross Gun-Works. It fires bullets that are one and a half times the size of a .50 caliber round.

The gun itself is huge and has an octagonal barrel like an antique buffalo gun. It is a semiautomatic weapon and doesn't need to be cocked. It still can't be fired more than once per round--even with all of its anti-recoil devices the weapon still kicks hard enough to do you permanent nerve-damage if you fire it any faster.

This gun is hellaciously loud, and has ducts on the side of the barrel which actually belch flame when it is fired. Its specially-made ammunition doesn't come in blocks, so each shell has to be loaded individually. It takes a whole round to completely reload the gun.

### Superheavy Caliber Sniper Rifle

**Size:** Huge (can't be concealed)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 120 feet

**"To Hit" Bonus:** +2

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Piercing (20 x3)

**Weight:** 35 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Spent Uranium Rounds (Weigh 1/2 pound and cost 2 Units, each), Scope (1/2 lb, costs 400 units, reduces Range Increment by one)

**Description:** A giant semiautomatic sniper rifle, made for eliminating vehicles. It fires a 20 mm, 30 gram bullet with a spent uranium core, and can do significant damage to a tank. Even with all the anti-recoil hardware built into this gun, it is still advisable to fire it from a tripod mount. The huge bullets are caseless and produce no spent brass. They don't come in solid blocks and have to be chambered individually. It takes a full round to reload this gun.

### Superheavy Caliber Bolt-Gun

**Size:** Huge (can't be concealed)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d10 Piercing (20 x3)

**Weight:** 6 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 12

**DC required to break this item with a Strength**

**Roll:** 20

**Accessories:** Collapsed Matter Rounds (Weigh 1 pound and cost 2 Units each), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** Antigravity and inertial damping technology make it possible for very advanced civilizations to produce hand-held projectile weapons that fire absurdly large ammunition. The Bolt-Gun lobbs a chunk of super-dense matter as big as a fist, yet it weighs only a few pounds and produces only the slightest recoil. It takes a Standard Action to reload.



### Bolt-Pistol

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 850 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Piercing (20 x3)

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 19

**Accessories:** Collapsed Matter Rounds (Weigh 1 pound and cost 2 Units, each)

**Description:** The Bolt-Pistol is a particularly extravagant use of bolt-gun technology. It's too big to effectively conceal, and yet too small to hold much ammunition. Its main function seems to be to satisfy the buyer who has always wanted a handgun in a truly ridiculous size.

## Miscellaneous Slugthrower Guns

And now for some stuff that doesn't easily fit into other categories. Improvised "zip guns", weapons made for fighting in zero gravity, hyper-advanced slugthrowers that defy modern categories and even a heavy machine gun or two. I couldn't figure out how to organize these items, so here they all are in a jumbled-up heap.

### Zero-Grav Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 890 Units

**Tentative Purchase DC:**

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 8

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Piercing (20 x3). Won't damage anything with more than 6 points of Hardness or Damage Resistance.

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Rocket loads (weigh 1/10 pound, cost 3 Units, each)

**Description:** A weapon designed to meet the unique challenges of zero gravity combat. It is a wide, heavy, double-barreled pistol, which fires tiny rockets at subsonic speeds. The back of the breech is open, so the rockets transmit no recoil to the user-- a crucial matter in zero-gravity. Instead of explosive warheads the missiles have soft metallic tips and are for all intents and purposes self-propelled bullets. They tend to expand in gruesome ways inside the target, but won't punch through a spacecraft's hull (also a vital consideration in space combat, where a single misplaced shot can empty a craft of air and kill the whole crew). It takes a full action to reload each barrel, which can be truly nerve-racking under fire. Later models have up to six barrels and bear an odd resemblance to the multi-barreled hand weapons of the mid 19th century.

### Zero-Grav Carbine

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has

attacks

**Damage:** 1d10 Piercing (20 x3). Won't damage anything with more than 6 points of Hardness or Damage Resistance.

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Rocket loads (weigh 1/10 pound, cost 3 Units, each)

**Description:** A recoilless rifle made specifically for zero-gravity combat. It fires tiny rockets at subsonic speeds from an open breech. It is important to remember to fire this weapon only from the shoulder, and to make sure that no one is directly behind you. Anything that gets within one foot of the open breech while the weapon is being fired takes 1d4 heat damage. Instead of explosive warheads the missiles have soft metallic tips designed to penetrate bone and flesh but not punch through a spacecraft's hull. The gun has a sort of oversized revolver cylinder which holds up to six rockets. It takes a full round to pop out the cylinder and reload it.

### Hand-Held Chain Carbine

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Magazine:** 100

**Rate of Fire:** Once per round

**Damage:** 2d12 Piercing (20 x3) vs. a single target, a 10 by 10 foot square or a 25 foot cone.

**Weight:** 16 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 17

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the

weapon has 10 bullets in it.

**Accessories:** Extra-Large Ammunition Block (weighs 2 pounds, costs 50 units, gun can hold up to four)

**Description:** New materials technology and recoil compensation techniques actually make it possible to produce a handheld six barrel ultra-high-speed chaingun. The barrels rotate to keep from overheating while the gun spews out thirty caliber rifle bullets at an astounding rate. It can attack a lone target, a single ten foot square or even a twenty-five foot cone if the urge strikes you. If it is used to make a cone-shaped attack, a Reflexes Saving Throw vs. DC 25 will allow the target to take half damage. The chain carbine carries its ammunition in an extra- large caseless block on top of the weapon. It takes an entire round to reload.

### Heavy Machine Gun

**Size:** Huge (can't be concealed)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** -4 penalty for anyone with a Strength of less than 15 to use without a mount

**Magazine:** 100

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d12 Piercing (19-20 x3)

**Weight:** 25 pounds

**Armor Class:** 5

**Hardness:** 5

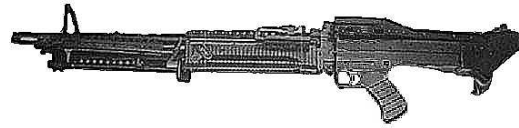
**Hit Points:** 8

**DC required to break this item with a Strength Roll:** 18

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets left in it.

**Accessories:** Extra-Large Ammunition Block (weighs 2 pounds, costs 50 units), Computerized Targeting System (1/2 lb, costs 500 units, reduces Range Increment by one, gives weapon a +2 modifier), Bipod Mount (Weighs 2 pounds, Costs 100 units)

**Description:** A generic template for a squad-support-gun. Most infantrymen won't be issued weapons this massive, but every unit should have at least one. They fire giant 50 caliber bullets and require special oversized blocks of caseless ammunition that aren't compatible with smaller firearms. It takes only a standard action to reload



### Dragunov Model Z-4980 Machine Gun

**Size:** Huge (can't be concealed)

**Cost:** 1,900 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** -6 penalty for anyone with a Strength of less than 16 to use without a mount

**Magazine:** 150

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d12+2 Piercing (19-20 x3)

**Weight:** 35 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 8

**DC required to break this item with a Strength Roll:** 19

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire uses up 10 bullets, and can only be used if the weapon has 10 bullets left in it.

**Accessories:** Extra-Large Ammunition Block (weighs 2 pounds, costs 50 units), Scope (1/2 lb, costs 600 units, gives the user Darkvision, reduces Range Increment by one), Bipod Mount (Weighs 2 pounds, Costs 100 units)

**Description:** A heavy machine gun with a little more character and personality. This is a mid 21<sup>st</sup> Century Russian model, one of the last built by Novaya-Dragunov. A throwback to an earlier period of Russian design theory, it is big, heavy, simple to maintain and extremely durable. It performs particularly well in inclement weather and in arctic cold. The use of caseless ammunition makes it even easier to maintain and still less prone to malfunctions than earlier Russian designs. Its one drawback is its limited range. In trying to make the weapon tough, simple and powerful its designers have given it little finesse. It takes only a Standard Action to reload one of its giant ammunition blocks (like everything else on this gun, the mechanism is extremely simple to use).

### Ultra-Heavy Machine Gun

**Size:** Huge (can't be concealed)

**Cost:** 5,000 Units

**Tentative Purchase DC:** 23 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

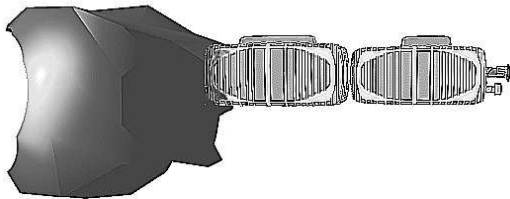
**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet  
**"To Hit" Bonus:** --  
**Magazine:** 200  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 2d12+4 Piercing (20 x3)  
**Weight:** 75 pounds  
**Armor Class:** 5  
**Hardness:** 5  
**Hit Points:** 10  
**DC required to break this item with a Strength Roll:** 21

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets left in it.

**Accessories:** Extra-Large Ammunition Block (weighs 2 pounds, costs 50 units, gun can hold up to four), Computerized Targeting System (1/2 lb, costs 500 units, reduces Range Increment by one, gives weapon a +2 modifier), Bipod Mount (Weighs 2 pounds, Costs 100 units)

**Description:** A generic template for a heavy machine-gun, of the type you might find on a tank or a helicopter. It's too big for one person to carry and use as a hand-weapon. A generation earlier these guns were belt-fed, but now you load them with three or four oversized blocks of caseless ammunition. It takes a full round to carefully set the new blocks in the ammo hopper, but since the gun is usually too hot to fire for at least another minute after it runs out of ammo, you may as well take your time.



### Slugthrower Pistol, Last Generation

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)  
**Cost:** 800 Units (but is often used by societies that have outgrown money)  
**Tentative Purchase DC:** 17 (Often Unavailable)  
**Required Proficiency:** Slugthrower Weapons  
**Handed:** Requires 1 hand to use  
**Range Increment:** 50 feet  
**"To Hit" Bonus:** +3  
**Magazine:** 30  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 2d10 Piercing (20 x3)  
**Weight:** 2 pounds

**Armor Class:** 9  
**Hardness:** 10  
**Hit Points:** 5  
**DC required to break this item with a Strength Roll:** 20

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Magazine (weighs 1/2 pound, costs 35 Units), 7.5mm uranium slug (weighs 1/10 pound, caseless round, not compatible with other firearms, costs 40 Units for a box of 50, if its makers still recognize the concept of money). The scope and targeting system are already built into the weapon, and taken into account in its Range Modifier.

**Description:** A heavy-duty sidearm, produced by more advanced technology than most slugthrowing weapons, it is something like the ultimate semiautomatic pistol.

The user's hand fits inside a molded plastic shell with a short square barrel protruding from one side. A targeting screen blinks to life above their hand as soon as they take the safety off (it also displays the gun's temperature and how many shots are left in the magazine).

Squeezing the handle activates a completely solid-state electrical firing mechanism which contains no moving parts. It launches a 7.5 mm spent uranium round with a liquid metal core. The ammunition is caseless, but comes in individual slugs rather than in solid blocks. It has a magazine, which although oddly curved is not unlike the magazines used by firearms that are centuries older. The gun produces no recoil and very little sound.

### Assault Rifle, Last Generation

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)  
**Cost:** 1,000 Units  
**Tentative Purchase DC:** 18 (Usually Unavailable)  
**Required Proficiency:** Slugthrower Weapons  
**Handed:** Requires 2 hands to use  
**Range Increment:** 200 feet  
**"To Hit" Bonus:** +3  
**Magazine:** 75 bullets, six micromissiles  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** Bullets do 5d12 Piercing (20 x3), see description for micromissile damage.  
**Weight:** 4 pounds  
**Armor Class:** 7  
**Hardness:** 10  
**Hit Points:** 15  
**DC required to break this item with a Strength Roll:** 22  
**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has



an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

**Accessories:** Magazine (weighs 1/2 pound, costs 35 units, but is often used by societies that have outgrown money), 7.5mm uranium slug (weighs 1/10 pound, caseless round, not compatible with other firearms, costs 40 for a box of 50 if its makers still use money), Super-Advanced Micromissiles (weigh 1/2 pound each, cost 150 units for a pack of six). The scope and targeting system have been built into the weapon, and are already taken into account in its Range Modifier

**Description:** In universes where the DM has decided that energy weapons are impractical, gauss-guns are unfeasible and gyrojets are silly, this would be the kind of rifle carried by the troops of a star-spanning civilization. It uses neither liquid nor solid propellant, and instead generates an expanding plasma field in the firing chamber, which hurtles the projectiles into the target at such horrendous speeds that the bullets sometimes experience localized time dilation effects (this has no bearing on game-play, it's just a cool detail you can mention to your players, to make them say "oooh").

A small missile-launcher on the bottom contains up to six micro-missiles with programmable loads. The missiles can be set to detonate for 3-12 d8 bludgeoning damage in a 20 foot radius, a burst of radiation which does the same adjustable amount of damage but only affects living targets or an anti-robot electromagnetic pulse which does the same range of damage but only affects machines. These missiles are smart enough to understand commands like: "go see what's behind that barn and kill it" or "go kill that guy next to the tank unless he's one of our troops, in which case go hit that jeep over on the left instead--not the green jeep, but the one next to it."

### Zip-Gun

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** Seldom for sale, it takes 10 Units worth of materials to make this weapon yourself.

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Magazine:** 1

**Rate of Fire:** Once per round

**Damage:** 1d8+1 Piercing (20/x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Accessories:** Box of 50 rounds (weighs 1 pound, costs 40 units)

**Description:** A one-shot homemade handgun of the type favored by teenage hooligans and post-apocalyptic mutants. Made from a length of pipe and a few odds and ends, anyone can build one of these with 10 Units worth of material and a Repair roll vs. DC 18. It's up to the DM as to what specific materials you need, but the most crucial part is always a tube that's strong enough to serve as the firing chamber and barrel.

This is a breech-loading gun that breaks open to reload. Slip a caseless .30 caliber rifle shell in the back and snap it shut. The process of reloading takes only a standard action if you're using caseless ammo (there's no hot shell to fish out of the breech) It takes a full round if you're using ammunition with brass cases.

The zip gun has a kind of a stock, but no trigger. You fire it by pulling back the hammer and letting go. There's no safety mechanism, so handle with care.

Every time the gun is fired, there is a 5% chance that it will explode, doing 1d6 bludgeoning damage to whoever is holding it and 1 point of piercing damage to anyone in a 5 foot radius (unless they make a Reflexes Saving Throw vs. DC 15).

### Zip-Gun Rifle

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** Seldom for sale, it takes 20 Units worth of materials to make this weapon yourself.

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 1

**Rate of Fire:** Once per round

**Damage:** 1d8+1 Piercing (20/x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 12

**Accessories:** Box of 50 rounds (weighs 1 pound, costs 40 units)

**Description:** A single-shot homemade rifle of the type favored by people who can't afford better. You can build one of these guns with 20 Units worth of material and a Repair roll vs. DC 18. It's up to the DM as to what specific materials you need, but the crucial part is always a long, durable length of pipe.

Calling it a rifle is extremely charitable. This is a smoothbore weapon with no rifling on the barrel and the bullet pretty much goes where it will.

You break the gun open to reload it. Slip a caseless rifle shell (caliber unimportant) in the barrel, close it, pull the hammer back and let it fire. No point in raising the gun to your shoulder before you fire--aiming it does little good.

The process of reloading takes only a standard

action if you're using caseless ammunition, or a full round if you have to dig a sizzling hot shell out of the weapon before you can put another one in.

Every time the gun is fired, there is a 5% chance that it will explode, doing 1d6 bludgeoning damage to whoever is holding it and 1 point of piercing damage to anyone in a 5 foot radius (unless they make a Reflexes Saving Throw vs. DC 15).

### Zip-Shotgun

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** Seldom for sale, it takes 10 Units worth of materials to make this weapon yourself.

**Tentative Purchase DC:** 5

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 1

**Rate of Fire:** Once per round

**Damage:** 2d6 Piercing (20/x3)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Caseless Shotgun Shells (weigh 1/4 lb each, cost 20 Units for a box of 50)

**Description:** Homemade junkyard shotguns are somewhat more effective than improvised pistols and rifles, if no less apt to blow your fingers off. The lack of rifling on the barrel isn't a problem, so if you can find a length of pipe that won't burst open when you touch off a shell inside it, you can make a weapon that's about as accurate as an actual single-barrel shotgun. You can build one with 10 Units worth of material and a Repair roll vs. DC 15. It takes a standard action to reload if you're firing caseless shells, or a full round if you have to pull a hot shell out of the breach before reloading. Be warned, every time you fire the gun, there is a 5% chance that it will explode, and do 2d6 Piercing damage to everyone in a 5 foot radius (a Reflexes Saving Throw vs. DC 15 halves the damage).

## Gyrojets

Gyrojet weapons are an interesting technological sidebar--a futuristic weapon that showed promise yet never got off the ground in our world. But in the future or in some other reality, who knows? Perhaps this, rather than energy weapons, is the technology that will replace slugthrowers.

Essentially a very small missile launcher, a gyrojet is no bigger than an ordinary sidearm and fires solid fueled rockets the size of large bullets. The United States tried to use them early on in the Vietnam conflict, but the technology wasn't ready for the specific challenges of jungle warfare and the concept has languished ever since.

There are a number of advantages to gyrojet weapons, once the technology is perfected. They are quiet, accurate, and extremely versatile. A whole wide range of different loads becomes available when and if these weapons come into common use, turning every gun into a potential arsenal of different tricks.



### Primitive Gyrojet Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** -1

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6+1 (19-20 x3) Piercing. Only does 1d6+1 if it hits any target that is closer than ten feet.

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Primitive Gyrojet Shells (Weigh 1/10 pound and cost 5 Units, each)

**Description:** An early prototype gyrojet pistol. These have been around in one form or other since the mid 1960s. It looks like a large, boxy automatic handgun with two rows of gas-vent holes running down either

side of the barrel. More than one observer has noted its resemblance to a toy gun.

It fires 12mm solid-fuel rockets, which do a great deal of damage on impact, due to their enormous size (they don't actually explode).

It is a very quiet gun and makes only a hissing sound when fired--no louder than an overflowing can of beer. It's also much lighter than any slugthrower pistol of the same size.

Yet despite these advantages 1965 technology just wasn't up to making these guns practical. Despite what its enthusiasts have to say, this gun is wildly inaccurate at any range. The ammunition is sensitive to humidity and prone to going dangerously bad without any visible indication that it's no longer safe to use.

The gun is also needlessly difficult to load. The rockets are pushed down into a spring-loaded magazine from above and have to all be crammed in at once. If you open the magazine while it still has rockets inside, they will all fly back out. It takes a full round and a Reflexes Saving Throw vs. DC 10 to successfully reload the gun.

A few still exist in the hands of dedicated collectors by the dawn of the 21st century. Most haven't been fired in decades.



### Primitive Gyrojet Carbine

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,300 Units

**Tentative Purchase DC:** 19

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6+1 Piercing (19-20 x3)

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Primitive Gyrojet Shells (Weigh 1/10 pound and cost 5 Units, each)

**Description:** Less well remembered than the gyrojet pistol, the gyrojet carbine also appeared in the mid 1960s. It looks even more like a toy than the pistol does, bearing some resemblance to a simplified M16

(with fake wood decals on the side, for some incomprehensible reason).

The carbine fires the same 12 mm solid-fueled rocket as the pistol. It has the same significant strengths and appalling weaknesses. It is very light, nearly silent and does a lot of damage (the rockets are the size of 50 caliber bullets) Yet it is also wildly inaccurate, difficult to load properly and fires ammunition that is prone to developing lethal defects.

The mid 20th century just wasn't the right time for gyrojet weapons. Still, it remains an interesting beginning (unless of course the DM decides that they are a useless dead end).

### Gyrojet Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6+2 Piercing (19-20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Standard 13 mm Gyrojet Shells (weigh 1/20 pound each, cost 10 Units for a box of 50), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** An early gyrojet pistol, it improves drastically on its 20th century ancestors. It fires 13mm solid fuel rockets, which do a tremendous amount of damage to the target--they're bigger and faster than 50 caliber bullets. Unlike previous models this gun is deadly accurate and the ammunition isn't vulnerable to humid weather. The rockets can be loaded into a clip and slapped into the gun's magazine in a single standard action. It looks like a large automatic handgun, but is much lighter. The barrel is perforated with distinctive gas venting holes, up and down its length. This gun makes very little sound when fired--just a low hiss.

### Gyrojet Derringer

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 2d6 Piercing (19-20 x3)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Standard 13 mm Gyrojet Shell (weighs 1/20 pound, costs 10 Units for a box of 50), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** Because they produce so little recoil, it is possible to produce a gyrojet derringer with much more stopping power than a conventional one-shot pistol. This is a typical model, meant as a template for you to develop others from, if you like. It is even simpler than most gyrojet weapons. The ignition system is completely electric and you reload by dropping the new round into the weapon's muzzle. The only moving part is the trigger button. You sometimes see these as survival weapons, on lifeboats and in escape-pod equipment packs.

### Gyrojet Carbine

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 850 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (19-20 x3)

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Standard Gyrojet Shells (weigh 1/20 pound, costs 10 Units for a box of 50), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A short rifle, made largely from synthetic materials. It has a simple, unadorned look and almost resembles a toy gun. The barrel is perforated with distinctive gas vent holes. It is an extremely lightweight weapon, easy to carry and store. The design is both simple and durable with as few separate moving parts as possible. It fires 13mm solid-fuel rockets which do a great deal of damage on impact, owing to their enormous speed and size. This is a far better rifle than its 20th century ancestor, accurate and reliable. It takes a standard action to reload.

### Gyrojet Assault Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6 Piercing (19-20 x3) to a single target or 3d6 Bludgeoning to everything in a 10 foot square (a Reflexes Saving Throw vs. DC 15 reduces this damage by half)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Exploding Gyrojet Shells (weigh 1/20 pound each, costs 10 Units for a box of 50), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A military gyrojet rifle, designed as a generalized infantry weapon. It fires 12 mm solid rockets with exploding warheads. Unlike virtually all military projectile weapons, it does not have the capacity for autofire, although its exploding warheads do give it the ability to make area attacks.

A small button next to the trigger gives you the option not to arm the warhead, so that the missile will behave like an ordinary .50 caliber bullet. This can be an extremely useful option, depending on the situation, as the gun makes little noise if the warhead doesn't detonate.

It is a very light weapon, simple, durable easy to maintain and easy to carry. It doesn't fire bursts, so it is easier to aim and control than a conventional slugthrowing automatic rifle, which also means that it is easier to train men in its use. Nor does it need to be reloaded as often, since it doesn't expend more than one round at a time. It takes a standard action to reload this gun.

### Miniature, Concealed Gyrojet

**Size:** Fine (+12 bonus to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d12 Piercing (19-20 x3)

**Weight:** 1/2 pound

**Armor Class:** 13

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength**



**Roll:** 10

**Description:** A one-shot assassination weapon, these tiny missiles come in little plastic tubes that can be concealed in a pen or even a cigarette. This is a disposable weapon and can't be reused.



### Advanced Gyrojet "Lawdog" Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** Most loads have no bonus. Heat-seeking rounds fly out to a point 30 feet distant from the gun, and then attack the nearest warm target, hitting it automatically unless the target makes a Reflexes Saving Throw vs. DC 27.

**Magazine:** 3 heat-seeking rounds, 3 Exploding rounds, 3 Mercy Gas Bullets, 3 Fear Gas Rounds and 3 Armor-piercing Rounds

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Varies by type of round. Heat-seeking rounds do 2d6+2 Piercing (19-20 x3), Exploding rounds do 3d6 to anything in a 5 foot radius (a Reflexes Saving Throw vs. DC 18 halves the damage), Mercy Gas Bullets require every living target that isn't wearing a full body protection suit in a 10 foot radius to make a Fortitude Saving Throw vs. DC 20 or fall unconscious for 2d10 minutes, Fear Gas Rounds force everyone in a 10 foot radius to make a Fortitude Saving Throw vs. DC 20 or flee in a blind panic for 2d10 rounds (a gas mask or independent oxygen supply completely shields the target from this effect), Armor-Piercing Rounds do 2d6 damage (19-20 x3), ignore up to 10 points of Hardness and do an additional 4d6 to targets that have 7 or more points of damage resistance.

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Special:** Can fire any of the special Gyrojet Loads listed below.

**Accessories:** Standard Gyrojet Shells (weigh 1/20 pound each, cost 10 Units for a box of 50), any other Gyrojet Shells you care to load it with (see individual descriptions below for weight, cost and

characteristics), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** Once the technology to create small missiles grows sufficiently advanced, gyrojet guns become veritable arsenals, with all sorts of specialized warheads for different tasks. This one is an advanced police weapon, ideal for keeping justice in the lawless mega-cities of the future (ahem).

It uses a rotary magazine and can load whichever type of round is required into the chamber, in whichever order you need them. The stats given here assume that it is carrying 3 heat-seekers, 3 Exploding rounds, 3 Mercy Gas Bullets, 3 Fear Gas Rounds and 3 Armor-Piercing Rounds. You can of course load it with whichever rounds you prefer, in whatever combination.

It is a complex weapon, heavier and less durable than most gyrojet pistols, but its versatility as a police tool is all but unequalled. It takes a standard action to reload, assuming that you've pre-prepared a clip with whichever loads you would prefer.

### Advanced Gyrojet Assault Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**"To Hit" Bonus:** Most loads have no bonus. Heat-seeking rounds fly out to a point 30 feet distant from the gun, and then attack the nearest warm target, hitting it automatically unless the target makes a Reflexes Saving Throw vs. DC 27.

**Magazine:** Holds 30 Rounds in total. Usually loaded with 5 heat-seeking rounds, 15 Exploding rounds, 5 Incendiary rounds and 5 Armor-piercing Rounds

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Varies by type of round. Heat-seeker rounds do 2d6+2 (19-20 x3), Exploding rounds do 3d6 to anything in a 5 foot radius, Incendiary Rounds do 2d6 per round to the target for 3 rounds and ignore up to 10 points of Hardness, Armor-piercing Rounds do 2d6 damage (19-20 x3), ignore up to 10 points of Hardness and do an additional 4d6 to targets that have 7 or more points of damage resistance

**Weight:** 4 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 7

**DC required to break this item with a Strength**

**Roll:** 18

**Special:** Can fire any of the special Gyrojet Loads listed above.

**Accessories:** Standard Gyrojet Shells (weigh 1/20 pound each, costs 10 Units for a box of 50), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)



**Description:** An advanced military gyrojet rifle, equipped with a wide variety of specialized loads. It stores its ammunition on a rotary chain, which can put whichever rocket you need in the chamber whenever you need it. You don't need to use up one type of load in order to get down to the next one.

It isn't as light or as simple as previous models of gyrojet rifle, but it still compares favorably to slugthrower and gauss weapons on both points. It is nearly as quiet as a gauss gun but has better penetration. It has the stopping power of a slugthrower rifle but doesn't need to be reloaded as often.

As with previous models, it isn't an autofire weapon and instead relies on exploding rounds to make area attacks.

While the stats listed here assume the rifle is loaded with a standard mixture of the most common types of round, you are of course free to load it with whatever combination you would prefer.

### Gyrojet Sniper Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 110 feet

**“To Hit” Bonus:** +1

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d6 Piercing (19-20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 19

**Special:** Can fire any of the special Gyrojet Loads listed above.

**Accessories:** Standard Gyrojet Shells (weigh 1/20 pound each, cost 10 Units for a box of 50), Scope (1/2 lb, costs 300 units, reduces Range Increment by one)

**Description:** A gyrojet weapon made specifically for snipers. It fires a specialized long-distance rocket, 10mm in diameter. The rocket has a shaped-charge explosive head which can penetrate armored targets. You can arm it or choose not to as a free action. Be warned, if the charge is armed, it will make a lot of noise when it goes off. This rifle has a lot of advantages. It is far lighter than any conventional sniper rifle made for disabling vehicles and can be fired without a tripod. It makes less noise than a laser or a slugthrowing rifle (unless of course you arm the warhead) and doesn't produce a muzzle-flash. It's more durable than a gaussgun, and much easier to repair. Reloading takes a standard action.

## Gyrojet Loads

A wide range of different specialty gyrojet loads are listed beneath. They can all be used by any of the gyrojet guns listed here (except for the oldest and most primitive ones). Since these aren't really separate weapons, just different types of ammunition, we're not going to count any of them against the total 1001 weapons in this book.

### Gyrojet Load, Standard

**Cost:** 10 Units (for a box of 50)

**Tentative Purchase DC:** 3

**Required Proficiency:** Slugthrower Weapons

**“To Hit” Bonus:** +1 vs. armor only

**Damage:** 2d6+2 Piercing (18-20 x3)

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 10

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 17

**Description:** A standard, basic gyrojet round. It is basically a small solid-fueled rocket, about the size of a .50 caliber round. It does not explode on impact, but will still punch enormous holes through the target.

**Required Proficiency:** Slugthrower Weapons

**“To Hit” Bonus:** --

**Damage:** 2d6 Electrical (18-20 x3) Does an extra 6d8 Electrical damage to robots and other sentient machines.

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 14

**Description:** A gyrojet round with an EMP warhead designed specifically to disrupt robotic neural networks. It will still do damage to a human target (it does no one any good to have a small missile shot into their body) but nothing like the catastrophic effect it has on robots and other sentient computers.

### Gyrojet Load, Anti-Robotic Warhead

**Cost:** 5 Units

**Tentative Purchase DC:** 2

### Gyrojet Load, Armor-Piercing

**Cost:** 20 Units (for a box of 50)

**Tentative Purchase DC:** 4

**Required Proficiency:** Slugthrower Weapons

**“To Hit” Bonus:** +2 vs. armor only

**Damage:** 2d6 Piercing (17-20 x3), ignores 10 points of Hardness or damage resistance. Does an additional 4d6 damage to targets that have 7 or more points of damage resistance.

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A gyrojet round packed with spent uranium. It has enormous penetration, but it is almost pointless to waste it on human infantry, unless of course they are heavily armored. Most of the round's force will just go straight through them.

### Gyrojet Load, Exploding Round

**Cost:** 20 Units (for a box of 50)

**Tentative Purchase DC:** 4

**Required Proficiency:** Slugthrower Weapons

**“To Hit” Bonus:** --

**Damage:** 3d6 Bludgeoning to anything in a 5 foot radius. Any target caught inside the area of attack can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A micro-missile filled with a high-explosive compound. It can be set to detonate on impact or just when it passes through a particular square.

### Gyrojet Load, Fear Gas

**Cost:** 5 Units

**Tentative Purchase DC:** 2

**Required Proficiency:** Slugthrower Weapons

**“To Hit” Bonus:** --

**Damage:** Special, see description

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:**

**DC required to break this item with a Strength**

**Roll:** 14

**Special:** Everyone in a 10 foot radius of the impact must make a Willpower Saving Throw vs. DC 20 or flee in a blind panic for 2d10 rounds. Fleeing targets can defend themselves if attacked, but otherwise can take no action apart from running away. If cornered and unable to leave the area, they must make another

Willpower Saving Throw vs. DC 25 to keep from becoming effectively useless, unable to take any actions but screaming and trembling until the gas wears off. A gas mask or other independent oxygen supply completely shields the target from this effect. A hardware store filter mask or some other such improvised filter grants the target a +2 to their Saving Throw.

**Description:** This load can be fired directly into a target's body in an emergency (in which case it does 2d6+2 damage, like an ordinary gyrojet load of its size), but is usually used as an area attack weapon, to chase away angry crowds, etc. Fear gas loads are normally fired when a policeman or soldier finds themselves desperately outnumbered, but sick freaks also may use them on crowds for kicks.

### Gyrojet Load, Fragmentation Bomb

**Cost:** 5 Units

**Tentative Purchase DC:** 2

**Required Proficiency:** Slugthrower Weapons

**“To Hit” Bonus:** --

**Damage:** 5d6 Piercing (19-20 x3) to the target, 4d6 Piercing to anything else in a 15 foot radius. Anyone (except the target) caught inside the area of attack can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** An anti-personnel rocket, packed with as much shrapnel as will fit in its tiny warhead. It is somewhat less effective than a fragmentation grenade, but still really bad to be around when it goes off.

### Gyrojet Load, Glue-Bomb

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Slugthrower Weapons

**“To Hit” Bonus:** --

**Damage:** Special, see description

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 14

**Description:** On impact this rocket bursts apart, showering everything in a five foot radius. Anything within that radius which fails a Reflexes Saving Throw vs. DC 20 is caught fast by the glue. A trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4 and must immediately make another Reflexes Saving Throw (DC 15) to avoid being stuck to the floor. If a

character is is fact glued to the floor, they are unable to move. Even if they make the second saving throw, they still only move at half their normal rate. To free themselves, they must make a Strength check vs. DC 27, or do at least fifteen points of damage to the glue. Hitting the glue is automatically successful.

### **Gyrojet Load, Heat-Seeker**

**Cost:** 5 Units

**Tentative Purchase DC:** 2

**Required Proficiency:** Slugthrower Weapons

**“To Hit” Bonus:** Special, see description

**Damage:** 2d6+2 Piercing (19-20 x3)

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 15

**Special:** Automatically hits the target unless they make a Reflexes Save vs. DC 27, but see description.

**Description:** When fired, the round flies out to a distance of thirty feet, and then automatically hit the nearest living target, whether it is a friend, a foe or an innocent bystander. Please note that it does not necessarily hit the nearest living thing to the weapon's user. Instead it targets the nearest living thing to the point (thirty feet distant) where its internal guidance system takes over. If there is no living, warm-blooded animal within thirty feet, the missile will instead hit the nearest non-living heat source. If used in a situation where there is no living thing present and no reasonable way to select a secondary target (outdoors in Antarctica, inside an ice cave, etc), there is a 50% chance that the missile will abort and detonate once it reaches the thirty-foot mark, and a 50% chance that it will instead become confused and come back to attack the person who fired it. Heat-seekers are extremely useful in certain situations and lead to tragic farce in others.

### **Gyrojet Load, High-Explosive, Anti-Vehicle**

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Slugthrower Weapons

**“To Hit” Bonus:** --

**Damage:** 2d6 Piercing (18-20 x3). Ignores 10 points of Hardness or damage resistance. Does an additional 4d6 damage to targets that have 7 or more points of damage resistance.

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 15

**Description:** A gyrojet round with a shaped-charge

explosive in its nose. Not really intended as an anti-personnel round, it's meant to be used against vehicles. Actually less effective against human targets than many less powerful rounds, as most of the damage tends to go straight through a human body and out the other side.

### **Gyrojet Load, Incendiary**

**Cost:** 20 Units (for a box of 50)

**Tentative Purchase DC:** 4

**Required Proficiency:** Slugthrower Weapons

**“To Hit” Bonus:** --

**Damage:** 1d6+1 Piercing (19-20 x3) plus 2d6 Heat damage. Target will continue to take 2d6 Heat damage per round for for 3 rounds

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 15

**Special:** Ignores 10 points of Hardness or damage resistance.

**Description:** A gyrojet round packed with a lightweight plastic thermite compound, it ignites on impact and only does heat damage to the target itself--from the inside.

### **Gyrojet Load, Mercy Gas**

**Cost:** 5 Units

**Tentative Purchase DC:** 2

**Required Proficiency:** Slugthrower Weapons

**“To Hit” Bonus:** --

**Damage:** Special, see description

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:**

**DC required to break this item with a Strength Roll:** 14

**Special:** Every living target in a 10 foot radius must make a Fortitude Saving Throw vs. DC 20 or fall unconscious for 2d10 minutes. A gas mask grants only a +2 bonus to the target's saving throw, but a vacuum suit or other such sealed full-body protection suit will completely negate the effect. Has no effect on Robots and at the DM's discretion certain aliens may be affected differently (or not at all) by the drug.

**Description:** If the shell is shot into a living target's body rather than being used as an area effect weapon, it will do damage like a standard gyrojet load (2d6+2 Piercing). There is a 50% chance that the gas load won't detonate properly, and if it does, there is a 65% chance that it won't affect anyone but the target

### Gyrojet Load, Paralysis Gas

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Slugthrower Weapons

**"To Hit" Bonus:** --

**Damage:** Everyone in a 5 foot radius must make a Fortitude Save vs. DC 20 or be paralyzed and helpless, unable to move or take any physical actions, for 2d10 rounds.

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:**

**DC required to break this item with a Strength**

**Roll:** 14

**Description:** If the shell is shot into a living target's body rather than being used as an area effect weapon, it will do damage like a standard gyrojet load (2d6+2 Piercing). There is a 60% chance that the gas load won't detonate properly if it fired into a solid object and if it does there is a 75% chance that it won't affect anyone but the target. The gas has no effect on Robots and at the DM's discretion certain aliens may be affected differently (or not at all) by it. A gas mask won't offer any protection but a vacuum suit or other closed environment suit will completely negate the effect of this load. Unless of course it gets shot into your body.

### Gyrojet Load, Poison Flechette Bomb

**Cost:** 10 Units

**Tentative Purchase DC:** 3

**Required Proficiency:** Slugthrower Weapons

**"To Hit" Bonus:** --

**Damage:** 5d6 Piercing to anything in a 15 foot radius. Any target caught inside the area of attack can make a Reflexes Saving Throw vs. DC 20 to take half damage. Anyone who takes Piercing damage from this weapon must make a Fortitude Saving Throw vs. DC 20 or take an additional 3d8 damage from poison.

**Weight:** 1/20 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

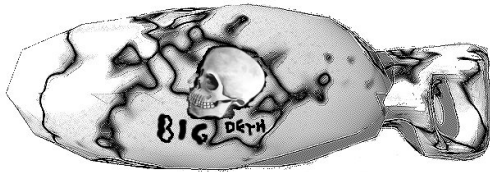
**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A low-velocity gyrojet round, with an exploding warhead full of poison-tipped flechette darts. It can be set to detonate on impact or just explode over a given square and give everyone present a taste. In most sane societies, this round is both highly illegal and quite hard to find. There may however be less civilized cultures out there which aren't so finicky.

## Idiot Guns

We tend to assume that the soldier of tomorrow will be better trained, better prepared and better educated than ever before. What if that's not true? In many darker futures, the next stage in firearms technology may be to produce weapons that an illiterate can use with a few minutes instruction. When life is cheap and the battlefield attrition rate is very high, it may not make good economic sense to invest much time and energy into individual soldiers. You also see weapons like this in ethnic wars fought by nonprofessional armies, or in conflicts where a significant number of combatants are under the age of 12.



### Idiot Gun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** 4d6 Piercing to everything in a thirty foot cone. Anyone in that area of effect must make a Reflexes Saving Throw vs. DC 20. If they succeed, they take half damage.

**Weight:** 12 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 19

**Description:** Manufactured for sale to less-developed nations, to be used by troops with an absolute minimum of training. This is a squad-support weapon that anyone can use effectively with five minutes of instruction, and has seen service in many tiny, vicious bush wars.

It's not so much a machine-gun as it is a directional

grenade. A set of shaped-charges are stacked in a row, each one packed with a murderous load of flechette darts.

It looks like a camouflage-colored oval pod with a hole in one end. There is no barrel. To fire it, you stick your hand in the hole, firmly grasp a molded handle buried inside, flip the safety lock off with your thumb, and squeeze.

Trigger the weapon, and the charges all go off in sequence like a string of firecrackers, filling the air with whistling death. It affects a wide cone, so you barely need to aim the thing. Just point it in vaguely the right direction and let 'er rip! Then throw the burnt-out shell away before the UN inspectors find it. Ideal for the ethnic cleansing or pointless blood feud of your choice.

### Variable Intensity Idiot Gun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** See description

**Rate of Fire:** Once per round

**Damage:** 1-12d6 Piercing. Do as many or as few dice as you like in one turn. After it has done 12 dice of damage in total, it ceases to function. This gun affects either a thirty foot cone or a ten foot wide, fifty-foot long stream. Anyone in its area of effect must make a Reflexes Saving Throw vs. DC 20. If they succeed, they take half damage.

**Weight:** 12 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Description:** A slightly more sophisticated version of the "Idiot Gun". By varying the pressure on the handle, you can affect either a wide cone or a narrow stream ten feet wide by fifty feet long. You can even let go of the handle and stop firing, saving some charges for later. Like most Idiot Guns, there are pictographic instructions on the outside, in case the user can't read.

### Idiot Gun (Chainload)

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** 6d6 Slashing to everything in area ten feet wide by fifty feet long. Can also be set to do damage in a twenty-five foot cone. Any character caught in its area of effect must make a Reflexes Saving Throw vs. DC 20. If they succeed, they take half damage.

**Weight:** 12 pounds

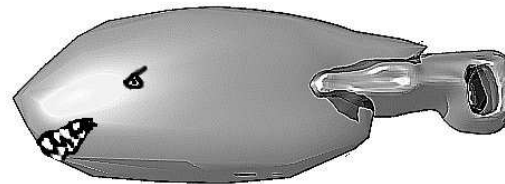
**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Description:** A yet more unpleasant version of the Idiot Gun. This directional grenade is loaded with thirty five short lengths of steel chain instead of flechettes. It affects a long thin area ten feet wide by fifty feet long instead of a cone. Once you squeeze the handle, the whole thing unloads. You can turn it into a cone-effect weapon by swinging it to the left or right while it fires, spraying the whole arc with chains. This affects a maximum arc of twenty-five feet. For the purposes of determining which squares it attacks, the weapon ignores barriers with a toughness of less than 8 (it slices right through them).



### Idiot Gun (Caltrop Load)

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** 5d6 Piercing to everything in a thirty foot cone. Living targets take an extra 2d6. Anyone in its area of effect can make a Reflexes Saving Throw vs. DC 20. If they succeed, they take half damage.

**Weight:** 12 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Description:** An idiot gun loaded with little steel caltrops, which resemble razor-sharp jacks. It is particularly good at mangling flesh, and does additional damage to any living target. It can't be stopped once it has been triggered and will exhaust its whole load, leaving a cored-out ceramic husk that some people call a "Chechnian Rose."



### **Idiot Gun (Ball-Bearing Load)**

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** 6d6 Piercing to everything in a thirty foot cone. Anyone in that area of effect must make a Reflexes Saving Throw vs. DC 20. If they succeed, they take half damage.

**Weight:** 12 pounds

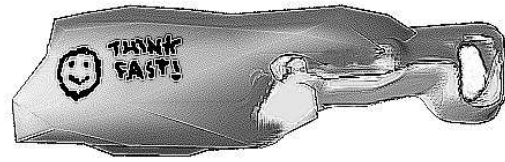
**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Description:** An idiot gun loaded with large steel ball-bearings. The charges are shaped to focus maximal force in a tight area. It has a lot of penetration and ignores 8 points of Hardness vs. any inanimate object caught in its area of effect. This one is intended specifically for use against vehicles, but it also does a fine job against crowded churches, orphanages and funeral processions when fired from a speeding jeep.



### **Idiot Gun (Napalm Load)**

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** 5d6 Flame to everything in a thirty foot cone. Anyone in that area of effect must make a Reflexes Saving Throw vs. DC 20. If they succeed, they take half damage

**Weight:** 10 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Description:** An idiot gun which sprays the target area with a sticky flammable substance. The inflammable liquid contains its own oxygen source and can't be extinguished by any means that would involve choking off its oxygen supply. It even works underwater.

## Miniature Wrist-Rocket Launcher and Micromissiles



### Wrist-Rocket Launcher

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8+2 Piercing

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Modular Targeting System (weighs 1/2 lb, costs 350 units, improves the Range Increment by one and gives the weapon a +1 “To Hit” bonus)

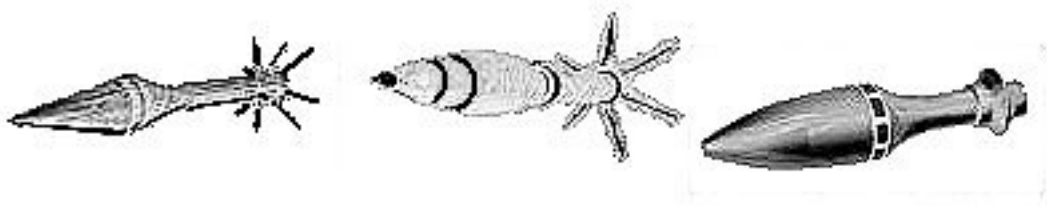
**Description:** A small, flat rectangular box, meant to be strapped to your forearm. It can be concealed, but only under a garment with big, loose sleeves.

This miniature missile launcher holds up to twelve micro-missiles of whatever type you prefer. The stats listed here assume that the launcher is loaded with solid-spike missiles (a little like long sharp gyrojet shells) but in fact you can use any of the missiles listed below.

The launcher itself is extremely simple. The missiles are stored next to one another in two layers, and they launch out the front separately, without having to be loaded into a firing chamber. This means that you can launch them in any order—a useful feature if you have the launcher loaded with more than one type of missile.

Reloading the weapon is rather involved. You have to open the top (which of course you can't do if the launcher is hidden up your sleeve) and slip the new missile in from above. This takes a full action for each missile you load.

## Micromissiles



### Wrist-Rocket, Solid Spike

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 35 Units

**Tentative Purchase DC:** 6

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** +1 vs. armor only

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8+2 Piercing (18-20 x3)

**Weight:** 1/2 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 10

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 17

**Description:** A solid metal spike with a wad of rocket propellant at one end. It has more penetration than a gyrojet round, due to its greater length and weight, but not as much range.

### **Wrist-Rocket, Glue-Bomb**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 1/10 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 14

**Description:** On impact this rocket bursts apart, showering everything in a five foot radius with glue. Anyone within that radius who fails a Reflexes Saving Throw vs. DC 20 is caught fast. A trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, their movement reduced by half and must immediately make another Reflexes Saving Throw (DC 15) to avoid being stuck to the floor. If a character is is fact glued to the floor, they are unable to move. To free themselves, they must make a Strength check vs. DC 27, or do at least fifteen points of damage to the glue. Hitting the glue is automatically successful.

### **Wrist-Rocket, Anti-Robotic Warhead**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (18-20 x3), 2d6 Electricity. Does an extra 6d8 damage to robots and other sentient machines.

**Weight:** 1/10 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Description:** A wrist rocket with a warhead designed specifically to disrupt robotic neural networks. It will also do some damage to living targets, but nothing like the catastrophic effect it has on robots.

### **Wrist-Rocket, Concussion Bomb**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Bludgeoning to anything in a 5 foot radius. Any target caught inside the area of attack can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 1/10 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A micro-missile filled with an explosive compound. It can be set to detonate when it hits a target or when it passes over a particular square.

### **Wrist-Rocket, Fragmentation Load**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6 Piercing, 15 foot radius. Any target caught inside the area of attack can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 1/10 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** An anti-personnel rocket, packed with shrapnel. Not as effective as a fragmentation grenade, but much easier to carry.

### **Wrist-Rocket, Poison Flechette Bomb**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9 (usually illegal)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d6 Piercing (19-20 x3) to anything in a 15 foot radius. Any target caught inside the area of attack can make a Reflexes Saving Throw vs. DC 20 to take half damage. Living targets must also make a Fortitude Saving Throw vs. DC 20 or take an additional 3d8 damage from poison.

**Weight:** 1/10 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A low-velocity wrist rocket, with a warhead full of poison-tipped flechette darts. It can be set to detonate on impact or explode over a given square. A cruel and unusual weapon to be sure, and not an easy one to find. Robots and certain alien lifeforms (at the DM's discretion) are immune to the poison.

### **Wrist-Rocket, Armor-Piercing**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 60 Units

**Tentative Purchase DC:** 8

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** +2 vs. armor only

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (17-20 x3) Ignores 10 points of Hardness or damage resistance. Does an additional 4d6 damage to targets that have 7 or more points of damage resistance.

**Weight:** 1/10 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A solid metal spike with a rocket engine built into the back. Its tip has been coated with a teflon-like substance and its core is full of spent uranium. It has enormous penetration—perhaps too much to use on human opponents. Most of the missile's impact will go right through them.

### **Wrist-Rocket, Incendiary**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 50 Units

**Tentative Purchase DC:** 7

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Piercing (19-20 x3) on the first round. For the next three rounds it will do 2d6 Heat per round. The Heat damage ignores up to 10 points of Hardness or damage resistance.

**Weight:** 1/10 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Special: Description:** A micro-missile loaded with thermite, it only does heat damage to the target itself, cooking it from the inside.

### **Wrist-Rocket, High-Explosive, Anti-Vehicle**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 65 Units

**Tentative Purchase DC:** 8

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** +2 vs. armor only

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Piercing Ignores 10 points of Hardness or damage resistance. Does an additional 4d6 damage to targets that have 7 or more points of damage resistance.

**Weight:** 1/10 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A micro-missile loaded with a shaped-charge explosive, made for penetrating armor. It's really meant to be used against vehicles rather than people, as most of the force tends to pass right through a human body.

### **Wrist-Rocket, Heat-Seeker**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 75 Units

**Tentative Purchase DC:** 9

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** Automatically hits the target unless they make a Reflexes Save vs. DC 27, but see description.

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d8 Piercing to the target, 1d4 Bludgeoning to everything else in a 5 foot radius. Any target caught inside that radius can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Weight:** 1/10 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Special:**

**Description:** Heat-seeking wrist-rockets function exactly like heat-seeking gyrojet loads. They fly out to a distance of thirty feet, and then automatically hit

the nearest living target, whether it is a friend, a foe or neither. Please note that they don't hit the nearest living thing to the weapon's user. They hit the nearest living thing to the point (thirty feet distant) where their internal guidance system takes over. If there is no living, warm-blooded animal within thirty feet, the missile will instead hit the nearest non-living heat source. If used in a situation where there is no living thing present and no reasonable way to select a secondary target, there is a 50% chance that the missile will abort and detonate once it reaches the thirty-foot mark, and a 50% chance that it will instead become confused and come back to attack the person who fired it. Heat-seekers are extremely useful in certain situations and worse than useless in others.

## Grenades and Grenade Launchers

There are actually two basic types of grenades, hand grenades and rifle grenades. Hand grenades are meant to be flung at the target by hand or perhaps with some kind of improvised weapon like a slingshot. They can be set as booby traps or dropped down a hole. Rifle grenades are fired from specialized grenade-launching weapons (of which we have listed quite a few). They look like oversized bullets, about an inch in diameter.

You can't stuff a hand grenade into a grenade launcher, it's the wrong shape and it isn't meant to be used this way. You can't set off a rifle grenade by throwing it at the target, either-they have to be launched from a grenade launcher to have their fuse armed. Nor can you tie a string to a rifle grenade and set it as a booby trap-there's no pin to pull out or switch to activate.

For simplicity's sake, we're giving both types of grenade the same prices and stats. If you buy a fragmentation rifle grenade, it costs and weighs the same as a fragmentation hand grenade and it's just as difficult to break. This may not make much sense, but it's the way nearly all modern and science fiction role-playing games handle it and it does make things simpler, so it's the convention we'll follow.

As many a policeman knows, it is possible to shoot an individual target with a rifle grenade, instead of just attacking an area. They are clumsy weapons for this purpose and are fired at a -2 penalty. Any target hit directly by a rifle grenade takes an additional 2d6 damage from the impact, above and beyond the damage done by the explosion (or whatever nasty effect the grenade is packing).

As an optional rule, the DM can declare that if a target with Damage Resistance takes a direct hit from a rifle grenade, and if it sustains more than 2 points of damage from the initial attack, the grenade has actually been shot inside the target, so the target can't apply its damage resistance to the subsequent explosion.

### Grenade Launcher, 1 Shot

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Grenade Launcher)

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 3d6 Piercing, affects a 20 foot radius around the point of impact. Anyone caught in the radius can

make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 18

**Special:** Affects a 20 foot radius around the point of impact. Anyone caught in the radius can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Description:** A one-shot grenade launcher, often used as a riot-control tool. It looks like a plump shotgun



with a very wide barrel. It breaks open to load, and there is usually some ejected matter from the last shell to be cleaned out, so reloading it takes a full round. The stats listed here assume that it is loaded with a fragmentation grenade, but of course it can fire any of the grenades in this book, (except perhaps for the super-advanced ones).



### Grenade Launcher, 6-Shot

**Size:** Huge (Impossible to conceal)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Grenade Launcher)

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 6

**Rate of Fire:** Once per round

**Damage:** 3d6 Piercing, affects a 20 foot radius around the point of impact. Anyone caught in the radius can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 13 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 17

**Special:** Affects a 20 foot radius around the point of impact. Anyone caught in the radius can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Description:** A rocket grenade launcher which looks not unlike an oversized pistol. The stats listed here assume that it's loaded with fragmentation grenades, but of course you can load it with whatever rifle-grenades the DM makes available to you. It uses a huge revolver cylinder to store the grenades and if you have loaded it with more than one grenade type, you can select the grenade you want by turning the cylinder. This is actually tough to do in combat, because of the device's weight and complexity, and takes a standard action. Otherwise, the grenades just fire in whatever sequence you loaded them in. It hardly needs to be mentioned, but hand grenades cannot be launched with this device.

### Grenade Launcher, 12-Shot

**Size:** Huge (Impossible to conceal)

**Cost:** 2,500 Units

**Tentative Purchase DC:** 21 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Grenade Launcher)

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 12

**Rate of Fire:** Once per round

**Damage:** 3d6 Piercing, affects a 20 foot radius around the point of impact. Anyone caught in the radius can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 19 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 17

**Special:**

**Description:** A generic template for a large shoulder-mounted grenade launcher. You can find versions that hold only 10 grenades and others that hold 15. They all have about the same performance characteristics. The statistics listed here assume the launcher is loaded with fragmentation grenades, but of course you can use it with whichever type of grenades the DM makes available. The grenades are kept on a belt which will move whichever one you select into the firing chamber as a free action. If you have loaded the weapon with multiple types of grenades, you can fire whichever type you prefer, in whatever order. This weapon cannot be used to launch hand-grenades. For that, get a slingshot.



### "Pepperpot" One-handed Grenade Launcher

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Grenade Launcher)

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Piercing, affects a 20 foot radius around the point of impact. Anyone caught in the radius can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 2 pounds (8 pounds if the antigravity motor is disabled)

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 16

**Description:** Anti-gravity technology makes possible this cartoonish weapon, a one-handed grenade launcher. It looks like a gigantic revolver, far too big to fit in any holster ever made. Pull the trigger and it launches a rocket-grenade. The damage listed here assumes that the Pepperpot is loaded with standard fragmentation grenades, but you are of course free to load it with whatever strikes your fancy.

### Grenade Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,400 Units

**Tentative Purchase DC:**

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Piercing, affects a 20 foot radius around the point of impact. Anyone caught in the radius can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 3 pounds

**Armor Class:** 9

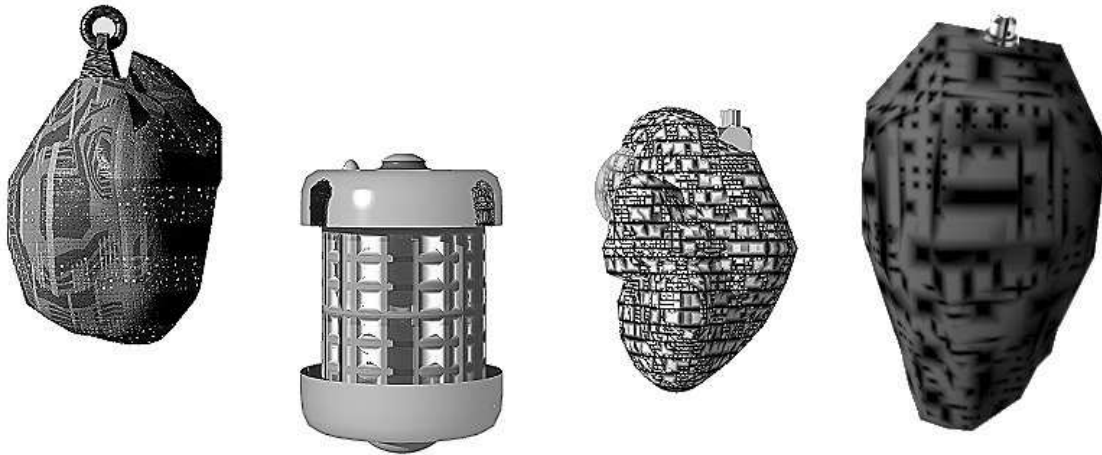
**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** As seen in the movie "Hard Target" (by the five or six people who actually watched it). This miniature grenade launcher is no bigger than a long pistol, with a smoothbore barrel slightly wider than a shotgun's. It's too big to fit in a shoulder holster but you could easily carry it on your belt. The weapon breaks open like a single barreled shotgun. You set the grenade in the breech, snap it shut, aim and fire. It takes a standard action to reload. The stats listed here assume that you have loaded it with a fragmentation grenade, but of course you can use it with whichever type of rifle-grenade you like. It cannot be used to launch hand-grenades.

## Grenades



### Concussion Grenade, Light

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 3d6 Bludgeoning to everything in a 5 foot radius. Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** An explosive grenade, designed to do as little collateral damage as possible. It affects everything in a five-foot radius.

### Concussion Grenade, Heavy

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 4d6 Bludgeoning to everything in a 10 foot radius. Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 18 to take half damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Special:** Anyone caught in this weapon's Area of Effect must make a Fortitude Saving Throw vs. DC 15 or be Deafened (as per the spell) for 2d6 rounds.

**Description:** A more powerful concussive device, with a wider radius of effect.. It's probably not a good idea to use this one to solve hostage situations.

### Concussion Grenade, Ultraheavy

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have

attacks

**Damage:** 6d6 Bludgeoning to everything in a 20 foot radius. Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Special:** Every living target in a 30 foot radius must make a Fortitude Saving Throw vs. DC 15 or be Deafened (as per the spell) for 2d10 rounds.

**Description:** The most powerful concussion grenade manufactured. It damages everything in a twenty-foot radius, and can deafen bystanders within thirty feet. It is no larger than any other concussion grenade--it just contains an explosive with a higher yield.

### Fragmentation Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 4d6 Piercing, 20-foot Radius. Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 15 to take half damage

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A basic template for a fragmentation grenade, whether hand-held or rifle-launched. This is probably the most common type of grenade you will see on the battlefield. It is made from lighter, tougher materials than its modern equivalent and contains a more powerful explosive, but otherwise it is much the same.

### Flechette Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 525 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 6d6 Piercing, 20 foot radius. Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 20 to take half damage

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** A deadlier variation on the fragmentation grenade, this one is packed with needle-sharp darts, carefully arranged to go off in a particular spread. This is a far more labor-intensive item to produce than an ordinary fragmentation grenade, and only societies with very extensive automated manufacturing ever mass-produce them.

### Poison Flechette Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 6d6 Piercing, 15 foot radius. Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 20 to take half damage. Anyone who takes damage from this weapon (whether or not they make their Reflexes Saving Throw) must make a Fortitude Saving Throw vs. DC 20 or take an additional 3d8 poison damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** What's worse than a flechette grenade? A poison flechette grenade! Yes, that's right, each of these hundreds of tiny darts has been dipped in a potent organic toxin, giving this weapon that extra zip you need. Not advised for crowd control.

### Concussion Grenade, Shaped Charge

**Size:** Tiny (+4 bonus to conceal with a “sleight of

hand” roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 4d6 Bludgeoning, 25 foot cone, affects a 20 foot radius around the point of impact. Anyone caught in the area of effect can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** A shaped charge grenade that detonates in a 25 foot cone-shaped area of effect instead of a sphere. If it misses the target hex, roll a d10 to determine which direction the grenade is facing when it lands. (it's like rolling a d8 to determine facing, but 1 means “up” and 10 means “down”)

### Flechette Grenade, Shaped Charge

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 625 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 8d6 Piercing, 25 foot cone

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** A flechette grenade that goes off in a 25 foot cone-shaped area of effect instead of a sphere. If it misses the target hex, roll a d10 to determine which direction the grenade is facing when it lands. (1 means “up”, 10 means “down” and 2-9 indicate each of the 8 squares surrounding the target square).

### **Polarizing Anti-Robot Grenade**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 1d8 Electrical, 10 foot radius. Does an additional 5d8 damage to robots and other sentient machines. Anyone but a robot who is caught in the area of effect can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** This grenade fires an electromagnetic pulse device designed specifically to disrupt a robot's brain. It damages any robot within a ten foot radius and may have some effect on other complex electronics at the DM's discretion.

### **Sleep Gas Grenade**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Everyone in a 10 foot radius must make a Fortitude Saving Throw vs. DC 20 or fall unconscious for 2-12 minutes.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** Not quite as effective a riot-control tool as gas weapons that cause pain or nausea. Once you've put a crowd to sleep, someone has to clear them away (if you hurt or nauseate them they'll leave under their own power). Still, this is for the most part

a more humane alternative. It doesn't even drop them in their tracks, it gives them a second or two to lie down, so they don't fall and hurt themselves.

### **Pain Gas Grenade**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 5d6 Nonlethal to everything in a 10 foot radius. A Willpower Saving Throw vs. DC 20 halves the damage. Anyone who takes damage from the gas must make a Fortitude Saving Throw vs. DC 20 or be Stunned (as per the Monk special attack), and unable to take any action for one round. Even if they make both their saving throws, they will suffer a –2 penalty to all their actions for the next 1-4 rounds.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of gas on 1 victim in 1 round)

**Description:** A greatly feared weapon, used for crowd control in a few unsavory police-states. It releases a cloud of gas which directly stimulates the brain's pain centers, causing indescribable agony.

### **Blinding Gas Grenade**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2



**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** Affects any living target in a 5 foot radius. Anyone caught in that radius must make a Fortitude Saving Throw vs. DC 15 or become Blind for 2d12 hours. Blind characters suffer a 50% chance of missing in combat (all their targets effectively have full concealment), lose any Dexterity Bonus they might have to their Armor Class, move at half speed, suffer a -4 penalty on Search checks and both Strength and Dexterity based skill rolls. All attackers have a +2 bonus to hit the blind character. A gas mask offers some protection from the gas, and gives the character a +2 bonus to their Saving Throw. A vacuum suit protects against it completely.

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of grenade on 1 victim in 1 round)

**Description:** This grenade is loaded with an aerosol contact poison which affects the target's optic nerves, causing temporary Blindness, as per the spell. At the DM's discretion, it might not work on creatures whose body chemistry is significantly different. It also has no effect on creatures that don't have eyes.

### Fear Gas Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** Any live target in a 15 foot radius must make a Willpower Saving Throw vs. DC 20 or become panicked for 4d6 rounds. A panicked character flees immediately. They have a 50% chance of dropping whatever they are holding and will choose their path randomly (as long as it leads away from immediate danger). They suffer a -2 penalty to all their saving throws for as long as they are under the effects of the gas. If cornered, a panicked character cowers and can take no action save to defend themselves..

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of grenade on 1 victim in 1 round)

**Description:** Particularly good for riot control, this substance is sure to move a crowd out of the area quickly. There is an unfortunate chance that some of them will get trampled in the process. Worse, sometimes a terrified mob will run in the wrong direction or do awful, irrational things.

### Psychedelic Gas Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of grenade on 1 victim in 1 round)

**Description:** Anyone caught within a five-foot radius of this grenade must make a Fortitude Saving Throw vs. DC 15 or have their perceptions scrambled by a powerful psychoactive agent. If they fail the roll, then for 2d10 rounds they must make a Willpower Saving throw vs. DC 18 every round or roll on the following chart.

**1** Run away at full speed in a random direction for 2 rounds. If you encounter a barrier, turn around and run back the way you came.

**2** Attempt to destroy whatever object you are holding (make a Strength roll and try to beat its breakage DC). If you aren't holding anything, attempt to grab the nearest breakable object and break it.

**3-4** Lie down and curl up into a ball. If attacked, you are unable to defend yourself.

**5-6** Mutter random insane gibberish, clap hands, twitch and engage in other harmless but distracting crazy behavior for a round, without moving from the spot where you are standing.

**7-9** Attack nearest creature for 1 round

**10** Act normally for 1 round. You are not aware that you have been acting crazy.

If attacked while insane, the victim can defend themselves normally, unless they roll a 3 or a 4. Unless they roll a 10, they can't communicate coherently, use skills or feats or do anything else that would be useful.

### Debilitation Gas Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** Everyone in a ten-foot radius must make a Fortitude Save vs. DC 20 or lose 3d6 Strength, for 2d10 minutes. The target's Strength can go no lower than 1. Any character whose Strength has been reduced to 1 is completely helpless, unable to stand or effectively defend themselves. There may still be certain types of skill rolls or purely mental activities that the DM might allow them to perform in this state.

**Accessories:** Antidote Vial (1/20th lb, costs 140 Units, holds 2 doses, negates effect of the gas on 1 victim in 1 round)

**Description:** A mild neurotoxic agent that drastically weakens anyone who inhales it. They must actually get it in their lungs to be fully affected. The agent can make you feel woozy and strange if it gets on your skin, but not enough to have any game effects. A gas mask or even a good filter mask of the kind used in home construction projects will totally negate the effect. A wet handkerchief over your face probably won't do the job, but it might give you some kind of bonus to your Saving Throw. The effectiveness of such improvised filtering techniques is strictly up to the DM.

### Rage Gas Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of grenade on 1 victim in 1-3 rounds)

**Description:** Affects everyone in a ten-foot radius. Anyone caught in the area of attack must make a Willpower Saving Throw vs. DC 15 or immediately attack the closest moving object with whatever melee weapon comes to hand. If they are carrying a ranged weapon, they aren't coherent enough to use it properly and will swing it like a club. They will attack friends, foes, or whatever moving object catches their attention.

Affected characters are incapable of communicating, and look really scary. You don't want to look in their eyes, especially if they're someone you are close to.

A filter mask or independent oxygen supply will give the target a +2 bonus to their saving throw. A completely sealed suit (a vacuum suit, for example) totally negates the attack.

Not a great riot control weapon, far better at inciting riots than quelling them. Still not without its uses.

### Suicide Gas Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of grenade on 1 victim in 1-3 rounds)

**Description:** It is widely supposed that the nerve-agent in this grenade causes suicidal despair in the target, but the truth is far more unpleasant.

Anyone caught in its area of effect must at once make a Willpower Saving Throw vs. DC 20 or begin

to mutilate themselves with whichever hand weapon is closest, grunting and howling with ectasy the whole time. If no hand weapon is within easy reach, they will shoot themselves with the nearest missile weapon, at its most lethal setting. If neither is available they will rip and claw at themselves, doing 1 point of damage per round.

They are effectively helpless while they are hurting themselves, giving any attacker a +4 bonus. They may say terrible things about how good it feels to wound themselves or they may plead with you to hurt them but aren't really capable of communicating anything else.

If you attack yourself, you can only miss if you roll a 1, but since all of the character's actions are at a -4 while they are under the influence of the gas, they actually fail to hurt themselves on a 5 or less. Most weapons aren't really made to wound the user, and will do one point of damage less than usual (minimum of one point).

The effects last indefinitely, until the target either makes a saving throw or dies. Let them make another throw every other round.

The drug is transmitted through the skin, but works better if inhaled. A gas mask or oxygen tank will give the target a +4 to their Saving Throw, while a completely sealed environment suit or a vacuum suit will completely negate the drug's effect.

### Motor Dysfunction Gas Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of grenade on 1 victim in 1 round)

**Description:** Anyone in a 10 foot radius must make a Fortitude Save vs. DC 18 or lose 2d6 Dexterity for 2d10 minutes. The target's Dexterity can't be reduced below 1. A character with a Dexterity of 2 or 1 can't walk or feed themselves and must make a Willpower Saving throw vs. DC 15 each time they try to speak, in order to correctly shape the words. This gas is

absorbed through the skin, but getting it in your lungs increases the effect. A gas mask gives the target a +3 to their Saving Throw and an improvised mask gives them +1. Any completely sealed environment suit negates the effect of this weapon.

### Paralysis Gas Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Everyone in a five-foot radius must make a Fortitude Save vs. DC 20 or be paralyzed and helpless, unable to move or take any physical actions, for 2d10 rounds.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of grenade in 1 round)

**Description:** A canister of paralyzing gas. Although this is officially a police weapon, it is far more useful to commit crimes than it is for riot control. This is a nearly ideal tool for robbing banks, transport vehicles, jewelry stores etc.

### Poison Gas Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** Everyone in a 10 foot radius must make a Fortitude Saving Throw vs. DC 15 or take 3d8 poison damage. A gas mask gives you a +4 bonus to your roll, and a sealed environment suit negates the effect. It has no effect whatever on robots, and at the DM's discretion there may be alien races which aren't affected by it either.

### **Poison Gas Grenade, Extra-Lethal**

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 525 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** Everyone in a 10 foot radius of the grenade must make a Fortitude Saving Throw vs. DC 20 or take 5d10 poison damage. A gas mask gives you a +2 bonus to your roll, and a sealed environment suit negates the effect. It has no effect on robots and at the DM's discretion there may be alien races with very different body chemistries from ours who aren't affected by it either.

### **Poison Gas Grenade, Superlethal**

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** Everyone in a 10 foot radius must make a Fortitude Saving Throw vs. DC 20 or die on the spot. A gas mask gives you a +2 bonus to your roll, and a sealed environment suit negates the effect. The poison breaks down quickly, but for 2d10 minutes anyone who enters the burst radius must make a Dexterity Saving Throw vs. DC 18 to keep from getting any live toxin on their skin. If you do get contaminated this way, you get a +1 bonus to your Fortitude Saving Throw for every 2 minutes the poison has been exposed to air.

### **Plague Grenade**

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 675 Units

**Tentative Purchase DC:** 17 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Infects everyone in a five-foot radius with an infectious disease. The victim must make a Fortitude Saving Throw vs. DC 15 or lose a point of Constitution per day for 4d6 days until they are cured or reach 0 Constitution and die.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of grenade on 1 victim in 1 round)

**Description:** Illegal on just about every civilized world. This small metal canister has a small explosive charge inside--just enough to spread the disease-bearing mist over the target area.

### **Bloodrot Grenade**

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Infects everyone in a five-foot radius with an infectious disease. The victim must make a Fortitude Saving Throw vs. DC 20 or lose a point of Strength and one of Constitution per hour until they are cured or reach 0 Constitution and die.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of disease on 1 victim in 1-4 hours)

**Description:** An even more dangerous and even more illegal biological weapon. The virus it carries acts faster and has more gruesome symptoms. The prison sentence for using it is usually longer, too.

### **Viral Grenade, Superlethal ("The Chattering Death")**

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 680 Units

**Tentative Purchase DC:** 17 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Infects everyone in a five-foot radius with an infectious disease. The victim must make a Fortitude Saving Throw vs. DC 25 or lose a point of Dexterity, one of Intelligence and one of Constitution per round until they are cured or reach 0 Constitution and die.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of grenade on 1 victim in 1-4 rounds)

**Description:** The most lethal and fast-acting biological weapon anyone has been sick enough to think of, yet. It acts on the central nervous system. Victims are prone to uncontrollable bouts of chattering teeth and to shouting out obscenities and songs from their childhood as they die. This is why they call it the Chattering Death

### **Flesh-Eating Grenade**

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 685 Units

**Tentative Purchase DC:** (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** Affects everything in a ten-foot radius. Contains a flesh-eating virus that does 1d6 damage per round until the victim either dies or makes a Fortitude Save vs. DC 20. They can attempt a Saving Throw once each round, but only after they have already taken damage.

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of grenade on 1 victim in 1-3 rounds)

**Description:** One of the most loathed and feared grenade-weapons in existence. Don't use this one for crowd control unless you work for a rampaging barbarian horde--it violates just about every war-crimes statute ever written. There is a simple antidote to the virus, if you can inject it in time.

### **Incendiary Grenade**

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 5d6 Heat damage to everything in a ten-foot radius. A Reflexes Saving Throw vs. DC 15 will allow a target to take half damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**



**Roll:** 15

**Description:** A grenade packed with a quick-burning thermite compound. It has completely burnt itself out in a round, but may set other fires in the blast radius at the DM's discretion.

### Napalm Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** A canister filled with a sticky, flammable substance. It ignites on impact, covering anyone in a 10-foot radius with burning glop, doing 1d6 damage per round. The napalm continues to burn for three rounds, and cannot be extinguished with water, sand, or any other method which relies on taking oxygen away from a flame. A Reflexes saving throw vs. DC 20 halves the damage, provided that you use your next movement to leave the five-foot radius of effect.

### Frost Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 3d6 Cold to everything in a ten-foot radius. A Reflexes Saving Throw vs. DC 15 will allow the target to take half damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Description:** This unusual grenade is filled with a quick-freezing liquid, with a small explosive charge in the middle. When it detonates, it sprays the liquid all over the radius of effect, in a fine mist.

### Electrostatic Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 4d6 Electricity to everything in a 5 foot radius. A Reflexes Saving Throw vs. DC 18 halves the damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** A portable thunderbolt. This grenade has a built-in power cell, which it discharges in a crackling field of electrical havoc. This melts the grenade into a small metal pool, but forensic investigators will still be able to figure out what kind of weapon was used here. Robots and other such cybernetic entities may or may not take additional damage from this grenade, at the DM's discretion.

### Caustic Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 485 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 2d6 Caustic damage per round for 2d4 rounds to anything in a 10 foot radius

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** A metal canister full of acid, with a small explosive in the center, which detonates on impact and blankets the area with a fine caustic mist. This is not a splash attack weapon as such. It does an equal amount of damage to anything in its radius, rather than doing the majority of its damage to a particular target and then a reduced amount to everything else.

### Neutron Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 6d6 Radiation, in a thirty-foot radius. Only living organisms or complex electronics take damage from this attack. Robots, cyborgs, computers, etc. take full damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** Leaves buildings standing but kills unwanted people dead on contact. It makes only a faint buzzing sound. The area it has devastated remains toxic for 2d6 hours. Anything entering its blast radius must make a Fortitude Saving Throw vs. DC 15 for every round they remain inside, or suffer 1d4 silent, invisible damage.

### Bio-Barrier Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** A strange biological weapon. Each of these grenades creates a barrier of tangled bushes with needle-sharp thorns. It takes one round for them to rip their way up from the ground after the seeds and the hypernutrient are spread across the target area.

Any character who moves through the barrier takes 25 points of damage per round of movement, minus 1 for each point of the character's AC. Dexterity and dodge bonuses do not help the character evade damage. Only actual physical armor counts.

By adjusting the setting on the canister before you launch it (this takes a Standard Action) you can shape the wall into any pattern of 20 10-by-10-foot blocks.

Characters must force their way slowly through the wall. To make any progress, a character must succeed at a Strength check (DC 20). A successful character moves a number of feet equal to the Strength check result minus 19, so a character who rolled 24 on their Strength check could move 5 feet in a round.

A character trapped in the thorns can choose to remain motionless in order to avoid taking any more damage. Any characters within the area of effect take damage as if they had moved into the wall.

The bio-barrier can be carefully pared away by edged weapons. Chopping at the barrier creates a safe passage 1 foot deep for every 5 minutes of work. Fire also affects it normally.

### Glue Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of grenade on 1 victim in 1 round)

**Description:** This small canister of goop bursts apart on impact, showering everything in a five foot radius. Anything within that radius which fails a Reflexes Saving Throw vs. DC 20 is caught fast by the glue. A trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4 and must immediately make another Reflexes Saving Throw (DC 15) to avoid being stuck to the floor. If a character is fact glued to the floor, they are unable to move. Even if they make the second saving throw, they still only move at half their normal rate. To free themselves, they must make a Strength check vs. DC 27, or do at least fifteen points of damage to the glue. Hitting the glue is automatically successful.

### Tanglebomb Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 485 Units

**Tentative Purchase DC:** (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** Ensnares everything in a 5 foot radius, unless they make a Reflexes Saving Throw vs. DC 20 and at once move out of the target square. A trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 25.

**Description:** This slow-moving grenade bursts open over the target and encases them in a tangleweb net. It's a convenient law-enforcement tool, also popular with criminals and wildlife zoologists. There is a hand-thrown version of this grenade, but you're much more likely to see it fired from a grenade launcher.

### Hyperflash Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 475 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Every target in a 15 foot radius must make a Reflexes Saving Throw vs. DC 25 or become Blind for the next 2d10 minutes. Anyone in the radius of effect also takes 1d6 Nonlethal Damage, with no possibility of a saving throw.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** Anyone in this grenade's radius of attack runs an excellent chance of being temporarily blinded. This makes for a good non-lethal weapon, but isn't that useful for crowd control, since it leaves the crowd staggering around panicky and blind, instead of moving them out of the area. It doesn't work on creatures that don't have eyes, or (DM's call) that see in some radically different kind of spectrum.

### Sonic Screamer Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 480 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** The screamer goes off on impact, causing Deafness to anyone within a fifteen foot radius if they fail a Fortitude Saving Throw (DC 20). It also does 3d6 Nonlethal damage to anyone in a 10 foot radius. A reflexes saving throw vs. DC 15 allows a target to take half damage, provided that they take an action to move out of the grenade's radius that round. It screams for three rounds. Creatures who do not have the ability to hear are not affected by this weapon at all.

### Immobilizer Foam Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 490 Units

**Tentative Purchase DC:** (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Solvent Kit (1/20th lb, costs 15 Units, holds 3 doses, negates effect of grenade in 1 round)

**Description:** This grenade bursts open and covers everything within a 5-foot radius with quick-hardening foam.

To evade it, anyone in the target square must make a Reflexes Saving Throw vs. DC 18, and spend their next Movement to leave the affected square. Anyone caught in the foam suffers a -2 penalty on all attacks, and has their Dexterity effectively reduced by 4. They must immediately make another Reflexes Saving Throw (DC 15) or they are completely mired in the foam, unable to move. Even if they make the second saving throw, they still only move at half their normal rate. To free themselves, they must make a Strength check vs. DC 27, or do at least 17 points of damage to the foam. As an inert object, it is impossible to miss the foam with an attack.

The foam hardens in one round and becomes harmless to touch. It does however block the square, making it impossible to move through.

### Stun Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 5d6 Nonlethal (10 foot radius) No saving throw is permitted.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** A small omni-directional stun-wave unit, which burns itself out in a single charge. It fires an electromagnetic pulse specially calibrated to disrupt the neuro-electrical activity in a living creature's brain. It can be preset to disrupt robots' neural networks instead, but can't do both at once.

### Single-Plane Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 510 Units

**Tentative Purchase DC:** (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 3d6 Slashing to anything in a 20 foot radius. A Reflexes Saving Throw vs. DC 20 halves the damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** This concussion grenade explodes in a single flat plane, rather than a sphere. This does slashing damage rather than bludgeoning damage and greatly magnifies the explosive's force. Roll a d20 to attack each target in the burst radius. If you roll a natural 20, the target has been decapitated, as per a Vorpal weapon. There may be some targets like robots, zombies or amorphous beings who suffer no particular adverse effects from having their heads removed.

### Metal-Eating Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once,

but you can launch as many of them as you have attacks

**Damage:** Splash-effect weapon, does 2d6 damage per round for 2-8 rounds (2d4) to the target and 1 pt per round to anything in a 10 ft radius for 2-7 rounds (1d6+1). Ignores up to 5 points of Hardness or Damage Resistance. Only affects targets made of metal.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of grenade in 1 round)

**Description:** This grenade is packed with a metal-eating virus. It is a splash weapon, and does more damage to the main target than to anyone else in the blast radius. It is largely used against robots, although anything made of any type of metal will suffer the same effects.

### Brain-Scrambler Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Description:** This grenade is loaded with a microwave pulse-emitter which disrupts the higher mental functions of organic life. It affects everyone in a five-foot radius. If anyone in its range fails a Fortitude Saving Throw vs. DC 20, they lose 3d6 Intelligence. A character with animal-like intelligence (3 or lower) can still recognize their friends and will still follow them around to keep from feeling anxious and alone. They cannot speak or use tools in this condition. The effects of the Brain-Scrambler Grenade are permanent. Only sophisticated medical treatment will help afflicted characters.

### Hemorrhage Gas Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 230 Units, holds 2 doses, negates effect of the hemotoxin on 1 victim in 1-2 rounds)

**Description:** A grenade filled with a powerful airborne hemotoxin, which makes the target bleed from every orifice and pore. Any living target in a 10 foot radius will take 2d6 damage per round for 1d6 rounds. While taking damage they will make all rolls at a -2 penalty, because of the agonizing discomfort and fear this weapon produces. A Fortitude Saving Throw vs. DC 25 will reduce the damage to 1d6 per round. A gas mask will give the wearer a +2 to their Fortitude Saving Throw, but has no other effect. A completely sealed environment suit negates the attack. The effects of this weapon are gruesome in the extreme and any troops who see hemorrhage gas used on their comrades must make an immediate Morale Check at a -2 penalty.

### Plastic-Eating Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Splash-effect weapon, does 2d6 damage per round for 2-8 rounds (2d4) to the target and 1 pt per round to anything in a 10 ft radius for 2-7 rounds (1d6+1). Only affects targets made of plastic.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most



weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Accessories:** Antidote Vial (1/20th lb, costs 120 Units, holds 3 doses, negates effect of grenade on 1 target in 1-3 rounds)

**Description:** A metal canister which bursts apart on impact, releasing a plastic-eating virus. This isn't really a splash weapon. The virus is distributed pretty evenly over the five-foot radius of effect and does the same number of dice worth of damage to everything in that area. If a larger object made of plastic extends partway into the grenade's radius of effect, it continues to take damage even after that section has been eaten away, as the disease spreads through the rest of it..

### Discombobulator Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 6d6 Slashing, five foot radius. A Reflexes Saving Throw vs. DC 20 will halve the damage, but will not protect the target from the weapon's special effect (see below).

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Special:** Although this is an area effect weapon, the DM should make individual "To Hit" rolls for every potential target in the blast radius. These rolls have no effect unless a critical hit is rolled. On a critical hit, this weapon has cut the target into sections, killing them instantly. At the DM's discretion there may be a few entities who can recover from injuries like this (for example creatures that are made of totally undifferentiated tissue).

**Description:** A grenade packed with coils of ultra-sharp monofilament wire. No more than a single molecule thick, it does grievous damage to flesh and bone when it's flung at high speed.

### Hush-My-Darling

**Size:** Diminutive (+8 bonus to conceal with a "sleight

of hand" roll)

**Cost:** 675 Units

**Tentative Purchase DC:** 17 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 4d6 Piercing damage to anything in a 20 foot radius

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** A small sonic module which emits a trilling hum at exactly the right frequency to soothe and fascinate human beings. When it activates, everyone within a 20 foot radius must make a Willpower Saving Throw vs. DC 20 or stand fascinated, smiling happily as the device trills. Anyone under its spell will feel a compulsion to get closer to it, so after it has become activated, a tightly packed crowd of people usually gathers around it.

After 2-10 rounds (the user sets the timer before arming the weapon), it explodes, showering all of its happy new friends with shrapnel. Anyone within a 20 foot radius who still has their wits about them can make a Reflexes Saving Throw vs. DC 18 to take half damage (at the DM's discretion they may get a bonus if enough people are packed in around the device to soak up most of the shrapnel). Everyone else takes 4d6 piercing damage.

The hush-my-darling doesn't work underwater or in a vacuum and of course it has no effect on robots. At the DM's discretion it may or may not affect aliens. It is common for whoever uses a Hush-My-Darling to put it inside a stuffed toy, as a joke.

### Improvised Fragmentation Grenade

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 15 Units worth of materials to make Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from some kind of weapon

**"To Hit" Bonus:** --

**Magazine:** Can only be used once

**Rate of Fire:** --

**Damage:** 2d6 Piercing to everything in a 5 foot radius

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Accessories:** --

**Description:** One step above a Molotov cocktail, this improvised grenade can be made from 20 Units worth of material (it's the DM's call as to exactly what materials will work--gas and liquid fuel canisters are among the usual suspects) and a Repair Roll vs. DC 15. Packed full of nails, gravel and other fragments, it will make a very satisfying explosion on impact. Unfortunately, it is also prone to going off in your hand. If this device loses all its Hit Points, it explodes, doing its full amount of damage to everything in a 5 foot radius, whether or not you happen to be holding it at the time.

### Variable-Intensity Concussion Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Variable. Can be set to do 1-4d6 Bludgeoning, in a 5-20 foot radius

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** Troops often call this one the dial-a-grenade. It can be set to do varying amounts of damage in a varying radius of effect. Two small dials on top of the hand-grenade version control the range and intensity. If these weapons are standard issue for grenade launchers, then the mechanism for setting the grenade's intensity is usually found on the weapon itself. Information on the grenade's current setting can generally be seen in a pop-up display on the weapon's scope.

### Variable-Intensity Radiation Pulse Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 625 Units

**Tentative Purchase DC:** 16 (usually restricted to

military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Variable, does 1-8 d8 Radiation damage in a 5-20 foot radius. Most obstacles do not block its radius of effect.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Special:** Damages only living tissue or complex electronics. Area of effect can only be blocked by lead shielding.

**Description:** Just how dead do you want to kill them? This handy item emits a silent but deadly pulse of hard radiation. You set the radius, you set the intensity. Walls don't stop it, doors don't stop it, floors don't stop it. In fact, nothing short of an inch of lead shielding stops it. It's not a reusable item, you won't find yourself hunting all over the battlefield for a grenade that's rolled under something--just fire and forget about it. How's that for convenience?

### Variable-Intensity Anti-Robot Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Variable. Can be set to do 1-2d4 electrical damage to anything in a 10 foot radius. Can also be set to do an additional 1-5d8 to robots and other sentient machines.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** This grenade fires an electromagnetic pulse device designed specifically to disrupt a robot's brain. A highly sophisticated weapon, it can be set to damage one or more targets within the blast radius but

leave others unharmed. Adjusting its settings takes a Standard Action.

### Anti-Etheric Blast Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 785 Units

**Tentative Purchase DC:** (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 3d6+3 Weird Energy to everything in a 20 foot radius. Only affects ethereal targets.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** Civilizations plagued by extradimensional invaders sometimes develop weapons that can attack ethereal opponents. This device emits a pulse of destructive energy on the Ethereal plane. It has a fairly good range and does a lot of damage, but only affects ethereal objects.

### Disruptor Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 625 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 8d4 Weird Energy to every living thing in a fifteen-foot radius, 4d4 to robots or inanimate objects. A Reflexes Saving Throw vs. DC 20 will allow any target to take half damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Special:** Does half damage to non-living objects.

**Description:** A small one-shot disrupter module

which burns itself out after a single use. It does only half damage to inanimate objects and robots, but has a devastating effect on anything made of flesh.

### Selective Effect Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Variable, does 1-6d6 Bludgeoning damage in a 5-20 foot radius. The weapon's user sets the size and strength of the explosion before throwing the grenade (this takes effectively no time). See description for more details.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** This super-advanced grenade explodes in a flash of radiant energy. The explosion is partly on this plane and partly on the Ethereal, and can be partly shifted from one to another with great subtlety. In practical terms this means that not only can the grenade harm ethereal targets, but it can be set to do damage to some things in its radius of effect and not others. In game terms this means that when the player launches or throws the grenade, they announce which objects in its radius of attack they intend to do damage to, and how many dice of damage they intend to do to each. Everything else is completely unharmed. This device won't ripple the skin on a custard unless you tell it to.

### Plasma Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 8d6 Heat in a 10 foot radius, a 20 foot

semicircle or a 30 foot cone. A Reflexes Saving Throw vs. DC 20 will halve the damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A very advanced, very destructive weapon, it unleashes an omnidirectional burst of high-energy plasma. It's a little like having a small piece of a star burst out of the grenade and engulf the target. The grenade can be set to unleash its lethal load in a 10 foot radius, a 20 foot semicircle or a 30 foot cone. If it misses the target square and is using the semicircle or cone-shaped attack, roll a d10 to determine which way the grenade is facing when it goes off (1 means "up" and 10 means "down", 2-9 are the eight squares adjacent to the target square).

### Antimatter Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 6d10 Weird Energy to everything in a 30 foot radius. No Saving Throw is permitted.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A few brave souls will actually try to hurl handheld antimatter grenades at a target, but for the most part this is a grenade-launcher weapon. It's huge blast radius makes it difficult for most creatures to throw the handheld version safely, although you do see them used as suicide bombs and in booby-traps.

### Fusion Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if

launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 6d10+3 Heat to everything in a 35 foot radius. Ignores up to 20 points of Hardness or Damage Resistance A Reflexes Saving Throw vs. DC 23 halves the damage.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 3

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A miniature fusion weapon. This is about the most powerful infantry weapon ever built. Its one fatal flaw on the battlefield is its huge burst radius, which barely gives you time to get out of the way.

### Psi-Scream Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 4d8 Nonlethal damage to any living thing with a nervous system in a 10 foot radius. A Willpower Saving Throw vs. DC 18 reduces the damage by half.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** The product of some strange psionic technology, this grenade looks like a weird, half-melted crystal with a strip of pulsing brain-matter at its core. There are no buttons or switches or pins. It senses when you want to arm it. Despite its strange shape and odd feel it still manages to be perfectly balanced for throwing. It's even the right weight. Once it hits the target, it somehow gives off a terrible psychic shriek, doing nonlethal damage to anyone in the vicinity. This grenade comes only in a hand-thrown variety. It's won't fit in a grenade launcher

### Life-Drain Grenade

**Size:** Tiny (+4 bonus to conceal with a "sleight of

hand” roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Every living thing in a 5 foot radius gains 2d3 negative levels. Only affects living targets.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 1

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** Another bizarre crystalline psi-weapon, this one looks like an asymmetrical lump of black obsidian, or perhaps a chunk of glass, filled with some strange, shifting black liquid. It actually sucks the life-force out of anyone caught in its radius of attack. This destroys the grenade, which vanishes in a puff of black light and with a sound unnervingly like some deep inhuman laughter.

### Biotic Eraser Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, possibly more if launched from a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 7d10 Weird Energy in a twenty-foot radius. Only does damage to living tissue.

**Weight:** 1 pound

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Special:** Any living creature reduced to zero Hit Points by this weapon is completely annihilated, beyond the reach of most attempts to revive them.

**Description:** A product of some very advanced civilization, it explodes in a noisy burst of purple energy, and annihilates any living flesh in its vicinity, leaving no trace of anything it destroys. Only living tissue takes damage. It will evaporate a man, but leave the cigarette in his mouth unbroken, his hair and the tips of his fingernails lying on the ground. How it does this remains unclear--it's some kind of wonder-science thing involving “harmonic emanations”. Whatever this weapon actually is, it makes for just about the ultimate anti-personnel weapon.

## Heavy Ordinance

We've already shown you plenty of things that go bang, now for variety's sake let's look at some things that go boom. This is where we keep the big stuff--missiles, cannons, and even tastier things. Note that these are all futuristic projectile weapons. No heavy energy weapons are listed here. Instead laser cannons are listed with lasers, antimatter cannons are listed with antimatter guns and so forth.

Projectile weapons produce a much wider range of heavy ordinance than energy guns (perhaps because science fiction authors who are heavily into the hardware of combat tend to be more interested in present day weapons and their future evolution). They therefore require a whole section of their own.

Quite a few of the bigger guns listed here are meant to be mounted on vehicles. This is of course a book of weapons, not a book of vehicles, so I have left the vehicles they go with deliberately vague. Fit them onto the vehicle of your choice. They should work well with most of the published vehicle design systems out there.

### Auto-Cannon

**Size:** Huge (Impossible to conceal)

**Cost:** 25,000 Units

**Tentative Purchase DC:** 29 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged



**Handed:** Weapon must be fired from a mount

**Range Increment:** 500 feet

**“To Hit” Bonus:** --

**Magazine:** 100

**Rate of Fire:** Once per round

**Damage:** 9d6 Piercing (20 x3)

**Weight:** 500 pounds

**Armor Class:** 0

**Hardness:** 10

**Hit Points:** 60

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the “Repair” skill, although this of course is up to the DM)

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon’s damage. Autofire uses up 10 rounds, and can only be used if the weapon still has 10 rounds left in it.

**Accessories:** Shells (Weigh 2 pounds and cost 20 Units, each)

**Description:** A generic template for a .30mm auto-cannon, of the type used by fighter aircraft. You also sometimes find these huge multibarrel weapons on the battlefield in a support roll. It is in effect a giant machine gun which fires massive exploding bullets. Getting hit by one is just about certain death for any human being.

Instead of an ammunition belt, its rounds come in large caseless blocks. Each shell is surrounded by a casing of solid propellant, which is completely consumed when the shell is launched. It produces no spent shell-casings and can hold considerably more rounds than present-day models.

It takes only two rounds to completely reload this weapon. The gunner's assistant just drops more blocks of ammunition in the ammo hopper and checks to make sure they're properly aligned.

## Howitzer

**Size:** Huge (Impossible to conceal)

**Cost:** 10,000 Units

**Tentative Purchase DC:** 26 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires Fixed hands to use

**Range Increment:** 1,000 feet

**“To Hit” Bonus:** --

**Magazine:** 200

**Rate of Fire:** Once per round

**Damage:** 10d6 Bludgeoning to anything in a 5 foot radius of the spot where the shell lands

**Weight:** 1 ton

**Armor Class:** 0

**Hardness:** 10

**Hit Points:** 50

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the “Repair” skill, although this of course is up to the DM)

**Accessories:** Shells (Weigh 5 pounds and cost 20 Units each)

**Description:** A generic template for a field-gun. This model can't move under its own power and is usually towed into battle by a support vehicle. It requires a two-man crew and can only fire once every other round, due to the time required to adjust the firing angle and load another shell.

## Mortars

A 16<sup>th</sup> century weapon than continues to give good service through at least the early 21<sup>st</sup>. Mortars are small upright cannons, based on the very oldest and simplest artillery design. You drop a specially designed shell into the muzzle, its first charge sends it up into the air at a steep trajectory, it falls back down on top of something and the second charge explodes.

Cheap to build, quick to set up and extremely simple to use, these are superb weapons for jungle and urban settings. They are in many respects far superior to the heavy energy weapons that eventually replace them. Most energy weapons fire only in a straight line, but a mortar can send a shell straight over an obstruction, to hit a target that the operator can't even see.



### Advanced Materials Mortar

**Size:** Huge (Impossible to conceal)

**Cost:** 800 Units

**Tentative Purchase DC:** 17 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (Also works with any other Mortar)

**Handed:** Requires 2 hands to use

**Range Increment:** 500 feet

**“To Hit” Bonus:** -4 penalty to hit anything within 50 feet.

**Rate of Fire:** Once per round

**Damage:** 6d6 Bludgeoning, 10 foot radius

**Weight:** 10 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 20

**Special:** Affects everything in a 10 foot radius of wherever the shell lands. Anyone caught within that range must make a Reflexes Saving Throw vs. DC 20. If they succeed, they take half damage.

**Accessories:** Mortar Shell (3 lbs., costs 200 units)

**Description:** A lightweight one-man collapsible mortar, made from synthetic materials far lighter and more durable than anything available today. A single infantryman can easily carry this mortar, set it up, fire it and change positions before the enemy can get a clear fix on their position. It takes only a single round to set up or take down.

### Disposable Mortar

**Size:** Huge (Impossible to conceal)

**Cost:** 50 Units

**Tentative Purchase DC:** 7 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 450 feet

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 6d6 Bludgeoning, 10 foot radius

**Weight:** 5 pounds

**Armor Class:** 5

**Hardness:** 3

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 16

**Special:** Grenade-like weapon. Affects everything in a 10 foot radius of wherever the shell lands. Anyone caught within that range must make a Reflexes Saving Throw vs. DC 20. If they succeed, they take half damage.

**Accessories:** Mortar Shell (3 lbs., costs 200 units)

**Description:** A disposable mortar, light and simple enough for anyone to use without any special training. The instructions are printed on the side in pictograms, in case the user is illiterate. The mortar comes with a round already built it. You set it up (this takes a round) put the target in the cross-hairs on its tiny liquid crystal screen, and fire. You can set it to go off immediately, or to wait for up to three rounds (giving you time to hurry away and look innocent).

It won't target anything within fifty feet, as the designers have found that this has a way of getting inexperienced users killed.

Once the mortar has fired it melts into an unremarkable greasy brown stain. These marks are hard for chemical sensors to pick up, but experienced soldiers can recognize them by sight. They are known colloquially as "Belfast widows' teardrops," for reasons about which it is probably better not to speculate.

### Smart Mortar

**Size:** Huge (Impossible to conceal)

**Cost:** 3,000 Units

**Tentative Purchase DC:** 22 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (Also works with any other Mortar)

**Handed:** Requires 2 hands to use

**Range Increment:** 500 feet

**“To Hit” Bonus:** +4 (if firing itself—see description)

**Rate of Fire:** Once per round

**Damage:** 6d6, 10 foot radius

**Weight:** 20 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Special:** Grenade-like weapon. Affects everything in a 10 foot radius of wherever the shell lands. Anyone caught within that range must make a Reflexes Saving Throw vs. DC 20. If they succeed, they take half damage.

**Accessories:** Mortar Shell (3 lbs., costs 200 units), Spare Radio Identification Tag (1/20 pound, costs 300 units)

**Description:** A self-actuated semi-intelligent mortar. Light enough for one man to carry, it comes with a built-in targeting computer which is actually sophisticated enough to acquire targets and fire on them by itself. You can use either your ranged attack bonus or the weapon's own.

The weapon can be set to fire automatically on any moving object within two hundred feet that doesn't give off the correct radio signal. It comes with a small radio dog tag that identifies its operator as friendly. Presumably any army which uses smart-mortars has a plentiful supply of identification tags for its own men, but you never know. Sometimes these things are less well organized than they ought to be.

If the mortar has been set to automatic mode, the operator clips on a hopper of spare rounds which

attaches to one side. It holds up to fifteen shells. It takes a round to set the mortar up and another to switch it fully over to automatic mode and set up its ammo hopper. If you skip the hopper and leave it with just one round in the tube, it takes only a Standard Action to load.

Like all mortars, it isn't very good at hitting nearby targets. It suffers a -4 penalty to hit anything within fifty feet. As an artificial intelligence, it is immune to fear, sleep, illusions, emotion control and any other sort of mental attack.

This is a very durable weapon. Sometimes they can lie in the underbrush, primed and ready, for decades after the war is over.

## Rocket Launchers and Missiles



### Shoulder-Mounted Rocket Launcher

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 2,200 Units

**Tentative Purchase DC:** 21 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 150 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 10d6 Bludgeoning

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 1

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Special:** This weapon affects a 10 foot radius around the point of impact. Anyone caught in that radius can make a Reflexes Saving Throw vs. DC 20 to take half damage. Ignores up to 10 points of the specific target's Hardness or Damage Resistance. This does not apply to the other objects caught in the burst-radius—just the target of the attack.

**Accessories:** Computerized Targeting System Module (Weighs 1/2 pound, Costs 500 units, reduces range increment by 1)

**Description:** A one-shot disposable missile launcher. It comes with its own rocket and looks like a green plastic tube. Operating it is extremely simple and requires no particular weapon proficiency. You fold the tube out to its full length (this counts as a Move Action), point it, and shoot. Then throw the tube away. This one has been loaded with an anti-tank rocket, but

other versions are available as well. Anyone standing behind the rocket launcher (within five feet) when it goes off is scorched by the exhaust for 2d6 heat damage. If they make a Reflexes Saving Throw vs. DC 15, they take half damage.

### Shoulder-Mounted Rocket Launcher, Three-Pack

**Size:** Huge (Impossible to conceal)

**Cost:** 3,300 Units

**Tentative Purchase DC:** 22 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** Requires 2 hands to use

**Range Increment:** 150 feet

**"To Hit" Bonus:** --

**Magazine:** 3

**Rate of Fire:** Once per round

**Damage:** 10d6 Bludgeoning

**Weight:** 20 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 18

**Special:** This weapon affects a 10 foot radius around the point of impact. Anyone caught in that radius can make a Reflexes Saving Throw vs. DC 20 to take half damage. Ignores up to 10 points of the target's Hardness or Damage Resistance. This does not apply to the other objects caught in the burst-radius—just the target itself.

**Accessories:** Computerized Targeting System Module (Weighs 1/2 pound, Costs 500 units, reduces range increment by 1)

**Description:** A shoulder-mounted reusable missile launcher. It is much shorter than the "bazooka" weapons of the mid 20th century and can be hidden in a suitcase. It is not a good idea to stand directly

behind this weapon when it is fired. Anyone standing behind the rocket launcher (within ten feet) is scorched by the exhaust for 2d6 damage. If they make a Reflexes Saving Throw vs. DC 25, they take half damage. The stats listed here assume that the launcher has been loaded with anti-tank rockets but of course you can load it with whatever missiles the DM makes available.

### **Shoulder-Mounted Rocket Launcher, Five-Pack**

**Size:** Huge (Impossible to conceal)

**Cost:** 5,500 Units

**Tentative Purchase DC:** 24 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** Requires 2 hands to use

**Range Increment:** 150 feet

**“To Hit” Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** 10d6 Bludgeoning

**Weight:** 30 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 18

**Special:** Affects a 10 foot radius around the point of impact. Anyone caught in the radius can make a Reflexes Saving Throw vs. DC 20 to take half damage. Ignores 10 points of Hardness or Damage Resistance. This last effect only applies to the target struck, not to other objects within the burst radius.

**Accessories:** Computerized Targeting System Module (Weighs 1/2 pound, Costs 500 units, reduces range increment by 1)

**Description:** A large portable rocket launcher, which resembles a tall, narrow plastic box with the blunt ends of five missiles sticking out of the front. Don't stand within ten feet of the launcher's rear end when it's fired, or you'll take 2d6 flame damage from the missile's exhaust (if you make a Reflexes Saving Throw vs. DC 25, you take half damage). The stats listed here assume that the launcher has been loaded with anti-tank rockets, but of course it can be loaded with whatever missiles the DM makes available. If there are multiple types of missiles in the launcher they can be set off in any order.

### **SK 12 Shoulder-Mounted Rocket Launcher**

**Size:** Huge (Impossible to conceal)

**Cost:** 10,000 Units

**Tentative Purchase DC:** 26 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** Requires 2 hands to use

**Range Increment:** 150 feet

**“To Hit” Bonus:** --

**Magazine:** 12

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 10d6 Bludgeoning

**Weight:** 65 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 20

**Special:** Each missile affects a 10 foot radius around the point of impact. Anyone caught in the radius can make a Reflexes Saving Throw vs. DC 20 to take half damage. The attack ignores up to 10 points of the target's Hardness or Damage Resistance. This last effect does not apply to other objects caught within the burst radius.

**Accessories:** Computerized Targeting System Module (Weighs 1/2 pound, Costs 500 units, reduces range increment by 1)

**Description:** A twelve-shot man-portable rocket-launcher. It resembles a big plastic box, which you balance on one shoulder. Targets are selected through the electronic eyepiece and marked with an infrared signature which the missile is then assigned to track. Anyone standing within ten feet of the launcher's rear end while it is fired takes 2d6 damage from the scorching exhaust (if they can make a Reflexes Saving Throw vs. DC 25, they take half damage). The SK is a disposable weapon, and can't be reloaded once it has been used. It is also, as you may have noticed, insanely powerful and likely to send your campaign teetering off course if it falls into the hands of player characters (although having twelve hostile tanks suddenly show up can put a swift end to the problem).

### **Anti-Tank Rocket**

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** N/A

**Range Increment:** 150 feet

**“To Hit” Bonus:** +2 vs. armor only

**Rate of Fire:** Once per round

**Damage:** 10d6 Bludgeoning

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** 19

**Special:** Affects a 10 foot radius around the point of impact. Anyone caught in the radius can make a Reflexes Saving Throw vs. DC 20 to take half

damage. Ignores up to 10 points of Hardness or Damage Resistance. This only applies to the actual target of the attack, not to other objects within the burst radius.

**Description:** An armor-piercing anti-tank rocket. Suitable for launch from any of the rocket-launchers listed here. This is the basic model, the kind you might see inside a disposable LAW.

### Anti-Personnel Rocket

**Size:** Medium (-4 penalty to conceal with a "Sleight of Hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** N/A

**Range Increment:** 150 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 10d6 Piercing

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** 19

**Special:** Affects a 20 foot radius around the point of impact. Anyone caught in the radius can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Description:** A rocket designed specifically for use against massed troop formations, its warhead is loaded with metallic shrapnel.

### Chemical Warhead Rocket

**Size:** Medium (-4 penalty to conceal with a "Sleight of Hand" roll)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** N/A

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 19 (50% chance of splattering the contents all over yourself when it breaks)

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of gas in 1 round)

**Description:** A rocket loaded with deadly nerve-gas, it detonates over the target in an airburst, spreading a

fine, lethal mist over the area. For the next 4d10 rounds anything entering its area of effect must make a Fortitude Saving Throw vs. DC 25 or die. A moderate wind (11+ mph) disperses the gas in 4 rounds; a strong wind (21+ mph) disperses it in 1 round. At the DM's discretion, there may be little patches that are still toxic to the touch here and there for days. Or who knows, perhaps decades.

### Metal-Eating Virus Warhead

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** N/A

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 19 (50% chance of splattering the contents all over yourself when it breaks)

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 3 doses, negates effect of virus in 1-3 rounds)

**Description:** A slow-moving rocket loaded with a metal-eating virus. Rather than impacting the target, it detonates over it in an airburst, spraying its load across a fifteen foot radius. Anything made of metal within that radius takes 2d6 damage per round until it either receives a dose of the antidote or crumbles away entirely. Things made of "living metal" (whatever that means) are entitled to a Fortitude Saving Throw vs. DC 15 every round. When they succeed at the roll, the infection has been beaten and the damage stops.

### Flesh-Eating Virus Warhead

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually illegal)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** N/A

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**



**Roll:** 19 (50% chance of splattering the contents all over yourself when it breaks)

**Special:** Affects a 10 foot radius around the point of impact. Anyone caught in the radius can make a Reflexes Saving Throw vs. DC 25 to avoid taking damage. Anyone who fails the roll will take 2d6 damage per round until they either die or make a Fortitude Saving Throw vs. DC 27 (roll once per round). There may also be advanced medical techniques that can save the victim.

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of virus in 1-3 rounds)

**Description:** Unpopular with war-crimes tribunals, this low-velocity missile blankets the area with a flesh-eating virus that can turn an adult human being into meaty jam in just a few minutes. The virus isn't contagious once the first few victims have been infected--it uses a chemical agent to get through their skin.

### Plague Warhead Rocket

**Size:** Medium (-4 penalty to conceal with a "Sleight of Hand" roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually illegal)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** N/A

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 19 (50% chance of splattering the contents all over yourself when it breaks)

**Special:** Affects a 20 foot radius around the point of impact. Anyone caught in the radius must make a Fortitude Saving Throw vs. DC 20 to avoid being infected with a virulent disease. Anyone who fails the roll will lose 1 point of Constitution per day until they either die or make a Fortitude Saving Throw vs. DC 20 (roll once per day), are cured by advanced medical science, or reach 0 Constitution and die.

**Accessories:** Antidote Vial (1/20th lb, costs 200 Units, holds 2 doses, cures disease and negates effect in 1 round)

**Description:** This low-velocity rocket detonates over the target rather than impacting on it. The explosion itself doesn't do much damage, but the payload is something else again. It spreads a fine mist laden with a deadly virus over the target area, and is sure to attract the unwelcome attention of international law-enforcement (if it's the kind of campaign world where such a thing exists). The virus doesn't live long outside its host and is not contagious. Only those lucky few who were standing underneath the missile

when it went off will feel the disease's effects.

### Shaped-Charge Concussion Warhead

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** N/A

**Range Increment:** 150 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 9d6 Bludgeoning

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 6

**DC required to break this item with a Strength**

**Roll:** 19

**Special:** Affects a 20 foot radius semicircle in front of the point of impact. Anyone caught in its area of attack can make a Reflexes Saving Throw vs. DC 20 to take half damage. Anyone, that is, except the target (if they have been hit).

**Description:** A missile with a special shaped-charge warhead, which only detonates in one direction, doing damage not in a circular radius, but in a semicircle ahead of the weapon.

### Incendiary Missile

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** N/A

**Range Increment:** 150 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Grenade-like weapon. Does 5d6 flame damage to the target and 1d6 flame damage to anything in a ten-foot radius. Anyone caught in the blast radius can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 6

**DC required to break this item with a Strength**

**Roll:** 19

**Description:** A missile with an incendiary warhead. The thermite carries its own oxygen supply and will work perfectly well in space or underwater. It can't be extinguished by any means that relies on taking oxygen away from the flame. Water, Carbon dioxide, sand and rolling on the ground are all equally useless.

### Heatseeker Missile

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** N/A

**Range Increment:** Maximum range of 3,000 feet (does not roll to hit and so does not actually have a Range Increment as such)

**“To Hit” Bonus:** Special, see description

**Rate of Fire:** Once per round

**Damage:** 10d6 Bludgeoning (20 x2) to the target, 5d6 Bludgeoning to anything in a 5 foot radius of the target.

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 6

**DC required to break this item with a Strength**

**Roll:** 19

**Description:** This missile travels out to a distance of one hundred feet from the launcher, and then homes in on the nearest warm target. It hits automatically, although anyone caught in its blast radius is entitled to make a Reflexes Saving Throw vs. DC 20 to take half damage. It will home in on enemy vehicles, enemy personnel, friendly vehicles, friendly personnel, cows grazing in a field or the person who fired it-- whichever happens to be closest. This makes it a superb weapon for some situations and a terrible weapon for others. Use judiciously.

### Target-Lock Smart Missile

**Size:** Medium (-4 penalty to conceal with a “Sleight of Hand” roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Missile or Rocket Launcher)

**Handed:** N/A

**Range Increment:** 150 feet

**“To Hit” Bonus:** +4

**Rate of Fire:** Once per round

**Damage:** 10d6 Bludgeoning (20 x2) to the target, 5d6 Bludgeoning to anything in a 5 foot radius of the target. Anyone caught in the blast radius can make a Reflexes Saving Throw vs. DC 18 to take half damage.

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 6

**DC required to break this item with a Strength**

**Roll:** 19

**Description:** This missile is equipped with a complex guidance system which ensures that it always hits the target. It only misses if you roll a 1 (which means that the missile was either defective or fired improperly). Cover offers no protection against the missile.

Evasive action and jumping behind walls are equally useless. It can go around corners or double back over its tracks to hit the target. However, you must actually see the target when you launch the missile. You cannot simply instruct it to “go behind that house and hit anything that moves on the other side.” It must have a specific target acquired before it will launch.

## Explosives of Tomorrow

More things that go “boom”! For who could ever have enough? The future of explosives is a bright and happy one. If the past five hundred years are any indication, humanity will have an ever-growing need to blast things into tiny little bits--a need which science will be happy to fulfill. So as the future unfolds, we will see larger and larger things blown into smaller and smaller bits (a prospect which has many of us wild with eager anticipation). The list of futuristic explosives given below is organized in the order in which they are likely to appear, with more powerful versions coming later as chemical engineering makes bold new strides. It should be remembered, however, that Explosive X is a product of Mad Science, and can turn up unexpectedly at any point.

### C12

**Size:** Each individual block is Small (No bonus or penalty to conceal with a “sleight of hand” roll). Put three of them together and they become Medium (-4 penalty to conceal with a “sleight of hand” roll). Put nine of them together and they become Large (-8 penalty to conceal with a “sleight of hand” roll).

**Cost:** 300 Units per pound

**Tentative Purchase DC:** (usually restricted to

military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d6 Bludgeoning, 15 foot radius. Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 18 to take half damage.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12 to disable with a Demolitions Skill Roll

**Special:** The damage listed here represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 3 feet. It requires a Demolitions skill check (DC 15) to link them.

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Blasting Caps (1/20 pound, costs 3 units, does 1d4 damage if set off by accident)

**Description:** A powerful military-grade explosive, used by Special Operations demolition teams on the battlefields of tomorrow. Also popular with terrorists and random maniacs. C-12 is not easy to find. As a strictly military weapon, access is tightly controlled and for a civilian to get some they'll have to deal with a black market source. Unless of course the DM feels otherwise. Who knows, this may be the kind of world where you can find C-12 on the shelf at Seven-Eleven next to the plague-bombs, missile launchers and Twinkies.

## C24

**Size:** Each individual block is Small (No bonus or penalty to conceal with a "sleight of hand" roll). Put three of them together and they become Medium (-4 penalty to conceal with a "sleight of hand" roll). Put nine of them together and they become Large (-8 penalty to conceal with a "sleight of hand" roll).

**Cost:** 300 Units per pound

**Tentative Purchase DC:** (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 6d6 Bludgeoning, 20 foot radius. Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12 to disable with a Demolitions Skill Roll

**Special:** The damage listed here represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +3d6 and the burst radius by 4 feet. It requires a Demolitions skill check (DC 15) to link them.

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines

that something is interfering with the signal), Blasting Caps (1/20 pound, costs 3 units, does 1d4 damage if set off by accident)

**Description:** A still more powerful and advanced military-grade explosive. Like C12 it is available to civilians only on the underground market. Its wide blast radius will help the DM keep the players from constantly making bombs out of the stuff and throwing it all over the place.

## Dexxaxx

**Size:** Each individual block is Small (No bonus or penalty to conceal with a "sleight of hand" roll). Put three of them together and they become Medium (-4 penalty to conceal with a "sleight of hand" roll). Put nine of them together and they become Large (-8 penalty to conceal with a "sleight of hand" roll).

**Cost:** 300 Units per pound

**Tentative Purchase DC:** (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 8d6 Bludgeoning in a 20 foot radius or a 30 foot semicircle or a 50 foot cone. Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12 to disable with a Demolitions Skill Roll

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Blasting Caps (1/20 pound, costs 3 units, does 1d4 damage if set off by accident)

**Description:** The standard explosive used by some future civilization--it is a rubbery, clay-like substance which can easily be formed into all sorts of complicated shape-charges. With a successful Demolitions skill roll vs. DC 15 it can be shaped so as to affect a standard burst radius, a semicircle or a cone. With a roll vs. DC 20 it can be shaped to leave certain squares within its area of effect untouched. The damage listed here represents a 1-pound block. Additional blocks can be mashed together, increasing the damage and burst radius; each additional block increases the damage by +3d6 and the burst radius (or the length of the cone-effect) by 5 feet. It does not require a skill roll to link them--you just smooch them together like modeling clay.

## Triaxx

**Size:** Each individual block is Small (No bonus or penalty to conceal with a "sleight of hand" roll). Put three of them together and they become Medium (-4

penalty to conceal with a “sleight of hand” roll). Put nine of them together and they become Large (-8 penalty to conceal with a “sleight of hand” roll).

**Cost:** 300 Units per pound

**Tentative Purchase DC:** (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 9d6 Bludgeoning, to either a 25 foot radius, or any combination of five ten-foot squares within a fifty-foot radius. Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12 to disable with a Demolitions Skill Roll

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Blasting Caps (1/20 pound, costs 3 units, does 1d4 damage if set off by accident)

**Description:** A later, more advanced version of Dextaxx. It is a soft, clay-like substance which is actually a better medium for sculpting than modeling clay. With a skill roll vs. DC 15 (the DM decides which futuristic skill would be appropriate) you can mold it to attack whichever squares within its area of effect you would like. You can shape the area however you prefer, it doesn't have to be a circle, semi-circle or cone--you're only limited as to the number of squares. You can even craft it to lob a small chunk of explosive up into the air like a mortar, so that it when it lands it will attack a square which isn't contiguous with the others. Additional blocks can be mashed together, increasing the damage and burst radius; each additional block increases the damage by +3d6 and adds an additional ten foot square to its total area of effect. It does not require a skill roll to link them--you just stick them together like lumps of clay..

## Thermexx

**Cost:** 400 Units per pound

**Tentative Purchase DC:** (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 6d6 Heat in a 10 foot radius or a 20 foot semicircle or a 30 foot cone. Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12 to disable with a Demolitions Skill Roll

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Blasting Caps (1/20 pound, costs 3 units, does 1d4 damage if set off by accident)

**Description:** A thermite compound which burns with incredible heat. It is extremely pliable and can be shaped so as to explode in either a circular radius, a semicircle or a cone. To the touch it feels a lot like bread-dough, although it is heavier. The damage listed here represents a 1-pound block. Additional blocks can be mashed together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius (or the length of the cone-effect) by 5 feet. It does not require a skill roll to link them--you just squeeze them together.

## Hyperthermexx

**Size:** Each individual block is Small (No bonus or penalty to conceal with a “sleight of hand” roll). Put three of them together and they become Medium (-4 penalty to conceal with a “sleight of hand” roll). Put nine of them together and they become Large (-8 penalty to conceal with a “sleight of hand” roll).

**Cost:** 450 Units per pound

**Tentative Purchase DC:** (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 6d6 Heat to everything in a 15 foot radius or any combination of four ten-foot squares within a forty-foot radius. Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12 to disable with a Demolitions Skill Roll

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Blasting Caps (1/20 pound, costs 3 units, does 1d4 damage if set off by accident)

**Description:** A later, more advanced version of Thermexx. With a Demolitions skill roll vs. DC 20 (or whatever futuristic skill would be appropriate) you can shape it to affect whichever squares within its radius you would like. It doesn't have to be a circle, semi-circle or cone-shaped attack. The squares must be contiguous, but apart from this the affected area can be whatever shape you prefer. The damage listed here represents a 1-pound block. Additional blocks can be

mashed together, increasing the damage and burst radius; each additional block increases the damage by +3d6 and the burst radius (or the length of the cone-effect) by 5 feet. It does not require a skill roll to link them. You just squish them together like wads of dough.

### **Explosive X**

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units per dose (not commercially available--this is the cost to manufacture the stuff yourself)

**Tentative Purchase DC:** N/A (can't be purchased, must be made or found)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 9d6 Bludgeoning in a 25 foot radius, or any combination of five ten-foot squares within a fifty-foot radius Anyone caught in the Area of Effect can make a Reflexes Saving Throw vs. DC 23 to take half damage.

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** --

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Blasting Caps (1/20 pound, costs 3 units, does 1d4 damage if set off by accident)

**Description:** If you've ever been hounded out of your career as an explosives designer by blind narrowminded fools who mocked your theories and called you a madman, this is probably the stuff you'll use to make them all pay. A thin, odorless liquid, it can be painted invisibly in any pattern you like, and will only become active once it dries. It can annihilate squares in any array and leave the squares next to them totally untouched. It can blow holes shaped like letters in a pane of glass and leave the rest of the glass unbroken. Explosive X has an adjustable composition and at the moment it is armed can be set to detonate when touched, when an object of a particular weight passes over it or even when a particular number of objects of various weights pass over it. Soon they'll regret the day they turned their backs on you...

## **Land Mines**

Landmines are an old and dependable weapon of war, cheap and effective. They're simple to make and virtually any army can afford them. Something of a battlefield equalizer, they allow you to deny territory to superior forces and to stop tank advances even if you don't have any anti-tank rockets. Despite the ugly collateral damage they can cause for years after the fact, landmines are unlikely to be eliminated from the world's arsenals any time soon.

We have quite a number of futuristic land mines listed here. It is assumed that almost all of them can be set off with timers, electric eyes or remote control detonators. If the DM doesn't think that's actually what the future of landmines holds, they should feel free to eliminate these features.

### **Fragmentation Mine**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d6 Piercing to anything in a 5 foot radius A Reflexes Saving Throw vs. DC 20 allows the target to take half damage

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

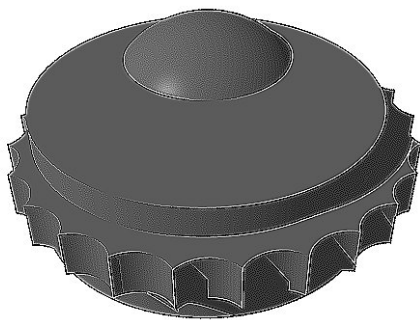
**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** It's the future, and they still haven't gotten around to banning these things. A next-generation fragmentation land mine, it's composed largely of synthetic materials and almost impossible to find with a metal detector (-6 penalty to locate with one). The mine can be set to detonate when stepped on, at a radio command from the operator, or when any warm body steps within five feet (this last setting doesn't work in extremely hot climates and is only 60% reliable in arctic conditions). These little scamps can lie in the ground for decades after a conflict, so stay on your toes!





### Heavy Fragmentation Mine

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 6d6 Piercing to anything in a 10 foot radius  
A Reflexes Saving Throw vs. DC 20 allows the target to take half damage

**Weight:** 3 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** A bigger fragmentation mine, designed to cripple vehicles. It's not fussy, however, and will gladly cripple anyone else who comes its way. It can be set to detonate when stepped on, at a radio command from the operator, or when anything trips its electromagnetic motion sensor (which has a range of ten feet and is not set off by anything smaller than "Small" in size).

### Poison Flechette Mine

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 425 Units

**Tentative Purchase DC:** 15 (usually illegal)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d6 Piercing to anything in a 5 foot radius.  
The target can make a Reflexes Saving Throw vs. DC 20 to take half damage. Living targets must also make

a Fortitude Saving Throw vs. DC 18 or take an additional 3d8 damage from the poison.

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of poison on 1 victim in 1 round)

**Description:** A mine packed with steel flechette darts, sure to do far more damage than ordinary shrapnel. Of course, the fact that each one has been lovingly hand-painted with deadly poison helps. There may, at the DM's discretion, be sentient races whose physiology is different enough from ours that the poison won't have any effect. The flechettes, on the other hand, are equal-opportunity death for all. Like most advanced mines this one can be set to detonate when stepped on, at a radio command from the operator, or when any warm body steps within five feet (this last setting doesn't work in extremely hot climates and is only 60% reliable in arctic conditions).

### Anti-Tank Mine

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 6d6 Bludgeoning to anything in a 10 foot radius, ignores up to 10 points of Hardness or Damage Resistance. The target can make a Reflexes Saving Throw vs. DC 20 to take half damage (tanks aren't very good at making Reflexes Saves, however).

**Weight:** 3 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** A very large mine with a potent shaped-charge load designed specifically to penetrate armor. Instead of shrapnel, it contains dozens of round slugs of spent uranium, to increase its penetration. It can be set to go off when stepped on, when it feels the vibrations of a heavy vehicle within five feet or by coded radio signal. It's actually quite difficult for an infantryman to set this mine off by stepping on it, because it takes so much pressure to activate.

### Shaped-Charge Directional Mine

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d6 Bludgeoning to anything in its range. See description for details.

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** This mine contains a flexible shaped-charge which can be preset to explode in a ten foot radius, a twenty foot semicircle or a 25 foot cone. A Reflexes Saving Throw vs. DC 20 allows the target to take half damage. Like most mines of its period, it can be set to go off when stepped on, when a warm body passes within its range or by coded radio signal.

### Discombobulator Mine

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 6d6 Slashing to anything in a 5 foot radius. A Reflexes Saving Throw vs. DC 20 allows the target to take half damage

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Special:** Although this is an area effect weapon, the DM should make individual “To Hit” rolls for every potential target in the blast radius, solely for the purpose of seeing if any critical hits have been scored. On a critical hit, this weapon has cut the target into sections, killing them instantly. It does not matter whether or not they have made their Reflexes Saving Throw to take half damage—they’re just as dead. At the DM’s discretion there may be a few creatures who

can actually survive injuries like this.

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** A land mine packed with coils of ultra-sharp monofilament wire. No more than a single molecule thick, it can do horrendous things to human tissue when big wads of it are flung around at high velocity. The mine can be set to detonate when stepped on, when it detects a warm body within five feet, or by radio.

### Proximity Mine

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d6 Bludgeoning to anything in a 5 foot radius. A Reflexes Saving Throw vs. DC 20 allows the target to take half damage

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** An advanced land-mine with a gravitic proximity detector, which can sense when any moving mass passes within five feet, no matter what kind of shielding it uses. It can also be set to detonate when stepped on, or by radio signal.

### Polarizing Anti-Robot Mine

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 3d6 Electricity (8d6 vs. robots). Affects anything in a 5 foot radius. A Reflexes Saving Throw vs. DC 20 allows a living target to take half damage. Robots do not get a saving throw.

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** This mine contains an electromagnetic pulse device designed specifically to disrupt a robot's brain. It damages any robot within a ten foot radius and may have some effect on other complex electronics at the DM's discretion. The mine can be set to detonate when stepped on, with a simple proximity fuse (it detonates when anything steps within 5 feet) or to only go off when a robot passes within its range. The one problem with this last setting is that the device is only 80% effective at recognizing robots. There is a 20% chance that it will let a robot pass unharmed and an equal chance that it go off when a human soldier passes within its range.

### Bioweapon Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 525 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Special:** Infects everyone in a ten-foot radius with a virulent disease. The victim must make a Fortitude Saving Throw vs. DC 15 or lose a point of Constitution per day for 4d6 days until they are cured by a doctor or reach 0 Constitution and die.

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Antidote Vial (1/20th lb, costs 200 Units, holds 3 doses, negates effect of grenade on 1 victim in 1-4 rounds)

**Description:** A biological warfare mine, it releases its viral load so quietly that the target is unlikely to even realize they've triggered it (Make a Listen Roll vs. DC 15). It can be cleaned out, reloaded and reused, although it might be hard to find someone willing to go collect it.

### Electrostatic Discharge Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d6 Electricity to anything in a 5 foot radius. A Reflexes Saving Throw vs. DC 20 allows the target to take half damage

**Weight:** 3 pounds

**Armor Class:** 13

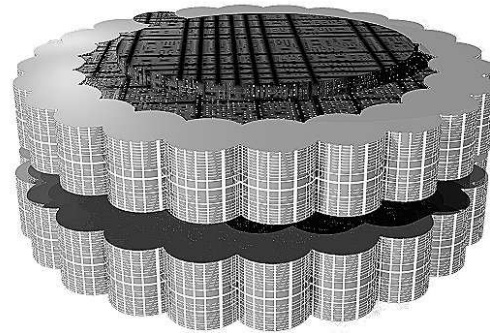
**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** The bulk of this mine is taken up by a giant power cell, which releases all of its electrical energy in a single burst when the mine is triggered. The power cell tends to mess up radio reception at close range, so this mine is only triggered by a pressure switch or by a tiny ultraviolet electric eye.



### Sonic Disrupter Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 6d6 Sonic to anything made of flesh in a ten foot radius, 3d6 to non-organic materials. A Reflexes Saving Throw vs. DC 20 allows a target to take half damage

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 15

**Special:** Won't work in a vacuum

**Accessories:** Remote Detonator (1/20th lb, costs 10

Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** A single large sonic disruptor with a triggering mechanism, designed to burn itself out in a single overloaded burst of lethal sound. This is an antipersonnel weapon, much better at turning fragile protoplasmic tissue into loose strawberry Jello than it is at destroying armored vehicles. It can be set to go off when stepped on, when a warm body passes within five feet or when it receives a coded radio signal. Like all sonic weapons, it doesn't work in a vacuum.

### Sonic Screamer Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d6 Nonlethal, (20 foot radius) also forces anyone caught in its radius of effect to make a Fortitude Saving Throw vs. DC 20 or be Deafened for 2-12 minutes.

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Special:** Won't work in a vacuum

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** An omnidirectional sonic screamer unit. When triggered it emits a blast of high pitched sound that will deafen and stun anyone in a twenty-foot radius. The mine burns itself out in a single turn and can't be reused. It can be set to go off when it is stepped on, when it receives a particular radio signal or when it hears something that weighs more than thirty pounds move within twenty feet. Like all sonic weapons, it will not work in a vacuum

### Mercy Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 425 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 6d6 Nonlethal Damage to anything in a 10 foot radius. A Willpower Saving Throw vs. DC 23 allows the target to take half damage.

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** This advanced mine releases an electromagnetic pulse, specially modulated so as to disrupt the electrical activity in a human brain. It renders the target unconscious without killing them and can be reused up to three times before its powerpack wears out. It can be set to go off when stepped on, when a warm body passes within five feet or when it receives a coded radio signal.

### Debilitation Gas Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 15

**Special:** Everyone in a ten-foot radius must make a Fortitude Save vs. DC 20 or lose 3d6 Strength, for 2d10 minutes. A character's Strength can drop to no lower than 1. Anyone whose Strength has been reduced to 1 is completely helpless, unable to stand or effectively defend themselves. There may still be certain types of skill rolls or purely mental activities that the DM might allow them to perform in this state.

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of the gas on 1 victim in 1 round)

**Description:** When it is triggered (by a pressure switch, a radio signal or by the presence of a warm body within five feet) this mine silently releases an odorless gas, which scrambles the peripheral nervous system of anyone within its radius of attack. It isn't much use in a vacuum, and has no effect against troops in sealed environment suits.

### Brain Scrambler Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 460 Units

**Tentative Purchase DC:** 15 (usually restricted to



military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** This mine can be set to detonate when stepped on, when a tripwire is pulled or when any warm body passes within five feet of it. It gives out a electromagnetic pulse at the precise modulation required to permanently disrupt higher cortical activity. If anyone caught in its radius of attack fails a Fortitude Saving Throw vs. DC 20, they lose 3d6 Intelligence. A character with animal-like intelligence (3 or lower) can still recognize their friends and will still follow them around to keep from feeling anxious and alone. They cannot speak or use tools in this condition. The effects of the Brain-Scrambler mine are permanent. Only sophisticated medical treatment will help the afflicted character.

### Toxic Gas Mine

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** Every living thing within a 5 foot radius must make a Fortitude Save vs. DC 20 or take 3d8 Damage.

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** This mine can be set to detonate when stepped on, when a tripwire is pulled or when any warm body passes within five feet of it. When it is triggered, it silently releases an invisible dose of nerve gas. The mine actually holds enough of the toxin for five doses, and will automatically re-arm itself after

the first time it detonates. A completely sealed environment suit will protect the wearer from the poison, but a gas mask will only give them a +4 to their Saving Throw.

### Toxic Gas Mine, Ultralethal

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 430 Units

**Tentative Purchase DC:** (usually illegal)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Every living thing within a 5 foot radius must make a Fortitude Save vs. DC 18 or die in 1-6 rounds.

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of poison on 1 victim in 1 round)

**Description:** This mine can be set to detonate when stepped on, when it receives a radio command or when any warm body passes within five feet of it. When triggered, it silently releases a dose of an extremely powerful toxin. The mine actually holds three doses worth of poison, and will automatically re-arm itself after the first time it goes off. A vacuum suit or a completely sealed environment suit will protect the wearer from the poison, but a gas mask will not.

### Fear Gas Mine

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 15

**Special:** The target must make a Willpower Saving Throw vs. DC 20 or flee in a mad panic. A fleeing character chooses their path randomly (as long as it



leads away from immediate danger), and flees any other dangers that confront them. If cornered, they cower. A character under the effects of the gas suffers a -2 penalty on saving throws. There is a 50% chance that they will drop whatever they are holding when they flee. These effects last for 4d6 rounds.

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Antidote Vial (1/20th lb, costs 100 Units, holds 1 dose, negates effect of this mine on 1 victim in 1-2 rounds)

**Description:** When triggered, this mine releases a cloud of psychoactive gas which affects anything with a functioning central nervous system within a ten-foot radius, causing intense anxiety, dismay and a strong desire to leave the vicinity. This is not as effective for warding people away from restricted areas as you might think, as there is no way to ensure that the affected character(s) will move in the right direction once they've been panicked.

### Suicide Gas Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually illegal)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Antidote Vial (1/20th lb, costs 200 Units, holds 2 doses, negates effect of this mine on 1 victim in 1-3 rounds)

**Description:** If you've ever wanted to be accused of crimes against humanity, then just leave this land mine lying around somewhere. Anyone caught in its area of effect must at once make a Willpower Saving Throw vs. DC 20 or begin to wound themselves with whichever hand weapon is closest, writhing and wheezing with unclean joy as they do it. If no hand weapon is within easy reach, they will shoot themselves with the nearest missile weapon. If neither is within arm's length they will rip at their flesh, doing 1 point of damage per round.

Affected characters are effectively helpless while they are hurting themselves, giving any attacker a +4 bonus. They may giggle about how great this feels or beg people to hurt them, but they won't be able to carry on a meaningful conversation.

If you attack yourself, you can only miss if you roll a 1, but since all of the character's actions are at a -4

while they are under the influence of the gas, they actually fail to hurt themselves on a 5 or less. Most weapons aren't made to wound the user, and will do one point of damage less than usual (minimum of one point).

The effects last indefinitely, until the target either makes a saving throw or dies. Let them make another Willpower Saving Throw every other round (and don't apply the -4 penalty).

The drug is transmitted through the skin, but works better if inhaled. A gas mask or oxygen tank will give the target a +4 to their Saving Throw, while a completely sealed environment suit or a vacuum suit will completely negate the drug's effect.

The mine can be set to detonate when stepped on, by radio signal or when anything bigger than a Tiny object passes within five feet of it and sets off its motion detector.

### Pain Gas Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 4d6 Nonlethal, 10 foot radius

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 15

**Special:** Anyone caught in the mine's 10 foot radius of effect must make a Fortitude Saving Throw vs. DC 20 or be Stunned (as per the Monk special attack), and unable to take any action for one round. There is a 15% chance that anyone who fails their saving throw will do 1d4 damage to themselves as they thrash and spasm on the ground.

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal), Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of this mine on 1 victim in 1 round)

**Description:** This mine releases a nerve-agent that causes unbelievable spasmodic pain in the target. It is absorbed through the skin, so gas masks offer no protection at all against it. A vacuum suit or sealed environment suit completely negates the effect. This mine is particularly feared, and any troops who enter an area where they know these devices have been used must immediately make a Morale Check.

### Incendiary Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of

hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 6d6 heat damage to anything in a 5 foot radius

**Weight:** 2 pounds

**Armor Class:** 13

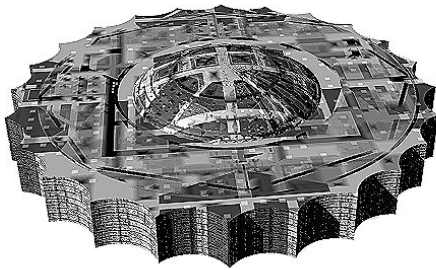
**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal).

**Description:** Instead of an explosive, this mine is packed with a thermite compound, which burns hot enough to melt steel. It can be triggered when stepped on, by radio signal or when anything bigger than a domestic cat passes within five feet of it.



### Radiation Pulse Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 555 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 6d6 radiation damage to living things and robots in a 5 foot radius

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** Silent but deadly! This mine gives off a noiseless pulse of hard radiation, doing heavy damage to any organic life or electrical systems in its radius of effect, but leaving most non-computerized machines unharmed. It affects living beings, robots and computers equally (for simplicity's sake). It is possible to make a Reflexes Saving Throw vs DC 25 to dive out of its radius and take half damage, but only if you actually know the mine is there and that it's going to go off. The mine can be set to detonate when it is stepped on or when any warm body passes within a 15 foot radius (or both). The radiation source tends to affect radio signals, so this model can't be set to detonate by radio control.

### Metal-Melter Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 470 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 2d6 damage per round for 2-8 rounds, ignores 4 points of Hardness but only affects targets made of metal. 20 foot radius

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of Mine in 1 round)

**Description:** Another attempt at a more humane, non-lethal land mine. It sprays a metal eating virus all over the vicinity when it is triggered. The virus eats through most metal objects in mere seconds, but is completely harmless to organic life. Unlike most gas-weapon mines, this one is noisy and impossible not to notice when it goes off. It can be set to detonate when stepped on, when by radio signal or when any warm body passes within five feet of it.

### Plastic-Eating Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 2d6 damage per round for 2-8 rounds, only

affects targets made of plastic. 10 foot radius

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Antidote Vial (1/20th lb, costs 150 Units, holds 2 doses, negates effect of Mine in 1 round)

**Description:** Designed specifically to fight certain types of android, this mine spreads a plastic eating virus across a ten-foot radius. The virus is completely harmless to organic life. Unlike most gas-weapon mines, this one is impossible not to notice when it goes off. It can be set to detonate when stepped on, by radio signal or when any warm body passes within five feet of it.

### **Immobilizer Foam Mine**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Solvent Kit (1/20th lb, costs 15 Units, holds 3 doses, negates effect of mine in 1 round)

**Description:** This mine releases a quick-hardening foam which covers everything within a 5-foot radius. To evade it, anyone in the target square must make a Reflexes Saving Throw vs. DC 19, and spend their next Movement to leave the affected square. Anyone caught in the foam suffers a -2 penalty on all attacks, and has their Dexterity effectively reduced by 4. They must immediately make another Reflexes Saving Throw (DC 15) or they are completely mired in the foam, unable to move. Even if they make the second saving throw, they still only move at half their normal rate. To free themselves, they must make a Strength check vs. DC 27, or do at least 20 points of damage to the foam. It is impossible to miss the foam with an attack.

The mine can be set to detonate when stepped on, by radio signal or when any warm body passes within five feet of it. After the foam has hardened (on the next round) it becomes harmless and will no longer immobilize anyone who comes in contact with it. It does however block the square, making it impossible to move through.

### **Variable-Intensity Concussion Mine**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Variable Damage. Can be set to do anywhere from 1-8d6 damage. Bludgeoning

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** This mine can be preset to do varying amounts of damage and to cover a varying radius of effect. It can do from 1 to 8 d6 damage in either a five foot radius, a ten-foot radius or a twenty-foot radius. Like most futuristic mines, it can be detonated when stepped on, by radio signal or when any warm body passes within five feet of it.

### **Variable-Intensity Mercy Mine**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Variable Damage. Can be set to do anywhere from 1-8d6 Nonlethal in either a 15 foot radius or any combination of four ten-foot squares within forty feet of the mine

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** This small plastic disk projects an electromagnetic field modulated specifically to disrupt the target's central nervous system. The field can deliver a pulse of varying intensity and can be shaped to affect whatever pattern of squares you like. It can blanket a cone, a hemisphere, an odd-shaped array, it can skip squares or affect isolated squares. You

program in the pattern and intensity when you arm the mine (this takes a Standard Action).

Like most mines of its period, it can be set to detonate when stepped on, when it receives a coded radio signal or when any warm body passes within five feet of it. If a robot or other moving object made of a conductive substance passes within three feet of the mine, there is a 15% chance that it will become confused and detonate.

### **Variable-Intensity Electrostatic Discharge Mine**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Variable Damage. Can be set to do anywhere from 1-8d8 Electricity damage in a 10-20 foot radius

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** A small metal disk, which projects a destructive electromagnetic field whenever anything conductive moves within ten feet of it. It is not possible to build these mines to respond to radio signals--the mine itself creates too much interference. You just arm the device and then move out of its range as quickly as you can. It will become active in exactly one round.

### **Smart Mine**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d6 Bludgeoning (5-15 foot radius)

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** A super-high technology mine, it releases a burst of radiant energy at the target and can be used up to six times before burning out.

The mine is fairly intelligent, and can be instructed to project its force in a 5-15 foot radius, a 10-20 foot semicircle, or a 25 foot cone. It can also be programmed to affect only certain squares in its radius or cone effect, and leave other squares untouched, or to do varying amounts of damage to different squares.

It can also be told to recognize the presence of certain targets and detonate only when they are in range, or only when they step on a particular square. However, the mine is only 85% accurate at recognizing individual beings and vehicles. The DM should make a roll the next time any living being or vehicle passes within the mine's range. There is a % 15 chance that it will decide this is the target and detonate.

### **Protein Disrupter Mine**

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 475 Units

**Tentative Purchase DC:** 15 (usually restricted to military use)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 5d6 (10 foot radius) Weird Energy, only affects living targets. No saving throw is possible.

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** An advanced land-mine which gives off a burst of specially polarized radiant energy. For some reason which makes no sense according to our own limited understanding of physics, it destroys living flesh, but leaves anything else untouched. When the mine is triggered, it leaves little piles of equipment, hair and dental fillings where enemy soldiers were standing. It has a sophisticated sensor array which can detect when living tissue passes within reach. It's even 50% effective at telling friend from foe. Robots do not trigger this mine.

### **Psi-Scream Mine**

**Size:** Tiny (+4 bonus to conceal with a “sleight of

hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 1

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 15

**Special:** Anyone in a 10 foot radius of the device must make a Willpower Saving Throw vs. DC 20 or be incapacitated. The psi-scream affects different people in different ways, but the effects always last for 2d10 rounds. Roll on the chart beneath to find out what happens to characters who fail their Saving Throws.

**1)** Character collapses in a heap, aware of their surroundings but unable to take any action as their body jerks and spasms at random. They will also drop anything they are holding and fall down, which may or may not have an effect on game play, depending on the situation and on how cruel the DM is feeling.

**2)** The character runs, screaming gibberish in a straight line in a random direction. They still have their full AC bonus for Dexterity, but can take no action apart from running and screaming and can use no skills or feats. If they encounter a barrier, even one which they could easily get through (a closed door, for example) they will turn around and run screaming in a different random direction.

**3)** The character's neural responses become weirdly sluggish.. They must make a Willpower Saving Throw vs. DC 20 to take any action at all, and even then all their rolls suffer a -4 penalty

**4)** The character becomes homicidal and will attack the closest available target with whatever melee weapon is closest to hand. They will use no

missile attacks. Even if they are holding some kind of missile weapon, they will use it only as a club. If the target dies, falls unconscious or lies still, they keep hitting it for one round and then move on the next nearest target.

**5)** Target temporarily loses 3d6 Wisdom, down to a minimum of 1.

**6)** Target lapses into immobility and is aware of nothing but violent hallucinations for the duration of the effect. They can take no action and can't effectively defend themselves.

**7)** Target is rendered both Blind and Deaf for the duration of the effect.

**8)** Character attacks themselves with the closest available weapon. Not the most damaging weapon, just the closest. If two weapons are equally close, they will chose melee weapons over ranged weapons and weapons that do more damage over weapons that do less damage. They automatically hit. Roll damage as per normal. They will do this once per round until the effect wears off of they die.

Robots are unaffected by this device and if the DM is using psionics in his or her campaign there may be psionic defenses which block the effect.

**Description:** A product of some weird psionic technology. It looks like a nondescript plastic disk, but just handling it leaves a funny taste on your tongue, and makes little flashes of nameless, indescribable colors flicker on the edges of your vision.

It can be set to detonate when stepped on, when it receives a telepathic command from the person who set it, or when any living thing with an Intelligence of more than 3 passes within ten feet.

When detonated, it dies. In the throes of its death agonies it gives off a psychic shriek which requires everyone within a ten foot radius to make a Willpower Saving Throw vs. DC 25 or suffer one of the dire effects listed above.

## Gauss Guns

Gauss guns use a magnetic linear accelerator to fling a metallic load at the target. They operate by the same principle as the giant railguns used to launch mineral ore into space from low-gravity worlds (assuming that this ever happens in your campaign world).

A magnetic pulse travels down the length of the weapon's barrel, pulling the metal load after it, so that the load leaves the gun at tremendous speed. This method can be used equally well for tiny derringers or giant cannons, so you see gauss guns of every conceivable size.

Apart from the huge rail guns used for artillery and squad support, most early gauss guns fire streams of steel needles at an amazingly high rate of fire, ripping the target to bits. They have a lot of advantages over ordinary projectile weapons, and some severe drawbacks that initially limit their role on the battlefield.

Gauss guns are nearly silent, have tremendous range and relatively few moving parts. Their ammunition is extremely cheap to manufacture and has a lot of stopping power against unarmored targets.



Gauss guns are however expensive, heavy and tough to repair in the field. They also have very little penetration against armor. The needles they fire are light and brittle when compared with conventional bullets, and while they will plunge through flesh in a most satisfactory matter, they tend to shatter against hard surfaces. This last problem is so pronounced that we actually need a special game mechanic to simulate it.

Whenever you shoot a target with Hardness or Damage Resistance, it counts twice against an early model gaussgun. So, if the target is wearing armor that gives them 3 DR, subtract 6 from the damage a gaussgun does to them. Shoot a wall with Hardness 5, and you deduct 10 points of damage from the total.

This limitation is pretty severe on any battlefield where the opposing troops wear armor, so for most of their early history, gaussguns are primarily used as hunting weapons and sniper rifles. There are a few armies that adopt them wholesale, largely due to how cheap the ammunition is, and so I have included stats for early gaussgun assault rifles as well.

## Using Gauss Guns With the “Burst-Fire” Feat

With a few exceptions (like heavy rail guns), all gauss weapons use a special version of Autofire which expends only five rounds instead of the usual ten. Anyone with the “Burst-Fire” feat can fire a burst at a single target from one of these weapons and expend only 3 rounds worth of ammunition, instead of the usual five. They incur all the penalties and bonuses associated with using the burst-fire feat while doing this.

### Prototype Rail Gun

**Size:** Huge (Impossible to conceal)

**Cost:** 10,000 Units (this is actually the cost required to build the weapon)

**Tentative Purchase DC:** (usually restricted to military use)

**Required Proficiency:** Exotic Ranged Weapon

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 90 feet

**“To Hit” Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** 5d6 Piercing (17-20 x3)

**Weight:** 80 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Backpack-Mounted Energy Cell (Weighs 15 pounds, costs 1,000 units, AC 12, 3 Hardness, 8 HP, 30% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 to anything else in a 5 foot radius), Slugs(weigh 2 pounds each, cost 4 Units apiece)

**Description:** An early gauss weapon, used mainly as a squad support weapon. It isn't as big or as clumsy as the first military lasers but is still inconvenient to carry and use. It's basically a small man-portable railgun which launches solid metal slugs at the target, one at a time. It is silent, produces no recoil or muzzle flash, has tremendous range and a lot of stopping power but it is still a less than an ideal sniper rifle, as its large size and heavy powerpack make it difficult to move silently while wearing it (-2 to all attempts to be stealthy while in motion). It is used largely to kill vehicles, until other more efficient weapons replace it.



### Gauss Pistol

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6 Piercing (17-20 x3).

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Special:** This weapon is capable of a special version of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflexes Saving Throw vs. DC 20

or take damage. This uses up five rounds of ammunition.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Packet of Needles (pre-assembled into disposable magazine, holds enough for 60 bursts, weighs 1/2 lb, costs 55 Units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (weighs 1/2 pound, costs 10 Units)

**Description:** A generic template for an early gauss-pistol. It fires a stream of ultra-sharp needles at super-high speed, makes no noise and leaves no chemical or energy signature for a sensor to detect.

Its rate of fire is so high that there isn't any sense measuring it in conventional terms. Because it only fires bursts (just touching the trigger will fire off two or three needles) we are counting its magazine in terms of how many bursts it can fire, rather than how many individual needles it holds.

It would take an unreasonable amount of time to load each needle individually, so you buy them in pre-assembled clips.

Tremendously effective at ripping up flesh, a gauss-pistol is at a disadvantage against armored opponents. A target's Hardness and/or Damage Resistance is doubled for the purpose of calculating damage. So a target with 3 points of Hardness has 6 DR vs. Gauss Pistols, a target with 4 points of Hardness has 8 DR, and so forth.

There aren't really a lot of variant models of gauss pistol. They're all the same caliber and they all have pretty much the same rate of fire. Only the brand-name varies.

### Gauss Pistol, Intelligence Model

**Size:** Tiny (and has an additional +2 bonus to conceal with a "sleight of hand" roll, for a total of +6)

**Cost:** 800 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6 Piercing (17-20 x3).

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Packet of Needles (pre-assembled into disposable magazine, holds enough for 5 bursts, weighs 1/2 lb, costs 55 Units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (weighs 1/2 pound, costs 10 Units)

**Description:** A very small gauss-pistol, which holds only enough needles for a few short bursts. It's nearly flat, and curved so as to fit the shape of the user's

body. Any Search rolls made to find this weapon suffer a -2. penalty. Like all gauss-weapons of its period, it has a lot of accuracy and stopping power, but little penetration against armor. The target's Hardness and Damage Resistance count twice against this weapon.

### High-End Gauss-Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6 Piercing (17-20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 16

**Special:** This weapon is capable of a special version of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflexes Saving Throw vs. DC 20 or take damage. This uses up five rounds of ammunition.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Packet of Needles (pre-assembled into disposable magazine, holds enough for 60 bursts, weighs 1/2 lb, costs 55 Units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (weighs 1/2 pound, costs 10 Units)

**Description:** An attempt to create the very highest quality gauss-pistol, for marksmanship competitions, sparing no expense. You will only find this weapon in the hands of professional marksmen, elite honor guards and perhaps the very rich. It has even more range than a standard gauss-pistol and better stopping power as well. Like all gauss-weapons of its period, it isn't very effective against armor. Double any Hardness or Damage Resistance the target has for the purpose of resisting this attack.

### Concealed Gauss Gun

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (usually illegal)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (17-20 x3)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Packet of Needles (pre-assembled into a disposable magazine, holds enough for 1 burst, weighs 1/10 pound, costs 15 Units),

**Description:** A tiny gauss pistol built into a pen. It could also be hidden in a large cigarette lighter or any other such common object. It holds just enough needles and just enough power in its battery for a single short-range burst. An ideal assassination weapon in many respects (silent, untraceable, leaves no energy or chemical signature) it isn't very effective against armored targets. Double the target's DR (if they have any) for the purpose of resisting this attack.

### Gauss Rifle, Military Version

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 140 feet

**"To Hit" Bonus:** --

**Magazine:** 120

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 6d6 Piercing (17-20 x3)

**Weight:** 10 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 7

**DC required to break this item with a Strength**  
**Roll:** 17

**Special:** This weapon is capable of a special version of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflexes Saving Throw vs. DC 20 or take damage. This uses up five rounds of ammunition.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Packet of Needles (pre-assembled into disposable magazine, holds enough for 120 bursts, weighs 1/2 lb, costs 55 Units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A generic military gauss rifle. It uses a magnetic accelerator to launch a stream of thin steel needles at a very high rate of fire, but is nearly silent.

Because it only fires bursts (just touching the trigger will fire off two or three needles) the magazine is counted in terms of how many short bursts it can

fire, rather than how many individual needles it holds.

It would take an unreasonable amount of time to load each needle separately, so you buy them in pre-assembled clips. They only take a Standard Action to reload.

Gauss rifles are usually seen as sniper weapons but some armies use them as infantry rifles.

Tremendously effective at damaging soft fleshy targets, a gauss-rifle is ineffective against armored opponents--the needles are brittle and tend to shatter when they strike an unyielding surface. Whenever this weapon is used against a target with Hardness or Damage Resistance, double the protective power of the DR. So, if the target is wearing armor that gives them 3 DR, subtract 6 from the damage. If the target has Hardness 5, deduct 10 points of damage and so forth.

As with gauss pistols, there is little to vary about the design. Most military gauss rifles are pretty much the same. There isn't even a special sniper version.

### Model Orion Sporting Gauss Rifle

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 130 feet

**"To Hit" Bonus:** --

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d6 Piercing (17-20 x3)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 6

**DC required to break this item with a Strength**  
**Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Packet of Needles (pre-assembled into disposable magazine, holds enough for 60 bursts, weighs 1/2 lb, costs 55 Units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** Gauss weapons make superb sniper rifles, but they aren't nearly as good for hunting. They may have excellent range but they will rip a squirrel or a bird to pieces and have a tendency to mar other trophies as well. It also strikes many hunters as unsporting to hunt with an autofire weapon. This rifle is an attempt to make gauss weapons more suitable. It fires only very short bursts, can't be used to make area attacks and does considerably less damage to the target than a military gauss gun. It's still best not to use it against small game, which tends to disintegrate into mush when hit. The Orion isn't really meant for use against armored targets. If for some reason this gun is used against a target that has Damage Resistance, double the target's DR.

### **Railgun, Man Portable**

**Size:** Huge (Impossible to conceal)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged  
(Also works with any other Railgun)

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 150 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** Once per round

**Damage:** 9d6 Piercing (20 x3), Ignores up to 5 points of Hardness or Damage Resistance.

**Weight:** 35 pounds

**Armor Class:** 5

**Hardness:** 5

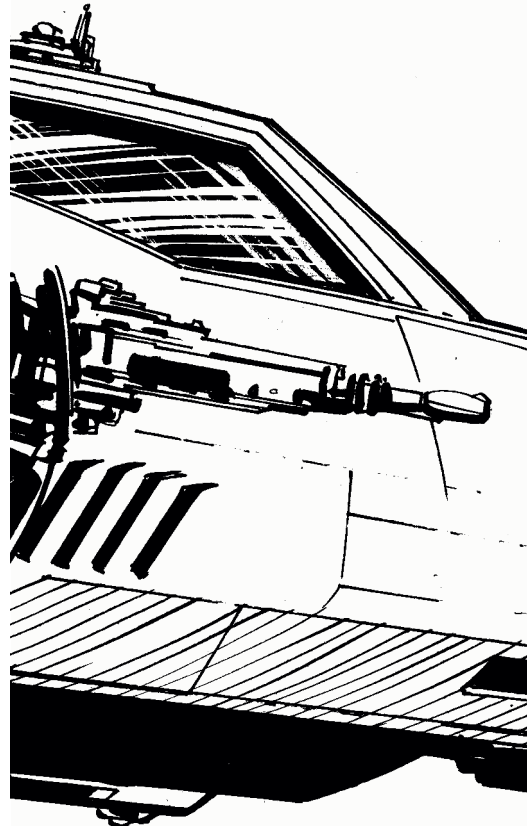
**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Special:** This weapon is capable of a special version of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflexes Saving Throw vs. DC 20 or take damage. This uses up five rounds of ammunition.

**Accessories:** Thigh-Mounted Energy Cell (4 pounds, costs 150 units, AC 18, Hardness 4, HP 5, if it loses all its hit points there is a 30% chance that it will explode, doing 3d6 damage to the wearer and 1d4 to anyone in a 5 foot radius), Steel Slugs (weigh 2 pounds each, cost 4 Units, apiece), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A long, heavy gauss weapon, meant for squad support. Unlike most weapons of its size, a railgun is not harder to fire than an ordinary rifle. Like any gauss weapon it produces almost no recoil and is easy to control. The only reason it isn't practical to equip a whole squad with these weapons is the gun's weight and size. It makes more noise than a gauss rifle but then again it is not meant to be a subtle weapon. Because of the size and weight of its ammunition, a railgun does not have the same limitations when used against armor as most smaller gauss guns.



### **Magnetic Needle Cannon**

**Size:** Huge (Impossible to conceal)

**Cost:** 25,000 Units

**Tentative Purchase DC:** 29 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Not a hand weapon. Usually fired from a mount or a fixed position.

**Range Increment:** 100 feet

**"To Hit" Bonus:** --

**Magazine:** 400

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 12d6 Piercing (17-20 x3)

**Weight:** 85 pounds

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 15

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Special:** Can attack a single target, a ten-foot wide square or a sixty-foot cone. Anyone caught in its area of attack can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Accessories:** Heavy Energy Cell (Weights 1 pound, costs 25 units), Oversized Packet of Needles (pre-assembled into disposable magazine, holds enough for 100 bursts, weighs 3 pounds, costs 110 Units, weapon can hold up to four of these packets in the ammo

hopper), Computerized Targeting System (weighs 1 pound, costs 500 units, reduces Range Increment by two when firing against a single target)

**Description:** A heavy gauss-gun support weapon. It projects a continuous stream of needles across the field and can make single, area, or cone-shaped attacks. It is absolutely devastating to closely packed troops. No one wants to look at a battlefield after a Needle Cannon attack. Far too heavy for any single character to carry as a sidearm, it is usually seen

mounted on a tank, an armored car or a helicopter. Unlike smaller gauss guns, it has no difficulty penetrating armor. Fortunately for the gun's one-man crew the needles come pre-packed in oversized clips. Otherwise the cannon would take hours to load. As it is, it still takes a full round to open the hamper and carefully set the bundles of ammunition in place.

## Advanced Gauss Weapons

After a certain point, gauss guns outgrow their early limitations. Advances in magnetic acceleration make it possible for them to launch needles at incredible new speeds, metallurgical advances create needles with more tensile strength and better penetration.

This new generation of linear accelerator weapons can punch right through walls and armored targets, and with its extremely high rate of fire and astounding range, becomes a fearsome presence on the battlefield.

Gauss guns may (or may not, depending on the DM) finally come into really widespread use at this stage, and in a world where energy weapons never turn out to be practical, this may be the small arms technology that we take to the stars.



### Advanced Gauss Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Magazine:** 55

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6 Piercing (17-20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** This weapon is capable of a special version of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If

the attack succeeds, every target within the affected area must make a Reflexes Saving Throw vs. DC 20 or take damage. This uses up five rounds of ammunition.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Packet of Needles (pre-assembled into disposable magazine, holds enough for 55 bursts, weighs 1/2 lb, costs 55 Units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (weighs 1/2 pound, costs 10 Units)

**Description:** Further advances in magnetic accelerator technology and metallurgy make possible a whole new generation of gauss-guns, with all the advantages and none of the limitations of previous models. This is a generic template for an advanced gauss-pistol. It is smaller and lighter than its ancestors, and suffers no penalties when used against armored targets. These needles are a lot harder and travel a lot faster, so they have considerably better penetration. Because of its high rate of fire (it's impossible to fire less than two or three needles at a time) we measure the number of shots it has left in terms of how many bursts it can fire, rather than the actual number of needles in the magazine. Like previous models, its ammunition comes pre-loaded into disposable clips. It takes a standard action to reload.

### Advanced Gauss Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use



**Range Increment:** 140 feet

**“To Hit” Bonus:** +2

**Magazine:** 65

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 6d6 Piercing (17-20 x3)

**Weight:** 9 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 17

**Special:** This weapon is capable of a special version of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflexes Saving Throw vs. DC 20 or take damage. This uses up five rounds of ammunition.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Packet of Needles (pre-assembled into disposable magazine, holds enough for 65 bursts, weighs 1/2 lb, costs 55 Units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** An advanced all-purpose gauss-rifle. It uses a portable magnetic accelerator to fire a stream of very hard needles at enormous speed. This is a superb sniper weapon. Almost silent, it produces no muzzle flash and leaves neither chemical residue nor an energy signature for sensors to trace. Unlike older models, it suffers no penalties when used against armored opponents-these needles are much harder and travel much faster. Its ammunition comes pre-loaded in disposable clips, so the user does not have to spend hours carefully packing tiny needles into the magazine. You can reload it in one Standard Action.

### Advanced Gauss Rifle, Infantry Version

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 130 feet

**“To Hit” Bonus:** --

**Magazine:** 120 (40 poison-tipped needles, 40 exploding needles, 40 armor-piercing needles). Has three separate magazines, each made to hold one clip of 40 rounds.

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** The weapon has three separate modes. It can do 3d6 Piercing (17-20 x3) plus 3d8 poison (a Fortitude Saving Throw vs. DC 15 negates the poison), or it can do 6d6 Piercing (17-20 x3), or it can do 5d6 Piercing (17-20 x3) that ignores up to 7 points of Hardness.

**Weight:** 10 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 8

**DC required to break this item with a Strength Roll:** 17

**Special:** This weapon is capable of a special version of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflexes Saving Throw vs. DC 20 or take damage. This uses up five rounds of ammunition.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Packet of Poison Needles (pre-assembled into disposable magazine, holds enough for 40 bursts, weighs 1/2 lb, costs 80 Units), Packet of Exploding Needles (pre-assembled into disposable magazine, holds enough for 40 bursts, weighs 1/2 lb, costs 65 Units), Packet of Armor-Piercing Needles (pre-assembled into disposable magazine, holds enough for 40 bursts, weighs 1/2 lb, costs 55 Units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** This is not a sniper's weapon, per se. It is meant for ordinary front-line troops. It has a triple-magazine and can fire a stream of poison-tipped needles or a burst of exploding needles or of super-dense armor-piercing needles. You can switch back and forth between the various loads as a free action, but cannot mix the different types of ammunition in a single burst. It takes a standard action to reload each magazine. Its ammunition comes pre-loaded in disposable clips. As with all gauss-rifles, the number of shots in the magazine really refers to the number of short bursts it can fire. Even if it isn't using its "autofire" option and is only attacking a single target, it is still going to fire off at least three or four needles. The exploding ammunition makes a good deal more noise than an ordinary gauss-rifle.

### Gauss "Pebble Gun"

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,250 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d6 Piercing (17-20 x3), ignores up to 5 points of Hardness or Damage Resistance.

**Weight:** 11 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 18

**Special:** This weapon is capable of a special version of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If

the attack succeeds, every target within the affected area must make a Reflexes Saving Throw vs. DC 20 or take damage. This uses up five rounds of ammunition.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Steel Lozenges (box of 50 weighs 1/2 lb, costs 30 Units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** The same technological advances which lead to advanced gauss rifles also make it possible to apply magnetic accelerator technology to larger projectiles than gauss-needles. A pebble gun fires a stream of small aerodynamic metal lozenges which expand when they hit the target. The ammunition makes more noise than most gauss-weapons, but is still very quiet compared to a blaster or a slugthrower

### Gauss "Pebble Pistol"

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Piercing (17-20 x3), ignores up to 5 points of Hardness or Damage Resistance.

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Steel Lozenges (box of 50 weighs 1/2 lb, costs 30 Units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (weighs 1/2 pound, costs 10 Units)

**Description:** A small, handheld version of a pebble gun, it uses a magnetic linear accelerator to launch solid metal lozenges at the target. It is not an autofire weapon, and launches only one of its "pebbles" per round. These rounds move much faster than ordinary bullets, and are particularly good for punching through armor. This weapon makes more noise than most gauss-guns, but it is still very quiet compared with a conventional slugthrower or a blaster pistol. The "pebbles" come pre-packaged in a plastic clip, which takes a Standard Action to reload.

### Advanced Portable Railgun

**Size:** Huge (Impossible to conceal)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged

(Also works with any other Railgun)

**Handed:** Requires 2 hands to use

**Range Increment:** 200 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** Once per round

**Damage:** 10d6 Piercing (20 x3), ignores ten points of Hardness or Damage Resistance

**Weight:** 20 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 15

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Heavy Energy Cell (Weights 1 pound, costs 25 units), Explosive Armor-Piercing Slugs (weigh 2 pounds each, cost 10 Units, apiece), Scope (1/2 lb, costs 400 units, reduces Range Increment by one)

**Description:** A smaller, deadlier, more advanced version of the man-portable railgun. It is still a huge, unwieldy weapon, better suited to a squad-support role than as an infantry rifle. It hurls massive exploding metal spikes that can punch through the armor of a tank, yet makes very little noise and generates no detectable recoil. It takes one standard action to replace its oversized power cell and one to clap in another load of slugs.

### Heavy Railgun

**Size:** Huge (not possible to conceal with a "Sleight of Hand" roll)

**Cost:** 35,000 Units

**Tentative Purchase DC:** 30 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged (Also works with any other Railgun)

**Handed:** Weapon must be fired from a mount

**Range Increment:** 500 feet

**"To Hit" Bonus:** --

**Magazine:** 150

**Rate of Fire:** Once per round

**Damage:** 15d6 Piercing (20 x3), Ignores fifteen points of Hardness or Damage Resistance.

**Weight:** 150 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 40

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Accessories:** Giant Armor-Piercing Slug (weighs 15 pounds, costs 15 units, comes packed in loads of 10, Ammo Hopper can hold up to 15 loads, 150 Slugs in total), Computerized Targeting System Module (Weights 1/2 pound, Costs 500 units, reduces range increment by 1 when firing at a single target)

**Description:** A railgun made to be mounted on a tank or placed in a turret on a starship. It is a quiet weapon and often won't trigger automatic defense systems

(most of them tend to look for either the chemical traces of rocket exhaust or the radiation from an energy weapon) but has one real disadvantage over energy guns--it requires ammunition and can run out of it.

### Mass-Driver Weapon System

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,250 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet (gauss needles), 70 feet (grenade launcher)

**"To Hit" Bonus:** +2

**Magazine:** Energy cell holds 70 charges. See description for details on how to use charges for the various types of attack this weapon can make. The dual needle magazines hold 45 bursts worth of standard needles and 20 bursts worth of tranquilizer needles. The magnetic grenade launcher holds 5 grenades--3 Fragmentation and 2 Solid Slug rounds.

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Varies by type of round. Standard loads do 6d6 damage, anyone struck by a Tranquilizer Needle must make a Fortitude Saving Throw vs. DC 20 or fall unconscious for 2d10 minutes. The Grenade Launcher can fire fragmentation grenades that do 4d6 damage to anyone in a 20 foot radius, or solid spent uranium slugs that do 3d6 damage, ignore up to 10 pts of Hardness and do an extra 3d6 damage to targets with a Hardness of 7 or higher. The special electromagnetic attack does 6d6 damage in a 20 foot cone, but only to cybernetic entities.

**Weight:** 11 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 18

**Special:** This weapon is capable of a special version of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If

the attack succeeds, every target within the affected area must make a Reflexes Saving Throw vs. DC 20 or take damage. This uses up five rounds of ammunition.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Packet of Needles (pre-assembled into disposable magazine, holds enough for 45 bursts, weighs 1/2 lb, costs 50 Units), Packet of Tranquilizer Needles (pre-assembled into disposable magazine, holds enough for 20 bursts, weighs 1/2 lb, costs 65 Units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A different kind of gauss-gun, this is a generalized weapon system with a variety of lethal and non-lethal options.

It has a dual magazine, one half of which holds enough armor piercing needles for 45 bursts while the other holds 20 shots worth of needles laden with a tranquilizer drug.

A magnetic railgun launcher on the bottom of the weapon can lob either 5 grenades or an equal number of solid metal slugs (mix and match them however you like).

The gun can also give off its energy in a short-range electromagnetic pulse which disrupts robots' internal circuitry over a 20 foot cone-shaped area (it does 6d6 damage and only affects cybernetic entities).

The needles come pre-packaged in clips. Each clip takes a Standard Action to reload, as does the weapon's power cell. Each grenade or slug takes a Standard Action to chamber into the accelerator.

The weapon doesn't have to have different loads in its dual magazine. It can just as easily carry all standard rounds or all tranquilizer rounds. And you could of course load the grenade launcher with whatever grenades are available.

As with all gauss-guns, we're measuring its magazine in terms of how many bursts it can fire, rather than how many actual needles are in each magazine. It is impossible to fire single shots with this gun, as just touching the trigger launches two or three needles.

It takes one charge from the energy cell to fire a burst of either type, two to launch a slug or a grenade, and three to use the electromagnetic anti-robot attack. It cannot fire mixed bursts—it pulls from either one magazine or the other.

## Lightning Guns

The most primitive form of energy weapon, lightning guns launch a bolt of electricity at the target, burning and electrocuting it. Largely seen in alternate 19<sup>th</sup> century "Steampunk" scenarios, they may also come into their own in futures where other forms of energy weapons turn out to be impractical. Few science fiction campaigns will revolve around this technology, so I haven't provided a lot of variant or "brand-name" models. Just some basic designs that you can adapt as needed.

### Lightning Pistol

**Size:** Small (No bonus or penalty to conceal with a

"sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d20 Electricity (20 x2)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Special Energy Cell (Weighs 1 pound, costs 50 Units to buy or 60 to build in a lab, not compatible with other energy weapons, except possibly a lightning rifle), Holster (costs 100 Units, to have specially custom-made, weighs 1/2 pound)

**Description:** The simplest form of energy weapon imaginable. It's essentially a Tesla coil with an incredibly potent battery. Turn it on and gigantic electrical sparks crackle out of it, frying the target in their shoes. Good for "Steampunk" campaigns and for science fiction sagas in which most energy weapons are unfeasible. The pistol itself is long, thin and wicked-looking, with a sharp metal spike where the barrel should be.

### Lightning Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 825 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d20+1d10 Electricity (20 x2)

**Weight:** 9 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Special Energy Cell (Weighs 1 pound, costs 50 Units to buy or 60 to build in a lab, not compatible with other energy weapons, except perhaps for a lightning pistol--it's the DM's call)

**Description:** The most basic form of energy weapon. It's nothing but a Tesla coil hooked up to an incredibly large power source. It creates huge electrical sparks, the size of small lightning bolts. The weapon is loosely called a rifle, but it's more the size of a combat shotgun, with a long sharp spike in place of a barrel. In Steampunk campaigns it's made of riveted metal, with rubberized hand grips. In futuristic scenarios it's

far better insulated.

### Heavy Lightning Rifle

**Size:** Huge (Impossible to conceal)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 90 feet

**“To Hit” Bonus:** --

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d20+2 Electricity (20 x2)

**Weight:** 14 pounds

**Armor Class:** 5

**Hardness:** 4

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Special Energy Cell (2 pounds, costs 150 Units to buy or 175 to build in a lab, not compatible with other energy weapons, even those designed for other lightning guns)

**Description:** A lightning gun the size of a bazooka, it shoots bolts of electricity at the target and has a tendency to make its user's hair stand on end. This is a deafeningly loud weapon. It makes a genuine thunderclap and if there aren't any big ominous clouds in the sky this is sure to attract the curiosity of anyone in a quarter-mile radius.

### Variable Intensity Lightning Gun

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Magazine:** 50, see description

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Variable, can be set to do from 1-10d6 Electricity (20 x2) or 1-10d6 Nonlethal damage

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Special Energy Cell (Weighs 1 pound, costs 50 Units, to buy or 60 to build in a lab, not compatible with other energy weapons, except perhaps for other lightning guns, if the DM approves)

**Description:** A strange glass and metal carbine, somewhere between the size of a large pistol and a

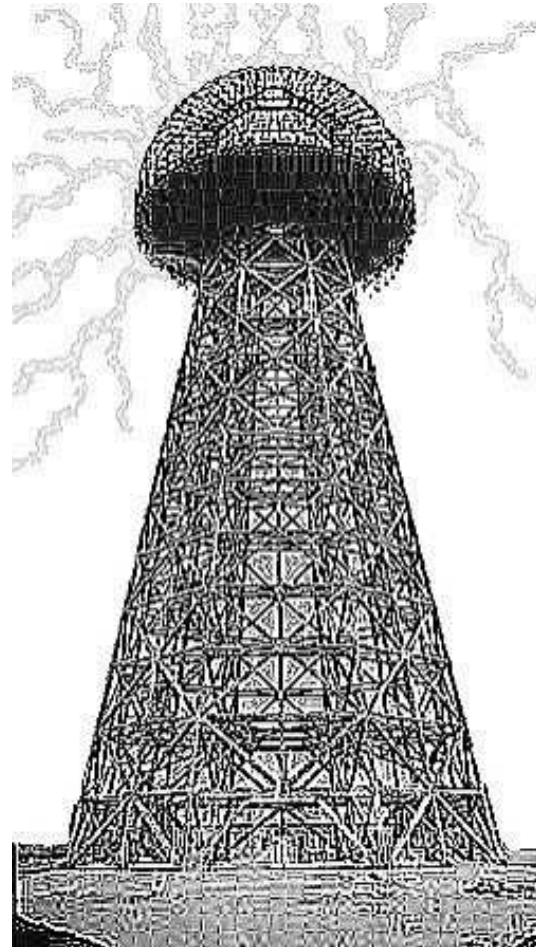


small submachine gun. It has a metal spike, shaped like a lightning rod, in place of a barrel. The device shoots massive, jagged electric sparks at the target. The weapon's operator can vary the voltage and amperage to whatever is suitable. The gun can do from one to ten dice of electrical damage, either normal or Nonlethal. It can mix different types of damage in a single attack, doing partly normal and partly Nonlethal damage, but it can never do more than ten dice of damage in total. Each d6 of damage, whether normal or Nonlethal, costs one charge. It takes a standard action to replace the weapon's energy cell.



**"Safe-T SlamGun" Miniature Lightning Projector**  
**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)  
**Cost:** 45 Units  
**Tentative Purchase DC:** 7  
**Required Proficiency:** Simple  
**Handed:** Requires 1 hand to use  
**Range Increment:** 10 feet  
**"To Hit" Bonus:** --  
**Magazine:** 1  
**Rate of Fire:** Once per round  
**Damage:** 1d20 Electricity (20/x3)  
**Weight:** 1/10 of a pound  
**Armor Class:** 18  
**Hardness:** 1  
**Hit Points:** 1  
**DC required to break this item with a Strength Roll:** 12  
**Special:** If the target takes more than 5 points of damage, they must make a Fortitude Saving Throw vs. DC 15 to avoid being Stunned for 1-6 rounds  
**Accessories:** Miniature Energy Cell (1/20 pound, costs 50 units, not compatible with full-sized energy weapons)  
**Description:** A small one-shot lightning gun, which runs on a special miniature power cell that isn't compatible with most other energy weapons. Easily concealed in one hand, it is more often used for self-defense than for assassination, as it makes a lot of noise and will set off metal detectors. This is a good close-range weapon for an unskilled combatant to use against a mugger or a burglar, since it requires no special weapon proficiency and is more apt to incapacitate the target than to kill them. Not built for rapid reloading, it takes a full round to open up its battery pack and fit a new power cell into place. It is possible to buy a super-cheap version of this gun, which costs half as much but has a 40% chance of

burning out completely each time it is fired.



### Lightning Cannon

**Size:** Colossal (Impossible to conceal)  
**Cost:** 50,000 Units (almost always a prototype--this is actually the cost required to build the weapon)  
**Tentative Purchase DC:** 31 (Often Unavailable)  
**Required Proficiency:** Energy Weapons  
**Handed:** Weapon must be fired from a mount  
**Range Increment:** 300 feet  
**"To Hit" Bonus:** --  
**Magazine:** Special, see description  
**Rate of Fire:** Once per round  
**Damage:** 6d20 Electricity to anything in a 10 foot radius around the point of impact. A Reflexes Saving Throw vs. DC 20 allows anyone caught in that radius to take half damage  
**Weight:** 100 tons  
**Armor Class:** 0  
**Hardness:** 6  
**Hit Points:** 25  
**DC required to break this item with a Strength Roll:** 15 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)  
**Description:** A giant Tesla coil, the size of a large building. It doesn't look so much like a cannon as it



does like some kind of strange radio antenna. It's shaped like a squat mushroom, made from an open lattice of girders, with the generator hidden somewhere deep inside. It fires huge electrical sparks, the size and strength of lightning bolts. This is a hideously inefficient way to build an energy weapon, but it undeniably makes a huge impression on enemy

troops. The lightning cannon requires an external power source on the scale of a hydroelectric dam. It never exhausts its magazine, but it can only be fired twenty times in a half-hour period, after which it has to cool for fifteen minutes.

## Laser Weapons

What science fiction campaign would be complete without lasers? Lasers are (usually) the first energy weapons and until Blasters arrive on the scene they tend to dominate the market.

Laser weapons have a number of distinct advantages over guns that launch projectiles. They have greater range and are nearly silent. Once the technology to manufacture them becomes available they are easier to manufacture—factories that produce laser guns can make other consumer electronics as well, whereas the technology required to make slugthrower rounds can't really be used for anything else.

They also have some marked drawbacks. Early lasers require the user to lug separate powerpacks around. The first models actually require huge backpack-mounted generators, making it almost impossible to carry any equipment but the gun itself. Later models use smaller energy cells that can be strapped to the user's thigh or even worn around their wrist, but this can still be awkward. It's a particularly odious requirement for laser pistols, since it makes them tricky to draw from a holster.

In addition, lasers have a bad way of getting dispersed by anything that scatters and diffuses light. A thick fog can cut the damage done by a laser in half (it's strictly the DM's call as to when this would happen—I don't have a game mechanic handy for determining the thickness of fog).

Not too long after lasers first appear on the battlefield, anti-laser aerosols which completely block their effect are introduced as well (and here I do have a game mechanic for you: A typical Anti-Laser Aerosol Canister costs 500 Units, is Tiny in size, weighs 2 pounds, has 3 Hardness, 1 Hit Point and when flung at a target square it totally negates the effect of any laser fired into or through that 10 foot by 10 foot square for 1-6 rounds, or until dispersed by a sudden gust of wind. It's the DM's call as to what constitutes a sudden gust of wind).

It is also difficult for lasers to penetrate reflective surfaces—they tend to bounce right off mirrors. It doesn't take long for munitions designers to realize this, and start producing reflective armor. The specifics are up to the DM. This book contains only weapons, not armor, and leaving this undefined gives the DM more flexibility for adapting laser weapons into his or her campaign.

## Early Laser Weapons

### Primitive Laser Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,800 Units

**Tentative Purchase DC:** 20

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** 1d6 (20 x2) Heat. The target must also make a Reflexes Saving Throw vs. DC 9 to avoid being rendered Blind

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 12

**Description:** Energy weapons have a certain romance about them, and long before they are practical, some hobbyists will try to build them. This is a working laser pistol made with early 21st century technology. It is a big, bulky weapon which should really be aimed with two hands, even though it produces no recoil. The gun is powered by a liquid sodium battery kept in its oversized stock and takes about two hours to fully recharge from house current.

The battery can be dangerous if it ruptures. Sodium explodes on contact with water. The DM should judge whether or not the battery ruptures when

the gun takes damage, and whether the sodium is likely to explode if it does.(if it's raining, then an explosion is likely, if it's a dry clear day then it isn't, unless you're standing in a puddle).

Much too large and awkwardly shaped to fit in any conventional holster, this is more of a novelty item than a functional sidearm. Yet while it does less damage than a projectile weapon, it is still capable of killing or blinding an opponent.

### Heavy Laser Cutter

**Size:** Huge (Impossible to conceal)

**Cost:** 3,000 Units

**Tentative Purchase DC:** 22

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** Special. Can be used as a melee weapon or to make ranged attacks at a maximum distance of 10 feet. It cannot attack objects that are more than 10 feet away.

**"To Hit" Bonus:** -2 penalty

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** 4d10 Heat (20 x3)

**Weight:** 50 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 15

**DC required to break this item with a Strength**

**Roll:** 20

**Accessories:** Backpack-Mounted Energy Cell (Weighs 15 pounds, costs 500 units, AC 15, 7 Hardness, 18 HP, 20% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 to anything else in a 5 foot radius)

**Description:** A short-range laser cutting tool intended for construction work, but also popular for maiming and killing people. A huge, bulky, two-handed tool, it's about the size and shape of a jackhammer but somewhat lighter. It is unique in that it can be used as either a melee weapon or a short-range missile weapon under the same weapon proficiency. It absolutely requires two hands to use, and even then it's clumsy and awkward. Unlike most laser weapons, it works perfectly well under water.

### Light Construction Laser

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**"To Hit" Bonus:** -2 penalty to use as a weapon

**Magazine:** 40

**Rate of Fire:** Once per round

**Damage:** 2d10 Heat (19-20/x3)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 7

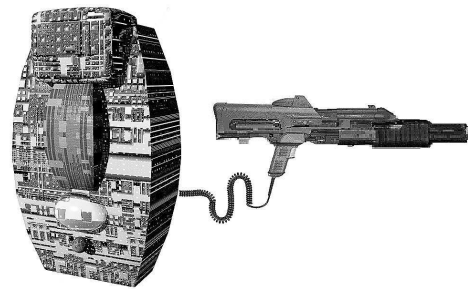
**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 18

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A handheld laser construction tool, suitable for everything from woodwork to spot welding. It can also be used as a melee weapon, in a pinch. The DM should determine which Craft and Professional skills this device can be used for. It should be a wide range, this is a versatile device and has applications in any conceivable kind of welding or cutting job. Bulky and awkward to use as a melee weapon, it has an automatic -2 penalty. The device runs on standard power cells, compatible with most other power tools and energy weapons. Not really designed for combat, it is impossible to reload quickly. It takes a full round to unbolt its battery housing and replace a spent energy cell if you have a screwdriver. It takes two rounds if you're fumbling at the bolts with your fingers.



### Mark 1 Military Laser

**Size:** Huge (Impossible to conceal)

**Cost:** 10,000 Units

**Tentative Purchase DC:** 26(usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** 3d10+2 Heat (20 x3)

**Weight:** 15 pounds (45 with backpack power cell)

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 13

**Accessories:** Backpack-Mounted Energy Cell (Weighs 25 pounds, costs 1,500 units, AC 12, 3 Hardness, 10 HP, 40% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 to anything else in a 5 foot radius)

**Description:** This is a standard template for an early military laser. A bulky two-handed metal tube, longer than a rifle, it requires a heavy backpack power unit. You might mistake it for some new kind of flamethrower, except for the lens at the end of the barrel.

As big as it is, the weapon can be used by almost

anyone, regardless of their size or strength, as it produces no kickback at all. It is also quiet, at least compared to a conventional firearm, and makes only a sort of crackling noise when in use.

It's chief drawback, as with all laser weapons, is that it is easy to take countermeasures against. The beam can be broken up and scattered by mist or fog, which harmlessly diffuses the light. It's the DM's call as to whether a given patch of fog is thick enough to neutralize the beam. Please bear in mind that smoke and dust have no effect. Only a cloud of tiny droplets of liquid will properly diffuse the beam. Lasers also have a tough time penetrating reflective objects. Not just shiny objects, a surface has to be at least as reflective as, say, a bathroom mirror to deflect a laser beam.

Soon after this weapon's introduction, reflective armor suits begin appearing on the battle field, limiting the laser's effectiveness. It is still a potent weapon, used largely in a squad support role like a rocket launcher or a heavy machine gun.

### Mark 1.9 Laser Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Heat (20 x3)

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 5

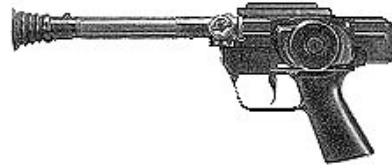
**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Wrist-Mounted Energy Cell (2 pounds, costs 30 units), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** Once energy weapons displace projectile weapons, there's no going back. The chemical engineering required to produce slugthrowing rounds is complicated, expensive and has no other use. It can't compete economically with weapons that are made in the same factories as consumer electronics and so once energy weapons are a reality, manufacturers of traditional slugthrower guns swiftly go out of business. As a result, some firearms are displaced by energy weapons which actually aren't as effective as the slugthrower equivalent. Pistols are a particular case in point. Early in the history of military lasers, it is extremely difficult to make them small. The first laser pistols are long and bulky, won't fit most holsters and require a wrist-mounted powerpack that covers the user's whole forearm. The Mark 1.9 and its cousins also have all the weaknesses

common to lasers. They won't function underwater, thick fog completely negates the attack, as do certain types of reflective armor.



### Techtronics Type 9 Laser Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Heat (20 x3)

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Wrist-Mounted Energy Cell (2 pounds, costs 30 units), Holster (costs 20 Units, weighs 1/2 pound), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A better, more compact laser pistol than the Mark 1.9. This one is only the length of a large handgun, and fits conveniently in a holster. It connects to the wrist-mounted powerpack with a small prong that extends sideways from the stock. With a little practice (i.e. the Weapon Proficiency) you can learn to draw the weapon and snap it into its power supply all in one fluid motion.



### Mark 4.5 Laser Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Heat (20 x3)

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Wrist-Mounted Energy Cell (2 pounds, costs 30 units), Holster (costs 20 Units, weighs 1/2 pound), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** Another attempt to make a viable laser pistol. This one keeps the pistol clipped to the side of its wrist-mounted powerpack, rather than in a holster. To ready the weapon, you reach over with your other hand and yank it off your wrist (trying hard not to pull the power cord loose from its sockets). Since the powerpack itself is large enough to cover the user's whole forearm, it is difficult to wear this pistol as a concealed weapon, unless you wear very wide sleeves. It can be awkward to aim and shoot with an elastic power-cord stretched between your hands, so an alternate rig is available, which instead pushes the gun down into your near hand on a little mechanical arm. If you use this version, be careful not to set the launcher off by mistake, as it can both hurt your fingers and lead to unfortunate misunderstandings.



### Mark 3 Laser Carbine

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 950 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Heat (20 x3)

**Weight:** 15 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Thigh-Mounted Energy Cell (4 pounds, costs 150 units, AC 18, Hardness 4, HP 5, if it loses all its hit points there is a 30% chance that it will explode, doing 3d6 damage to the wearer and 1d4 to anyone in a 5 foot radius), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** An attempt to make military lasers easier to use. This weapon looks like a short metal tube (about the length of a combat shotgun) with two pistol grips. The power supply is worn strapped to the user's thigh, and is far lighter than the backpack model. The weapon is also cheaper to produce and becomes the first standard-issue infantry laser weapon, displacing slugthrowing guns more or less altogether. This gun has all the weaknesses common to lasers. Reflective armor and thick fog completely negate the attack.

### "Woodsman 3" Light Hunting Laser

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 150 feet

**"To Hit" Bonus:** --

**Magazine:** 45

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Heat (20 x3)

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Thigh-Mounted Energy Cell (4 pounds, costs 150 units, AC 18, Hardness 4, HP 5, if it loses all its hit points there is a 30% chance that it will explode, doing 3d6 damage to the wearer and 1d4 to anyone in a 5 foot radius), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** Early laser weapons make much better hunting rifles than they do handguns. They're quiet, easy to keep clean, and produce no kickback. This is one of the first produced commercially for hunting. The user wears a wrist-powerpack which covers their whole forearm. It doesn't hold as many shots as a big thigh-mounted military powerpack, but it's far less likely to get tangled in the underbrush.

### Pulse-Laser Big Game Rifle

**Size:** Huge (Impossible to conceal)

**Cost:** 1,400 Units

**Tentative Purchase DC:** 19

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**"To Hit" Bonus:** +1

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 6d10 Heat (20 x3)

**Weight:** 14 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Backpack-Mounted Energy Cell (15 pounds, costs 300 units, AC 12, Hardness 4, HP 7, if it loses all its hit points there is a 30% chance that it will explode, doing 3d6 damage to the wearer and 1d4 to anyone in a 5 foot radius), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A long, heavy rifle with a small backpack mounted power unit. Designed for killing very large game, it drains the entire power unit in just two shots. It is expensive and tricky to maintain, but nonetheless is a superb big-game rifle, deadly and accurate at tremendous range. It takes a full round to take off the used powerpack, don another one and plug the weapon back in. This is not a real disadvantage, however, since any hunter worth his salt would be expected to have dropped the beast with the first shot. Indeed, having to use the second shot is regarded as a disgraceful thing among serious big-game enthusiasts.

### Mark X4 Laser Sniper Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 180 feet

**“To Hit” Bonus:** +2

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10+3 Heat (20 x3)

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Thigh-Mounted Energy Cell (4 pounds, costs 150 units, AC 18, Hardness 4, HP 5, if it loses all its hit points there is a 30% chance that it will explode, doing 3d6 damage to the wearer and 1d4 to anyone in a 5 foot radius), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A modified version of the Woodsman 3, adopted by the military as a sniper rifle. It has superior range and firepower--sniper rifles are really where laser weapons come into their own. However, it does still suffer from all the limitations common to lasers. The beam has difficulty penetrating dense fog or reflective surfaces. Of course this is less of a problem

for a sniper than an infantryman, since for the most part a sniper can pick and choose his targets. The rifle uses a wrist-mounted powerpack, with a long elastic power cord, which makes it easier to run with quietly.

### Improvised Laser Carbine

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 450 (Must usually be made instead of bought) Units

**Tentative Purchase DC:** 15 (but must usually be built, rather than bought)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 50 ft

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Heat (20/x3)

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Anyone with the skill "Repair" can convert a laser welder or other such device into an improvised laser carbine. This requires a skill roll vs. DC 20. It is possible to "take 20" by increasing the amount of time spent on the job, unless of course you are using the "Jury Rig" option. The resulting weapon tends to be about the size of a stubby rifle, with roughly the strength of a short-range pistol. The DM must carefully adjudicate what kind of laser can or cannot be converted into a weapon. Unless this is a comic book game, laser pointers and the tiny lasers that read CD-Roms probably can't be converted into weapons. There is a 5% chance that an improvised laser weapon will burn out and become impossible to repair each time it is fired.

### Underwater Laser Pistol

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Heat (20 x3)

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 2



**DC required to break this item with a Strength Roll:** 14

**Special:** Works underwater, unlike most laser weapons.

**Accessories:** Wrist-Mounted Energy Cell (2 pounds, costs 30 units), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** A short-range laser pistol which fires a blue-green beam. It has been specially polarized to work underwater. It will also work on dry land, although it seldom is used this way. It requires the use of a wrist-mounted power-pack, which attaches to the weapon by an elastic electrical cord. The gun draws more power than most laser pistols and so can't fire as often before the power-pack needs recharging.

### Underwater Laser Carbine

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Heat (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

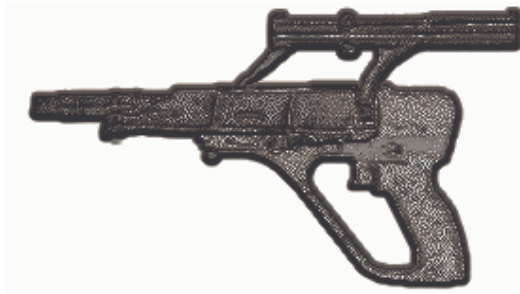
**Special:** Works underwater, unlike most laser weapons.

**Accessories:** Thigh-Mounted Energy Cell (4 pounds, costs 150 units, AC 18, Hardness 4, HP 5, if it loses all its hit points there is a 30% chance that it will explode, doing 3d6 damage to the wearer and 1d4 to anyone in a 5 foot radius)

**Description:** A short-range laser carbine which fires a blue-green beam that works underwater. It will still be deflected by reflective armor and if it is fired on land it can still be dispersed by heavy fog. The gun draws its power from a thigh-mounted energy-pack, which attaches to the weapon by an elastic power cord.

## Advanced Laser Weapons

Eventually energy-cell technology improves and laser weapons that don't require bulky battery packs become available (or the DM can just skip the power-pack phase if they don't care for it and say that all laser weapons work this way). The following weapons run on batteries which fit directly into the weapon, and are no larger than the ammo clip on a projectile weapon. For the sake of convenience, assume that the type of energy cell used by laser weapons is compatible with most other energy weapons of the same period.



### Advanced Laser Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Heat (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** A more advanced laser pistol, this one doesn't require an external power pack, and instead draws its power from a replaceable energy cell the size of a 6 Volt Battery. This is basically the "Laser Pistol" from the Dungeon Master's Guide, so we're not going to count it against the total 1001 weapons listed in this book.

### V186 Heavy Laser Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10+2 Heat (20 x3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** A heavy laser pistol, which sacrifices magazine size for stopping power. Shorter, wider and heavier than the generic laser pistol listed above, it still uses the same power cell. It takes a standard action to reload.



### **RR-X20 "Dominator" Heavy Laser Pistol**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Heat (20/x3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** This is the heaviest laser pistol you can buy. Meant to compete directly with blasters, it sacrifices a certain amount of accuracy for sheer stopping power. It is precision made and uses a mechanism that is perhaps slightly too complex for its own good, rendering the weapon bulky and fragile. On balance, most gun experts feel that it gives up too much of its accuracy and still can't beat a heavy blaster pistol in terms of raw power. It runs on standard energy cells, has no external power pack and takes a Standard Action to reload.

### **Q334 Laser Pistol**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 45

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Heat (20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** An advanced laser pistol made for target shooting. It is longer, but lighter and more slender than the generic pistol listed above. It has less stopping power but a truly superb range. It runs on the same power cells as most other energy weapons from the same period, and takes a Standard Action to reload.



### **Advanced Laser Rifle**

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use  
**Range Increment:** 180 feet  
**“To Hit” Bonus:** --  
**Magazine:** 50  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 3d10 Heat (20 x3)  
**Weight:** 6 pounds  
**Armor Class:** 7  
**Hardness:** 5  
**Hit Points:** 5  
**DC required to break this item with a Strength Roll:** 17  
**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)  
**Description:** An advanced laser rifle, which does not require a bulky backpack power source, and instead draws its energy from a replaceable energy cell slotted into the weapon itself. This is more or less the same Laser Rifle described in the Dungeon Master's Guide, so we're not going to count it as one of the 1001 weapons we've promised you.

### QQ19 Laser Hunting Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)  
**Cost:** 800 Units  
**Tentative Purchase DC:** 17  
**Required Proficiency:** Energy Weapons  
**Handed:** Requires 2 hands to use  
**Range Increment:** 170 feet  
**“To Hit” Bonus:** +1  
**Magazine:** 50  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** Variable. Can be set to do from 1-3d10 Heat (20 x3)  
**Weight:** 6 pounds  
**Armor Class:** 7  
**Hardness:** 5  
**Hit Points:** 6  
**DC required to break this item with a Strength Roll:** 15  
**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)  
**Description:** An advanced laser weapon, intended for civilian use. It has a lot of range and can be adjusted to do less damage, so as not to ruin small animals' pelts or for that matter to blast them into ashes. It is in many respects superior to a blaster rifle from the same period. This gun does not require an external power source, and instead uses replaceable energy cells, interchangeable with most other energy weapons. It takes a Standard Action to reload.

### Advanced Underwater Laser Pistol

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 650 Units  
**Tentative Purchase DC:** 16  
**Required Proficiency:** Energy Weapons  
**Handed:** Requires 1 hand to use  
**Range Increment:** 20 feet  
**“To Hit” Bonus:** --  
**Magazine:** 40  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 2d10 Heat (20 x3)  
**Weight:** 2 pounds  
**Armor Class:** 9  
**Hardness:** 5  
**Hit Points:** 2  
**DC required to break this item with a Strength Roll:** 14  
**Special:** Works underwater, unlike most laser weapons.  
**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (costs 20 Units, weighs 1/2 pound)  
**Description:** A more advanced version of the underwater laser pistol. It fires a blue-green laser beam which works underwater but drains a lot of energy. It can be deflected by reflective armor and if it is fired on dry land it can be dispersed by laser aerosols. The biggest difference between this model and its predecessors is that it doesn't require a separate power pack and instead uses a small energy cell that slots directly into the weapon. This is the same type of power cell used by most energy weapons from the same period and it is compatible with nearly all of them.

### Advanced Underwater Laser Carbine

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)  
**Cost:** 1,000 Units  
**Tentative Purchase DC:** 18  
**Required Proficiency:** Energy Weapons  
**Handed:** Requires 2 hands to use  
**Range Increment:** 30 feet  
**“To Hit” Bonus:** --  
**Magazine:** 40  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 3d10 Heat (20 x3)  
**Weight:** 6 pounds  
**Armor Class:** 7  
**Hardness:** 5  
**Hit Points:** 3  
**DC required to break this item with a Strength Roll:** 16  
**Special:** Works underwater, unlike most laser weapons.  
**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)  
**Description:** A more advanced version of the underwater laser carbine. It also fires a blue-green laser beam which works underwater but drains a lot of energy. The biggest difference is that it doesn't

require a bulky independent power pack and instead uses a small energy cell which slots directly into the weapon. This is the same type of power cell used by most of the energy weapons from the same period and it is compatible with nearly all of them.

### **Laser Beam-Effect Pistol**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Heat (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** Like an autofire weapon, a beam-effect laser can attack an entire ten-foot square. Everyone in the Square must make a Reflexes Saving Throw vs. DC 20. If they succeed, they take only half the damage. Unlike an autofire weapon, it burns only one charge to use the area-attack.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** In universes where lasers don't get displaced by "Blasters" this is what they evolve into next. They vary little in their design from earlier military lasers, but use a vastly more potent type of energy cell. This makes it practical to have the weapon emit a continuous beam rather than a single short burst of energy. It looks more like a skinny flashlight with a tapered end than it does a pistol. It takes a full action to replace the energy cell.

### **Laser Beam-Effect Rifle**

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Heat (20 x3)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 16

**Special:** Like an autofire weapon, a beam-effect laser can attack an entire ten-foot square. Everyone in the Square must make a Reflexes Saving Throw vs. DC 20. If they succeed, they take only half the damage. Unlike an autofire weapon, it uses up only one charge to attack a square.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A two-handed beam-effect laser weapon, the descendant of the Advanced Laser Rifle. It doesn't look much like a 20<sup>th</sup> century firearm. It's just a long plastic tube with a pair of curved hand-grips on the bottom. Its energy cell is much more powerful than the batteries used by earlier laser guns, but is about the same size. Reloading it takes a Standard Action.



### **Laser Personnel Removal Tool**

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually illegal)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Magazine:** 3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d10 Heat (18-20 x3)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 5

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Special:** Any attempt to find this weapon with a Search roll suffers a -2 penalty, unless the searcher knows exactly what they are looking for.

**Accessories:** Miniature Energy Cell (1/20 pound, costs 50 units), Energy Cell (1/2 pound, costs 10 units)

**Description:** This weapon is only available to military and intelligence personnel, in any but the most lawless and chaotic societies. Its only real use is for assassinations. A tiny laser, about the size of a penlight, it runs on a special miniature energy cell and burns it all out in one burst. It doesn't look like much of anything—just a smooth plastic tube with a button on the side and a hole in one end. The device has little range, but it will easily cut a man in half in close combat. It's nearly silent and can be concealed up your sleeve or in the palm of your hand. There is no

safety catch, so handle with care!

### "Smartgun" Heavy Laser Support Weapon

**Size:** Huge (Impossible to conceal)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 200 feet

**"To Hit" Bonus:** +2

**Magazine:** 100

**Rate of Fire:** Once per round

**Damage:** 4d10 Heat (20 x3)

**Weight:** 9 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 9

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units)

**Description:** A super-advanced, computer-guided heavy laser rifle. This is a squad support weapon, bigger than an infantryman's rifle, and while it can be carried by a single man it is at its most effective when fired from a vehicle mount or a tripod.

It is a beam-effect laser, and so has the game equivalent of Autofire. You can direct the beam like a garden hose, attacking a whole square at once if you like.

When in computer-aided-autofire mode, it can rapidly select a group of individual targets through its scope and then track each of them with the beam as they move, hitting them all in sequence and avoiding other targets. In game terms this means that it can target a square for an area attack (a square has an effective defense of 10), per the standard rules on Autofire, but it only affects the targets you select. Everything else in the square remains unharmed. This is ideal for things like firing into a group of grappling melee combatants and also makes it an excellent

weapon for hostage rescues, although few police forces could afford one. A Reflexes Saving Throw vs. DC 20 allows a target to take half damage.

### Laser Cannon

**Size:** Huge (Impossible to conceal)

**Cost:** 40,000 Units

**Tentative Purchase DC:** 31

**Required Proficiency:** Energy Weapons

**Handed:** Weapon must be fired from a mount

**Range Increment:** 800 feet

**"To Hit" Bonus:** --

**Magazine:** 200

**Rate of Fire:** Once per round

**Damage:** 10d10 Heat (20 x3) to the target, 2d10 heat to anything in a 5 foot radius of the target (a Reflexes Saving Throw will reduce the area-effect damage by half).

**Weight:** 1 ton

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 60

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Description:** What interstellar war would be complete without them? This is a generic template for a laser cannon, of the type used on spacecraft and on tanks. There are some versions that can move under their own power on a half-track chassis. They are rarely fast-moving--most have a maximum speed of 20 feet per round.

Laser cannons are either powered by the vehicle they are attached to, or by an onboard fusion reactor. They don't need to be reloaded.

A laser cannon only requires a single crewman, who has 1/2 cover while firing the weapon. Cannons that move under their own power also require a driver. It is not possible to be both driver and gunner at the same time. The driver has complete cover while sitting at the controls.

## X-Ray Lasers

The next stage in the evolution of coherent light weapons, X-Ray lasers eliminate the two biggest drawbacks of laser weaponry. Later models can't be dispersed by fog or aerosols and they all cut right through reflective armor. However, by the time the technology grows advanced enough to produce these guns, lasers have usually been displaced by blaster weapons, so you chiefly see X-Ray lasers as sniper weapons. Professional hunters sometimes use them as well.

### Early X-Ray Guns

Contemporary with the first few generations of laser pistol, most of these weapons still require the user to lug bulky power packs around and can still be dispersed by anti-laser aerosols. This combined with their expense keeps them in a limited combat niche until the technology improves.





### X-Ray Laser Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 30 in the energy cell, plus 2 in the gun

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Heat (19-20 x3)

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Wrist-Mounted Energy Cell (2 pounds, costs 30 units), Holster (costs 20 Units, weighs 1/2 pound), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A laser pistol set to the invisible X-Ray frequencies. It can be dispersed by laser aerosols or mist, but it cuts through reflective armor and produces no visible beam. It uses a wrist-mounted powerpack that covers the user's whole forearm, but the weapon itself can store an additional two charges, for use in emergencies. It requires more energy to emit a beam in this ultra-high frequency, so the power pack doesn't last as long as it would for a conventional laser pistol.

### X-Ray Laser Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 880 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 110 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Heat (19-20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

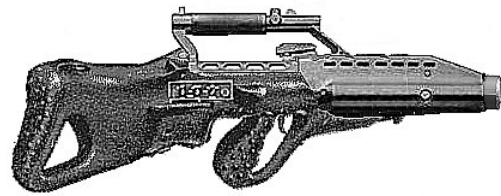
**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Thigh-Mounted Energy Cell (4 pounds, costs 150 units, AC 18, Hardness 4, HP 5, if it loses all its hit points there is a 30% chance that it will explode, doing 3d6 damage to the wearer and 1d4 to anyone in a 5 foot radius), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A laser rifle which fires a pulse of invisible X-Rays. It can be dispersed by laser aerosols or mist, but it cuts through reflective armor and produces no visible beam. Most often seen as a commando weapon, it is particularly useful for night assaults. It uses a thigh-mounted power-pack which connects to the gun with an elastic cord. It takes a lot of energy to produce a lethal beam at this frequency, so its power pack doesn't last as long as most laser rifles.



### X-Ray Laser Sniper Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 190 feet

**"To Hit" Bonus:** +2

**Magazine:** 45

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10+3 Heat (19-20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Thigh-Mounted Energy Cell (4 pounds, costs 150 units, AC 18, Hardness 4, HP 5, if it loses all its hit points there is a 30% chance that it will explode, doing 3d6 damage to the wearer and 1d4 to anyone in a 5 foot radius), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A long and relatively heavy laser weapon, intended for sniper work. It can be dispersed by laser aerosols or misty conditions, but it punches

right through reflective armor and produces no visible beam. It is a truly outstanding sniper weapon. Its one drawback is its length, which makes it difficult to drag through heavy underbrush (reduce Movement by two feet when doing this). It runs off a thigh-mounted

powerpack, but can store two shots in the weapon itself when disconnected. This feature greatly aids in making quick getaways.

## Advanced X-Ray Lasers

X-Ray guns really come into their own just as blasters appear to push laser weapons out of the market altogether. These later models have all the strengths and none of the weaknesses associated with lasers. Fog and aerosols have no effect on them, they don't require external power packs and they punch right through reflective armor. In a universe where blasters are never developed this could be the next step in the evolution of energy weapons. Otherwise, they are specialty weapons for snipers, hunters and professional marksmen.

### Q2 "Olympian" X-Ray Laser Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Heat (19-20 /x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** An ultra-lightweight x-ray laser target pistol, made primarily for marksmanship competitions. This gun appears just as blasters are pushing lasers out of the market and it beats them handily in target shooting competitions every time. Because of the unfortunate timing of its appearance, this becomes a rare gun, prized by collectors and seldom seen outside of a display case. If you see someone carrying this weapon for self-defense they've either stolen it without knowing what it is or else they're a seriously dangerous gunfighter.

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 200 feet

**"To Hit" Bonus:** +2

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10+3 Heat (19-20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 19

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** An advanced military laser rifle, intended for snipers. This gun remains in service long after Blasters have displaced lasers in most other areas. Lasers make superb sniper weapons, and this one has few of the limitations of its predecessors. It produces no visible beam or bolt. Reflective armor doesn't stop it. The gun does not require a bulky external power source, and instead uses replaceable energy cells, interchangeable with most other energy weapons from the same epoch. It takes only a standard action to reload. It can't fire through dense fog or anti-laser aerosols, but this is less of a disadvantage for a sniper than for an infantryman in any case, since a sniper can usually pick and choose targets at leisure.

### Type 483 X-Ray Laser Sniper Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

# Microwave Weapons

Microwave guns tend to appear early in the history of energy weapons. All that's really required to build one is an understanding of radio waves and a strong enough power source to tote around. They fire an invisible, silent beam of focused electromagnetic waves, much like a microwave oven.

As a rule, microwave weapons are cheap, durable and easy to produce. Generally quiet, they can cause sparks and make a loud crackling sound when directed against a metal target (it's the DM's discretion as to when and whether this happens). They don't have all that much range or stopping power, but are on balance a good alternative to lasers until both are rendered obsolete by blasters (unless of course that never happens in your universe).

## Mark 7 Microwave Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 480 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Heat (18-20 x2)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A short, vaguely pistol-shaped weapon with what looks like a satellite dish where the barrel should be. It fires an invisible beam of coherent microwaves and cooks the target from the inside.

Microwave sidearms take much less energy than laser and ion guns and are powered by a single replaceable battery, located in the stock. It takes a standard action to change batteries. This is a real advantage over contemporary laser and ion pistols, which either require unwieldy power-packs or take hours to recharge.

As versatile as a laser, a microwave pistol can be used to start fires or cook a meal, but it can't be used as a welding tool. It makes an extremely distinctive and unpleasant high-pitched whine when in use, but is still a lot quieter than an ion gun or a projectile weapon.

If it strikes a target who is carrying a metal object, the object may suddenly give off jagged electrical sparks. This is alarming, but causes no additional damage.



## Sarvio Kornfeld Heavy Microwave Pistol

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8+2 Heat (18-20 x2)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** An attempt at a "high-caliber" microwave pistol. It is bigger and heavier than most microwave pistols and does more damage, but it lacks both the stopping power of a heavy Ion Pistol and the range of a laser. It has all the usual advantages of a microwave weapon. The beam is invisible, the gun doesn't need an external power pack and takes only one standard action to reload. It is also more durable and needs less maintenance than either a laser or an ion gun. It does not work underwater.



### Mark 14 Microwave Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Heat (18-20 x2)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A microwave target pistol, designed for marksmanship competitions. It is a good, accurate, dependable weapon, but not the equal of a laser at range. This is an excellent weapon to take on a camping trip, because of its light weight and rugged durability. It is not an ideal hunting weapon, however, as it makes a high, loud irritating sound which frightens off game and the damage that it does is often random and sloppy, scorching the feathers off birds and marring animal pelts.

### Bush Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 780 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Variable. Can be set to do from 1-6 d4 Heat (18-20 x2) or from 1-6 d4 Nonlethal damage

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 9

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** An explorer's weapon, the Bush Rifle is as durable and dependable as energy weapons come. An extremely simple device, it has no moving parts but the trigger and breaks down into easily replaceable modules. It projects coherent microwave energy in a tight beam, and can be set to do from 1-6d4 Nonlethal or normal damage. It is as good a specimen-collecting tool as it is a hunting rifle.

### Type V-6 Microwave Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 60 (55 in the wrist-mounted power-supply and 5 in the gun itself)

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d8 Heat (18-20 x2)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Wrist-Mounted Energy Cell (2 pounds, costs 30 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A microwave infantry rifle. It doesn't have the range of a laser and its stopping power is alarmingly low, but it does have a number of distinct advantages. It is a light, short weapon, easy to carry and extremely simple to maintain. It requires only a small, wrist-mounted power supply and can actually function without it for a few shots. It creates no visible beam or bolt and while it does make an obnoxious high-pitched whining sound, it is far more quiet than a slugthrower rifle or an ionic weapon.

### Short-Range Heavy Microwave Projector

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**"To Hit" Bonus:** --

**Magazine:** 3

**Rate of Fire:** Once per round  
**Damage:** 5d8 Heat to everything in a 35 foot cone. Anyone in its area of effect can make a Reflexes Saving Throw vs. DC 15 to take half damage.  
**Weight:** 10 pounds  
**Armor Class:** 7  
**Hardness:** 4  
**Hit Points:** 3  
**DC required to break this item with a Strength Roll:** 15  
**Accessories:** Energy Cell (1/2 pound, costs 10 units)  
**Description:** A short, wide, heavy microwave carbine. This is a squad support weapon, which serves a role much like a combat shotgun. It has very little range but does a lot of damage in a wide area. Ideal for clearing rooms in urban combat settings, it persists in this role long after blasters have displaced most microwave guns from combat duty. The weapon itself is heavy and bulky, but not very long. It is durable, waterproof and requires little maintenance. It uses two standard power cells, set side by side. Each holds 3 shots and takes a Standard Action to reload.

### Type RSK Microwave Heavy Support Weapon

**Size:** Huge (Impossible to conceal)  
**Cost:** 2,000 Units  
**Tentative Purchase DC:** 20 (usually restricted to military use)  
**Required Proficiency:** Energy Weapons  
**Handed:** Requires 2 hands, usually fired from a mount  
**Range Increment:** 90 feet  
**“To Hit” Bonus:** --  
**Magazine:** 100  
**Rate of Fire:** Once per round  
**Damage:** 6d8 Heat (18-20 x2)  
**Weight:** 17 pounds  
**Armor Class:** 5  
**Hardness:** 5  
**Hit Points:** 10  
**DC required to break this item with a Strength Roll:** 20  
**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units)  
**Description:** A microwave heavy weapon, meant for squad support. It is too big for a single soldier to carry, and is usually mounted on a vehicle or placed in a fixed position in a fortification. The gun looks like a small radio telescope, and while it is light enough for a strong man to carry, the awkward shape of its reflector dish makes it impractical to use as an infantry weapon. It doesn't have very much range, but it is cheap, durable and easy to maintain. You usually see the Type RSK in the hands of small nations or rebel groups.

### Microwave Cannon

**Size:** Huge (Impossible to conceal)

**Cost:** 5,000 Units  
**Tentative Purchase DC:** 23 (usually restricted to military use)  
**Required Proficiency:** Energy Weapons  
**Handed:** Weapon must be fired from a mount  
**Range Increment:** 100 feet  
**“To Hit” Bonus:** --  
**Magazine:** 150  
**Rate of Fire:** Once per round  
**Damage:** 8d8 Heat (18-20 x2)  
**Weight:** 2 tons  
**Armor Class:** 3  
**Hardness:** 5  
**Hit Points:** 45  
**DC required to break this item with a Strength Roll:** 15 to disable with a skill roll (perhaps the “Repair” skill, although this of course is up to the DM)  
**Description:** A generic template for a light microwave field artillery piece. The cannon looks a lot like a large satellite dish mounted on a half-track vehicle. The weapon's operator sits in a chair at the back of the weapon and works a touch-activated screen. The cannon only requires one operator. It can't drive and fire at the same time. The relatively small size and short profile of a microwave cannon give it some advantages on the battlefield, although it's range may not be as good as a laser cannon. It emits no visible beam, but does give off a penetrating high-pitched whine which can be heard for some distance. Most small animals find the sound of a microwave cannon extremely unnerving and will flee the area in a panic if they hear one in use.

### Variable Effect Microwave Pistol

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)  
**Cost:** 550 Units  
**Tentative Purchase DC:** 16  
**Required Proficiency:** Energy Weapons  
**Handed:** Requires 1 hand to use  
**Range Increment:** 30 feet  
**“To Hit” Bonus:** --  
**Magazine:** Special, see description  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** Variable, see description  
**Weight:** 2 pounds  
**Armor Class:** 9  
**Hardness:** 5  
**Hit Points:** 2  
**DC required to break this item with a Strength Roll:** 15  
**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (costs 20 Units, weighs 1/2 pound)  
**Description:** This microwave weapon resembles a tiny satellite dish on top of a plastic hand grip. It has five settings of varying levels of intensity, controlled by a dial on the handle. The user can set it to do from one to 3d4 Nonlethal Damage and up to 4d4 Heat (18-20 x2) normal damage. Alas, the weapon's lower



settings are not particularly efficient and it will always do at least one d4 of real damage, over and above any Nonlethal damage it inflicts.

Each d4 of damage you use burns up one "charge" so the highest settings tend to wear the batteries out fairly quick.

### **Variable Effect Microwave Carbine**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** Special, see description

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Variable, see description

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** An attempt to create a humane rifle for low-intensity conflicts, this gun is more often used as a police weapon than a military one.

It can do between 1 and 6 d4 Nonlethal Damage or between 1 and 8 d4 normal Heat damage (18-20 x2). Its stun settings aren't as effective as perhaps they should be--the weapon will always do at least one d4 of normal damage to the target, in addition to the Nonlethal Damage.

It takes a standard action to fiddle with the dials and change the setting. Each die of damage expends 1 charge from its power cell, so keep careful track of your shots (it's easy to lose count). A spent power cell takes a Standard Action to reload.

This is a very short weapon, officially a carbine because it takes two hands to fire. It has no barrel, just a round microwave focusing antenna on the front, and can easily be concealed under a long coat.

## **Ion Guns**

A cheap alternative to laser weapons, Ionic guns take a simpler, brute force approach. Essentially a juiced-up version of the cathode ray tube in a television, they use the electrical energy from the powerpack to generate massive quantities of charged ions, and then project them at the target. The effect is a lot like being struck by a thunderbolt—a combination of heat and electrical damage. Ion guns are loud (they sound like a small thunderclap), messy and leave an extremely distinctive ozone smell.

They don't have nearly the range of a laser, and yet they remain a popular alternative for centuries. You generally see ionic weapons first appear at around the same time as the second generation of lasers and then become obsolete around when the "Advanced Laser Pistol" makes its first appearance. Still, it's your universe. They might even be the only kind of energy weapon that ever becomes practical, if that's what you would prefer.

### **G-1 "Headhunter" Ionic Sidearm**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d12 Weird Energy (20 x3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound), Optional Wrist-Mounted Energy Cell (2 pounds, costs 30 units, can recharge the pistol twice)

**Description:** Better in many respects than laser pistols of the same period, the G-1 Ionic Sidearm is a short, wide, heavy handgun with two sharp metal spikes sticking out the end of its broad barrel. It manages to incorporate the power-supply into the unit, at the expense of making it as big as a hair-dryer. This still gives it a marked advantage over most contemporary laser pistols, which still carry their energy supply around in a separate external power pack.

When fired, the gun jumps wildly and gives out a flash of white light. It makes a very loud bang--louder than all but the very largest slugthrower pistols. It also leaves a heavy scent of ozone in the air, and tends to make bystanders' hair stand on end.

The integral power-pack can't be removed from the weapon, and must be recharged from house current or an energy cell, rather than being replaced. This takes only one round, but few users relish the prospect of trying to find an outlet in the midst of a gunfight so most of them wear a wrist-mounted powerpack to recharge the weapon as needed.

### G-5.1 "Red Claw" Ionic Sidearm

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Weird Energy (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound), Optional Wrist-Mounted Energy Cell (2 pounds, costs 30 units, can recharge the pistol three times)

**Description:** The G-5.1 Ionic Sidearm was created in an effort to counteract the popular impression of ion guns as clumsy and inaccurate. It is an ionic target pistol, intended for marksmanship competitions

Despite the maker's best efforts, it is not as accurate as a laser pistol. It does however fill one important niche. This is an energy weapon that you can carry concealed in a shoulder holster. A long, skinny weapon, it has two distinctive metal spikes sticking out of its waspish barrel.

It may be discreet to carry, yet it's anything but discreet to fire. It makes a thunderous bang and gives off a bright white flash as the bolt of charged ions slams into the target.

The gun has an integral power-pack, which must be recharged from house current or an energy cell, rather than being replaced. This takes only one round, but of course it can be tricky to find an outlet in the middle of a firefight, so many users wear a wrist-mounted powerpack to recharge it as needed.



### G-6 "Thunderhammer" Ionic Sidearm

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 825 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d12+2 Weird Energy (20 x3)

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound), Optional Wrist-Mounted Energy Cell (2 pounds, costs 30 units, can recharge the pistol twice)

**Description:** Some people just like big guns. This is the ion pistol for them. It has less shots than most models, but gives you considerably more wallop per shot. It is also impressively large, ugly and scary. Big and mean is something ion weapons do well, and this one does it superbly. Like all G-Series ion guns, it carries its power supply in the chunky, oversized stock and needs to be periodically recharged. It only takes a round to recharge, but it's hardly practical to scrounge about for wall outlets in the middle of a battle, so most users carry a wrist-mounted power pack (the same kind used for early laser pistols) for quick recharges on the go.

### GS-2 "Sportsmaster" Ion Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d12 Weird Energy (20 x3)

**Weight:** 10 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Optional Wrist-Mounted Energy Cell (2 pounds, costs 30 units, can recharge the rifle twice)

**Description:** Ion guns don't really make very good hunting rifles, at least compared to lasers. This ionic rifle has better range than some, but it will turn birds into scorched piles of feathers and is so loud that it's sure to frighten the game away. Still, it does a lot of damage and has those cool spikes sticking out of the barrel. In hunting circles, this gun is the sure sign of the overenthusiastic amateur. It's a short, chunky, square weapon, with impressively brutal lines. The power-pack is built into the gun and needs to be recharged when it runs out of shots. This takes a full round. Some hunters carry wrist-mounted powerpacks to recharge with, but for most sportsmen twenty-five shots is sufficient for an afternoon excursion.

### GS-9 Military Ion Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Magazine:** 25

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d12+3 Weird Energy (20 x3)

**Weight:** 12 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Optional Wrist-Mounted Energy Cell (2 pounds, costs 30 units, can recharge the unit twice)

**Description:** Ion rifles are both cheaper and do more damage than early laser rifles, but they aren't really viable as a main infantry weapon, because of their limited range and small magazines. The designers of the GS-9 were attempting to get around this problem by making it as cheaply as possible and selling it to less developed nations. Only a few impoverished states took them up on it.

A blocky, boxy, brutal looking weapon, it's only as long as a man's arm, but is thick, wide and surprisingly heavy. It looks lethal, but it's really better suited to a support role like a combat shotgun, for

clearing rooms, pillboxes and so forth. In this capacity it eventually saw widespread use with a number of police forces.

The power-pack is built into the weapon and must be recharged rather than being replaced. This takes a full round. Most soldiers carry it plugged into a wrist or thigh-mounted powerpack to recharge as needed.



### GS-X Heavy Sporting Ion Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d12+4 Weird Energy (20 x3)

**Weight:** 15 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Optional Wrist-Mounted Energy Cell (2 pounds, costs 30 units, can recharge the pistol twice)

**Description:** The one place where ion rifles really excel is in their ability to do a lot of damage. They may be loud and they don't have much range, but if you're hunting dinosaurs these may be secondary considerations. This is a standard, commercially available big-game rifle. It's big and bulky and best fired from the shoulder. Largely constructed from plastic, it still weighs a lot for its size. This extra weight is largely its huge battery. Like most ion weapons of its period, it doesn't require a separate power supply and has its battery built into the stock. The power supply needs to be recharged once the weapon has used all its shots, so most big game hunters either carry a wrist-mounted power pack to periodically reload it from. It takes a full round to recharge.

## Swauk Mortenson-Davies Ionic Elephant Gun

**Size:** Huge (Impossible to conceal)

**Cost:** 2,500 Units

**Tentative Purchase DC:** 21

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**“To Hit” Bonus:** --

**Magazine:** 2

**Rate of Fire:** Once per round

**Damage:** 6d12+3 Weird Energy (20 x3)

**Weight:** 25 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** 19

**Accessories:** Scope (1/2 lb, costs 250 units, reduces Range Increment by one, not compatible with other weapons), Custom-made Power Cell (Weighs 1 pound, costs 100 units).

**Description:** The largest, heaviest ionic big game rifle ever made. Enormous even for an ion rifle, it is best fired from the shoulder, preferably from a prone position. The gun itself is beautifully made, shapely and sleek. Each one is individually built to order by hand and there are no more than two dozen of them in existence. Unlike most ion guns, it has a detachable power source mounted in the stock, which can be exchanged for a new powerpack in a single standard action. These batteries are themselves custom-made and can't be used with other devices.

## Heavy Ion Projector

**Size:** Huge (Impossible to conceal)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Magazine:** 100

**Rate of Fire:** Once per round

**Damage:** 6d12+3 Weird Energy (20 x3)

**Weight:** 35 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 8

**DC required to break this item with a Strength Roll:** 19

**Accessories:** Backpack-Mounted Energy Cell (Weighs 15 pounds, costs 500 units, AC 15, 7 Hardness, 18 HP, 20% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 to anything else in a 5 foot radius), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Tripod Mount (Weighs 2 pounds,

Costs 100 units)

**Description:** A squad-support sized ion gun. It has impressive stopping power, but less range than the equivalent laser weapon. The gun can be carried and fired from the shoulder, but it jerks like a wild beast and is best used with a tripod. It comes with a backpack-mounted power supply, which is prone to unpleasant accidents when struck.

## Turbo-Cannon Heavy Ion Projector

**Size:** Huge (Impossible to conceal)

**Cost:** 3,000 Units

**Tentative Purchase DC:** 22 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 90 feet

**“To Hit” Bonus:** --

**Magazine:** 100, see description

**Rate of Fire:** Once per round

**Damage:** 6d12 Weird Energy (20 x3)

**Weight:** 75 pounds

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Accessories:** Custom-made Power Cell (12 pounds, costs 1,300 units).

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 20) or take the weapon's damage. Autofire uses up 10 shots, and can only be used if the weapon has at least 10 charges left in its power cell.

**Description:** A large ionic weapon, meant to be mounted on vehicles. It delivers a rapid-fire burst of ionic blasts and makes a deafening amount of noise. It can be loaded with either its own specially made oversized power cell, or an adapter unit containing twelve standard power cells.



### Variable Intensity Ionic Tool

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Magazine:** 50, see description

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Variable. Can be set to do 1-4d4 Weird Energy (20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

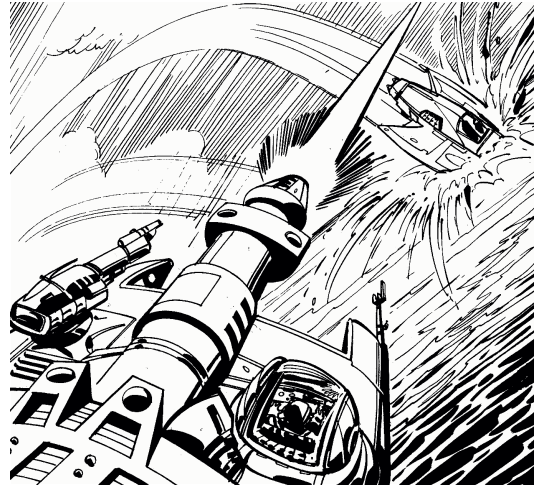
**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Long after blasters render ion guns obsolete (if that's what happens in your campaign universe), they remain in use as power tools.

This is a more advanced ion projector, no larger than a cell-phone, which is as much a tool as it is a weapon. It is often used by explorers and colonists because of its simple construction and versatility. It's a welding torch, a cutting tool, a soldering iron, a medical cauterizing implement, a firestarter, and, if you turn the setting up high enough, a short-range weapon. At the DM's discretion, you can use it as a tool to help perform any number of skills (Craft, Repair, etc.)

It runs on a modular power cell and comes with a collapsible solar collector which can give it back one charge per hour under ideal conditions. The DM decides how much longer it takes under inclement conditions. The solar cells don't work at all in the shade or at night.



### Ion Cannon

**Size:** Huge (Impossible to conceal)

**Cost:** 4,000 Units

**Tentative Purchase DC:** 23 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Weapon must be fired from a mount

**Range Increment:** 150 feet

**“To Hit” Bonus:** --

**Magazine:** 100, see description

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 9d12 Weird Energy (20 x3) to anything in a 5-foot radius around the point of impact. A Reflexes Saving Throw vs. DC 18 will allow anyone in the radius but the target to take half damage.

**Weight:** 3 tons

**Armor Class:** 0

**Hardness:** 5

**Hit Points:** 50

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the “Repair” skill, although this of course is up to the DM)

**Description:** A full-sized ion cannon. It is best suited to an anti-aircraft or coastal defense role, or perhaps to be mounted on a tank. It does an appalling amount of damage but doesn't really have the range you would want in a starship weapon. This is intended as a basic template for you to customize as needed. You can put wheels on and make it a howitzer, or you can put it in a turret on board a battleship.



# Sonic Weapons

Sonic weapons are a side-step in the evolution of small arms. Some cultures develop them and some don't. Starfaring races seldom use them, so you tend to see sonic weapons in the hands of beings who moved beyond slugthrower technology before doing much space exploration.

A sonic weapon directs a blast of concentrated sound at the target, vibrating it until it pops apart. The effects of a sonic gun are always loud and spectacular, particularly when it's used on living targets. They have a number of advantages and one glaring weakness.

Ideal antipersonnel weapons, they do large amounts of extremely ugly damage to soft, fleshy targets at close range. They don't have a lot of moving parts, are durable and don't require much maintenance. They have little range, however, and are just about useless for hunting (they rip the carcass to bits and scare all the game away), but these are minor drawbacks.

The real problem with sonic weapons is that they won't work in a vacuum, and work unpredictably in different atmospheres. Sonic guns are therefore most commonly used by ground-based militias, by police or by guards in an indoor setting. Street gangs like them, too, because they're easy to use and make a big mess. Within these limited roles, sonic weapons perform exceptionally well.

## Hand-Held Sonic Screamer

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** Once per round

**Damage:** 3d6 Nonlethal damage, 25 foot cone. A Reflexes Saving Throw vs. DC 20 allows a target to take half damage. Deafens anyone in the cone for 4d10 minutes if they fail a Fortitude Saving Throw (DC 20). Anyone standing in the square directly in front of the weapon must also make a Fortitude Saving Throw vs. DC 15, or be rendered permanently deaf (unless there is something that advanced medical science can do for them)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Special:** Does not work in a vacuum.

**Description:** A short, fat plastic cylinder with a sonic focusing cup at one end. When fired it projects a brain-rattling blast of sound. Deaf characters aren't affected by it at all and at the DM's discretion robots may not be either. This is a tricky weapon to reload--it's meant as an emergency hold-out device, rather than a battlefield weapon and it never occurred to the designers that anyone might urgently need to change the power cell in the middle of a firefight. It takes a full round to unscrew the battery plate, fish out the power cell and replace it.



## Sonic Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Special (20 x2)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 16

**Special:** Does not work in a vacuum.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A long narrow pistol with a round sonic focusing cup at the end of the barrel. It fires a concentrated blast of coherent ultrasound and rips the target's flesh right off their bones. The damage done by a sonic weapon tends to be extremely gruesome. The target's blood vessels burst, their organs rupture, their teeth shatter, etc. Sonic guns are also quite loud and will immediately draw the attention of anyone in the vicinity. Even creatures without ears will be able to feel the distinctive vibrations of a sonic attack. A sonic pistol has a lot of stopping power for a weapon its size. It's one serious drawback is that it won't work in a vacuum. Sonic pistols run on the same type of energy cells as laser weapons or blasters. They take a standard action to reload.



### Sonic Rifle

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 850 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Special (20 x2)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 18

**Special:** Does not work in a vacuum.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A short, lightly built rifle with a folding shoulder stock. We're calling it a "rifle" here, but it's more like the size of a large submachine gun. You can fire it one-handed at no penalty. It has a sonic focusing dish where the barrel should be. Like all sonic weapons it is incredibly loud and doesn't work in a vacuum. Apart from this, it's a very good weapon. It's lightweight, easy to carry, does a lot of damage and doesn't have any parts that will rust. Sonic rifles run on the same type of energy cells as laser weapons. They take a standard action to reload.



**Another Satisfied Customer Gets the Snorkstrom-F'n'aaugh Advantage!**

Can your gun take the Snorkstrom-F'n'aaugh Challenge?

### Snorkstrom-F'naaugh "Sonik Destraktor"

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 50 ft

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d8 Special (20/x2)

**Weight:** 9 pounds

**Armor Class:** 7

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Special:** Does not work in a vacuum.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A low quality sonic carbine made from the cheapest available parts, assembled with no particular care. Its makers have an unsavory reputation and pay little attention to safety or quality control. Shabby and bad, the Sonik Destraktor was intended

for export to less developed worlds, but can be also be seen in the hands of poorly-equipped thugs and teenage delinquents. It has even less range than a typical sonic rifle and no more stopping power than a pistol. It is also fragile and prone to malfunctions. Unlike most weapons of its epoch, it does not use a standard energy cell and instead has to be recharged from a wall outlet when it runs out of shots. Recharging the unit takes about an hour.

### **M-48 Sonic Sniper Rifle**

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 110 ft

**"To Hit" Bonus:** --

**Magazine:** 25

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Special (20/x2)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 18

**Special:** Does not work in a vacuum.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A poor attempt to create a long-range sonic rifle. Sonic guns have a notoriously limited range, which keeps most armies from adopting them as infantry weapons. This one attempts to get around the problem by ruthlessly focusing the gun's energy into a very tight beam. The result is a disappointing compromise from nearly every standpoint. It doesn't have enough range to compete with laser rifles, but wastes most of its energy in the focusing process and so doesn't have much stopping power, either. It is also long, bulky and fragile, offsetting the usual advantages of sonic weapons (which are generally short, light and durable).

This gun was a crashing commercial failure. Most of its run was sold cheap to primitives who hadn't seen energy weapons before. A few of them are still in circulation and will turn up in pawnshops and bazaars.

Like all sonic weapons, the M-48 is completely useless in a vacuum and at the DM's discretion it may function strangely in non-earthlike atmospheres. It runs on ordinary power cells, and takes a Standard Action to reload.

### **Sonic Broad-Beam Demolisher**

**Size:** Huge (Impossible to conceal)

**Cost:** 1,900 Units

**Tentative Purchase DC:** 20 (usually restricted to

military use)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 45

**Rate of Fire:** Once per round

**Damage:** 4d10 Special

**Weight:** 22 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 18

**Special:** Affects everything in a forty-foot cone. Does not work in a vacuum.

**Accessories:** Heavy Energy Cell (Weights 1 pound, costs 25 units)

**Description:** This unpleasant weapon does a ferocious 7d8 damage to anything in its cone-shaped area of effect. As with all ranged sonic weapons, it makes an ungodly amount of noise even before the victim starts screaming and is impossible to use without attracting a lot of attention.

The Demolisher's greatest drawback as a weapon is that it can't be used in a vacuum and behaves in unpredictable (and sometimes fatal) ways in exotic atmospheres. Its power pack fits inside the weapon and is good for 15 shots.

If the Demolisher is used in atmospheres with greater or lesser density than Earth-normal, there is a 5% chance per each multiple heavier or lighter the atmosphere is that the weapon will explode when fired, doing 7d8 damage to whoever is holding it and 4d8 damage to anything in a five-foot radius. So, if you fired the weapon in an atmosphere that was twice as dense as the Earth's, there would be a ten percent chance of it exploding. In an atmosphere that is a quarter as dense as the Earth's, there would be a 20% chance of exploding. Always round up when determining the odds of a lethal malfunction. For example, in an atmosphere that is 3 ¼ times as dense as earth's, there would be a 20% chance of an explosion.

### **Sonic Cannon**

**Size:** Huge (Impossible to conceal)

**Cost:** 10,000 Units

**Tentative Purchase DC:** 26 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Weapon must be fired from a mount

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** 8d10 Special (20 x2)

**Weight:** 1 ton

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 50

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Special:** Can attack a single target, or a ten-foot wide square. Anyone caught in the target square can make a Reflexes Saving Throw vs. DC 20 to take half damage. Does not work in a vacuum.

**Description:** A short but bulky artillery piece, with a giant sonic focusing dish where the barrel would usually be. It takes only a single operator to use. It is awkward to mount one of these devices on most

vehicles, because of the height and shape of the focusing dish. Sonic cannons are therefore usually free-standing weapons, either towed on a wheeled carriage behind a vehicle or mounted on treads and capable of independent movement (a typical cannon moves pretty slowly under its own power-20 feet per round is about average). It doesn't have much range and isn't particularly effective against armored vehicles, but it can wreak an amazing amount of havoc on infantry.

## Particle Accelerator Weapons

A completely different approach to energy weapons, particle accelerators have a number of advantages and disadvantages over lasers, and tend to flourish at around the same time. Because they require widely divergent manufacturing technology, few cultures produce both military lasers and particle accelerator weapons.

The principle a particle accelerator works on is simple. It hurls a wad of charged subatomic particles (usually protons) at the target, disrupting its molecular structure, burning and ionizing it like a bolt of lightning.

These weapons are not subject to the usual limitations of lasers but they do have their own weaknesses. Particle accelerators are loud, heavy, delicate machines with a lot of fragile precision components. They can't be manufactured quickly and require careful maintenance. They aren't as noisy as ion guns and have better range, but they're also more expensive and tricky to use. All these traits make them prone to being replaced by Blasters at around the same time as laser and ion weapons, unless of course you decide that in your campaign blasters are never invented.



### Backpack-Mounted Particle Accelerator

**Size:** Huge (Impossible to conceal)

**Cost:** 12,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** 26 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** Once per round

**Damage:** 5d6 Radiation (20 x3), will affect Ethereal targets

**Weight:** 10 pounds (50 with backpack)

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Special:** Affects Ethereal beings

**Accessories:** Backpack-Mounted Energy Cell (Weighs 20 pounds, costs 1,000 units, AC 14, 5 Hardness, 10 HP, 40% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 to anything else in a 5 foot radius)

**Description:** A huge, clunky particle accelerator mounted on a backpack. A thick cable runs from the device to a blunt metal nozzle, which the operator points at the target like a firehose. This crude and dangerous weapon fires a stream of protons at the target, breaking up its atomic structure and giving it radiation burns. It has a number of disadvantages for use on the battlefield.

Apart from its excessive weight, it is expensive, hard to maintain and fights the operator like a demon when it's switched on, making it difficult to aim. Nonetheless, it does a lot of damage and for some reason is capable of affecting ethereal entities. You are most likely to encounter this weapon in prototype form. It takes six hours to recharge its spent batteries from house-current. Anyone who wears it for more than twenty hours over the course of a month becomes sterile. One in five of them will eventually develop cancer (it's completely the DM's call as to how to handle this last matter).



### **Murder Gun**

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 850 Units

**Tentative Purchase DC:** 17 (usually illegal)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum Range of 5 feet

**"To Hit" Bonus:** --

**Magazine:** 1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Radiation (20 x3)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Accessories:** Miniature Energy Cell (1/20 pound, costs 50 units), Energy Cell (1/2 pound, costs 10 units)

**Description:** Ideal for assassinations, this tiny particle beam weapon can easily be concealed in the killer's palm, between their fingers or even under their wristwatch. Sometimes spies hide them in cigarette lighters, fountain pens and so forth. It emits an invisible, soundless beam which is so narrow that it doesn't always leave a visible hole in the victim's clothing. It only holds enough charge for a single shot.

### **Particle Accelerator Pistol**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Radiation (20 x3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Thigh-Mounted Energy Cell (4 pounds, costs 150 units, AC 18, Hardness 4, HP 5, if it loses all its hit points there is a 30% chance that it will explode, doing 3d6 damage to the wearer and 1d4 to anyone in

a 5 foot radius), Scope (1/2 lb, costs 200 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** Calling this gun a pistol actually seems a little dubious--it's longer than a lot of submachine guns. You can fire it with one hand, so I suppose it just barely qualifies. There is little variation between different types of particle accelerator pistol, at least in the early stages of their development. This is as small as they can make them. It makes a loud "crack" and gives off a bright flash of blue-white light when fired. It requires a thigh-mounted power pack. The smaller wrist-mounted power packs that some energy weapons use don't hold enough energy. It is typical to wear the gun's holster and the powerpack on the same leg, so that the cord doesn't get tangled when you draw it.

### **Particle Accelerator Rifle**

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 120 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d6 Radiation (20 x3)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Thigh-Mounted Energy Cell (4 pounds, costs 150 units, AC 18, Hardness 4, HP 5, if it loses all its hit points there is a 30% chance that it will explode, doing 3d6 damage to the wearer and 1d4 to anyone in a 5 foot radius), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A generic template for a military particle accelerator rifle. It hurls a stream of protons at the target, disrupting its molecular structure. It gives off a bright bluish-white flash when fired and makes a loud "crack" sound.

Like most early particle accelerator guns, this one is long, awkward to carry and drains a lot of power. It makes more noise than a laser (although nowhere near as much as an ion gun) and doesn't have the same range, but it is also doesn't have the limitations common to laser weapons of the same period. Reflective armor is useless against it and the beam isn't dispersed by airborne water droplets.

This weapon produces no recoil, but most people prefer to fire it from the shoulder anyway, because of its size and weight.

The gun requires a thigh-mounted powerpack, interchangeable with the ones used for laser carbines. It takes two rounds to take off an expended power



pack, strap a new one on, plug it in and charge up the weapon.

### **Particle Accelerator Hunting Rifle**

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 850 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 140 feet

**“To Hit” Bonus:** --

**Magazine:** 35

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6 Radiation (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Thigh-Mounted Energy Cell (4 pounds, costs 150 units, AC 18, Hardness 4, HP 5, if it loses all its hit points there is a 30% chance that it will explode, doing 3d6 damage to the wearer and 1d4 to anyone in a 5 foot radius), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** Civilian particle accelerator rifles are rare. They are too big and bulky to be much good for hunting. This is an attempt to build one for hunting large animals from boats. It would blow apart small game and it's too heavy to lug through the underbrush for miles, so this is about the only niche for it

This rifle has better range but less stopping power than a standard military model. Expensive and clumsy, it would only be a popular weapon in a world where laser weapons haven't been invented and projectile guns have already been relegated to the scrap-heap.

It uses the same thigh-mounted power-pack as the military version. The power units are interchangeable. It takes two rounds to take off an expended power pack, strap a new one on, plug it in and charge up the weapon.

### **Heavy Particle Accelerator Rifle**

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 130 feet

**“To Hit” Bonus:** --

**Magazine:** 60

**Rate of Fire:** Once per round

**Damage:** 6d6 Radiation (20 x3)

**Weight:** 11 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Backpack-Mounted Energy Cell (Weighs 15 pounds, costs 500 units, AC 15, 7 Hardness, 18 HP, 20% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 to anything else in a 5 foot radius), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A heavy particle-accelerator rifle which uses a backpack-mounted power unit. It is a big weapon, longer and heavier than a laser and it doesn't hold as many shots or have quite the same range. However it also doesn't have the disadvantages of a laser weapon. It can't be stopped by mirrored surfaces or dispersed by fog. Reflective armor is ineffective against it. Like all particle accelerators it makes a distinctive loud "crack" when fired and gives off a blue-white flash of light that can be seen at some distance. It takes three rounds to disconnect a used power pack, take it off, strap a new one into place, plug it in and charge up the weapon.

### **Particle Accelerator Support Gun**

**Size:** Huge (Impossible to conceal)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons, Missile

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 120 feet

**“To Hit” Bonus:** -4 penalty for anyone with a Strength of less than 15 to use without a mount

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 8d6 Radiation (20 x3)

**Weight:** 15 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Backpack-Mounted Energy Cell (Weighs 15 pounds, costs 500 units, AC 15, 7 Hardness, 18 HP, 20% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 to anything else in a 5 foot radius), Tripod Mount (Weighs 2 pounds, Costs 100 units)

**Description:** A particle accelerator the size of a heavy machine gun, built to serve much the same combat role. It is possible for someone with a Strength of 15 or greater to use this gun as a hand weapon (anyone else suffers a -4 penalty) but for the most part it is fired either from a tripod or a vehicle. It draws its energy either from a vehicle's power supply or from a huge backpack-mounted energy cell. It is a tough weapon to carry through heavy undergrowth or across

rugged terrain, so it is more often seen as a vehicle-mounted weapon than in a squad-support role.

### **Particle Accelerator Cannon**

**Size:** Huge (Impossible to conceal)

**Cost:** 40,000 Units

**Tentative Purchase DC:** 31 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Weapon must be fired from a mount

**Range Increment:** 900 feet

**“To Hit” Bonus:** --

**Magazine:** See description

**Rate of Fire:** Once per round

**Damage:** 18d6 Radiation (20 x3)

**Weight:** 2 tons

**Armor Class:** 0

**Hardness:** 5

**Hit Points:** 65

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the “Repair” skill, although this of course is up to the DM)

**Description:** Particle accelerators really come into their own as artillery. They make large, heavy cannons, but their range is tremendous. This is a generic version of the kind of heavy particle beam you might see mounted on a tank or a starship. They do also build them as stand-alone cannons, which are either towed into battle behind a support vehicle or lumber across the field under their own power. It's rare to see one that can move very fast on its own treads. 20 feet per turn is typical.

The weapon only requires a crew of one. The gunner has ½ cover while operating the cannon. If the gun is self-propelled, then it requires a separate driver and it may or may not be able to fire while in motion, depending on the model.

Most particle accelerator cannons either draw their power from the tank or ship they are mounted on. If it's a self-propelled gun, then it generally has a small on-board fusion reactor, which provides it with an effectively unlimited power supply. The gun itself will wear out long before the power does.

### **Advanced Particle Accelerator Rifle**

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 120 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d6 Radiation (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**  
**Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** Most civilizations outgrow particle beam weapons when they discover blasters. If they don't, or if blasters don't exist in your campaign world, then here is what an advanced particle accelerator rifle would look like. It is still longer and heavier than a laser, with less range, but it also isn't vulnerable to the same limitations. Reflective armor has no effect on it. The beam can't be dissipated by anti-laser aerosols and the gun works perfectly well underwater. It fires a beam of charged subatomic particles at the target, burning them and disrupting their cellular structure. This rifle runs on a standard power cell, interchangeable with most other energy weapons from the same period. It takes a Standard Action to reload.

### **Advanced Particle Accelerator Pistol**

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Radiation (20 x3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**  
**Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** Far smaller and more practical than earlier models, this particle beam pistol is still somewhat larger and heavier than most hand-held lasers. It also uses more power and holds less shots. Still, these drawbacks may be worth it to have a weapon that won't bounce off reflective armor. Like all particle accelerator weapons it emits a bright blue flash and makes a cracking sound when fired. It's quieter but produces more flash than a projectile gun. Instead of a separate power source, it runs on the same energy cells as most energy weapons of the same epoch. It takes a standard action to reload.



### Lightweight Advanced Particle

#### Accelerator Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6+3 Radiation (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** An attempt to produce a small, lightweight particle beam pistol, suitable for use as a concealed weapon. It is a partial success. The gun is indeed small enough to hide in a shoulder holster or a large pocket, but it sacrifices a good deal of stopping power to do this and doesn't hold very many shots. Less noisy than most particle beam weapons, it still makes the same bright blue flash as a full-sized pistol. It uses a standard power cell, interchangeable with just about any energy weapon from the same period. It takes a Standard Action to reload.

hand" roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 130 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6+3 Radiation (20 x3) vs. either a single target or everything in a 10 foot square.

**Weight:** 12 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A particle accelerator which emits a continuous blue beam of protons. The beam can be played across a ten-foot square like a garden hose, attacking anything in the square. A square has an effective AC of 10, and anyone standing in it can make a Reflexes Saving Throw vs. DC 20 to take half damage. It uses up only one charge to attack a square.

Created as a direct attempt to compete with continuous beam lasers, this gun is not altogether satisfactory. It is big and heavy and can only manage a few sustained shots before it drains its energy cell dry. It also makes a very loud noise (sort of a crackling hum) and gives off a very bright flash that can be seen for miles.

Despite the fact that it works against reflective armor and can't be dispersed by anti-laser aerosols this was not a popular weapon, and was sold cheap to dubious parties better left unnamed. This is the heavy weapon that a second rate army or a futuristic biker gang might carry.

It uses an ordinary power cell, interchangeable with most other energy weapons and takes a Standard Action to reload. There was an alternate version which used a backpack-mounted power supply. This increased the weapon's magazine to fifty shots, but was even less popular.

### Continuous Beam Proton Gun

**Size:** Large (-8 penalty to conceal with a "sleight of

## Blasters

A combination of the best characteristics of projectile weapon and energy weapon technology, blasters tend to displace other energy weapons almost as soon as they are invented. They have a great many strengths and few limitations. Ion guns and particle accelerators may hit harder, lasers may have better range and make less noise, microwave guns require less maintenance, but blasters have the best characteristics overall.

Lasers tend to live on as sniper weapons and microwave guns as hunting and survival tools, but Blasters swiftly rise to

dominate the market for blowing holes in things.

They operate on a simple, ancient principle. A sort of modified tractor beam, the gun throws a bolt of solid kinetic force at the target, punching a hole in it the way a projectile weapon would, but without the projectile. The tremendous energy with which the bolt hits the target tends to leave the edges of the wound burnt and charred, but most of the damage is done by the impact. Unlike most energy weapons, blasters actually produce recoil, although nowhere near as much as a slugthrower gun of comparable force.

Blasters tend to eventually be supplanted by Gamma Ray weapons or plasma guns, but it's usually a long time before most cultures get that advanced.

### Model 1 Blaster

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 25

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10+3 Weird Energy (20 x3)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Accessories:** Wrist-Mounted Energy Cell (2 pounds, costs 30 units), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** An early blaster, it's roughly the size of a submachine gun and can be fired with either one or two hands. It uses enormous amounts of power compared to a laser, and still requires a wrist-mounted energy pack. Yet it offers significant advantages over the lasers and ion guns of its period. It delivers more damage to the target than a laser and remains accurate at greater range than an ion gun. It can punch right through reflective armor and is totally unaffected by anti-laser aerosols.

This model becomes enormously popular, eventually displacing laser weapons everywhere but as hunting and sniper tools, while eliminating ion guns more or less altogether. There are countless imitators and knock-offs, but they all use roughly the same stats. For a really cheap and badly made one, cut the price in half and reduce the range increment to 20 feet.

### Model ZE-5 Blaster Pistol

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Weird Energy (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** The most commonly used blaster pistol in existence. It is a tough, reliable design which does more damage than a laser pistol, has better range than an ion gun and is more durable than either. Longer than most slugthrower pistols, it will fit conveniently in a belt holster but really can't be worn under the shoulder. It runs off a single power cell inside the stock, and takes a full action to reload.



### Model ZE-7 "Overlord" Heavy Blaster Pistol

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 850 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use, unless your Strength is 15 or higher, in which case you can fire it one-handed.

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 45

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10+3 Weird Energy (20 x3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A big, heavy blaster pistol, meant to be aimed with two hands. This is the 44 magnum of blaster weapons. It delivers maximum stopping power without sacrificing as much accuracy as an ionic pistol and it has a respectable range. It is also somewhat difficult to use. It's more the size of a small submachine gun than a large pistol. It doesn't have a shoulder stock, which makes it absolutely necessary (at least for most people) to use both hands when you aim it. Too big for a holster and not really big enough for a shoulder strap, it's an inconvenient weapon to carry.



### Model ZM-3 Light Blaster Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 340 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Weird Energy (20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** An attempt to build a small, lightweight, concealable blaster pistol, suitable for a shoulder holster, this is a mixed success. The weapon is stubby and relatively light but it's still awkward to conceal and gives up a great deal of stopping power. It is

however ideal for someone with less physical strength, for it produces very little recoil.

### Blaster Dueling Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 1d8 Weird Energy (20 x3)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (must be custom-made, usually costs about 150 Units, weighs 1/2 pound)

**Description:** A small, lightweight, underpowered blaster pistol, often heavily ornamented and/or styled to look like an 18th century flintlock. This weapon is used primarily by aristocrats and other people rich and bored enough to have nothing better to do than shoot their friends over petty squabbles. Despite its low power and limited range, it still does an admirable job of making their tedious lives mercifully brief.

### Model Aleph-3 Blaster Carbine

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10+3 Weird Energy (20 x3)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** Somewhere between the size of a pistol and a rifle, you hold this weapon by a pistolgrip about a third of the way down its length. It has a folding metal stock which rests against your shoulder when you fire it. A boxy weapon with a short, heavy barrel,



it looks suspiciously like the one imperial stormtroopers carry in you-know-which famous science fiction movie.



### **Model Upsilon Military Blaster Carbine**

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** 70 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d8 Weird Energy (20 x3)

**Weight:** 9 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A low-cost blaster rifle, made largely for export to nations which can't afford better. It is made almost entirely of plastic, except for the barrel and firing mechanism. It produces a surprising amount of recoil for a blaster which does such sub-standard damage, but has only a flimsy folding shoulder stock. The barrel is short and despite its many drawbacks it is an easy weapon to carry. It is also quite simple to maintain.

### **Blaster Crossbow**

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 950 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10+4 Weird Energy (20 x3)

**Weight:** 9 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Favored by howling space-apes who don't know any better, this is a heavy blaster carbine built in the shape of a crossbow. It runs off the same energy cell as a standard blaster and sacrifices a certain amount of accuracy and range for raw stopping power. It takes a standard action to reload.

Civilizations that attach special symbolic meaning to crossbows might use this weapon to equip an honor guard unit, or a weapons manufacturer might build them for sale to primitives who feel more comfortable with its familiar shape.

### **Model Daleth-Rho Blaster Rifle**

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,250 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10+3 Weird Energy (20 x3)

**Weight:** 11 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A heavy, shoulder-mounted blaster rifle. This is a military weapon, intended as an infantry assault rifle. It is longer and more difficult to carry than a blaster carbine, but it also has better range. Some armies prefer the Aleph-3 Carbine, which is cheaper to manufacture, but for nations with better resources or for elite troops, this is the weapon of choice..

### **Model T-40 Light Blaster Rifle**

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**“To Hit” Bonus:** --

**Magazine:** 45

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Weird Energy (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A lightweight blaster rifle meant for hunting. It is longer than a carbine, but smaller and lighter than a military weapon. This is a "varmint gun" meant to kill small game without reducing them to ash. It does not have the range and accuracy of a laser weapon and of course makes far more noise. It's only real advantage over a laser rifle is that it's short and easy to carry through underbrush. However, by the time this weapon appears laser rifles are expensive specialty items made for snipers and big game hunters and are seldom available to casual sportsmen.



### Model T-90 Big Game Rifle

**Size:** Huge (Impossible to conceal)

**Cost:** 2,500 Units

**Tentative Purchase DC:** 21

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** 5d10 Weird Energy (20 x3)

**Weight:** 20 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** Blaster rifles work better for hunting big game than small game. They make more noise than a laser and have less range, but they're far better at bringing down things like charging hippos. This one is designed to drop large game animals at long range. It burns up its power cell in just a few rounds, but does an astounding amount of damage. More accurate than most blaster rifles at range, this also makes an excellent sniper weapon, despite its cumbersome length. It takes a standard action to reload the used power cell.

### Model XX Competition Blaster

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 110 feet

**"To Hit" Bonus:** --

**Magazine:** 25

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Weird Energy (20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 250 units, reduces Range Increment by one)

**Description:** A blaster rifle made for target-shooting competitions. It is much longer and lighter than most blaster rifles and it drains its tiny power cell dry in a single shot. Much of its energy is spent on focusing the bolt as tightly as possible, through a series of magnetic rings around the barrel. It also produces much less recoil than most blaster weapons, thanks to an ingenious shock-absorber system. It still doesn't have the range or accuracy of a laser weapon.

### Gridley-Forbes Mark III Dinosaur Gun

**Size:** Huge (Impossible to conceal)

**Cost:** 5,000 Units

**Tentative Purchase DC:** 23 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Magazine:** 2

**Rate of Fire:** Once per round

**Damage:** 6d10+6 Weird Energy (20 x3)

**Weight:** 30 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 15

**DC required to break this item with a Strength Roll:** 20

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A custom-made blaster rifle, ideal for hunting elephants or dinosaurs. It's a huge weapon, longer than most hunters are tall, and it really should only be fired from the shoulder. It comes with a built-in tripod mount and it would be a good idea to make use of it. It burns its whole power cell out in a single burst, and can drop a rhino with no real difficulty. This is not an inexpensive weapon, or an easy one to find. Each gun is hand-made by a small family firm

for a select and discriminating group of clients.

### Model ZX-15 Heavy Blaster

**Size:** Huge (Impossible to conceal)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 120 feet

**“To Hit” Bonus:** -4 to use without a mount, unless your Strength is 16 or higher

**Magazine:** 75

**Rate of Fire:** Once per round

**Damage:** 5d10+5 Weird Energy (20 x3)

**Weight:** 35 pounds

**Armor Class:** 5

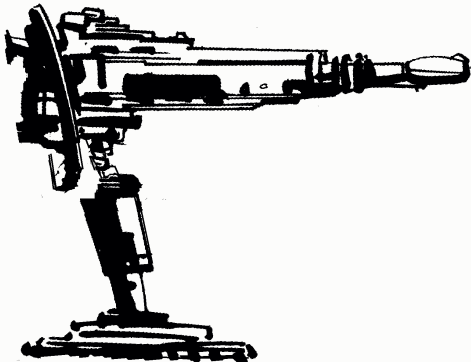
**Hardness:** 5

**Hit Points:** 12

**DC required to break this item with a Strength Roll:** 19

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units) Tripod Mount (Weighs 2 pounds, Costs 100 units)

**Description:** A heavy blaster, intended as a squad-support weapon. It plays more or less the same battlefield role as a heavy machine gun or a rocket launcher. This weapon can be hand-fired by someone with a Strength of 16 or higher (everyone else uses it at a -4), but most people are better off using it with a tripod mount. This is a superior weapon, much more effective than the laser and ion guns that precede it.



### Turbo Blaster Cannon

**Size:** Huge (Impossible to conceal)

**Cost:** 10,000 Units

**Tentative Purchase DC:** 26 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 200 feet

**“To Hit” Bonus:** --

**Magazine:** 400

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d10 Weird Energy (20 x3)

**Weight:** 75 pounds

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 55

**DC required to break this item with a Strength Roll:** 20

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire uses up 10 of the weapon's charges, and can only be used if the weapon has 10 charges left.

**Description:** Too large for most infantry units to carry, this is a light artillery piece that usually sees service in a vehicle support role. It has eight rotating barrels mounted on a wheeled chassis, and can deliver prolonged autofire attacks. It only requires one man to operate. The operator crouches behind the weapon and inputs data on a screen (they have ½ cover from most attacks while they are at the controls). The gun can move under its own power, but not very fast (20 feet per round), so it's usually towed into combat. It runs on three large power cells of the type used to power tracked vehicles and takes a full round to reload.

### Heavy Blaster Cannon

**Size:** Huge (Impossible to conceal)

**Cost:** 35,000 Units

**Tentative Purchase DC:** 30 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Weapon must be fired from a mount

**Range Increment:** 350 feet

**“To Hit” Bonus:** --

**Magazine:** 75

**Rate of Fire:** Once per round

**Damage:** 10d10+10 Weird Energy to the target itself, 2d10+5 to anything in a 5 foot radius of the target.

Anyone in the blast radius can make a Reflexes

Saving Throw vs. DC 15 to take half damage.

**Weight:** 2 tons

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 65

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the “Repair” skill, although this of course is up to the DM)

**Description:** A generic template for a Blaster Cannon, suitable to be mounted on a tank, a fixed emplacement or a starship. If it is mounted in a turret, it can be fired once every round. If not, it must take a full round to reorient itself and point at a new target. At the DM's discretion, this may require skill checks on the part of the weapon's crew, or may even be impossible from some angles.

# Thump-Guns and Vibro-Guns

While blasters use a small, sharply focused pressor beam to punch a hole in the target, it is also possible to use the same technology to hit the target with a solid blunt ram of force. These “thump guns” are harder to manufacture and drain more power than a blaster so they tend to appear later, after more efficient power cells have been invented. Few cultures rely exclusively on thump-guns, which tend to be either specialty weapons or technological curiosities.

When yet more potent power cells are invented, we see the emergence of “vibro guns”, which use essentially the same hardware to grab the target with both a tractor and a pressor beam at once, pushing and pulling it in opposite directions until it shakes itself apart. More societies come to rely on vibro-guns than thump guns, but these are still rare weapons.

## Thump-Pistol

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 850 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 40

**Rate of Fire:** Once per round

**Damage:** 4d4 Bludgeoning (20 x2)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 16

**Special:** Any target smaller than "Large" in size is knocked back ten feet by the beam. If there is a solid object behind them, the target and the object both take 1d6 damage from the impact (at the DM's discretion they may take more damage if the object they were knocked into has spikes, beakers full of acid perched on top of it, wallpaper flocked with plutonium, etc.). Anyone knocked down by the beam must take a Movement Action to pick themselves back up.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A small handgun with a stubby barrel, the thump-pistol produces no kickback at all, despite the massive impact it sends into the target. It makes an unmistakable deep low metallic "whomp" sound when fired. It takes a standard action to reload.

## Thump-Rifle

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**“To Hit” Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 6d4 Bludgeoning (20 x2)

**Weight:** 9 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 18

**Special:** Any target smaller than "Large" in size is knocked back ten feet by the beam. If there is a solid object behind them, the target and the object both take 1d6 damage from the impact (at the DM's discretion they may take more damage if the object they were knocked into is a cactus, an electrified fence, a pile of discarded hypodermic needles, etc.). Anyone knocked down by the beam must take a Movement Action to pick themselves back up.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A carbine-sized energy weapon with a set of focusing plates where the barrel should be. The gun only needs two hands to fire because of its weight and length. A Thump-Rifle produces no recoil, despite the massive impact it sends into the target. It makes an unmistakable deep low metallic "whomp" sound when fired. Changing the depleted energy cell takes a standard action.

## Heavy Thump-Gun

**Size:** Huge (Impossible to conceal)

**Cost:** 2,500 Units

**Tentative Purchase DC:** 21 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 110 feet

**“To Hit” Bonus:** --

**Magazine:** 100

**Rate of Fire:** Once per round

**Damage:** 6d8 Bludgeoning (20 x2)

**Weight:** 22 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 20

**Special:** Any target smaller than "Large" in size is knocked back 30 feet by the beam. If there is a solid object behind them, the target and the object both take 1d6 damage from the impact (at the DM's discretion they may take more damage if the object they were knocked into is covered with spikes, has a tank full of stinging jellyfish balanced on top of it, has molten lava trickling down its surface, etc.). Anyone knocked down by the beam must take a Movement Action to pick themselves back up.

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units)

**Description:** A large, heavy Thump-Gun with a long, wide barrel. A sort of modified tractor-beam, it generates a bolt of pure impact, which rams into the target like a solid object. Although it produces no recoil, this model is too large for most people to use without a tripod. Anyone with a Strength of less than 16 takes a -4 penalty if they attempt to use this gun without a mount. This weapon has excellent range, but it is fragile and is almost always used in some kind of specialized combat role, rather than as a regular squad-support weapon. Despite its size, the gun uses a standard power cell, compatible with most energy weapons from the same epoch. It takes a Standard Action to reload.

### Heavy Force Projector

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 3,000 Units

**Tentative Purchase DC:** 22 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 100 ft

**"To Hit" Bonus:** --

**Magazine:** 100

**Rate of Fire:** Once per round

**Damage:** 4d8 Bludgeoning (20/x2)

**Weight:** 15 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 9

**DC required to break this item with a Strength Roll:** 18

**Special:** Any target smaller than "Large" in size is knocked back 30 feet by the beam. If there is a solid object behind them, the target and the object both take 1d6 damage from the impact. At the DM's discretion the target may take more damage if the object they were knocked into is red hot, covered in needle-sharp spines, has a bucket of rusty razor blades balanced on top of it, etc. Anyone knocked down by the beam must take a Movement Action to pick themselves back up.

**Accessories:** Backpack-Mounted Energy Cell

(Weighs 20 pounds, costs 500 units, AC 15, 4 Hardness, 8 HP, 30% chance of exploding when it loses all its Hit Points, doing 4d6 damage to the wearer and 2d6 to anything else in a 5 foot radius)

**Description:** A larger and more powerful variation on the Thump-Gun, this weapon projects a solid beam of force, which can be played across the target area like a garden hose, attacking everything in a ten foot square. The target square has an effective defense of 10.

Anyone in the target square can make a Reflexes Saving Throw vs. DC 18 to take half damage and be knocked back only 15 feet instead of 30. Using it this way burns up ten charges.

This weapon requires a bulky backpack power unit, which isn't compatible with most other energy weapons and takes a full round to replace when it runs out of power. For this reason, although it was intended as a squad support weapon (like a rocket launcher or a heavy machine gun) it is seldom seen on the battlefield. A few police forces use these weapons in specialized tactical roles, for blasting off armored doors and so forth, but for the most part they are a technological curiosity, seen largely at trade shows and in the hands of collectors

### Tractor-Pressor Vibro Gun

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** Once per round

**Damage:** 6d6 Bludgeoning

**Weight:** 10 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 9

**DC required to break this item with a Strength Roll:** 18

**Special:** Make a Ranged Touch Attack when you fire this weapon. It ignores armor. The weapon also does damage to any equipment the target is carrying.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A nasty improvement on the Thump-Gun. Instead of hitting the target with a focused pressor beam, it grabs them with both a tractor and a pressor beam at the same time, pushing and pulling them simultaneously, until it sets up a destructive vibrational harmonic and the target shakes itself to bits.

It can be quite spectacular to use this weapon on a large machine and watch the rivets pop out and the bolts wriggle their way loose before it flies to pieces. Some users think it's even more fun to watch the



effect it has on people.

The weapon itself is about the size of a shotgun and strangely-shaped, with two barrels and a handgrip on the crosspiece between them. You can fire it one-handed, but only if you have it well braced against your shoulder. It doesn't produce any recoil in the usual sense, but it twists and turns strangely in the user's hands when fired and is difficult for an inexperienced shooter to control.

### **Vibro-Pistol**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** Once per round

**Damage:** 4d6 Bludgeoning

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 17

**Special:** Make a Ranged Touch Attack when you fire this weapon. It ignores armor. The weapon also does damage to any equipment the target is carrying.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** A small, handheld Tractor-Pressor Vibro-Gun. It directs both a tractor beam and a pressor beam at the target, pushing and pulling at the same time. Caught between the opposing forces, the target vibrates itself to pieces. Equally usable in a vacuum, an atmosphere or underwater, it is the preferred hand-weapon of those few cultures who have figured out how to mass produce them cheaply. The gun has two barrels, connected by a crossbar which the user grips. It is difficult for someone who hasn't encountered one of these guns before to tell which end the beams come

out of. It produces no actual recoil, but it twists and turns violently when fired and can be difficult for a novice to get used to.

### **Vibro-Cannon**

**Size:** Huge (Impossible to conceal)

**Cost:** 40,000 Units

**Tentative Purchase DC:** 31 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Weapon must be fired from a mount

**Range Increment:** 300 feet

**"To Hit" Bonus:** --

**Magazine:** 100

**Rate of Fire:** Once per round

**Damage:** 15d6 Bludgeoning

**Weight:** 2 tons

**Armor Class:** 0

**Hardness:** 5

**Hit Points:** 60

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Special:** This weapon attacks a 10 foot by 10 foot square. Anyone caught in its area of effect can make a Reflexes Saving Throw vs. DC 20 to take half damage. The weapon also does damage to any equipment the target is carrying.

**Description:** A waspish, two barreled energy cannon. It fires a combined tractor-repulsor ray that pushes and pulls the target in two directions at once, until it shakes itself to pieces. This weapon is far too large to be carried by a single infantryman. You tend to see it mounted on armored vehicles or starships. It is better at demolishing buildings or attacking small vehicles than it is at damaging really big spacegoing vessels, so it tends to be an auxiliary weapon on spacecraft. If the cannon is a self-powered artillery piece, it tends to float along on an antigravity cushion at a maximum rate of about 60 feet per round, powered by a small fusion reactor which effectively never runs out of power. It requires a crew of only one. The gunner has ¾ cover while seated at the controls.

## **Disruptors**

A high-tech energy weapon contemporary with later versions of the Blaster. Disruptors somehow disrupt the cohesion of the target's matter, eroding holes in inanimate objects and hopelessly scrambling the delicate chemistry that makes life function. They are extremely potent weapons, but have certain drawbacks. They are utterly useless for hunting, as they either disintegrate the target or render its meat inedible. They cannot be used to start campfires or to weld metal. Their sole function is to kill and destroy. For this reason, you usually see them in the hands of highly advanced but less enlightened species.

If aliens land and they are carrying disruptor rifles, you might want to maintain a healthy skepticism when they tell you they come in peace.



### Disruptor Pistol

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6 Weird Energy (16-20 x2)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A big, brutal looking energy pistol with three focusing rings around the barrel. It's smaller than a laser pistol or a blaster--no larger than a big projectile pistol, but something about its sharp, swept-back lines looks distinctly sinister. Anything which loses all its hit points in a single round from this weapon disintegrates in a noisy blaze of light (this happens even if a number of disrupters were focusing their fire on the same target). Living organisms which die from disrupter wounds without disintegrating are charred, blackened and horribly warped.



*Gnorg Industries*

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### Gnorg Industries Heavy Disrupter Pistol

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d6 Weird Energy (16-20/x3)

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** Anything which loses all its hit points in a single round from this weapon disintegrates

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** A heavy Disruptor pistol, made for sheer firepower with few other design considerations. Disruptor technology lends itself well to making big,

sloppy handguns and this is one of the biggest and sloppiest. It sacrifices a certain amount of accuracy for sheer stopping power. It's also finicky, complex, prone to malfunctions and demanding to maintain. Nor is this a cheap weapon, by any means. Still, for aficionados of very large pistols, its massive stopping power and menacing appearance are more than enough to make up for a few flaws. The gun is powered by standard energy cells, compatible with most weapons and appliances of the period, and takes a Standard Action to reload.

### Disruptor Rifle

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** Once per round

**Damage:** 6d6 Weird Energy (16-20 x2)

**Weight:** 11 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units),

Scope (1/2 lb, costs 200 units, reduces Range

Increment by one)

**Description:** A two-handed energy weapon about the size of a shotgun. Anything which loses all its hit points in a single round from this weapon disintegrates in a flash of light. Living organisms that die from disrupter wounds without disintegrating are charred and strangely distorted. They look half-melted, like candle wax.

### Thar-Zebb Light Disrupter Rifle

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** Once per round

**Damage:** 5d6 Weird Energy (16-20/x2)

**Weight:** 9 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

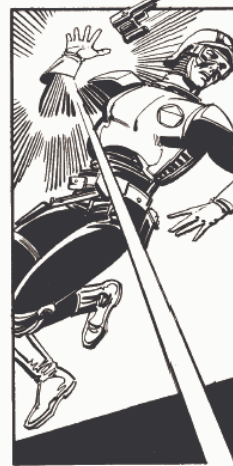
**Roll:** 16

**Special:** Anything which loses all its hit points in a

single round from this weapon disintegrates.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A lightweight, long-range disruptor rifle. It would be ideal for hunting, if not for its distressing tendency to vaporize small game. Designed for use in deep wilderness conditions, where weight is a particular issue, it's heavier and has less range than a laser, so it's usually produced by cultures that have given laser weapons up for disruptors altogether. The gun is also somewhat fragile for a survival rifle and makes a lot of noise. It runs on ordinary power cells, compatible with most other energy weapons, and takes a Standard Action to reload.



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F'naugh  
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today!

Can your gun take the  
Snorkstrom-F'naugh  
Challenge?

### Snorkstrom-F'naugh "Destruct-O-Zap" P-80

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 50 ft

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** 4d6 Weird Energy (16-20/x2)

**Weight:** 10 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units),

Scope (1/2 lb, costs 200 units, reduces Range

Increment by one)

**Description:** A poorly built disruptor carbine, created by two of the most shady and irresponsible arms

merchants in known space. Like all of messrs. Snorkstrom and F'naugh's products, it is as cheaply and flimsily made as possible. This weapon was intended for sale to ignorant primitives, but its manufacturers shortly discovered that budget-conscious criminals were willing to buy them, too. Fairly short and light for a rifle, the P-80 has barely the stopping power of a disruptor pistol. It is an ugly weapon, designed to appeal to customers who desperately want to look tough. It takes a standard Action to reload.

### Heavy Disruptor

**Size:** Huge (Impossible to conceal)

**Cost:** 2,500 Units

**Tentative Purchase DC:** 21 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 100 feet

**"To Hit" Bonus:** -4 penalty to fire without a mount, unless your Strength is 17 or higher.

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** 8d6 Weird Energy (16-20 x2)

**Weight:** 34 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 18

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units)

**Description:** Short for a heavy energy weapon, this squad-support sized disruptor gun still weighs enough that it can't effectively be fired by anyone with a Strength of less than 17 without using a tripod (there is a -4 penalty if you try). It runs off a special oversized power cell which takes a Standard Action to replace. As with all matter disruptor weapons, it completely disintegrates any target which loses all its hit points, and leaves other targets strangely warped and blackened.

## Coagulators

Among the most feared energy weapons in existence, coagulators inflict hideously painful damage to living tissue, but leave inanimate objects unscathed. This gives them certain peculiar advantages and disadvantages in combat.

An offshoot of the technology that leads to matter transmission, they work by subtly rearranging the matter in the target's tissues, scrambling and mangling their innards in shocking ways. The principle they operate on is not fully understood. Why they only work on living flesh remains a mystery, although it seems to have to do with the relative ease of scrambling molecules as complex and delicate as the ones that compose organic life. At the DM's discretion, there may be other, non-living hypercomplex substances which can they also affect.

Property damage is as important to many battles as actual loss of life, so you rarely see whole armies equipped with nothing but coagulators. These are specialty weapons, but superb within their limited range. If you would like to kill someone who is crouching in your ship's warp-drive, or standing in the control room of a nuclear reactor, or for that matter in front of the Mona Lisa, you couldn't ask for a better tool. Call it ideal for those hard-to-reach places.

Not all civilizations eventually discover coagulator weapons. Those that do often have serious ethical problems with their use.

### Coagulation Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 2,400 Units

**Tentative Purchase DC:** 21 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 50 feet

**"To Hit" Bonus:** -4 penalty to anyone with a strength of less than 15, unless fired from a mount.

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d10 Special (18-20 x4), only affects living targets

**Weight:** 36 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units)

**Description:** A greatly feared weapon, it coagulates the liquids inside the target's organs, causing what is said to be an exquisitely disagreeable death. If it isn't hooked up to a vehicle's power supply then it requires a heavy energy cell and takes a full round to reload. If the opposing troops see that you have a coagulation ray and know what one is, they must make an immediate

morale check.

### Coagulator Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10+3 Special (18-20 x4), only affects living targets

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A greatly feared weapon which coagulates the target's internal fluids into something like bloody scrambled eggs. This is an extremely painful way to die and troops who see that the enemy has coagulator rifles (and who know what one is) must immediately make a morale check. It is long and bulky, and absolutely must be held with two hands, but it is not at all heavy for its size. The rifle has no effect whatever on robots or inanimate objects. It runs on a standard power cell and takes a Standard Action to reload.



### Coagulator Pistol

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10+2 Special (18-20 x4), only affects living targets

**Weight:** 2 pounds

**Armor Class:** 9

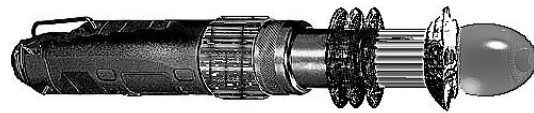
**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 200 units, reduces Range Increment by one)

**Description:** A pistol sized version of the coagulator rifle. Like the bigger version, it is a long and somewhat unwieldy weapon. It also has the same sinister reputation, because of the hideous damage and the excruciating pain that it inflicts on living targets. Troops who face someone armed with a coagulator pistol have to make an immediate morale check. Robots and other non-living objects are completely unaffected by either the weapon or its reputation. Coagulator pistols run on energy cells, and take a Standard Action to reload.



### Micro-Coagulator Ray

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Maximum range of 10 feet

**“To Hit” Bonus:** --

**Magazine:** 3

**Rate of Fire:** Once per round

**Damage:** 2d6+2 Special (18-20 x4), only affects living targets

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Miniature Energy Cell (1/20 pound, costs 50 units), Energy Cell (1/2 pound, costs 10 units)

**Description:** A tiny little coagulator ray, about the size of a fountain pen. Coagulator rays are usually big, long, heavy weapons and it's difficult to make one this small. It burns its entire power cell out in a single shot and has a range of only ten feet. The mechanism has a 25% chance of burning out each time it is used, but if it doesn't burn out it can be reloaded with a new energy cell. This is a complicated process, which requires taking the whole unit apart, and can't be done in less than one full minute.



# Gamma Ray Guns

Sometimes called “Grasers”, these weapons emit coherent beams of deadly gamma rays. This is the next step in the evolution of lasers beyond X-ray guns, if they don't get displaced by blasters and relegated to the technological scrap heap first. Like X-ray lasers, gamma ray guns have all the advantages of laser weapons without any of the usual disadvantages. They are unaffected by anti-laser aerosols, they give off no visible beam or bolt and reflective armors don't stop them. Gamma rays have the added advantage of penetrating almost any material and of wreaking even more havoc on the target than X-rays.

## Early Gamma-Ray Projector

**Size:** Huge (Impossible to conceal)

**Cost:** 10,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** 26

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d6 Radiation (19-20 x3)

**Weight:** 8 pounds (23 with backpack)

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 13

**Accessories:** Backpack-Mounted Energy Cell (Weighs 15 pounds, costs 500 units, AC 15, 7 Hardness, 18 HP, 20% chance of exploding when it loses all its Hit Points, doing 6d6 damage to the wearer and 1d12 to anything else in a 5 foot radius), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A generic template for a weapon that gives off coherent gamma rays, a little like an ultra-high frequency laser. The weapon is silent and emits no visible burst of energy. It is unaffected by reflective armor and anti-laser sprays. It requires a heavy backpack-mounted power unit, which impairs its effectiveness as a sniper weapon.



## Gamma-Ray Pistol

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 875 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Radiation (19-20 x3) vs. either a single target or everything in a 10 foot square. A square has an effective defense of 10, and anyone standing in it can make a Reflexes Saving Throw vs. DC 23 to take half damage. It uses up only one charge to attack a square.

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

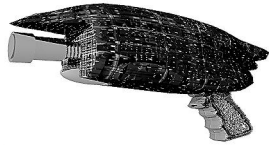
**Description:** A small, lightweight plastic gun, shaped a little like an ergonomic handrest. Only the magnetic

focusing ring on one end tells you that this is a weapon and which direction to point it in. It emits a lethal beam of gamma rays, which can be focused on a specific target or spread out to attack a 10 foot square.

It makes no particular sound when fired and emits no visible beam or bolt. Nor does it leave any identifiable mark on a living target--they just slump over and die.

Robots and complex electronics take the full amount of damage, but most inanimate objects are immune to the effects of a gamma-ray pistol.

A small touch-activated screen allows you to select how many dice of damage you want to do to the target. Despite this flexibility, the gun doesn't have the versatility of a laser. It can't cut metal or start campfires, it just kills things. It takes a Standard Action to reload the weapon's power cell.



### Gamma-Ray Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d6 Radiation (19-20 x3) vs. either a single target or everything in a 10 foot square (it only uses up one charge to attack a square). A square has an effective defense of 10. Anyone in the target square can make a Reflexes Saving Throw vs. DC 23 to take half damage.

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A large, two-handed gamma-ray weapon. Gamma-ray guns are much less specialized than projectile weapons or lasers. They all have roughly the same performance characteristics for their size. It's not possible to give one, say, more range but less stopping power or anything of that nature. Therefore there are no separate civilian and military models. This rifle is as likely to be seen on the battlefield as on a hunting expedition. It can be used

to attack a single target or be spread over an area like an autofire weapon. It makes no noise, emits no visible beam and leaves no marks on a living target. It will destroy complex electronics but leaves other inanimate materials intact. It takes a Standard Action to reload its power cell.

### Gamma-Ray Broadbeam Emitter

**Size:** Huge (Impossible to conceal)

**Cost:** 2,200 Units

**Tentative Purchase DC:** 21 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 6d6 Radiation damage to anything in a 45 foot cone. Anyone in the cone can make a Reflexes Saving Throw vs. DC 23 to take half damage.

**Weight:** 15 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 21

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units)

**Description:** A very large energy rifle with a wide and unusually complicated focusing apparatus. It emits a silent, invisible cone of gamma rays, which kill without leaving a mark. It will kill living things and irretrievably scramble robots and complex electrical appliances, but it leaves other inanimate objects untouched. This is a strictly military weapon and is rarely available to ordinary citizens (unless it's the sort of world where you can buy guns and heroin in a vending machine). It requires a lot of power and actually uses two separate energy cells, which slot into the weapon from beneath (each holds 15 shots worth of power). It takes an entire round to reload.

### Gamma-Ray Cannon

**Size:** Huge (Impossible to conceal)

**Cost:** 35,000 Units

**Tentative Purchase DC:** 30 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Weapon must be fired from a mount

**Range Increment:** 600 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** 15d6 Radiation to any living creatures or complex electronics in a 10 foot radius from the point of impact. Does not affect anything else. Anyone in the blast radius can make a Reflexes Saving Throw vs. DC 27 to take half damage.

**Weight:** 1 ton  
**Armor Class:** 3  
**Hardness:** 5  
**Hit Points:** 60

**DC required to break this item with a Strength Roll:** 16 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Description:** Gamma-ray cannons are used almost exclusively as anti-personnel or anti-vehicle weapons. They are quite effective at killing people and ruining complex machinery, but completely useless for blowing holes in fortifications or starship hulls.

You generally see them mounted on tanks and slow-moving aircraft like helicopters (if anti-gravity

hasn't rendered helicopters obsolete). Sometimes they are used as free-standing artillery, either towed into battle behind a support vehicle or moving under their own power.

Gamma-ray cannons are lighter than most heavy energy weapons and can move faster under their own power. A cannon with its own propulsion system usually floats a few feet off the ground on a cushion of anti-gravity and has a top speed of 70 feet per round.

The weapon makes only a faint buzzing sound when fired and leaves no visible mark on its victims. They just fall down.

## Antimatter Weapons

Antimatter weapons direct a bolt of anti-particles at the target, annihilating chunks of its matter in a flash of gamma rays.

These weapons appear at around the same time as blasters, unless the DM decides otherwise. They play a combat role more like a shotgun than anything else, in that they deliver an enormous amount of damage at very close range, but don't have much use beyond that.

They also drain so much power that they will exhaust a standard energy cell in just a few shots, making them impractical as infantry rifles. No one ever figures out a good way to increase their range or energy limitations (at least without making the weapon prohibitively bulky and expensive) so despite their tremendous destructive power, they remain a technological curiosity of only limited use.



### Antimatter Pistol

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Magazine:** 2

**Rate of Fire:** Once per round

**Damage:** 4d10 Weird Energy (20 x2)

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** A large, bulky pistol, which can be fired with either one hand or two. You can wear it on a belt-holster, but to carry it concealed, some sort of long coat is probably a good investment (fortunately a lot of Player Characters already wear them).

This is an incredibly powerful handgun, which throws antimatter particles at the target and breaks up its atomic structure. Anything which takes more than twice its hit points worth of damage from an antimatter pistol disintegrates altogether.

The gun doesn't have much range and drains its power cell dry in two shots, so it seldom sees police or military service. Still, there is just about no better way to kill someone absolutely, totally, positively dead with one shot. If you shoot someone with this monster and they don't drop, run far and fast--that's one bad dude.

### Antimatter Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 10 feet

**“To Hit” Bonus:** --

**Magazine:** 2

**Rate of Fire:** Once per round

**Damage:** 6d10 Weird Energy (20 x2)

**Weight:** 14 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A devastatingly powerful short-range weapon, little used on the battlefield. It fires a stream of antiparticles at the target, dissolving its matter in a puff of gamma rays. Any target which takes more than twice its hit points from an antimatter rifle is completely disintegrated. It takes a standard action to reload. In all fairness, this gun is a lot like the "Antimatter Rifle" in the Dungeon Master's guide, so I'm not going to count it against the total 1001 weapons I've promised you.

### Heavy Antimatter-Projector

**Size:** Huge (Impossible to conceal)

**Cost:** 3,000 Units

**Tentative Purchase DC:** 22 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 20 feet

**“To Hit” Bonus:** -4 penalty unless fired from a mount (or unless your Strength is 15 or greater)

**Rate of Fire:** Once per round

**Damage:** 8d10 Weird Energy (20 x2)

**Weight:** 60 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 25

**DC required to break this item with a Strength**

**Roll:** 18

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units)

**Description:** A powerful short range weapon, rarely used on the battlefield. It's too big to use as a hand weapon and too short range for most armored vehicles. It does sometimes see service as a secondary support weapon on light armored vehicles, or may be

used to guard the entrances to fortifications. Within its limited range there are few weapons that can match it for sheer destructive power. Any target that takes more than twice its hit points from an antimatter projector is completely disintegrated. It takes a standard action to reload its oversized energy cell.

### Antimatter Cannon

**Size:** Huge (Impossible to conceal)

**Cost:** 20,000 Units

**Tentative Purchase DC:** 28 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Weapon must be fired from a mount

**Range Increment:** 250 feet

**“To Hit” Bonus:** --

**Magazine:** 1 or unlimited (if hooked up to an outside power source)

**Rate of Fire:** Once per round

**Damage:** 15d10 Weird Energy to everything in a 10 foot radius from the point of impact. Any target caught inside the area of attack can make a Reflexes Saving Throw vs. DC 25 to take half damage.

**Weight:** 500 pounds

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 75

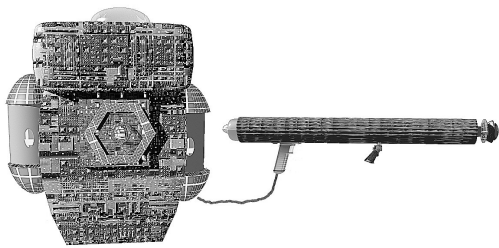
**DC required to break this item with a Strength**

**Roll:** 16 to disable with a skill roll (perhaps the “Repair” skill, although this of course is up to the DM)

**Description:** A small field artillery piece that launches a wad of antimatter at the target. This does catastrophic amounts of damage, and yet the weapon is not widely used. Its range is much too short for most battlefield applications, let alone for use on starships. You mostly see antimatter cannons used for demolishing fortifications, or for short-range urban combat. The gun is almost never-self-propelled and is typically mounted on a vehicle. It takes only a single operator and draws on the vehicle's power source. It can be fired an effectively unlimited number of times without melting down. It produces no recoil. The gun can be aimed at a specific target, but it is more common to target a whole square (a target square has an effective AC of 10).

## Plasma and Fusion Guns

Very advanced and extremely destructive, these weapons fire a stream of superheated plasma that resembles the substance of a star. More advanced models can heat the plasma to the point where it actually undergoes nuclear fusion as it strikes the target. Even cultures advanced enough to produce these guns have a hard time building them small or cheap, so they almost always remain squad-support weapons, playing a role much like a missile launcher or a heavy machine gun. Heavy, bulky, delicate, tricky to maintain, prone to malfunctions, they make up for all these drawbacks with sheer power. Almost nothing can beat a plasma weapon in terms of its capacity to hurt the target.



### Prototype Plasma Gun

**Size:** Huge (Impossible to conceal)

**Cost:** 25,000 Units (this is actually the cost required to build the weapon)

**Tentative Purchase DC:** 29 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once every other round

**Damage:** 12d6 Heat to everything in a 10 foot radius from the point of impact. Any target caught inside the area of attack can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 15 pounds (75 with backpack)

**Armor Class:** 5

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Backpack-Mounted Energy Cell (Weighs 40 pounds, costs 500 units, not compatible with any other energy weapons, AC 15, 7 Hardness, 18 HP, 20% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 to anything else in a 5 foot radius)

**Description:** An early man-portable plasma gun. It is a huge, bulky weapon, with a giant back-pack-mounted power unit and a complicated targeting visor which connects to the gun with a flexible metal cord. It slows your movement rate by 10 ft per round. Few characters can carry much other equipment while lugging this monster around. It takes two rounds to disconnect everything, unharness the power unit and put on a new one. When the gun is fired, it takes a full round to power up, humming and rumbling ominously as it builds a charge of plasma. Despite its many drawbacks, this is still a tremendously potent weapon.

### GP-4 Backpack-Mounted Plasma Gun

**Size:** Huge (Impossible to conceal)

**Cost:** 10,000 Units

**Tentative Purchase DC:** 26 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 120 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** 12d6 heat to everything in a 10 foot radius from the point of impact. Any target caught inside the area of attack can make a Reflexes Saving Throw vs. DC 25 to take half damage.

**Weight:** 10 pounds (50 with backpack)

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Backpack-Mounted Energy Cell (Weighs 15 pounds, costs 500 units, AC 15, 7 Hardness, 18 HP, 20% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 to anything else in a 5 foot radius)

**Description:** A more advanced plasma gun, it's both lighter and partially assisted by antigravity technology, making it much easier to carry and wear than it looks. It can be fired once per round and doesn't hamper the wearer's movement. It still takes two rounds to reload the backpack power cell although the cell itself is considerably smaller and lighter. Its one real disadvantage is its range. Handheld missile launchers seldom do as much damage, but they do enough, and their range is often considerably greater.

### GP-X7 Plasma Rifle

**Size:** Huge (Impossible to conceal)

**Cost:** 12,000 Units

**Tentative Purchase DC:** 26 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 150 feet

**“To Hit” Bonus:** --

**Magazine:** 30

**Rate of Fire:** Once per round

**Damage:** 10d6 Heat (20 x2), 5d6 Heat to everything in a 5 foot radius from the target. A Reflexes Saving Throw vs. DC 20 halves the damage for anyone caught in the blast radius, but the actual target of the attack will always take the full amount.

**Weight:** 15 pounds (55 with backpack)

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Backpack-Mounted Energy Cell (Weighs 15 pounds, costs 500 units, AC 15, 7 Hardness, 18 HP, 20% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 to anything else in a 5 foot radius)

**Description:** An attempt to give plasma-guns more range, by tightly focusing the plasma-stream. It is a mixed success. The magnetic focusing apparatus does



greatly increase the gun's range, but it also makes it even longer and heavier, while sacrificing some of its stopping power. And it still lacks the range of most missile-launchers. The gun slows the user's movement by 10 ft per round. It takes two rounds to disconnect and replace the backpack-mounted power cell.

### **Plasma Support Weapon**

**Size:** Huge (Impossible to conceal)

**Cost:** 24,000 Units

**Tentative Purchase DC:** 29 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 200 feet

**“To Hit” Bonus:** --

**Magazine:** 60

**Rate of Fire:** Once per round

**Damage:** 15d6 Heat (20 x2), 5d6 Heat to everything in a 5 foot radius from the target. A Reflexes Saving Throw vs. DC 30 halves the damage for anyone caught in the blast radius, but the actual target of the attack will always take the full amount.

**Weight:** 100 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Heavy Energy Cell (Requires three, each weighs 1 pound, costs 25 units)

**Description:** An extra-large plasma gun, usually seen mounted on fortifications or vehicles. It is much too heavy to carry by hand. A difficult weapon, it requires a two man crew to effectively aim and charge before firing. The weapon is powered either by the vehicle it is mounted on or by a set of three oversized power cells, which take two full rounds to replace. Each

power cell holds 20 shots worth of energy.

### **Plasma Cannon**

**Size:** Gargantuan (Impossible to conceal)

**Cost:** 80,000 Units

**Tentative Purchase DC:** 33 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Weapon must be fired from a mount

**Range Increment:** 500 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** 18d6 Heat to everything in a 20 foot radius of the point of impact. Any target caught inside the area of attack can make a Reflexes Saving Throw vs. DC 20 to take half damage.

**Weight:** 3 tons

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 40

**DC required to break this item with a Strength**

**Roll:** 17 to disable with a skill roll (perhaps the “Repair” skill, although this of course is up to the DM)

**Description:** A large, heavy energy cannon with a glowing transparent barrel. It is usually carried around on a truck bed, but they sometimes build them to move around under their own power on treads. A product of highly advanced technology, it moves much faster than most mobile artillery--60 feet per round. It requires only one person to operate, even if it is self-propelled, and can fire while in motion at no penalty. The gun is powered by an onboard fusion reactor and while it never runs out of power, it can only be fired five times in succession before it needs a round in which to cool off.

## **Fusion Guns**

### **FGZ-20 Backpack-Mounted Fusion Gun**

**Size:** Huge (Impossible to conceal)

**Cost:** 11,000 Units

**Tentative Purchase DC:** 26(usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 110 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** 15d6 Heat to everything in a 10 foot radius from the point of impact. Anyone caught inside the area of attack can make a Reflexes Saving Throw vs. DC 20 to take half damage. The specific target always

takes the full damage.

**Weight:** 12 pounds (58 with backpack)

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 17

**Accessories:** Backpack-Mounted Energy Cell (Weighs 15 pounds, costs 500 units, AC 15, 7 Hardness, 18 HP, 20% chance of exploding when it loses all its Hit Points, doing 6d8 damage to the wearer and 2d8 to anything else in a 5 foot radius)

**Description:** A fusion gun produces plasma which reaches such incredibly high temperatures in the firing chamber that it actually undergoes nuclear fusion. It's

a little like spraying a tiny reusable H-Bomb at the target. This is a huge, bulky weapon and despite all its built-in antigravity technology it reduces the wearer's movement by ten feet. The backpack power cell takes two rounds to completely disconnect, power down and replace. It has better range than a plasma gun but still can't shoot as far as most missile launchers. It has one other significant disadvantage for use on the battlefield. If you are wearing one of these, everyone on the other side will shoot at you.

### **FGXx2 Fusion Gun**

**Size:** Huge (Impossible to conceal)

**Cost:** 10,000 Units

**Tentative Purchase DC:** 26 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 150 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** 15d6 Heat to everything in a 10 foot radius from the point of impact. Anybody caught inside the blast radius can make a Reflexes Saving Throw vs. DC 25 to take half damage, but the actual target of the attack will always take the full amount.

**Weight:** 5 pounds (40 with backpack)

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17

**Accessories:** Backpack-Mounted Energy Cell (Weighs 15 pounds, costs 500 units, AC 15, 7 Hardness, 18 HP, 20% chance of exploding when it loses all its Hit Points, doing 6d8 damage to the wearer and 2d8 to anything else in a 5 foot radius)

**Description:** An advanced fusion gun, far lighter and easier to use than its predecessors. It's no larger or bulkier than a 20th Century flame-thrower. The gun's range has also drastically improved and it can now compete on nearly even footing with missile launchers. It still requires a backpack power-unit, but the process of reloading has been drastically streamlined and now requires only a single round.

### **FGZ-46 Fusion Support Weapon**

**Size:** Huge (Impossible to conceal)

**Cost:** 25,000 Units

**Tentative Purchase DC:** 29 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 200 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** Once per round

**Damage:** 18d6 heat to everything in a 20 foot radius

from the point of impact. Anybody caught inside the blast radius can make a Reflexes Saving Throw vs. DC 30 to take half damage, but the actual target of the attack will always take the full amount.

**Weight:** 280 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 25

**DC required to break this item with a Strength**

**Roll:** 18

**Description:** A heavy fusion gun (of course all fusion guns are heavy, but this one is too big to be portable) made to be mounted on vehicles. It doesn't have the power or the range of a plasma cannon but it is still an awe-inspiring weapon. You sometimes see these guns mounted on fortifications, as well, but they are seldom carried by infantry, who would usually be issued an FGZ-20 instead.

### **Fusion Cannon**

**Size:** Huge (Impossible to conceal)

**Cost:** 45,000 Units

**Tentative Purchase DC:** 31 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Weapon must be fired from a mount

**Range Increment:** 600 feet

**"To Hit" Bonus:** --

**Magazine:** Special, see description

**Rate of Fire:** Once per round

**Damage:** 20d6 Heat to everything in a 10 foot radius from the point of impact. Anybody caught inside the blast radius can make a Reflexes Saving Throw vs. DC 30 to take half damage, but the actual target of the attack will always take the full amount.

**Weight:** 10 tons

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 60

**DC required to break this item with a Strength**

**Roll:** 20 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Description:** A full-sized fusion artillery piece. It is a hugely effective weapon, and does far more damage than a laser cannon or a particle accelerator. Its one real disadvantage is that it takes a while to build up a charge and can only be fired once every two rounds.

It requires a two-man crew--one to target and one to actually work the weapon itself, carefully tending its plasma cells and monitoring the fusion reaction to keep it from getting out of control.

Fusion guns are big. If you see one that isn't mounted on a starship, it will probably be a self-propelled artillery piece. Most civilizations are pretty advanced by the time they can make fusion cannons, so they have better drive systems and move faster than a lot of self-propelled guns. A typical fusion cannon hovers a few inches above the ground on an anti-gravity cushion and can float across water as readily as land. It moves at a maximum rate of 80 ft per

round.

Fusion cannons are powered by tritium and never really run out of ammunition. However, while they aren't exactly delicate they do sometimes have difficulty holding up against the incredible energies they generate. Every time a Fusion Gun is fired ten

times in a row, there is a 15% chance that it will require some kind of lengthy repair and recalibration, lasting 2d6 hours.

## Non-Lethal Weapons

Many players may be disappointed to learn that non-lethal weapons are also flourishing in the future. What's the point of technological advancement if nobody gets hurt, you ask? Beats the heck out of me, but nonetheless non-lethal weapons are a staple of science fiction.

In this section you will find everything from stun rays to Tazers to pain generators, to shotguns that shoot bean-bags. Many of these weapons operate by giving off electromagnetic pulses that disrupt the target's central nervous system at a distance, while others rely on everything from sonic effects to plain old fashioned smacking people in the head.

## Non-Lethal Melee Weapons

### Advanced Materials Net

**Size:** Large when unfurled (-8 penalty to conceal with a "sleight of hand" roll). Small when balled up (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 200 Units

**Tentative Purchase DC:** 12

**Required Proficiency:** Exotic Weapons-Ranged (this same proficiency works with any Net)

**Handed:** Requires 2 hands to use

**Range Increment:** 10 feet if thrown

**"To Hit" Bonus:** +1

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 5 pounds

**Armor Class:** 5

**Hardness:** 6

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 30

**Description:** Stronger and more durable than the kinds of nets medieval technology makes available, it still functions in more or less the same way. Make a Ranged Touch attack, ignoring armor. If you score a hit, your opponent has been caught in the net. The trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4 and moves at half speed. If the net is attached to a rope and the rope is fixed to something or held by someone, then the victim can't move outside the rope's length. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 30. If they rip their way loose, it ruins the net.

### Electrified Lariat

**Size:** Large when in use (-8 penalty to conceal with a "sleight of hand" roll). Medium when coiled up (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Exotic Weapons-Melee (this proficiency works with any lasso or lariat)

**Handed:** Requires 2 hands to use

**Range Increment:** Has 15 feet of reach

**"To Hit" Bonus:** Ignores armor, makes a Ranged

Touch Attack

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 23 (13 to ruin it as an electrical weapon)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A metallic lariat which can deliver a vicious electrical charge.

Make a Ranged Touch attack, ignoring armor. If you score a hit, your opponent has been caught by the lariat. The trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, moves at half speed and of course can't move outside the rope's length without first getting loose. They also take 2d6 Nonlethal Damage (electrical) per round, for as long as their attacker chooses to keep expending charges. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 25. If they rip their way loose, it breaks the lariat.

The battery case isn't made for quick and easy replacement. It takes a full round and a screwdriver to

open it and replace a spent power cell.

### Electrified Net

**Size:** Large when unfurled (-8 penalty to conceal with a “sleight of hand” roll). Small when balled up (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 425 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Exotic Weapons-Ranged (works with any Net)

**Handed:** Requires 2 hands to use

**Range Increment:** 10 feet if thrown

**“To Hit” Bonus:** Ignores armor, makes a Ranged Touch Attack

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 6 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 28 (13 to ruin it as an electrical weapon)

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A classic of the genre, often used by villains to capture particularly tough heroes. Make a Ranged Touch attack, ignoring armor. If you score a hit, your opponent has been caught in the net. The trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, and moves at half speed. They also take 1d6 nonlethal damage (electricity) per round. If the net is attached to a rope and the rope is fixed to something or held by someone, then the victim can't move outside the rope's length. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 30. If they rip their way loose, it ruins the net.

### Tanglechain

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 1 or 2 hands to use

**Range Increment:** 10 ft if thrown. Also has 10 feet of Reach

**“To Hit” Bonus:** Ignores armor, makes a Ranged Touch Attack

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 8

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 25

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A self-powered chain, made from some weird living metal. It responds to the holder's thoughts and can turn and twist on its own. The tanglechain can be used to make trip attacks and if the attacker accidentally trips themselves they can avoid the effects by dropping the weapon. It grants a +3 on any attempt to Disarm a foe with an opposed Attack Roll.

It can also be told to wrap itself around the target and immobilize them. Make a Ranged Touch attack, ignoring armor. If you score a hit, your opponent has been entangled in the chain. The trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or a Strength check vs. DC 30.

The chain cannot be used for anything else while it is holding someone immobile. Nor can it be used like a flail to make Bludgeoning attacks—it's too soft and flexible.



### Hand Tazer

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 140 Units

**Tentative Purchase DC:** 11

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** +2 vs. Metal Armor Only

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See description

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 3

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A molded plastic box, about the size and shape of a cell-phone, with two ominous-looking metal prongs at one end. It does 3d6 nonlethal damage, and always does one point of normal damage as well. It is possible to kill someone with a Tazer—it just takes a long time.

### Paralyzer

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 250 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Anyone struck by this weapon must make a Fortitude Saving Throw vs. DC 20 or be paralyzed for 2-12 minutes.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A short metal rod, no longer than a heavy flashlight, with a set of six metal flanges at one end. It emits a short-range pulse of electromagnetic energy specially modulated so as to cause temporary paralysis in whoever it touches. The target is still fully conscious and will see a certain amount of what is happening around them, depending on the position they are lying in. Multiple blows will not increase the duration past the weapon's normal maximum, even if the target fails the saving throws.

### **Fear Wand**

**Size:** Small (no bonus or penalty to conceal with a “sleight-of-hand” roll)

**Cost:** 10,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** Make a touch attack, ignore armor.

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** If hit, the target must make a Willpower Saving Throw vs. DC 20 or flee from the attacker. A fleeing character has a 50% chance of dropping whatever they are holding, chooses their path randomly (as long as it leads away from immediate danger) and flees any other dangers that confront them. If cornered, a panicked character cowers. These effects last for 3d6 rounds.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** The Fear Wand is an excellent riot-

suppression tool, since it makes the rioters disperse and run away under their own power. As an added advantage, it doesn't flood the area with gas or foam or otherwise make it hard to retake. The Fear Wand is expensive to produce and difficult to maintain, which makes it hard for most police agencies to afford in quantity. It looks a lot like a long police baton, with three oddly-shaped metal spikes at one tip. It gives off a vibratory pulse which can't be heard, but which on contact causes incredible levels of distress in most large mammals. Robots are completely unaffected by the fear wand. It is possible that there are also aliens who aren't affected, but of course this is strictly the DM's call.

### **Fear Gauntlet**

**Size:** Small (no bonus or penalty to conceal with a “sleight-of-hand” roll)

**Cost:** 15,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 5

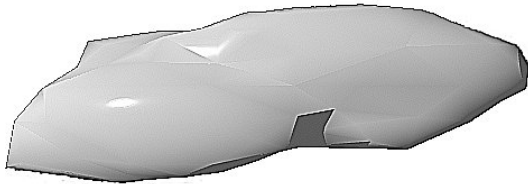
**DC required to break this item with a Strength Roll:** 13

**Special:** Make a touch attack, ignore armor. If hit, the target must make a Willpower Saving Throw vs. DC 20 or flee from the attacker. A fleeing character has a 50% chance of dropping whatever they are holding, chooses their path randomly (as long as it leads away from immediate danger, and flees any other dangers that confront them. If cornered, a panicked character cowers. These effects last for 4d6 rounds.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** An articulated metal glove with a translucent white oval on its wrist and a three metal spikes on the palm. It delivers a silent vibratory attack which causes intense fear and dismay in most higher animals. It's hard to do this discreetly--the gauntlet is not an unobtrusive weapon. The power-cell fits under the oval, which glows dimmer as the power supply runs down.





### Pocket Agonizer

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 400 Units

**Tentative Purchase DC:** 15 (Often Unavailable, usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Nonlethal

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Special:** Anyone who takes Nonlethal Damage from the weapon must make a Willpower Saving Throw vs. DC 20 or be Stunned (as per the Monk special attack), and unable to take any action for one round.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** About the size and shape of a computer mouse, the pocket agonizer fires a short-range burst of electromagnetic energy which interferes with the target's nervous system, causing them indescribable amounts of pain.

It is useless against robots and surprisingly ineffective as a police tool, since many people who have been hit by one would actually prefer to die rather than go through the experience again and will fight to the death to avoid being hit with an agonizer a second time. Regardless, in any truly grim futuristic dystopia this is the police tool of choice. Everywhere else they are totally illegal if they exist at all. In really, really grim futuristic dystopias you can find them in the hands of schoolteachers, hall-monitors and idle, cruel rich people.

It takes a full round to unbolt the battery casing and change the power cell.



### Pain Wand

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Nonlethal +1d3 Bludgeoning (20 x2)

The user does not have to hit the target hard enough to do bludgeoning damage—this is strictly at their option

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Special:** Anyone who takes Nonlethal Damage from this weapon must make a Willpower Saving Throw vs. DC 20 or be Stunned (as per the Monk special attack), and unable to take any action for one round.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A long narrow truncheon, about the length of a man's arm. It emits an electromagnetic pulse modulated at exactly the right frequency to stimulate the brain's pain centers. It causes excruciating discomfort in the target, roughly equivalent to being burned alive. Opponents who see that you are armed with a Pain Wand (and who know what that means) must at once make a morale check. Designed for use in combat situations, it is much easier to reload than a Pocket Agonizer. You can switch out a spent power cell in one Standard Action. It uses the same type of power cell as most energy weapons, although of course this is up to the individual DM's discretion.

### Pain Glove

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Nonlethal

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 14

**Special:** Anyone who takes Nonlethal Damage from this weapon must make a Willpower Saving Throw vs. DC 20 or be Stunned (as per the Monk special attack), and unable to take any action for one round.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)  
**Description:** Otherwise known as the palm of pain, the hand of hurt and other yet less pleasant things. This oversized black metal gauntlet gives off an electromagnetic pulse modulated to exactly the right frequency to cause hideous agony in most higher animals. Popular with college fraternities in particularly barbarous futures, it's great for all kinds of wacky pranks and nutty hijinks.. It uses a special flat power cell, stored in its wrist. You can replace a used power cell in a single Standard Action and let the hilarity ensue!

### **Stunstick**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)  
**Cost:** 400 Units  
**Tentative Purchase DC:** 15  
**Required Proficiency:** Simple  
**Handed:** Requires 1 or 2 hands to use  
**Range Increment:** --  
**"To Hit" Bonus:** --  
**Magazine:** 50  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 2d10 Nonlethal +1pt normal damage  
**Weight:** 2 pounds  
**Armor Class:** 7  
**Hardness:** 5  
**Hit Points:** 2  
**DC required to break this item with a Strength Roll:** 16  
**Accessories:** Energy Cell (1/2 pound, costs 10 units)  
**Description:** A primitive version of the mental disruption wand, this long truncheon gives out a sonic pulse which does nonlethal damage to the target on impact. It is an imperfect non-lethal weapon, and always does one point of normal damage in addition to its nonlethal damage. It is useless in a vacuum and may function strangely in exotic atmospheres.

### **TangleWand**

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)  
**Cost:** 150 Units  
**Tentative Purchase DC:** 11  
**Required Proficiency:** Simple  
**Handed:** Requires 1 hand to use  
**Range Increment:** --  
**"To Hit" Bonus:** --  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** Special, see description  
**Weight:** 2 pounds  
**Armor Class:** 7  
**Hardness:** 5  
**Hit Points:** 5  
**DC required to break this item with a Strength Roll:** 20 unless the attacker is entangled by the device.  
**Description:** A short metallic wand, about the length

of a riot baton, jointed into many sections. When activated it grabs and entangles its target, wrapping around itself and grabbing tight. Make a Ranged Touch attack, ignoring armor. If you score a hit, your opponent has been entangled by the wand. The trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 30. If they rip their way loose, it does not damage the Tanglewand.

### **Tangle-Ribbon**

**Size:** Large when unfurled (-8 penalty to conceal with a "sleight of hand" roll). Tiny when wound up (+4 bonus to conceal with a "sleight of hand" roll)  
**Cost:** 200 Units  
**Tentative Purchase DC:** 12  
**Required Proficiency:** Exotic Weapons-Melee  
**Handed:** Requires 1 or 2 hands to use  
**Range Increment:** --  
**"To Hit" Bonus:** --  
**Magazine:** 20  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** Special, see description  
**Weight:** 1 pound  
**Armor Class:** 9  
**Hardness:** 5  
**Hit Points:** 5  
**DC required to break this item with a Strength Roll:** 20 Unless the attacker is entangled by the device.  
**Description:** A long thin metal ribbon, coiled inside a tiny little control module, small enough to be hidden in one hand. The ribbon itself is about thirty feet long, but has an effective range of only about fifteen feet. Its edges are very sharp.

You can use the ribbon to do 1d4 Slashing damage to a target within 15 feet, or attempt to wrap the ribbon around them and immobilize them. To entangle an opponent, make a Ranged Touch attack, ignoring armor. If you score a hit, your opponent has been entangled in the ribbon. The trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, moves at half speed, and of course can't move outside the ribbon's length.

To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 30. If they rip their way loose, it does 1d6 damage to the ribbon (its Hardness does not count against this damage).

### **Mental Disruption Wand**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)  
**Cost:** 450 Units  
**Tentative Purchase DC:** 15 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Special:** Anyone hit by this weapon must make a Willpower Saving Throw vs. DC 20 or have their behavior randomized for 2-12 rounds. Roll on the following chart once per round to determine their behavior.

**1** Move in a random direction at half your normal speed. Take no other action unless attacked (and then all you can do is defend yourself)

**2** Shout insulting angry gibberish at the nearest creature or moving object for one round. Even creatures that don't speak your language will know they are being taunted. If there is no one around to insult, scream your senseless threats at no one.

**3-4** Do nothing for 1 round. Stare passively off into space, look at the ground or close your eyes.

**5** Throw whatever you are holding as far away as you can in a random direction. If you aren't holding anything, grab the most expensive piece of equipment you are carrying on your person and throw it. If you have no equipment to throw, make frantic throwing motions for a round. You are incapable of taking any other action while in the grips of this mania for throwing things.

**6-7** Fidget rapidly and senselessly for 2 rounds, paying no attention to anything else. If anyone touches you while you are fidgeting, you will attack them with whatever melee weapon is closest. After you strike them once, you will go back to fidgeting and ignore them.

**8-9** Attack nearest creature or moving object for 1 round

**10** Act normally for 1 round. You are not aware that you have been acting crazy. If attacked while insane, the victim can defend themselves normally, but unless they roll a 10 and "act normally", they are incapable of articulate communication

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A short, heavy metal truncheon with a magnetic focusing nozzle at one end. It functions on the same principle as a Stunner and gives off an electromagnetic pulse which disrupts the target's central nervous system. Unlike a stun-weapon, it doesn't shock the target's system into unconsciousness and instead it severely scrambles their behavior, causing them to take irrational, seemingly random and often violent actions.

Someone suffering from the effects of a mental disruption wand won't appear demented--their

behavior just won't make sense. They will be able to carry on a coherent conversation and will seem totally unaware that anything is wrong. Be warned, there is an excellent chance that they will abruptly stop talking and attack you.

### Debilitator Rod

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special--see description

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** Anyone struck by this innocuous looking device temporarily loses 3d6 Strength, down to a minimum of 1 point. A Fortitude Save vs DC 25. reduces the damage to 1d6. The lost Strength will come back at a rate of one point per every full hour of rest.

### Motor Function Disruptor Rod

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special--see description

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A short metal rod, which looks a lot like an elongated metal flashlight with three prongs where the lens should be. Anyone struck by this device loses 3d6 Dexterity points, down to a minimum of 1. A Fortitude Save vs DC 25. reduces the damage to 1d6. The lost Dexterity will slowly come back at a rate of one point per every three full hours of rest. A

character with a Dexterity of 2 or 1 can't walk or feed themselves and must make a Willpower Saving throw vs. DC 15 each time they try to speak, in order to correctly shape the words.

### **Insanity Rod**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** See description

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Special:** Anyone hit by this weapon must make a Willpower Saving Throw vs. DC 20 or be rendered permanently psychotic.. If they fail the Saving Throw, they must make a Willpower Saving throw (DC 18) every round or roll on the following chart to determine their behavior.

**1** Wander away for 1 minute (unless prevented) Don't re-roll until the minute is up.

**2** Suddenly forget everything that has happened in the last 2-12 minutes. Otherwise act normally. The missing memories will never come back.

**3-4** Do nothing for 1 minute. Stare passively off into space, look at the ground or close your eyes.

**5-6** Mutter random insane gibberish, clap hands, twitch and engage in other harmless but distracting crazy behavior for five minutes, without moving from the spot where you are standing.

**7-9** Attack nearest creature for 1 round

**10** Act normally for 1 round. You are not aware that you have been acting crazy.

If attacked while insane, the victim can defend themselves normally, but unless they roll a 10 and "act normally", they are incapable of articulate communication. The weapon can be set to reverse the effect.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A strange psionic weapon, produced by some unknown civilization (don't worry, you won't need the Psionics Handbook to make use of it). It looks almost like a 36 inch crystalline stalactite that has somehow been partially melted. It lets out a resonant high-pitched note whenever it strikes a target and gives off a flash of blue-green light. Neither effect can be recorded and robots can't perceive them.

When struck, the target must make a Willpower Saving Throw or go indefinitely insane. They aren't afflicted with any recognizable psychiatric ailment--

instead their behavior has been somehow permanently randomized.

The wand itself can reverse the effect, at the cost of one charge. It is the DM's call as to whether or not there is some other way to repair the target's shattered mind. Any psychiatrist who has seen the effects of an Insanity Rod before will immediately recognize them.

### **Concealed Micro-Stunner**

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** If hit, the target must make a Willpower Saving Throw vs. DC 20 or fall unconscious for 1-8 minutes.

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 10

**Accessories:** Miniature Energy Cell (1/20 pound, costs 50 units), Energy Cell (1/2 pound, costs 10 units)

**Description:** It looks like an ordinary writing stylus, but there is a tiny one-shot stunner built into the tip. Although you must touch the target to hit them, you do not attract attacks of opportunity by doing this. It makes only a faint noise and there is no blue flash. The weapon burns up its power cell in a single shot. You can replace the battery and reuse it, but this involves taking the entire weapon apart and requires a full round.

### **Stun Glove**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use (but unless it is actually making an attack you can still use the hand to perform other tasks).

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** If hit, the target must make a Willpower Saving Throw vs. DC 20 or fall unconscious for 1-12 minutes

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A metal and plastic gauntlet with a short-range stunner built into the palm. You have to actually touch the target with the gauntlet to affect them, although you do not attract attacks of opportunity by doing this. Once the gauntlet makes

contact, it gives off a specially modulated electromagnetic pulse which shuts down their central nervous system. This is completely ineffective against robots and there may be certain alien species who are also resistant (it's the DM's call).

## Non-Lethal Ranged Weapons

### Harmonic Painwave Projector

**Size:** Huge (Impossible to conceal)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** Cone-effect weapon, has no Range Increment as such

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 23 pounds

**Armor Class:** 5

**Hardness:** 3

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 16

**Special:** Affects a twenty-five foot cone-shaped area. Anyone caught in the area of attack takes 2d10 Nonlethal damage. Crippled by pain, they make all their rolls at a -4 for as long as they remain inside the cone. Each round they must make also make a Fortitude Saving Throw vs. DC 20 or be Stunned (as per the Monk special attack), and unable to take any action for one round. Does not work in vacuum.

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), Bipod Mount (Weighs 2 pounds, Costs 100 units)

**Description:** A large vibratory weapon, difficult to fire without at least a bipod mount. It has a small bell-shaped sonic emitter where you might expect to see the barrel. It sets up vibrations on a very specific frequency which is inaudible to the human ear, but causes intense pain and dismay in primates. Like all sonic weapons, it doesn't function in a vacuum and there may be planets with atmospheres that affect its usefulness (DM's call--anything significantly denser or thinner than Earth-normal may hamper its performance). Robots are unaffected by this device, as are most aliens.

### Agony Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use, usually fired from a swivel mount.

**Range Increment:** Area-effect weapon, does not have a Range Increment per se.

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 25 pounds

**Armor Class:** 5

**Hardness:** 3

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Special:** Affects a ten foot wide, fifty foot long area. Anyone caught in the area of attack takes 3d10 Nonlethal Damage and must make a Willpower Saving Throw vs. DC 18 or be Stunned (as per the Monk special attack), and unable to take any action for one round. Does not work on robots.

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload) Tripod Mount (Weighs 2 pounds, Costs 100 units)

**Description:** A bulky, two-handed weapon which is difficult and awkward to carry. It emits an electromagnetic pulse that directly stimulates the brain's pain and distress centers, causing the target indescribable discomfort. You almost always see the agony ray in prototype form, usually in the hands of vengeful mad scientists.

### Pocket Agony Ray

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17 (usually illegal)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 25

**Rate of Fire:** Once per round

**Damage:** Special, see description



**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Special:** Causes 3d10 Nonlethal damage. A Willpower Saving Throw vs. DC 25 allows the target to take half damage. Anyone struck by the beam must make a Fortitude Saving Throw vs. DC 15 or be Stunned (as per the Monk special attack), and unable to take any action for one round. Regardless of whether or not they made their saving throws, all of the target's actions suffer a -2 penalty for the next three rounds.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A bulbous, strangely-shaped pistol. It is possible to have a holster specially made to fit this gun, but it will not fit in any ordinary one. The weapon emits an electromagnetic pulse which directly stimulates the brain's pain and distress centers, causing the target indescribable discomfort. It runs on standard power-cells, interchangeable with more conventional energy weapons, and takes a Standard Action to reload. This weapon does not work on robots.

### Short-Range Personal Stunner

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 300 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** If hit, the target must make a Willpower Saving Throw vs. DC 20 or fall unconscious for 1-12 minutes

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A miniature short-range stunner, about the size and shape of the very smallest cell phones. Often used as a self-defense weapon by nervous commuters, it doesn't need a holster and fits conveniently into a pocket. It fires a modulated electromagnetic pulse at just the right frequency to shut down the activity in the target's brain, plunging them into unconsciousness. This doesn't work on robots and at the DM's discretion there may be alien races with oddly-constructed brains who are also immune. This model runs on a rechargeable power cell. When plugged into a wall socket, it recovers one

shot worth of energy per 20 minutes. To actually change the power cell, you have to unbolt its battery compartment, which takes an entire round.



### Hand Stunner

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** If hit, the target must make a Willpower Saving Throw vs. DC 20 or fall unconscious for 1-12 minutes

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** Not a sonic weapon or a tazer--an actual stun-gun uses much more sophisticated technology to put the target to sleep without harming them. It fires a kind of electromagnetic pulse modulated at just the right frequency to disrupt the brain's electrical activity, causing immediate loss of consciousness.

It looks like a short plastic pistol with no hole in the barrel. When fired it gives off a high-pitched whine and a blue flash of light, but it still makes far less noise than a blaster.

Although the stun beam itself does no damage, it is possible for a target to indirectly get hurt. They could wound themselves falling over, bite their tongues, land face down in puddles and so forth. Most stunners are therefore set to give the target just enough time to sense what is happening to them and lie down. It would still be extremely harmful to someone who is, say, driving a car or carrying a large tub of boiling acid. The DM should carefully moderate any such collateral damage.

There may be silicon-based or other highly exotic lifeforms who don't use the same type of electrical impulses in their brains and are immune to stun weapons.

### **Stun Rifle**

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 50 feet

**“To Hit” Bonus:** --

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** If hit, the target must make a Willpower Saving Throw vs. DC 20 or fall unconscious for 1-12 minutes

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** Despite being called a “rifle” this weapon is no bigger than a submachine gun. It requires two hands to use effectively, but that's really just because of the way it's balanced. The weapon is light and produces only the faintest recoil. Stunners emit a pulse of electromagnetic energy which temporarily shuts down the target's brain, plunging them into a temporary coma. While this is a non-lethal weapon, it can still be used to indirectly harm the target. It gives the target a moment to lie down safely, but of course this won't help someone who is flying an airplane, driving an automobile or fleeing a pack of frenzied space-weasels.

### **Stun Ram**

**Size:** Huge (Impossible to conceal)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually restricted to military or police use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 50 feet

**“To Hit” Bonus:** --

**Magazine:** 55

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** If hit, the target must make a Willpower Saving Throw vs. DC 20 or fall unconscious for 2-12 minutes

**Weight:** 12 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A police weapon, made for riot suppression and for SWAT teams. It's a large two-handed stunner, shaped a lot like a giant flashlight, with a force-field generator built in. When the weapon is armed, a hemispherical force-field protects the user, increasing their armor class by 5. It only protects them in front and has no effect on attacks from the side or rear. The force field is clearly visible. Touch attacks can't penetrate it at all, and are completely negated, provided that they don't come in from the rear or side. The weapon runs on an ordinary power cell, compatible with any energy weapon of the period. It takes a Standard Action to reload.

### **Wide-Beam Stunner**

**Size:** Huge (Impossible to conceal)

**Cost:** 1,800 Units

**Tentative Purchase DC:** 20 (usually restricted to military or police use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** Cone-effect weapon, doesn't really have a “Range Increment” as such.

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Affects a 25 foot-foot cone. Anyone caught in this area of attack must make a Willpower Saving Throw vs. DC 20 or fall unconscious for 2-12 minutes

**Weight:** 16 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 19

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units)

**Description:** A more advanced stunner, somewhere between the size of a pistol and a carbine. It can be set to affect either a single target, or every living thing in a 25-foot cone. It can also be set to affect sentient robots, shutting down their central processing units until a technician switches them back on. It does not affect living creatures and robots on the same setting-- you must pick one or the other. At the DM's discretion, there may be certain alien species or unusual types of robots who are immune to the weapon's effect. A Wide-Beam Stunner uses a standard power cell, interchangeable with most other energy weapons. It takes a Standard Action to reload.

### **Crowd-Control Heavy Stunner**

**Size:** Huge (Impossible to conceal)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military or police use)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** Cone-effect weapon (doesn't have a range increment)

**"To Hit" Bonus:** -2 unless fired from a mount

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 24 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

**Special:** Affects a 40 foot-foot cone. Anyone caught in this area of attack must make a Willpower Saving Throw vs. DC 20 or fall unconscious for 3d6 minutes

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), Bipod Mount (Weighs 2 pounds, Costs 100 units)

**Description:** A very large stun weapon, usually found mounted on a vehicle. It is light enough for one person to carry, but so long that it's tricky to maneuver and aim. It fires an electromagnetic pulse that causes everyone in its cone of effect to lapse into unconsciousness. Like all stun weapons it has no effect on robots and at the DM's discretion there may be certain types of aliens that it doesn't work on either.

### Bean-Bag Gun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 650 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 4d6 Nonlethal Damage (20 x2) (also does 2d6 normal bludgeoning damage on a Critical Hit)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Gel Bags (weigh 1 pound each, cost 10 Units)

**Description:** No one remembers why it's called this. It's a single barreled, smoothbore weapon, a lot like a short, wide-mouthed shotgun. It fires a plastic bag full of gel at subsonic speeds. Technically non-lethal, as they say, it can still break your nose or crack your sternum without too much difficulty. To reload, you break it open and slip another bag into the breech. This only takes a single standard action if you have another bag handy.

### Dazzleflash Gun

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** Anyone in a 35 foot cone must make a Reflexes Saving Throw vs. DC 20 or take 1d3 Nonlethal damage and become Blind for 2d6 Minutes. Blind characters suffer a 50% chance of missing in combat (all their targets effectively have full concealment), lose any Dexterity Bonus they might have to their Armor Class, move at half speed, suffer a -4 penalty on Search checks and both Strength and Dexterity based skill rolls. All attackers have a +2 bonus to hit the blind character.

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (Must be custom-made, costs 100 Units, weighs 1/2 pound)

**Description:** A non-lethal weapon about the size and shape of a chunky pistol, with a wide lens where the barrel should be. It gives off a brilliant flash of light, capable of blinding anyone in a 35 foot cone. It is physically painful to be blinded by the gun, which also does a small amount of nonlethal damage.

The light emitter is carefully hooded, so as not to affect the weapon's operator. However, at the DM's discretion, there may be reflective surfaces that bounce some of the light back at the wielder. Any character who suffers this effect should have at least a +2 bonus to their Saving Throw.

The gun is completely silent but this is still not a subtle weapon to use, particularly at night. Anyone in the vicinity will see the flash. In fact it's visible from passing airliners.

Creatures without eyes are completely unaffected by this weapon and at the DM's discretion robots may be resistant to it as well. There are specially constructed goggles and visors that can negate the weapon's effect, but ordinary sunglasses won't do it.

Dazzleflash guns run on standard power cells, compatible with most energy weapons and many other devices. They are not constructed for quick reloads and it takes a full round to replace the weapon's power cell.

### Two-Handed Dazzleflash Gun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** Anyone in a 60 foot cone must make a Reflexes Saving Throw vs. DC 23 or take 1d4 Nonlethal Damage and become Blind for 2d6 Hours. Blind characters suffer a 50% chance of missing in combat (all their targets effectively have full concealment), lose any Dexterity Bonus they might have to their Armor Class, move at half speed, suffer a -4 penalty on Search checks and both Strength and Dexterity based skill rolls. All attackers have a +2 bonus to hit the blind character.

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Safety Goggles (1/4 pound, cost 20 units)

**Description:** A big two-handed dazzleflash gun, made for riot control. It is a heavy and delicate weapon, with a fairly limited combat role.

It also has a bad way of bouncing some of its light back at the user if they're facing a reflective surface when they fire it (we leave this effect to the DM's discretion, although any character who has this happen to them should get at least a +2 bonus to their Saving Throw). The safety goggles that come with the device completely block its effect but ordinary sunglasses will not offer any real protection.

Like all dazzleflash weapons, it has no effect on beings that don't have eyes and it's the DM's call as to whether or not it can affect robots, cameras, etc. (as a general rule of thumb, I find it works well to say that robots can have their "eyes" overloaded by a dazzleflash weapon, but they get a big bonus to their Saving Throw and don't take nonlethal damage).

This weapon is designed for combat situations rather than self-defense, and so is much easier to reload quickly than the other models presented here. It runs on two standard-sized power cells. Each cell holds 10 shots and each one can be reloaded in a single Standard Action.

### Tiny One-Shot Dazzleflash Gun

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 30 Units

**Tentative Purchase DC:** 5

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**“To Hit” Bonus:** --

**Magazine:** 1

**Rate of Fire:** Once per round

**Damage:** Anyone in the 10 foot by 10 foot square

directly in front of the weapon's user must make a Reflexes Saving Throw vs. DC 18 or become Blind for 1d6 Minutes. Blind characters suffer a 50% chance of missing in combat (all their targets effectively have full concealment), lose any Dexterity Bonus they might have to their Armor Class, move at half speed, suffer a -4 penalty on Search checks and both Strength and Dexterity based skill rolls. All attackers have a +2 bonus to hit the blind character.

**Weight:** 1/4 pound

**Armor Class:** 15

**Hardness:** 1

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Miniature Energy Cell (1/20 pound, costs 50 units, not compatible with full-sized energy weapons)

**Description:** A tiny little one-shot Dazzleflash gun, made for self-defense. It will fit conveniently on a keychain or in a change purse. The flash it gives out is capable of blinding an attacker for several minutes.

This weapon doesn't come with a set of protective goggles—it's normally used in fend off sudden, unexpected attacks, so the makers assume the user won't have time to don protective eyewear. To minimize the risk to the user, it focuses the light it gives off into a much tighter beam—you have to make a Ranged Touch Attack to hit the target's eyes.

The weapon runs on a special, tiny power cell which is compatible with most other small electrical appliances from the same epoch. It could probably be used to run a pocket computer, a camera or a watch (at the DM's discretion, naturally). The gun is not designed to be rapidly reloaded. It takes a full round to open its battery case and replace the power cell.

### Gluegun

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Magazine:** 3

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Glue Canister (Weighs 1/2 pound, costs 300 Units), Solvent Kit (1/20th lb, costs 15 Units, holds 3 doses, negates effect of grenade in 1 round)

**Description:** A two-handed carbine which looks a little like a grease-gun or an oversized pistol. Made entirely from plastic components, it won't set off metal

detectors. It shoots a thin, highly pressurized stream of glue. Make a Ranged Touch Attack. If hit, the target is covered in fast-hardening gunk. Anyone hit by the gluegun suffers a -2 penalty on all attacks, and has their Dexterity effectively reduced by 4. They must immediately make another Reflexes Saving Throw (DC 15) to avoid being stuck to the floor. If a character is in fact glued to the floor, they are unable to move. Even if they make the second saving throw, they still only move at half their normal rate. To free themselves, they must make a Strength check vs. DC 27, or do at least fifteen points of damage to the glue. You automatically hit the glue if you attack it.

### **Tangleweb Gun**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 700 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Tangleweb Load (Weighs 1/2 pound, costs 300 Units)

**Description:** A stubby, widemouthed pistol, it fires a canister which unfurls into an elastic net, immobilizing the target. Make a ranged touch attack, ignoring armor. The trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 30. If they rip their way loose, it ruins the net.

### **Nausea Gun**

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 150

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 16

**Special:** Affects everything in a 30 foot cone. Each target must make a Willpower Saving Throw vs. DC 25 or take 1d6 Nonlethal damage and be forced to run away as quickly as possible, taking the most direct route. They make take no other action unless attacked, until they have run for 3d6 rounds. If they are forced to fight someone while under the effects of the nausea gun, they make all their attack rolls at a -4 and must start running again the moment their opponent stops attacking them. Anyone who has succumbed to the effect of a Nausea Gun makes all their skill rolls at a -2

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A police weapon, used for breaking up violent crowds, it fires an electromagnetic pulse which interacts with the target's nervous system, causing intensely unpleasant vertigo and sickness. Anyone hit by a nausea gun wants nothing more than to get away from it as fast as possible. As good as this tool is for breaking up riots, it isn't much good for most other forms of police work, so you usually only see nausea rifles if the cops are expecting an angry mob. It uses the same power cell as most other energy weapons, and takes a Standard Action to reload

### **Heavy Nausea Gun**

**Size:** Huge (Impossible to conceal)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military or police use)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** Cone-effect weapon (has no range increment as such)

**"To Hit" Bonus:** -4 to use without a mount, unless your Strength is 16 or higher.

**Magazine:** 60

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 37 pounds

**Armor Class:** 5

**Hardness:** 4

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 19

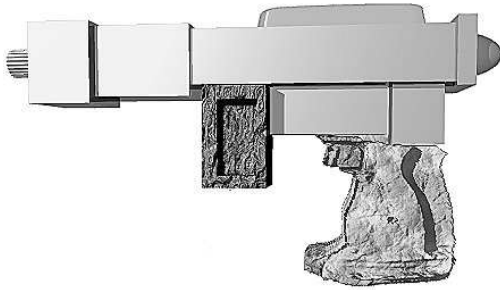
**Special:** Affects everything in a 50 foot cone. Each target must make a Willpower Saving Throw vs. DC 30 or take 2d4 Nonlethal damage and be forced to run away as quickly as possible, taking the most direct route. They make take no other action unless attacked, until they have run for 4d6 rounds. If they are forced to fight someone while under the effects of the nausea gun, they they make all their attack rolls at a -4 and must start running again the moment their opponent stops attacking them. Anyone under the effect of a Nausea Gun makes all their rolls at a -2

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units)

**Description:** Projects a low-level electromagnetic



pulse which affects human nervous systems. It works on the same principle as a stunner, but instead of shocking the target's brain into unconsciousness, it induces an intense feeling of vertigo and sickness. This has real advantages as a riot control weapon—it makes people want to leave the vicinity under their own power. This is a heavy weapon, meant to be mounted on a vehicle or at least fired from a bipod. It requires surprisingly little power for an energy weapon of its size and uses the same standard power-cell as a laser pistol. It takes a Standard Action to reload.



### Pocket Nausea Gun

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 100

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Special:** The target must make a Willpower Saving Throw vs. DC 120 or take 1d4 Nonlethal damage and be forced to run away as quickly as possible, taking the most direct route. They make take no other action unless attacked, until they have run for 3d6 rounds. If they are forced to fight someone while under the effects of the nausea gun, they make all their attack rolls at a -3 and they must start running again the moment their opponent stops attacking them, for whatever reason. Anyone under the effect of a Nausea Gun makes all their rolls at a -2

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** A small nausea gun, largely intended for self-defense. It's a good deal shorter and lighter than a laser pistol, and can be easily concealed in a pocket or a shoulder holster. It fires an electromagnetic pulse which interferes with the target's central nervous

system, causing intense feelings of vertigo and dismay. For self-defense purposes it has one huge advantage over stun gas or mace—it makes the assailant go away. A pocket nausea gun runs on the same type of power cell as a laser pistol or a disrupter. It takes a standard action to reload.

### Micro-Nausea Gun

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1,600 Units

**Tentative Purchase DC:** 20 (usually illegal)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** None, only works at Close range, within 5 feet

**“To Hit” Bonus:** --

**Magazine:** 3

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

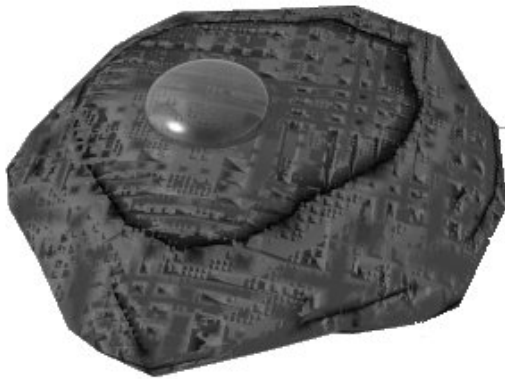
**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Special:** The target must make a Willpower Saving Throw vs. DC 15 or take 1d4 Nonlethal damage and be forced to run away as quickly as possible, taking the most direct route. They make take no other action unless attacked, until they have run for 3d6 rounds. If they are forced to fight someone while under the effects of the nausea gun, they must start running again the moment their opponent stops attacking them, whether they have been killed, incapacitated or just distracted from the battle. Anyone under the effect of a Nausea Gun makes all their rolls at a -2 penalty.

**Accessories:** Miniature Energy Cell (1/20 pound, costs 50 units), Energy Cell (1/2 pound, costs 10 units)

**Description:** A tiny little nausea gun, about the size of a fountain pen. It works only at close range and has little application apart from self-defense or playing cruel pranks. Like all nausea guns, it fires an electromagnetic pulse which disrupts the target's central nervous system, causing intense feelings of vertigo and distress. It is so easy to play malicious practical jokes with this device that it is usually illegal. It uses a small power cell that is interchangeable with many other small tools. The gun isn't really designed for quick reloads and it takes an entire round to replace a spent power cell.



### Personal Protection Throwing Disk

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Simple

**Handed:** Requires 1 or none hands to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** +3

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d10 Nonlethal

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 25

**Description:** A product of some super-advanced culture, made to protect their representatives on trips to less civilized parts of the cosmos. It looks like floppy plastic octagon, about the size of a dinner plate, with a glowing translucent sphere in the middle. The wielder can carry it on their person, or it can be set to float along behind them. It is equipped with a miniature mental disruptor that will render a target unconscious on contact. The device is keyed into the thoughts of one particular user. At their mental command, it will attack any one living target within a hundred feet and then return to the user. It takes about an hour for a skilled tech who is familiar with these

devices to set it to respond to another person's thought waves.

### Stun-Bomb Projector

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 14 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Stun Bombs (1/2 pound, cost 400 Units, each)

**Description:** A super-advanced police weapon, particularly useful in hostage situations.

A long, heavy device, it has two barrels-one wide and open, the other small and tipped with a lens.. The small barrel emits a greenish ray which creates a miniature Phase Door (see the Players Handbook, page 235) through up to two feet of any material (there may at the DM's discretion be special substances which the projector can't penetrate). For a fraction of a second, the wall becomes permeable to other matter. The large barrel then launches a stun-bomb through the wall without leaving a hole.

Anyone within a 10 foot radius of the bomb when it goes off must make a Willpower Saving Throw vs. DC 20 or fall unconscious for 1-12 minutes. The effects of the weapon are quite visible-the wall will glow green, ripple and pulse where the ray touches it.

It is a little depressing to think that a civilization advanced enough to produce a device like this one would still have hostage crises to resolve, but there we are.

## Flamers

People who spend a lot of time thinking about ways to hurt their enemies often consider setting them on fire. This is an ancient human impulse, and one with such powerful appeal that it gets applied to the battlefield almost before the technology is ready for it.

The flamethrowers of the 1940s were bulky, clumsy, dangerous weapons that both forced the operator to put a tank of inflammable liquid on their back and made everyone on the other side want to shoot at them. Later models are both more compact and more discreet.

A typical flamethrower of the future runs off a fuel canister slung under its barrel, which can be replaced in a standard action and weighs only a pound. They are still relatively bulky, but no more so than early model lasers.



### Light Hand-Flamer

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** This is an area effect weapon and doesn't have a Range Increment as such.

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** Once per round

**Damage:** 2d6 Heat. Attacks everything in a 5-foot wide area, out to its maximum range of thirty feet. Targets can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Fuel Canister (weighs 1/2 pound, costs 15 units)

**Description:** This lightweight plastic weapon projects a five-foot wide stream of flame out to its maximum range. It runs on a liquid fuel canister, rather than an energy cell and takes a Standard Action to reload. It carefully mixes and heats two separate chemicals in its firing chamber to produce its flame. Neither component is flammable unless mixed with the other at exactly the right temperature, so the weapon won't explode if it is struck during combat. This weapon bears a suspicious resemblance to the "Flamer" in the Dungeon Master's Guide, so I'm not going to count it against the total one-thousand-and-one new weapons I've promised you.

### Heavy Hand-Flamer

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 825 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** This is an area effect weapon and doesn't have a Range Increment as such.

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** Once per round

**Damage:** 3d6 Flame. Attacks everything in a 5-foot wide area, out to its maximum range of 40 feet.

Targets can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Weight:** 12 pounds

**Armor Class:** 5

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Fuel Canister (weighs 1/2 pound, costs 15 units)

**Description:** A two-handed weapon, about the size of a carbine or a combat shotgun. It fires a five-foot wide stream of flame at the target, doing damage to anything in its path which fails a saving throw. It uses a liquid fuel canister instead of a power cell, but still takes a Standard Action to reload. The fuel won't explode if the weapon gets shot, and neither will spare canisters. It only combusts when mixed and heated exactly right.

### Backpack-Mounted Hand-Flamer

**Size:** Huge (Impossible to conceal)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** This is an area effect weapon and doesn't have a Range Increment as such.

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** 4d6 Flame

**Weight:** 5 pounds (50 with backpack)

**Armor Class:** 3

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Special:** Attacks everything in a 5-foot wide area, out to its maximum range of 50 feet. Targets can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Accessories:** Backpack-Mounted Fuel Supply (Weighs 20 pounds, costs 200 units, AC 12, 4 Hardness, 5 HP, 60% chance of exploding when it loses all its Hit Points, doing 3d6 damage to the wearer and 1d6 to anything else in a 5 foot radius)

**Description:** A traditional backpack-mounted flamethrower. It is smaller and lighter than its twentieth century equivalent, and is made entirely of

super-strong plastic. If the backpack loses all its hit points, there is a 50% chance that it will explode, doing 6d6 flame damage to the wearer and anyone within five feet. It takes a full round to replace its disposable tanks of flammable liquid.

### **Improvised Flamethrower**

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 15 Units worth of material to build Units

**Tentative Purchase DC:** 4

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** Maximum range of 25 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Heat (20/x2). Attacks everything in a 5-foot wide area, out to its maximum range of 25 feet. Targets can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 1

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 12

**Accessories:** Spare Fuel Canister (weighs 1/2 pound, costs 10 units)

**Description:** As every juvenile delinquent knows, it is possible to build an improvised short-range flamethrower with nothing more than a can of propellant, a lighter and a reckless disregard for your own safety.

In D20 terms, it requires about 15 units worth of materials and a Repair Roll vs. DC 15. You can build an Improvised Flamethrower with a Jury Rig roll (DC 18) if the right materials are handy (it's strictly the DM's call as to whether or not you have the right items at hand).

Improvised flamers are tricky, dangerous weapons to use. Every time you fire one there is a 5% chance that it will explode in your hands, doing 1d6 damage to you and one point of damage to anything else in a 5 foot radius. If the weapon loses all its hit points, there is a 60% chance that it will explode in the same way.

It is not usually possible to reload an improvised flamer, but with an additional Repair Roll vs. DC 15 (DC 18 to do it with a Jury Rig) its maker can set it up so that new fuel bottles can be slotted into place when it runs dry. If the weapon can be reloaded at all, it takes a Standard Action. There is a 3% chance of sparking the fuel and setting off an explosion every time you reload it.

## **Needleguns**

Not gauss weapons, but spring-loaded or gas driven needle launchers, new advances in materials technology eventually make it possible to build springs and compressed gas canisters that hold enough energy to make these weapons viable.

Needle guns are quiet and produce no chemical or energy traces that sensors can identify when you fire them. They also don't have a lot of range or stopping power.

Cheap to manufacture once you have the materials, they are often seen in the hands of impoverished armies or criminal gangs. Cops are aware that this is a weapon street thugs often carry, and they may react accordingly when they see one

### **Concealed Needle Gun**

**Size:** Diminutive (+8 bonus to conceal with a “sleight of hand” roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**“To Hit” Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (18-20 x3)

**Weight:** 1/2 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 1

**DC required to break this item with a Strength**

**Roll:** 13

**Special:** -4 to any attempt to find this weapon with a Search roll.

**Accessories:** Needles (pack of 50 weighs 1 pound, costs 30 units)

**Description:** A tiny springloaded needle gun, powerful enough to kill a man at close range, but small enough to be hidden in a cigarette lighter, a fountain pen, or even a wristwatch. Use this model as a template, and start building these nasty little surprises into whatever household objects strike your taste. Be sure to hum the James Bond theme music as you fire the gun.

### Needle Gun

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 450 Units

**Tentative Purchase DC:** 15

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Piercing (18-20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 3

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Magazine (weighs 1/2 pound, costs 25 Units), Needles (pack of 50 weighs 1 pound, costs 30 units)

**Description:** New advances in metalurgical technology make it possible to construct springs which hold far more energy than any produced today. This makes spring-loaded needle weapons practical. They have a number of advantages over most conventional weapons. They are nearly silent and produce neither chemical nor energy signatures for sensors to trace. However their range is somewhat limited and they take longer to reload than most energy weapons or slugthrowers. It takes two standard actions to reload a needler--one to slip in the magazine and one to reset the spring.

### Steel Talon Needlegun

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 120 Units

**Tentative Purchase DC:** 13

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 ft

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (18-20/x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Magazine (weighs 1/2 pound, costs 25 Units), Needles (pack of 50 weighs 1 pound, costs 30 units)

**Description:** Needleguns have an undeserved reputation as cheap, shoddy weapons for punks who don't know or can't afford any better. This gun deserves every bit of it. Don't ask us why it's called

the "Steel Talon", the casing is made of plastic and easy to break. Fragile, underpowered, ugly and inaccurate, it lacks range, stopping power and just about any other redeeming features apart from its price. It does however come with tough looking decals on the sides, although they tend to flake and curl after a few weeks of use.

### Spring-Loaded Needle Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 750 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 80

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+2 Piercing (18-20 x3)

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Needles (pack of 50 weighs 1 pound, costs 30 units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** This is a heavier, two-handed version of the needle-gun. No longer than a carbine, it has greater range and shoots longer, heavier needles than a one-handed needle gun. This weapon is very popular with space pirates, since it will puncture a vacuum suit but won't poke holes in a spacecraft hull--and also because it's a gruesome, scary way to kill someone.

### Ice Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units

**Tentative Purchase DC:** 16

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d6 Piercing (18-20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Compressed Gas Canister (Weighs 1/10 pound, costs 5 units, holds enough gas for 40 shots), spare water reservoir (weighs 1/10 pound, costs 5



Units)

**Description:** A modified needle gun, this one uses compressed gas instead of a spring, and launches sharp little spikes of superchilled ice. This weird pistol is popular with guerilla armies, since it leaves no traceable material in the wound, produces no energy or chemical signature for satellites to spot, makes little noise and requires no ammunition but water and compressed air canisters. The gas canister slots into the unit above the firing chamber, and holds enough air to unload the whole magazine. A larger plastic tank of water rests in front of it, horizontally over the barrel. To reload, detach the empty water reservoir, fill it up and snap it back into place along with a new gas canister. It is actually possible to refill a gas canister five or six times before it gives out--there is a hand-pump under the barrel which looks a lot like the slide on a pump-action shotgun. Most users prefer to get a new canister if at all possible, since it takes half an hour of laborious effort to pump one back up. A tiny fuel cell in the stock runs the freezing process, and can keep manufacturing ice for years.

### Ice Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 825 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Piercing (18-20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Compressed Gas Canister (Weighs 1/10 pound, costs 5 units, holds enough gas for 40 shots), spare water reservoir (weighs 1/10 pound, costs 5 Units), Scope (1/2 lb, costs 150 units, reduces Range Increment by one)

**Description:** A long, lightweight rifle with a distinctive streamlined look. Made almost entirely of plastic, it is easy to carry despite its length.

This weapon is powered by compressed gas and shoots spikes of superchilled ice. The gun doesn't have much range but it makes up for this flaw with a number of advantages. It leaves no traceable material in the wound and it produces no energy or chemical signature that sensors (or for that matter forensic science) can pick up. It is nearly silent, has little recoil and requires no ammunition but water and compressed air canisters.

The gas canister slots into the unit above the stock, and holds enough air to unload the whole magazine. A larger plastic tank of water rests in front of it, horizontally over the firing chamber. To reload, detach the empty water reservoir, refill it and snap it back into place along with a new gas canister.

It is actually possible to reload a gas canister five or six times before it gives out--there is a hand-pump under the barrel which looks a like the slide on a pump-action shotgun. Most users prefer to get a new canister if at all possible, since it takes half an hour of laborious effort to pump one back up.

A tiny fuel cell in the stock runs the freezing process, and can keep manufacturing ice for years.

## Miscellaneous Futuristic Ranged Weapons

In this category we have lumped random implements of mayhem that we weren't smart enough to figure out a category for. They're organized in roughly by type (buzzsaw gun next to buzzsaw cannon, etc.) but the only thing they really have in common is that they hurt stuff at a distance.

### Action at-a Distance Gauntlet

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units

**Tentative Purchase DC:** 15 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4 Bludgeoning (20 x2) plus the wielder's

strength bonus (please note that the gauntlet effectively enhances their Strength by +3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 15

**Description:** A large metal gauntlet, covered with wires and circuitry. It uses a sophisticated system of miniature tractor beams to manipulate objects at a distance. You can use it to perform any task that you could usually do with your hand in a sixty foot radius.

You can use it to wield a weapon, to perform manual skills, tweak the noses of people you don't like, etc. If you use it to carry an object, you can move the object up to 30 ft per round.

You can suddenly stop one task and use the gauntlet on something else anywhere in its radius, without having to move the invisible hand over there. This does however require you to drop whatever you were holding at the time.

You can't feel pain or temperature through the gauntlet, but otherwise it's as sensitive as your actual hand. The force-projection is a little stronger than your hand (+3 Strength) but not too much--that would spoil its sensitivity.

It takes a full round to replace the device's energy cell, which isn't compatible with most energy weapons.

### Action-at a Distance Katar

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 550 Units

**Tentative Purchase DC:** 16 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+1 Piercing (20 x3)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A wide, heavy punch-dagger, with a miniature tractor beam unit built into the blade. You use it like a normal punch dagger, but whenever you lunge forward with it and squeeze the handle at the same time, it fires an invisible pressor beam which conveys the shock of the impact to any target up to twenty feet away. It does no more damage than an ordinary katar, but works at range. It also scares the bejeezus out of low tech opponents (or else enrages them).

### Anti-Floral Thanatizer

**Size:** Huge (impossible to conceal)

**Cost:** 2,500 Units

**Tentative Purchase DC:** 21 (often unavailable)

**Required Proficiency:** Exotic Weapons--Ranged

**Handed:** Requires 2 hands to use

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Does 6d10 damage to any plant life or

objects made from plant matter (wood, cotton, etc.) in a 30 foot cone. See description for more details

**Weight:** 15 pounds

**Armor Class:** 7

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 16

**Special:** Affects everything in a 40 foot cone

**Accessories:** Energy Cell (1/2 pound, costs 10 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** This weapon emits a cone-shaped energy field that disrupts the subtle electrochemical processes of plant life. Plants are more biochemically complex than animals, and while they are in some respects stronger and hardier, there are elements of their metabolism that are much easier to disrupt.

Any plant life caught in the weapon's forty-foot cone of effect takes a truly staggering amount of damage. If for some reason the target is capable of motion under its own power and actually has a Dexterity score, a Reflexes Saving Throw vs. DC 20 will halve the damage.

At very close range, the beam will damage animal tissue as well, although not as badly. Any living animal standing less than ten feet from the weapon's emitter nozzle, inside its cone of effect, will take 3d4 Radiation damage per round. A Reflexes Saving Throw vs. DC15 reduces this damage by half.

Only a civilization menaced by some form of malignant plant life would be likely to bother investing the time and expense of developing a weapon like this one. Perhaps a very rich, bored culture might as well, or perhaps someone with a need for it could have it custom-made. It is both bulky and delicate, but at least it runs on standard power cells and takes only a Standard Action to reload.

### Box Full of Death

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (usually illegal)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** 100 feet (Gamma Ray Laser), 50 feet (Micromissile)

**"To Hit" Bonus:** --

**Magazine:** 100

**Rate of Fire:** Two attacks per round

**Damage:** See description

**Weight:** 5 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 15

**DC required to break this item with a Strength**

**Roll:** 22

**Description:** A metal box with a built in gamma-ray laser that fires invisibly and inaudibly through its

sides. Once activated, it will shoot at moving heat source bigger than a cat within 100 feet, doing 4d8 damage (19-20 x3).

It can be set to recognize a particular radio, microwave or tachyon signal. It can also be set to recognize verbal passwords or even gestures, but it isn't as good at this (give it the password and there is a 15% chance that it will get confused and shoot you anyway). When you turn the box on, you can set it to either become active immediately or to wait for up to fifteen rounds.

It is powered by a set of three standard power cells, each of which holds fifty charges. It takes a standard action to replace each one, but make sure you give the signal first. The box will do 3d6 electrical damage to any unauthorized person who touches it (this uses one charge).

If the box senses the approach of a large vehicle, it will pop open and fire an armor-piercing micromissile at it. This does 8d6 damage and ignores up to ten points of Hardness. The box has only has three missiles. They can be fired all at once or one at a time, depending on how many vehicles are approaching. Each missile takes a full round to replace.

### **Buzzsaw Gun**

**Size:** Huge (Impossible to conceal)

**Cost:** 1,200 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d10 Slashing (17-20 x3)

**Weight:** 14 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Special:** This weapon is capable of Autofire. It can target a 10-foot-by-10-foot area. The targeted area has an effective Defense of 10. If the attack succeeds, every target within the affected area must make a Reflex save (DC 15) or take the weapon's damage. Autofire uses up 10 of the weapon's blades, and can only be used if the gun has 10 blades left in it.

This is also a Vorpal weapon. On a critical hit, it will sever the target's head from their body. This does not work on creatures that do not have heads, and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off (robots, for example, or certain types of plant-creature).

**Accessories:** Buzzsaw Blades (pack of 10 weighs 1/2 pound, costs 10 units)

**Description:** A wide-mouthed, shoulder mounted weapon about the size of a missile launcher, shaped

like a rifle. It's not a long weapon but it's bulky and really should only be fired from the shoulder. It launches a stream of spinning buzzsaw blades at subsonic speed, and so does a huge amount of damage without making much noise. Not too effective at long range. It is also, as you may have noticed, rather silly. When you see someone carrying this gun, it is a good indication that they have some pretty serious issues (and that this would be the wrong time to discuss them).

### **Chain Sweeper Gun**

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Exotic Weapons-Range

**Handed:** Requires 2 hands to use

**Range Increment:** This is an area effect weapon and doesn't have a Range Increment as such.

**“To Hit” Bonus:** --

**Magazine:** 3

**Rate of Fire:** Once per round

**Damage:** See description

**Weight:** 15 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 16

**Special:** Affects an area twenty feet wide by eighty feet long. Anything caught in the swath must make a Reflexes Saving Throw vs. DC 25 or they will take 4d10 Slashing damage (17-20 x3). If they make the Saving Throw they avoid taking any damage, and don't suffer the effects of a critical hit. Roll to hit anyone in the target area, purely for the purpose of determining whether or not they have taken a critical hit.

This is also an Improved Vorpal Weapon. On a critical hit, this weapon will sever the target's head from their body. If the target does not have a head, or suffers no particular ill effect from having their head cut off, the chain has instead cut them into two or more pieces. There may still be a few creatures (totally amorphous beings, for example) who can survive this, at the DM's discretion.

**Accessories:** Chain-Load (Weighs 1/2 pound, costs 1 unit per round)

**Description:** A short, wide-mouthed weapon that resembles a small missile launcher, but is closed at the back. It fires special shaped-charge wads of explosive, with a weighted chain coiled up inside. When the weapon is fired, the chain unfurls and sweeps down the battlefield, doing horrendous damage to anything caught in its twenty-foot wide path. The gun breaks open to reload like an enormous shotgun. It takes a full round to take it off your shoulder, break it open, spray the inside with a frigid gas to cool it down and slip in another oversized load, so the weapon can effectively be fired only once every other round.

### **Buzzsaw Cannon**

**Size:** Huge (impossible to conceal)

**Cost:** 12,000 Units

**Tentative Purchase DC:** 26 (usually illegal)

**Required Proficiency:** Exotic Weapons--Ranged

**Handed:** Mounted weapon, too heavy to fire by hand

**"To Hit" Bonus:** --

**Magazine:** 1

**Rate of Fire:** Once per round

**Damage:** 10d6 Slashing to anything in a 75 foot cone.

Ignores 6 points of Hardness or Damage Resistance.

Anyone caught in its cone of effect can make a Reflexes Saving Throw vs. DC 25 to take half damage.

**Weight:** 1,000 pounds

**Armor Class:** 0

**Hardness:** 10

**Hit Points:** 40

**DC required to break this item with a Strength**

**Roll:** 19 (to disable with a skill roll--it's the DM's choice as to which one applies)

**Accessories:** Specially made shells (Weigh 5 pounds and cost 40 Units, each)

**Description:** Some maniacal space-barbarian's idea of a good time, this unlikely weapon shoots a stream of whirling buzzsaw blades at the target. Bigger than a heavy machine gun, smaller than a cannon, it's usually seen mounted on a vehicle or towed along behind one on a caisson.

The blades actually come pre-packed with their own shaped-charge propellant. It takes a full round to clean out the gun's breech and drop another shell inside.

It's hard to tell who would manufacture a device like this--it's expensive to produce, difficult to maintain, has a lot of complicated components and wastes much of its energy getting the blades to spin as they come out of the muzzle. It also doesn't have much range. Then again, there may be societies where orphanages use them to prevent escapes, or where they can be found in a typical family's garage next to the unused exercise equipment and the armored war-truck.

### **Razorgun**

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Slashing (17-20 x3)

**Weight:** 12 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 16

**Special:** Improved Vorpal Weapon. On a critical hit, this weapon will sever the target's head from their body. If the target does not have a head, or suffers no particular ill effect from having their head cut off, the flying monowire has instead cut them into multiple pieces. There may still be a few creatures (totally amorphous beings, for example) who can survive this, at the DM's discretion.

**Accessories:** Monofilament Rounds (Weighs 1/20 pound, Costs 5 Units, per round)

**Description:** A two-handed, chunky carbine, which spits out wads of tangled monofilament wire. These hypersharp strands are only one molecule thick, capable of cutting through nearly anything. When shot out of a gun at supersonic speed their slicing power is multiplied enormously, but they don't have a lot of range. The gun is difficult to load and it takes a full round to switch out the magazine.

### **Razor Cannon**

**Size:** Huge (impossible to conceal)

**Cost:** 14,000 Units

**Tentative Purchase DC:** 27 (usually illegal)

**Required Proficiency:** Exotic Weapons--Ranged

**Handed:** Mounted weapon, too heavy to fire by hand

**"To Hit" Bonus:** --

**Magazine:** 1

**Rate of Fire:** Once per round

**Damage:** 12d6 Slashing to everything in a 50 foot cone. Anyone caught in its cone of effect can make a Reflexes Saving Throw vs. DC 20 to take half damage. Any target with 6 or more points of Damage Resistance gets a +5 bonus to their Saving Throw.

**Weight:** 750 pounds

**Armor Class:** 0

**Hardness:** 10

**Hit Points:** 50

**DC required to break this item with a Strength**

**Roll:** 20 (to disable with a skill roll--it's the DM's choice as to which one applies)

**Accessories:** Specially made shells (Weigh 6 pounds and cost 35 Units, each)

**Description:** An ugly weapon of terror that launches a cone-shaped stream of rectangular metal blades, slicing and mangling everything in its path. It's a little like a huge, evil shotgun that fires razor blades instead of pellets. It uses giant blocks of caseless ammunition, which look like big square shotgun shells. Each block contains hundreds of blades, carefully placed so as to fly in the correct pattern to wreak maximum havoc on soft and fleshy targets. Expensive, heavy, prone to malfunctions and useless against armor, the only real function of a Razor Cannon is to terrorize civilians. One of this weapon's few redeeming features is the fact that it can be reloaded very fast. It takes only a Standard Action to drop a stack of five blocks into the ammo hopper. The shells aren't compatible with any other artillery.

### **Steam Gun, Backpack-Mounted**

**Size:** Huge (Impossible to conceal)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Magazine:** 40

**Rate of Fire:** Once per round

**Damage:** 3d6 Heat (20 x2)

**Weight:** 10 pounds (55 with backpack)

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 17

**Special:** Can either be used against a single target or be played across an entire ten-foot square, like an autofire weapon, at a cost of three charges. The target square has an effective AC of 10. Anyone caught in the area of effect can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Accessories:** Backpack reservoir (1 lb, costs 15 units), Energy Cell (1/2 pound, costs 10 units, good for 75 shots before it has to be replaced)

**Description:** Combat inside spacecraft is a tricky business. You need to kill the enemy, but can't afford to puncture the hull of the craft. Flamers are one solution to the problem, but there are situations where an open flame inside a spacecraft is at least as bad as punching a hole in the hull. One solution is the pressurized steam-gun. It shoots a jet of superheated water, doing nearly as much damage as a flamer, but without running any risk of setting things on fire. As an added bonus, it neatly cooks the flesh off the target's bones, but leaves most of their gear intact. This is a large, two-handed model with a backpack reservoir. It's about the same size as a flamethrower.

### **Steam Gun, Two Handed**

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 10 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** 2d6 Heat (20 x2)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 16

**Special:** Can either be used against a single target or

be played across an entire ten-foot square, like an autofire weapon, at a cost of three charges. The target square has an effective AC of 10. Anyone caught in the area of effect can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Accessories:** Spare water reservoir (weighs 1/10 pound, costs 5 Units), Energy Cell (1/2 pound, costs 10 units, good for 75 shots before it has to be replaced)

**Description:** A short-range weapon, about the size and shape of a chunky plastic shotgun. It has a pistolgrip instead of a stock, since it produces very little kickback. A long, bulletproof plastic bottle runs along the top, over where the firing mechanism would be on a conventional slug-throwing weapon. The barrel is short and wide, but ends in an odd, stubby nozzle. Used mainly by boarding parties and spaceship security officers, this gun shoots a highly compressed jet of superheated steam. It works like a flamethrower without the flame and does minimal damage to equipment.

### **Steam Pistol**

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 900 Units

**Tentative Purchase DC:** 17 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**“To Hit” Bonus:** --

**Magazine:** 10

**Rate of Fire:** Once per round

**Damage:** 1d6+2 Heat (20 x2)

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 14

**Special:** Can either be used against a single target or be played across an entire ten-foot square, like an autofire weapon, at a cost of three charges. The target square has an effective AC of 10. Anyone caught in the area of effect can make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Accessories:** Spare water reservoir (weighs 1/10 pound, costs 5 Units), Energy Cell (1/2 pound, costs 10 units, good for 75 shots before it has to be replaced), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** A short-range pistol which fires a jet of superheated steam. This weapon was designed specifically to repel boarding parties and is issued mainly to pilots and other non-security personnel to defend their posts if need be. It isn't much use in a vacuum, but in the enclosed environment of a spacecraft it is extremely effective, as it does relatively little damage to equipment and won't punch a hole in the hull. The gun itself is smaller than a laser pistol, with a tank of water resting horizontally over the barrel. It takes a standard action to replace the plastic



water bottle, provided that you already have one filled and ready.

### Laser Sphere Protection Unit

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 800 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Simple

**Handed:** Requires 0 hands to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** 1d10 Heat (20 x2)

**Weight:** 1 pound per sphere (5 spheres in total)

**Armor Class:** 9 at rest, 15 when active.

**Hardness:** 5

**Hit Points:** 2 per Sphere

**DC required to break this item with a Strength**

**Roll:** 14 per Sphere

**Accessories:** Carrying case (5 pounds, costs 50 units, AC 10, Hardness 3)

**Description:** In the field of weapons design, there is often a fine line between the visionary and the silly. Sometimes you find a weapon that straddles the line. This peculiar device is usually found as a prototype, or in use against opponents who haven't yet developed energy weapons. It consists of five metal anti-gravity globes, each with a laser weapon mounted on board. When activated, they whirl around the user and shoot down incoming projectiles. This gives the user a +10 to their Armor Class, only vs. projectile weapons.

As a defensive device it has three serious flaws. First, it offers no protection against energy weapons. Second, it doesn't recognize anything slower than an arrow as an attack. Thrown rocks, hurled grenades, boomerangs and flying anti-gravity weapons all pass straight through it. Third and most grievously, it will destroy an incoming rocket or shell at a range of twenty feet from the user, which can be awkward if the incoming weapon's blast radius is larger than that.

In addition to its defensive capacities, the device can be ordered to attack a target within 40 feet with its lasers. All five beams will focus on the target, but they fire individually, effectively making 5 separate 1d4 attacks in a single round. Their attack bonus is +4.

### Energy Lash

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 350 Units

**Tentative Purchase DC:** 14 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** n/a (Maximum range of 30 feet, accuracy does not diminish out to that range)

**“To Hit” Bonus:** +3

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Weird Energy

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 7 (This applies only to the haft--the blade is not a physical object and cannot be physically attacked)

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 18

**Special:** Ignores armor, makes a Ranged Touch Attack. Can do either normal or Nonlethal Damage.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** It looks like a coiling, whirling rope made of light, which continually twists and lashes a few inches above its control rod. When activated, the lash streaks out, hits the target with a jolt of energy and jumps back into position over the control unit. This is not a subtle weapon and while it is small enough to conceal on your person it is sure to attract a lot of attention once you start using it. Of course it's even more conspicuous in the dark. As strange a weapon as the energy lash is, it still runs on standard power cells. It takes a standard action to replace a spent cell.



### General Weapon System Mark 183

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,100 Units

**Tentative Purchase DC:** 18 (usually restricted to military use)

**Required Proficiency:** Slugthrower Weapons and Energy Weapons (the operator needs both)

**Handed:** Requires 1 hand to use

**Range Increment:** 20 ft (Shotgun), 70 ft (Particle Accelerator), 30 ft (Micro-Missiles), 40 ft (Grenade Launcher), 100 ft (laser)

**“To Hit” Bonus:** --

**Magazine:** See description

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Shotgun does 4d6 Piercing (18-20 x3)

Particle Accelerator does 2d10 Radiation (20 x3)

Micromissiles do 3d6 Bludgeoning damage to anything in a 5 foot radius (a Reflexes Saving Throw vs. DC 15 allows the target to take half damage)

Grenades do 4d6 Piercing in a 10 foot radius (a Reflexes Saving Throw vs. DC 18 allows the target to take half damage)

Laser does 2d10 Heat (20 x3).

Tanglewebs make a ranged touch attack, ignoring armor. Anyone caught by the Tangleweb suffers a -2 penalty on all attacks, has their Dexterity effectively

reduced by 4, and moves at half speed. To free themselves, they must take a full action and make either an Escape Artist roll vs. DC 20 or rip their way loose by making a Strength check vs. DC 25.

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Tangleweb Load (Weighs 1/2 pound, costs 300 Units), Shotgun Shells (1/4 of a pound, cost 20 Units for a box of 50), Grenades (Weigh 1 pound and cost 500 Units each), Micro-Missiles (Weigh 1/10 pound each, cost 50 Units), Scope and targeting system are already built into the weapon, and taken into account in its Range Modifier

**Description:** A heavy plastic pod which covers the user's entire forearm. The front of the pod opens up to display a formidable array of weapons. There is a micromissile launcher with slots for five rockets (we've loaded this one with concussion warheads but of course you can use whatever rockets the DM makes available), a shotgun with a 5-round magazine, a one-shot tangleweb launcher, a grenade launcher with room for three grenades (we assumed you'd want Fragmentation but as with the wrist rockets, listen to your heart and select whatever you like), a 2d10 particle beam and a 2d10 laser, which share a 60-shot magazine between them

The energy weapons run on the same power cell, which takes a Standard Action to reload. Each of the other weapon systems takes a Standard Action to reload individually, except for the wrist-rockets, which take a Standard Action per rocket.

### General Weapon System Mark 490

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 2,000 Units

**Tentative Purchase DC:** 20 (usually restricted to military use)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 130 ft (X-Ray Laser), 10 ft (Antimatter Gun), 60 ft (Plasma Gun), 50 ft (Armor-Piercing Force Bolt), 20 ft (Stun Ray)

**"To Hit" Bonus:** --

**Magazine:** 75 Charges. The X-Ray Laser and Stun Ray use one charge each, the Antimatter Gun and Armor-Piercing Force Bolt use two charges each and the Plasma Gun uses three charges.

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** X-Ray Laser does 3d10+3 Heat (18-20 x3)

Antimatter Gun does 6d10 Weird Energy (20 x2)

Plasma Gun does 8d6 Heat damage to anything in a 5 foot radius (a Reflexes Saving Throw vs. DC 20 allows the target to take half damage)

Armor-Piercing Force Bolt does 6d4 Piercing (20 x3)

with an extra 4d4 to targets with more than 8 points of Hardness, and ignores up to 10 points of Damage Resistance.

The Stun Ray makes a ranged touch attack and forces the target to make a Willpower Saving Throw vs. DC 20 or fall unconscious for 2d10 minutes.

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 6

**Hit Points:** 7

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope and targeting system are already built into the weapon, and taken into account in its Range Modifier

**Description:** A much more advanced General Weapon Pod than the 183. Like its predecessor, it looks like a plastic pod that covers the user's forearm. When the weapon is armed, a targeting display pops up on the user's visual field (no goggles or scopes are required—the weapon beams the signal directly into the user's brain) and the front of the pod morphs into a gun barrel.

It can fire a long-range x-ray laser, a short range burst of antimatter particles, a wad of superheated plasma that does damage to everything in a 5 foot radius, an armour-piercing bolt of force, or an electromagnetic pulse that disrupts the target's central nervous system, putting them harmlessly to sleep.

Each weapon function draws on the same power cell. The power cell is interchangeable with most other energy weapons from the same period and takes a Standard Action to reload.



### Generic Ray Gun

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 850 Units

**Tentative Purchase DC:** 17

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d10 Weird Energy (19-20 x3)

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 10

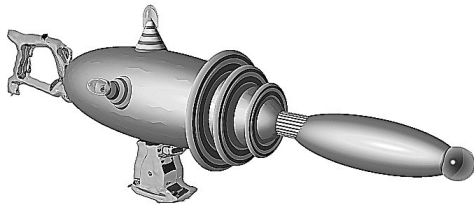
**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units),

Holster (costs 20 Units, weighs 1/2 pound)

**Description:** A small, bulbous hand gun, which appears to be made from cheaply stamped metal. It looks very 1950s and is usually found in the hands of sinister little green aliens with enormous heads, who fly around in saucers and try to conquer Mankind for the sheer twisted heck of it. Cringe, puny Earthling, before the might of my Generic Ray Gun!



### Generic Ray-Gun Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Weird Energy (19-20 x3)

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A bigger, two-handed version of the generic ray-gun, favored by hulking space-henchmen with vocabularies limited to the word "Rrr!"

### Generic Ray Cannon

**Size:** Huge (Impossible to conceal)

**Cost:** 30,000 Units

**Tentative Purchase DC:** 30 (usually restricted to military use)

**Required Proficiency:** Exotic Weapons--Ranged

**Handed:** Weapon must be fired from a mount

**Range Increment:** 300 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** 10d10 Weird Energy

**Weight:** 2 tons

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 65

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the “Repair” skill, although this of course is up to the DM)

**Description:** Once the little green men get tired of being punched out by square-jawed Earthmen, they invariably resort to this huge, evil, pulsing weapon (for all the good it ever seems to do them). Generic Ray Cannons tend to look a little like huge Art Deco dental X-Ray machines, with big nasty reflectors around the glowing red emitter knob.

### Immuno-Disrupter Gun

**Size:** Large (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 4,000 Units

**Tentative Purchase DC:** 23 (usually illegal)

**Required Proficiency:** Exotic Weapons--Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** Special--see description

**Weight:** 10 pounds

**Armor Class:** 8

**Hardness:** 3

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A silent radiation pulse weapon designed specifically to wreck the target's immune system. This is a cruel but cunning weapon of assassination as it tends to make the target's death look like natural causes.

The gun is as small and unobtrusive as it can possibly be made, but it's still bulky, awkwardly shaped and difficult to conceal. Yet it makes no sound, produces no flash, and can't even be felt by the target.

Any human being or other earth-mammal struck by the beam must make a Fortitude Saving Throw vs. DC 35. If they fail, they now have a permanent -12 penalty on any Fortitude Saving Throw to resist disease. Other saving throws are not affected.

Most aliens don't react the same way to this weapon, and instead take 1d4 damage when hit with the beam. Unlike human targets, they will most definitely know that they have been shot. Robots aren't affected at all.

The weapon is powered by a standard energy cell and isn't really made for rapid reloading. It takes a full round to replace a spent cell.

### Metabolic Interference Ray

**Size:** Huge (impossible to conceal)

**Cost:** 5,000 Units

**Tentative Purchase DC:** 23 (often unavailable)

**Required Proficiency:** Exotic Weapons--Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** Once per round

**Damage:** If hit by the beam, the target must make a Fortitude Saving Throw vs. DC 30 or lose the ability to metabolize food. They will slowly starve to death no matter how much they eat. See description for more details.

**Weight:** 18 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** A horrendous weapon, illegal almost everywhere, which most nations will deny manufacturing. Clumsy, loud, heavy and fragile, it doesn't have a lot of range and it won't kill the target dead in its tracks but this is still a greatly feared device.

It subtly alters the target's biochemistry, so that they can no longer metabolize food. Apply the standard rules for starvation. Water will still nourish them, they aren't dying of thirst, but even intravenous nutrient injections will do them no good at all.

At the DM's discretion there may be some incredibly advanced, exotic technique that can cure the ray's effects, but this should be exceedingly rare and/or expensive if it exists at all. It is much easier to do this kind of damage than to reverse it.

The gun itself looks a bit like an old movie camera without any film reels, or a dental x-ray machine. It runs on special, oversized power cells like the type used for heavy energy weapons. The battery case is usually bolted shut and takes a full round to reload.



### The Master's Rod

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 2,000 Units (usually not for sale to anyone but the Cruel Alien Overlords or perhaps the police)

**Tentative Purchase DC:** 20 (Often Unavailable)

**Required Proficiency:** Exotic Weapons. Melee

**Handed:** Requires 1 hand to use

**"To Hit" Bonus:** +2

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Power-Enhanced Blow (melee attack, drains 1 charge) 2d6 Bludgeoning (20 x2), Hot Probe of Inquiry (melee attack, drains 1 charge) 1d6 piercing (20 x3) and 1d4 heat, Agony Ray (10 foot range increment, drains 2 charges) 3d6 Nonlethal (and forces

the target to make a Fortitude Saving Throw vs. DC 20 or be Stunned for one round), Punishment Bolt (30 foot range increment, drains 2 charges) 2d6 electrical (20 x2), Anti-Robot Field (30 foot cone-shaped attack, drains 3 charges) 1d6 electrical (20 x2) to living targets and 6d6 damage to sentient machines.

**Weight:** 7 pounds

**Armor Class:** 5

**Hardness:** 14

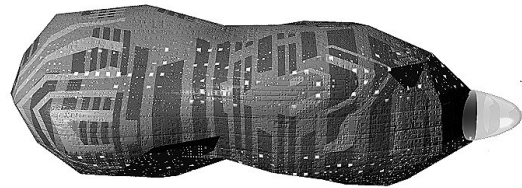
**Hit Points:** 15

**DC required to break this item with a Strength Roll:** 20

**Special:** For a cost of one charge per round, the Rod can generate a Repulsion Screen which gives the wielder +4 to their Armor Class. The wielder can also use the staff to fly at a rate of 40 feet per round (Maneuverability Good). It costs 1 charge per round of flight.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A personal weapon used by elite honor guards or perhaps by the ruling class of violence-oriented cultures. This long metal staff is packed with weapon systems. It also holds a small onboard anti-gravity generator which can lift about four hundred pounds, enabling the user to fly for short periods. Its power cell slots into a hidden compartment in the middle of the staff. It takes a Standard Action to reload.



### Universal Energy Tool

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 950 Units

**Tentative Purchase DC:** 18 (Often Unavailable)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Variable, See description

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 6

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Holster (costs 20 Units, weighs 1/2 pound), Energy Cell (1/2 pound, costs 10 units)

**Description:** The favorite weapon of Hyper-



Advanced Utopian Star Confederations, the Universal Energy Tool has a little of everything. It can be set to do between 1 and 10d6 normal or nonlethal damage. Anything destroyed by the tool in a single blast vanishes in a burst of light. It looks not unlike a small cordless electric razor. Officially used for welding, starting campfires and so forth. Alas, more than one first contact team has found itself using the Universal Energy Tool in a very different manner. We come in peace. Set Universal Energy Tools to "Kill!"

### Energy Rocks

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 50 Units per rock (not usually for sale-- sometimes found lying around for free)

**Tentative Purchase DC:** 7 (Often Unavailable)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 ft if thrown, possibly more if launched from a weapon

**"To Hit" Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Bludgeoning (20 x2) to the target, 2d6 to everything in a 5 foot radius of the target (a Reflexes Saving Throw vs. DC 15 allows anyone caught in the blast radius to take half damage)

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 20

**Description:** Sometimes in four-color space-opera campaigns you may encounter planets with weird rocks or glowing crystals lying around, which blow up when hucked at things. While this may seem silly to some of us, who am I to deny you the pleasure of having them in your campaign? Whether chucked by hand or flung with a slingshot, they're sure to be an unwelcome surprise to the Bug-Eyed Monster of your choice.

## Weird Science

Now we enter the strange and shabby realm of Weird Science. It's a pulp-novel, midnight movie kind of place, filled with the broken artifacts of nameless civilizations and the twisted fruits of science gone horribly wrong. Here alien invaders almost always seem to arrive in spacecraft shaped like hubcaps and scientists have names like "Doctor Murder, MD."

Space Opera at best, most of the devices found in this section would be out of place in any kind of Hard Science Fiction campaign (you might just barely be able to squeak one past as psi-technology or an alien relic so advanced that our puny minds can't comprehend it). Players really will try to call you on a device that's too obviously silly for a given campaign, so choose from this list with care.

### Hypno-Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 20,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** Affects everything in a 40 foot cone, and does not have a Range Increment as such.

**"To Hit" Bonus:** --

**Magazine:** 70

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 50 pounds

**Armor Class:** 3

**Hardness:** 1

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 12 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Accessories:** Heavy Energy Cell (Weights 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** A large device (much too big and bulky to use as a hand-weapon) which doesn't really resemble a gun. It has a huge spinning disk with the image of a spiral on it. When in use it makes an eerie ululating wail that is instantly distinctive to anyone who has heard it before.

It affects a 40 foot cone-shaped area. Anyone caught in the cone must make a Willpower Saving Throw vs. DC 20 or fall under the ray's effect and become hypnotized. The weapon's user can influence a hypnotized character's actions by verbally suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a



manner as to make the activity sound reasonable. They can specify conditions that will trigger the action. There is no specific time limit to the ray's effect--it ends when the subject finishes what they were asked to do. A very reasonable suggestion causes the save to be made at a penalty (of no more than -2) at the DM's discretion.

The device either runs on house current, or has a huge energy cell of the type used to power vehicles. If it has a portable energy supply, the battery takes a full round to replace.

A prototype, covered with cables and improvised components, this is rarely a mobile weapon. If it is mobile, it's much more likely to be lashed to the back of a flatbed truck than mounted on a tank.

### **Pocket Hypno-Ray**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 45,000 Units (Almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 60

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 0

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 13

**Accessories:** Home-made energy cell (weighs 1 pound, costs 10 Units to make in a private workshop, not compatible with other weapons, takes a full round to reload)

**Description:** A short but bulky pistol-like weapon. Where you would expect to see a barrel, it has a large white disk, painted with a spiral. Pull the trigger and the spiral begins to spin, while the device emits a weird high ululation. Anyone caught in its 25-foot cone of effect must make Willpower Saving Throw vs. DC 20 or be hypnotized.

The ray's user can influence a hypnotized subject's actions by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. The user can specify conditions that will trigger the action. The effect ends when the subject finishes what they were asked to do. A very reasonable suggestion causes the save to be made with a penalty (of no more than -2) at the DM's discretion.

This device does not need to be produced in pistol form and could just as easily be set in an oversized pocket watch or in the middle of a large top hat.

It uses a homemade battery which isn't compatible

with anything else and takes a full round to replace.

### **Flesh-Warping Ray**

**Size:** Huge (Impossible to conceal)

**Cost:** 30,000 Units (Almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 75 or unlimited (See description)

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 85 pounds

**Armor Class:** 5

**Hardness:** 2

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** A fiendish product of the worst kind of mad science. The flesh-warping ray turns its victims into grotesquely distorted piles of meat.

The ray's effects are foul in the extreme. Their flesh puckers, bubbles and warps (if they make their saving throw it snaps back to normal before the change becomes permanent). Limbs twist in on themselves, bones bend in impossible ways, teeth sprout out of places where no teeth belong.

Anyone unlucky enough to be hit by the beam must make a Fortitude Saving Throw vs. DC 20 or lose 4d10 hit points, 1d6 Charisma and a point of Constitution. Damage Resistance does not offer any protection against these effects. Even if they make the Saving Throw they take 2d6 Nonlethal Damage and 1d6 normal damage from the effect of having their veins and organs momentarily twisted around like balloon animals.

The ray itself is big and bulbous, with a weirdly short, narrow barrel for its size. It is impossible to use as a hand-weapon. Evil geniuses like to keep them on swivel mounts, the better to point them at helpless prisoners and cackle wickedly about it.

The beam is a brilliant white, too bright to look at, and makes a great deal of noise. When they fire one of these machines up, you'll know something awful is happening!

It runs either on some massive external generator or on a set of three oversized power cells, which take a full round to replace. Robots are completely unaffected by this weapon, to their enormous relief.

### Pocket Flesh-Warping Ray

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 60,000 Units (Almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

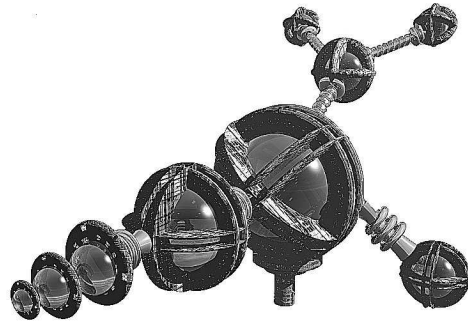
**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** Not a very discreet weapon, a flesh-warping ray makes a bright flash and a thunderous noise. And then of course there are the ray's effects. The target's body twists and distorts like a cartoon character, veins bursting, bones running like candle wax, flesh blossoming with mutant growths.

Anyone unlucky enough to be hit by the beam must make a Fortitude Saving Throw vs. DC 20 or lose 3d10 hit points, 1d3 Charisma and a point of Constitution. If they make the Saving Throw they still take 2d6 Nonlethal Damage and 1d6 normal damage from having their innards briefly crumpled up like a paper bag. Damage Resistance is useless against the ray's effects.

Although the ray is clearly a prototype and too strangely shaped to fit in a standard holster, it runs on a standard power cell, compatible with most other energy weapons from the same period. The energy cell is bolted into the frame at an awkward angle, and takes a full round to replace.

It is of course entirely up to the DM as to whether or not futuristic medical science can repair the damage to the target's Constitution and Charisma, but as a general rule it should be difficult. This is an unusual weapon, with unfamiliar effects.



### Flesh-Melting Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 35,000 Units (Almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** This is a cone-effect weapon and doesn't have a Range Increment as such.

**"To Hit" Bonus:** Anyone with a Strength of less than 16 will suffer a -2 penalty.

**Magazine:** 40

**Rate of Fire:** Once per round

**Damage:** 10d6 Weird Energy (No critical hits) to every living target in a 35 foot cone. Only affects living tissue. A Reflexes Saving Throw vs. DC 20 allows a target to take half damage.

**Weight:** 18 pounds

**Armor Class:** 5

**Hardness:** 3

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload), Tripod Mount (Weighs 4 pounds, Costs 100 units)

**Description:** A large, heavy weapon which resembles a series of glass balls, half-filled with weirdly colored liquids, connected together with gold and bronze pipes. It is possible but difficult for a single person to carry and fire it. The gun is usually seen attached to a swivel-mount.

It fires a red cone-shaped beam which liquifies any living flesh in its path. The ray has no effect on anything but living tissue, and will leave a pile of teeth and hair on top of the target's empty clothes. If someone survives an attack by a flesh-melter ray, their wounds are utterly disinctive (they appear to have been melted like a candle).

The colored liquids can only be replaced by the unfathomable processes of Wierd Science, but the device draws its electrical power from an oversized energy cell, interchangeable with the ones used to run other large energy weapons.

This device is vulnerable to attacks that do extra

damage to glass or crystalline materials.

### Pocket Flesh-Melting Ray

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 70,000 Units (Almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d6 Weird Energy (No critical hits), only affects living tissue

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Special:** Only damages living flesh.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A short but heavy pistol that resembles a series of glass balls, half-filled with weirdly colored liquids, connected together with gold and bronze pipes. It fires a red beam which liquifies living flesh. The ray has no effect on anything but living tissue. Even a sheet of paper will completely block its effect. It's shape is odd enough that you can't really construct a holster for it.

### Metal-Melting Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 25,000 Units (Almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** This is a cone-effect weapon and doesn't have a Range Increment as such.

**“To Hit” Bonus:** Anyone with a Strength of less than 15 suffers a -4 penalty if they use the weapon without a mount.

**Magazine:** 50 (25 per energy cell)

**Rate of Fire:** Once per round

**Damage:** 6d10 Weird Energy. Affects a 50 foot cone. Ignores up to 15 points of Hardness. Only damages objects made of metal.

**Weight:** 38 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 17

**Accessories:** 2 Heavy Energy Cells (weigh 1 pound and cost 25 units each), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload), Tripod Mount (Weighs 5 pounds, Costs 110 units)

**Description:** A big weird ray-gun with a strangely organic, half-melted look. It appears to be composed entirely of plastics. This gun is too large for most people to use without a tripod.

The ray runs on standard power cells (or can be easily adapted to them with an easy skill roll at the DM's discretion). It seems to have been designed by either some utterly alien intelligence or a raving lunatic, and is really awkward to reload. It holds two power cells and it takes a full round to replace either one of them.

It's effects are as spectacular as its science is wonky. Anything made of metal caught in the cone-shaped area of attack begins to melt like a candle. If it loses all its hit points it turns into a smooth hard puddle on the ground.

It is important to note that the weapon doesn't melt metal by heating it up--it uses some much stranger and less probable method. Metal affected by this weapon only remains liquid while the ray is actually trained on it. The objects it has melted aren't even warm to the touch when the ray is switched off.

### Pocket Metal-Melting Ray

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 50,000 Units (Almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10 Weird Energy (no Critical Hits).

Ignores up to 15 points of Hardness. Only damages objects made of metal.

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

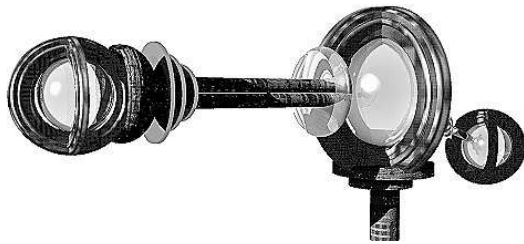
**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** A strange product of pulp-novel pseudo-science, this ray reduces metallic objects to hard, smooth puddles without even heating them up. The debris left by a metal melting ray isn't liquid. The metal appears to run and flow while it is being struck

by the ray but it becomes hard again the instant the ray is shut off.

While the pocket version of this weapon only attacks individual targets, rather than making area attacks, it can still be used to make large holes in metal walls. You can bore a hole up to two feet deep and five feet in diameter for every full round you take and every two charges you expend.

The gun itself is smaller and lighter than most pistols and despite its peculiar design will fit easily into most conventional holsters.



### Debilitation Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 15,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Magazine:** 45

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 42 pounds

**Armor Class:** 5

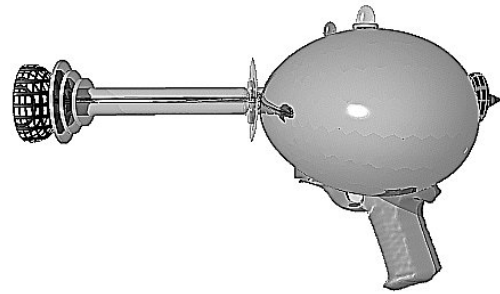
**Hardness:** 6

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload), Tripod Mount (Weighs 4 pounds, Costs 100 units)

**Description:** A bulky, tripod mounted energy weapon. Typical mad-scientist gear, it looks like a half-finished prototype. Anyone struck by it's sickly green ray temporarily loses 3d6 Strength and 2d6 Constitution, down to a minimum of 1 point. A Fortitude Save vs DC 25. reduces the damage to 1d6 from each stat. The lost Strength and Constitution will slowly come back at a rate of one point per every full hour of rest.



### Pocket Debilitation Ray

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 30,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 25

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A hand-held version of the debilitation ray. It resembles a bulbous, chunky pistol and while it is too large to fit in a conventional holster, it can be concealed under a jacket. As with a full-sized Debilitation Ray, anyone struck by the beam temporarily loses 3d6 Strength and 2d6 Constitution, down to a minimum of 1 point. A Fortitude Save vs DC 25 reduces the damage to 1d6 from each stat. The lost Strength and Constitution will slowly come back at a rate of one point per every full hour of rest.

### Life-Essence-Draining Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 60,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires a mount to use effectively

**Range Increment:** 80 feet

**"To Hit" Bonus:** -4 penalty if used without a mount

**Magazine:** 30

**Rate of Fire:** Once per round

**Damage:** The target receives 2d3 negative levels

**Weight:** 33 pounds



**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** A fiendish ray which sucks the life-force out of its target and annoys the Hell out of hard science fiction fans. Found in the ruins of lost civilizations or the labs or drooling madmen, it's pure scientific drivel but an important addition to the DM's arsenal nonetheless.

It's large and heavy weapon, about the size of a squad support gun, like a missile launcher or a heavy blaster. Too bulky to carry conveniently, it's usually seen in fixed positions on a swivel mount. Anyone who fires it without at least propping it across a log will suffer a -4 penalty, even though it produces no recoil.

It runs on an absolutely standard power cell, unless you are using it in a Victorian Science Fantasy game, in which case it has the same number of shots, but is driven by a large galvanic pile, made from sheets of different metals layered together like a sandwich. This power source weighs 10 lbs and costs 12 Pounds Sterling (36 Francs in a Jules Verne game) to replace.

### Life-Essence Transference Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 80,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Weapon must be fired from a mount

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Magazine:** 35

**Rate of Fire:** Once per round

**Damage:** The target receives 1 negative level, while the gun's wielder gains a +1 bonus on all their rolls (up to a maximum of +4). Both effects last for 2d6 minutes.

**Weight:** 27 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** A long, lightweight, sinister looking gun, about the size of a heavy machine gun. Not as

evil as an Evil Ray, this is still one evil ray. It sucks the life essence out of the target and then transfers it into the gun's wielder.

Dear to the hearts of elderly mad professors everywhere, this weapon is most often found pointed at struggling young women strapped to gurneys and etc. It fires a bruise-purple beam and makes a devilish thrumming sound. The victim usually screams and writhes in a way that brings glee to a twisted genius' heart.

There are two basic models of Life Transference Ray. One has a big transparent ball slung under the barrel, which fills up with a swirling blue fluid as the gun accumulates life essence. To gain the benefits of the accumulated energy, the weapon's operator must remove the ball (this takes a Standard Action) and drink the fluid (this takes another Standard Action). There are also Life Transference Rays that directly pump the stolen life-essence into the gun's operator as they fire it, surrounding their body with crackling purple lightning.

Both types are, of course, flatly impossible in the real world, and will make hard science fiction fans snarl with derision. Save this device for science fantasy and/or pulp adventure campaigns.

### Anti-Etheric Ray

**Size:** Huge (impossible to conceal)

**Cost:** 4,000 Units (Almost always a prototype--this is usually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons--Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** Affects everything (provided it's incorporeal) in a 40 foot cone

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special--see description

**Weight:** 20 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** An anti-etheric ray affects only targets that are Ethereal, or otherwise out of phase with normal reality. It does no actual damage to the target, but it forces them to materialize and then make a Fortitude Saving throw vs. DC 18 or be Stunned for 1-3 rounds.

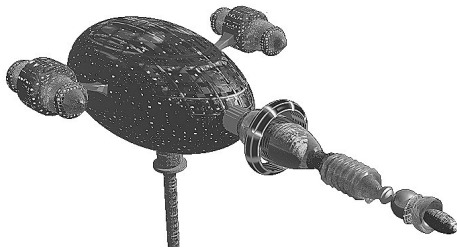
These weapons are sometimes used by cultures that have a problem with phase-technology being abused by criminals and spies or that have invaders from



other planes of reality lurking at their doorstep.

If the weapon is mass produced (or if it's custom-built by an established energy-weapons firm) then it runs on standard power cells, compatible with most other energy weapons, and takes a Standard Action to reload.

If on the other hand it is a technological aberration, produced by some lone inventor in an attic, it will probably be powered by a home-made battery that weighs up to three pounds, isn't compatible with anything else and takes a full round to replace.



### Shrink Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 1,000,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 34 pounds

**Armor Class:** 5

**Hardness:** 3

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Manufacturer's Warning:** For use only in campy science-fantasy campaigns, can induce severe silliness in Hard SF scenarios.

**Description:** This large, bulbous weapon looks like a prototype, covered with exposed wires and electrical gauges, tubes and balls of mysterious bubbling liquids. It is too heavy to be conveniently used as a hand weapon, and is usually found mounted in a fixed emplacement (generally in a demented scientist's secret lab) or sometimes on a tripod.

Any human being struck by the noisy, brightly-

colored purple beam is reduced to Diminutive size, with all the bonuses and penalties that implies. Any gear they were carrying on their person is reduced as well.

The ray works on any size object, and reduces the target by three increments on the scale of sizes. So, a Medium sized creature would become Diminutive, a Huge creature would become Small, a Gargantuan creature would become Medium sized and so forth.

The effects of a Shrink Ray last for 20 days minus the shrunken character's Constitution (so a character with a Con of 15 would stay shrunken for 5 days, a character with Con 11 would remain shrunken for 9 days and so forth). At the end of this period, the target will begin to grow at a rate of one size increment per three rounds.

The ray can also be set to restore a shrunken object to its usual size in a single round, but unless you have the weapon proficiency for it, you must make an Intelligence roll vs. DC 15 to figure out how to make it do this. It is not possible to use the ray to make things bigger than their normal size, and the ray's inventor will laugh aloud at such a preposterous, pseudo-scientific idea.

### Pocket Shrink Ray

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 5,000,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A smaller but only slightly more ludicrous version of the shrink ray. This model fits conveniently in a mad scientist's pocket. It functions more or less the same way as the larger model. Any human-sized object struck by its luridly colored beam is reduced to Diminutive size, with all the bonuses and penalties that implies. Any gear they were carrying on their person is reduced as well.

The ray works on any size being or object, and reduces them each by three increments on the scale of sizes. So, a Medium sized creature would become

Diminutive, a Huge creature would become Small, a Gargantuan creature would become Medium sized and so forth.

The effects of a Pocket Shrink Ray last for 20 days minus the shrunken character's Constitution (so a character with a Con of 16 would stay shrunken for 4 days, a character with Con 10 would remain tiny for 10 days and so forth). At the end of this period, the shrunken character and their equipment will begin to grow at a rate of one size increment per three rounds.

The ray can also be set to restore a shrunken object to its usual size in a single round, but unless you have the weapon proficiency for it, you must make an Intelligence roll vs. DC 15 to figure out how to make it do this. It is not possible to use the ray to make things bigger than their normal size--why the very idea is madness!

### Freeze-Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 10,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Magazine:** 75

**Rate of Fire:** Once per round

**Damage:** 4d8 Cold damage in a 25 foot cone (A Reflexes Saving Throw vs. DC 20 halves the damage.)

**Weight:** 15 pounds (45 with backpack)

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 9

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Backpack-Mounted Energy Cell (Weighs 15 pounds, costs 500 units to buy or 450 units to make in a basement lab, AC 12, 3 Hardness, 9 HP, 50% chance of exploding when it loses all its Hit Points, doing 4d8 Cold damage to the wearer and 2d6 to anything else in a 5 foot radius, takes two rounds to reload)

**Description:** From the outer reaches of mad science comes this peculiar device. It projects a cone of "Pure Cold" or "Reverse Anti-Thermic Energy" or something even less probable. The device's Achilles heel is the heavy, vulnerable backpack power supply.

### Freeze-Ray Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 5,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** Once per round

**Damage:** 2d8 Cold (20 x2)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A small version of the Freeze Ray, which can be concealed handily in a pocket, but is so oddly shaped that it requires a specially designed holster. It is not built to be reloaded in combat and it takes a full round to replace its energy cell.

### Freeze-Ray Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 5,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** 3d8 Cold (20 x2)

**Weight:** 11 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A bulky two-handed weapon, which fires a narrow, pale blue beam. It is not a cone-effect weapon like the big backpack-mounted model and must be directed against individual targets.

### Giant Freeze-Cannon

**Size:** Gargantuan (Impossible to conceal)

**Cost:** 20,000,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Fixed in place, not a hand-weapon

**Range Increment:** 400 feet

**"To Hit" Bonus:** --

**Magazine:** 100 or unlimited if hooked up to an outside power supply  
**Rate of Fire:** Once per round  
**Damage:** 10d6 Cold, 200 foot cone. Anyone caught in the area of attack can make a Reflexes Saving Throw vs. DC 20 to take half damage.  
**Weight:** 60 tons  
**Armor Class:** 3  
**Hardness:** 10  
**Hit Points:** 25  
**DC required to break this item with a Strength Roll:** 13 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)  
**Description:** A monster freeze cannon, as big as a barn. With its transparent barrel and bulbous art deco lines it looks as though it's come straight off the cover of some trashy 1930s pulp novel. Despite its size, the cannon requires only a single operator, who is effectively shielded by the weapon's enormous bulk (90% cover from the front).

It is best to wear insulated clothing while you work the cannon's over-elaborate controls. After the gun has been fired two or three times, the temperature in the control chair drops to around 35 degrees.

After a Giant Freeze cannon has fired 2d8 times it generally needs some minor part replaced. This takes 1-6 rounds and a skill roll vs. DC 12 (the DM decides which skill would be appropriate).

### Brain-Melting Ray

**Size:** Huge (Impossible to conceal)  
**Cost:** 90,000 Units (almost always a prototype--this is actually the cost required to build the weapon)  
**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)  
**Required Proficiency:** Energy Weapons  
**Handed:** Weapon must be fired from a mount  
**Range Increment:** 40 feet  
**"To Hit" Bonus:** --  
**Magazine:** 70  
**Rate of Fire:** Once per round  
**Damage:** Special, see description  
**Weight:** 48 pounds  
**Armor Class:** 5  
**Hardness:** 4  
**Hit Points:** 4  
**DC required to break this item with a Strength Roll:** 15

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** A bulky, jerry-built looking energy weapon. Usually seen in prototype form, usually in the hands of an embittered and/or insane scientist. It's normally placed in a fixed position, but could be mounted on wheels or even placed on a heavy tripod.

It fires a pulsating red beam and creates a burst of

red light when it strikes its target. Every carbon-based biological organism in a 10 foot radius is affected. Anyone caught in the blast radius must make a Fortitude Saving Throw vs. DC 20, or lose 3d6 Intelligence.

A character with animal-like intelligence (3 or lower) can still recognize their friends and will still follow them around. They cannot speak or use tools in this condition.

The effects of the ray wear off at a rate of one point of Intelligence per character per day.

### Pocket Brain-Melting Ray

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)  
**Cost:** 160,000 Units (almost always a prototype--this is actually the cost required to build the weapon)  
**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)  
**Required Proficiency:** Energy Weapons  
**Handed:** Requires 1 hand to use  
**Range Increment:** 20 feet  
**"To Hit" Bonus:** --  
**Magazine:** 20  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** Special, see description  
**Weight:** 3 pounds  
**Armor Class:** 9  
**Hardness:** 3  
**Hit Points:** 2  
**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A handheld version of the Brain-Melter Ray, which affects only one target at a time. Anyone struck by the beam must make a Fortitude Saving Throw vs. DC 20, or lose 3d6 Intelligence.

A character with animal-like intelligence (3 or lower) can still recognize their friends and will still follow them around out of instinctive loyalty. They cannot speak or use tools in this condition.

The effects of the ray wear off at a rate of one point of Intelligence per character per day.

### Enslavement Ray

**Size:** Huge (Impossible to conceal)  
**Cost:** 120,000 Units (almost always a prototype--this is actually the cost required to build the weapon)  
**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)  
**Required Proficiency:** Energy Weapons  
**Handed:** Requires 2 hands to use  
**Range Increment:** 90 feet  
**"To Hit" Bonus:** --  
**Magazine:** 55

**Rate of Fire:** Once per round  
**Damage:** Special, see description

**Weight:** 35 pounds

**Armor Class:** 5

**Hardness:** 2

**Hit Points:** 9

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** If struck, the Target must make a Willpower Saving Throw vs. DC 20 or become indefinitely Enslaved. Anyone struck by the enslavement ray who fails their saving throw will undertake whatever the user asks of them.

They are not in telepathic communication with their new master, who must verbally order them around. If the user does not understand their language, the enslaved targets will do their best to figure out what the master wants of them, sometimes with amusing or tragic consequences.

Someone under the effect of an enslavement ray looks and acts normal enough. The only odd thing about them is that they regard the ray's operator as their master.

They can make a new Saving Throw every time they are asked to do something radically against their nature, or someone tries to snap them out of their Enslavement with a successful Bluff, Diplomacy or Intimidation roll vs. DC 15. If the person who is trying to persuade them is a close associate (DM's call as to who qualifies), they get a +2 bonus to their Saving Throw.

The ray itself looks a lot like a stage prop from a 1950s science fiction movie. It's too big for most people to use as a hand weapon (-4 penalty if your Strength is less than 16) and is most often seen on a swivel mount. It uses an oversized power cell which takes a full round to change.

### **Pocket Enslavement Ray**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 240,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 35

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** Anyone struck by the enslavement ray must make a Willpower Saving Throw vs. DC 15 or become the user's willing slave and will undertake whatever is asked of them.

The weapon's user is not in mental contact with their slaves and must issue orders verbally. If the enslaved character does not understand the master's language, they will do their best to figure out what is required of them, but with little or no common sense.

Someone under the effect of an enslavement ray looks and acts normal. They genuinely desire to do their Master's bidding and know enough to conceal their condition from people who wouldn't understand.

An enslaved character can make a new Saving Throw every time they are asked to do something radically against their nature (it's the DM's call as to what that means).

If someone tries to snap them out of their Enslavement with a successful Bluff, Diplomacy or Intimidation roll vs. DC 15, they can make a new Saving Throw for each successful attempt. If the person who is trying to persuade them is a friend, lover, parent, etc. the enslaved character gets a +2 bonus to their Saving Throw.

### **Giant Enslavement Ray**

**Size:** Gargantuan (Impossible to conceal)

**Cost:** 200,000,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Fixed weapon, cannot be carried by hand.

**Range Increment:** 2 miles

**"To Hit" Bonus:** --

**Magazine:** 150 or unlimited if hooked up to an outside power supply

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 30 tons

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 35

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Description:** A gigantic version of the enslavement ray, it's as big as a tractor-trailer truck and almost impossible to transport. No accessories are listed for it because we assume that any energy weapon this big must either have its own generator or be plugged into a power grid.

It affects every sentient being within a 50 foot radius of where the beam strikes. Anyone caught in that range must make a Willpower Saving Throw vs. DC 20 or become indefinitely Enslaved.

The weapon's user is not in mental contact with their slaves and must issue orders verbally. If an enslaved character does not understand the master's language, they will try figure out what is required of them, but will often make mistakes.

Someone under the effect of an enslavement ray looks normal and they don't act blatantly strange. They genuinely desire to do the Master's bidding and understand that they should conceal their condition from outsiders.

An enslaved character can make a new Saving Throw every time they are asked to do something severely contrary to their nature (it's up to the DM to determine what that means).

If another character tries to persuade them to shake off the ray's effects, and makes a successful Bluff, Diplomacy or Intimidation roll vs. DC 15, the Enslaved character can make a new Saving Throw. If the person who is trying to persuade them is a friend, lover, parent, etc. the enslaved character gets a +2 bonus to their Saving Throw.

### **Robot Enslavement Ray**

**Size:** Huge (Impossible to conceal)

**Cost:** 20,000 Units

**Tentative Purchase DC:** 28

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 120 feet

**"To Hit" Bonus:** --

**Magazine:** 100

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 40

**DC required to break this item with a Strength Roll:** 14

**Special:** Only affects Robots. If struck, the Target must make a Willpower Saving Throw vs. DC 20 or become indefinitely Enslaved.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A small machine which resembles a television remote, but has fewer buttons. It fires an invisible electromagnetic beam that resets some crucial mechanism in an artificial intelligence's brain and renders it the user's slave, overriding all of its previous programming dictates. They are not in direct mental communication with the device's user, who must verbally order them around. If the robot does not understand human speech or if they have no language in common, the robot will do its best to figure out what the master wants of them (they often guess wrong).

An enslaved robot can make a new Saving Throw every time it is asked to do something which violates

its most basic programming directives (it's strictly the DM's call as to what that means).

At the DM's discretion, it may be possible to free an enslaved robot with a successful computer-related skill roll vs. DC 20. Unlike most products of mad science Robot Enslavement devices almost make sense and might actually be commercially available. Unless the DM decides otherwise, there is a chance of picking one up with a Wealth check instead of having to build or find it.

The device uses a type of small power cell found in many small appliances. It takes a standard action to replace.

### **Micro Robot Enslavement Ray**

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 40,000 Units

**Tentative Purchase DC:** 31

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 1/2 pound

**Armor Class:** 13

**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 10

**Special:** Only affects robots. Must make a touch attack against the target, which draws an attack of opportunity. If struck, the Target must make a Willpower Saving Throw vs. DC 20 or become indefinitely Enslaved.

**Accessories:** Miniature Energy Cell (1/20 pound, costs 50 units), Energy Cell (1/2 pound, costs 10 units)

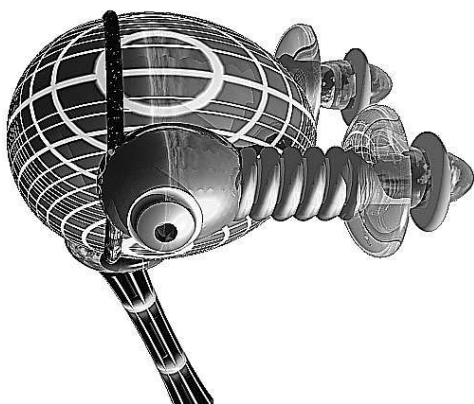
**Description:** A tiny device which fires an invisible electromagnetic beam that resets a mechanism in an artificial intelligence's brain, overrides all of its previous programming dictates and makes it the user's slave.

The weapon's user does not gain any type of mental link with the enslaved robot and must verbally order it around.

An enslaved robot can make a new Saving Throw every time they are asked to do something which violates their most basic programming directives (it's strictly the DM's call as to what that would entail, based on the robot's function).

At the DM's discretion, it may be possible to free an enslaved robot with a successful computer-related skill roll vs. DC 20.





### Death Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 20,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**“To Hit” Bonus:** -4 penalty for anyone with a Strength of less than 16 to use without a mount.

**Magazine:** 40

**Rate of Fire:** Once per round

**Damage:** Anyone struck by the beam must make a Willpower Saving Throw vs. DC 20 or die.

**Weight:** 33 pounds

**Armor Class:** 5

**Hardness:** 6

**Hit Points:** 9

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** A classic example of all the wonderful things that can be achieved by science gone horribly wrong. No campy pulp scenario would be complete without a Death Ray or two. The Death Ray has a long and illustrious history. Between 1905 and 1925 no less than seven patents were issued for Death Rays in the United States and Britain (no joke!) This one is an improvement over all of them, in that it actually works. The device is as large as a heavy machine gun and is difficult for anyone with a Strength of less than 16 to use as a hand weapon (-4 penalty). It works best mounted on a vehicle or perched on a tripod in some cackling deviant's secret lair. It is also popular with Martians, and with decadent civilizations at the Earth's core.

### Pocket Death Ray

**Size:** Small (No bonus or penalty to conceal with a

“sleight of hand” roll)

**Cost:** 20,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Anyone struck by the beam must make a Willpower Saving Throw vs. DC 15 or die.

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 6

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 50 Units, to buy or 75 to produce in a lab, not compatible with other weapons and devices), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A bulbous metal handgun. It has a transparent barrel with three rings around it. Its power pack isn't compatible with any other energy weapons and takes a Standard Action to replace. When fired it makes an unconvincing "thoom" sound and fires a narrow beam which bears a suspicious resemblance to a scratch in the film. Usually found in the hands of little green men or slobbering space-monsters with visible zippers down their backs. Not much has been seen of Pocket Death Rays since the numerous Saucer Invasions of the 1950s. It's high time some enterprising psychopathic genius brought them back.

### Short-Range Micro Death-Ray

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 20,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Touch only

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** If struck, the Target must make a Willpower Saving Throw vs. DC 15 or die.

**Weight:** 1/10 pound

**Armor Class:** 13

**Hardness:** 4

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Accessories:** Miniature Energy Cell (1/20 pound, costs 50 units)

**Description:** A tiny little one-shot Death Ray, easily concealed in a palm or built into a trick cigarette lighter. It has almost no range and must actually touch the target to do its evil work (this does not attract an attack of opportunity). While designed as a disposable weapon, it is also expensive, so budget-conscious assassins might want to keep and reuse it. The device runs off a miniature power cell which is a real hassle to fish out and replace. It takes a full round to reload.

### Cancer Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 10,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 500 pounds

**Armor Class:** 3

**Hardness:** 4

**Hit Points:** 9

**DC required to break this item with a Strength**

**Roll:** 14 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** A greatly feared weapon--it gives the target cancer. The weapon itself is the size of a small cannon or perhaps a very large machine gun. It's much too big for any human being to carry and is inconveniently large to mount on most vehicles. It has a long barrel with a number of magnetic focusing rings around it, and a large metal canister with transparent sides on top, pulsing with a hellish, toxic green light. When fired it emits no visible beam and makes only the faintest hum.

Anyone struck by the ray must make a Fortitude Saving Throw vs. DC 27 or at once develop a dozen different types of fast-growing cancer. The target loses one permanent point of Constitution every two days until they hit zero and die.

After the first two weeks they are in so much pain and distress that they make all their rolls at a -2 penalty. After the fourth week, it goes up to -4. Once their Constitution hits 3, they are bedridden and must make a Fortitude Saving Throw vs. DC 10 once per round to undertake any physical activity whatever.

At the DM's discretion it is possible that advanced

medical technology can help the afflicted character, but even then it shouldn't be easy. This is no ordinary cancer.

### Portable Cancer Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 20,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 24 pounds

**Armor Class:** 5

**Hardness:** 3

**Hit Points:** 5

**DC required to break this item with a Strength**  
**Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 300 units, reduces Range Increment by one)

**Description:** A long, heavy weapon, about the size of a machine gun. It produces no recoil, so anyone who can lift it can use it. A small metal canister at the back of the device emits a poisonous green glow. The weapon makes no noise and emits no visible light when fired. It gives the target a dozen or so malignant tumors, all of them growing at an amazing rate.

Anyone struck by the ray must make a Fortitude Saving Throw vs. DC 25. If they fail, they will lose one permanent point of Constitution every two days until they hit zero and die.

After the first two weeks, they are suffering so badly that they make all their rolls at a -2 penalty. After the fourth week, it goes up to -4. Once their Constitution hits 3, they are bedridden and must make a Fortitude Saving Throw vs. DC 10 once per round to undertake any physical activity whatever.

It is just possible that futuristic medical science will be able to save the afflicted character. Even then, it won't be easy.

Nor is it easy to reload the weapon. The green canister holds the ammunition and detaching it safely from the gun is quite a chore. It takes a full round to unbolt it and then bolt another one into place.

### Pocket Cancer Ray

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 40,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple

Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A small version of the Cancer Ray you can hide in your pocket. Anyone struck by its invisible and nearly soundless beam must make a Fortitude Saving Throw vs. DC 20 or immediately contract a dozen or so fatal forms of cancer. They lose one permanent point of Constitution every two days until they hit zero and die.

After the first week, they are in so much pain and distress that they make all their rolls at a -2 penalty. After the third week, it goes up to -4. Once their Constitution hits 3, they are bedridden and must make a Fortitude Saving Throw vs. DC 10 once per round to undertake any physical activity whatever.

The Cancer Ray runs on a glowing green canister which has to be carefully screwed out before it can be replaced. The whole process takes a complete round.

## Fear Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 20,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 70 feet

**“To Hit” Bonus:** --

**Magazine:** 35

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 25 pounds

**Armor Class:** 5

**Hardness:** 2

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 13

**Special:** Area effect, 30 foot cone. Anyone caught in the area of effect must make a Willpower Saving Throw vs. DC 20 or flee from the attacker. A fleeing character has a 50% chance of dropping whatever they

are holding, and chooses their path randomly (as long as it leads away from immediate danger), and flees any other dangers that confront them. If cornered, a panicked character cowers. These effects last for 5d6 rounds.

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** It's a mad science classic! This large, heavy weapon looks at though it's just come out of a demented inventor's workshop--and probably has. Cobbled together from unlikely bits and pieces of other equipment, it's too bulky and awkward to fire from the shoulder and is usually placed on a swivel mount. When fired, it blankets the area in pure cold fear. Whether it uses a half-plausible means like a subliminal sonic signal, or some goofy pseudo-science maguffin like "Fear Waves" is a moot point. The effect is the same. The effect of the Fear Ray is visible, but not as showy as some Sinister Secret Rays. The air darkens and the light seems to vibrate and distort in the path of the beam.

## Giant Fear Ray

**Size:** Gargantuan (Impossible to conceal)

**Cost:** 10,000,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Fixed in place, not a hand-weapon

**Range Increment:** 10 miles

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 100 tons

**Armor Class:** 0

**Hardness:** 5

**Hit Points:** 30

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the “Repair” skill, although this of course is up to the DM)

**Special:** Attacks a 500 foot radius area. (the target square has an effective defense of 10, but with a radius this wide, who'd notice a miss?). Anyone caught inside that radius must make a Willpower Saving Throw vs. DC 20 or flee the scene. A fleeing character has a 50% chance of dropping whatever they are holding, and chooses their path randomly (as long as it leads away from immediate danger), and flees any other dangers that confront them. If cornered, a panicked character cowers. These effects last for 10d6 rounds.

**Description:** A Gargantuan version of the fear-ray. This enormous cannon could be used to blanket entire cities (or to make them pay a hefty ransom).

The Giant Fear Ray looks a lot like a huge telescope. The operator sits in a chair about halfway up the side, near the giant pivot, peering at the target through a set of virtual reality goggles. Because of its enormous range, it is standard to hook a device like this up to a telescopic camera or a spy satellite, in order to see the target.

The one real disadvantage of the device is that it can't be effectively used on targets within 300 yards, so it can't really defend itself against oncoming enemy troops.

### Fear Projector Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 30,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 1

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 11

**Special:** The target must make a Willpower Saving Throw vs. DC 20 or flee from the attacker. A fleeing character has a 50% chance of dropping whatever they are holding, and chooses their path randomly (as long as it leads away from immediate danger), and flees any other dangers that confront them. If cornered, a panicked character cowers. These effects last for 4d6 rounds.

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A handheld fear projector. It doesn't really look like a gun, and is the wrong shape to fit in a holster, but it can easily be hidden in your waistband or under your coat. Unlike the larger models, it attacks individual targets rather than areas. It's beam is invisible and it makes only a faint whirring sound. This makes it ideal for antisocial, disruptive pranks, as more than one arch-villain will be happy to tell you,

### Tiny Fear Ray

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 50,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**"To Hit" Bonus:** --

**Magazine:** 3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 12

**Special:** Makes a Ranged Touch attack, ignores armor. The target must make a Willpower Saving Throw vs. DC 20 or flee from the attacker. A fleeing character has a 50% chance of dropping whatever they are holding, and chooses their path randomly (as long as it leads away from immediate danger), and flees any other dangers that confront them. If cornered, a panicked character cowers. These effects last for 2d6 rounds.

**Accessories:** Miniature Energy Cell (1/20 pound, costs 50 units).

**Description:** A tiny version of the Fear Ray, which can be hidden in the palm of the operator's hand. It doesn't have much range or very many shots, but it's still a potent tool for spreading chaos and havoc.



### Ray of Silence

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 20,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 150

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 1

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Heavy Energy Cell (1/2 pound, costs 10 units), or a home-made energy cell (weighs 1 pound, costs 15 Units to make in a basement lab, not



compatible with other weapons, takes a full round to reload)

**Description:** This weird science-fantasy weapon creates eight ten-foot squares of absolute silence. No sound may be heard or made within its area of effect.

The area of effect may be shaped however you like—it can even be discontinuous. You can set the weapon to generate a smaller area if you prefer or even to render a single target silent, in which case the target carries the effect with them and will remain silent even if they leave the vicinity. The silence lasts either until the gun dispels it (this takes a Standard Action) or 3d10 rounds elapse.

The gun itself is somewhere between the size of a pistol and a small submachine-gun, and looks like an art-deco prop from a 1930s serial. It requires two hands to fire and is badly balanced.

This ray completely cancels the effect of sonic weapons. A single target that has been struck by the ray is actually immune to damage from sonic weapons for as long as the effect lasts.

Despite its bizarre appearance and improbable effect, it runs on a standard power cell, interchangeable with most other advanced energy weapons (at the DM's discretion). It takes a standard action to reload.

### Atomic Ray

**Size:** Huge to Colossal (Impossible to conceal in any case)

**Cost:** 10,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Weapon must be fired from a mount

**Range Increment:** 1,000 feet

**"To Hit" Bonus:** --

**Magazine:** 100 or unlimited if hooked up to an outside power supply

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 10 tons

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 15

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Special:** Attacks a 10 foot radius area. Anyone caught inside that radius takes 4d8 heat damage and 2d8 Radiation Damage. A successful Reflexes Saving Throw vs. DC 15 halves the amount of heat damage. A Fortitude Saving Throw vs. DC 20 halves the Radiation Damage. The affected area continues to do 1d3 Radiation Damage per round to anyone who enters it for 1d6 hours.

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2

pounds, costs 15 Units to make in a tinkerer's workshop, not compatible with other weapons, takes a full round to reload), Tripod Mount (Weighs 5 pounds, Costs 110 units)

**Description:** So, they laughed at your Atomic Ray, did they? The Blind, narrow-minded, shortsighted fools! Soon they'll all pay...

This gigantic, bulbous device is covered with rivets, pipes dials and gauges. It looks distinctly like a product of the 1950s--the controls are a morass of toggle-switches, analog meters and big round red buttons. For some reason, even the thinnest layer of lead will completely block its effect.

Even madder scientists or Sinister Collectivist Nations may build yet bigger versions of the ray with ranges as great as ten-thousand miles and a blast radius of a mile or more.

### Backpack-Mounted Atomic Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 15,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Magazine:** Effectively unlimited, but the gun must be allowed to cool for one round per every five rounds of use.

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 10 pounds (45 with backpack)

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 17

**Special:** Attacks a 5 foot radius area. Anyone caught inside that radius takes 3d8 heat damage and 1d8 Radiation Damage. A successful Reflexes Saving Throw vs. DC 15 halves the amount of heat damage. A Fortitude Saving Throw vs. DC 20 halves the Radiation Damage. The affected area continues to do 1d3 Radiation Damage per round to anyone who enters it for 1d6 hours.

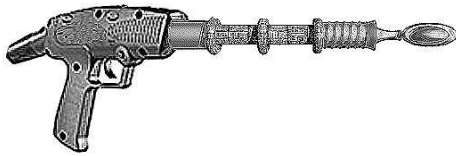
**Accessories:** Backpack-Mounted Nuclear Reactor (Weighs 50 pounds, costs 500 units, not compatible with any other energy weapons, AC 13, 4 Hardness, 5 HP, 50% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 per round to anything else in a 5 foot radius)

**Description:** So, they also laughed at your backpack mounted Atomic Ray, did they? The Blind, narrow-minded, shortsighted fools! Soon they'll all pay too...

A smaller version of the Atomic Ray, this bulky, two-handed device comes with its own portable (if heavy and awkward) backpack-mounted fission reactor. It effectively never runs out of ammunition.



One word of warning, though, if the reactor loses all its hit points or if the gun is fired more than five times without taking a round to cool off, the backpack-mounted reactor will suffer a meltdown and explode, drenching the vicinity (15 foot radius) with radioactive glop that will do 2d6 damage per round to anyone foolish enough to remain there (a Fort Save vs. DC 18 halves the damage). This tainted area is more or less permanent--it will still be there, killing anyone who enters it, centuries from now.



### Pocket Atomic Ray

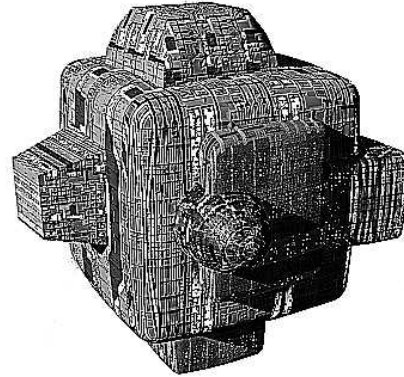
**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)  
**Cost:** 20,000 Units (almost always a prototype--this is actually the cost required to build the weapon)  
**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)  
**Required Proficiency:** Energy Weapons  
**Handed:** Requires 1 hand to use  
**Range Increment:** 40 feet  
**"To Hit" Bonus:** --  
**Magazine:** See description  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** 3d8 heat damage (20 x2) and 1d8 Radiation Damage. A Fortitude Saving Throw vs. DC 20 halves the Radiation Damage.  
**Weight:** 4 pounds  
**Armor Class:** 9  
**Hardness:** 4  
**Hit Points:** 2  
**DC required to break this item with a Strength Roll:** 14

**Accessories:** Scope (1/2 lb, costs 300 units, reduces Range Increment by one)  
**Description:** So, they even laughed at your poor little Pocket Atomic Ray, did they? The Blind, narrow-minded, shortsighted fools! Soon they'll all pay as well...

In the meantime, this is a campy looking metallic energy pistol which gives out blasts of pure radiation. It has a small fission reactor built in and never runs out of ammunition. However, it can only be fired for three rounds in a row before it has to be turned off for a round to cool. If you ignore this and keep firing it, in 1-3 rounds the reactor will melt down and shower the vicinity (5 foot radius) with radioactive glop that will do 1d6 damage per round to anyone foolish enough to remain there (a Fort Save vs. DC 18 halves the damage).

The contaminated area never really goes away. A

thousand years later it will still do 1d6 damage per round to anyone who enters it.



### Entropy Wave Projector

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)  
**Cost:** 20,000 Units (almost always a prototype--this is actually the cost required to build the weapon)  
**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)  
**Required Proficiency:** Energy Weapons  
**Handed:** Requires 2 hands to use  
**Range Increment:** --  
**"To Hit" Bonus:** --  
**Magazine:** N/A  
**Rate of Fire:** Once per round  
**Damage:** Special, see description  
**Weight:** 350 pounds  
**Armor Class:** 5  
**Hardness:** 15  
**Hit Points:** 15  
**DC required to break this item with a Strength Roll:** 18 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Description:** A large, upright device about the size and shape of an engine block. It does not really look like a weapon.

Covered with weird blinking lights and alien circuitry, it exudes a certain indefinable aura of menace. Anyone scanning its surface will find that it is entirely devoid of microorganisms.

When switched on, the projector begins to vibrate and everyone within a thirty foot radius feels suddenly unhappy and unwell. Then they start to die.

Any living thing or complex machine within the device's radius will take no damage on the first round, 1d4 damage on the second round and 1d6 damage every round after that. The damage isn't visible at first--only after target loses half its hit points will it actually start to turn gray and crumble around the edges.

The device runs for about a day before it succumbs to its own entropic field and collapses into dust. It

takes only a standard action to turn it off.

### **Handheld Entropy Wave Projector**

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 30,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A small black device, covered with tubes and alien circuitry. It is roughly cube-shaped and does not look like a weapon. When you switch it on, it accelerates the progress of entropy within its 15 foot radius. Nothing blocks the effect--it will penetrate any substance or energy screen.

Every living thing and complex machine in its radius will slowly turn gray and crumble into dust if the device isn't switched off. The targets will take no damage on the first round, 1d3 damage on the second round, 1d4 damage on the third round and 1d6 damage every round after that.

The damage isn't obvious at first. Only when the target has lost half its hit points will the effects become visible. However, the moment the machine is switched on every living thing or sentient robot within its radius will feel sick and distressed. It will be obvious to anyone present that something bad is happening.

The device has enough power to run for 60 rounds in total. No one knows what powers it or how to recharge it.

### **Mental Domination Helmet**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 100,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Simple

**Handed:** Requires no hands to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** N/A

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Description:** This device allows the user to dominate any one creature's mind. The target must make a Willpower Save vs. DC 20 or be mentally dominated by the user, forced to do their bidding.

The user establishes a telepathic link with the target's brain and if they share a common language the user can then force the subject to do whatever they wish, within the limits of the subject's abilities. If they share no common language, the user can communicate only basic commands, such as "come here," "go there," "attack," and "stand still" to the subject.

The user can only take over the mind of someone within a thirty foot radius, but once control is established, the range at which it can be exercised is unlimited, as long as the user and the subject are on the same plane. The user need not see the subject to control them.

The user does not receive direct sensory input from the subject and does not know what is happening to them while they are out of sight. Issuing a mental command requires concentration and takes a Standard Action.

The target is entitled to a new Saving Throw once per day. Any target forced to take actions against their nature can make a new saving throw with a bonus of +1 to +4, depending on the type of action required. It is strictly the DM's call as to what constitutes "against their nature." The target will not under any circumstances do anything directly suicidal.

### **Insanity Ray**

**Size:** Huge (Impossible to conceal)

**Cost:** 15,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Weapon must be fired from a mount

**Range Increment:** This is a cone effect weapon and doesn't have a Range Increment as such.

**"To Hit" Bonus:** --

**Magazine:** 75

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 35 pounds

**Armor Class:** 3

**Hardness:** 3

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 13

**Special:** Affects a fifty-foot cone.

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), Tripod Mount (Weighs 6 pounds, Costs 120 units)

**Description:** A large, bulky energy weapon, too big for anyone with a Strength of less than 16 to use without a tripod mount. It looks as though it was jerry-built from spare parts. There is no casing, exposed vacuum tubes and hastily soldered wires are visible through the side. This is clearly a prototype and anyone who spends much time examining its construction will begin to suspect that it was built by a madman (which is probably true).

When fired, it emits a strange multicolored cone of light. Anyone caught in its cone of effect must make a Willpower Saving Throw vs. DC 20 or be rendered psychotic, indefinitely. They must make a Willpower Saving throw (DC 18) every round or roll on the following chart.

**1** Wander away for 1 minute (unless prevented)

**2-4** Do nothing for 1 round. Stare passively off into space, look at the ground or close your eyes.

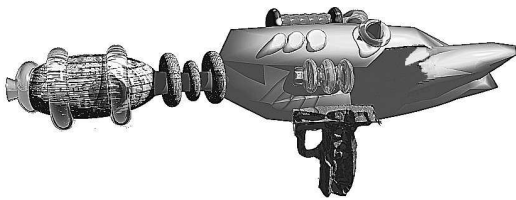
**5-6** Mutter random insane gibberish, clap hands, twitch and engage in other harmless but distracting crazy behavior for a round, without moving from the spot where you are standing.

**7-9** Attack nearest creature for 1 round

**10** Act normally for 1 round. You are not aware that you have been acting crazy.

If attacked while insane, the victim can defend themselves normally, but unless they roll a 10 and "act normally", they are incapable of articulate communication.

The weapon can actually be set to reverse the effect, but it might be tricky to figure out how to make it do this when you're already insane. Advanced psychiatric help might also cure the afflicted character, but is likely to take weeks, if not years.



### Insanity Ray, Portable

**Size:** Huge (Impossible to conceal)

**Cost:** 15,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** This is a cone effect weapon and doesn't have a Range Increment as such.

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 8 pounds

**Armor Class:** 5

**Hardness:** 2

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 12

**Special:** Affects a twenty-five foot cone.

**Accessories:** Backpack-Mounted Energy Cell (Weighs 45 pounds, costs 500 units, not compatible with any other energy weapons, AC 13, 3 Hardness, 7 HP, 40% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 to anything else in a 5 foot radius)

**Description:** A man-portable version of the Insanity Ray. This too looks like the badly-assembled junkyard creation of an unbalanced mind. It requires a bulky backpack generator and although the gun is short and stubby for a carbine, it is heavy and requires both hands to use.

Anyone caught in its cone-shaped area of effect must make a Willpower Save vs. DC 20. If they fail, they turn psychotic for 2-12 hours. Insane characters must make a Willpower Saving throw (DC 18) every round or roll on the following chart.

**1** Wander away for 1 minute (unless prevented)

**2-4** Do nothing for 1 round. Stare passively off into space, look at the ground or close your eyes.

**5-6** Mutter random insane gibberish, clap hands, twitch and engage in other harmless but distracting crazy behavior for a round, without moving from the spot where you are standing.

**7-9** Attack nearest creature for 1 round

**10** Act normally for 1 round. They are not aware that they have been acting crazy.

If attacked while insane the victim can defend themselves at no penalty, but unless they roll a 10 and "act normal" they are incapable of articulate communication.

### Insanity Ray, Handheld

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 30,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 10

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A handgun-sized version of the Insanity Ray. It looks like a pile of badly soldered electrical components in the vague shape of a gun. It may fit some holsters, but you might be better off having one specially made for it.

Unlike its larger cousins, it does not have an area effect and the beam is invisible. This makes it ideal for taking revenge on those who mocked your experiments and called you a lunatic.

Anyone struck by the soundless beam must make a Fortitude Saving Throw vs. DC 20. If they fail, they become psychotic for 2-40 rounds (roll 2d20). A psychotic character must make a Willpower Saving throw (DC 18) every round or roll on the following chart.

**1** Wander away for 1 minute (unless prevented)

**2-4** Do nothing for 1 round. Stare passively off into space, look at the ground or close your eyes.

**5-6** Mutter random insane gibberish, clap hands, twitch and engage in other harmless but distracting crazy behavior for a round, without moving from the spot where you are standing.

**7-9** Attack nearest creature for 1 round

**10** Act normally for 1 round.

The afflicted character is not aware that they have been acting crazy. If attacked while insane the victim can defend themselves at no penalty but unless they roll a 10 and "act normal" they are incapable of articulate communication.

## Giant Insanity Ray

**Size:** Gargantuan (Impossible to conceal)

**Cost:** 12,000,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires Fixed hands to use

**Range Increment:** 250 miles

**"To Hit" Bonus:** --

**Magazine:** 100 or unlimited if hooked up to an outside power supply

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 4 tons

**Armor Class:** 0

**Hardness:** 6

**Hit Points:** 25

**DC required to break this item with a Strength**

**Roll:** 13 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Special:** Affects a 75 foot Burst Radius. Anyone caught in its area of effect must make a Willpower Save vs. DC 25. If they fail, they turn psychotic for 2-12 hours. Insane characters must make a Willpower Saving throw (DC 18) every round or roll on the

following chart.

**1** Wander away for 1 minute (unless prevented)

**2-4** Do nothing for 1 round. Stare passively off into space, look at the ground or close your eyes.

**5-6** Mutter random insane gibberish, clap hands, twitch and engage in other harmless but distracting crazy behavior for a round, without moving from the spot where you are standing.

**7-9** Attack nearest creature for 1 round

**10** Act normally for 1 round. They are not aware that they have been acting crazy. If attacked while insane the victim can defend themselves at no penalty but unless they roll a 10 and "act normal" they are incapable of articulate communication.

**Description:** A large, wide, squat looking energy cannon, which seems to have materialized straight off the cover of a pulp science fiction novel. Clearly a prototype, it is too large and delicate to be moved. It requires only one operator, despite the fever-dream maze of levers, switches and buttons on its hastily jury-rigged control panel. The operator perches on a kind of uncomfortable chair at the back of the weapon, and turns with the gun as it swivels.

If the gun loses all its hit points, there is a 50% chance that it will explode in 2-12 rounds, doing 8d6 damage to everything in a 20 foot radius. If this is about to happen, it takes a Reflexes Saving Throw vs. DC 15 to get down from the chair in a single round. If you fail, you can either take 3 rounds to get down safely, or throw yourself to the floor and take a d4 of damage.



## Evil Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 80,000 Units (Almost always a prototype or an artifact--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Weapon must be fired from a mount

**Range Increment:** This is a cone effect weapon and doesn't have a Range Increment as such.

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 75 or unlimited if hooked up to an outside power supply

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 150 pounds



**Armor Class:** 5

**Hardness:** 3

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** 15

**Special:** Cone effect weapon. Anyone caught in the 50 foot cone of effect must make a Willpower Saving Throw vs. DC 25 or add "evil" to their alignment. So, for example, if they are Lawful Good, they become Lawful Evil. If they are Neutral, they become Neutral Evil. Everyone affected should make another Saving Throw once every hour. The effect lasts until the target makes the Willpower Saving Throw.

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** A large, streamlined heavy energy weapon, with a glossy black metal finish. It's not really the right size to be used as a personal firearm--it's more the kind of weapon you'd mount on a vehicle.

The device makes an ominous pulsing, thrumming sound when it isn't in operation. It fires a jagged-looking black ray that looks almost like a jet of some foul liquid. Some people imagine that they can see hideous shapes and faces in the beam.

Anyone caught in its cone-shaped area of attack must make a Willpower Saving Throw vs. DC 25, or become Evil. Yes, you heard me right. It turns people (and robots) evil. Don't ask me how, I just work here.

Whatever mad scientist built the thing will no doubt talk about his early obsession with Evil, the way he came to see it as a discreet physical force like magnetism, the way his colleagues laughed at the idea and called him mad, etc.

### Tiny Evil Ray

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 160,000 Units (Almost always a prototype or an artifact--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Special:** Anyone struck by the beam must make a

Willpower Saving Throw vs. DC 25 or add "evil" to their alignment. So, for example, if they are Chaotic Neutral, they become Chaotic Evil. If they are Neutral Good, they become Neutral Evil. This effect lasts until the target makes the Willpower Saving Throw. Roll once every half hour.

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A pistol-sized version of the Evil Ray. It's as small as a derringer, and can be easily hidden in a pocket. This is not a Cone Effect Weapon. You must make a Ranged Touch Attack to hit the target (armor can't stop pure evil! Mwa-ha-ha!). The weapon itself looks as sleek and swept-back as the big version. It also makes people really uncomfortable to be around. If you have an Evil Ray in your pocket, everyone reacts to you at a -2, unless of course they are themselves evil, in which case they look on you with newfound respect (+2 to their reaction rolls).

### Giant Evil Ray

**Size:** Gargantuan (Impossible to conceal)

**Cost:** 20,000,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires Fixed hands to use

**Range Increment:** 300 miles

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 100 or unlimited if hooked up to an outside power supply

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 50 tons

**Armor Class:** 0

**Hardness:** 5

**Hit Points:** 40

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Special:** Affects a 100 foot radius around the point of impact. Anyone caught in the area of effect must make a Willpower Saving Throw vs. DC 25 or add "evil" to their alignment. So, for example, if they are Lawful Good, they become Lawful Evil. If they are Neutral, they become Neutral Evil. Everyone affected should make another Saving Throw once every three hours. The effect lasts until the target manages to make the Willpower Saving Throw.

**Description:** A huge, weird cannon the size of a house, found only in 4-color science-fantasy scenarios. Streamlined, spiky and wicked looking, it's made of some shiny jet black metal, which seems to faintly pulse and ripple when you don't look directly at it. It constantly emits a faint, high, unnerving sound, just barely within the human threshold of hearing.

The whole vicinity around the gun positively throbs



with evil. Even characters who aren't attuned to these things will feel a sense of overpowering wrongness once they get within a hundred yards of it. Any Good character who spends more than ten consecutive minutes within fifty feet of the cannon will make all their rolls at a -2 penalty until they leave its vicinity.

Most animals know to avoid the gun, but a few, like scorpions, pit vipers and certain species of wasp feel soothed by its presence and tend to congregate around it (if the gun's location makes that possible).

The cannon only requires a single operator, who sits in a streamlined black chair mounted on the back of the barrel. Anyone sitting in the chair has 50% cover, unless they are attacked from above.



### Solar Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 10,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** --

**Magazine:** Unlimited (but can only be fired while the sun is shining brightly)

**Rate of Fire:** Once per round

**Damage:** 5d6 Heat (20 x2) but see description

**Weight:** 500 pounds

**Armor Class:** 3

**Hardness:** 10

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 20

**Special:** Damage varies according to the weather. It does 5d6 damage on a bright, hot, sunny day; 3d6 on a bright, cloudless, cool day and no damage on a cloudy day or at night.

**Description:** A primitive energy weapon, this is a polished parabolic mirror with a set of lenses held over the center on wires. It's a classic "steampunk" design, or perhaps something even older. Archemides is said to have built one of these to help defend Syracuse from the Roman invaders. The weapon is delicate and much too big for one person to carry on their person. The only way you could really make it mobile is to mount it on wheels. It has to be kept carefully polished when it isn't in use, or it will do one die less of damage.

### Giant Solar Ray

**Size:** Gargantuan (Impossible to conceal)

**Cost:** 20,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires Fixed hands to use

**Range Increment:** 100 feet

**"To Hit" Bonus:** --

**Magazine:** Unlimited (but can only be fired while the sun is shining brightly)

**Rate of Fire:** Once per round

**Damage:** 12d6 Heat (20 x2) but see description

**Weight:** 12 tons

**Armor Class:** 0

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 20

**Special:** Affects an entire 10 foot square. Anyone caught in the area of effect can make a Reflexes Saving Throw vs. DC 15 to take half damage.

Damage varies according to the weather. It does 12d6 damage on a bright, hot, sunny day; 8d6 on a bright, cloudless, cool day and no damage on a cloudy day or at night.

**Description:** A giant curved metal mirror, the size of a house. It can attack an entire ten-foot square, but only on a sunny day. The mirror takes a team of ten men (or two oxen) to turn and aim, in addition to the gunner. If for some reason a more technologically sophisticated civilization were to build a weapon like this, substitute a tractor or a truck for the oxen. It might be possible to transport the weapon over long distances on a large platform, but this requires a team of at least ten oxen and it still won't move any faster than 10 feet per round.

### Pertrification Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 15,000 Units (almost always a prototype--this is

actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 70 feet

**"To Hit" Bonus:** -6 penalty if anyone with a Strength of less than 16 attempts to use it without a mount

**Magazine:** 45

**Rate of Fire:** Once per round

**Damage:** Anyone struck by the beam must make a Reflexes Saving Throw vs. DC 18 or be Petrified indefinitely. See description for further details

**Weight:** 50 pounds

**Armor Class:** 3

**Hardness:** 5

**Hit Points:** 9

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload), Tripod Mount (Weighs 4 pounds, Costs 100 units)

**Description:** A bulky gunmetal energy weapon, about the size of a heavy machine gun. Its long, fluted barrel ends in what looks like a piece of green cut glass, or perhaps some sort of gem.

Too big for anyone with a Strength of less than 16 to use without at least a tripod mount, it is usually found in a fixed position (often guarding the entrance to a deranged scientist's lair).

It transmutes living flesh into a hard, calcified substance that resembles pale rock. The victim's clothes and possessions are left unaffected, unless they are made of leather, natural fibers, or some other such organic matter.

A petrified character has their AC reduced by 10 points, but gains 7 points of Damage Resistance. They cannot think, dream, use psionic abilities or do anything else while petrified—they have been rendered utterly inert.

It is possible to set the ray to turn them back, but it takes an Intelligence Check vs. DC 15 to figure out how to do it if you don't already have the weapon proficiency.

Probably a good idea to save this weapon for campy science-fantasy campaigns, as it tends to make hard SF fans howl with (justified) indignation.

### Portable Petrification Ray

**Size:** Huge (Impossible to conceal)

**Cost:** 25,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 35

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Anyone struck by the beam must make a Fortitude Saving Throw vs. DC 18 or be Petrified indefinitely. **Weight:** 10 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A shotgun-sized version of the Petrification Ray. It has much the same overall shape and exactly the same effect as the larger gun. And yes, it's just as silly. Anyone struck by it is turned to stone, unless they make their Fortitude Saving Throw. A petrified character has their AC reduced by 10 points, but gains 7 points of Damage Resistance. They cannot move, think, recover lost psionic points or do anything else while petrified. The ray can be set to un-petrify a target, but unless you already have the weapon proficiency it requires an Intelligence check vs. DC 15 to figure out how.

### Pocket Petrification Ray

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 50,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Anyone struck by the beam must make a Fortitude Saving Throw vs. DC 18 or be Petrified indefinitely. See description for further details.

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A large, bulky energy-pistol with a strange greenish gem in the end of the barrel and bewildering array of buttons, gauges and dials on the stock. Smaller but no less goofy than a full sized Petrification Ray, it functions exactly the same way.

It turns living flesh into a hard, calcified, rock-like

substance. A petrified character has their AC reduced by 10 points, but gains 7 points of Damage Resistance. Their clothes and possessions are left unaffected, unless they are made of leather, natural fibers, or some other such organic matter.

It is possible to set the ray to un-petrify a victim, but it takes an Intelligence Check vs. DC 15 to figure out how if you don't already have the weapon proficiency.

### Bubble Gun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 25

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 4 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 17

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in your garage, not compatible with other weapons, takes a full round to reload)

**Description:** A large, bulky two-handed weapon. It fires an expanding transparent bubble made from some unclassifiable artificial matter. The bubble engulfs the target and imprisons them inside. It can be used to make either a ranged touch attack against any single target (size Huge or smaller) or an area attack against every free-standing object in a ten-foot radius (the target area has an effective defense of 10).

The bubble itself has 9 points of Damage Resistance and takes 30 points of damage to break open. If an attacker does more than 30 points of damage to the bubble in one round, the character trapped inside must make a Reflexes Saving Throw vs. DC 15 or take the remainder of the damage themselves. To burst the bubble open from the inside with sheer brute force requires a Strength roll vs. DC 30.

Air can pass through the bubble's walls, so the captive is in no danger of suffocating. It offers no protection against poison gas attacks and little protection against inclement weather. Rain won't penetrate the bubble but its internal temperature is always the same as it is outside.

The bubble will last until it is broken or until the bubble-gun is set to dissipate it. The gun can be set in advance to produce a bubble that lasts for a set period

of time, from a matter of rounds to a matter of centuries.

### Pocket Bubble Gun

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 3,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 10

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A round, stubby pistol with a very wide mouth. It fires an expanding transparent bubble made from some strange artificial matter. It engulfs the target and imprisons them inside. The bubble can grow large enough to capture anything up to and including a Huge creature. It can make a ranged touch attack against any single creature or an area attack against every free-standing object in a ten-foot radius (the target area has an effective defense of 10).

The bubble itself has 8 points of Damage Resistance and can take 25 hp worth of damage. If an attacker does more than 25 points of damage to the bubble in a single attack, the character trapped inside must make a Reflexes Saving Throw vs. DC 15 or take the remainder of the damage themselves. To burst the bubble open from the inside requires a Strength roll vs. DC 30.

Air can pass through the bubble's walls, so the captive is in no danger of suffocating. It offers no protection against poison gas attacks.

The bubble will last until it is broken or until the bubble-gun is set to dissipate it. The gun can be set in advance to produce a bubble that lasts for a set period of time, from a matter of rounds to a matter of years.

### Homicide Ray

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 50,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple

Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** This is a cone effect weapon and doesn't have a Range Increment as such

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 75

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 20 pounds

**Armor Class:** 5

**Hardness:** 2

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 16

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** A large, heavy weapon, shaped a little like a fat, short rifle. It can be held and fired with two hands, but is awkward to carry. Anyone caught in its 50 foot cone-shaped area of attack must make a Willpower Saving Throw vs. DC 20 or immediately attack the closest person or moving object with whatever melee weapon is most convenient. If they have a gun in their hand, they will use it as a club.

Affected characters are incapable of communicating, can't be reasoned with and are completely indiscriminate as to their targets. They will attack friends, foes, or whatever moving object catches their attention. If they are in the act of attacking one target and another potential target comes closer, they will lose interest in the first target and attack the new one with equal ferocity.

### Pocket Homicide Ray

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 65,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** This is a cone effect weapon and doesn't have a Range Increment as such

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 45

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 3

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 13

### Special:

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A homicide ray projector that is small enough to be concealed in your pocket. It doesn't look like a weapon and it doesn't emit a visible beam. The ray affects a twenty-five foot cone-shaped area.

Anyone caught in this area of attack must make a Willpower Saving Throw vs. DC 15 or immediately attack the closest person or moving object with whatever melee weapon comes to hand. If they are carrying a ranged weapon, they will use it as a club. Affected characters are incapable of communicating and completely indiscriminate as to their targets. They will attack friends, foes, or whatever moving object catches their attention. If they are in the act of attacking one target and another potential target comes closer, they will lose interest in the first target and attack the new one with equal ferocity.

### Giant Homicide Ray

**Size:** Gargantuan (Impossible to conceal)

**Cost:** 50,000,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Fixed in position, can't be carried, takes two hands to operate

**Range Increment:** 100 miles

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 100 or unlimited if hooked up to an outside power supply

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 20 tons

**Armor Class:** 0

**Hardness:** 3

**Hit Points:** 25

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Description:** A Homicide Ray the size of a barn. It has the capacity to bounce its massive insisible beam off satellite reflectors and by using this technique can (if you own a set of satellites and have installed the necessary type of reflectors on them) reach almost any point on the surface of the planet. It affects everything in a 500 foot radius of where the beam touches down.

Everyone caught within its radius of effect must make a Willpower Saving Throw vs. DC 15 or immediately attack the closest person or moving object with whatever melee weapon comes to hand. If they are carrying a ranged weapon, they will use it as a club. Affected characters are incapable of communicating and completely indiscriminate as to their targets. If they are attacking one target and another potential target moves closer, they will lose



interest in the first target and attack the new one.

### **Motor Function Disrupter Ray**

**Size:** Huge (Impossible to conceal)

**Cost:** 25,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 70 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 40 pounds

**Armor Class:** 5

**Hardness:** 3

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 15

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a lab, not compatible with other weapons, takes a full round to reload)

**Description:** A big, bulky weapon, more commonly seen mounted on a vehicle or a tripod than hand-held. Clearly a prototype, it's covered with mysterious gages, lights and exposed tubes. Anyone struck by the beam loses 3d6 Dexterity points, down to a minimum of 1. A character with a Dexterity of 2 or 1 can't walk or feed themselves and must make a Willpower Saving throw vs. DC 15 each time they try to speak, in order to correctly shape the words. A Fortitude Saving Throw vs. DC 25 halves the Dexterity loss.

### **Pocket Motor Function Disrupter Ray**

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 40,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 12

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A handheld version of the ray, it holds fewer shots in its magazine, but has exactly the same effect. It also looks like it's just come off a laboratory work bench, not quite ready for beta testing. Anyone struck by the beam loses 3d6 Dexterity points, down to a minimum of 1. A character with a Dexterity of 2 or 1 can't walk or feed themselves and must make a Willpower Saving throw vs. DC 15 each time they try to speak, in order to correctly shape the words. A Fortitude Saving Throw vs. DC 25 halves the Dexterity loss.

### **Self-Immolation Ray**

**Size:** Huge (Impossible to conceal)

**Cost:** 20,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Exotic Weapons, Missile

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 70 feet

**“To Hit” Bonus:** -6 penalty for anyone with a Strength of less than 17 to use without a mount.

**Magazine:** 35

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 45 pounds

**Armor Class:** 5

**Hardness:** 3

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a private lab, not compatible with other weapons, takes a full round to reload)

**Description:** A big, bulky weapon, too large for most people to use without at least a tripod mount. Clearly a prototype, it looks like a crazed, near-random assemblage of electrical components with a focusing nozzle on the front. It fires an unwholesome-looking purple ray and makes a sound which is exquisitely painful to the ears.

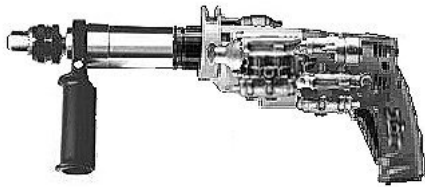
Anyone hit by the beam must at once make a Willpower Saving Throw vs. DC 20 or begin to mutilate themselves with whichever hand weapon is closest, moaning and wheezing with ecstatic joy. If no hand weapon is within easy reach, they will shoot themselves with the nearest missile weapon, at its most lethal setting. If neither is available they will rip and claw at themselves, doing 1 point of damage per round.

They are effectively helpless while they are hurting



themselves, giving any attacker a +4 bonus. They may babble about how good it feels to hurt themselves or beg onlookers to hit them but they aren't capable of any meaningful communication. If you attack yourself, you can only miss if you roll a 1, but since all of the character's actions are at a -4 while they are under the ray's fiendish influence, they actually fail to hurt themselves on a 5 or less. Most weapons aren't designed to hurt the person wielding them, and will do one point of damage less than usual (minimum of one point).

The effects last indefinitely, until the target either makes a saving throw or dies. Let them make another throw every other round.



### **Pocket Self-Immolation Ray**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 45,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** N/A (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 13

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A handheld version of the Self-Immolation Ray. It too looks like the product of a lunatic's basement workbench, rather than a munitions factory.

Anyone struck by the beam must make a Willpower Saving Throw vs. DC 15 or begin to wound themselves with whichever hand weapon is closest, shrieking with pleasure as the weapon bites into their flesh. If no hand weapon is within easy reach, they will shoot themselves with the nearest missile weapon. If neither is available they will rip at themselves with their bare hands, doing 1 point of damage per round.

They are effectively helpless while they are hurting themselves, giving any attacker a +4 bonus. They aren't capable of meaningful communication, although they may rant and rave about how great it feels to be hurt. A character who attacks themselves can only miss if you roll a 1, but since all of the character's actions are at a -4 while they are under the ray's diabolical influence, they actually fail to hurt themselves on a 5 or less. Most weapons aren't made to hurt the person who wields them, and will do one point of damage less than usual (minimum of one point). The effects last for 2-8 rounds.

## **Super-Advanced Weapons**

The product of very advanced technology, any one of these weapons has the capacity to set your game balance seriously askew, so use them judiciously. By and large, these are the weapons used by adventurers from the distant future, relics of ancient and unimaginably powerful galactic empires or prototypes built by isolated geniuses.

Of course, it might be fun to run a campaign set in a hyper-advanced civilization, in which everyone, player and non-player characters alike, runs around with hardware like this. What such a society would be like, and what sort of adventures you might have there (defending the realm from infradimensional invaders? Fighting endless duels out of boredom? Overthrowing lesser civilizations for sport?) I leave to the DM's imagination

You may well ask how these items differ from "Relics" and the answer is that there could easily be more than one of any Super-Advanced Weapon, but Relics are always unique. Even the Witherslant Guns (with the exception of the Model Omega) could turn up in many hands, but there is only one Flenser, only one Wummel Device.

They also fit into a storyline differently. A super-advanced weapon could be the plot hook for an adventure or two, without having any broader impact on the game universe but the appearance of a Relic should always have a big effect on the campaign as a whole.

## Super-Advanced Melee Weapons

### Disintegration Rod

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 300 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 14 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 9

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Target must make a Fortitude Saving Throw vs. DC 20 or be Disintegrated

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 4

**Hit Points:** 3

**DC required to break this item with a Strength Roll:** 16

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** The rod's wielder makes a "touch" attack against the target, ignoring armor. Anyone unlucky enough to be struck by the rod must make a Fortitude save vs. DC 20. If they fail, they disintegrate, leaving not even dust behind. If they succeed, they take a mere 5d6 damage. It can't affect more than about ten cubic square feet of matter at a time and will take chunks that size out of bigger objects. Living beings that are bigger than "Large" automatically succeed at the save and take the damage instead of being disintegrated.

### Pocket Disintegration Rod

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 250 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 13 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Target must make a Fortitude Saving Throw vs. DC 20 or be Disintegrated.

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 3

**Hit Points:** 1

**DC required to break this item with a Strength Roll:** 14

**Accessories:** Miniature Energy Cell (1/20 pound, costs 50 units), Energy Cell (1/2 pound, costs 10 units)

**Description:** A tiny version of the Disintegration Rod, it is no larger than a ballpoint pen and can easily be concealed in one hand. It works in exactly the same way. Anyone struck by the rod must make a Fortitude Save vs. DC 20 or vanish forever in a puff of light. Even if they succeed they take 5d6 damage. Really big creatures (bigger than "Large") automatically make the save, but big inanimate objects do not, and will lose about ten cubic feet of their volume where the disintegration rod struck them.

### Energy Drain Rod

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,200 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** The target gains 2 negative levels, which last for 2d6 hours

**Weight:** 2 pounds

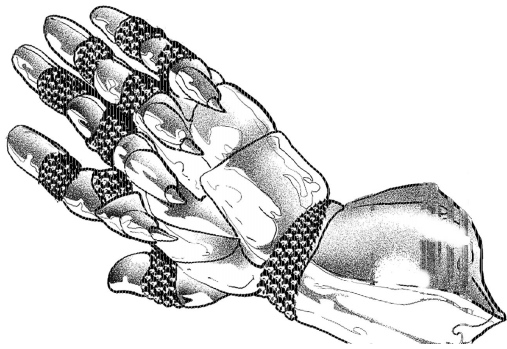
**Armor Class:** 7

**Hardness:** 6

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 17

**Description:** The product of some strange psionic technology, this asymmetrical two-foot rod appears to be made of faceted crystal, which has melted and run in places like a candle. It's refractive properties are extremely strange, but if you peer deep inside you can catch glimpses of what might be electrical components and what might be organs. At one end, there is a mouthlike opening, with little inward-curving spikes around the edges. This is the end you hit things with. When you strike someone with the rod, there is a momentary flash of green light from deep inside its center. It actually devours the target's life-energy in some mysterious way.



### Energy Drain Gauntlet

**Size:** Small (no bonus or penalty to conceal with a "sleight-of-hand" roll)

**Cost:** 1,200 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** The target gains 2 negative levels, which last for 2d6 hours

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 7

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 19

**Description:** An oddly jointed, uncomfortable gauntlet, made from what at first appears to be metal but is in fact an opaque black crystalline substance. Through some unknown process, it drains the life-energy out of the target. Armor does offer some resistance to the process, so the user should make an ordinary melee attack, rather than a Touch Attack.

### Variable Metal Sword

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 4,000 Units

**Tentative Purchase DC:** 23 (if available)

**Required Proficiency:** Exotic Weapons-Melee (also works with any other Variable Metal weapon)

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+3 Slashing (17-20 x2) or 2d6 nonlethal. See description.

**Weight:** 1 pound

**Armor Class:** 7

**Hardness:** 15

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 30

**Accessories:** Scabbard (costs 20 Units, weighs 1/2 pound)

**Description:** A weird, semitransparent blade which looks a little like a strangely-shaped crystalline shortsword. Its lines seem to shift and fold in on themselves like one of Escher's optical illusions. Staring at the blade for too long can induce mild vertigo. It makes a faint, high humming sound as it moves.

This weapon is made of variable matter, and can adjust its atomic structure to pass through other objects. It can strike the target, pass through the target without doing any damage or materialize just enough to cause a shock to their system (2d6 Nonlethal Damage). In the hands of a skilled operator it can be made to partially materialize inside a target once it has passed harmlessly through the outer layers, making armor useless against it. (This effect can only be used by someone who has the Weapon Proficiency).

### Variable Metal Punch-Dagger

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 3,000 Units

**Tentative Purchase DC:** 22 (if available)

**Required Proficiency:** Exotic Weapons-Melee (also works with any other Variable Metal weapon)

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d4+3 Piercing (17-20 x3) or 2d6 nonlethal. See description.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 30

**Description:** A strange, short, triangular object. Partially transparent, it's angles seem to move and shift in impossible ways. Staring at it makes people's teeth hurt and the roots of their hair throb strangely. If you study it more carefully, you will find that it is meant to fit over a person's hand, and functions like a punch-dagger. Even though you can see through the weapon, you can't see the hand inside it.

This object is made of variable matter, and can adjust its atomic structure to pass through other solid objects. It can strike the target, pass through the target without doing any damage or materialize just enough to cause a shock to their system (2d6 Nonlethal Damage). In the hands of a skilled operator it can be made to partially materialize inside a target once it has passed harmlessly through the outer layers, making armor useless against it. (This effect can only be used by someone who has the Weapon Proficiency). It can

also strike a target on the far side of a wall without damaging the wall.

### Variable Metal Spear

**Size:** Huge (Impossible to conceal)

**Cost:** 4,000 Units

**Tentative Purchase DC:** 23 (if available)

**Required Proficiency:** Exotic Weapons-Melee (also works with any other Variable Metal weapon)

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**“To Hit” Bonus:** +3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+3 (17-20 x3) or 2d6 nonlethal. See description

**Weight:** 3 pounds

**Armor Class:** 5

**Hardness:** 15

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 30

**Description:** A long, slender transparent lance, about eight feet in length. Its exact length is difficult to tell, and seems to change depending on what angle you view it from. It looks almost like it might be made of crystal, but it doesn't glitter or refract light. The spear's angles seem somehow unnatural, and its lines are difficult to follow with the eye. It makes an odd, faint hum as it moves.

This weapon is made of variable matter, and can adjust its atomic structure to pass through other objects. It can strike the target, pass through the target without doing any damage or materialize just enough to shock their system (2d6 Nonlethal Damage). In the hands of a skilled operator it can be made to partially materialize inside a target once it has passed harmlessly through the outer layers, making armor useless against it. (This effect can only be used by someone who has the Weapon Proficiency). While it does have Reach, it can just as easily be used against targets at close range.

### Variable Metal Glaive

**Size:** Huge (can't be concealed)

**Cost:** 5,000 Units

**Tentative Purchase DC:** 23 (if available)

**Required Proficiency:** Exotic Weapons-Melee (also works with any other Variable Metal weapon)

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**“To Hit” Bonus:** +3

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10+3 Slashing (17-20 x3) or 2d6 nonlethal. See description

**Weight:** 3 pounds

**Armor Class:** 5

**Hardness:** 15

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 30

**Description:** A ten-foot metal shaft, topped with a very strange blade. While the shaft looks normal enough, the blade is a bizarre, asymmetrical, transparent shard of what at first appears to be crystal, but is in fact something much stranger.

The blade is made of variable matter, and can adjust its atomic structure to pass through other objects. It can strike the target, pass through the target without doing any damage or materialize just enough to cause a shock to their system (2d6 Nonlethal Damage). In the hands of a skilled operator it can be made to partially materialize inside a target once it has passed harmlessly through the outer layers, making armor useless against it. (This effect can only be used by someone who has the Weapon Proficiency). The weapon has reach and cannot be used to attack targets that are closer than ten feet away.

### Xammitrice Glaive

**Size:** Huge (can't be concealed)

**Cost:** 12,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 26 (if available)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Remote-Control melee weapon)

**Handed:** Requires 0 or 2 hands to use (can fight independently)

**Range Increment:** --

**“To Hit” Bonus:** +3

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10+3 Slashing (17-20 x3) or 2d6 nonlethal. Ignores armor. Only Dexterity based AC counts against it.

**Weight:** 3 pounds

**Armor Class:** 5 (18 in the air)

**Hardness:** 15

**Hit Points:** 15

**DC required to break this item with a Strength Roll:** 30 (13 to break the antigravity motor)

**Special:** This weapon has the capacity to fight independently of its wielder. However, if the wielder uses it as a hand weapon they suffer the penalties for making two weapon attacks, as though they were using a One Handed Weapon and a Light Weapon (see the Player's Handbook, page 124).

**Accessories:** Energy Cell (1/2 pound, costs 10 units)

**Description:** A metal staff with a blade at either end. Made from variable matter, it can adjust its molecular density and pass harmlessly through solid objects. It can partially or completely materialize some of its length, while the rest of its mass remains immaterial. This allows it to strike objects on the far sides of walls, and to ignore armor. It can do either normal or nonlethal damage, depending on how fully it materializes inside the target.

It also has a built-in antigravity motor and an

onboard computer which enables it to leave the user's hand and fight on its own, hovering in mid air as it cuts and parries. It can make two attacks per round without penalty. The glaive cannot move more than ten feet from its user, and can only fight on its own for fifty rounds before its power cell runs dry and it falls to the ground. The weapon fights completely independantly of its user, who does not need to concentrate on the weapon.

The Glaive can follow simple instructions like "come here" or "drop to the floor" but it will not be able to manipulate objects or pick things up. Strangely, it runs on standard power cells, interchangeable with much lower-tech weapons.

### Mind Sword

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 4,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 23 (if available)

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +4

**Magazine:** Special, see description

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+4 Slashing (17-20 x2), can also do 1d8+ Nonlethal damage

**Weight:** 1 pound

**Armor Class:** 7

**Hardness:** 15

**Hit Points:** 35

**DC required to break this item with a Strength Roll:** 19

**Special:** Can be readied as a free action, ignores armor, makes all attacks as touch attacks, does no damage to non-living objects, can be set to do Nonlethal Damage rather than real damage.

**Description:** A small mental focusing crystal which fits easily in the palm of the user's hand. When the user concentrates on it, it projects a blade of pure psychic force which can be used like a sword. The mental blade glows with psionic energy and makes a high-pitched wailing sound as it swings. It inflicts damage only on living targets and ignores armor.

Everyone's mind-sword looks a little different, depending on their personality. The DM should describe a given character's sword in terms of what the character is like. An angry character might have a blade that pulses a dull red, a nervous character might have a jagged blue weapon which crackles with sparks, and so forth.

Unlike a lot of psychic weapons, the mind-sword is not sentient and will work for whoever picks it up.

### Two-Dimensional Blade

**Size:** Medium when in use (-4 penalty to conceal with

a "sleight of hand" roll). Tiny when turned off (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 12,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 26 (if available)

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** +4, makes touch attacks, ignores armor

**Magazine:** N/A

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d8 Slashing (17-20 x4), ignores Hardness and Damage Resistance

**Weight:** 1 pound

**Armor Class:** 7

**Hardness:** 5 (only applies to the handle--the blade itself can't be hurt by 3-dimensional matter)

**Hit Points:** 5 (only applies to the handle--the blade itself can't be hurt by 3-dimensional matter)

**DC required to break this item with a Strength**

**Roll:** 18 (only applies to the handle)

**Description:** A strangely shaped handle made from some transparent substance which defies analysis. When squeezed, it extrudes a two-dimensional plane of synthetic matter that has no thickness at all. When turned to one side, the blade becomes invisible. It can penetrate any conventional matter with perfect ease. It ignores armor and hardness completely, and if you use it on an opponent who is armed with a melee weapon, you can choose to attack the weapon instead of its wielder. It can even damage weapons made of Variable Matter.

### Tesseract Weapon

**Size:** Varies (but always has a +4 bonus to be concealed with a "Sleight of Hand" roll)

**Cost:** 15,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 27 (if available)

**Required Proficiency:** Exotic Weapons-Melee

**Handed:** Requires 2 hands to use

**Range Increment:** Has 10 feet of Reach

**"To Hit" Bonus:** +4 touch attack, ignores armor and cover altogether.

**Magazine:** N/A

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+2 Slashing (17-20 x2), ignores all Hardness and Damage Resistance

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 30

**DC required to break this item with a Strength Roll:** 45

**Description:** A four-dimensional weapon, produced by who-knows-what kind of hyper-technology. It



looks like a sort of transparent star, which constantly changes shape and subtly readjusts its size as you look at it. Its lines intersect in ways that don't make sense, like an optical illusion. Rumors say that staring at it too long can drive you mad.

You grip the weapon by one of its points. Your hand vanishes when you hold the weapon, which appears to float above the stump of your wrist (your hand reappears as soon as you let go).

As a four-dimensional object, it is not subject to the laws of three dimensional space. It ignores armor and makes touch attacks. Cover is useless against it--the weapon can hit a target on the far side of a wall and

leave the wall undamaged. It can hit ethereal targets with no difficulty. It attacks the target from the inside and leaves horrendous gashes that rarely reach the surface of the target's skin.

Even the wounds it leaves have unsettling physical properties and don't behave like ordinary space. A physician might accidentally drop a surgical tool into one wound, only to have it suddenly come flying out of another wound at high speed, as though it had fallen a long ways (this has no specific game effect—it just adds atmosphere).

## Super-Advanced Ranged Weapons

### Hypermass Spear Launcher

**Size:** Huge (Impossible to conceal)

**Cost:** 600 Units

**Tentative Purchase DC:** 16 (if available)

**Required Proficiency:** Martial-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**“To Hit” Bonus:** +4 vs. Armor Only

**Magazine:** Only holds one spear, but the energy cell holds enough power to use the launcher 50 times.

**Rate of Fire:** Once per round

**Damage:** 1d6+2 Piercing (17-20 x3)

**Weight:** 12 pounds

**Armor Class:** 5

**Hardness:** 10

**Hit Points:** 55

**DC required to break this item with a Strength**

**Roll:** 40

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Spear (weighs 5 pounds when the antigravity engine works, 2 1/2 tons when it doesn't, costs 100 units if you can find one, can only be lifted because of its onboard anti-gravity generator. The micro-power cell on the spear takes years to run out, but if it does finally expire or if it somehow gets broken the spear becomes impossible for anyone with a Strength of less than 50 to move).

**Description:** A massive spear-gun which launches a spike built around a core of hypersdense matter. Only the extensive use of antigravity generators on both the spear and its launcher make it possible to use at all.

It takes a full round to reload one of the superheavy spears. The power cell must be changed once every month—an indicator light comes on a few days before the antigravity motors run out of juice. It takes only a standard action to swap out a spent power cell. There is usually enough energy left in the antigravity engines to keep the weapon from suddenly weighing three tons while you're holding it. Assume that the gun doesn't become impossible to hold until three rounds after its power cell has been pulled. Even then it happens gently enough that you have a full round in which to

set the weapon down before it crushes you.

What kind of big game is this thing used to hunt? Perhaps it's actually better not to know.

### Solar Torch

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 6,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 24 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 70 ft when attacking a single target

**“To Hit” Bonus:** --

**Magazine:** 50, but see description

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Varies, 1-6d8 Heat (20 x2), see description for details

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 30

**Accessories:** Energy Cell (8 oz in weight, price unknown, may not even be available)

**Description:** A very powerful but incredibly simple energy weapon, it gives out a blaze of hot white light with such a massive power source behind it that the beam can burn through steel.

By adjusting the lens you can create a wide beam or a tightly focused one. Damage varies according to how many charges you want to spend and how wide an area you want to affect. To do damage in a 25 foot cone costs three charges per d8 of damage (maximum 3d8). To attack a single ten-foot square costs 2 charges per d8 of damage (maximum 4d8) and to attack a single target costs one charge per d8

(maximum of 6d8).

Reflective armors which offer special protection against lasers also protect against the Solar Torch, but anti-laser aerosols do not.

The torch seems to have been made by some unthinkable advanced civilization which had long since outgrown energy weapons but for some reason wanted to produce one, and took the simplest route. It looks a lot like a short white flashlight with a dial near the lens.

The solar torch runs on a special type of energy cell, produced by whatever society built it. Where you would find replacements (if any exist) is up to the DM.

### Smart Gun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 900 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 17 (if available)

**Required Proficiency:** Slugthrower Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 500 feet

**"To Hit" Bonus:** +3, Ignores Armor, Ignores Cover  
**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 20

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 33

**Accessories:** Smart Missiles (Artifact, probably not for sale, might cost as much as 10,000 Units if you don't find them yourself, weigh 1/10 pound each)

**Description:** A kind of hyper-advanced, last-generation gyrojet weapon. It fires tiny intelligent missiles, made of Variable Matter. These Smart-Bullets can pursue targets around corners, over barriers or behind the gun's operator. They can adjust their atomic structure to pass through walls or armor without leaving a mark. Cover provides no protection whatever from smart bullets and neither does armor. The gun makes what is in effect a Ranged Touch Attack against the target.

On impact, the bullets can either partially materialize, doing 1-4 D8 Nonlethal Damage to the target, they can do 1-4 D8 Piercing damage (18-20 x3), they can explode, doing from one to four d8 Bludgeoning damage to anything in a five to fifteen foot radius (the gun's operator chooses the level of damage and the radius of the explosion, but in any case a target can make a Reflexes Saving Throw vs. DC 20 to take half damage), or give out a burst of electromagnetic radiation which does up to 6d8 damage to any robots or silicon-based life-forms in a radius of up to 15 feet (here too the operator sets the

radius and level of damage) but leaves biological life unharmed.

They can also make Autofire attacks against a whole ten foot square, but choose which targets to hit and which to avoid. Autofire uses up ten rounds of ammunition, just as with any automatic rifle.

The gun itself is still recognizably a firearm, albeit long, thin and light. It's made from a kind of living metal, which heals any injuries to itself at a rate of 1 hp per every six hours. It always looks shiny and new, no matter how old it is, and slowly shapes itself to better fit the user's hand.

The missiles don't come in blocks of caseless ammunition like bullets, and still have to be individually loaded into a magazine. It takes a standard action to reload this weapon if a magazine is already prepared and ready.

A large, wide, short scope floats over the barrel. Although it doesn't appear to be physically connected to the gun, the scope moves with it and feels solidly attached. You can remove it by flipping a catch on the back. The scope displays everything going on around the gun's operator in a 360° radius, and can see through walls up to six feet thick (there may be some special substances that it can't see through-it's the DM's call).

The weapon is intelligent (Int 14) and can communicate telepathically with its user, but only if they are actually holding it. If someone finds the gun, it will pick up on the user's language in 1d6 days, but only if they spend a lot of time talking around it. The weapon has a happy, jaunty, cheerful personality but will only want to talk about gun-related matters, combat, etc. It will work for whoever picks it up. It feels no particular loyalty to previous owners and will kill them as amiably as anyone else (although it might give them a cheery hello and ask how they're doing first).

### Hypermissile

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 500 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 15 (if available)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** N/A

**Range Increment:** 10 miles

**"To Hit" Bonus:** +3, Ignores Armor

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 20

**Hit Points:** 20

**DC required to break this item with a Strength**

**Roll:** 26 (to deactivate)

**Description:** This is what rocket weapons ultimately evolve into. Fully intelligent missiles (Int 14), made of Variable Matter, capable of detonating with a wide

range of effects. The missile is smarter than most human beings and the DM should role-play it like any intelligent, helpful character. It can follow instructions as complex or vague as "Hit the one dressed like an ambassador " or " If you don't hear back from me in fifteen minutes, launch and go kill the highest ranking enemy officer you can find--unless you see a really valuable piece of equipment, in which case go kill it instead". It can verbally ask questions to clarify its user's intent, if need be.

Hypermissiles can adjust their atomic structure to pass harmlessly through walls or armor without leaving a mark, and then rematerialize on the other side. Cover provides no protection from a Hypermissile and neither does armor. It makes a Ranged Touch Attack against the target.

On impact, the missile can do from one to 15d6 Bludgeoning damage to anything in a five to thirty foot radius, do the same amount of nonlethal damage in the same radius, or give out a burst of electromagnetic radiation which does up to 9d10 damage to any robots or silicon-based life-forms in a radius of up to 20 feet (here too the operator sets the radius and level of damage) but leaves biological life unharmed. The missile can select some targets in the radius to take damage and others to be spared. Any target can make a Reflexes Saving Throw vs. DC 25 to take half damage.

The Hypermissile's personality is upbeat, cooperative and gung-ho. It grows confused if asked to talk about anything not related to combat.

### **Molecular Agitator**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 750 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 17 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 60 ft when attacking a single target

**"To Hit" Bonus:** --

**Magazine:** 25

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Varies, 1-4d8 Flame or Cold (19-20 x2). See description for more details.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 9

**DC required to break this item with a Strength Roll:** 30

**Accessories:** Energy Cell (8 oz in weight, price unknown, may not even be available)

**Description:** A device that affects molecular vibration, speeding it up or slowing it down, creating intense heat or intense cold. Can do either Heat or Cold Damage. The amount of damage varies

according to how many charges you want to spend and how wide an area you want to affect.

To do damage in a 25 foot cone costs three charges per d8 of damage (maximum 2d8).

To attack a single ten-foot square costs 2 charges per d8 of damage (maximum 3d8).

To attack a single target costs 1 charge per d8 worth of damage (maximum 4d8).

If caught by any of the area attacks, a target can make a Reflexes Saving Throw vs. DC 20 to take half damage.

The Molecular Agitator seems to have been intended to be as much of a tool as a weapon (although it remains unclear what kind of job would require you to create a 25 foot cone of cold). Certainly it doesn't look much like a gun. The Agitator most closely resembles a large electric razor, with three small metal nozzles sticking out of one end. It uses its own strange type of power cell, which may or may not be possible to find in your campaign.

### **Personal Safety Unit**

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 950 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** "Freeze Ray" 40 feet, "Zap" 80 feet, Disintegration Ray 60 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 25

**DC required to break this item with a Strength Roll:** 23

**Accessories:** Holster (costs 20 Units, weighs 1/2 pound)

**Description:** This weapon is favored by annoying tourists from the distant future and the tiresome, dangerous children of unimaginably powerful races from beyond our galaxy. It has a number of settings, most of them thankfully non-lethal. It's one real weakness is its power supply, which is only good for 20 shots and all but impossible to replace outside the owners' home world/dimension/epoch.

**Setting 1 Defense Screen:** Projects a force-field around the user, which increases their Armor Class by 25, but doesn't allow them to strike anything outside the field. This setting doesn't actually use any charges.

**Setting 2 "Freeze Ray":** Projects a Paralysis beam (Fortitude Save vs. DC 25) which leaves the victim stuck comically in mid-pose until setting three can be used on them (it also keeps the target from

aging or having to eat or breathe and gives them a temporary Damage Resistance of 20)

**Setting 3:** Reverses the effect of the "Freeze Ray"

**Setting 4 "Zap":** Does 6d10 Nonlethal Damage to anyone struck by the beam.

**Setting 5 "Disintegrate":** Anyone or anything size Large or smaller that is struck by the beam must make a Reflexes Saving Throw vs. DC 18 or be disintegrated.

### Phase-Shift Gun

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 3,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact. Could also be a prototype, in which case the listed price is actually the cost required to build the unit).

**Tentative Purchase DC:** 22 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 4

**Rate of Fire:** Once per round

**Damage:** Special--see description

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 17

**Accessories:** Energy Cell (1/2 pound, not compatible with other weapons, usually unavailable or the subject of an adventure), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

**Description:** A big, long, but surprisingly light weapon, made largely from some weird, ultra-high-tech composite material. It is capable of repairing itself, and will regain one lost Hit Point per hour. This makes it impossible to tell the weapon's age. It never accumulates any wear and tear, and always looks as new as when it was first manufactured.

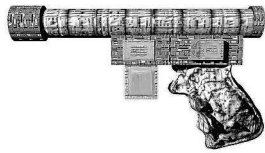
Anyone struck by its faint purple beam is at once sent out of phase with the rest of reality. In game terms, they have been rendered Incorporeal and Invisible, capable of moving through solid objects in any direction at their normal movement rate. It also renders them both blind and deaf, incapable of smell, taste, touch or of making themselves heard, since they are no longer interacting with the physical world.

It is possible to set the gun to reverse this effect, but finding the target once they're invisible may prove a challenge, particularly if they start moving around in a blind panic.

The weapon runs on some strange kind of power cell that is only available to the hyper-advanced beings who produced this gun. If you can somehow manage to find one and recognize what it is, the gun takes a Standard Action to reload.

## Fusion Sidearms

Even the most advanced civilizations that we know of can't make fusion guns small enough to be practical infantry weapons. It is flatly impossible, they assure us, to build fusion weapons of below a certain size and bulk. But there are other, still more powerful entities out there somewhere who scoff at these limitations. These are the guns they might use.



### Fusion Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 900 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 17 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** --

**Magazine:** 5

**Rate of Fire:** As many times as the wielder has

attacks

**Damage:** 12d6 Heat (17-20 x3) to the specific target, 8d6 Heat to everything else in a 10 foot radius (a Reflexes Saving Throw vs. DC 20 halves this damage)

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 20

**Accessories:** Energy Cell (1/2 pound, costs 10 units,

probably isn't compatible with less advanced weapons), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** Perhaps the ultimate handgun. This pistol can project nearly as much destructive power as a full-sized fusion gun. Despite being the product of some unbelievably advanced civilization, it still looks a lot like a pistol. It is made from some weird living substance and will regain lost hit points at a rate of 1

HP every four hours. It runs on a power source that we can't possibly understand, but which looks like an energy cell and can be replaced in one Standard Action. These energy cells are extremely difficult to find, unless you happen to be one of the nigh-godlike beings who make these weapons, in which case you can pick them up at a convenience store, right between the Hypertwinkies and the Secret of Existence.

### **Fusion Rifle**

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,200 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 160 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 15d6 Heat (17-20 x3), to the specific target, 10d6 Heat to everything else in a 10 foot radius (a Reflexes Saving Throw vs. DC 20 halves this damage)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 25

**Accessories:** Energy Cell (1/2 pound, costs 10 units, probably isn't compatible with less advanced weapons)

**Description:** Very advanced societies become capable of producing ridiculously small fusion guns. This one is no bigger and heavier than a laser rifle, yet has all the stopping power of its giant predecessors.

It runs on a tiny power cell which is made only by the hyper-advanced society which produced the gun. It takes a Standard Action to reload.

The gun itself is made from a shiny green metallic substance which is somehow alive, and will regenerate damage at a rate of 1 hp per every 4 hours.

As a general rule, cultures advanced enough to make these weapons have already moved on to lepton guns, which attack the very substance of the target's reality and don't make nearly as much mess as a fusion weapon. Then again, since no one understands these cultures, they may well have some unknowable reason to build fusion guns that we can't begin to comprehend. Or they may get a kick out of blowing things up.

## **Disintegration Weapons**

Once a culture discovers matter transmission, it's only a short step to producing weapons that take matter apart and don't put it back together. The real trick to getting disintegration weapons right isn't to find a way to disrupt the target's atomic structure—it's to do it without causing a nuclear explosion. Useless for hunting, these guns are not just weapons of war. They have any number of uses as cutting tools and other applications that we're not advanced enough to comprehend. While they do huge amounts of damage they tend not to have much range and are seldom the only kind of sidearm that a given culture relies on.

### **Disintegration Ray**

**Size:** Huge (Impossible to conceal)

10,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact. Could also be a prototype, in which case the listed price is actually the cost required to build the unit).

**Tentative Purchase DC:** 26 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 90 feet

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 85 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 20

**Accessories:** Heavy Energy Cell (Weighs 1 pound, costs 25 units), or a home-made energy cell (weighs 2 pounds, costs 15 Units to make in a basement lab, not compatible with other weapons, takes a full round to reload)

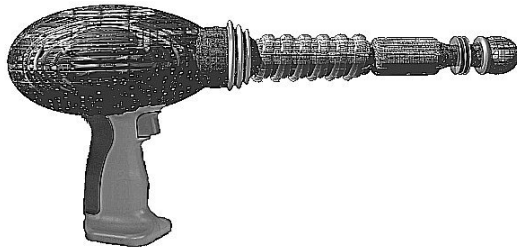
**Description:** A short, squat weapon with a wide barrel. Largely made of synthetic materials, it looks like the product of some unthinkably advanced technology, and it is. It tears the target apart at the subatomic level, reducing them to a flash of greenish light.

Anyone struck by the beam must make a Reflexes Saving Throw vs. DC 20 or be utterly disintegrated, leaving not even dust behind. With a successful throw, the target only takes 5d6 damage. The beam can only disintegrate about twenty cubic feet of material, so targets bigger than "Large" in size automatically make their saving throws. If the weapon is used against a Huge or larger non-living



object it will remove a twenty cubic foot chunk of material.

This weapon is too heavy to carry, but works very well as a mounted antipersonnel gun on an armored vehicle. It is also good to turn on screaming captive heroines who call you mad...



### Disintegrator Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 3,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 22 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 10

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 16

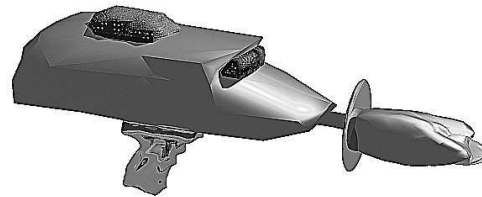
**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 250 units, reduces Range Increment by one), Holster (costs 20 Units, weighs 1/2 pound)

**Description:** This is a very advanced weapon, and one that is seldom seen. It fires a thin green ray which somehow suppresses the nuclear "strong force" that holds atomic nuclei together, and erases the target into its component particles.

Anyone struck by the beam must make a Reflexes Saving Throw vs. DC 20 or be utterly disintegrated, leaving no trace behind. With a successful throw, the target only takes 3d6 damage. The beam can only disintegrate about twenty cubic feet of material, so targets bigger than "Large" in size automatically make their saving throws. If the weapon is used against a Huge or larger non-living object it will remove a twenty-cubic foot chunk of material.

It uses a unique and very powerful energy cell, found only in the possession of the super-advanced beings who produced the gun. Should you find a spare power cell somehow, it takes only a standard action to reload.

As advanced as the weapon is, it's simple enough to fire. Anyone familiar with energy weapons can use it.



### Disintegrator Rifle

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 5,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 23 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** --

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 8 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 7

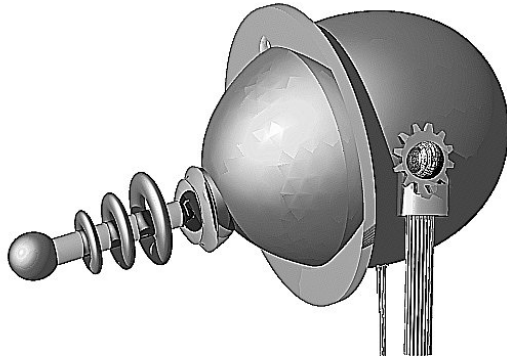
**DC required to break this item with a Strength Roll:** 19

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Scope (1/2 lb, costs 300 units, reduces Range Increment by one)

**Description:** A heavy disintegration weapon. We're calling it a rifle because it has more range than a disintegrator pistol and you hold it with two hands, but it's actually shorter than a sawed-off shotgun. It fires a thin green ray that reduces matter into subatomic particles.

Anyone struck by the beam must make a Reflexes Saving Throw vs. DC 20 or be utterly disintegrated. With a successful throw, the target only takes 4d6 damage. The beam can only disintegrate about twenty cubic feet of material, so targets bigger than "Large" in size automatically make their saving throws. If the weapon is used against a Huge (or larger) non-living object it will remove a twenty-cubic foot chunk of material.

The disintegrator rifle uses the same strange super-power-cells as the disintegrator pistol. Unfortunately, they don't work with anything else and are extremely difficult to find. If you can locate a fresh cell, it takes a Standard Action to reload the gun.



### Disintegrator Cannon

**Size:** Huge (can't be concealed)

**Cost:** 600,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact. Could also be a prototype, in which case the listed price is actually the cost required to build the unit)

**Tentative Purchase DC:** 40 (if available)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Weapon must be fired from a mount

**Range Increment:** Doesn't have a "range increment" as such. Maximum range is 600 feet. The weapon does not lose any accuracy toward the outer end of its range.

**"To Hit" Bonus:** --

**Magazine:** 70 or unlimited if hooked up to an outside power supply

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 5 tons

**Armor Class:** 0

**Hardness:** 10

**Hit Points:** 50

**DC required to break this item with a Strength**

**Roll:** 20 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Description:** One of the most feared energy-weapons ever seen on the battlefield. Troops who see that they

are faced with a disintegrator cannon, and who know what that means, must at once make a Morale Check.

It affects a ten foot wide, six hundred foot long path. Anything caught in that path must make a Reflexes Saving Throw vs. DC 30 or be utterly disintegrated, leaving not even dust behind. With a successful throw, the target only takes 10d6 damage. The beam can only disintegrate about forty cubic feet of material, so targets larger than "Huge" in size automatically make their saving throws. If the weapon is used against a Gargantuan or larger non-living object it will remove a forty-cubic foot chunk of material.

The product of extremely advanced technology, a Disintegrator Cannon is more likely to be an experimental prototype or an ancient alien relic than anything a contemporary army might have in its arsenal. Still, that's entirely up to the DM. If you find yourself at war with a civilization that can mass produce these weapons, look out!

In appearance it looks a lot like a stubby green metal egg with a set of transparent focusing rings around the narrow end. Only one person is required to operate the device, but the controls are baffling in the extreme to anyone who hasn't been trained to work the weapon. Every time someone without the weapon proficiency attempts to fire the Disintegrator Cannon, they must first succeed at an Intelligence Roll vs. DC 20. If they roll a 1, it goes off in the wrong direction (the DM should select one at random).

A large, heavy weapon even for a piece of artillery, disintegrator cannons have a relatively short range. Ineffective at long-range bombardment, but superb at stopping infantry and armored assaults, they are usually mounted on fixed fortifications. Some models have been equipped with treads, but due to the cannon's weight they can seldom move faster than thirty feet per round.

## Lepton Guns

Among the most advanced weapons ever built, lepton guns fire streams of excited quarks and attack the reality of the target on its most basic level. Destructive enough to gravely unbalance most campaigns, they are usually seen as artifacts left behind by vanished civilizations or perhaps as prototypes built by some incredible genius thousands of years ahead of his or her time. Fortunately for the DM, they tend to run on hyper-advanced power cells that can't be replaced or duplicated by present-day technology.

### Phased Lepton Projector

**Size:** Huge (can't be concealed)

**Cost:** 20,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** (Weapon must be built or found--you cannot acquire one with a simple Wealth check)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 500 feet

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** 8d10 Weird Energy (20 x3)

**Weight:** 75 pounds (or a 15 pound projector with a 60 pound backpack-mounted power cell)

**Armor Class:** 5

**Hardness:** 3

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 15

**Special:** Ignores up to 15 points of Hardness or Damage Resistance

**Accessories:** Infantry models come with a Backpack-Mounted Energy Cell (Weights 60 pounds, costs 1,000 units, AC 15, 7 Hardness, 18 HP, 20% chance of exploding when it loses all its Hit Points, doing 5d6 damage to the wearer and 2d6 to anything else in a 5 foot radius)

**Description:** An early portable lepton projector, this is a huge, bulky, fragile weapon. These guns are generally too large for one man to carry and fire. There are a few experimental models designed for infantry, which come with a backpack mounted generator (it isn't compatible with any other energy weapons) and slows the user's movement by a third. The man-portable version is identical in its stats, weight, length, etc. to the vehicle-mounted version. The weight of the backpack exactly makes up for the reduced weight of the gun itself.

This gun fires a stream of quarks and attacks the enemy's structure at the subatomic level. It makes a little noise-about as much as a laser, although its range and stopping power are vastly superior to any laser sidearm ever made. A strictly military piece of hardware, almost never available to civilians unless they have invented it themselves.



### Lepton Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 600 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 16 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 250 feet

**"To Hit" Bonus:** Ignores Armor, makes a Ranged Touch Attack

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d10 Weird Energy (20 x3). Ignores up to 15 points of Hardness or Damage Resistance

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 20

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 25

**Accessories:** Energy Cell (8 oz in weight, price unknown, a minor artifact in its own right, almost never available),

**Description:** A sidearm used only by very advanced societies. It bears little resemblance to a conventional pistol. Only by actually holding and trying to point it can you tell which direction it is supposed to be aimed. Made of living matter, it can regrow one hit point of damage per six hours and unless it has been recently damaged it always looks shiny and new. It takes a Standard Action to reload, but runs on power cells that are impossible to find outside of the hyper-civilization that manufactured it.

### Lepton Pistol (Light)

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 400 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 15 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 300 feet

**"To Hit" Bonus:** Ignores Armor, makes a Ranged Touch Attack

**Magazine:** 20

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d10 Weird Energy (20 x3), Ignores up to 15 points of Hardness or Damage Resistance

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** 20

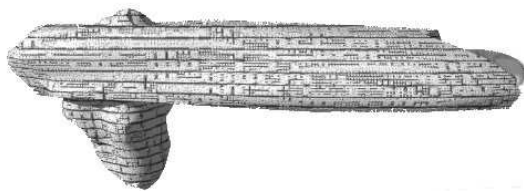
**Accessories:** Energy Cell (8 oz in weight, price unknown, a minor artifact in its own right, almost never available), Scope with integral targeting system (weighs 1/2 lb, gives the weapon a +2 To Hit bonus and reduces the Range Increment by one, cost unknown, a minor artifact in its own right, seldom available for sale)

**Description:** A specialized lepton pistol, which reduces its firepower in order to have greater range.

Cultures advanced enough to make a gun like this are difficult to understand. We don't know what unfathomable purpose it may be intended for. Perhaps it's a target pistol? It's certainly useless for hunting, as it leaves very little left of most game.

It does not look much like a pistol, but once you pick it up it's easy to tell how the gun is meant to be used. Made of living metal, it never has any nicks or scratches on its surface and always looks as new as the day it was manufactured. It can also grow back lost hit points at a rate of 1 every six hours.

It takes a Standard Action to reload. However, unless you are a citizen of an unbelievably advanced civilization, you won't be able to find fresh power cells easily. A quest to the far side of the galaxy is more likely to turn them up than a trip to the convenience store.



### Lepton Carbine

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 850 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 17 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 450 feet

**“To Hit” Bonus:** Ignores Armor, makes a Ranged Touch Attack

**Magazine:** 45

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 6d10+6 Weird Energy (20 x3), Ignores up to 15 points of Hardness or Damage Resistance

**Weight:** 4 pounds

**Armor Class:** 7

**Hardness:** 20

**Hit Points:** 15

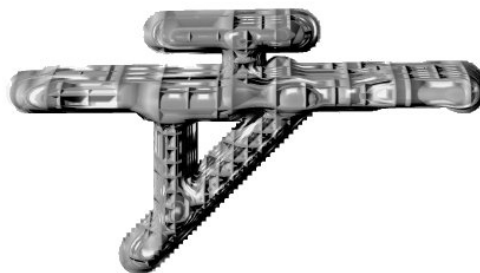
**DC required to break this item with a Strength Roll:** 30

**Accessories:** Energy Cell (8 oz in weight, price unknown, a minor artifact in its own right, almost never available), Scope with integral targeting system (weighs 1/2 lb, gives the weapon a +2 To Hit bonus and reduces the Range Increment by one, cost unknown, a minor artifact in its own right, seldom available for sale)

**Description:** A small, light Lepton Rifle, no bigger than a sawed-off shotgun. It can deliver either a single bolt, expending one charge, or a continuous beam that can be played across an entire ten-foot square like an autofire weapon at a cost of three charges.

The gun is made of living metal, and can regenerate lost hit points at a rate of one every six hours. It never shows any sign of wear or aging.

It takes only a single Standard Action to replace the device's power cell, but finding a spare power cell in the first place is quite another matter. There may be one or two sitting on dusty museum shelves, unclassified, or venerated as gods by some lost primitive tribe, or in some even more unlikely and dangerous place. Acquiring a new one should almost always be the subject of a whole adventure, if the DM allows it at all.



### Lepton Rifle

**Size:** Large (-8 penalty to conceal with a Sleight of Hand roll)

**Cost:** 1,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 750 feet

**“To Hit” Bonus:** Ignores Armor, makes a Ranged Touch Attack

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 8d10 Weird Energy (20 x3), Ignores up to 15 points of Hardness or Damage Resistance

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 20

**Hit Points:** 25

**DC required to break this item with a Strength Roll:** 35

**Accessories:** Energy Cell (8 oz in weight, price unknown, a minor artifact in its own right, almost never available), Scope with integral targeting system (weighs 1/2 lb, gives the weapon a +2 To Hit bonus and reduces the Range Increment by one, cost unknown, a minor artifact in its own right, seldom available for sale)

**Description:** A full-sized military Lepton Rifle (if societies advanced enough to make these weapons still have something we could recognize as a military).

It can deliver either a single bolt, using one charge from its power cell, or a continuous beam that can be played across an entire ten-foot square like an autofire weapon at a cost of three charges. The target square has an effective defense of 10. Anyone caught in the target square can make a Reflexes Saving Throw vs. DC 20 to take half damage.

Made of living metal, it can regenerate one hit point every six hours, and never shows any of the usual signs of wear and tear. A Lepton rifle made a thousand years ago looks no older than one made yesterday.

This is one of the most powerful hand-weapons ever made and should be treated with extreme caution by the watchful DM. Fortunately for the sake of your campaign, its power cells are extremely difficult to find, unless you live in a society which manufactures them (in which case everyone has Lepton Rifles and



the game-balance problem disappears). It takes a Standard Action to reload.

### Quantum Cannon

**Size:** Huge (can't be concealed)

**Cost:** 45,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 31 (if available)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Weapon must be fired from a mount

**Range Increment:** 500 feet

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 70

**Rate of Fire:** Once per round

**Damage:** 10d20+20 Weird Energy

**Weight:** 2 pounds

**Armor Class:** 3

**Hardness:** 25

**Hit Points:** 80

**DC required to break this item with a Strength**

**Roll:** 25 to disable with a skill roll (perhaps the "Repair" skill, although this of course is up to the DM)

**Special:** Ignores up to 15 points of Hardness or Damage Resistance

**Accessories:** Bipod Mount (Weights 2 pounds, Costs 150 units)

**Description:** This appears to be a squad-support weapon, although it's hard to guess what kind of small-unit tactics beings advanced this advanced would devise.

The gun can deliver either a single bolt, using one charge from its power cell, or a continuous beam which can be played across an entire ten-foot square like an autofire weapon at a cost of three charges. The target square has an effective defense of 10. Anyone caught in the target square can make a Reflexes Saving Throw vs. DC 20 to take half damage.

Roughly the size and shape of a shoulder-mounted rocket launcher, it is as light as a feather but still needs to be fired from a bipod mount, because of its length and awkward balance. It is very hard to understand how to operate this weapon.

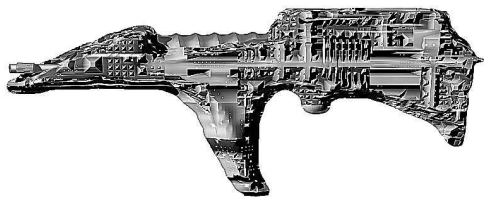
Made from some strange living metal, it can regenerate damage at a rate of one hp per hour and never looks old or worn from use.

## The Witherslant Guns

The Weapon Masters of Witherslant lurk in the world's dark corners, quietly plying the trade of death. No one knows much about them, save that they sell the finest weapons ever created, yet the price they charge is so dreadful that you still wouldn't want one.

I have left most details about the Witherslant Masters deliberately vague and/or mysterious so as to better fit your campaign. Shadowy arms merchants who produce energy weapons of remarkable power, no one knows who they are, what they want or what could be done to stop them. Their products are far more advanced than the technological norm and function according to principles that aren't fully understood. They sell their wares surreptitiously and they don't charge money. Instead, the buyer must kill whoever the Witherslant Masters instruct them to for one year.

The DM is free to come up with the identity and goals of the Witherslant Masters. Appendix A "A Few Brief Notes on Dealing With the Witherslant Masters" provides extensive suggestions for how to incorporate them into your campaign without any major adjustments, as well as a lengthy description of how one would actually go about acquiring one of their weapons. Use or discard as much of it as you like.



### Witherslant Gun, Model Zed

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** Kill whoever the horrible Weapon Masters say for one year

**Tentative Purchase DC:** N/A (see "cost")

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 200 feet

**"To Hit" Bonus:** +3

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 6d8 Weird Energy (19-20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 20

**Hit Points:** 25

**DC required to break this item with a Strength**

**Roll:** 30

**Accessories:** Scope and targeting system are already built into the weapon, and taken into account in its



Range Modifier

**Description:** Crafted by the infamous Weapon-Masters of Witherslant, this unbelievably powerful energy weapon is available to any human being who cares to pay their terrible price. It does 6d8 damage, and flies up into the wielder's hand at a thought, rendering it totally unnecessary to Ready the weapon before combat. It also projects an invisible force field around the wielder, adding a +5 to their AC (the field can be expanded to cover anyone at Close range). Each of their weapons is isomorphic, and responds only to its one individual user. It looks unremarkable—just a carbine-shaped piece of what looks like molded gray plastic. But anyone who knows what it is will give the bearer a wide berth.

### Witherslant Gun, Model X

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** Kill whoever the horrible Weapon Masters say for one year

**Tentative Purchase DC:** N/A (see “cost”)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 100 feet

**“To Hit” Bonus:** +2

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d8 Weird Energy (17-20 x3), Ignores up to 7 points of Hardness or Damage Resistance

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 20

**Hit Points:** 20

**DC required to break this item with a Strength**

**Roll:** 25

**Special:**

**Accessories:** Scope and targeting system are already built into the weapon, and taken into account in its Range Modifier

**Description:** An ugly weapon, grim and lethal looking. About the size and shape of a submachine gun, it's made of what looks like matte-black plastic, with a sharp three-pronged spike where the barrel should be. The Model X needs to be fired with two hands, but it can be easily concealed under a coat. It makes no sound at all when fired, although silent blue electrical sparks flicker around the trident. Like all of the Witherslant guns it flies up into the wielder's hand at a thought, rendering it totally unnecessary to Ready the weapon before combat. It also projects an invisible force field around the wielder, adding a +3 to their AC vs. energy weapons (the field can be expanded to cover anyone within a 5 foot radius). It responds only to its owner. If anyone else presses the trigger-button, it simply won't fire.



### Witherslant Gun, Model Q

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** Kill whoever the horrible Weapon Masters say for one year

**Tentative Purchase DC:** N/A (see “cost”)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 200 feet

**“To Hit” Bonus:** +3

**Magazine:** 70

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 Weird Energy (18-20 x3) plus 4d8 Nonlethal

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 20

**Hit Points:** 25

**DC required to break this item with a Strength**

**Roll:** 30

**Accessories:** Scope and targeting system are already built into the weapon, and taken into account in its Range Modifier

**Description:** Another cruel and twisted product of the Witherslant Masters, This model specializes in inflicting pain. It fires a green ray which can be adjusted to affect either a 40 foot cone or a single target. It can also be sprayed back and forth like an autofire weapon, attacking everything in a ten foot square (this takes only a single charge). Anyone hit by the beam suffers unbelievable torments and will take not only Nonlethal damage from the pain itself, but also normal damage from the spasms and convulsions. A small-touch activated switch on the side makes the gun affect sentient robots instead of living organisms. Any troops hit by this weapon must make an immediate morale check at -4.

The gun itself is small, narrow and streamlined looking. It's too long for a shoulder holster but could be hidden under a long coat. The material it is made from is somehow alive, and can regenerate one hit point per hour if the weapon is damaged.

Like all of the Witherslant guns, it projects an energy field around its user which increases their armor class by +3, and it will fly up into their hand at a thought. Readyng the weapon is always a free action. It responds only to its owner. If anyone else presses the trigger-button, they suffer the full effects of its agonizing attack.

### Witherslant Gun, Model Aleph-Naught

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** Kill whoever the Witherslant Weapon Masters

say for one year

**Tentative Purchase DC:** N/A (see "cost")

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** 200 feet

**"To Hit" Bonus:** +1

**Magazine:** 65

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 5d8 Weird Energy (19-20 x3)

**Weight:** 7 pounds

**Armor Class:** 7

**Hardness:** 20

**Hit Points:** 25

**DC required to break this item with a Strength**

**Roll:** 30

**Accessories:** Scope and targeting system are already built into the weapon, and taken into account in its Range Modifier

**Description:** A diabolical product of the fiendish Weapon Masters, this gun fires a lethal stream of Tachyon particles, which move backward in time, hitting the target before you can even pull the trigger.

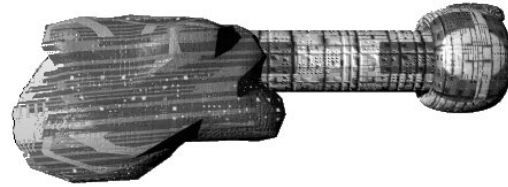
For reasons that involve time paradoxes the Tachyons can't hit anything before you made the decision to pull the trigger, so they normally travel only a few fractions of a second backwards in time. In game terms this means that you automatically win any contest of initiative. Unless you are surprised, you always go first.

Physically the gun looks harmless enough. It's a piece of what looks like matte beige plastic, about the size of a sawed-off shotgun, with two grips molded into the side. It's hard to tell which end is which--there is no obvious barrel and it fires no visible beam. You point it at the target, they explode and then you pull the trigger. In game terms it isn't really possible to stop someone from pulling the trigger after the target has already been hit (there isn't enough time).

Like all of the Witherslant guns, this one projects an energy screen which gives the user a +3 Armor Class bonus vs. energy weapons, and will fly up into the user's hand at a thought (and so never needs to be readied).

A testament to how scary and awful super-weapons can be. Buy one today and you'll see why

Witherslant has been the first name in evil since the nameless depths of time!



### Witherslant Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** Kill whoever the Witherslant Weapon Masters say for one year

**Tentative Purchase DC:** N/A (see "cost")

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** +1

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 4d8 Weird Energy (19-20 x3), Ignores up to 7 points of Hardness or Damage Resistance

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 20

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 20

**Accessories:** Holster (costs 20 Units, weighs 1/2 pound)

**Description:** Another game-unbalancing product of the fiendish Weapon-Masters, this gun is small enough to hide in a pocket but can punch holes in a tank. Thought-sensitive, it flies up into the user's hand by itself and never takes an action to Ready. It projects an invisible force field around the wielder, adding a +2 to their AC vs. energy weapons. It only responds to its owner's thoughts.

## Entropy Weapons

It is rumored that some races at the highest end of the technological scale have developed weapons that project the primal force of entropy itself. Some say that's impossible, or at least gravely immoral (it increases the rate of universal decay to fire one of these guns, reducing the lifespan of the Universe by perhaps an hour with each shot). If you have neither objection to using them, here they are.

### Entropy Projector

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 850 Units (Only available for sale in very advanced societies. In most places, this is an Artifact

or a Relic)

**Tentative Purchase DC:** 17 (if available)

**Required Proficiency:** Exotic Weapons, Missile

**Handed:** N/A

**Range Increment:** 40 feet

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 50

**Rate of Fire:** Once per round

**Damage:** Can be set to do anywhere from 1-12 d8 of damage (no critical hits). Each die of damage done expends one charge.

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 7

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 19

**Description:** A small, matte-gray oval with a handle at one end, this is not obviously a weapon. It emits no beam and makes no sound when in operation –the target just blackens and dies. Useless as a cutting tool or to start campfires, it is only really good for killing things. It responds to thought-commands from its user, and does between 1 and 12 eight-sided dice of damage. If used on a wall or other non-living object, the target will blacken and crumble, rather than bursting into flames or exploding.

### Anti-Life Projector

**Size:** Huge (can't be concealed)

**Cost:** 1,500 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 19

**Required Proficiency:** Simple

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** This is an area effect weapon and doesn't have a Range Increment as such.

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 60

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 35 pounds

**Armor Class:** 3

**Hardness:** 4

**Hit Points:** 15

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Energy Cell (1 pound in weight, price unknown, a minor artifact in its own right, almost never available).

**Description:** A large, chunky weapon with a complicated array of lenses in place of a barrel. Smaller than a cannon, bigger than a rifle, it's not really a hand-weapon and is usually fired from a mount. Its controls are complex and arcane, a maze of toggle switches, buttons and mysterious gauges.

The projector creates an area one square across and up to ten squares long (you can shape it however you like) in which any living creature must make a Fortitude roll vs. DC 20 or instantly die. They must roll once for every round that they remain within the

field. It costs a full charge every time you use the weapon, even if the field you create is smaller than usual.

Just being around the anti-life projector is subtly unpleasant. Living things instinctively know that it is saturated with death. Any living thing reacts to someone carrying an anti-life projector at a -2. Troops faced with an anti-life projector, even if they don't know what it is, must make all morale checks at a -2 penalty. Robots don't care, and react normally.

### Pocket Anti-Life Projector

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 1,200 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 18

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** This is an area effect weapon and doesn't have a Range Increment as such.

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 30

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 4

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 13

**Accessories:** Holster (must be custom-made, for about 150 Units, weighs 1/2 pound), Energy Cell (8 oz in weight, price unknown, a minor artifact in its own right, almost never available).

**Description:** A tiny, handheld version of the anti-life projector. It functions like a scaled down version of the full-sized device. Living creatures don't like it and will react to someone carrying it at a -2. Troops faced with an anti-life projector must make all morale checks at a -2 penalty, regardless of whether or not they consciously know what it does. Their unconscious mind grasps the truth only too well. This thing is Death.

The projector creates an area one square across and up to four squares long (you can shape it however you like) in which any living creature must make a Fortitude roll vs. DC 20 or instantly die. They must roll once for every round that they remain within the field. It always takes a charge to use the projector, even if you create a field that's smaller than maximum size.

## Other Super-Advanced Weapons

### The Porcupine

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, could be more if launched from some kind of a weapon

**“To Hit” Bonus:** --

**Rate of Fire:** Once per Round

**Damage:** 4d6 piercing damage to anything in a 10 foot radius. Anyone caught in the device's radius of effect can make a Reflexes Saving Throw vs. DC 20 to take half damage

**Weight:** 1 pound

**Armor Class:** 15

**Hardness:** 3

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 20

**Description:** A small spikey ball made from some weird alien metal. When it lands in the target square, its spines suddenly grow out to ten feet long, plunging through everything in a 10 foot radius. Then just as suddenly they retract, leaving the ball sitting there harmlessly on the ground. It can do this an unlimited number of times--it has no magazine as such.

After it has been in a particular user's possession for 3d6 days minus their Charisma bonus, it becomes attuned to their thoughts and can be set to play a number of nasty tricks. It can be instructed to wait for a variable amount of time (there is no upper limit) before it goes off, or to go off only when someone picks it up, or when a moving object passes within ten feet of it, or when a warm moving object passes within ten feet of it. It can be told to do this just once, or as many times as you like.



### The Vivisector Pane

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d8 Slashing (18-20 x4) to everything in a ten foot square. On a critical hit, the target has been cut in half.

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 15

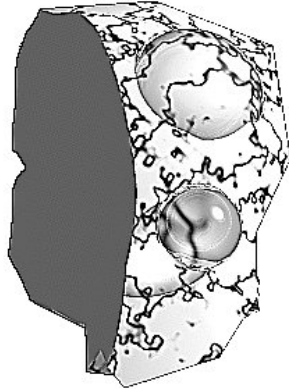
**Hit Points:** 25

**DC required to break this item with a Strength**

**Roll:** 50

**Description:** A small rectangle of what looks like glass. It is in fact made of some strange polydimensional substance which doesn't function like ordinary matter. You throw the rectangle at a particular square, and it rapidly expands when it reaches the target, slicing neatly across the square and effectively attacking anything inside it. Anyone caught in the target square must make a Reflexes

Saving Throw vs. DC 15 or take damage as the pane slices through their body. After the attack has been resolved, the pane contracts to its original size and can be collected and used again.



### The Thousand Wound Spiral

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1,050 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**“To Hit” Bonus:** Hits automatically

**Magazine:** 35

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 10

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 35

**Description:** This mean little weapon looks like a crooked, irregularly shaped piece of plastic with a single razor-sharp edge.

You throw it at the target, and it begins circling them at high speed, unpredictably changing its course with every orbit. It spins so fast that it looks like a single long metallic streak. Each round it brushes up against the target's exposed flesh, doing a point of damage. If the target attempts any physical action apart from standing perfectly still, they must make a Reflexes Saving Throw vs. DC 20 or take an additional 1d6 damage. Anyone who tries to touch them will also take 1d6 damage with each attempt. If the target leaves the spot they are standing on, they step through the path of the whirling blade and take

6d8 damage.

The Thousand Wound Spiral can trap any being from size Huge to size Small. If it is thrown at a larger or smaller creature it will become confused and seek out the nearest available target. If the only available target is the person who cast it, they had better be prepared to have a sense of humor about their plight.

The device continues to wound the target until they die or break out of the device's orbit or the device runs out of power or its user mentally commands it to stop. Alas, it won't recognize your mental commands if it has already decided that you are its target. If the target dies or you command the blade to stop, it instantly flies back to your hand, taking effectively no time.

Once the device runs out of power, it falls to the ground inert. If there is some way to recharge it, no one has ever found out what it is.

### Variable Metal Throwing Disk

**Size:** Small (no bonus or penalty to conceal with a “sleight-of-hand” roll)

**Cost:** 1,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Exotic Weapons-Ranged (also works with any other Variable Metal weapon)

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** +3

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** 1d4+3 Slashing (17-20 x3) or 2d10 Nonlethal Damage. Ignores Hardness and Damage Resistance.

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 5

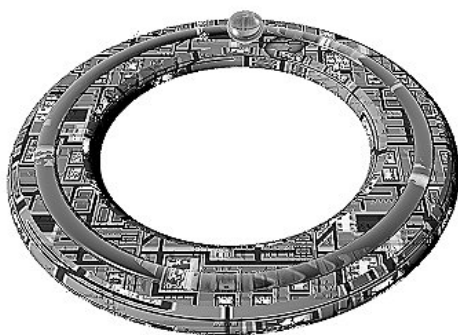
**DC required to break this item with a Strength**

**Roll:** 30

**Special:** Ignores armor, makes a Ranged Touch Attack.

**Description:** A razor-sharp throwing disk made from super-advanced variable metal. It can adjust its own molecular density and pass harmlessly through solid objects. It can also materialize inside them. The disk can hit objects on the other side of walls or pass right through a target's armor and hit them from the inside. It can also partially rematerialize and do nonlethal damage, shocking the target's system as it passes through them without actually slicing into their flesh. You have to tell the disk which objects to pass through and when to rematerialize before you launch it. You can't give it any further instructions once it has been launched.





### Restraint Ring

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** 350 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 14 (if available)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** --

**Magazine:** N/A

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 (18 in the air, 12 when pinioning a live opponent)

**Hardness:** 15

**Hit Points:** 25

**DC required to break this item with a Strength Roll:** 65

**Description:** A small metal ring, covered with incomprehensible alien circuitry. It flies out from the wielder’s hand, expanding to a diameter of about five feet, then drops down over the target, pinning their arms to their sides. If it misses, it flies back to the wielder’s hand. It is possible to attack the ring in mid-flight, but because it drops on the target from above, it does not provoke an Attack of Opportunity. The trapped character suffers a -2 penalty on all attacks, has their Dexterity effectively reduced by 4, and moves at half speed. To free themselves, they must take a full action and make an Escape Artist roll vs. DC 25.

### Imprisonment Module

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 350 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 14 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13 when dormant, 3 when in use.

**Hardness:** 10

**Hit Points:** 20

**DC required to break this item with a Strength Roll:** 27

**Description:** A small flat pentagon, made from what looks like smooth gray plastic. It feels very odd to the touch, both smooth and yet somehow rubbery and sticky at the same time.

You can fling the device at the target or it can fly there under its own power-the weapon is thought-guided. Once it reaches the target, it expands to an appropriate size and hovers just above their head. Then eleven other pentagons materialize out of some extradimensional space, trapping the target in a prison the shape of a twelve-sided die.

The Imprisonment Module is gas-permeable (the prisoner can breathe normally through its walls) and offers no protection against toxic atmospheres or poison gas attacks. The temperature inside is always ten degrees warmer than it is outside. The module has a Hardness of 10 and it takes 20 hp worth of damage to break open. If an attacker does more than 20 points of damage to the module, the character trapped inside takes the remainder. To burst the prison open from the inside with sheer brute force requires a Strength roll vs. DC 27.

The module can expand wide enough to imprison a Large Creature, but it will grow confused and return to its wielder if it is asked to imprison anything bigger than that. A simple thought-command from its user releases the prisoner.

### Tesseract Throwing Weapon

**Size:** Varies (but always has a +4 bonus to be concealed with a “Sleight of Hand” roll)

**Cost:** 1,100 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**“To Hit” Bonus:** +4

**Magazine:** N/A

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d4 Slashing (17-20 x2), ignores armor, hardness, damage resistance and cover altogether. Affects Ethereal targets

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 30

**DC required to break this item with a Strength Roll:** 45

**Description:** A four-dimensional throwing blade, which teleports back to your hand after you throw it (if

you have the Weapon Proficiency). This is not a magical or psionic weapon and neither magical nor psionic attempts to block its teleportation ability will affect it. It looks like a semitransparent star and changes its shape and size as you move it. Its angles don't make sense to human eyes and hurt to look at for very long.

As a four-dimensional object, it is not subject to the laws of three dimensional space. It ignores armor and makes a ranged touch attack. Cover is useless against it--the weapon can hit a target on the far side of a wall and leave the wall undamaged. It attacks the target from the inside and leaves deep incisions that don't reach the surface of the target's skin and have bizarre spatial properties, sometimes connecting with one another in impossible ways.

### Dagger of the Mind

**Size:** Diminutive (+8 bonus to conceal with a "sleight of hand" roll)

**Cost:** 1,600 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 19 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** Hits automatically, See description

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 1/2 pound

**Armor Class:** 13

**Hardness:** 9

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 30

**Description:** A small, jagged piece of what appears to be light green glass, shaped a little like a knife. It has very strange reflective properties and can induce mild vertigo if stared at too long. It gives the wielder the ability to make mental attacks, stabbing into the mind of the opponent. You can use the weapon to attack anyone in your line of sight. You don't need to roll to hit them, but you do need to Concentrate to make the weapon work. The target must make a Willpower Saving Throw vs. your Intelligence +2 or take 1d8 damage. This damage is extremely gruesome--the Target bleeds from the nose and eyes. There is no limit to the number of times the weapon can be used--it runs on the power of your mind, not some power source of its own.

### Energy-Drain Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 500 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description Energy Drain

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 1

**Hit Points:** 3

**DC required to break this item with a Strength**

**Roll:** 18

**Description:** An odd psychic artifact which looks like an irregular transparent pancake with five black spheres of varying sizes stuck in it. When it is detonated, it gives 1d4 negative levels to anyone in a ten-foot radius. It responds to thought commands and can be set to detonate when it is stepped on or whenever it psychically senses a living being within ten feet. It can also be set off by telepathic command. The mine can hear its master's thoughts at a range of about one mile. It does not however have a mind of its own, strictly speaking, and cannot communicate anything about what it "sees" back to its master.

### Vortex Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 550 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 16 (if available)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 3

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Remote Detonator (1/20th lb, costs 10 Units, range of 200 yards unless the DM determines that something is interfering with the signal)

**Description:** A very advanced device, but still a recognizably a land-mine. It can be set to go off when it is touched, when up to five moving objects pass within its range (it will count them, and only go off when the required number of moving objects are present) or when it receives a coded radio signal. When triggered, it opens a round, 20 foot wide dimensional portal, sending everything in its range off to some other plane. Some inventive DM's may allow there to be some way for characters stranded on the far side of the dimensional barriers to one day come back. for the most part, however, we can assume they are gone for good.

### Ultra-Smart Land Mine

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Varies, from 1-7d6 damage, nonlethal or normal. Affects a radius from 5 feet to 20 feet. Can do varying amounts of damage to individual targets in the same blast radius. See description for more details

Bludgeoning

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 20

**Description:** Weird relic of some lost civilization, it looks like a lump of transparent goop about the size of a fried egg, with a pulsing crystal nodule at the center. It is in fact a hyperintelligent land mine. It can recognize complex commands ("detonate as soon as the third admiral enters the room" or even "don't detonate unless you can see the negotiations have failed" are well within its capacities). It will follow orders thoughtfully and intuitively, not rigidly and mechanically. It can also arrange to direct its blast partly on this plane of existence and partly on others, so it can hit ethereal targets. The mine can easily shape its impact to hit some targets while leaving others unscathed and can vary the number of dice of damage it does to each one. It can affect a ten foot radius, a ten foot cone, or any smaller shape the user requests. In addition to the burst of explosive force, it can arrange to do its damage in the form of heat, cold, hard radiation, electricity or any combination of the above. It also writes poetry in six languages and will ask politely not be detonated. If it is instructed to destroy itself, the mine will carry out its user's orders to the very best of its ability, despite the regret it feels at leaving this existence.

### Temporal Stasis Pistol

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,100 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** This is a cone effect weapon and doesn't have a Range Increment as such

**"To Hit" Bonus:** --

**Magazine:** 15

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 2

**DC required to break this item with a Strength**

**Roll:** 15

**Accessories:** Energy Cell (1/2 pound, costs 10 units), Holster (must be custom-made, for about 150 Units, weighs 1/2 pound)

**Description:** A small silver colored, streamlined object that bears only the faintest resemblance to a pistol. It creates a 25 foot cone in which time comes to a stop. Anyone and anything stuck in the cone is frozen in place, invulnerable and unable to take any action, until either the device runs out of charges or the user turns it off. It is possible to shoot an object caught in the field with a ranged weapon, but the shot will freeze in place at the edge of the field until the generator is turned off. A frozen character can't use their Dexterity to enhance their Armor Class. The Stasis Pistol takes ordinary power cells, of the type used by most other energy weapons. It can be reloaded in one Standard Action.

### Temporal Stasis Generator

**Size:** Huge (can't be concealed)

**Cost:** 1,400 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** This is a cone effect weapon and doesn't have a Range Increment as such

**"To Hit" Bonus:** --

**Magazine:** 30

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 38 pounds

**Armor Class:** 5

**Hardness:** 5

**Hit Points:** 9

**DC required to break this item with a Strength**

**Roll:** 18

**Special:** Creates a 25 foot cone in which time comes to a stop. Anyone and anything stuck in the cone is frozen in place, invulnerable and unable to take any action, until either the device runs out of charges or the user turns it off. It is possible to shoot an object caught in the field with a ranged weapon, but the shot will freeze in place at the edge of the field until the generator is turned off.

**Description:** A large, silver colored device that just barely resembles a gun. Only the fact that it's fired with a trigger indicates that it's some kind of weapon. Only rarely would it be mounted on a vehicle. While the field isn't lethal in and of itself, it's easy to kill

someone caught inside it. Just shoot them a bunch of times with some other weapon, and then turn the generator off. All the shots you fired at them will be frozen in place at the edge of the Temporal Stasis field, ready to slam into the target simultaneously once you switch the field off. The Stasis Generator is hardly standard, off-the-shelf technology, but it has been adapted to take standard power cells.

### Temporal Stasis Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 500 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 15 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, more if launched from a weapon.

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Special:** Stops time in a 15 foot radius. Anyone and anything stuck in the area of effect is frozen in place, invulnerable and unable to take any action, for 2-12 rounds. It is possible to shoot an object caught in the field with a ranged weapon, but the shot will freeze in place at the edge of the field until the effect wears off.

**Description:** A silver-colored grenade, covered in strange looking circuitry, which seems to cross over and under itself in impossible ways. When flung at the target, it creates a field of temporal stasis, freezing everything in its radius of effect in place. To keep the enemy from flinging it back at you, the grenade has only enough charge in its power cell for one shot, and its circuits fuse together into a useless mass once its charge has been used up.

### Matter-Annihilation Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, more if launched from a weapon.

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Special:** Disintegrates everything in a ten-foot radius. It completely annihilates everything in that radius, regardless of hit points, hardness, etc. If a target makes a Reflexes Saving Throw vs. DC 25, and immediately moves out of the grenade's radius of effect, they only take 5d6 damage. A chunk of their body is now missing.

**Description:** A transparent, barrel-shaped object, made from artificial matter. Somewhere deep inside some sort of mechanism appears to be moving and shifting, but it's impossible to make out. A product of technology that can manipulate reality at its most fundamental level, it simply cancels the existence of anything in its radius of effect. Don't roll for damage. Everything in its radius is simply gone. This creates no explosion or detectable energy signature. The only noise it makes is the "whoosh" of air rushing in to fill the empty space. If anyone tries to take the grenade apart to see how it works, it goes off.

### Selective Matter-Annihilation Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1,200 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, more if launched from a weapon.

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Special:** Disintegrates everything in a ten-foot radius but leaves anything the user wants to spare totally untouched. Everything else is completely and utterly annihilated, regardless of how many hit points or how much damage resistance it has. If a target makes a Reflexes Saving Throw vs. DC 25, and immediately moves out of the grenade's radius of effect, they only take 3d8 damage. Targets that are large enough to be only partially destroyed take 6d10 damage, which ignores hardness and damage resistance.

**Description:** A transparent, barrel-shaped object, made from artificial matter. Some sort of mechanism appears to be moving and shifting around near its center. A thought-actuated device, it can be told to leave certain targets in its radius of effect untouched. It won't read the user's mind unless the user wants it



to, so the user must consciously instruct the grenade as to what to leave intact. The objects it destroys simply wink out of existence, leaving no trace.

### Vortex Grenade

**Size:** Tiny (+4 bonus to conceal with a “sleight of hand” roll)

**Cost:** 1,500 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 19

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet if thrown, more if launched from a slingshot or other such device.

**“To Hit” Bonus:** --

**Rate of Fire:** Each weapon can only be thrown once, but you can launch as many of them as you have attacks

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 13 (Can't be attacked in flight by most weapons)

**Hardness:** 2

**Hit Points:** 2

**DC required to break this item with a Strength Roll:** 15

**Description:** A very advanced weapon which barely looks like a traditional grenade. It comes only in a hand-thrown version--there is no rifle-grenade variant. When detonated, it opens an extradimensional portal and sucks in everything within a fifteen foot radius. Anyone caught in the vortex must make a Reflexes Saving Throw vs. DC 20 be transported to another plane of existence (which plane is of course up to the DM, but it almost doesn't matter--they're probably gone for good).

### Self-Assembling Sword

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll) when dormant. Medium when assembled (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** Unlimited

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8+1 Slashing (17-20 x2)

**Weight:** 1/10 pound when dormant, 3 pounds when assembled.

**Armor Class:** 13 when dormant, 7 when fully assembled.

**Hardness:** 15

**Hit Points:** 15 when dormant, 25 when fully

assembled)

**DC required to break this item with a Strength**

**Roll:** 10 (20 when assembled)

**Special:** Vorpal. On a critical hit, this weapon will sever the target's head from their body. This does not work on creatures that do not have heads, and at the DM's discretion there may be targets who suffer no particular ill effect from having their heads cut off (robots, for example, or zombies).

**Description:** A small blue capsule which looks a lot like a vitamin pill. When you twist the two halves of the capsule in opposite directions (this takes two hands) it unfolds a large hypersharp sword from some extradimensional space. It takes a round for the blade to fully manifest. The weapon itself is made from some synthetic material and is as sharp as a weapon edged with monofilament wire. It can be folded back up into the package and reused, if you like. This also takes a full round.



### Self-Assembling Gun

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll) before it is assembled. Large once it has been assembled (-8 penalty to conceal with a “sleight of hand” roll)

**Cost:** 1,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 80 feet

**“To Hit” Bonus:** --

**Magazine:** 50

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d10+3 Radiation (19-20 x3)

**Weight:** 1/10 pound when dormant, 4 pounds when assembled

**Armor Class:** 13 when dormant, 7 when fully assembled.

**Hardness:** 10

**Hit Points:** 10 when dormant, 15 when fully assembled)

**DC required to break this item with a Strength**

**Roll:** 10 (18 when assembled)

**Description:** A small red capsule, about the size of a vitamin pill, packed with nano-machines. To activate the device, you twist the capsule open and throw it up into the air. It pulls matter out of a tiny dimensional rift and assembles it into an energy rifle. It takes only a single standard action for the weapon to form and drop into the user's hands. The rifle itself is extremely simple. It fires a focused beam of light at the target, relying on its massive power supply to overcome the inherent inefficiency of this technique. The rifle isn't



really made to last and once it has exhausted its battery it will take itself apart into a pile of watery gray soup.

### Self-Assembling Heavy Weapon

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll) before it is assembled. Huge (can’t be concealed) once it has been fully assembled  
**Cost:** 1,650 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 19 (if available)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 2 hands, usually fired from a mount

**Range Increment:** 200 feet

**“To Hit” Bonus:** --

**Magazine:** 75

**Rate of Fire:** Once per round

**Damage:** 5d10 Weird Energy (20 x3)

**Weight:** 1/10 pound when dormant, 22 pounds when assembled.

**Armor Class:** 13 when dormant, 5 when fully assembled.

**Hardness:** 10

**Hit Points:** 10 when dormant, 15 when fully assembled)

**DC required to break this item with a Strength**

**Roll:** 10 (20 when assembled)

**Special:** Affects a 60 foot cone. Anyone caught in its area of effect can make a Reflexes Saving Throw vs. DC 18 to take half damage.

**Description:** A transparent green capsule, which looks not unlike a vitamin tablet. When you twist both ends and let it drop, a heavy energy weapon unfolds itself from some transdimensional space and settles to the ground at your feet. This gun clearly isn't made from anything like normal matter. Parts of it look like a glowing outline, rather than a solid object, parts of it are transparent and even the solid bits have a distinctly unnatural feel. It fires a broad 60 foot cone of some strange green energy and when its magazine is exhausted, it dissolves away into nothingness

### Self-Assembling Howitzer

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll) before it is assembled. Huge (can’t be concealed) once it has been assembled.

**Cost:** 2,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 19 (if available)

**Required Proficiency:** Exotic Weapons-Ranged

**Handed:** Requires 2 hands to use

**Range Increment:** 500 feet

**“To Hit” Bonus:** --

**Magazine:** 20

**Rate of Fire:** Once per round

**Damage:** 9d6 Weird Energy

**Weight:** 1/10 pound when dormant, 500 pounds when assembled

**Armor Class:** 13 when dormant, 3 when fully assembled.

**Hardness:** 16

**Hit Points:** 15 when dormant, 65 when fully assembled)

**DC required to break this item with a Strength**

**Roll:** 10 (24 when assembled)

**Description:** A small blue capsule, about the size of an aspirin. To activate the device, you twist the capsule open and throw it up into the air. It pulls matter out of a tiny dimensional rift and assembles it into an energy cannon, which settles down into the nearest two unoccupied squares. It takes only a single standard action for the weapon to form and settle to the ground. If there are no unoccupied squares available the device will not activate. The cannon itself is extremely simple. It fires a focused beam of light at the target, relying on its massive power supply to make this crude technique effective. Once it has exhausted its battery it will take itself apart into a pile of watery gray soup.

### Self-Assembling Bomb

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll) until activated. It then becomes Huge and impossible to conceal with a Sleight of Hand roll.

**Cost:** 3,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 22 (if for sale at all)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**“To Hit” Bonus:** --

**Magazine:** Can only be used once

**Damage:** 10d6 Bludgeoning damage to anything in a 40 foot radius

**Weight:** 1/20 of a pound before it has been assembled. 500 pounds once it has assembled itself.

**Armor Class:** 18 before it is assembled, 0 after it has been assembled

**Hardness:** 15

**Hit Points:** 15

**DC required to break this item with a Strength**

**Roll:** 15 to disable with a "Demolitions" or other skill roll, but See description.

**Accessories:** --

**Description:** A transparent red capsule, roughly the size of a vitamin tablet. When you twist it and throw it to one side, it unfolds itself into a tremendously destructive explosive device about the size and shape of a barrel. The bomb clearly isn't made of ordinary matter—parts of it are transparent and glow. If you are in the square where the bomb unfolds itself, make a Reflexes Saving Throw vs. DC 15 to avoid being caught underneath it. Anyone the bomb lands on top of will take 1d6 Bludgeoning damage and have part of their body pinned beneath the device unless they can free themselves with a Strength Roll vs. DC 20 This may however be the least of their worries. In exactly

15 rounds, the bomb will go off. A Demolitions skill roll is useless for disarming the device or resetting its timer, unless you learned the skill from the superadvanced beings who made this weapon.(in which case deactivating or resetting the bomb is a DC 15 task). Should you somehow figure out how to reset it, the timer can be set for up to three days, or down to one round

### Self-Assembling Killer Robot

**Size:** Fine (+12 bonus to conceal with a “sleight of hand” roll) before it is assembled.

**Cost:** 1,150 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** Requires N/A hands to use

**Range Increment:** --

**“To Hit” Bonus:** --

**Magazine:** N/A

**Rate of Fire:** --

**Damage:** 2d10+5 Bludgeoning (20 x2)

**Weight:** 1/10 pound when dormant, 2 tons after it has assembled itself.

**Armor Class:** 13 when dormant, see description for stats when fully assembled.

**Hardness:** See description

**Hit Points:** 10 when dormant, 45 when fully assembled.

**DC required to break this item with a Strength**

**Roll:** 10 (N/A when assembled)

**Description:** A small crystalline bead which when activated unfolds a combat robot from some extradimensional pocket. The Defender Unit is not made of normal matter and looks very strange. In places it seems to be a glowing outline rather than an actual solid object, in other places it is transparent.

Treat it as a Medium Construct with an AC of 20, 45 hit points, 10 points of Hardness and an Attack Bonus of +10. It is immune to mind-influencing effects, poison, disease, critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage. It can move 60 feet per round under its own power and does 2d10+5 Bludgeoning (20 x2) with its fists.

The robot fights with only its own massive metal

hands and can't be persuaded to pick up a weapon. It seems to somehow know who the operator wants it to fight and it will soldier on without pause or question for either six hours or fifty rounds of combat, whichever comes first. It will respond to orders, whether verbal or mental, but it can't handle anything more complex than "go over there", "smash that", "pick me up and get us out of here," etc. When it is done, it quietly fades back into nothingness.

### Glob

**Size:** Medium (but has an additional -2 penalty to conceal with a “sleight of hand” roll, for a total of -6)

**Cost:** 1,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic).

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet

**“To Hit” Bonus:** +2

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 2d6 bludgeoning (20 x2) or nonlethal damage.

**Weight:** None

**Armor Class:** 14

**Hardness:** None, but see below

**Hit Points:** 100

**DC required to break this item with a Strength**

**Roll:** N/A

**Special:** Can only be damaged by a Lepton Weapon, a Singularity Projector or the weird harmonic energies of the Ogmios Harp.

**Description:** A glowing wad of pure force, left lying around by some unbelievably advanced and/or unbelievably strange beings. Anyone can pick it up and use it. The glob can be flung at anything within 100 feet, and instantly returns to the hand of whoever hurled it. The Glob can't be attacked in the air, nor does anything but a Lepton Weapon seem to do damage to it. It glows brightly enough to illuminate a 30 by 30 foot room, and is for this reason very difficult to conceal.

## Artifacts and Relics

These are the weapons that wars are fought over and whole campaigns revolve around. Each one has a long and tangled story of its own, which I've sketched in lightly, so as to better allow you to fit them into your campaign world. Most are presented here as the relics of vanished civilizations but they could just as well have dropped out of a time warp or a dimensional rift. Many of them were simply discovered lying around somewhere and their origins remain completely obscure.

They aren't meant to be found at random, unless that's the premise you use to jump-start the entire campaign.

Remember as well that once a character owns a relic, they will become a target for all the various parties who want to control, possess or destroy it. In some game worlds these can be very large forces indeed. Whole interstellar civilizations might be willing to go to war over a relic like the Oughtred Lens or the Mark IV Tyranizer.



### Fleshmaster 6A1

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)  
**Cost:** Artifact, DM sets price based on situation, usually not for sale.  
**Tentative Purchase DC:** N/A  
**Required Proficiency:** Exotic Weapons, Missile  
**Handed:** Requires 1 hand to use  
**Range Increment:** 50 feet  
**“To Hit” Bonus:** --  
**Magazine:** 150 when fully charged (holds 30 charges presently)  
**Rate of Fire:** As many times as the wielder has attacks  
**Damage:** Special, see description  
**Weight:** 1 pound  
**Armor Class:** 9  
**Hardness:** 5  
**Hit Points:** 5  
**DC required to break this item with a Strength Roll:** 20

**Description:** A relic from the distant future, this device was originally intended as a medical tool, but in our more violent age it has been used mostly as a weapon. It looks like a short, fat plastic rod with rounded ends. There is a set of six nested dials on the butt-end, each marked with pictographic icons. It appears to use matter transmission technology to selectively reassemble its patients.

This is strictly a close-range tool—you have to actually touch the “patient” with the device to heal or harm them. If you miss with your attack, it does not expend a charge. No one is really sure how much power the device has left in it (Note to the DM: It has thirty charges left) or how to replace the power supply when it runs out.

It takes a full action to change settings—the dials are complex and the settings finicky

Each charge can either do 3d8 damage to the target,

drain 2d6 from their Constitution (a Fortitude Saving Throw negates this attack), or if the wielder is so inclined, restore 3d8 lost hit points or 2d6 lost Constitution. (and no, you can’t use the device to artificially enhance your hit points or Constitution above their usual level). It can also be set to restore blind characters’ vision, deaf characters’ hearing or to revive a Stunned, sleeping or unconscious character. Each such repair costs one charge. The target will recover from their affliction in 1-6 rounds.

It is possible to use the tool to cure infectious diseases, but it is confused by the unfamiliar pathogens of this epoch and prone to making ugly mistakes. If the machine expends a charge to cure a disease, there is an 80% chance that it will cure it, but a 15% chance that it will instead do 1d6 damage to the target and a 5% chance that it will kill them outright.

### Mark IV Tyranizer

**Size:** Huge (can’t be concealed)  
**Cost:** Artifact, DM sets price based on situation, usually not for sale.  
**Tentative Purchase DC:** N/A  
**Required Proficiency:** Energy Weapons  
**Handed:** Requires 1 hand to use  
**Range Increment:** 600 feet  
**“To Hit” Bonus:** --  
**Magazine:** See description  
**Rate of Fire:** Once per round  
**Damage:** 9d12+12 heat, in a 50 foot radius from the point of impact. No saving throw will help reduce the damage.  
**Weight:** 20 pounds  
**Armor Class:** 5  
**Hardness:** 50  
**Hit Points:** 150  
**DC required to break this item with a Strength Roll:** 60  
**Accessories:** None known

**Description:** The most powerful hand weapon ever produced—legends are told about this one and wars are fought over it.

No one knows who produced it or why. No one knows what it’s made from or how it works. It fires a huge, loud jet of flame which gives off a weird neutrino signature and creates a whopping big explosion when it comes into contact with anything. This is all we know. Even its age is in dispute—its shiny red casing has no scratches or nicks and looks brand new.

The weapon is about as long as a man is tall, but it seems to weigh nothing. It has a sleek, molded look and it’s hard to tell which end is which—there is no hole in the end of the barrel and the grip is oddly placed. A long cable made of the same shiny red material leads from the body of the gun to a gauntlet,

which somehow directs the weapon.

People who have used the Tyranizer say that once you put the gauntlet on the weapon links into your nervous system and you instinctively know how to use it. Its scope and heads-up targeting display actually appear on your visual field, sent directly to your brain. Unfortunately, it doesn't tell you how many shots it has left or how you would recharge it (this is up to the DM, but I recommend giving it a hundred or so charges if you think it is never likely to fall into a player character's hands, fifteen or so if you think a player may eventually get their hands on it)

As feared and famed as this gun is, it has certain real disadvantages. The radius of effect is so huge that it's impossible to use the Tyranizer against anything at close range. It gives off a completely distinctive energy signature, it's impossible to conceal and of course let's not forget that every scoundrel, killer, and evil star-empire in the galaxy wants it for their own.

### Matter Disruption Tool

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet

**"To Hit" Bonus:** --

**Magazine:** Unlimited

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 13

**Hardness:** 25

**Hit Points:** 15

**DC required to break this item with a Strength Roll:** 40

**Accessories:** None known

**Description:** Made of some weird transdimensional material, this weapon knows a wide variety of nasty tricks.

It looks like a transparent multifaceted gem stone, floating just above a short brass-colored metal handle. It hurts to look at the pseudo-gem, which seems to shift and pulse in deeply unnatural ways. The handle has a dial, marked with five simple, if meaningless, icons.

It's easy enough to operate. Each symbol on the dial marks one of its five settings.

Setting 1 projects a 30 foot cone of Radiant Energy that does 3d10 damage (anyone caught in the area of effect can make a Reflexes Save vs. DC 20 to take half-damage).

Setting 2 delivers a single, concentrated energy attack at long range, doing 6d10 (20 x3) to a single target (range increment 200 ft).

Setting 3 produces a Matter Disruption beam (range Increment 100 ft) that causes a 3d10 Explosion in a 10 foot radius (make a Reflexes Save vs. DC 20 to

take half-damage, if caught in the blast).

Setting 4 emits a specialized form of short-range matter disruption beam (range Increment 20 feet) that does 4d10 damage (18-20 x3), but only affects Ethereal beings or objects (anyone who looks through the "gem" while the weapon is on setting four can see onto the ethereal plane).

Setting five warps the "Gem" into a strangely-shaped hand-weapon, which ignores armor and does 2d8 damage. Any proficiency with swords will enable you to use this weapon.

The "gem" will shift itself around into weird and improbable new configurations for each setting but it's not really possible to tell what each setting does by looking at the shapes it assumes.

The device is thought-activated and after a week or so it will become attuned to its user and respond only to them. Whatever strange source of energy this thing uses, it never seems to run out.



### Matter Storage Gun

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Unavailable--see description

**Handed:** Requires 1 hand to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** Can store up to 15 objects at a time. See description for more details.

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 9

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 24

**Accessories:** None known

**Description:** This weapon is either a relic from the distant past or a misplaced souvenir from the distant future. It stores matter. Any single object, size "Large" or smaller that is struck by the beam gets taken apart and stored in its memory. It will not take



anything bigger than a "Large" object and it won't take chunks out of bigger things. There is no saving throw.

Anything previously stored in the gun's memory can be released, unharmed, after an indefinite amount of time. To release a trapped object or entity, the user must have a direct, unobstructed path to the spot where the object will reappear, which must be within the device's rather limited range. Cruel DMs may have any number of unpleasant things lurking in the machine's memory banks, waiting to be unleashed.

It has room to store fifteen separate objects. Once it reaches its limit, a warning light goes off and the gun asks in some incomprehensible language whether the user wants to delete an item or free one. If they say nothing, it frees something.

The user can intentionally erase a victim from the device's memory, or release them in a hostile environment (deep space, over a cliff, the crater of an active volcano etc). They cannot however send the prisoner back into a solid object-the device will refuse to even try.

Instructing the device to erase something from its memory, free a particular item or to choose whether or not to delete something from memory requires an Int roll vs. DC 15.

The device is no more complex than a TV remote controller, but imagine trying to set your VCR if the buttons were labeled in Aramaic and you had never seen a remote before. It is simple enough to fire the device (no Int roll required) but the non-proficiency penalty is a -4.



*The Psion Sabre is the preferred tool for fighting the Walruses of the Imagination*

### **Psion Saber**

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**Range Increment:** --

**"To Hit" Bonus:** --

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 Slashing (18-20 x2) and see description

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 10

**Hit Points:** 50

**DC required to break this item with a Strength**

**Roll:** 19

**Special:** The Psion Sabre has ten powers, which can be activated either separately or together. (Only one weapon proficiency is required to use all of its various functions).

**1:** Teleports into the wielder's hand, eliminating the need to spend an action Ready'ing the weapon (this uses a charge)

**2:** Projects an anti-missile field around the user, increasing their AC by 4, but only vs. ranged projectile weapons (this uses one charge per round)

**3:** Projects an anti-energy field around the user, increasing their AC by 6, but only vs. energy weapons (this uses one charge per round)

**4:** On a successful melee hit, the sword can be instructed to drain an extra 1d4 HP from the target (this uses up one charge) and transfer them to the sword's wielder. This function only works if the wielder is already wounded, and won't give them extra Hit Points.

**5:** Psi-Scream. Forces every living being in a 30 foot cone to make a Willpower Saving Throw vs. the wielder's Intelligence Score +2 or run away in panic for 1-6 rounds. A panicked character can't do anything but run away or defend themselves, can't use any skills, and can't use any feats except for those directly associated with running or defense. They will run away on foot even if they have some better mode of transport available, unless they are actually sitting at the controls of a vehicle. If they are cornered and can't run, they cower instead, unable to take any action but defend themselves.

**6:** Psi-Shock. Touch attack-ignores armor. 3d8 Nonlethal damage, ignores up to 8 points of Damage Resistance. (This attack uses one charge).

**7:** In addition to doing physical damage, the sword drains 1d6 pts of Strength from a target with a successful hit. (This uses one charge) These lost points will return quickly, at a rate of one point per game minute.

**8:** The sword can fire a bolt of psychic energy. This is a Ranged Touch attack (if you have proficiency with the sword, you are also proficient at this attack) that does 2d8 Nonlethal Damage. (This uses one charge)

**9:** The sword can give off a burst of mental energy which forces anyone in a 20 foot radius to make a Willpower Saving Throw vs. DC 20 or fall to the ground, conscious but immobile, for 1-8 rounds (this uses two charges).

**10:** The sword can give the wielder a +8 bonus to



one Willpower Saving Throw, instantly, without taking an action. (This uses two charges).

**Accessories:** Scabbard (Costs 35 Units, weighs 1/2 lb)

**Description:** An intelligent psychoactive blade, the Psion Sabre has a whole wide range of mental attacks and defenses at its command.

No one knows who constructed this artifact, although the names of many psionically powerful races have been suggested. It looks like a long asymmetrical piece of crystal with a strangely shaped handgrip and gives off a faint bluish glow which doesn't come out on film.

To regenerate its sixty charges, the wielder must hold the blade and meditate over it for one uninterrupted hour per charge.

The blade is very fussy about who it will attach itself to. Anyone who finds it must make a Charisma Roll vs. DC 15 and a Wisdom Roll vs. DC 15 or it won't manifest any of its powers for them. It is loyal to its user and won't perform for anyone who has done them harm, so it's not really possible to loot it from an opponent's corpse.

The blade will communicate mentally with its user. It remembers everyone who ever wielded it and knows a lot of interesting things (places where old treasures might be found, locations of wrecked spacecraft and ancient ruins--the sword should have at least half a dozen adventure seeds it can send players off on) but doesn't know who made it or why. Its personality is aloof, reserved, but helpful. It feels more like a butler than a friend.

### Quantum Packet Gun

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 40

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 18d6 Weird Energy

**Weight:** 40 pounds

**Armor Class:** 5

**Hardness:** 20

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 55

**Accessories:** Energy Cell (8 oz in weight, price unknown, may not even be available)

**Description:** A long, bulky, wedge-shaped piece of metal with a spike at one end. You stick one hand inside the back of the gun and balance it with the other. When activated it generates a glowing ball of pure quantum energy, which hovers and pulses just off the tip of the spike. It takes a full round to form the quantum packet, which must be launched on the very

next round. Otherwise it will go off right there and do 18d6 damage to everything in a 5 foot radius, with no chance of a saving throw!

A packet of pure energy is a fearsome weapon indeed, and does considerably more damage than a fusion gun or for that matter any other hand weapon ever built (with the possible exception of the legendary Mark IV Tyrannizer).

It runs off some strange power cell that can only be produced by whatever super-advanced civilization built the gun. Should you find a replacement cell, it takes a Standard Action to reload.

### Selective Biological Disrupter

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 2,000 Units (Only available for sale in very advanced societies. In most places, this is an Artifact or a Relic)

**Tentative Purchase DC:** 18 (if available)

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 60 feet

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 60

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 35

**Description:** It's hard to tell what the original function of this artifact might have been. It has been speculated that it may have been some kind of superadvanced medical tool like the "Fleshmaster" but no one has ever been able to get it to heal anything. Instead it hurts living things in amazingly precise ways.

The Disrupter can be set to do between one and 4d8 damage to the target. It can also be set to reduce any of their Characteristics by one or two d6, down to a minimum of one point (it can only damage one Characteristic in a single round). It can cause Blindness or Deafness if the target fails a Fortitude Saving Throw vs. DC 30. Lost Characteristics return at a rate of one point per week. Blindness and Deafness last 2d6 weeks.

In addition to the obvious effects, a blind character has a 50% chance of missing any target they attack, regardless of whether they make their attack roll (all opponents have full concealment). They also lose any Dexterity bonus to AC, while anyone who attacks them has a +2 bonus to their roll. Blind characters move at half speed, and suffer a -4 penalty on most Strength and Dexterity-based skills.

A deaf character automatically fails any Listen checks and suffers a -4 penalty on initiative.

The Disrupter looks like a wide, short plastic oval with a glowing white hemisphere at one end and a

touch-activated screen on the side. When you touch the screen, a complex and incomprehensible graphic interface appears. There are pictographs here and there among the glowing lines, arcs and circles, which show the device's different functions. Touch a pictograph, the white hemisphere pulses, and the device somehow inflicts the selected harm on the target without making a sound.

As with many ancient technological artifacts, no one is really sure how many charges the device has left in its batteries, or how to recharge them.

### **Singularity Projector**

**Size:** Gargantuan (can't be concealed)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 200 feet

**“To Hit” Bonus:** Ignores Armor, makes Ranged Touch attacks, can hit ethereal targets.

**Magazine:** Unlimited, but will only fire four times per day

**Rate of Fire:** Once Every Three Rounds

**Damage:** 12d8 Special (no critical hits)

**Weight:** 200 tons

**Armor Class:** 0

**Hardness:** 13

**Hit Points:** 500

**DC required to break this item with a Strength**

**Roll:** N/A

**Accessories:** None known

**Description:** It isn't shaped like a cannon--it's just some gigantic and incomprehensible alien machine, about two stories tall. Only the tiny little round emitter barrel gives you any hint that this is a weapon, and it looks more like a small security camera.

When fired, the device projects tiny black holes, no larger than a uranium atom, with only slightly more mass than the Earth's moon. They make pinprick-sized tunnels through whatever they hit, emerging cleanly from the other side. Most of the damage is actually done by the black hole's gravitational field bending and warping the target's internal structure in impossible ways, creating localized time dilation effects that wreak havoc with biochemical processes, etc.

The weapon can't be fired very often, but when it is, you might want to make arrangements to leave the planet as quickly as possible. If the Projector is used inside the gravity well of a planetary body, the black hole will plummet to the center of the planet (this takes about an hour with a planet the size of the Earth, and about a day for a gas giant) and begin to eat it up from the inside, growing in mass as it devours the world.

The first earthquakes and tidal waves will begin in 1-100 years. The planet will be gone a week or so later. If you don't have access to an interstellar spacecraft, my best advice would be to start building

one and hope your grandchildren are prepared to carry on the task. Collecting two of every animal you can lay your hands on might also be advisable.

### **The Beige Slayer**

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll) but can be expanded into a Medium, Large or even a Huge weapon. However, since it takes effectively no time to change shape, the wielder can always count it as a Small weapon (No bonus or penalty to conceal with a “sleight of hand” roll), unless for some reason they prefer not to shrink it down to its original size.

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 or 2 hands to use, depending on the setting

**Range Increment:** can be extended to have up to 10 feet of reach

**“To Hit” Bonus:** --

**Magazine:** None, can be used an effectively unlimited number of times.

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d10+4 Special (and see description)

**Weight:** 1 pound

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 40

**DC required to break this item with a Strength**

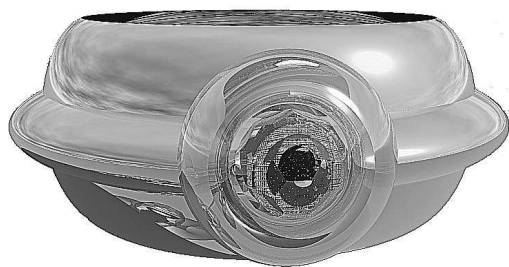
**Roll:** 45

**Description:** This weapon is comprised of a kind of polymorphous pseudo-matter, made possible by tinkering with reality at the sub-quark level. It looks like a sharp piece of matte-beige, about the size of a bayonet, with no features or irregularities on its surface at all. The handle molds itself to fit the user's grip.

It has two basic settings. On the first setting it only affects living matter. This allows it to penetrate armor and make a kind of modified touch attack. Any armor class bonuses or damage resistance the target gets from dexterity, tough hide or strange psychic powers still apply, but armor worn externally does not (unless the armor is itself alive). On the second setting it only affects non-living matter.

It can also adjust its internal structure to become longer or shorter. If the user takes a Standard Action they can reduce the blade to the size of a large dagger or extend it into a kind of bladed polearm that has ten feet of reach, with all the usual bonuses and penalties of Reach weapons.

The same weapon proficiency covers all three manifestations of the weapon. It does the same amount of damage in every form.



### The Benadanitto Torc

**Size:** Small (No bonus or penalty to conceal with a “sleight of hand” roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** Requires no hands to use (you wear it around your neck)

**Range Increment:** 100 feet

**“To Hit” Bonus:** --

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 25

**Hit Points:** 90

**DC required to break this item with a Strength Roll:** 55

**Accessories:** None known

**Description:** The Benadanitto Torc clamps around the user's neck like a high metal collar. It is covered with what are either alien decorative designs or very strange integrated circuits. A small oval gem on the front pulses with indescribable colors.

The torc projects an energy screen around the user which gives them +3 AC vs. all attacks and an extra 10 Damage Resistance vs. energy attacks. It also allows them to read the surface thoughts of intelligent beings (per the spell Detect Thoughts, see the Player's Handbook, page 194 ) to telekinetically lift up to 160 lbs at a range of 30 feet and to shoot bolts of psychic energy out of their hands (3d10 damage, normal or nonlethal).

Each use of the torc costs one charge. It restores its charges by draining its user's life-energy, recovering one charge per point of Nonlethal Damage it does to its wearer. The user decides how fast to recharge the torc. They can take as much or as little nonlethal damage as they like, and will recover this damage normally, through rest or sleep.

Alas, all this power comes with a higher price than a few points of nonlethal damage. The Torc is conscious, has an Ego of 18 and will constantly try to subvert the wearer to some strange agenda of its own. Whenever the DM decides that the torc wants its wearer to take some kind of action, they must make a Willpower Saving Throw vs. DC 18 to resist. The

character can once more attempt to become dominant whenever they next enter combat or whenever the DM feels that the situation has come to some significant crisis.

The Torc isn't evil, but it may well want the wearer to kill or steal for it. The DM should decide what the thing's agenda actually is, but it should always seem weird and incomprehensible to the luckless wearer.



### The Black Gauntlet

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** See description

**“To Hit” Bonus:** --

**Magazine:** 90

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Variable, see description

**Weight:** 4 pounds

**Armor Class:** 9

**Hardness:** 30

**Hit Points:** 125

**DC required to break this item with a Strength Roll:** 58

**Accessories:** None known

**Description:** An oversized black gauntlet, made for a six-fingered left hand. It is made of some shiny, glass-like substance. It looks almost as though it is filled with a swirling black liquid. While the gauntlet appears to be made for a Medium sized creature, it will grow or shrink to fit Large or Small creatures if they try it on. It can regenerate damage done to itself at a rate of 1 hp per hour.

The Black Gauntlet is superhumanly strong (Strength 25) but can only exert this strength for crushing objects or hanging on to things. It does not make the wielder's arm or body stronger, just the hand itself.

The Gauntlet enables the user to telekinetically grab and manipulate objects at a distance. In game terms, this allows them to do anything that they could ordinarily do with one hand at a range of up to forty feet. Their telekinetic grip is as strong as the Gauntlet, but they can't lift any more than they could with their arm. They can pick locks, wield weapons, etc, all at a distance. Remember though, it's their left hand. If the character is right-handed, then all the usual off-handed penalties apply.

It also grants the wielder a weird kind of sixth sense. Count this as Clairvoyance, per the spell (see the Player's Handbook, page 184), usable six times per day.

It projects an invisible energy screen around its wearer, which improves their Armor Class by 3 (this does not drain any of its charges).

It can project beams of heat, cold or pure bludgeoning kinetic force, doing 1-7 d6 damage (19-20 x2) to either a single target (Range Increment 80 feet) or a 30 foot cone. Each use of a Heat, Cold or Kinetic Force (Bludgeoning) attack uses a single charge, regardless of how many dice of damage the user chooses to do, whether the user is attacking a single target or a cone. Anyone caught in one of its cone attacks can make a Reflexes Saving Throw vs. DC 18 to take half damage.

The Gauntlet is intelligent (Int 18, Wis 19) and has its own agenda. It will not speak to its wearer, but it will communicate with them empathically from time to time. It doesn't do this much-only when it wants them to do something. There are people it would like to attack, others it would like to avoid and places it would like to go. The DM should fill in the details of what the Gauntlet actually wants. Its actions should be bewildering to the character who owns it. It isn't evil, but it is ruthlessly determined to do whatever it is trying to accomplish and won't hesitate to kill people or to defy its wearer if it needs to. If the Gauntlet gets into a conflict with its wearer, have them make opposed Willpower Saving Throws (the Gauntlet has a bonus of +7). If the character wins, they force the Gauntlet to do what they want next round. If it wins, it forces them to do what it wants for the next round. Of course, you can always end a struggle with the Gauntlet by taking it off.

This is a very powerful artifact, and a highly sought after one. Finding the Black Gauntlet is usually a good way to gain the attention of powerful, dubious interests (and perhaps get chased halfway across the galaxy by teams of assassins and/or a space fleet or two).



### The Eye of Zluggoth

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 10 feet (if thrown)

**"To Hit" Bonus:** --

**Rate of Fire:** The weapon itself can be used only once, but Zluggoth can attack up to five different opponents at once.

**Damage:** See description

**Weight:** Canister weighs 4 pounds. The thing that emerges from it quickly expands to weigh about 1000 pounds.

**Armor Class:** 13

**Hardness:** 0

**Hit Points:** 5

**DC required to break this item with a Strength Roll:** N/A

**Special:** This weapon can be used only once. The Hardness, Hit Points and AC listed above apply to the canister, not to the creature which emerges from it. Treat Zluggoth itself as a Large, Chaotic Evil Outsider with an AC of 17, 50 hit points and an Attack Bonus of +10. It can move 20 feet per round under its own power. It does 3d6+4 Bludgeoning or 2d6+5 Slashing damage, whichever the situation seems to call for.

**Description:** A pulsing black organic canister, about



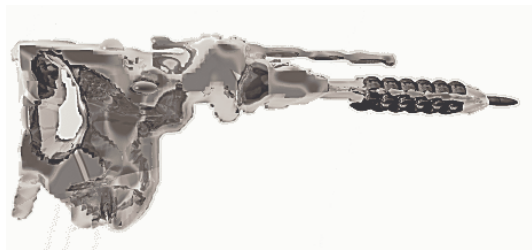
the size of a can of baked beans. When flung at the target, a horrendous alien monster explodes out of it.

The thing doesn't really have a shape--it's just a mass of tentacles and pincers, bloodshot eyes on stalks and less easily defined appendages (it's hard to say what they do, but it's clearly something unpleasant).

This creature is only one small manifestation of a much larger transdimensional obscenity, but fortunately it can only push a little of itself into our reality and can stay here for only a limited time.

Zluggoth knows what you want of it and will only attack the targets you want it to attack. It doesn't need to be told and it doesn't bother to read your mind. If you are rendered unconscious it will fight on, choosing whatever targets you would be most likely to pick.

Despite its vast intellect, Zluggoth doesn't understand our universe well enough to use any skills or feats here. It will not speak, but does a fine job of howling, snarling and gurgling.



### The Flenser

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Energy Weapons

**Handed:** Requires 2 hands to use

**Range Increment:** 50 feet

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 80

**Rate of Fire:** Once per round

**Damage:** Special, see description

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 15

**Hit Points:** 25

**DC required to break this item with a Strength Roll:** 48

**Accessories:** Weird energy cell (1/2 pound in weight, price unknown, minor artifact in its own right)

**Description:** This infamous relic is a larger and more powerful version of the "Fleshmaster" and appears to be a product of the same distant epoch. While the Flenser may have once been a medical tool, now it does nothing but cause harm, and grievous amounts of it. In this it resembles the "Selective Biological Disrupter" but it looks nothing like it and seems to be a product of an entirely different civilization.

The Flenser can be adjusted to either attack a single target or a thirty-foot cone. It can be set to do anywhere from 1 to 8d10 damage, normal or

nonlethal, to living tissue and if it is attacking a cone-shaped area of effect it can be set to harm some targets and not others.

It can also be set to cause Blindness and/or Deafness in the target (Fortitude Saving Throw vs. DC 20 to avoid these effects).

It can also do 1-3 d6 damage to any of the target's stats but Wisdom (Fortitude Saving Throw vs. DC 20 to avoid this effect).

Furthermore, on the area effect setting it can do one type of damage to some targets and other types of damage to others. So, for example, if three targets were caught in its cone, it could do Nonlethal Damage to one of them, strike another one blind and shave 2d6 points off the third one's Charisma.

It is powered by a non-standard, ultra high-tech energy cell which is almost but not quite impossible to find. A few of them turn up in archaeological digs or in the hands of private collectors. Finding a new power cell could be the subject of an adventure, but it shouldn't be totally impossible.

### The Fulgichrome Blade

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Martial-Melee

**Handed:** Requires 1 hand to use

**"To Hit" Bonus:** +3

**Magazine:** 5 doses of wasting illness, 5 doses of fast-acting poison, 5 doses of slow poison, 5 doses of flesh-eating virus, 5 doses of brain-scrambler toxin, 5 doses of debilitation toxin, 5 doses of nerve-rot, 5 doses of muscle spasmodic, 5 doses of virulent plague.

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 1d8 slashing (19-20 x2). See description for additional effects.

**Weight:** 3 pounds

**Armor Class:** 7

**Hardness:** 8

**Hit Points:** 6

**DC required to break this item with a Strength Roll:** 23

**Accessories:** Scabbard (has to be specially custom-made, costs 200 Units, weighs 1/2 pound)

**Description:** From somewhere on the darkest side of biological engineering comes the Fulgichrome Blade.

This living weapon looks a bit like a short scimitar, made from shiny black obsidian. On closer examination, the blade is slick with some foul black excrescence it sweats out through its pores. Look more carefully and you can see it faintly breathing.

The Fulgichrome Blade can infect the wounds it makes with any of a number of different toxins or viruses, each with their own grisly effect.

It can unleash a wasting illness, which requires the target to make a Fortitude Saving Throw vs. DC 25 every day or permanently lose a point of Constitution,



for 4d8 days.

It can inject the target with a fast-acting poison, which does 3d8 additional damage if the target fails a Fortitude Saving Throw vs. DC 20. It can release a slow poison which will do 1d4 additional damage per round until the target makes a Fortitude Saving Throw vs. DC 25.

It can infect the target with a flesh-eating virus that does 1d6 damage per round until the victim either dies or makes a Fortitude Save vs. DC 20.

It can release a brain-scrambler toxin that requires the target to make a Fortitude Save vs. DC 18 or lose 3d6 points of Intelligence (to a minimum of 1) until cured by some kind of advanced neurological treatment.

It can give out a debilitation toxin which reduces the target's Strength by 3d6 (minimum of 1) unless they make a Fortitude Saving Throw vs. DC 25.

The Blade can give the target a fearsome case of nerve-rot, permanently reducing their Dexterity by 3d6 unless they make a Fortitude Saving Throw vs. DC 20.

It can dose the target with a muscle spasmodic. If the target fails a Fortitude Saving Throw vs. DC 20 they take 1d4 damage per round for 6 rounds. They are also afflicted with an increasing penalty to all their die rolls of -1 per round as their muscles start to lock up. By the sixth round they will make all their die rolls at a -6 and this penalty won't go away for 2d6 hours.

But its most feared attack is a virulent plague that reduces the target's Constitution by one point an hour, and requires anyone who comes into contact with the victim (after the first hour) to make a Fortitude Saving Throw vs. DC 20 or contract the same disease.

It regenerates all of its toxins and contaminations at a rate of one dose per four hours.

The blade is alive and in constant telepathic contact with its host. It has a wide experience of killing things and will guide its wielder's hand to the target (hence the melee bonus) It's thoughts are poison and it continually tries to subvert its wielder to some foul agenda of its own (not a Big Sinister Plot, just acts of sadism and treachery--it likes to see things suffer).



### The Hermatrode

**Size:** The device itself is Medium sized (-4 penalty to conceal with a "sleight of hand" roll). However, the effects of the Hermatrode on its wielder can't really be concealed with the Sleight of Hand skill.

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 30 feet (can also be used to make melee attacks)

**"To Hit" Bonus:** +3 (for both melee and missile attacks)

**Magazine:** 95

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d6 Weird Energy (18-20 x3)

**Weight:** 6 pounds

**Armor Class:** 7

**Hardness:** 15

**Hit Points:** 30

**DC required to break this item with a Strength Roll:** 48

**Accessories:** Weird energy cell (1/2 pound in weight, price unknown, minor artifact in its own right)

**Description:** A short rod with an odd hooked blade on the end. It seems to be made of some sort of living metal. It is shiny, hard and smooth but pulses as though breathing.

The first time anyone picks it up with their bare hand they must make a Willpower Saving Throw vs. DC 15. If they fail, they take 3d6 Nonlethal damage and are Stunned for one round. They can never use the device once they have failed their initial roll. If they pick it up again it will jolt them with 1d4 Nonlethal damage each round and refuse to do anything else.

If they succeed, the device bonds itself to them. Silvery living metal streaks out over their skin, covering them from head to toe with some sort of weird organic armor. It goes under their clothes. If they are already wearing body armor it bursts the other

armor off of them, ruining it. The transformation happens very fast--it takes only one Standard Action.

The armor itself grants a +4 to the wearer's AC and gives them 5 points of Damage Resistance. The armor's wearer also receives a temporary +10 bonus to their Strength and a +5 to their Dexterity. This affects all their skills and attack rolls.

For each round that they remain suited up, they burn one of the device's charges. They can make as many attacks as they like, either ranged or melee--it drains power strictly according to how long you wear it.

The Hermatrode can't be used to make attacks with the armor turned off. It makes a loud crackling, buzzing sound, and gives off a blinding white bolt of energy whether it is making a melee attack or a ranged one. It can be used with any of the melee combat feats that apply to swords.

The device uses a completely bizarre and unfamiliar type of energy cell, which isn't compatible with anything else. There are a few of these cells scattered around, with varying amounts of energy left in them. Acquiring one could be the subject of an adventure, but you're unlikely to find them for sale.



### The Morganos Device

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 150 feet

**"To Hit" Bonus:** --

**Magazine:** 70

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 13

**Hardness:** 25

**Hit Points:** 90

**DC required to break this item with a Strength**

**Roll:** 54

**Accessories:** None known

**Description:** The Morganos Device occasionally turns up in the possession of one hero or another, but whether it chooses them or they simply find it remains a mystery. It looks like an oddly-shaped asymmetrical prism, which pulses with a weird yellow light. It will function for only one user (you attune it to your psyche by making a Willpower Saving Throw vs. DC 21). It will not attune itself to Robots or other artificial intelligences.

With a little practice (21 minus Int hours worth) the user can figure out how to access its weapon systems. It can fire a beam of radiant energy (4d10 makes a Critical Hit on a 20 for 2x normal damage), a 25-foot cone-shaped attack (2d10, a Reflexes Saving Throw vs. DC 18 halves the damage) project a defensive force-field (+4 AC), erect a Force-Wall (as per the spell) or grab and lift objects at a distance on a beam of force.

The prism can lift up to 800 lbs. out to a range of 50 feet and can grab creatures up to size Large. To grab and pin an unwilling opponent, make a Ranged Touch Attack, ignoring any points of AC that come from Armor. They are entitled to a Reflexes Saving Throw vs. DC 25. If they fail the roll, they have been caught. A character who has been seized by the prism cannot move and makes all skill rolls, attack rolls and Reflexes Saving Throws at a -4.

The Device is capable of fine manipulation as well as brute force and can be used to perform any manual skill at up to a fifty foot range, but if the objects you are manipulating are too far away to see clearly, the DM should assess a penalty of between -2 and -8 to the roll.

Each use of the device, whether to maintain a force-field, pick up an object or fire a bolt of energy, costs one charge per round. The Morganos Device regains one charge per hour while its user is awake and 3 charges per hour while its user is asleep (or "at rest" for beings who do not sleep). If it ever runs out of charges completely, it vanishes and turns up later in someone else's hands.



### The Morituri Staff

**Size:** Huge (can't be concealed)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use

**Range Increment:** --

**"To Hit" Bonus:** +3

**Magazine:** Unlimited

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d8/3d8 Weird Energy (19-20 x2)

**Weight:** 5 pounds

**Armor Class:** 5

**Hardness:** 15

**Hit Points:** 30

**DC required to break this item with a Strength**

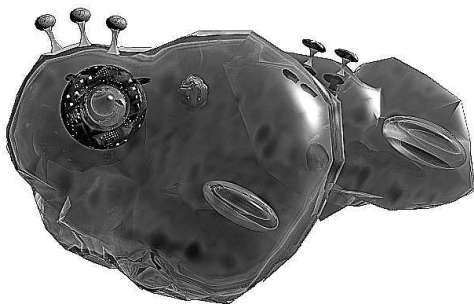
**Roll:** 38

**Special:** If you use both ends to make separate attacks in a single round, you suffer the penalties for making two weapon attacks as though you were using a One Handed Weapon and a Light Weapon (see the Player's Handbook, page 124).

**Description:** This powerful, dangerous weapon never stays in one user's hands for long. It looks like a plump staff with rounded ends. Made from some dark synthetic material, it is covered with irregular metal patches, circuitry and winking lights. When it's switched on, rippling globes of distorted space pulse over both ends of the staff.

It attunes itself to the mental signature of the first living being who picks it up, and will function only for them until they die. Anyone else who touches the weapon will receive a jolt of 1d4 radiation damage.

The device no longer works as well as it once did, and does one HP of damage to its wielder every day. The missing point won't heal, and can't be repaired medically. They are dying, and there isn't really much that can be done about it. Discarding the staff won't stop the damage. It seems to be able to reach its chosen wielder anywhere. Shifting it to another plane would keep it from being able to get at its owner, as would subjecting it to some severe time-dilation effect (so that it would take eons for the wielder to lose their next hit point). Dropping it in a black hole would do both.



### The Ogmios Harp

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Exotic Weapon

**Handed:** Requires 2 hands to use

**Range Increment:** Varies according to the effect

being used. See description for details.

**"To Hit" Bonus:** --

**Magazine:** 75

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Varies according to the effect. See description for details.

**Weight:** 5 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 35

**DC required to break this item with a Strength**

**Roll:** 20

**Accessories:** None known

**Description:** From somewhere out on the farthest edge of science-fantasy comes the Ogmios Harp. Part weapon, part musical instrument, it is the product of some unimaginable alternate technology. It plays the "Celestial Harmonies", whatever that means, and can harness their power to create a wide variety of unearthly effects.

The harp looks like a transparent, curved piece of volcanic glass, with a number of oddly shaped tuning pegs and small levers set around it here and there. It sounds a little like a stringed instrument when played, but no strings are visible. You play it by moving your hands (or tentacles, pseudopods, etc.) over its surface and adjusting the pegs and levers.

The Ogmios Harp has ten settings, each with its own effect. All of them will work underwater or in a vacuum. Each sounds like some strange musical note, and is audible even if it shouldn't be (in a vacuum, for example).

If it's an attack which affects only a single being, then only that one particular target can hear the note, whether or not the attack hits them.

**Setting 1:** Causes Fear in any one target (ranged touch attack, maximum range of 200 feet) unless they make a Willpower Saving Throw vs. DC 15.

Characters who fail the roll will drop whatever they are doing and flee for 2d10 rounds, taking no actions but to run away and to defend themselves. If cornered, unable to flee, they will cower, unable to undertake anything but purely defensive actions.

**Setting 2:** Causes Fear, as per above, but affects every living thing in a 15 foot radius.

**Setting 3:** Does 3d6 Nonlethal Damage to any living target in a 20 foot radius, can be adjusted to spare selected targets.

**Setting 4:** Negates unconsciousness, paralysis and/or stunning. Every living creature in a 5 foot radius of the harp immediately recovers from any of these conditions and regains any and all lost Nonlethal Damage.

**Setting 5:** Charm everyone in a 20 foot radius, per the spell, unless they make a Willpower Saving Throw vs. DC 15.

**Setting 6:** Charm any non-sentient animals in a 20 foot radius, per the spell. This only works on creatures with nervous systems complex enough that they have an Intelligence score of at least 2.

**Setting 7:** 5d6 Weird Energy attack. (Ignores up to

15 points of Hardness or Damage Resistance, Range Increment 75 feet, scores a Critical Hit on a 20, for x2 damage).

**Setting 8:** 4d6 Vibratory Attack, ignores up to 5 points of Hardness or Damage Resistance, affects a 35-foot cone. Anyone caught in its area of effect can make a Reflexes Saving Throw vs. DC 18 to take half damage.

**Setting 9:** Vibratory attack, affects everything in a 15-foot radius, does 5d6 damage, but only to non-living materials that have at least 4 points of Hardness. A sentient robot or other such construct is entitled to make a Reflexes Saving Throw vs. DC 15 to take half damage.

**Setting 10:** Every sentient being in a 50 foot cone must make a Willpower Saving Throw vs. DC 15 or be fascinated by the sound of the harp, unable to take any actions but listen to its eerie music. This effect lasts as long as the harp's user cares to keep playing this note and expending charges, without using any of its other functions. A fascinated character is instantly released from the harp's effect if they take damage while under its influence, and the fascination effect won't work on them again for at least an hour.

Anyone who doesn't have the weapon proficiency but tries to play the harp anyway must roll on the chart beneath

**1-2** Nothing happens. It doesn't even make a sound.

**3-4** The harp plays a discordant blast of sound and jerks violently in your hands, but nothing else happens.

**5-6** The harp plays a horrible noise that does 2d6 Nonlethal damage to anyone in a forty-foot radius, no saving throw. Even creatures that don't have ears are affected.

**7** The harp raises or lowers the temperature of everything in a 30 foot radius by 1-100 degrees (roll percentile dice)

**8-10** The harp functions normally and does exactly what you told it to.



### The Oughtred Lens

**Size:** Tiny (+4 bonus to conceal with a "sleight of hand" roll)

**Cost:** DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** Requires no hands to use (attaches to the middle of the user's forehead, like a third eye).

**Range Increment:** Varies according to the effect being used. See description for details.

**"To Hit" Bonus:** --

**Magazine:** 60

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Multiple Types, See description

**Weight:** 1 pound

**Armor Class:** 13

**Hardness:** 25

**Hit Points:** 70

**DC required to break this item with a Strength Roll:** 46

**Special:** Can produce a wide variety of different effects.

At the cost of one charge, it can generate an energy screen which gives the wielder +4 AC vs. energy attacks for 2 rounds.

It can do 4d8 Weird Energy damage to a single target (Range Increment 110 feet, makes a Critical Hit on a 20, for x3 damage), or 2d8 in a 30 foot cone (anyone caught in the cone can make a Reflexes Saving Throw vs. DC 20 to take half damage).

It can create a 3d6 explosion which affects everything in a 10 foot radius of the lens (a Reflexes Saving Throw vs. DC 18 halves the damage) and can be set to leave certain targets in the blast radius untouched.

It can also fire a ray which does 5d10 damage, but only affects non-living tissue (Range Increment of 30 feet, makes a Critical Hit on a 20, for x2 damage).

All of its attack functions can be set to do Nonlethal Damage, if the wielder prefers, or to affect Ethereal or Incorporeal targets.



The lens grants its bearer a +2 bonus to Willpower Saving Throws and can be called upon to produce Telekinesis, per the spell, three times per day.

**Accessories:** None known

**Description:** A strange crystalline artifact with a gem at the center, the Oughtred Lens grafts itself into the flesh of whoever picks it up, attaching itself to their forehead, wrist or chest until they figure out how to make it detach (You detach it by asking it to let go of you). Surgery can't remove it--the lens is intermeshed too tightly with the target's central nervous system.

The lens is intelligent (Int 15) and can communicate non-verbally with its wearer but knows little apart from its own combat capabilities. It is a friendly, distant presence in the wearer's mind, but it won't do much for them apart from explaining how to use its various functions. The Lens cannot see or hear, and it does not know where it came from, who made it or how it works. It has no particular agenda apart from helping its wielder and no personality to speak of.

Once it has been with a particular user for 2d6 hours it grows attuned to their mental energies and will work only for them. It must go unused for 3d6 months to accept a new owner. It has no particular defenses against being stolen--it just refuses to work for whoever stole it (for 3d6 months). It can be instructed to accept someone else as its new master, but it won't explain this unless asked.

## Razor Cloud

**Size:** Huge (impossible to conceal)

**Cost:** Artifact--not usually for sale

**Tentative Purchase DC:** --

**Required Proficiency:** Exotic Weapons--Ranged

**Handed:** Requires 0 hands to use

**"To Hit" Bonus:** --

**Rate of Fire:** Can attack as many targets as are engulfed inside its radius, but can attack them each only once per round

**Damage:** See description

**Weight:** --

**Armor Class:** 8

**Hardness:** 10 (and see description--most weapons don't harm it at all)

**Hit Points:** 75

**DC required to break this item with a Strength**

**Roll:** n/a

**Accessories:** --

**Description:** An animate cloud 15 feet in diameter, made up of whirling, tinkling razor-sharp metal shards.

Although the individual metal fragments spin and tumble at tremendous speed, the cloud itself moves slowly, at a maximum rate of 20 feet per round. It can move in any direction, including up and down and can float in midair indefinitely.

Anything engulfed by the cloud takes 3d6 slashing damage per round that they remain inside, making this a bad weapon to get cornered by. The cloud will not hurt its owner if it passes over them, but no one else is

safe from it.

Creatures with unprotected eyes must also make a Reflexes Saving Throw vs. DC 15 every round they remain inside the cloud. This won't reduce the damage, but it will save them from being permanently blinded by the flying metal shards.

A blind character has a 50% chance of missing any target they attack, regardless of whether they make their attack roll (all opponents have full concealment). They also lose any Dexterity bonus to AC, while anyone who attacks them has a +2 bonus to their roll. Blind characters move at half speed, and suffer a -4 penalty on most Strength and Dexterity-based skills. It is possible that some futuristic medical technique might be able to repair their mutilated eyes.

This is a difficult weapon to attack, because it is almost impossible to hit the individual shards. The Razor Cloud is completely immune to Piercing, Slashing, and Bludgeoning damage. Only area effect attacks will have any effect on it, and anything but an electrical or ionic attack will do only half damage. Worse, it can reintegrate itself once it has been damaged, and regenerates a hit point every round unless it is completely destroyed.

Contrary to appearances, the Razor Cloud isn't an independent construct. Rather, the weapon responds directly to the thoughts of its operator.

To use the Razor Cloud, you must first have the weapon proficiency. You must be within 600 feet of the cloud to initially take control of it. It takes a Willpower check vs. DC 15 to make the cloud yours, unless of course someone else is already controlling it, in which case you must win an opposed willpower contest with them. It takes a Standard Action to attempt to seize control of a Razor Cloud.

To direct the cloud's movements, the user must stand within 600 feet of it. Once the cloud has been attuned to a particular user, controlling it is easy and requires no special rolls or even concentration. The user is free to perform other tasks while directing the cloud. If the cloud's user somehow loses contact with it or moves out of its range, they will have to take another standard action and roll to take control of it again the next time they come within range.

If the cloud becomes uncontrolled, it will sit patiently in place, whirling and gnashing, until someone takes control of it again. Once every hour there is a 5% chance that it will suddenly move 20 feet in a random direction.

This is a greatly feared weapon and at the DM's discretion it may adversely affect enemy morale. The opposing troops don't even need to have heard of the razor-cloud to feel anxious about facing it--the cloud presents a fearsome sight, ripping everything in its path to bits as it advances across the battlefield.

## The Wummel Device

**Size:** Tiny (but still impossible to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.



**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** Does not occupy either hand when in use (floats over the user's left wrist)

**Range Increment:** 80 feet

**"To Hit" Bonus:** --

**Magazine:** 150

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Multiple Types, see description

**Weight:** --

**Armor Class:** 9

**Hardness:** 30

**Hit Points:** 75

**DC required to break this item with a Strength**

**Roll:** N/A (Can't be broken with this kind of roll)

**Accessories:** None known

**Description:** A weird relic from some distant age, the Wummel device functions according to principles that defy most of what we think we know about physics.

It looks like a mass of flashing lights, circling a space about five inches in diameter just above the wielder's left wrist. When it is fired, a small polyhedron briefly appears in the midst of the lights, but it vanishes too quickly to make out in any detail.

The Wummel Device attunes itself to the first person who finds it and functions only for them. If more than one person discovers it, then it attaches itself to the one with the highest Charisma.

Anyone within sight of the device's owner can attempt to steal it by beating them at a Charisma contest (both characters roll twenty-sided dice and add whatever bonuses they have for Charisma. The high roll wins). The Device is seldom stolen, however, since the thief must consciously attempt to take it over and almost no one knows that it is possible to do this.

Once the Wummel Device runs out of charges, the lights grow dim and slow down. It regenerates one charge every four hours.

It can fire a variety of different rays, with a number of different effects.

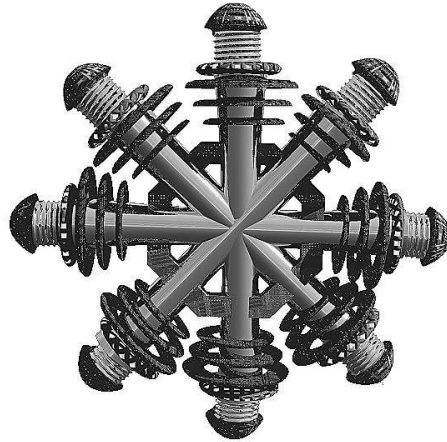
One does 4d10 radiation damage (20 x2) to a single target (Range Increment 80 feet).

One does 2d10 radiation damage in a 25 foot cone (anyone caught in the cone can make a Reflexes Saving Throw vs. DC 16 to take half damage).

One makes a Ranged Touch Attack (Range Increment 20 feet) and does 2d10 heat damage (20 x2).

One does 5d10 Weird Energy damage (20 x3), but only affects non-living tissue (Range Increment 40 feet).

One does 3d10 Nonlethal Damage (20 x2), with a Range Increment of 50 feet.



### Unclassified Anomalous Object 6

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Martial Missile

**Handed:** Requires 1 hand to use

**Range Increment:** 40 feet

**"To Hit" Bonus:** Ignores Armor

**Magazine:** 85

**Rate of Fire:** Up to three attacks per round

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 15

**Hit Points:** 60

**DC required to break this item with a Strength**

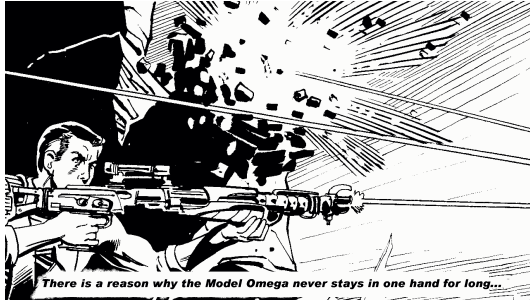
**Roll:** 45

**Special:** Can attack up to three targets per round. Anyone struck by the device must make a Fortitude Saving Throw vs. DC 20 or be utterly disintegrated, leaving not even dust behind. With a successful throw, the target only takes 5d6 damage. The beam can only disintegrate about twenty cubic feet of material, so targets larger than "Large" in size automatically make their saving throws. If the weapon is used against a Huge or larger non-living object it will remove a twenty-cubic foot chunk of material.

**Accessories:** None known

**Description:** A powerful and baffling artifact, it looks like an eight-pointed metal star with a bronze-colored nozzle at each point. Throw it like a shuriken and it will seek out up to three opponents you mentally designate, make a Ranged Touch Attack against each of them with its nozzles and disintegrate them in a flash of greenish light. It cannot make multiple attacks against the same target in a single turn. If it can't find three separate targets then the remaining attacks are wasted. Nor can it disintegrate objects or opponents bigger than "Large." Each successful disintegration attack drains one charge. It costs nothing to miss. No one really knows how many

charges the device has left, or how you would go about recharging it. Nor for that matter does anyone understand why its makers didn't simply build a disintegration ray, if they wanted to disintegrate things at range.



### Witherslant Gun, Model Omega

**Size:** Huge (can't be concealed)

**Cost:** Kill the person you love most for the amusement of the Witherslant Masters

**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** 300 feet

**"To Hit" Bonus:** +2

**Magazine:** 55

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Anyone struck by the beam must make a Willpower Saving Throw vs. DC 25 or die.

**Weight:** 10 pounds

**Armor Class:** 5

**Hardness:** 20

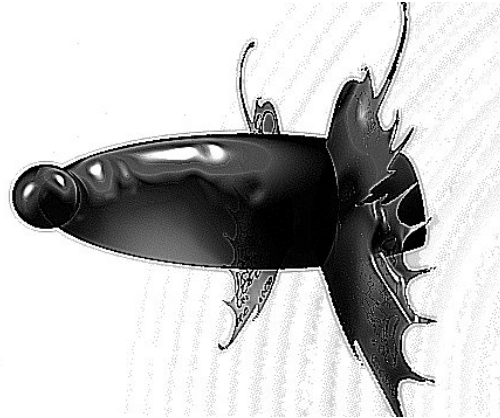
**Hit Points:** 30

**DC required to break this item with a Strength Roll:** 50

**Special:** Makes a Ranged Touch Attack, ignores armor.

**Accessories:** Scope and targeting system are already built into the weapon, and taken into account in its Range Modifier

**Description:** The ultimate creation of the dreaded Witherslant-Masters, the existence of this weapon has only been rumored. They supposedly offer it to special clients or to creatures who have amused them in other ways. Like all of their guns it flies up into the user's hand at a thought, and never has to be readied. It also projects an invisible force field around the wielder, adding a +5 to their AC (the field can be expanded to cover anyone at Close range). It is isomorphic, and responds only to its owner. Anyone else who picks it up suffers 2d8 radiation damage. Unlike most of their weapons, it looks dramatic. As long as a heavy machine-gun, it's impossible to conceal. It is slender, waspish, swept back and somehow radiates death. A faint, high, unpleasant whine constantly emanates from the gun, setting everyone's teeth on edge.



### The Xugulor

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Energy Weapons

**Handed:** Requires 1 hand to use

**Range Increment:** 70 feet

**"To Hit" Bonus:** --

**Magazine:** Special, see description

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** As many d10 of Weird Energy as you ask it for--but see "Special"

**Weight:** 4 pounds

**Armor Class:** 7

**Hardness:** 20

**Hit Points:** 50

**DC required to break this item with a Strength Roll:** 25

**Special:** Permanently drains 1 permanent point of Constitution from its user per 2d10 of damage it inflicts (round fractions up).

**Accessories:** None known

**Description:** A horrible vampiric artifact from who-knows where, pity the wielder of the Xugulor, but pity his victims, too. Made of some weird greenish metal, the Xugulor is about the length of a man's forearm. The user puts their arm inside, the weapon unfolds its strange gossamer wings and then grafts itself into the user's flesh. It requires a Strength Roll vs. DC 20 or an hour's worth of work with a set of surgical tools and a medical skill roll vs. DC 18 to remove the thing. It causes 1d6 damage to carefully remove the device and 2d6 to just rip it loose. Sometimes the Xugulor's users swear they can hear it whispering to them in their dreams.



### The Zed Gun

**Size:** Medium (-4 penalty to conceal with a “sleight of hand” roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** --

**“To Hit” Bonus:** Always hits, never misses

**Magazine:** Unlimited

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** 3d12 Weird Nameless Energy

**Weight:** 3 pounds

**Armor Class:** 9

**Hardness:** 30

**Hit Points:** 100

**DC required to break this item with a Strength**

**Roll:** 50

**Special:** Automatically hits the target, if the target is within the shooter's line of sight. The shooter can hit any target they can see, whether with their own eyes or on a monitor, provided that the target is on the same plane of reality.

**Accessories:** Holster (must be custom-made, for about 140 Units, weighs 1/2 pound)

**Description:** The legendary Zed Gun never misses, it is said. It fires a beam which can turn corners, reverse on itself and chase down its prey. Anything which the wielder can see is within the Zed Gun's reach. There is only one Zed Gun, if indeed the weapon exists at all. It has its own strange power-generation device which never runs dry. In appearance, the Zed Gun is a strangely-shaped green metal pistol, with a globe filled with some strange red swirling liquid set on top. The metal is a weirdly mottled color and seems to slowly change its pattern when you aren't looking directly at it. It does not have a trigger, but it knows when you want it to fire. No one can really say where it came from, but it is said to have never brought its owner happiness.

## Weapons of Mass Destruction

And now for the part you've all been waiting for. Weapons of mass destruction come in many forms, but for the purposes of this book we're chiefly interested in the ones that make really loud noises. And here they are, organized roughly in order of lethality, from weapons that can devastate cities to weapons that can lay waste to continents, to far worse things.

Some DMs may worry that these devices might upset game balance, particularly the ones that are powerful enough to split planets in half but fit conveniently in a suitcase. To this I can only respond that if your campaign has already reached the stage where weapons of mass destruction would be flung around, the time to worry about game balance is already long past. It's time to kick back and enjoy the special effects.

### Fuel-Air Explosive Device

**Size:** Huge (can't be concealed)

**Cost:** 10,000 Units

**Tentative Purchase DC:** 2625

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**“To Hit” Bonus:** --

**Rate of Fire:** Once per round

**Damage:** 15d6 Heat damage to everything in a 500 foot radius. Anyone caught within that range can make a Reflexes Saving Throw vs. DC 25 to take half damage.

**Weight:** 1 ton

**Armor Class:** 3

**Hardness:** 2

**Hit Points:** 3

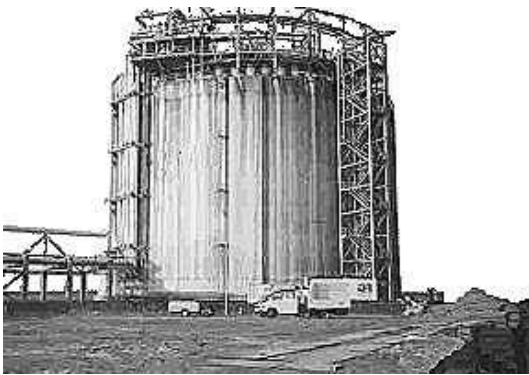
**DC required to break this item with a Strength**

**Roll:** 14 to disable

**Accessories:** Remote Detonator (1/20th lb, costs 150

Units, uses a satellite uplink and has effectively unlimited range unless the DM determines that something is interfering with the signal)

**Description:** A poor man's atomic bomb. But not a very poor man. This is perhaps the most destructive device you can build without a nuclear reaction. It releases a fine vapor of flammable fuel over a wide area and then ignites it all at once. Fuel-air explosives aren't small and they aren't very portable, but they're ideal for denying resources to an invading army, or for blackmailing cities into paying enormous ransoms. This one comes with a timer, which can be set for up to six hours. It can also be detonated by remote control, preferably from a great distance.



### Large Fuel-Air Explosive Device

**Size:** Gargantuan (can't be concealed)

**Cost:** 50,000 Units

**Tentative Purchase DC:** 31 30

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Once per round

**Damage:** Does area effect damage that decreases with the distance.

Everything in a 100 foot radius takes 18d6 heat damage. Everything between 100 and 500 feet away from the bomb takes 8d6 damage, everything between 500 and 100 feet takes 5d6 damage. Anyone standing more than a hundred feet from the weapon can make a Reflexes Saving Throw vs. DC 25 to take half damage.

**Weight:** 30 tons

**Armor Class:** 0

**Hardness:** 3

**Hit Points:** 4

**DC required to break this item with a Strength**

**Roll:** 14 to disable

**Accessories:** Remote Detonator (1/20th lb, costs 150 Units, uses a satellite uplink and has effectively unlimited range unless the DM determines that something is interfering with the signal)

**Description:** This one really is the most destructive device you can build without a nuclear reaction. It's just like a fuel-air explosive device, but much, much bigger. It releases a fine vapor of flammable fuel over an even wider area and then ignites it all at once. As big as building, far too large to drop from an aircraft, this model is more the kind of thing you'd find in an arch-villain's lair. Despite its terrifying destructive power, it doesn't really have that much value as a military weapon, since you can't launch it at a target, and if detonated it will devastate a huge swath of your own territory. Favored by insane dictators who'd rather blow up their country than lose control of it, or masked lunatics who can't afford a giant death ray. Its timer can be set for up to 48 hours, and it can also be detonated by satellite. However, anyone crazy enough to build this thing is just as likely to set it off by hand.

### Small Fission Bomb

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** 20,000,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** 45

**Required Proficiency:** Demolition (or other skill, at the DM's discretion) at +5 or better.

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Can only be fired once.

**Damage:** Special, see description

**Weight:** 25 pounds

**Armor Class:** 7

**Hardness:** 5

**Hit Points:** 15

**DC required to break this item with a Strength**

**Roll:** Demolitions Skill Check vs. DC 15

**Special:** Does area effect damage which decreases as it gets further from the site of the blast.

It does 30d8 Bludgeoning + 20d8 Heat Damage +5d6 Radiation Damage to anything in a 150 foot radius. This damage ignores up to 50 points of Hardness or Damage Resistance. Anything in this first area which loses all its hit points can never be repaired, restored or brought back to life-it has been utterly annihilated.

The bomb does 20d8 Bludgeoning + 10d8 Heat Damage +4d6 Radiation Damage to anything in a radius of 151-300 feet. This damage ignores up to 30 points of hardness or Damage Resistance.

It does 15d8 Bludgeoning + 8d8 Heat Damage +3d6 Radiation Damage to anything in a radius of 301-500 feet. This damage ignores up to 20 points of Hardness or Damage Resistance.

It does 10d8 Bludgeoning + 6d8 Heat Damage +2d6 Radiation Damage to anything in a radius of 501-1,000 feet. This damage ignores up to 10 points of Hardness or Damage Resistance.

It does 5d8 Bludgeoning + 3d8 Heat Damage +1d6 Radiation Damage to anything in a radius of 1,001-2000 feet. Hardness and Damage Resistance protect normally against this damage. At this range the DM may decide that a character must make a Reflexes Saving Throw vs. DC 15-20 to avoid being crushed by some flying piece of debris for additional damage (DM's discretion as to how much).

It does 3d8 Bludgeoning + 2d8 Heat Damage to anything in a radius of 2001-3,500 feet. A Reflexes Saving Throw vs. DC 20 will halve this damage (it is at this range that you generally start to see a few wounded survivors, buildings that are still standing and so forth). Flying Debris remains a serious hazard at this range, and the DM is entitled to make a character roll to avoid it.

It does 2d8 Bludgeoning + 1d8 Heat Damage to anything in a radius of 3,501-4,500 feet. A Reflexes Saving Throw vs. DC 15 will halve this damage. At this range flying debris is still everywhere, and the DM should feel free to make characters make Reflexes Saving Throws of up to DC 20 to avoid it.



It does 1d8 Bludgeoning Damage to anything in a radius of 4,501-6,000 feet, still more than enough to kill an ordinary Level 0 citizen or blast all the windows out of a building. A Reflexes Saving Throw vs. DC 20 will halve this damage. Flying Debris isn't as much of a hazard at this range, but the DM can still call for a Reflexes Saving Throw to avoid taking extra damage.

There are certain additional hazards to being in the vicinity of a small, dirty nuclear blast. Anyone who takes any damage from the bomb must make a Fortitude Saving Throw vs. DC 15+the number of hit points taken in damage, or suffer the effects of radiation sickness. Radiation Sickness destroys one point of Constitution per hour. It lasts until the character can make a Fortitude Save vs. DC 20, (roll once per 2 hours) but since their Con score is continually declining, it gets harder and harder to make the roll.

The final stages of the condition are extremely unpleasant to experience. Once the character's Con reaches 4, they make all their rolls (except Fortitude Saving Throws, just to be fair) at a -2 penalty. When they reach Con 3 the penalty increases to -4. When they lose another point it becomes a -6 penalty and when they reach Con 1 they are unable to take any action, or even to move. If they can make a Willpower Saving Throw vs. DC 15, they can force themselves to say a few words or to undertake some purely mental action-at a -6 penalty, of course.

Small, primitive nuclear weapons like this one are also notoriously dirty. 20-240 (2d12x10) minutes after the initial blast, a black, greasy rain begins to fall from the sky, contaminating everything outside with radiation (no saving throw). Anyone caught out in this deadly rain (or "fallout") must at once make a Fortitude Saving Throw vs. DC 15 or suffer the effects of Radiation Sickness, as described above.

Anyone caught outside or within sight of a window anywhere inside the blast radius of an atomic attack must make a Reflexes Saving Throw vs. DC 15 or become permanently blind. There may or may not be some kind of futuristic medical technique which can fix this. The DM may assign bonuses to the Saving Throw, depending on various extenuating factors. How far the character is from the window, the angle they're facing, etc. This is strictly the DM's call.

Little, dirty bombs often leave a target area seriously contaminated for long periods of time. The entire area will remain dangerously radioactive for 2d4 weeks. During that period, anyone who ventures into the blast radius must make a Fortitude Saving Throw vs. DC 15 once per every two hours they spend there, or lose a point of Constitution.

For 2d6 years, there is a 15% chance that anyone who spends more than a month here will contract some lethal form of cancer. The chance rises to 30% if they spend more than five years living in the vicinity.

**Description:** Nuclear weapons come in all shapes and sizes. This one is made to fit in a large metal briefcase, and comes with its own timer and satellite uplink antenna.

You can set the timer for up to seventy-two hours (no skill roll required) and run like Hell, or detonate the weapon with a coded satellite transmission (It takes a skill roll vs. DC 10 to do this. The DM should decide which futuristic skill would be appropriate).

The bomb cannot be armed by remote control. Someone has to physically move it into position and arm the device before the timer can be set into motion by satellite feed.

Once you get the case open, the device is surprisingly easy to disarm. A Demolitions skill check vs. DC 15 will do the job. Only rolling an unmodified 1 will set the bomb off in the course of trying to disarm it.

The bomb itself is round and with its white pentagonal shaped charges set all over its surface it looks a lot like a soccer ball.

It is also possible to set a booby trap in place which will detonate the bomb the moment the case is opened, but few operatives would ever be fanatical or suicidal enough to use it. If the booby trap has been set in place, then disarming the bomb becomes a DC 20 skill check. Fail the roll and the weapon detonates.



### Large Fission Bomb

**Size:** Huge (can't be concealed)

**Cost:** 10,000,000 Units

**Tentative Purchase DC:** 45

**Required Proficiency:** Demolition (or other skill, at the DM's discretion) at +5 or better.

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Can only be fired once.

**Damage:** Special, see description

**Weight:** 1 ton

**Armor Class:** 4

**Hardness:** 15

**Hit Points:** 35

**DC required to break this item with a Strength**

**Roll:** Demolitions Skill Check vs. DC 10



**Special:** Does area effect damage which decreases as it gets further from the site of the blast.

It does 30d8 Bludgeoning + 20d8 Heat Damage +5d6 Radiation Damage to anything in a 200 foot radius. This damage ignores up to 50 points of Hardness or Damage Resistance. Anything in this first area which loses all its hit points can never be repaired, restored or brought back to life--it has been utterly annihilated.

The bomb does 20d8 Bludgeoning + 10d8 Heat Damage +4d6 Radiation Damage to anything in a radius of 201-350 feet. This damage ignores up to 30 points of hardness or Damage Resistance.

It does 15d8 Bludgeoning + 8d8 Heat Damage +3d6 Radiation Damage to anything in a radius of 351-550 feet. This damage ignores up to 20 points of Hardness or Damage Resistance.

It does 10 d8 Bludgeoning + 6d8 Heat Damage +2d6 Radiation Damage to anything in a radius of 551-1,500 feet. This damage ignores up to 10 points of Hardness or Damage Resistance.

It does 5d8 Bludgeoning + 3d8 Heat Damage +1d6 Radiation Damage to anything in a radius of 1,501-3000 feet. Hardness and Damage Resistance protect normally against this damage. At this range the DM may decide that a character must make a Reflexes Saving Throw vs. DC 15-20 to avoid being crushed by some flying piece of debris for additional damage (DM's discretion as to how much).

It does 3d8 Bludgeoning + 2d8 Heat Damage to anything in a radius of 3001-4,500 feet. A Reflexes Saving Throw vs. DC 20 will halve this damage (it is at this range that you generally start to see a few wounded survivors, buildings that are still standing and so forth). Flying Debris remains a serious hazard at this range, and the DM is entitled to make a character roll to avoid it.

It does 2d8 Bludgeoning + 1d8 Heat Damage to anything in a radius of 4,501-6,500 feet. A Reflexes Saving Throw vs. DC 15 will halve this damage. At this range flying debris is still everywhere, and the DM should feel free to make characters make Reflexes Saving Throws of up to DC 20 to avoid it.

It does 1d8 Bludgeoning Damage to anything in a radius of 6,501-9,000 feet. A Reflexes Saving Throw vs. DC 20 will halve this damage. Flying Debris isn't as much of a danger at this range, but the DM can still call for a Reflexes Saving Throw to avoid taking extra damage.

There are certain additional hazards to being in the vicinity of a small, dirty nuclear blast. Anyone who takes any damage from the bomb must make a Fortitude Saving Throw vs. DC 15+ the number of hit points taken in damage, or suffer the effects of radiations sickness.

Radiation Sickness destroys one point of Constitution per hour. It lasts until the character can make a Fortitude Save vs. DC 20, (roll once per 2 hours) but since their Con score is continually declining, it gets harder and harder to make the roll.

The final stages of the condition are extremely unpleasant to experience. One the character's Con

reaches 4, they make all their rolls (except Fortitude Saving Throws, just to be fair) at a -2 penalty. When they reach Con 3 the penalty increases to -4. When they lose another point it becomes a -6 penalty and when they reach Con 1 they are unable to take any action, or even to move. If they can make a Willpower Saving Throw vs. DC 15, they can force themselves to say a few words or to undertake some purely mental action--at a -6 penalty, of course.

Anyone caught outside or within sight of a window anywhere inside the blast radius of an atomic attack must also make a Reflexes Saving Throw vs. DC 15 or become permanently blind. There may or may not be some kind of futuristic medical technique which can fix this. The DM may assign bonuses to the Saving Throw, depending on various extenuating factors. How far the character is from the window, the angle they're facing, etc. This is strictly the DM's call.

Fission weapons also produce a lot of radioactive waste. 20-240 (2d12x10) minutes after the initial blast, a black, greasy rain begins to fall from the sky, contaminating everything outside with radiation (no saving throw). Anyone caught out in this deadly rain (or "fallout") must at once make a Fortitude Saving Throw vs. DC 15 or suffer the effects of Radiation Sickness, as described above.

The whole target area will probably be contaminated for a long time. For the first 2d4 weeks, anyone who ventures into the blast radius must make a Fortitude Saving Throw vs. DC 15 once per every two hours they spend there, or lose a point of Constitution. For 2d6 years, there is a 15% chance that anyone who spends more than a month here will contract some lethal form of cancer. The chance rises to 30% if they spend more than five years living in the vicinity.

**Description:** A one-megaton fission bomb, meant to be dropped on a population center by airplane. It looks like a squat black steel ball. You tend to see these weapons in the hands of states that have just figured out how to use atomic bombs, before they become capable of making cleaner and more powerful fusion weapons. A site that has been nuked by one of these things won't be safe for a long time. This bomb doesn't have a timer or a radio detonator--it's meant to go off either on impact or when it falls to a certain altitude. It is easy to disarm once you take the maintenance plate off the side. It requires only a Demolitions skill check vs. DC 10. However, the plate is so securely bolted on that the whole process of disabling the bomb will take 2-12 minutes.

### Small Fusion Bomb

**Size:** Huge (can't be concealed)

**Cost:** 30,000,000 Units

**Tentative Purchase DC:** 50

**Required Proficiency:** Demolition (or other skill, at the DM's discretion) at +5 or better.

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Can only be fired once.

**Damage:** Special, see description

**Weight:** 150 pounds

**Armor Class:** 4

**Hardness:** 15

**Hit Points:** 20

**DC required to break this item with a Strength**

**Roll:** Demolitions Skill Check vs. DC 15

**Special:** Does area effect damage which decreases as it gets further from the site of the blast.

It does 30d8 Bludgeoning + 20d8 Heat Damage +3d6 Radiation Damage to anything in a 300 foot radius. This damage ignores up to 50 points of Hardness or Damage Resistance. Anything in this first area which loses all its hit points can never be repaired, restored or brought back to life-it has been utterly annihilated.

The bomb does 20d8 Bludgeoning + 10d8 Heat Damage +2d6 Radiation Damage to anything in a radius of 301-500 feet. This damage ignores up to 30 points of hardness or Damage Resistance.

It does 15d8 Bludgeoning + 8d8 Heat Damage +2d6 Radiation Damage to anything in a radius of 501-750 feet. This damage ignores up to 20 points of Hardness or Damage Resistance.

It does 10d8 Bludgeoning + 6d8 Heat Damage +2d6 Radiation Damage to anything in a radius of 751-1,500 feet. This damage ignores up to 10 points of Hardness or Damage Resistance.

It does 5d8 Bludgeoning + 3d8 Heat Damage +1d6 Radiation Damage to anything in a radius of 1,501-3000 feet. Hardness and Damage Resistance protect normally against this damage. At this range the DM may decide that a character must make a Reflexes Saving Throw vs. DC 15-20 to avoid being crushed by some flying piece of debris for additional damage (DM's discretion as to how much).

It does 3 d8 Bludgeoning + 2d8 Heat Damage to anything in a radius of 3001-4,500 feet. A Reflexes Saving Throw vs. DC 20 will halve this damage (it is at this range that you generally start to see a few wounded survivors, buildings that are still standing and so forth). Flying Debris remains a serious hazard at this range, and the DM is entitled to make a character roll to avoid it. It does 2d8 Bludgeoning + 1d8 Heat Damage to anything in a radius of 4,501-6,500 feet. A Reflexes Saving Throw vs. DC 15 will halve this damage. At this range flying debris is still everywhere, and the DM should feel free to make characters make Reflexes Saving Throws of up to DC 20 to avoid it. It does 1d8 Bludgeoning Damage to anything in a radius of 6,501-9,000 feet. A Reflexes Saving Throw vs. DC 20 will halve this damage. Flying Debris isn't as much of a danger at this range, but the DM can still call for a Reflexes Saving Throw to avoid taking extra damage.

There are certain additional hazards to being in the vicinity of a nuclear blast. While fusion weapons aren't nearly as dirty as fission bombs, there is still a risk of getting radiation sickness from exposure to the blast itself. Anyone who takes damage directly from the bomb must make a Fortitude Saving Throw vs. DC 10 or suffer the effects of radiation sickness.

Radiation sickness destroys one point of Constitution per hour. It lasts until the character can make a Fortitude Save vs. DC 20, (roll once per 2 hours) but since their Con score is continually declining, it gets harder and harder to make the roll.

This is a bad way to die and the agony it causes will begin to seriously affect the character's rolls as it enters its final stages. One the character's Con reaches 4, they make all their rolls (except Fortitude Saving Throws, just to be fair) at a -2 penalty. When they reach Con 3 the penalty increases to -4. When they lose another point it becomes a -6 penalty and when they reach Con 1 they are unable to take any action, or even to move. If they can make a Willpower Saving Throw vs. DC 15, they can force themselves to say a few words or to undertake some purely mental action- at a -6 penalty, of course.

Anyone caught outside or within sight of a window anywhere inside the blast radius of an atomic attack must also make a Reflexes Saving Throw vs. DC 15 or become permanently blind. There may or may not be some kind of futuristic medical technique which can fix this. The DM may assign bonuses to the Saving Throw, depending on various extenuating factors. How far the character is from the window, the angle they're facing, etc. This is strictly the DM's call.

The target area will be dangerously radioactive for a few days. For the first 3d20 hours, anyone who ventures into the blast radius must make a Fortitude Saving Throw vs. DC 15 once per every two hours they spend there, or lose a point of Constitution.

**Accessories:** None Known

**Description:** A one-megaton fusion bomb, this is the main nuclear weapon in the arsenal of late 20th-century superpowers. Far cleaner than a fission bomb of the same size, it produces very little lasting atomic waste.

Small fusion weapons come in a lot of shapes and configurations. This particular device is a modular warhead, meant to be mounted on any of a number of different delivery systems. It could be placed on an ICBM and hit targets on the far side of the planet, or on a small surface-to-surface battlefield missile with a range of just a few miles. Or it could be dropped out of a bomber.

All too often Player Characters encounter these devices in the hands of cackling madmen intent on nuclear blackmail. If this is the case, then the bomb will be wired up to some sort of improvised timing device. Typically the detonator will have a timer which can be set for up to 18 hours. They can usually also be set off by a coded radio signal, either directly or via satellite.

The DM should determine how difficult it is to defuse the device by how skilled the person who wired it up is (probably a Demolitions skill roll vs. DC 15 or so). Frankly, most villains assume that if you've gotten this far then their master plan is doomed anyway, so only rarely do they make the bomb itself a maze of tricks and booby traps.

## Large Fusion Bomb

**Size:** Huge (can't be concealed)

**Cost:** 50,000,000 Units

**Tentative Purchase DC:** 55

**Required Proficiency:** Demolition (or other skill, at the DM's discretion) at +5 or better.

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Can only be fired once.

**Damage:** Special, see description

**Weight:** 800 pounds

**Armor Class:** 4

**Hardness:** 15

**Hit Points:** 50

**DC required to break this item with a Strength**

**Roll:** Demolitions Skill Check vs. DC 20

**Special:** Does area effect damage which decreases as it gets further from the site of the blast.

It does 30d8 Bludgeoning + 20d8 Heat Damage +3d6 Radiation Damage to anything in a 600 foot radius. This damage ignores up to 50 points of Hardness or Damage Resistance. Anything in this first area which loses all its hit points can never be repaired, restored or brought back to life-it has been vaporized.

The bomb does 20d8 Bludgeoning + 10d8 Heat Damage +2d6 Radiation Damage to anything in a radius of 601-800 feet. This damage ignores up to 30 points of hardness or Damage Resistance.

It does 15d8 Bludgeoning + 8d8 Heat Damage +2d6 Radiation Damage to anything in a radius of 801-1,200 feet. This damage ignores up to 20 points of Hardness or Damage Resistance.

It does 10d8 Bludgeoning + 6d8 Heat Damage +2d6 Radiation Damage to anything in a radius of 1,201-1,750 feet. This damage ignores up to 10 points of Hardness or Damage Resistance.

It does 5d8 Bludgeoning + 3d8 Heat Damage +1d6 Radiation Damage to anything in a radius of 1,751-6000 feet. Hardness and Damage Resistance protect normally against this damage. At this range the DM may decide that a character must make a Reflexes Saving Throw vs. DC 15-20 to avoid being crushed by some flying piece of debris for additional damage (DM's discretion as to how much).

It does 3d8 Bludgeoning + 2d8 Heat Damage to anything in a radius of 6001-9,500 feet. A Reflexes Saving Throw vs. DC 20 will halve this damage (it is at this range that you generally start to see a few wounded survivors, buildings that are still standing and so forth). Flying Debris remains a serious hazard at this range, and the DM is entitled to make a character roll to avoid it.

It does 2d8 Bludgeoning + 1d8 Heat Damage to anything in a radius of 9,501-12,000 feet. A Reflexes Saving Throw vs. DC 15 will halve this damage. At this range flying debris is still everywhere, and the DM should feel free to make characters make Reflexes Saving Throws of up to DC 20 to avoid it.

It does 1d8 Bludgeoning Damage to anything in a radius of 12,001-15,000 feet. A Reflexes Saving

Throw vs. DC 20 will halve this damage. Flying Debris isn't as much of a danger at this range, but the DM can still call for a Reflexes Saving Throw to avoid taking extra damage.

There are certain additional hazards to being in the vicinity of a nuclear blast. While fusion weapons aren't nearly as dirty as fission bombs, there is still a risk of getting radiation sickness from the initial exposure. Anyone who takes damage directly from the bomb must make a Fortitude Saving Throw vs. DC 10 or suffer the effects of radiation sickness.

Radiation sickness destroys one point of Constitution per hour. It lasts until the character can make a Fortitude Save vs. DC 20, (roll once per 2 hours).

The final stages of the condition are excruciatingly unpleasant. Once the character's Con reaches 4, they make all their rolls (except Fortitude Saving Throws, just to be fair) at a -2 penalty. When they reach Con 3 the penalty increases to -4. When they lose another point it becomes a -6 penalty and when they reach Con 1 they are unable to take any action, or even to move. If they can make a Willpower Saving Throw vs. DC 15, they can force themselves to say a few words or to undertake some purely mental action-at a -6 penalty, of course.

Anyone caught outside or within sight of a window anywhere inside the blast radius of an atomic attack must also make a Reflexes Saving Throw vs. DC 15 or become permanently blind. There may or may not be some kind of futuristic medical technique which can fix this. The DM may assign bonuses to the Saving Throw, depending on various extenuating factors. How far the character is from the window, the angle they're facing, etc. This is strictly the DM's call.

The target area will be dangerously radioactive for a few days. For the first 3d20 hours, anyone who ventures into the blast radius must make a Fortitude Saving Throw vs. DC 15 once per every two hours they spend there, or lose a point of Constitution.

**Accessories:** None Known

**Description:** A twenty-megaton fusion bomb, made for cracking open underground missile silos and fortifications. This device can't be hidden in a suitcase or a car-trunk, and is almost always either dropped from an aircraft or placed on a ballistic missile.

It is just conceivable that a giggling madman intent on blackmail or revenge might hide one somewhere in a major metropolitan area, but it is unusual for would-be arch-villains to lay their hands on a nuke this big. They tend to prefer weapons that are easier to steal, cost less and can be hidden better.

These bombs aren't meant to be used by ordinary soldiers and aren't simple to work with. If the player characters encounter such a device, it will require a skill roll vs. DC 20 to either arm it or disarm it (the DM should pick an appropriate skill).

It is unlikely that the player-characters will ever actually own one of these items, but they might be forced to deal with the effects of one if they make the wrong kind of mistake or get really unlucky.



### Very Large Fusion Bomb

**Size:** Gargantuan (can't be concealed)

**Cost:** 800,000,000 Units (almost always a prototype--this is actually the cost required to build the weapon)

**Tentative Purchase DC:** 75

**Required Proficiency:** Demolition (or other skill, at the DM's discretion) at +5 or better.

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Can only be fired once.

**Damage:** Special, see description

**Weight:** 3 tons

**Armor Class:** 4

**Hardness:** 15

**Hit Points:** 75

**DC required to break this item with a Strength**

**Roll:** Demolitions Skill Check vs. DC 15

**Special:** Does area effect damage which decreases as it gets further from the site of the blast.

It does 30d8 Bludgeoning + 20d8 Heat Damage + 3d6 Radiation Damage to anything in a 1,200 foot radius. This damage ignores up to 50 points of Hardness or Damage Resistance. Anything in this first area which loses all its hit points can never be repaired, restored or brought back to life--it has been utterly annihilated.

The bomb does 20d8 Bludgeoning + 10d8 Heat Damage + 2d6 Radiation Damage to anything in a radius of 1,201-1,600 feet. This damage ignores up to 30 points of hardness or Damage Resistance.

It does 15d8 Bludgeoning + 8d8 Heat Damage + 2d6 Radiation Damage to anything in a radius of 1,601-2,400 feet. This damage ignores up to 20 points of Hardness or Damage Resistance.

It does 10d8 Bludgeoning + 6d8 Heat Damage + 2d6 Radiation Damage to anything in a radius of 2,401-3,500 feet. This damage ignores up to 10 points of Hardness or Damage Resistance.

It does 5d8 Bludgeoning + 3d8 Heat Damage + 1d6 Radiation Damage to anything in a radius of 3,501-12,000 feet. Hardness and Damage Resistance protect normally against this damage. At this range the DM may decide that a character must make a Reflexes Saving Throw vs. DC 15-20 to avoid being crushed by

some flying piece of debris for additional damage (DM's discretion as to how much).

It does 3d8 Bludgeoning + 2d8 Heat Damage to anything in a radius of 12,001-19,000 feet. A Reflexes Saving Throw vs. DC 20 will halve this damage (it is at this range that you generally start to see a few wounded survivors, buildings that are still standing and so forth). Flying Debris remains a serious hazard at this range, and the DM is entitled to make a character roll to avoid it.

It does 2d8 Bludgeoning + 1d8 Heat Damage to anything in a radius of 19,001-24,000 feet. A Reflexes Saving Throw vs. DC 15 will halve this damage. At this range flying debris is still everywhere and the DM should feel free to make characters make Reflexes Saving Throws of up to DC 20 to avoid it.

It does 1d8 Bludgeoning Damage to anything in a radius of 24,001-39,000 feet. A Reflexes Saving Throw vs. DC 20 will halve this damage. Flying Debris isn't as much of a danger at this range, but the DM can still call for a Reflexes Saving Throw to avoid taking extra damage.

There are certain additional hazards to being in the vicinity of a nuclear blast. While fusion weapons aren't nearly as dirty as fission bombs, there is still a risk of getting radiation sickness from the initial exposure. Anyone who takes damage directly from the bomb must make a Fortitude Saving Throw vs. DC 10 or suffer the effects of radiation sickness.

Radiation sickness destroys one point of Constitution per hour. It lasts until the character can make a Fortitude Save vs. DC 20, (roll once per 2 hours).

The final stages of the condition are extremely unpleasant to experience. One the character's Con reaches 4, they make all their rolls (except Fortitude Saving Throws, just to be fair) at a -2 penalty. When they reach Con 3 the penalty increases to -4. When they lose another point it becomes a -6 penalty and when they reach Con 1 they are unable to take any action, or even to move. If they can make a Willpower Saving Throw vs. DC 15, they can force themselves to say a few words or to undertake some purely mental action-at a -6 penalty, of course. Anyone caught outside or within sight of a window anywhere inside the blast radius of an atomic attack must also make a Reflexes Saving Throw vs. DC 15 or become permanently blind. There may or may not be some kind of futuristic medical technique which can fix this. The DM may assign bonuses to the Saving Throw, depending on various extenuating factors. How far the character is from the window, the angle they're facing, etc. This is strictly the DM's call. The target area will be dangerously radioactive for a few days. For the first 3d20 hours, anyone who ventures into the blast radius must make a Fortitude Saving Throw vs. DC 15 once per every two hours they spend there, or lose a point of Constitution.

**Accessories:** None Known

**Description:** A two-hundred megaton bomb, much larger and more dangerous than anything produced by the 21st century. Physically, this is a bigger weapon



than the other nukes we have listed here--it's the size of a house.

Very large nuclear bombs hit a point of diminishing returns on destructive yield. This weapon does not do nearly as much damage as twenty ten-megaton bombs, and far less than two-hundred one-megaton devices.

This bomb is probably either a terror-weapon or the product of some large, wasteful and destructive civilization with a lot of resources and a regular habit of annihilating other cultures.

It would take a rocket the size of a Saturn Five to effectively launch this weapon. But of course there may be warlike galactic empires with enough resources to put ten or twenty of them on every police cruiser and pleasure yacht.

### **Directional Nuke**

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 50,000,000 Units

**Tentative Purchase DC:** 80

**Required Proficiency:** Demolition (or other skill, at the DM's discretion) at +5 or better.

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Can only be fired once.

**Damage:** Special, see description

**Weight:** 200 pounds

**Armor Class:** 4

**Hardness:** 15

**Hit Points:** 40

**DC required to break this item with a Strength**

**Roll:** Demolitions Skill Check vs. DC 15

**Special:** Does area effect damage which decreases as it gets further from the site of the blast.

It can be set to do damage in either a hemisphere or a cone-shaped area of attack, but the actual amount of damage doesn't vary according to the shape of the blast--only the distance from the point of detonation.

It does 30d8 Bludgeoning + 20d8 Heat Damage +3d6 Radiation Damage to anything in a 300 foot radius (or cone). This damage ignores up to 50 points of Hardness or Damage Resistance. Anything in this first area which loses all its hit points can never be repaired, restored or brought back to life--it has been utterly annihilated.

The bomb does 20d8 Bludgeoning + 10d8 Heat Damage +2d6 Radiation Damage to anything in a radius (or cone) of 301-500 feet. This damage ignores up to 30 points of hardness or Damage Resistance.

It does 15d8 Bludgeoning + 8d8 Heat Damage +2d6 Radiation Damage to anything in a radius (or cone) of 501-750 feet. This damage ignores up to 20 points of Hardness or Damage Resistance.

It does 10d8 Bludgeoning + 6d8 Heat Damage +2d6 Radiation Damage to anything in a radius (or cone) of 751-1,500 feet. This damage ignores up to 10 points of Hardness or Damage Resistance.

It does 5d8 Bludgeoning + 3d8 Heat Damage +1d6

Radiation Damage to anything in a radius (or cone) of 1,501-3000 feet. Hardness and Damage Resistance protect normally against this damage. At this range the DM may decide that a character must make a Reflexes Saving Throw vs. DC 15-20 to avoid being crushed by some flying piece of debris for additional damage (DM's discretion as to how much).

It does 3 d8 Bludgeoning + 2d8 Heat Damage to anything in a radius (or cone) of 3001-4,500 feet. A Reflexes Saving Throw vs. DC 20 will halve this damage (it is at this range that you generally start to see a few wounded survivors, buildings that are still standing and so forth). Flying Debris remains a serious hazard at this range, and the DM is entitled to make a character roll to avoid it.

It does 2d8 Bludgeoning + 1d8 Heat Damage to anything within 4,501-6,500 feet. A Reflexes Saving Throw vs. DC 15 will halve this damage. At this range flying debris is still everywhere, and the DM should feel free to make characters make Reflexes Saving Throws of up to DC 20 to avoid it.

It does 1d8 Bludgeoning Damage to anything within 6,501-9,000 feet. A Reflexes Saving Throw vs. DC 20 will halve this damage. Flying Debris isn't as much of a danger at this range, but the DM can still call for a Reflexes Saving Throw to avoid taking extra damage.

There are certain additional hazards to being in the vicinity of a nuclear blast. While fusion weapons aren't nearly as dirty as fission bombs, there is still a risk of getting radiation sickness from exposure to the blast itself. Anyone who takes damage directly from the bomb must make a Fortitude Saving Throw vs. DC 10 or suffer the effects of radiation sickness. Radiation sickness destroys one point of Constitution per hour. It lasts until the character can make a Fortitude Save vs. DC 20, (roll once per 2 hours) but since their Con score is continually declining, it gets harder and harder to make the roll.

The final stages of the condition are extremely unpleasant to experience. One the character's Con reaches 4, they make all their rolls (except Fortitude Saving Throws, just to be fair) at a -2 penalty. When they reach Con 3 the penalty increases to -4. When they lose another point it becomes a -6 penalty and when they reach Con 1 they are unable to take any action, or even to move. If they can make a Willpower Saving Throw vs. DC 15, they can force themselves to say a few words or to undertake some purely mental action-at a -6 penalty, of course.

Anyone caught outside or within sight of a window anywhere inside the blast radius of an atomic attack must also make a Reflexes Saving Throw vs. DC 15 or become permanently blind. There may or may not be some kind of futuristic medical technique which can fix this. The DM may assign bonuses to the Saving Throw, depending on various extenuating factors. How far the character is from the window, the angle they're facing, etc. This is strictly the DM's call.

The target area will be dangerously radioactive for a few days. For the first 3d20 hours, anyone who ventures into the blast radius must make a Fortitude



Saving Throw vs. DC 15 once per every two hours they spend there, or lose a point of Constitution.

**Accessories:** None Known

**Description:** A fusion weapon equipped with a nuclear damper--it can be set to do its cataclysmic damage in a cone-shaped area or a hemisphere instead of a radius-effect.

If you are standing within fifty feet of the bomb when it goes off, you still take 6d6 bludgeoning damage and 4d6 heat damage from the collateral effects of having such a massive explosion occur in your immediate vicinity.

Any being smaller than Colossal in size will also be flung 50-500 feet in a random direction (possibly into the heat and atomic catastrophe of the actual blast). Colossal creatures are merely knocked to the ground when they take damage.

### Thanatic Field Projector

**Size:** Medium (-4 penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Can only be fired once.

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 7

**Hardness:** 60

**Hit Points:** 250

**DC required to break this item with a Strength**

**Roll:** N/A

**Accessories:** None Known

**Description:** A smooth, shiny gray cube, made of what appears to be metal but is in fact something much stronger. There is a large red button on one side.

When you press the button, every living thing within a 5 foot radius of the device must make a Saving Throw vs. DC 25 or lie down and die. Robots and complex machines fare a little better, and only roll vs. DC 20. You must roll once every round that you remain within the field.

After two rounds, the field begins to expand. It doubles in size every round thereafter, affecting a ten-foot radius, then a twenty-foot radius, then a forty-foot radius, then an eighty foot radius, then a 160 foot radius and so forth. It grows to a maximum radius of 1280 feet, about the size of a small nuclear blast (although of course it is far more destructive). Once the field reaches its maximum range it will remain there for 2-12 years, and then suddenly vanish, taking the device with it.

Everything inside the field will slowly turn to dust over the first few months. By the time two years have gone by, the earth and stone will have crumbled into nothingness, leaving a smooth-sided hemispherical

crater where the field cuts into the ground.

### Gravitic Implosion Bomb

**Size:** Huge (can't be concealed)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Exotic Weapon

**Handed:** N/A

**Range Increment:** --

**"To Hit" Bonus:** --

**Rate of Fire:** Can only be fired once.

**Damage:** Special, see description

**Weight:** 500 pounds

**Armor Class:** 4

**Hardness:** 10

**Hit Points:** 10

**DC required to break this item with a Strength**

**Roll:** 27 to deactivate with a skill roll (but See description)

**Accessories:** None Known

**Description:** Gravitic explosion bombs are among the most terrible and devastating weapons ever produced. One of these devices can burst a planet open like a rotten piece of fruit.

It works according to a very simple principle. A few drops of liquid fall through a vacuum tube (the tube is typically about six inches in length). When the liquid reaches the bottom of the tube, it falls through a tiny space-warp back up to the top. The material keeps falling through that tiny space, over and over again, accelerating, building up speed as it falls and falls. After 12 hours or so of continuous acceleration, it is going to make one Hell of a bang when it finally slams into the bottom of the tube.

At an acceleration rate of 32 feet per second, per second (normal for Earth-gravity) it will take only a few days for the material to reach speeds where it would be extremely dangerous to turn the machine off.

After the first 12 hours, it does 10d6 damage to anything in a 40 foot radius when switched off or broken. After the next 12 hours it does 20d6 damage to anything within 100 feet. After the 40<sup>th</sup> hour it does 30d6 damage to anything within two hundred miles. After the 48th hour it will do 40d6 damage to anything within a thousand mile radius, devastating a significant chunk of the planet and causing catastrophic weather over the rest of it.

As the materials approach the speed of light, some time near the middle of the third day, their effective mass begins to increase, bending local space like a black hole and very possibly disrupting the planet's rotation. Earthquakes, tidal waves and exceptionally violent storms appear without warning as the planet's crust starts to distort. The bomb's casing starts to warp from the weird gravitational effects at around the end of the third day.

Approaching the bomb is difficult once it has begun to warp space. After about the 60th hour, It requires a Strength roll vs. DC 15 not to fall down and roll 10 feet toward the machine, every round you

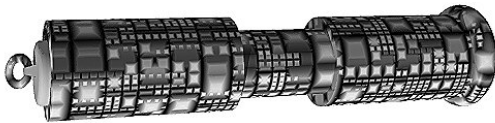
remain within 50 feet of it. Anyone who gets within 25 feet will take 1d6 points of damage per round (no Saving Throw unless the character somehow has the ability to warp space themselves--and then it should be a tough one) as the buckling space-time continuum stretches their veins and organs in unpleasant ways.

By this point it would certainly doom all life on the planet's surface to switch the bomb off. Then, 1d12 hours after the first earthquakes, the bomb tears itself apart and the material hits the floor with enough force to crack the planet like a nut.

The physical statistics given here assume that the device was built by some cruel interstellar empire with a foreign policy mandate that involves blowing up planets. If on the other hand some madman has built the machine in his basement, it will be a lot bigger and a lot more delicate.

A mad scientist's homemade gravitic implosion bomb should consist of about five tons of equipment linked up with a maze of cables around the central vacuum chamber. It should have a Hardness of 5 in some places, but as little as 1 in others. It will take 5 Hit Points worth of damage, whether to a single one of its components or spread out among all of them, before it ceases to function.

The mass-produced version looks like a squat truncated metal pyramid with a control panel hidden behind one of its plates. Alas, there is no safe way to shut a Gravitic Implosion Bomb down once it's started going.



### Gravitic Implosion Grenade

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** 10 ft (if thrown--but frankly there would be little point in throwing it)

**"To Hit" Bonus:** --

**Rate of Fire:** Can only be fired once.

**Damage:** Special, see description

**Weight:** 2 pounds

**Armor Class:** 9

**Hardness:** 5

**Hit Points:** 5

**DC required to break this item with a Strength**

**Roll:** 21 (but See description)

**Accessories:** None Known

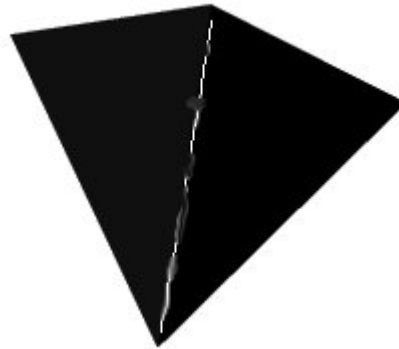
**Description:** Slightly worse than a Gravitic Implosion Bomb, this version fits conveniently in a large coat pocket. It looks like a long shiny gold cylinder with a

metal pull tab in the top. It's easy to tip over, but after the first day it would be a terrible idea.

The device works exactly the same way as a full-sized gravitic implosion bomb--it just uses a much smaller machine to create the space-warp. Use the same rules to determine how much damage it does when switched off or knocked over and how hard it is to approach after the 60th hour. In 60+1d12 hours it will blow the planet apart like an M-80 in a bullfrog.

Until it starts seriously distorting the planet's gravitational field on the third day, it is almost impossible to find--it could be hidden just about anywhere.

Really big mean civilizations issue three or four of these grenades to every infantry grunt. Really, really big mean civilizations sell them to juvenile delinquents for kicks.



### Thanatos Device

**Size:** Fine (+12 bonus to conceal with a "sleight of hand" roll, although you can't really pick it up)

**Cost:** Artifact, DM sets price based on situation, usually not for sale.

**Tentative Purchase DC:** N/A

**Required Proficiency:** Simple

**Handed:** N/A

**Range Increment:** n/a (It's a grenade-like weapon, but is impossible to throw or launch)

**"To Hit" Bonus:** --

**Rate of Fire:** Can only be fired once.

**Damage:** Every living thing and cybernetic entity in an eighty-thousand light-year radius must make a Fortitude Saving Throw vs. DC 60 or die. Those few gods, cosmic entities, etc. who make their Saving Throws take 175d10 damage (just roll 7d10 and multiply the result by 25). The stars then go out and their planets plunge hurtling off into the void.

**Weight:** Nil

**Armor Class:** 13

**Hardness:** N/A (can't be damaged unless instructed to self-destruct)

**Hit Points:** N/A (It can't be damaged, but it can be instructed to self destruct with an Intelligence Roll vs. DC 35, if you also know the code-phrase)

**DC required to break this item with a Strength Roll: N/A**

**Special:** The effect of the blast is not instantaneous. Instead the destruction radiates outward at a speed of 10,000 light years per round. Someone with a sufficiently fast starship might actually be able to get away to some other galaxy, fleeing ahead of the wave as the stars wink out behind them.

**Accessories:** None Known

**Description:** An extremely small, extremely simple device. It looks like a tiny upside-down four-sided die hovering in space, so black that it has no features at all. It can't be moved and it can't be damaged unless you know the code-phrase that makes it self-destruct (and of course no one does). If you were to ram someone into it with all your strength, its sharp corners ignore all damage resistance and do 1d6 Piercing damage.

You activate the Thanatos Device by thinking the phrase "Death to Life" at it (any language will do). There is no timer, the device simply goes off and the

galaxy dies.

Who would create such a weapon is almost as puzzling as how. The device itself would be happy to answer any such questions once it has been activated. It is sentient, can communicate telepathically with any conscious being and is willing to engage in conversation if you think to ask. You can hold off the explosion by talking to the device. Make a Charisma Check vs. DC 25 every round to keep its attention. When its mind starts to wander, everything dies.

Despite its flightiness, the device knows most of the great cosmic secrets of the universe which have baffled men and gods from the very dawn of time and will gladly tell them to you. It's a pity that you won't have time to share them or to put them to any use.

The self-destruct phrase is "And the thing which I am thinking of is not part of the thing that I am thinking of, or any other thing except the thing that I am thinking of." You can't just say the words--you have to mentally express the concept.



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# Appendix A: A Few Brief Notes on Dealing With the Witherslant Masters

I have left the Witherslant Masters as open and undefined as I could, in an effort to let you work them into your campaign (or leave them out of it) as easily as possible. If however you would like guidelines on how a Player Character would go about acquiring one of their weapons, feel free to use the following.

No one knows who the Witherslant Masters really are, where they come from or what they want. At unpredictable intervals, one of their shops will suddenly appear at some random location. The shop will never appear while anyone is looking or any security cameras are pointed at it. Sometimes it will appear in a vacant lot and sometimes it will temporarily replace an existing storefront. The shops have a way of appearing where people who are looking for a Witherslant Gun will stumble across them, but there is no reliable way to summon one. When and if the Player characters find one, it will be strictly at the DM's whim.

A number of weird looking energy weapons are displayed in the shop's window, and a small sign explains that Witherslant Guns may be purchased here. It also bears their motto: "The Only Real Freedom is the Freedom to Kill."

The door opens inwards, revealing a single small room with matte gray walls, about 20 feet by 20 feet. There are no furnishings apart from a counter that appears to be molded from the same material as the floor.

A humanoid plastic robot with rudimentary facial features greets prospective customers from behind the counter. Stats for the shopkeeper are listed at the end of this section.

Despite the robot's bland voice and blank appearance, there is something indefinably sinister about it (the DM might simulate this by inserting unnervingly long pauses into its sentences, or speaking its dialogue softly enough that the players inadvertently lean forward in their chairs).

The robot speaks whatever languages its customers speak. It explains the function of the various guns they have available, the relative advantages of each, and then it explains the terms of sale. The Masters don't want your money. They do business only in the one universal currency-- violence.

For the next year, the purchaser will kill whoever the Witherslant Masters instruct them to kill. There is no preferred method and the purchaser is free to hire out a sub-contractor to do the actual killing if they like. All

that is required is that the target die. At the end of the year, the customer will receive their gun. If a player asks how they will know who to kill, the robot says that they will be informed. It won't discuss methods.

No written contract is required, the robot is content to accept their word, and will shake their hand if they like. If they ask to test a particular gun, the weapon materializes on the countertop and the robot politely asks if they would like to shoot him with it. If they would like to test the gun more thoroughly, the back wall of the shop can be extended about a thousand feet to form a sort of impromptu firing range (this has no effect on its external appearance). If they destroy the robot while testing the gun, another identical robot materializes behind the counter to complete the transaction. If they would rather shoot some other target, a strangely shaped bullseye appears, floating in the air. It has a basic AC of 15 and can absorb 150 hit points worth of damage.

The robots are infinitely patient and will allow the customers to play around for as long as they like before deciding on a weapon. They can't get insulted and don't take offense at anything a customer might say. They can't be threatened either, as they have no sense of pain and no regard for their own existence.

Customers are free to test the weapons on one another if they prefer. The robots will not intervene if one customer decides to rob, fight or kill another, although it will politely ask if they are finished afterwards

If a buyer intentionally attacks the shop itself, it vanishes, leaving them behind. Although it's not likely to come up, the walls, ceiling, counter, door, window and floor all have 25 points of damage resistance and can take 30 points of damage.

If a display model of a gun is taken out of the shop, it disintegrates the instant it leaves. So does the robot shopkeeper, if for some reason a PC attempts to steal him. If a PCs somehow freezes time to prevent the stolen item from disintegrating, it vanishes the moment time's flow is restored. Tricks like extradimensional teleports will not keep the item from vanishing--it only exists as a projection of the shop's energy in the first place.

The robot shopkeeper won't discuss matters apart from guns and the terms of sale, except to make small talk in the vaguest terms ("How are you feeling today? That is good. It is good to feel well."). At the DM's discretion, it may also recite some pre-prepared sales pitch, geared to the particular customer ("you appear

to be about thirty years old. In thirty years, surely you must have met someone that you wanted to kill.").

While describing the various guns for sale, the shopkeeper will not mention the Witherslant Model Omega unless asked, and then it is completely up to the DM as to whether this fearsome weapon is currently available.

If a PC has some means of reading or controlling artificial minds, they will find that the shopkeeper knows nothing about the Witherslant Masters or how the shop works or for that matter anything else apart from how to sell guns to people.

Once a buyer leaves the store, the Witherslant Masters begin to make use of them. Messages will arrive, neatly printed on folded up sheets of what appears to be paper (but is in fact plastic), listing a prospective victim's name, address and sometimes some information about their habits and where they can be found at a particular time of day. A photograph of the target is usually printed on the page.

The notes arrive at seemingly random intervals. They do not wait for a target to die before they assign the next one.

The DM should feel free to have the messages arrive by all kinds of mysterious means. Sometimes they are delivered by private courier, in which case no one seems to be able to figure out who dropped the message off or paid the delivery fee. The desk clerk at the PC's hotel may tell them they have a message, and hand them the note. The clerk has no idea who dropped it off and the security tape, if there is one, doesn't show anyone doing it. The PC may be approached by a street urchin who was paid fifty bucks to hand them a note. The man who paid the street kid looked ordinary enough, but now he's nowhere to be found. The money he gave the street urchin is real, but newly minted and bears no chemical trace of anyone else having ever touched it. Perhaps a public phone rings as they pass it on the street and when they pick it up a quiet voice tells them where to find the note hidden nearby.

You can use all kinds of atmospheric tricks like this, but the message should always prove to be untraceable. When in doubt, the note simply appears next to the PC while no one is looking.

The Witherslant Masters seem to be able to reach their agents anywhere. The customer could get another note in the depths of space or while they're on a different Plane of reality.

The customer may be asked to kill as many as twelve or as few as two targets over the next year, but it tends to be six or seven. Sometimes the prospective customer is asked to kill someone who backed out of a previous contract, or who couldn't kill all the targets

within one year, but there is no obvious logic to the choice of most targets. Only very rarely do the Witherslant Masters ask for the head of anyone famous. Most victims are just ordinary people, going about their lives, unaware of the assassin on their trail. Yet at least two of them are certain to be really difficult and dangerous. Here too, there seems to be no central organizing principle. Dangerous targets could be mafia bosses or soldiers on active duty or the residents of some super-high-tech, ultra-secure retirement home or anything else that poses a difficult challenge.

The Witherslant Masters do not care what order you kill the targets in, how many other people get killed, how much publicity you attract or whether or not you tell anyone that you are working for them. The only rule is that if the targets don't all die within a year, you don't get your gun. They may or may not send another customer to kill you if you fail. If they do, the assassin could arrive tomorrow or they could take decades. They might send just one killer or they might keep sending them until you die.

If you have failed them once and find one of their shops again, they will deal with you as though nothing has happened. The shopkeeper gives no sign of recognition and the terms remain the same. You probably won't be assigned to kill any of the same targets, but then again you might. If another customer is already out to kill you, they won't call it off. Nor will they assign you to kill yourself.

Once the last target dies, the gun arrives. It either arrives by delivery service with no return address or else it simply appears while no one is looking. The gun comes in a large unmarked plastic box, padded with ordinary packing material. Once the gun is yours, they never contact you again. Unless of course you stumble onto another one of their shops and decide that you need another gun.

If the customer wishes to purchase the Model Omega (and the DM decides that it is actually available) the method of payment is much simpler. They must kill the person they love most, apart of course from themselves. Once the greatest love of their life lies dead, the gun is suddenly, inexplicably there in their hands, without leaving a blip on even the most sensitive scanner system.

Alas, most people feel conflicted over who they really love most. The character must make a Wisdom Check vs. DC 15 to determine who the greatest love of their life actually is. If they fail the roll, they get it wrong. The gun won't show up until they kill the right person, although a PC who has already killed most of the people close to them after a series of bad rolls might be permitted to get a bonus, since the process of elimination won't have left as many possible targets.

No one knows why the Witherslant Masters go to all



this trouble and expense or what they get out of it, although they do seem to enjoy spreading chaos, havoc and woe.

## The Shopkeeper

Medium-Size Robot

**Hit Dice:** 10d10 (100 hp)

**Initiative:** +1 (Dex)

**Speed:** 30 ft.

**AC:** 15 (+1 Dex, +4 natural)

**Damage Resistance:** 15 (all types)

**Attacks:** Slam +3 melee (but it never attacks)

**Damage:** Could Slam a target for 1d4+1 Bludgeoning damage, but won't.

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** None

**Special Qualities:** Robot. Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage.

**Saves:** Fort +1, Ref +2, Will +5

**Abilities:** Str 20, Dex 12, Con --, Int 18, Wis 13, Cha 19

**Skills:** Diplomacy +9, Profession (Salesman) +10, Spot +8

**Feats:** None.

**Challenge Rating:** 0 (it won't fight back)

**Alignment** (if you use Alignment in your game): Lawful Evil

**Combat:** The Shopkeeper will neither attack nor defend itself. It won't even take the trouble to Dodge.

## Appendix B: Bonus Weapons

Here are a few Bonus Weapons, over and above the thousand-and-one I promised you ('cause you'd come hurt me if I tried to make you pay me money for them).

### Atomic Disco Ray

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** Artifact, not usually for sale

**Tentative Purchase DC:** --

**Required Proficiency:** Exotic Weapons (Ranged) or a "Disco Dancing" skill level above +3

**Handed:** Requires 2 hands to use

**Range Increment:** 20 feet

**"To Hit" Bonus:** --

**Magazine:** 50 (regenerates one charge every hour)

**Rate of Fire:** Once per Round

**Damage:** Special, see Description

**Weight:** 15 pounds (hea-vy!)

**Armor Class:** 5

**Hardness:** 15

**Hit Points:** 10

**DC required to break this item with a Strength Roll:** 29

**Accessories:** None Known. Gold chains with medalion optional.

**Description:** From the deepest darkest depths of the Disco Dimension comes this dreaded implement of infamy. It emits an Atomic Disco Ray that looks and sounds like a terrible late 1970s special effect—perhaps designed by Sid and Marty Kroft.

Anyone unlucky enough to be struck by the ray must make a Willpower save vs. DC 20 or commence to boogie down. While getting their freak on, they will be unable to do anything but par-tay and their AC will be reduced by 4. The victim will continue to endure the torments of the disco inferno until they manage to make the Willpower Save. Check once per game

minute until they either succeed or your players kill you and/or the author, whichever happens first.

### Orgasmatron

**Size:** Large (-8 penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,500 Units

**Tentative Purchase DC:** 19 (often sold out, purchaser must often wait in long lines at dubious shops)

**Required Proficiency:** Simple

**Handed:** Requires 2 hands to use (oddly enough)

**Range Increment:** Affects everything in a 45 foot cone

**"To Hit" Bonus:** --

**Magazine:** 45

**Rate of Fire:** As many times as the wielder has attacks (most targets wish it was more)

**Damage:** 3d6 Subdual Damage

**Weight:** 20 pounds

**Armor Class:** 5

**Hardness:** 8 (Ahem, you may expect me to make a rude joke here, but I shall refrain)

**Hit Points:** 4

**DC required to break this item with a Strength Roll:** 18

**Accessories:** Energy Cell (1/2 pound, costs 10 units, takes a Standard Action to reload)

**Description:** Errr... this weapon, ah... it does Subdual Damage. The Orgasmatron emits a cone-shaped area of effect and anyone caught in it... well...they're incapacitated and breathe really heavy and strange. Bring it on, baby!

### Gut Disrupter

**Size:** Small (No bonus or penalty to conceal with a "sleight of hand" roll)

**Cost:** 1,000 Units

**Tentative Purchase DC:** 18 (usually illegal, thank God)

**Required Proficiency:** Simple

**Handed:** Requires 1 hand to use

**Range Increment:** Affects everything in a 30 foot cone.

**“To Hit” Bonus:** --

**Magazine:** 15

**Rate of Fire:** As many times as the wielder has attacks

**Damage:** Variable. Can be set to do from 1-3 d8 Subdual to anyone in a 30 foot cone. Each die burns a charge. A Willpower Saving Throw vs. DC 18 halves the damage. The target gains a +2 bonus to their Saving Throw if they haven't eaten anything in 18 hours or more.

**Weight:** 1 pound

**Armor Class:**

**Hardness:**

**Hit Points:**

**DC required to break this item with a Strength**

**Roll:**

**Accessories:** Energy Cell (Weighs 1/2 pound, costs 10 units, takes a Standard Action to reload), Colostomy Bag (Weighs 1/20 of a pound, costs 5 units for a new box of 20, less if used. Do not buy used!)

**Description:** Errr... this weapon, ah... it also does Subdual Damage. It has three settings. Anal Storm, Rectal Apocalypse, and Prolapse. The Gut Disrupter emits a 30 foot cone-shaped area of effect and anyone caught in it... well...they're incapacitated and breathe really heavy and strange.

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