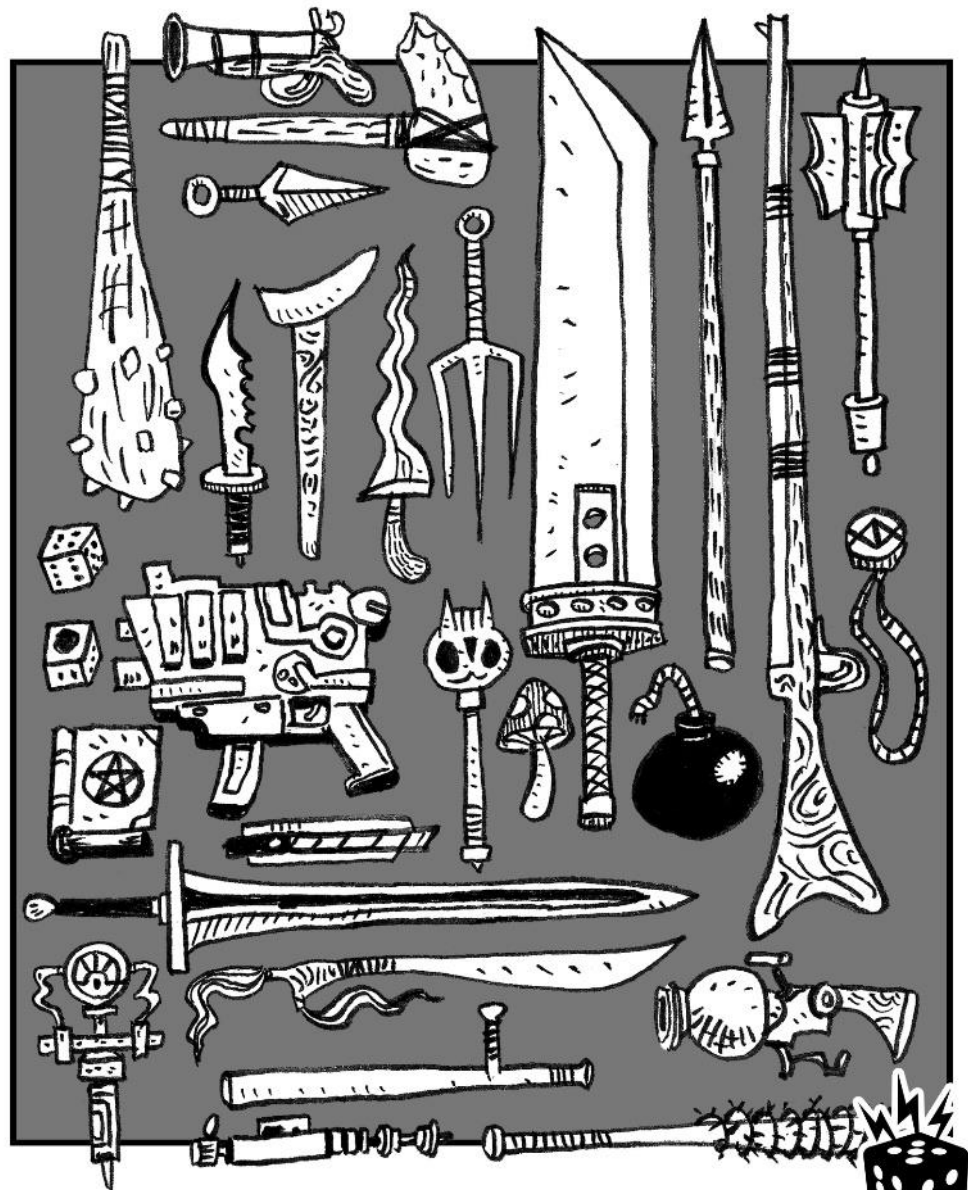




WAREHOUSE

A companion book for LARA system



Rob-Jr x Pierrot



Equipment Philosophy

Equipment is a large part of a character, and as such the GM has to give thought to the way he wants to handle it.

Money

LARA uses a simplified money system, with only one unit: the Gold! You should of course rename it in conjunction with the background you're using (Say Dollars, Trade Units, Poutiblocks, etc). As a benchmark, 1G buys you a kebab-fries-coke kind of meal.

Prices and availability

Depending on the setting you want to use, and sometimes the place the characters are visiting, prices and availability can vary wildly. A meal is 1G, but if it has stars on it, it can cost up to 10G; this is an extreme example, but the prices may easily vary from $x\frac{1}{2}$ to $x2$, as the GM sees fit. As for availability, obviously, there are absolutely no chance for a medieval knight to buy a submachine gun, and you'll have a tough time finding a good sword in New York, 2016.

Load

LARA base rules don't limit what a character can carry, as long as the player keeps it believable (no John, you cannot steal the 6 foot statue and put it in your bag!).

Starting equipment

As the GM, you can choose between several methods:

- Give each character what seems logical (and useful to him and your story);
- Select items of equipment for the players to choose from;
- Give each character an equal amount of money (10 or $2D6+6$), and let them shop.

Weapons

Weapons come in several categories, which are always the same whatever the background used. Some categories may of course, be absent of your background (firearms in medieval settings are rare...). These categories are used as an indicator of damage and critical effects; you can easily create variations by mixing those (for example, a rapier may be a sharp contact weapon, with a bleed critical effect).

- **Fists:** as a benchmark, we included a punch in the table, with scores for Joe Schmoe's punch and scores for a trained punch (boxing or karate, or whatever...).
- **Blunt contact:** warhammer, baseball bat, tonfa.
- **Sharp contact:** sword, combat knife, machete, axe.
- **Piercing contact:** lance, spear, spike, ice pick.
- **Thrown:** Blunt (rock...) or Piercing (javelin...). Any item can be thrown as far as PHYx5 metres. Make a COM roll for accuracy.
- **Ranged:** Blunt (sling...) or Piercing (bow, crossbow...).
- **Hand firearm:** all handheld guns.
- **Shoulder firearm:** All 2 handed guns.
- **Battery firearm:** The same as the shoulder ones, but so big you cannot carry them.

All firearms can be repeating (several bullets per attack); all contact weapons can be 2 handed, in which case they adjust initiative by -1;

Criticals: Stun and Bleed are self-explanatory, DamxX means you roll for damage as usual and multiply the result by X; Shock means stun and bleed, at the same time.

Exotic weapons

There's a smart ass in every player group, and he wants to use a whip, a boomerang or a yo-yo as his primary weapon.

There is just no way to cover every existing weapon, so you'll have to improvise. Here are a couple pointers:

- Permanent special effects: Quickdraw (initiative +1), Reach (augmented range), Heavy (-1 COM roll, +1 Dam roll), Fast (attack twice a turn), One use (like explosives), etc.
- Different critical effects: Disarm (the enemy now fights with his bare hands), Hold (your opponent's immobilised and your allies can strike him easily), Trip (the opponent falls to the ground), Maim (the touched limb is unusable for the rest of the fight), etc.
- Limitation on use: the weapon can only be used by one specific class or race, or with the appropriate skill; the weapon uses a specific type of ammo; the weapons needs maintenance, etc.

A note on ranges

LARA base rules only consider two ranges: contact (when you're engaged), and distance (when you're in free position).

As you'll see, the weapon table gives a "range" data for each type of weapon. "C" means contact (arm's length), "C+" means contact, but a bit longer (2 times arm length); "D" stands for distance (as far as you can throw), "D+" is longer distance (As far as you can aim) and "D++" is really far (as far as you can see).

When using only the base rules, ignore the "+". But you may want to use those in case weapons are used out of combat, or with a more detailed combat system (like the one in Mutants and Machine guns); this can also help visualise the relative size of the contact weapons (those with a longer range are usually bigger).

Improvised weapons

Sometime, the bat is in the car, so you pick up that piece of pipe to fight with. You may also want to use those rules for alien weapons (nobody really knows how to use them efficiently), Home-made weapons (which are not very well designed), and why not, bad quality weapons. An improvised weapon should be considered as the category it resembles most, with the following exceptions:

- Damages are always rounded (drop the +1, +2).
- All attack rolls are modified by -1.
- On a fumble, the weapon is not usable anymore.

Type Range Damage Critical Price

Fists	C	2	---	n/a
Martial Artist Fists	C	D6	Stun	
Knife	C	D3	Damx2	3
Blunt Contact	C	D3+1	Stun	5
2 handed	C+	2D3+1	Stun	15
Sharp Contact	C+	D6	Damx2	5
2 handed	C+	2D6	Damx2	15
Piercing Contact	C+	D6+1	Bleed	10
2 handed	C+	2D6+1	Bleed	15
Thrown Blunt	D	D3	Stun	8
Thrown Piercing	D	D6	Bleed	8
Ranged Blunt	D+	D6	Stun	10
Ranged Piercing	D+	D6+2	Bleed	15
Hand firearm	D+	D6+1	Shock	15
repetition	D	2D6	DamxD6	20
Shoulder firearm	D++	D6+2	Shock	20
repetition	D+	2D6+2	DamxD6	25
Battery firearm	D++	3D6+3	DamxD6	50

Protections

Protection comes in two flavours: Those which reduce damages (shields) and those that raise the DEF score (armour). Armour has four possible levels, and shield has two:

- **Light armour:** usually leather, or padded cloth, biker suit...
- **Medium armour:** Reinforced leather, wood, bullet-proof vest...
- **Heavy armour:** chain mail, shark suit...
- **Full armour:** heavy metal, Knight's armour, heavy bulletproof vest...
- **Shield:** Trash bin lid, Knight shield...
- **Tower shield:** Riot shield, Ancient Roman shield...

Keep in mind that the word armour is here used as a contraction of "suit of armour"; it includes the cuirass, the helmet, the greaves and the gauntlets. It is sold as a whole.

About modern armour

Armour tend to disappear in the modern age, mostly because the weapons get so good. Most modern armour are very specialised, like a dogmaster armour, which provides very good protection against blunt and sharp, but nothing against piercing or firearms.

Exotic protection

Countless protection gear exist (or may exist), with different philosophy. You may want to create some gear to accommodate those philosophies. Here are a few pointers:

- **Offensive protections:** mounted with blades or spikes; the simpler way to handle this is to considered that an enemy that misses its attack is hurt (1 or D3).
- **Partial armour:** offers 1 less point in DEF than its complete counterpart, but has no initiative penalty
- **Protective weapons:** like a Main-gauche or Brise-lame, those weapons

are used in place of a shield, and, instead of protection, offer a combat option when the enemy's attack is failed. A few examples, Riposte (you can attack for free, right now), Disarm (the enemy fights with his fists from now on), Open Defence (the enemy's DEF goes down by 2 against your next attack), Break (you can roll to disengage right now). Keep in mind those only work on contact attacks.

- Specific defences: some equipment is only useful against one type of attack, for example furs protect from cold, a samurai armour is of no help at all against a bullet, etc.

About futuristic equipment

History seems to indicate that weapons increase in precision and efficiency, and so it is tempting to write: Railgun, +6 to COM rolls, damage 16D6, critical Instant kill.

But remember the target probably wears: Power armour, +6 to DEF, reduce all damage by 80 points, change "instant kill" crits in "damx3" crits.

Remember the scores follow a civilizational logic, and as such are more a matter of comparison than realism. Keeping scores and number of dice rolled low helps keeping the game fluid.

Contrary to the previous note on modern armour, futuristic settings make an extensive use of armour, from the full plastic shell to the personal force-field.

Type	Effect	Price
Light	DEF +1	3
Medium	DEF +2	5
Heavy	DEF +3, initiative -1	10
Full	DEF +4, initiative -2	20
Shield	-1 Damage per attack	5
Tower shield	-2 Damage per attack	10

Mundane items

Many mundane items can prove useful when adventuring; here is a selection.

Torch	3	Backpack	2	Horse	25
Flashlight	5	Change of clothes	5	Cart	15
Battery (5)	2	Telescope (hand)	8	Bike	30
Rope	3	Compass	10	Car	70
Arrows (20)	5	Wine (litre)	3	Tool	2
Small bullets (20)	10	Dry food (1 week)	3	Power Tool	15
Big bullets (10)	15	Professional gear	10	Nails (30)	1

And of course, the medpack; you'll need to change its name to fit your setting (lunch box, bacta, healing salve, stimpack, etc). When used, it gives back D6 lost HP, and is consumed in the process. It costs 5G.

You never know which item may be of use in any given situation, and the players will want to buy strange things (they always do). Just try to be logical, and use the above examples to make something up.

A note about probable equipment

Sometimes, it is important to let things go; "And where will you carry it? You didn't buy a bag!" may seem fun, but most of the time, it's just enjoying. That is where the notion of probable equipment comes into play. It is assumed that trousers have pockets, that in a modern setting, everybody will have at least a cell phone and an ID card, and that a band of travelling medieval heroes carry a lighter with them. It may be fun to take that away from them on purpose, but if you, the DM, realise they miss something in the course of the game, it may be better to let it slide.