

WEAPONS OF ROCK AND ROLL

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Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast

This product is fully compatible with *D20 Modern*, as well as the *Pathfinder Roleplaying Game*, and is suitable for use with *Otherverse America*, *Psi-Watch*, *Galaxy Command/ Heavy Future* and even some *Black Tokyo* campaigns.

Two of Otherverse Game's signature settings encompass music in a big way, and the rest can be as rocking as the game master wants. *Heavy Future's* all about the power of rock n' roll, and tearing up the 46th Century in a airbrushed space cruiser blasting heavy metal. *Black Tokyo* encompasses everything anime, so idol singers and magical girls with a gift for song and dance and military-grade *moe* are perfectly valid character options. And hey, if you want to have an activist post-human weaponize protest rock at a clinic defense rally in the *Otherverse America* campaign setting, go for it. And over in the *Psi-Watch* campaign setting, metal head superheroes might balance concert tour dates with black ops.

With all that in mind, sometimes music itself can be a weapon. This short sourcebook introduces Musical and Superior Musical Weapons- high tech or technomagical sound-based weapons that are especially deadly in the hands of a skilled performer. This sourcebook primarily focuses on Musical Weapons and related content for the *Heavy Future* campaign setting, but there's plenty usable in this sourcebook for *Black Tokyo*, not to mention of plenty of content usable in either world.

<u>MUSICAL WEAPONS</u>

There aren't many Idol Singers willing to risk their lives and souls battling the corruption of the *Black Else* or exploring the stars of the *Heavy Future*, but those who do often wield unique weapons based on their signature musical instruments. These weapons have the new Musical or Superior Musical special weapon qualities.

In addition to their use as weapons, weapons with these quality can be used as mundane musical instruments for Perform checks of the listed type. For instance, a Rocker can be used as a guitar outside of combat. Enchantment bonuses to the Musical weapon, such as a +2 Brass Saxophone or a +1 Golden Microphone, do not provide a similar bonus on perform checks, unless the item is separately enchanted to provide a skill bonus.

Seveal new magic weapons use one of these fabulous musical weapons as their base, such as Black Tokyo's *Genki Guitar*. You'll get a chance to play with these new magical weapons in future supplements.

<u>Musical</u>

Weapons with the Musical special quality are designed to be used by bards, idol singers and other performers. Each Musical weapon is keyed to one or two specific Perform checks. The wielder can make a Perform check with the

Musical Weapons	Damage	Crit- ical	Range Increment	ROF	Special	Magazine	Size and Weight	Cost
			One H	Ianded Simp	le Weapons			
Compu-Glove	1d8 force	20/x3	50 ft	Single	Musical (Computer Use)	Unlimited	2 lbs Small	650 gp
Jester's Bells	1d6 sonic	19- 20/x2	30 ft	Single	Musical (comedy or dance)	Unlimited	Negligible Fine	120 gp
Lixx, Chrome	2d8 pleasure	19- 20/x2	25 ft	Single	Musical (sexual)	Unlimited	1 lb Tiny	750 gp
Lixx, Bloodpink	2d10 pleasure	20/x3	25 ft	Single	Superior Musical (sexual)	Unlimited	1 lb Tiny	1,900 gp
Megaphone, Heart	3d6 sonic	-	90 ft	Single	Musical (sing or oratory)	Unlimited	2 lbs Tiny	700 gp
Megaphone, Note	3d8 sonic	-	120 ft	Single	Superior Musical (sing or oratory)	Unlimited	2 lbs Tiny	1,200 gp
Megaphone, Riot	4d6 sonic	-	150 ft	Single	Musical (oratory)	Unlimited	4 lbs Small	2,500 gp
Microphone, Golden	2d4 sonic	20/x2	40 ft	Single	Superior Musical (sing)	Unlimited	1 lb Tiny	950 gp
Microphone, Journalist's	1d8 sonic	20/x2	40 ft	Single	Musical (oratory or Know: current events)	Unlimited	1 lb Tiny	550 gp
Microphone, Silver	1d8 sonic	20/x2	40 ft	Single	Musical (sing)	Unlimited	1 lb Tiny	500 gp
Microphone, Sultry	2d6+1 sonic	19- 20/x2	40 ft	Single	Superior Musical (sing and sexual*)	Unlimited	1 lb Tiny	1,300 gp
Mouth Harp	1d6 sonic	18- 20/x2	50 ft	Single	Concealable, Musical (wind)	Unlimited	Negligible Fine	175 gp

Musical Weapons	Damage	Crit- ical	Range Increment	ROF	Special	Magazine	Size and Weight	Cost	
Two Handed Simple Weapons									
Compu-Toys	2d4 energy*	20/x2	50 ft	Single	Musical (Computer Use)	Unlimited	2 lbs Small	250 gp	
Microphone, Torch	2d10 sonic	20/x2	50 ft	Single	Superior Musical (sing)	Unlimited	10 lbs Small	5,250 gp	
Koto	1d6 sonic	20/x3	10 ft	Single	Musical (stringed instruments)	Unlimited	2 lbs Small	225 gp	
Rave Spinner	1d8 sonic*	19- 20/x2	25 ft	Semi Auto	Musical (dance)	Unlimited	2 lbs Medium	650 gp	
Rocker, Basic	2d6 sonic	19- 20/x2	50 ft	Single	Musical (stringed instruments)	Unlimited	4 lbs Small	800 gp	
Rocker, Kawaii	1d8 sonic	20/x2	50 ft	Single	Superior Musical (stringed instruments)	Unlimited	4 lbs Small	450 gp	
Shamisen	1d8 sonic	20/x3	20 ft	Single	Superior Musical (stringed instrument)	Unlimited	4 lbs Small	650 gp	
Synth Board	1d10 sonic	20/x2	50 ft	Single	Musical (keyboard)*	Unlimited	4 lbs Small	500 gp	
Trumpet, Brass	1d6 sonic	19- 20/x2	30 ft	Single	Musical (wind)	Unlimited	1 lb Tiny	250 gp	
Trumpet, Golden	1d12 sonic	19- 20/x2	30 ft	Semi Auto	Superior Musical (wind)	Unlimited	1 lb Tiny	1,200 gp	
Trumpet, Silver	1d8 sonic	19- 20/x2	30 ft	Single	Musical (wind)	Unlimited	1 lb Tiny	500 gp	

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N N D	M usical W eapons	D a m a g e	Crit- ical	R ange Increment	ROF	Special	M agazine	Size and Weight	Cost	
-	Two Handed Martial Weapons									
- AAA	Data Spinners	2d4 sonic + DEX modifer	20/x2	30 ft	Single	Musical (DJ)	Unlimited	2 lbs Tiny	850 gp	
ALL N	Drum Solo	2d8 sonic + STR modifier	20/x3	30 ft	Single	Musical (percussion)	Unlimited	5 lbs Small	4,500 gp	
	Keytar	2d8 sonic	20/x2	50 ft	Semi Auto	Musical (stringed or keyboard)	Unlim ite d	7 lbs Small	900 gp	
	Rocker, Acoustic	3 d 6 + 1 sonic	18- 20/x2	30 ft	Single	Superior Musical (stringed instruments)	Unlimited	6 lbs Small	2,100 gp	
	Rocker, Lazer	2d10 fire	20/x2	75 ft	Semi Auto	M usical (stringed instruments)	Unlim ite d	6 lbs Small	6,000 gp	
and the second s	Rocker, Love Gun	2d10 pleasure	19- 20/x3	50 ft	Single	Superior Musical (stringed instruments)	Unlimited	4 lbs Small	3.500 gp	
NNN	Rocker, Twin Thunder	2d12 electrical or sonic	20/x2	50 ft	Single	M usical (stringed instruments)	U n lim ite d	7 lbs Small	6,500 gp	
	Saxophone, Brass	2d6 sonic	20/x2	40 ft	Semi Auto	M usical (wind)	Unlimited	8 lbs Small	2,000 gp	
Contraction of	Saxophone, Golden	2d10 sonic	19- 20/x2	40 ft	Semi Auto	Superior Musical (wind)	Unlimited	8 lbs Small	6,500 gp	
	Saxophone, Silver	2d8 sonic	19- 20/x2	40 ft	Semi Auto	M usical (wind)	Unlimited	8 lbs Small	3,500 gp	
「「「「	Viola	2d6 slashing/ force	20/x4	30 ft	Single	Musical (stringed)	Unlimited	4 lbs Small	1,050 gp	
No.				One Han	ded Exoti	c Weapons				
Sales and a second	Sonic Pulsar	2d6 sonic	20/x3	40 ft	Single	Musical (sing)	Unlimited	1 lb Tiny	1,800 gp	
and a statement						c Weapons				
おいれた	Boomer	2d6 sonic	20/x4	50 ft	Single	Superior Musical (DJ)	Unlimited	10 lbs Medium	1,250 gp	
いまち	Boomer, Block Shaker	2d12 sonic	20/x4	75 ft	Single	Superior Musical (DJ)	Unlimited	16 lbs Medium	3,500 gp	
	Grand Viola	2d12 slashing/ force	20/x3	50 ft	Single	Musical (stringed)	Unlimited	22 lbs Medium	3,500 gp	
and the second se	M icrophone, M asterboard	2d12 sonic	20/x3	75 ft	Single	Superior Musical (<i>multiple</i>)	Unlimited	25 lbs Medium	6,700 gp	
and the second second	Zoot	2d10+ CON sonic/blud geoning	18- 20/x2	40 ft	Single	Superior Musical (wind)	Unlimited	14 lbs Medium	1,350 gp	

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associated skill rather than an attack roll to attack with this weapon. Doing so is considered a full round action.

<u>Superior Musical</u>

Weapons with the Superior Musical special quality function as Musical weapons, but if the wielder's Perform check beats the target's armor class, excess damage is Boomers can be wielded like any other musical weapon, either with a standard attack roll or with a Perform (DJ) check. They can also accept Prox, described in the next section.

<u>Boomer, Block Shaker</u>

Block Shaker Boomers dispense with the standard-issue

inflicted as bonus damage of the same type as the weapon's base damage. This damage is not multiplied on a critical hit.

Example: Idoru is battling a Skinless Yakuza thug with a superior musical Golden Microphone; the hideous, flayed swordsman has AC 17, and her Perform (sing) check result is 23. As a result, the Skinless Yakuza takes 2d4+6 sonic from Idoru's attacksix points of bonus damage, because she beat the Armor Class by six points.

<u>THE</u>

<u>MUSICAL</u>



ARSENAL These weapons all have the Musical or Superior Musical qualities, and bring the noise!

<u>Boomer</u>

Boomers are huge, high quality sound systems resembling the 'ghetto blasters' of pre-starflight Earth. These bulky devices have a pair of throbbing, hammering speakers surrounding a complex control panel fitted with dozens of switches, control knobs and adjustable sliders. A port beneath the control panel accepts cassette-like memory pods, called Prox. **Special** gauntlet with a Compu-Toy control panel set vertically along the back of the wrist. Holo-projectors in the knuckle joints gleam like jewels. A data-port along the forearm guard accepts Prox.

Special

Compu-Gloves function identically to other Musical weapons, save that they can be used via a Computer use check rather than a Perform check. Compu-Gloves can accept Prox.

squared speaker blocks, and instead have three huge speaker pods, arranged triangularly around the central control panel. The sound from a Block Shaker can rattle windows for miles around, and in battle, it packs a serious supersonic punch with enormous range.

Special

As with a standard Boomer, a Block Shaker Boomer can accept Prox.

<u>Compu-</u> <u>Glove</u>

Compu-Gloves are target-marketed at ultra-rich arcade enthusiasts, promising superior game play quality, immersiveness and control. The device is a heavy rubber and plastic Compu-Gloves always inflict force damage. Like a cestus, a Compu-Glove cannot be stolen or disarmed.

<u>Compu-Toy</u>

Compu-Toys are hand-held gaming consoles with small holo-projectors set between a set of big rubberized thumb sticks and three primarily colored buttons arranged in a triangular pattern. A slot at the bottom of the small device accepts game Prox. In addition to its use in battle, a Compu-Toy can play a huge and ever expanding array of game programs.

Special

Compu-Toys function identically to other Musical weapons, save that they can be used via a Computer Use check rather than a Perform check. Compu-Toys can accept Prox.

The type of damage a particular Compu-Toy inflicts on a successful attack varies depending on the case's plastic color.

- Blue Compu-Toy force damage
- Gold Compu-Toy electrical damage
- Pink & Black Compu-Toy pleasure damage
- Red Compu-Toy fire damage
- White Compu-Toy sonic damage

<u>Data Spinners</u>

The hard-tech components of Data Spinners consist of a pair of sleek, fingerless black gloves with computer-tech on the inner contour of each palm. When the devices power up, a pair of data-based blue disks appear beneath the users' fingers, which the user can spin and scratch like they were actual, physical records on a DJ's turntable.

Special

The wielder can apply her DEX modifier to damage with a successful attack with a pair of Data Spinners.

<u> Drum Solo</u>

Where most Rockers are high-tech guitars, this device is a high tech, gravity-suspended drum set. The core component is a magnetic field generator worn on the belt. A basket ball sized sphere of colorful metal floats about shoulder height to the musician. When its time to rock, the metallic sphere explodes into a set of hovering percussion disks and hardlight sticks appear in the musician's hands.

Special

The Drum Solo's wielder adds their STR modifier to damage inflicted with this weapon- the harder the wielder hits, the stronger the note.

<u>Jester's Bells</u>

These tiny silver and mithral bells have a crystal clear, tinny sound and are often worn as bracelets or attached to the end of strings wrapped tightly around the jester's hands. These instruments are traditionally modeled on a medieval jester's motley, but might also represent gypsy style hand cymbals, castanets, or a small tambourine.

<u>Keytar</u>

This high tech device resembles a combination of an electric guitar with a cherry red or fiery orange finish, married to a high end electronic keyboard synthesizer. It produces highly modulated, squealing synth-rock tones.

<u>Koto</u>

The koto is a small, Japanese harp, and a traditional instrument learned by many geisha. Its strings produce a mournful sound when plucked.

<u>Lixx, Chrome or Blood Pink</u>

The Lixx is probably the most obscene instrument ever invented by man or xenoform. The instrument is smooth, cool metal almost resembling a lute. Ordinary Lixx are made of gleaming chrome, but the best quality instruments are made of a translucent pinkish red alloy called *bloodpink*.

The instrument's base resembles a hominid vulva, anatomically complete, with the upper edge of the hood morphing into an elongated hominid penis. The Lixx fits neatly in the hand, and produces moaning, squealing sensual tones when rubbed and caressed...and occasionally licked in a moment of passion, thus the name.

Special

Lixx always inflict pleasure damage.

<u>Megaphone, Heart or Note</u>

This wide-mouthed, high tech megaphone has its speaker cone painted in bright colors, with heart or note decorations etched into the handle. The modulated voice of the megaphone's wielder can be heard for incredible distances, above even the most deafening din.

Special

Megaphones cannot inflict critical hits, but do high base damage at impressive range.

<u>Megaphone, Riot</u>

This dark grey or matte black megaphone is covered in protest stickers, layered so dense atop one another it seems like the collection of angry slogans is holding the megaphone together.

Special

Megaphones cannot inflict critical hits, but do high base damage at impressive range.

<u>Microphone, Golden or Silver</u>

This high-end, performance quality wireless microphone not only provides a bright clear tone, it doubles as a deadly sonic blaster. It is sheathed in gold and features ornate musical decoration. Silver Microphones lack a little fidelity and pack less of an offensive punch.

<u> Microphone, Journalist's</u>

This bulky microphone has a thick acoustic foam headcover and is emblazoned with the corporate logo of a particular news agency.

Special

Rather than making a Perform (oratory) check, the Journalist's Microphone's wielder can make a Knowledge (current events) check instead.

<u> Microphone, Masterboard</u>

A Masterboard Microphone is an overly complicated weapon that's basically a radio DJ's sound booth made (somewhat) portable. Creatures with two hands can learn to play it, but the difficult to master device only really comes alive if the wielder has at least four- the instrument is popular with hexapedal aliens and extreme bodymodded cyborgs. The more fingers, the better.

A Masterboard Microphone is basically a high fidelity microphone welded to an articulated chrome tentacle jutting out of the top of a huge, touchscreen control board. The control panel has hundreds of virtual sliders and knobs that offer unparalleled musical control, as well as a Prox slot next to the pick-up jacks.

Special

Any creature with more than two arms/manipulator limbs that is proficient with the Masterboard receives a + 1 competence bonus on attack rolls and Perform checks with this instrument.

The Masterboard Microphone offers unparalleled choice to the user. When making a combat-oriented Perform check with this device, the wielder can make any of the following Perform checks: *comedy*, *DJ*, *oratory*, *sexual*, *sing*. The wielder must make this choice before each usage, and can only use one check at a time.

The Masterboard Mircrophone can accept Prox.

<u>Microphone, Sultry</u>

This black and chrome microphone emits a seductive, whispery sound like no other instrument.

Special

When making a Perform check with a Sultry Microphone as a full round action, the wielder makes both a Perform (sing) and a Perform (sexual) check and takes the better check result.

A Sultry Microphone is always considered a masterwork quality weapon.

<u>Microphone, Torch</u>

A classically styled microphone inspired by the preferred instruments of Jazz Age torch singers, these art-deco Microphones are permanently attached to a long stand made of durable, polished steel and chrome. Their smoky sound cannot be equaled or imitated.

Special

If making a Perform (sing) check as a full round action, the wielder can make two Perform (sing) checks, each at a -5 penalty to make two special Perform attacks. The wielder can direct these attacks at a single target or two separate targets. It is effectively a Double Musical Weapon.

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<u>Mouth Harp</u>

This brass and steel harmonica-like device is a cheap, low-tech, but damn reliable and easily concealed musical weapon. You can carry one in a pocket, and than haul it out at a moment's notice for an evening's jam session or a night's battle.

Special

A Mouth Harp cannot be used with Performance Headphones, nor with a Techno-Amp.

<u>Rave Spinner</u>

Imagine an ultra-tech hula-hoop with only a few physical components: emitter modules at either end of the arc. The rest is luminous room-temp plasma, contained behind intense magnetic fields, a gleaming circle of color that is never the same from second to second. Rave Spinners are spun on the wrist, shoulders or hips, but are considered two handed weapons for purpose of controlling and wielding them effectively.

Special

Rave Spinners inflict an extra +1d6 points of electrical damage against targets wearing large amounts of metal (such as plate mail), or made primarily of metal or with large amounts of metal in their bodies (such as robots, cyborgs and metallic creatures).

A Rave Spinner produces bright illumination in a 5 ft radius and dim illumination in a 20 ft radius.

<u>Rocker, Acoustic</u>

No frills, no techno-toys. Just a handcarved wood body, a weighty nylon shoulder strap padded with leather, finely tuned strings and precision mounted headers wrapped around a crystal-based resonating core. No finer or more mellow sound, in this galaxy or the next.

Special

An Acoustic Rocker cannot be used with Performance Headphones, nor with a Techno-Amp.

An Acoustic Rocker is always considered a masterwork quality weapon, and provides a +1 masterwork bonus on attack and damage rolls, as well as Perform checks with the instrument.

<u>Rocker, Basic</u>

Rockers are high tech weaponized, electric guitars that crackle with wisps of pulsing, throbbing sonic energy. A variety of styles are available, in a rainbow of colors, and such weapons are usually extensively customized, graffitied, decorated, or custom-modified by their owners. No two Rockers are alike.



<u>Rocker, Kawaii</u>

The Kawaii Rocker is the cheapest rocker on the market, carried by kids, young idol starlets and wanna-be celebrities. The cheap plastic instrument has a cute pink, purple and white color scheme, and most are decorated with anime styling and colorful, glowing decorations. A Kawaii Rocker doesn't pulse as hard as a standard Rocker, but rewards its wielder for musical style.

<u>Rocker, Lazer</u>

A Lazer Rocker is jagged and angular, with a resonating body like a jagged diamond. Every line is hard and high tech looking, and the rocker's colors are bright, clashing neon hues. Fluorescent tubing in the body makes the Lazer Rocker glow in strip-club colors.

Special

Lazer Rockers inflict fire damage.

<u>Rocker, Love Gun</u>

Love Gun Rockers have rounded gentle curves that look like a woman's body lying in repose. Their casings are usually a gleaming amber, pink or ivory, and often the fittings are chrome hearts. Pacifican rockers often carry top of the line Love Guns.

Special

Love Gun Rockers inflict pleasure damage.

<u>Rocker, Twin Thunder</u>

The Twin Thunder Rocker has two parallel necks, with intense electrical discharges running between them. This deadly rocker pulses with crackling silver and white lightning.

Similar Rockers exist that function identically but fire blasts of different energy types. For example, the flame throwing *Dragon Force Rocker* has the same cost and mechanics, but inflicts Fire damage.

Special

The Twin Thunder rocker deals electrical damage when fired as a standard weapon, or sonic damage when wielded via Perform checks. On a successful hit with the Twin Thunder Rocker in electrical mode, all creatures adjacent to the target suffer 1d8 points of electrical damage (REF DC 15 half).

<u>Saxophone, Brass, Golden or Silver</u>

Combat saxophones are challenging weapon-instruments to master, but deliver a jazzy, lively performance. These weapons are among the few Musical weapons that can function in something like a semi-automatic mode. The metal of a Saxophone's construction indicates its quality and power. Brass is mediocre, best suited to students and garage musicians, silver is ordinary, and gold is the best quality you can find.

<u>Shamisen</u>

This traditional Japanese instrument is closely associated with geisha, as all geisha must master it during their training. The shamisen is a three stringed instrument, similar to a banjo. It has a small, drum like resonating body and a shaft about a meter long. When the silk strings are plucked, it produces an eerie, mournful sound.

<u>Sonic Pulsar</u>

This handhead silvery weapon draws its power from a choker-like black and silver band worn around the shooter's throat. It converts the sonic energy of the wielder's voice into a devastating sonic blast. It resembles an ornate wand often decorated with a winged head or musical note motifs.

Special

A target damaged by the Sonic Pulsar must succeed at a DC 15 FORT Save or become *deafened* and *stunned* for 1d4 rounds.

<u>Synth Board</u>

Synth Boards are handheld keyboard/synthesizers worn on a colorful nylon strap. These musical weapons are popular among kids and punks- no real musician will touch them, because these Synth Boards don't offer much in the way of musical freedom.

Special

A Synth Board can accept Prox. However, the weapon must have a Prox inserted in order to function in Musical mode- it can only be wielded as a standard weapon without a Prox inserted.

<u>Trumpet, Brass, Gold or Silver</u>

Trumpets are among the simplest, cheapest and easiest musical weapons to master. They are often the weapon of choice for young bards, jazz-rats and idol singer adventurers just starting out. Golden Trumpets, in particular, can unleash quick blasts of sonic energy.

Use similar statistics for a variety of weaponized flutes, pipes and recorders.

<u>Viola</u>

The Viola is a difficult musical weapon to master, resembling a small, finely wrought violin, formed of fine dark wood and silver strings, with a long, flexible bow tipped in silver.

Special

Half the damage inflicted by a Viola is slashing, half is Force.

<u>Viola, Grand</u>

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The Grand Viola is a massive, cello-like musical weapon, with a wide, resonant body carved from dark and strong wood, and silver, brass or gilded fixtures.

Special

A Grand Viola functions identically to a Viola. In addition, a proficient user gains a +1 shield bonus to Armor Class when fighting with a Grand Viola. The 'shield' and 'weapon' aspects of a Grand Viola are enchanted separately, as with other weapons that offer secondary defensive abilities.

<u>Zoot</u>

The Zoot is a baroque alien instrument resembling a trumpet with multiple brassy pipes and mouths knotted together in a chaotic tangle. It takes more fingers than most humans have to play the complex, multi-valve instrument effectively. It takes truly heroic lung capacity to play a full set with a Zoot.

Special

The wielder adds his CON modifier to successful attack rolls with a Zoot.

Half the damage inflicted by a Zoot is Sonic, half is Bludgeoning.

<u>HARD ROCKING</u> <u>ARMORS</u>

The following armors offer some unique advantages against Musical weapons or are common on the pan-galactic concert scene.

<u>Concert Outfit</u>

Concert Outfits are light, easily concealed armor. On the surface, they're a tight fitting pair of leatherite trousers topped with a

tattered, ratty concert tee (usually black with a suitably demonic logo), but the fibers are woven from special sonic-dampening fabrics.

Special

A Concert Outfit's equipment bonus to AC is considered to be +4 when defending against attacks from weapons with the Musical or Superior Musical descriptors.

<u>Next Wave Gear</u>

Next Wave Gear is a set of flashy, futuristic ultra-light impromptu armor. It includes tight fitting vinyl tights, a



nipple-hugging mesh undershirt and angular polymer vest, all found in a variety of bright pastel hues. The wearer's eyes are usually protected behind a set of colorful, slitlensed goggles. The fully artificial armor glows with pulsing light displays when the wearer performs.

Special

Next Wave Gear's equipment bonus to AC is considered to be +6 when defending against attacks from weapons with the Musical or Superior Musical descriptors.

Armor	Equip. Bonus	Max DEX Bonus	Special	Armor Penalty	Arcane Failure	Speed (30 ft)	Weight	Cost
Impromptu Armor								
Concert Outfit	+1/+4 vs musical	No cap	Concealable	-0	-	No change	Neg	155 gp
Performance Data-Wear	+1/+4 vs musical	No cap	Concealable, Near Nudity	-0	-	No change	Neg	475 gp
Performance Formal	+1/+5 vs musical	No cap	Near Nudity	-0	-	No change	Neg	500 gp
Light Armor								
Next Wave Gear	+3/+6 vs musical	+6	-	-3	20%	No change	5-6 lbs	600 gp
Rocker Leathers	+3	+6	Near Nudity	-1	10%	No change	5-6 lbs	450 gp
Star Leathers	+4	+5	Space Suit (conditional)	-3	20%	No change	20 lbs	1,200 gp

Next Wave Gear have built in performance based wearable computer systems. If the wearer rolls a confirmed critical threat on a combat-based Perform check while wearing the armor, these systems activate. For one hour, the Next Wave Gear sheds bright illumination in a 10 ft radius, and increases the range increment of any wielded weapon with the Musical or Superior Musical descriptors by +10 ft.

Performance Data-Wear

Performance Data-Wear is basically a shaped, semi-solid real-time hologram projected against the wearer's body from a tiny, watch-like emitter unit. Performance Wear can be activated or deactivated by the wearer via verbal command, as a free action, and can change style, color and configuration just as easily. These glamorous light outfits always partially reveal the body beneath the hologram, offering tantalizing glimpses of holo-lit skin- most wearers go nude beneath the hologram.

Special

Performance Data-Wear's equipment bonus to AC is considered to be +4 when defending against weapons with the Musical or Superior Musical descriptors.

As Performance Data-Wear is a force field, incorporeal creatures cannot bypass it the way they do ordinary armor. It is considered an Entertainer's Outfit.

Performance Formal

A Performance Formal outfit is an attractive, one of a kind, high couture outfit designed to look great on the stage. The Performance Formal's exact look can vary wildly with the performer's gender and sense of personal style from daringly cut, backless dresses of color-morphic nano-silk to bespoke tuxedos to a rapper's high priced streetware.

Special

A Performance Formal's equipment bonus to AC is considered to be +5 when defending against attacks from weapons with the Musical or Superior Musical descriptors. It is considered an Entertainer's Outfit.

<u>Rocker Leathers</u>

Rocker Leathers are durable but highly fashionable and very sexy leather, vinyl and rubber outfits. They're designed to impress more than they are to protect, but occasionally the sweat-soaked leather weave and chrome rivets turns a lethal shot into a glancing blow.

Special

While wearing Rocker Leathers, the character gains a +1 morale bonus on combat-based Perform checks made with Musical or Superior Musical weapons.

<u>Star Leathers</u>

Star Leathers are a body hugging set of dark leather or synth-leather body armor, accented with chrome rivets, connectors and zippers. Energy discharge nodes glow at the armor's chest, upon the high collar, and at the beltline. Sets of Star Leathers are often highly personalized, decorated with ostentatious chrome sigils and carvings, giving each suit a very unique look.

Special

Star Leathers have built in psi-sensitive systems. When the wearer focuses their will, by expending their psychic focus, the Star Leathers respond. For 1d6 hours after such an activation, Star Leathers gain the *Space Suit* special property.

<u>ROCKING DEVICES</u>

These devices act as accessories and augmenters for Musical Weapons and the characters with the musical chops to wield them. (Cn) indicates a consumable item.

<u>Maestro's Crystal</u>

Maestro's Crystals are grape sized gems, polished into smooth, flattened ovids that can be fit into special receptor ports on most Musical weapons. When inserted, the Crystal changes the tone and timbre of the Musical weapon, converting its base sonic damage into numerically identical damage of some other energy type. A Musical Weapon can only be fitted with a single Maestro's Crystal at a time; changing or removing the crystal is a full round action.

The color and associated energy type of known Maestro's crystals are as follows.

Deep crimson: Fire – 1,200 gp Pale azure: Force – 1,500 gp Sparkling green: Acid – 1,500 gp Canary yellow: Electrical – 1,500 gp Pale pink: Pleasure: - 2,000 gp Diamond: Positive Energy –5,000 gp Obsidian: Negative Energy – 5,000 gp

<u>Performance Headphones</u>

These very, very expensive, noise-canceling headphones plug directly into a Musical weapon and allow the wielder to hear her performance in real time, making her better able to adjust her performance on the fly.

Special

When plugged directly into a Musical or Superior Musical weapon, Performance Headphones provide a bonus on Perform checks with the weapon, the degree of which is determined by the item's cost. This bonus does not apply if Prox are used.

When Performance Headphones are worn, the wearer receives an equivalent bonus on saving throws against bardic music as well as spells and abilities with the sonic descriptor. However, the wearer suffers a -10 penalty on soundbased Perception checks while the headphones are worn.

<u>Rocker Pix [Cn]</u>

These tiny triangular picks are specially designed for use with



Rockers, and usually are emblazoned with the logo and contact info of either an instrument manufacturer, some music shop or musi-tech weapons dealer. They're cheap, disposable and usually given out free to rockers and wanna-bes alike to promote the brand. Most rockers a couple spares in their pants pocket, forgotten amid Dr. Youp's Condoms and Glow residue.

Special

If used while making any attack roll or combat-based Perform (stringed instrument) check, the wielder can break the Rocker Pix to reroll the check. Doing so destroys the Rocker Pix, and the user must accept the results of the reroll, even if it worse than the first.

<u>Techno-Amp</u>

The Techno-Amp is an roughly egg-shaped floating speaker system about three foot high, covered in complex control systems and glowing read outs. When powered down, the Techno-Amp sets itself down; when plugged into any weapon with the Musical or Superior Musical special qualities, it floats at roughly shoulder level, connected to the device by a 5-10 ft long cord. When plugged in, it does not count towards encumbrance.

Special

A Techno-Amp increases the range increment of a Musical or Superior Musical weapon to 100 ft, or 120 ft if its base range increment is 50 ft or greater.

<u>Prox</u>

Prox are small, palm sized mem-cassettes that hold preprogrammed data. When inserted into a Musical or Superior Musical weapon capable of playing Prox, which are basically pre-programmed skill check results. Rather than making an appropriate Perform check, when a Prox is inserted, the wielder is treated as having rolled that Perform check result on the dice, to which she adds any appropriate modifiers.

> When a Prox is inserted, if the weapon is used in its Musical or Superior Musical mode, it always uses

the Prox' check result rather than allowing the wielder to make a Perform check normally. Inserting or removing a Prox is a move-equivalent action.

The Perform check result a specific Prox provides is made clear by the cover

art and track data displayed on the Prox'	Device	Description	Hardness	Hit Points	Weight	Cost
front face. The better the quality of the	Prox, Garage Band	Provides a +2 Perform check result with Musical/Superior Musical weapons	2	5	Negligible	200 gp
recording, the better the combat music provided	Prox, Major Label	Provides a +5 Perform check result with Musical/Superior Musical weapons	2	5	Negligible	1,250 gp
by the Prox, and the more expensive the device.	Prox, Gold	Provides a +10 Perform check result with Musical/Superior Musical weapons	2	5	Negligible	5,000 gp
The following weapons	Prox, Platinum	Provides a +15 Perform check result with a Musical/Superior Musical weapon	2	5	Negligible	11,250 gp
in this sourcebook can accept Prox.	Prox, Triple Plat	Provides a +20 Perform check result with Musical/Superior Musical weapons	2	5	Negligible	20,000 gp

Future sourcebooks

might add more, and

local gamemasters can also add extra weapons of this type to their own campaign.

• Boomer

- Boomer, Block Shaker •
- Compu-Glove •
- **Compu-Toys** •
- Microphone, Masterboard •
- Synth Board

If you want to include additional grades of Prox between (or beyond) the categories listed, the pricing formula is:

Perform check result Squared, Multiplied by 50 gp

<u>HARD ROCKING TRAITS</u>

These starting traits fit nicely into any campaign featuring musical weapons.

Combat Traits

The following combat traits relate to the tactics of musical weapons.

Armor of Metal

Ability Type Extraordinary

Requires Perform (any musical) 1 rank

Your mastery of hard driving heavy metal gives you a bit of protection from musical weapons. You receive a +1 morale bonus to Armor Class when targeted by any weapon with the Musical or Superior Musical properties.

Combat Musician

Ability Type Extraordinary

Requires Perform (any musical) 1 rank

You know how to kill with the cutting notes of your music. You receive a +1 trait bonus on Perform checks made as a substitute for an attack roll with any weapon with the Musical or Superior Musical property.

Master Your Instrument!

Ability Type Extraordinary Requires Base Attack Bonus +1

You can either rock out or blast skulls apart with your Musical weapons- either's good for you. If you have Weapon Focus with any particular Musical or Superior Musical weapon, you receive a + 1 competence bonus on Perform checks with that weapon; if you also have Weapon Specialization or greater with that weapon, the competence bonus increases to +3 with that weapon.

Prox Jockey

Ability Type Extraordinary

Requires Computer Use 1 rank

You know how to get the maximum playback from off-theshelf Prox- these combat-recordings never sounded better than when playing in your deck. You treat the Perform check result of an installed Prox as +1 better when played in your instrument. For example, when playing a Major Label Prox, which normally provides a +5 Perform check result, it provides you a +6 Perform check result.

Rock Out!

Ability Type Extraordinary

You can rock out harder than the safety limiters on your musi-tech weapons can handle!

Once per day, as a part of a Perform check with any weapon with the Musical quality, you may treat that weapon as if it had the Superior Musical quality instead. You may treat it as a Superior Musical weapon until the end of your turn; however, at the end of your turn the Musical weapon gains the broken quality.

Rocker Spikes

Ability Type Extraordinary

Requires Light and Medium Armor Proficiency Nothing says punk rock attitude, sex and violence like gleaming steel spikes against jet black leather. You can add a set of armor spikes to any applicable armor, without increasing the cost or time required to purchase or produce the armor. When you reach 5th level, you can add masterwork armor spikes instead.

Six String Samurai

Ability Type Extraordinary

Requires Skill Focus (Perform: stringed) You can cut loose with your Rocker in a virtuoso display of skill that leaves enemies bleeding and slackjawked with amazement. You inflict an additional two points of slashing damage with any successful hit with a Rocker used via a Perform check. This bonus damage is not multiplied on a critical hit.

<u>Faith Traits</u>

The following faith traits relate to musical weapons and the lyrics behind the power.

<u>Holy Musician</u>

Ability Type Extraordinary

Requires music-related patron deity or philosophy Your faith values music and performance highly, and you can play the holy songs, hymns and gospel standards of your faith well.

You treat any weapon with the Musical or Superior Musical descriptors, or any musical instrument as a holy symbol. You receive a +1 trait bonus on one Perform check of choice and Knowledge (religion) checks.

Light, Fur and Music

Ability Type Supernatural Special Anthro characters can choose this as a

racial trait instead.

Requires Anthro subtype, Raver (or similar) patron deity

Music is vitally important to many Anthro tribes- pounding music, beautiful indoor rainbows, the sweat and adrenaline of frenzied dance are a primary manner of worship, courtship, and celebration.

You may use any Musical or Superior Musical weapon, or any musical instrument as a holy symbol. In addition, whenever you make a successful attack roll (or Perform check made to attack) with any weapon with the Musical or Superior Musical descriptors you may grant any creature with the Anthro subtype (including yourself) a +1 morale bonus on WILL Saves for one round as an immediate action. You may use this ability once per round.

Satanic Metal Ability Type Supernatural

Requires Cosmic Satanist patron deity, any non-good

alignment

You play the grinding, skull rattling devil-metal that is the Cosmic Satanist anthem. Once per day, after making a successful attack roll or combat-oriented Perform check with any Muscial or Superior Musical weapon, you can convert the damage from its original type to profane damage, which is not subject to energy resistance or immunity. You must declare the use of this ability before rolling damage.

Racial Traits

These are some interesting racial traits designed for use in any campaign centered around the spectacular power of rock n' roll.

<u>Earworm Doujinishi</u>

Ability Type Spelllike Requires Doujinishi race, CHA 13+ You're the living incarnation of one particularly catchy, unforgettable song. You can sing a verse of this song to



enrapture mortals. You may use any one of the following spells as a bard of your total character level once per day. Choose from: *Charm Person, Lesser Confusion, Timely Inspiration*

Rocking Robot

Ability Type Extraordinary

Requires Battlechanger race, size Large or smaller More than a few Battlechanger colony worlds have embraced the power of rock n' roll as a tactical weapon, able to transform into futuristic musical instruments and blast high volume battle music across space.

You gain an additional gadget alt-mode, which is either:

- A Small or Medium gadget (musical instrument) with the Freeze special quality and the spell-like programming Solid Note (or similar 1st level Bard spell), usable in alt-mode only.
- A Medium Musical weapon of Masterwork quality.

<u>Undead Jazz</u>

Ability Type Supernatural

Requires Undead type, Perform (wind) 1 rank Your lungs only fill themselves so you can play a saxophone, trumpet or other wind instrument with a soulfulness only possible for someone who has already died once and lived to tell about it. During the night, you receive a +1 trait bonus on Perform (wind) instrument checks, and weapon damage rolls with any Musical or Superior Musical weapon that uses Perform (wind) checks.

Social Traits

Rock and roll isn't played in a vacuum (usually). It's usually played in a dive bar somewhere, which is where these social traits come into play.

Cosmic Rhythms

Ability Type Extraordinary

Requires Pilot 1 rank

You can perceive the endless flux of cosmic energies and hyperspatial flux as a kind of subliminal music that only you can hear, a soundtrack for your journeys through space. You receive a +1 trait bonus on Pilot checks made to navigate space or hyperspace, one Perform check of choice and sound-based Perception checks. Pilot is always a class skill.

Cybernetic Guitarist

Ability Type Extraordinary

Requires Perform (stinged) 1 rank

Your cybernetic fingers need a guitar in them. You add half your total amount of Drain (or number of implants as a morale bonus on Perform (stringed) checks, to a maximum of +5.

<u>Groupie Magnet</u>

Ability Type Extraordinary

Requires CHA 13+, Perform (any) 1 rank

Anybody who hears you play live is just another potential sexual conquest. You receive a +2 trait bonus on sexually oriented Bluff and Diplomacy checks against any person who has seen you perform live within the previous 24 hours. You must have achieved at least a DC 15 Perform check during the performance. If you beat a DC 25 Perform check result, the trait bonus on sexually oriented Bluff and Diplomacy checks increases to +3.

Lounge Act

Ability Type Extraordinary

Requires Knowledge (local) 1 rank

You play in dive bars and local clubs, and your musical weapons pack an extra punch if the target's already hammered. You receive a +1 trait bonus on attack rolls with Musical and Superior Musical weapons if your target is intoxicated, or has smoked Glow within the previous hour.

Sexy Headphones Fetish

Ability Type Extraordinary

You make high-grade headphones look damn sexy, and probably wear them into the bedroom when you're feeling the beat. You receive a trait bonus on sexually oriented Bluff and Diplomacy checks equal to the equipment bonus to Perform checks provided by a set of Performance Headphones while wearing the gear.

Species Sounds

Ability Type Extraordinary

You know the tones, pitches and basslines that stimulate particular emotions and visceral, instinctive reactions in a given xeno-species. Select one species common to the campaign setting, which need not be your own (such as Human, Tal-Anon, Shipper, Goryohime, Heavy Cyborg, ect). You receive a +1 trait bonus on all sound-based Perform checks made against members of that species, or audiences composed mostly of that species.

<u>Stoner Music</u>

Ability Type Extraordinary

Requires Perform (any) 1 rank, Knowledge (local) 1 rank Name a musician that doesn't get high before a set. You receive a +1 morale bonus on Perform checks made while under the effects of any mind-affecting drug, alcohol or Glow. The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

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