

Soul Eater RPG V1.11  
Weapons Reloaded



## The information contained within this file replaces all of the traits and information for weapons in the Core V1.1.

Weapons are people with the ability to become, well, weapons. This ability was originally created in an experiment conducted by the scientist Eibon and the witch Arachne to imitate the ability possessed by Excalibur.

You probably know Soul Evans, Tsubaki Nakatsukasa, and Liz and Patty Thompson.

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### **Creating a Weapon**

To create a weapon character start by choosing a weapon. Do you want to be a brutal hammer? A swift dagger? Maybe a fishing rod. Anything goes. A list of statistics is provided but you can be a weapon that is not on that list. If you choose to make one let us know ([theimmortalproduction@gmail.com](mailto:theimmortalproduction@gmail.com)). Feel free to create your own abilities for weapons as well (see below).

Assign your statistics to meet requirements for that weapon. This may not always be possible some weapons have much higher requirements.

At level zero (character creation) you get the following traits:

**Aided Attack:** A number of times per day equal to your number of levels in the weapon class when an attack is made with you (in full weapon form) you may make an Instinct roll (Dexterity + Instinct) and add that to the attack roll.

**Soul Eater:** You may eat non-human souls and not vomit, allowing you to gain souls towards becoming a death scythe.

**Weapon Form:** Choose a weapon for which you meet the requirements. You may take the form of that weapon, doing so takes one full round.

At levels two, four, six, eight, and ten you get a bonus die added to your bonus pool each day. Each functions as follows:

*Bonus Die: At the start of each day add [die type] to your bonus pool. Your bonus pool is emptied then refilled at the end of a rest.*



Level	Attributes and Edges	Traits
0	Starting Increases	[Starting Traits]
1	Edge	Trait
2	Attribute, Edge	+Bonus Die [1d4]
3	Edge	Trait
4	Attribute, Edge	+Bonus Die [1d6]
5	Edge	Trait
6	Attribute, Edge	+Bonus Die [1d8]
7	Edge	Trait
8	Attribute, Edge	+Bonus Die [1d10]
9	Edge	Trait
10	Attribute, Edge	+Bonus Die [1d12]
A character can continue to gain levels in weapon. It will grant the Attributes, Edges, and Traits, but no more bonus dice will be given.		

## Weapon Traits

The following traits are available only to characters with at least one level in the weapon class. Unlike the Core file this chart does not have full descriptions. If you want a trait please read its full description below the chart.

Trait	Requirements	Effect
Aided Attack	Basic	Add instinct to attacks.
Soul Eater	Basic	You can non-human souls.
Weapon Form	Basic	Take the form of a weapon.
Accelerated Weapon	Spirit 1d8+, at least one magic weapon form	Increase your meister's pace.
Additional Form	Spirit 1d8+	Gain an additional weapon form.
Brutal Weapon	Physique 2d8+, at least one heavy	Reroll any 1 in a damage roll.

	melee weapon form	
Devastating Weapon	Physique 1d8+	Deal additional damage with explosions.
Power Attack	Physique 1d12+, Devastating Weapon	Give attack penalty for more dice of damage.
More Power Attacks	Spirit 1d10+, Power Attack	Use power attack more times per combat.
Hidden Ability	Spirit 1d10+	Gain a weapon's hidden abilities.
Lightning Transformation	Spirit 1d10+	Take weapon form as an action.
Lightweight	Dexterity 1d10+, at least one light melee weapon form	All of your light melee weapon forms are allowed an additional attack per attack action.
Obsidian Skin [Armour]	Physique 2d6+, at least one armour form	Gain a bonus to fire resistance.
Partial Weapon Form	Spirit 1d6+	You can take a partial weapon form.
Rapid Reload	Dexterity 1d12+, at least one light ranged weapon form	All of your light ranged weapon forms are allowed an additional attack per attack action.
Spiked Armour [Armour]	Physique 1d10+, at least one armour form	Deal damage with grapple attacks.
Soul Shot	Spirit 1d8+, at least one ranged weapon form	Wound yourself to deal more damage.

## Accelerated Weapon

**R:** Spirit 1d10+, at least one magic weapon form

**E:** While you are being wielded by a meister you may increase their pace by 2. This bonus is doubled while using soul resonance (to a bonus pace of 4).

## Additional Form

**R:** Spirit 1d8+

**E:** Choose a weapon form for which your meet the requirements and do not already possess. Add that weapon to your armoury. You may take this trait any number of times.

## Aided Attack

**R:** Basic

**E:** A number of times per day equal to your number of levels in the weapon class when an attack is made with you (in full weapon form) you may make an Instinct roll (Dexterity + Instinct) and add that to the attack roll.

## Brutal Weapon

**R:** Physique 2d8+, at least one heavy melee weapon form

**E:** When you roll a 1 on a damage die for one of your heavy weapons (the weapons dice not your Physique or Strength) reroll it (until it is higher than a 1).

## Devastating Weapon

R: Physique 1d8+

E: When you roll damage for your weapons and a die explodes add one half the maximum value of that die to the damage (Ex: 1d8 = 4).

### Hidden Ability

R: Spirit 1d10+

E: Choose a weapon in your armoury for which you do not already have the hidden abilities, you gain the hidden abilities of that weapon. This trait may be taken any number of times and may only be taken for weapons that have hidden abilities.

### Lightweight

R: Dexterity 1d10+, at least one light melee weapon form

E: All of your light melee weapon forms are allowed an additional attack per attack action. Each attack beyond the first as part of an attack action receives a cumulative -2 penalty.

### Lightning Transformation

R: Spirit 1d10+

E: Taking weapon form takes you an action (instead of a full turn).

### More Power Attacks

R: Spirit 1d10+, Power Attack

E: You may use power attack a number of times per combat equal to one-quarter your weapon level instead one once (minimum 1).

### Obsidian Armour [Armour]

R: Physique 2d6+, at least one armour form

E: When you take the form of armour you may choose to become obsidian armour (you can only benefit from one [Armour] trait at a time). This grants a +4 bonus to Toughness rolls against fire damage.

### Partial Weapon Form

R: Spirit 1d6+

E: You may take a partial weapon form (of any weapon in your armoury). Doing so is an action. While in partial weapon form you may make attacks with yourself.

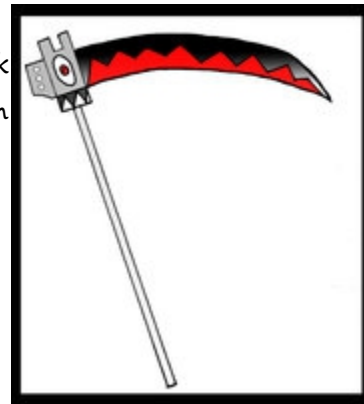
### Power Attack

R: Physique 1d12+, Devastating Weapon

E: Once per combat you may give a penalty to your meisters attack (in multiples of -2 up to -6) for every two points of penalty you deal an additional die of damage on the attack. This effect must be used before the result of the attack is known.

### Rapid Reload

R: Dexterity 1d12+, at least one light ranged weapon form.



*E: All of your light ranged weapon forms are allowed an additional attack per attack action. Each attack beyond the first as part of an attack action receives a cumulative -2 penalty.*

### **Spiked Armour [Armour]**

*R: Physique 1d10+, at least one armour form*

*E: When you take the form of armour you may choose to become spiked armour (you can only benefit from one [Armour] trait at a time). When under the effects of Spiked Armour any time you get a raise on a Toughness roll against a melee attack the attacker receives a wound.*

### **Soul Eater**

*R: Basic*

*E: You may eat non-human souls and not vomit, allowing you to gain souls towards becoming a death scythe.*

### **Soul Shot**

*R: Spirit 1d8+, at least one ranged weapon form*

*E: When an attack is made with one of your ranged weapon forms you may take damage equal to a wound (to you) to deal additional damage equal to your Zeal (Spirit + Zeal). You must choose to use this effect before the result of the attack is known.*

### **Weapon Form**

*R: Basic*

*E: You may take the form of any weapon in your armoury. Taking a weapon form takes a full turn. Choose a weapon for which you meet the requirements. Add that weapon to your armoury.*

## **Becoming a Death Scythe**

*I am certain that if you wanted to play a weapon you considered the ability to become a death scythe. Well you can. Doing so requires the you to be a weapon and to eat 99 kishun eggs and then a witch soul. Failure to do so in this order or eating any other type of soul resets the counter to zero.*

*Once you have achieved this goal you gain the following traits:*

***Death Scythe:** Your weapon forms deal an additional die of damage. This includes while in partial weapon form.*

***Witch's Power:** This trait has an effect based on the witch who's soul you ate. Its function is determined by the gamemaster.*

## Weapon Forms

This is a list of weapons, their requirements, and their abilities.

Weapon	Requirements	Damage	Abilities	Hidden Abilities
<i>Light Melee Weapons</i>				
Dagger	Physique 1d6+, Dexterity 1d6+	1d6 (P, S)	One-handed, Thrown	Precise (+1)
Shortsword	Physique 1d8+, Dexterity 1d6+	1d8 (P, S)	One-handed	Off-hand
<i>Medium Melee Weapons</i>				
Axe	Physique 1d8+	1d8 (S)	One-handed, Versatile (+1)	None
Fishing Rod	Dexterity 1d8+	1d4 (B)	One-handed, Versatile (+1)	None
Handaxe	Physique 1d6+	1d6 (S)	One-handed, Thrown	None
Longsword	Physique 1d10+	1d10 (P, S)	One-handed, Versatile (+2)	Deadly Criticals (+1)
Morningstar	Physique 1d10+	1d10 (B)	One-handed, Versatile (+1)	Brutal (4)
<i>Heavy Melee Weapons</i>				
Battleaxe	Physique 1d12+	1d12 (S)	One-handed, Versatile (+2)	Amputator (+2)
Great Hammer	Physique 2d10+	2d10 (B)	Two-handed, Concussive	Brutal (8)
Great Sword	Physique 2d6+, Dexterity 1d8+	2d8 (S)	Two-handed, Amputator (+1)	Deadly Criticals (+2)
Otsuchi	Physique 2d8+	3d6 (B)	Two-handed, Brutal (8)	Concussive
<i>Light Ranged Weapons</i>				
Pistol	Dexterity 1d6+	2d4 (P)	One-handed, Ranged (12)	Off-hand
Pistol, Blackpowder	Dexterity 1d8+, Physique 1d6+	2d6 (P)	One-handed, Ranged (8)	Brutal (4)
<i>Medium Ranged Weapons</i>				
Crossbow	Dexterity 1d10+	2d8 (P)	Two-handed, Ranged (16)	None
Rifle	Dexterity 1d12+	2d8 (P)	Two-handed,	Precise (+2)

			Ranged (20)	
<b>Heavy Ranged Weapons</b>				
Missile Launcher	Dexterity 1d10+, Physique 1d12+	2d10 (B) (direct hit), 2d6 (B) (blast)	Two-handed, Blast (4), Ranged (30)	Concussive
Sniper Rifle	Dexterity 2d8+, Physique 1d8+	2d12 (P)	Two-handed, Ranged (40)	Brutal (8)
<b>Magic Weapons</b>				
Magic Weapon, Melee	Intelligence 1d8+, Physique 1d6+, Spirit 1d6+	1d8 (B, or P, or S)	One-handed	Reach (2)
Magic Weapon, Ranged	Intelligence 1d8+, Dexterity 1d6+, Spirit 1d6+	2d6 (B, or P, or S)	One-handed, Ranged (10)	None
<b>Special Weapons</b>				
Howitzer	Dexterity 2d10+, Physique 1d12+	4d6 (B)	Set-up, Blast (12), Concussive, Ranged (80)	Bonus Range (+20)
<b>Armor</b>		<b>Toughness Bonus</b>		<b>Abilities</b>
Chainmail	Physique 1d10+	+1 (B), +2 (S), +1 (P)		None
Plate	Physique 1d10+	+2 (B), +3 (S), +0 (P)		None

## Damage Types

If a weapon is labelled with two damage types it is determined by the attacker which one will be used.

B – Bashing

P – Peircing

S – Slashing

## Properties

**Amputator (+X):** Add X to the roll to determine whether a limb gets removed.

**Blast (X):** The attack of this weapon affects all targets within X meters of the targeted space.

**Bonus Range (+X):** Increase the range of this weapon by X meters.

**Brutal (X):** When this weapon hits it can deal no less than X damage. Damage lower than X is considered to be X instead.

**Concussive:** A target hit by a concussive action must make a Will check against the damage (after toughness reduction) if they fail they lose all of their actions on their next turn.

**Deadly Criticals (+X):** For each raise on the attack roll this weapon deals +X damage.

**Off-hand:** While wielded in the off hand reduce the dual wielding penalty for that weapon by 1.

**One-handed:** This weapon can be wielded in one hand.

**Precise (+X):** This weapon grants a +X bonus to attack rolls.

**Ranged (X):** This weapon has no range penalty to attack rolls up to X meters. It can be fired up to twice that far but takes a -4 penalty past X.

**Reach (X):** Melee attacks can be made with this weapon against targets within X meters (normal = 1)

**Set-up:** This weapon requires a turn between attacks (it cannot attack on the turn it transforms into a





weapon). During this turn it must stay in weapon form.

**Thrown:** This weapon can be thrown.

**Two-handed:** This weapon requires two hands to wield.

**Versatile (+X):** This weapon gets a +X bonus to damage rolls when wielded in two hands.

And that is all for this update. Next will be Warriors Retrained, unless we hear that you would really like something else. If you have any suggestions send them to us at [theimmortalproduction@gmail.com](mailto:theimmortalproduction@gmail.com).

And as always Soul Eater belongs to the people who made it, the people who published it, and the people who made the anime adaptation. Please support the official release(s).

P.S. There will be more weapons added to the list I just wanted to get you this content as soon as I could.