

Equipment Maker Sci-Fi Edition



Volume I Firearms



Preface

Equipment Maker Sci-Fi Edition Volume 1 - Firearms

The future is quite often not as safe as people think. You need to defend yourself and others from those who seek to do you harm, through design or accident.

You need a firearm. Strictly speaking, a firearm inflicts damage on targets by launching one or more projectiles driven by rapidly expanding high-pressure gas produced by exothermic combustion of propellant within an ammunition cartridge. The name has stuck through common use that it can apply, according to most people anyway, any personal ranged weapon.

The EM series is designed to give you a brief description of the item, but the actual details are left up to you.

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Credits & Legal



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Big thanks to those who let me use their avatar names for the manufacturer's names

How to use

Golden Rule

If, when rolling on these tables, you get a result that is seemingly contradictory, or you feel that others would work better, then feel free to change the result of roll again.

Master Description Table

The Master Description Table (MDT) is used to give you a basic format for your items name. It tells what tables you should be rolling on if you are stuck for a format to use. But as the golden rule says – Don't be afraid to roll again or pick one that works better for you.

D10	Master Description Format
1	[Descriptor] [Type]
2	[Descriptor] [Type]
3	[Descriptor] [Version] [Type]
4	[Descriptor] [Version] [Type]
5	[Descriptor] [Version] [Version] [Type]
6	[Descriptor] [Version] [Version] [Type]
7	[Version] [Type]
8	[Version] [Type]
9	[Version] [Version] [Descriptor] [Type]
10	[Version] [Version] [Type]

Aspects

The descriptor is a quick descriptor of the firearm. This covers the style, how it looks, such as long, wide, etc. You may find it conflicts with some of the aspects listed in the "Details" section later, but with a little work, these contradictions can lead to more interesting descriptions. Some of these are names of (made-up) manufacturers in a similar way to Earth weapons.

Manufacturer names are indicated by being in quotation marks – E.g. "Vulcan". These weapons may have their own peculiarities, or only be found in particular locations or even banned. Generally, if a manufacturer's name is present the word Class is added after the name e.g. "Vulcan" Class Plasma Pistol. This is more for flavour and would have no real effect on the weapon unless a certain manufacturer's rifles are known for being inaccurate or prone to exploding after 100 uses etc.

Version covers the primary damage type. Ancient damage, for example, would cover black-powder or other types that might be used by a less advanced culture.

Firearm type tells the type of firearm, from pistol to rifle and more. There are duplicate entries in the d100 table to help fill it out.

The Details aspect covers anything else about the item that might be relevant, such as the Mark rating, accuracy and any accessories or modifications that may be found on this individual item.

Descriptor

D100	Descriptor
1	"Emerald"
2	"Halfling"
3	"Imperial"
4	"Newberry"
5	"Nicholls & Bolas"
6	"Northwatch"
7	"Sidmon "
8	"Smythe"
9	"Starlight"
10	"Valentine"
11	"Vulcan"
12	"Zeigler"
13	"Zirg"
14	Accurate
15	Advanced
16	Adesive
17	Aquatic
18	Arcing
19	Assault
20	Augmented
21	Automatic
22	Autonomous
23	Bio-controlled
24	Bouncing
25	Bulky
26	Cartridge
27	Chain
28	Cloaked
29	Cluster
30	Collapsible
31	Continuous
32	Covert
33	Crude
34	Directed
35	Disguised
36	Dual
37	Elite
38	Energized
39	Enhanced
40	Enveloping
41	Experimental
42	Flechette
43	Fragmenting
44	Guided
45	Heavy
46	Hologram Disguised
47	Hyper
48	Illegal
49	Impacting

50	Inhibiting
51	Large
52	Light
53	Long-range
54	Loud
55	Micro
56	Military-Grade
57	Modified
58	Modular
59	Narrow
60	Noisy
61	One-shot
62	Overpowered
63	Perfected
64	Personal
65	Phasing
66	Piercing
67	Pulsing
68	Quad
69	Rapid
70	Refracting
71	Repeating
72	Repulsor
73	Resonating
74	Retro-fitted
75	Sawed-Off
76	Secure
77	Seeking
78	Selective
79	Self-Destructive
80	Semi-Automatic
81	Sentient
82	Siege
83	Slim
84	Small
85	Smart
86	Split
87	Standard
88	Stealth
89	Stunning
90	Teleporting
91	Tracking
92	Trapped
93	Twin-Linked
94	Ultra-Heavy
95	Ultra-Light
96	Unique
97	Unstable
98	Vacuum
99	Variable
100	Wide-angled

Version/Damage Type

D100	Version/Damage Type
1	Absolute Zero
2	Acidic
3	Alpha Particles
4	Ancient
5	Anti-Coagulating
6	Anti-Matter
7	Anti-Proton
8	Armour Piercing
9	Beta Particles
10	Bio-Molecular
11	Bio-genic
12	Caustic
13	Chaotic
14	Chronometric
15	Concussion
16	Corrosive
17	Cryonic
18	Dark Energy
19	Dark Matter
20	Demolecularizing
21	Depleted Uranium
22	Destabilizing
23	Disintegrating
24	Disrupting
25	Distorting
26	Draining
27	Electric
28	Electro-magnetic
29	Emotion
30	Energy
31	Energy-negation
32	Entropic
33	Ethereal
34	Exotic
35	Explosive
36	Fluidic
37	Force
38	Fuel-Air
39	Fusion
40	Gamma
41	Gauss
42	Gravimetric
43	Graviton
44	Hybrid (Roll twice and combine)
45	Incendiary
46	Inertia
47	Infrared
48	Insanity
49	Ion

50	Laser
51	Leeching
52	Light
53	Magnetic
54	Maser
55	Mending
56	Meson
57	Microwave
58	Nanite Infused
59	Necrotic
60	Negating
61	Neuro-Toxin
62	Neutralizing
63	Neutron
64	Nova
65	Pain/Agony
66	Particle
67	Phasing
68	Plasma
69	Poison
70	Polarized
71	Polaron
72	Psionic
73	Quantum
74	Radiant
75	Resonance
76	Singularity
77	Slicing
78	Smoke
79	Smoke - Thermal
80	Solar
81	Sonic
82	Spatial
83	Stun/Stunning
84	Sub-atomic
85	Sub-space
86	Temporal
87	Tetryon
88	Thermic
89	Thoron
90	Toxic
91	Tri-cobalt
92	Ultra-Violet
93	Vacuum
94	Vibration
95	Virus
96	Void
97	Weaken
98	Withering
99	X-Ray
100	Zero-point

Firearm Type

D100	Firearm type
1	Blunderbuss
2	Cannon
3	Cannon
4	Cannon
5	Carbine
6	Carbine
7	Carbine
8	Carbine
9	Carbine
10	Carbine
11	Carbine
12	Carbine
13	Carbine
14	Gun
15	Gun
16	Gun
17	Gun
18	Gun
19	Gun
20	Gun
21	Handgun
22	Handgun
23	Handgun
24	Handgun
25	Handgun
26	Handgun
27	Injector
28	Injector
29	Injector
30	Lance
31	Lance
32	Lance
33	Launcher
34	Launcher
35	Launcher
36	Machine-Gun
37	Machine-Gun
38	Machine-Gun
39	Machine-Gun
40	Machine-Gun
41	Machine-Gun
42	Machine-Pistol
43	Machine-Pistol
44	Machine-Pistol
45	Musket
46	Musket (Rifled)
47	Needler
48	Needler
49	Needler

50	Pistol
51	Pistol
52	Pistol
53	Pistol
54	Pistol
55	Pistol
56	Pistol
57	Pistol
58	Projector
59	Projector
60	Projector
61	Prosthetic
62	Pulser
63	Pulser
64	Pulser
65	Railgun
66	Railgun
67	Railgun
68	Revolver
69	Revolver
70	Revolver
71	Rifle
72	Rifle
73	Rifle
74	Rifle
75	Rifle
76	Rifle
77	Rifle
78	Rifle
79	Rifle
80	Shotgun
81	Shotgun
82	Shotgun
83	Shotgun
84	Shotgun
85	Shotgun
86	Shotgun
87	Shotgun
88	Sniper Rifle
89	Sniper Rifle
90	Sniper Rifle
91	Sniper Rifle
92	Sniper Rifle
93	Spray
94	Spray
95	Sub-machine Gun
96	Sub-machine Gun
97	Sub-machine Gun
98	Wave
99	Wave
100	Wave

Other Details

Accuracy

Accuracy depends on many factors and this is before you take into account how good the user of the weapon is as well. Some types will be inherently more accurate when compared to others, such as a sniper rifle when compared to a powerful, yet short-ranged shotgun.

The easiest way to determine this is to take a d5 (half a d10 rounded down) and multiply it by the Mark level (see later).

This will give you a % rating that is used when an untrained person uses this weapon at the typical range for it. Being closer to the target will make it easier and further away makes it harder.

For those who are trained, this would be a bonus when you determine if the shot hits. For example, rolling a 7 (rounded down to 3) for a mark 10 weapon would give an untrained user a base 30% chance to hit with this weapon at is a typical range. A trained user, however, would receive a bonus of 30% when they try to hit with this weapon, reflecting both their skill and accuracy of the weapon.

Clip-Size/Ammo Capacity

How many shots can this weapon fire before you need to reload or recharge? In the past, many weapons required reloading after each shot, but over time this capacity increased.

To keep things simple, a weapon may fire as many shots equal to the Mark of the weapon. For example, A MK10 pistol could fire up to ten times before needing to be reloaded or recharged.

Mark Rating

The higher the mark, the more damage this weapon does when compared to others. Damage types may change this, but, for example, a Mark III weapon will be more deadly than a Mark II version, assuming all other aspects are the same.

D100	Mark type
01	Mark I (1)
02 - 03	Mark II (2)
04 - 06	Mark III (3)
07 - 10	Mark IV (4)
11 - 14	Mark V (5)
15 - 19	Mark VI (6)
21 - 25	Mark VII (7)
26 - 30	Mark VIII (8)
31 - 40	Mark IX (9)
41 - 50	Mark X (10)
51 - 60	Mark XI (11)
61 - 70	Mark XII (12)
71 - 75	Mark XIII (13)
76 - 80	Mark XIV (14)
81 - 85	Mark XV (15)
86 - 90	Mark XVI (16)
91 - 94	Mark XVII (17)
95 - 97	Mark XVIII (18)
98 - 99	Mark XIX (19)
00	Mark XX (20)

The numbers in () are the Mark values translated from Roman Numerals, in case you are not familiar with them.

Sight

A Weapon sight can make it easier, when taking aim, to make sure you hit the right target. It needs to be calibrated correctly, but assuming it is, it can for some people mean the difference between a glancing blow and a takedown shot.

D20	Sight Type
1 – 4	None
5 – 8	Crosshair/Grid
9 – 12	Laser
13 – 16	Notch
17 – 20	Telescopic

Optional Rule

A sight can give a bonus to a weapons accuracy rating. Alternately, this could already be factored into the AR and removal or damage of the sight reduces it by the amount rolled. Something else to consider is that if you are used to using a sight, a removal or not having one will be more of an issue for you.

Modifications

To keep things simple, roll on the table below once to determine if an individual weapon has a modification. Some examples are listed below.

D20	Example Modification
1 – 11	None
12	Ergonomic Grip
13	Extra Ammo Capacity
14	Firing Modes
15	Increased Damage
16	Increased Range
17	Light Emitter
18	Recoil Compensator
19	Safety Lock
20	Suppressor

Ergonomic Grips make it more comfortable for the user. They can be set-up for left handed or right handed or true universal.

Extra Ammo Capacity gives the weapon an increase in ammo as if it as one or more marks higher.

Firing Modes cover the different way that the weapon can fire, such as rapid, all in one (for energy weapons), self-destruct and more.

Increased Damage weapons are treated as being one or more mark higher, but their ammo capacity is reduced by an equivalent level.

Increased Range weapons can fire further than their contemporaries, but reduces accuracy when doing so.

Light Emitter – This can be a simple torch/flashlight or LED emitter fixed to the weapon. They use very little power, but cannot be used covertly.

Recoil Compensator – Recoil (often called knockback, kickback or simply kick) is the backward movement of a gun when it is discharged. If firing rapidly, this can cause problems. The compensator helps to dampen this effect.

Safety Lock – Stops a weapon from firing if dropped or when just being handled.

Suppressor – Some weapons are loud, and this helps to reduce that noise. Some advanced suppressors remove the noise completely, but these are expensive and have to be custom made for each weapon.

Examples

D100	Examples
1	"Halfling" Fluidic Pistol
2	"Nicholls & Bolas" Sniper Rifle
3	"Sidmon " Musket (Rifled)
4	"Starlight" Quantum Machine-Pistol
5	"Vulcan" Carbine
6	"Vulcan" Launcher
7	"Zirg" Dark Matter Carbine
8	"Zirg" Launcher
9	Absolute Zero Handgun
10	Accurate Toxic Vacuum Handgun
11	Acidic Neutron Machine-Pistol
12	Anti-Proton Thermic Overpowered Cannon
13	Automatic Projector
14	Autonomous Cannon
15	Autonomous Vibration Cannon
16	Bio-genic Sub-space Shotgun
17	Bouncing Explosive Sub-machine Gun
18	Bouncing Prosthetic
19	Chaotic Fusion Ultra-Heavy Carbine
20	Cloaked Bio-Molecular Revolver
21	Cluster Incendiary Armour Piercing Handgun
22	Cluster Singularity Neutralizing Railgun
23	Cluster Sub-machine Gun
24	Concussion Chaotic Chain Lance
25	Dark Energy Cryonic Disguised Gun
26	Dark Energy Leeching Loud Machine-Gun

27	Dark Matter Ethereal Bio-controlled Rifle
28	Disrupting Neutron Disguised Cannon
29	Distorting Wave
30	Dual Distorting Lance
31	Dual Gun
32	Dual Particle Shotgun
33	Electro-magnetic Lance
34	Emotion Dark Matter "Zirg" Sub-machine Gun
35	Ethereal Injector
36	Ethereal Polarized Sub-machine Gun
37	Ethereal Rifle
38	Experimental Chronometric Nanite Infused Cannon
39	Explosive Energy Sawed-Off Handgun
40	Explosive Injector
41	Fluidic Microwave Fragmenting Railgun
42	Fragmenting Fluidic Exotic Sniper Rifle
43	Gamma Sub-space Standard Revolver
44	Guided Dark Matter Machine-Gun
45	Hyper Mending Inertia Rifle
46	Hyper Neuro-Toxin Revolver
47	Hyper Revolver
48	Hyper Thermic Infrared Gun
49	Light Psionic Sniper Rifle
50	Loud Cryonic Laser Machine-Pistol
51	Magnetic Cannon
52	Mending Sonic Machine-Gun
53	Military-Grade Singularity Shotgun
54	Modified Carbine
55	Modified Vibration Slicing Gun
56	Modular Railgun
57	Negating Gun

58	Neutralizing Force Railgun
59	One-shot Bio-genic Pistol
60	One-shot Thermic X-Ray Sniper Rifle
61	Phasing Particle Pulsing Lance
62	Plasma Absolute Zero "Emerald" Sniper Rifle
63	Quad Wave
64	Refracting Radiant Weaken Machine-Gun
65	Repulsor Graviton Bio-genic Pistol
66	Resonance Nanite Infused Adhesive Pistol
67	Resonance Thoron One-shot Carbine
68	Resonating Armour Piercing Rifle
69	Sawed-Off Depleted Uranium Disintegrating Shotgun
70	Secure Polarized Carbine
71	Secure Resonance Sniper Rifle
72	Secure Weaken Revolver
73	Selective Thoron Nanite Infused Railgun
74	Self-Destructive Sniper Rifle
75	Semi-Automatic Injector
76	Semi-Automatic Thoron Sniper Rifle
77	Siege Leeching Pistol
78	Siege Sniper Rifle
79	Small Insanity Carbine
80	Smart Ultra-Violet Revolver
81	Smoke Polarized "Nicholls & Bolas" Rifle
82	Spatial Armour Piercing Carbine
83	Stealth Electro-magnetic Energy-negation Prosthetic
84	Stealth Energy-negation Energy Musket
85	Stealth Gauss Shotgun

86	Stunning Destabilizing Polaron Shotgun
87	Stunning Toxic Mending Gun
88	Sub-atomic Emotion Wave
89	Teleporting Ethereal Polarized Pulser
90	Temporal Prosthetic
91	Toxic Shotgun
92	Tracking Fuel-Air Carbine
93	Trapped Solar Exotic Musket
94	Ultra-Heavy Carbine
95	Vacuum Psionic Necrotic Shotgun
96	Vacuum Quantum Toxic Shotgun
97	Vibration Pulser
98	Wide-angled Smoke Beta Particles Gun
99	Withering Chaotic Chain Spray
100	Zero-point Anti-Proton Musket