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DESIGN

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FORBIDDEN WEAPONS & EXPERIMENTAL ARMS



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Adventurers have access to a vast arsenal of laser rifles, plasma blasters, shock weapons, and countless other weapons. Even with such impressive variety, however, there are times when characters need something special, exotic, or downright terrifying to overcome their foes. Thanks to the mingling of magic with advanced technology, the arms dealers of the galaxy offer a number of new weapons for sale to those with sufficient credits. The weapons described here offer new options to adventurers. In some cases, these military-grade arms remain outlawed and thus unavailable to civilians. Other of these weapons might be considered experimental and thus rare. In either case, the GM has final say as to when and which of these weapons are available for purchase.

WEAPON DAMAGE

Several of the new weapons described below deal necrotic (N) damage. While some of these weapons (enervating pistols and rifles) attack the target's EAC, a few of them instead attack the target's KAC, delivering both necrotic and piercing damage as indicated in the individual entries.

WEAPON SPECIAL PROPERTIES

Two new weapon special properties are introduced: nullifying and static.



Written by Mark A. Hart

SMALL ARMS									
ONE-HANDED WEAPONS	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
EMP									
EMP pistol, tactical	5	3,100	1d8 E*	20 ft.	—	20 charges	2	1	Penetrating, unwieldy
EMP pistol, advanced	10	16,200	2d8 E*	40 ft.	—	40 charges	2	L	Penetrating
ENERVATING									
Enervating pistol, spectre-class	6	4,370	2d4 N	25 ft.	Fatigued	20 charges	1	L	Unwieldy
Enervating pistol, wraith-class	10	17,000	4d4 N	40 ft.	Exhausted	40 charges	2	L	Unwieldy
PROJECTILE									
Boneshard pistol, tactical	5	3,200	2d4 P & N	30 ft.	Bleed 1d6	6 rounds	1	L	Analog
Boneshard pistol, advanced	9	14,750	4d4 P & N	40 ft.	Bleed 1d8	6 rounds	1	L	Analog
Chakram pistol, tactical	7	6,750	2d6 S	40 ft.	Wound	8 chakram	1	L	—
Chakram pistol, advanced	11	25,200	3d6 S	60 ft.	Wound	10 chakram	1	L	—

LONGARMS									
TWO-HANDED WEAPONS	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
EMP									
EMP rifle, tactical	6	4,500	2d8 E	30 ft.	—	40 charges	2	2	Penetrating, unwieldy
EMP rifle, elite	11	23,500	3d8 E*	60 ft.	—	40 charges	2	2	Penetrating
ENERVATING									
Enervating rifle, vampire-class	8	8,600	2d6 N	40 ft.	Fatigued	40 charges	2	2	Unwieldy
Enervating rifle, bodak-class	12	36,300	3d6 N	60 ft.	Exhausted	100 charges	4	2	Unwieldy
PROJECTILE									
Boneshard rifle, tactical	7	6,600	2d8 P & N	80 ft.	Bleed 1d8	12 shells	1	2	Analog
Boneshard rifle, advanced	11	22,100	3d8 P & N	120 ft.	Bleed 2d6	12 shells	1	2	Analog
Burrower rifle	12	39,700	4d8 P	90 ft.	Corrode 2d4, Bleed	6 shells	1	2	Analog
Chakram rifle, tactical	7	6,900	2d8 S	90 ft.	Wound	10 chakram	1	1	—
Chakram rifle, advanced	12	39,200	4d8 S	90 ft.	Wound	15 chakram	1	1	—

GRENADES						
Grenades	Level	Price	Range	Capacity	Bulk	Special
Jammer grenade I	1	120	20 ft.	Drawn	L	Explode, static (30 ft.)
Jammer grenade II	4	650	20 ft.	Drawn	L	Explode, static (40 ft.)
Jammer grenade III	10	5,300	20 ft.	Drawn	L	Explode, static (60 ft.)
T-scrambler grenade I	2	300	20 ft.	Drawn	L	Explode, nullifying (15 ft.)
T-scrambler grenade II	6	1,400	20 ft.	Drawn	L	Explode, nullifying (25 ft.)
T-scrambler grenade III	12	10,700	20 ft.	Drawn	L	Explode, nullifying (40 ft.)

SPECIAL AMMUNITION					
Special Ammunition	Level	Price	Charges/Cartridges	Bulk	Special
Boneshard shells, small arm	1	80	25	L	—
Boneshard shells, longarm	1	120	20	L	—
Burrower shells	4	200	20	1	—
Chakram cartridge, pistol	1	50	20	L	—
Chakram cartridge, rifle	1	80	20	L	—
Riot rounds, small arm	1	50	30	L	Nonlethal
Riot rounds, longarm	1	90	25	L	Nonlethal
Tracker rounds, small arm	1	80	20	L	Nonlethal
Tracker rounds, longarm	1	150	20	L	Nonlethal

NULLIFYING

When a nullifying weapon explodes, instead of inflicting damage within the area of effect, it dampens the telepathic abilities of creatures caught within the blast radius. Creatures in the area of effect must make a Reflex saving throw ($DC = 10 + \frac{1}{2}$ the weapon's level + the attacker's Dexterity modifier) or be unable to send or receive telepathic communication for a number of rounds equal to the weapon's level. A nullifying weapon has no effect on magical telepathic communication, such as that provided by the telepathic message spell.

STATIC

A weapon with the static property prevents all forms of electronic communication within the area of effect for a number of minutes equal to the weapon's level. Technological communication devices cannot receive or transmit messages during this duration. If the device is moved outside the affected area, however, it functions normally. For communication equipment worn or as part of armor, the owner/wielder can attempt a Reflex saving throw ($DC = 10 + \frac{1}{2}$ the weapon's level + the attacker's Dexterity modifier) to avoid the effect. This weapon has no effect on magical or telepathic forms of communication.

WEAPON DESCRIPTIONS

These new weapons are listed in their different categories, grouped by damage or effect type.

EMP WEAPONS

Electromagnetic pulse (EMP) weapons fire a burst of energy harmless to living creatures but damaging to powered constructs, computers, and other electronic equipment. Against nonliving, powered creatures or objects, the beam ignores the target's DR. If the beam strikes a living creature, it has no effect. Likewise, the beam has no effect against a target protected by any sort of force field. Finally, powered armor is considered shielded against EMP and remains unaffected by these weapons. Because the EMP beam loses coherence quickly, this type of weapon has limited range.

EMP weapons are often deployed to tactical teams when they expect to face security bots, or if they need to terminate a room full of computers or similar equipment.

EMP PISTOL (TACTICAL, ADVANCED)

Although the bulky tactical model works well against constructs and electronic equipment, it consumes a tremendous amount of battery charge and suffers from poor

range. The advanced model benefits from a more efficient pulse generator and improved range.

EMP RIFLE (TACTICAL, ELITE)

This rifle features improved range and delivers more damage compared to the pistol. The more advanced, elite, version boasts a streamlined design and a more efficient pulse generator. These improvements allow the user to discharge the elite version more than once per round.

ENERVATING WEAPONS

Banned, outlawed, and generally despised in every civilized star system, enervating weapons function by suppressing a target's life force. An enervating weapon fires a focused beam of purplish-black particles. These particles siphon off the target's physiologic energy, leaving them lethargic and weakened. These weapons have no effect on machines, constructs, or undead.

On a critical hit, the target of an enervating weapon must make a Fortitude save ($DC = 10 + \frac{1}{2}$ the weapon's level + the attacker's Dexterity modifier) or gain either the fatigued or exhausted condition (varies with the individual weapon). If the target already suffers the fatigued condition and fails this Fortitude saving throw, they become exhausted instead.

ENERVATING PISTOL (SPECTRE, WRAITH)

The pistol version has poor range. It requires several seconds to recharge after each use.

ENERVATING RIFLE (VAMPIRE, BODAK)

Although the rifle has several advantages over the pistol form, it nonetheless suffers from limited range and a long recharge time compared to most energy weapons.

GRENADES

Here are several types of grenades designed not to injure the enemy, but to limit their ability to communicate and interact with one another.

JAMMER GRENADE (I-III)

When this type of grenade detonates, it causes no physical damage. Instead, it floods the area of effect with harmless radiation that interferes with and prevents all forms of electronic wireless communication. Radios, communicators, wireless networks, and similar devices cannot communicate

into the area of effect, within it, or out of it until the radiation field dissipates.

T-SCRAMBLER GRENADE (I-III)

At present, this experimental grenade remains scarce and expensive due to its specialized nature. When a T-scrambler detonates, it doesn't inflict physical damage. This type of grenade bombards creatures with a unique radiation that inhibits their innate telepathic abilities. Whereas the jammer grenade's (see above) effects remain in the area where it detonated, the T-scrambler affects the creatures caught within the blast radius. Thus, if a creature fails its Reflex save while in the area of effect, it cannot send or receive telepathic communication until the effect's duration expires, whether it leaves the original blast zone or not.

PROJECTILE WEAPONS

A number of unusual new weapons have appeared for sale in the arms markets—illegally in some cases. While standard projectile weapons fire bullets, darts, or gyrojet rockets, these strange new arms fire highly specialized ammo loads: boneshard shells, burrower shells, chakram discs, riot rounds, and tracker rounds. Each of these weapons and their ammunition are described below.

BONESHARD WEAPONS

On some of the more war-torn, lawless planets, combatants have begun using boneshard weapons to intimidate their enemies before killing them in horrible ways. These weapons fire shells filled with clusters of jagged bone fragments laced with necrotizing toxins. These shards inflict damage upon impact, after which they fragment inside the target and inflict agonizing wounds that won't stop bleeding.

Most civilized planets and star systems forbid the use of boneshard ammunition and impose harsh penalties on those caught using it. Indeed, most soldiers offer no quarter or mercy to enemies caught carrying these rounds.

BONESHARD PISTOL (TACTICAL, ADVANCED)

This type of pistol is often built to appear macabre, decorated with elaborate skulls and etched with death runes, all designed to enhance its intimidation factor.

BONESHARD RIFLE (TACTICAL, ADVANCED)

The rifle, which often features a more utilitarian design compared to the pistol version, fires a heavier shell filled with larger boneshards.

BURROWER WEAPONS

Extremely rare, expensive, and despised by almost every civilized combatant, burrower weapons fire organic projectiles grown and assembled in illegal genetic labs. Each burrower shell consists of a large, beetle-like insect with razor mandibles encased within a sabot. When fired, the sabot breaks away and the beetle hurtles towards its target. Upon impact, the insect burrows into its victim, after which it exudes a powerful acid before dying.

Because burrower beetles are living creatures, they fall under the domain of many customs laws dealing with transportation and importation of life forms.

Finding burrower shells for purchase can prove difficult; most arms dealers dislike having them in stock. Ironically, even the most hardened criminals don't want the stigma associated with this merchandise staining their reputations.

BURROWER RIFLE

This rifle appears oversized, built more like a scattergun than a rifle. Depending on who manufactured this weapon, it may have a disturbingly organic appearance to it, including pulsing veins and an insect-like carapace.

CHAKRAM WEAPONS

A chakram weapon fires thin, razor-edged metallic discs about half the size of a human palm. The gun magnetically propels these blades at tremendous speed. Other than the whisper produced as the blade slices through the air, chakram weapons are virtually silent. As a result, they have found special favor among assassins and stealth strike units.

CHAKRAM PISTOL (TACTICAL, ADVANCED)

The pistol version features a small, compact, easy-to-conceal design with few moving parts.

CHAKRAM RIFLE (TACTICAL, ADVANCED)

The rifle is lightweight and sleek, and like the pistol version features few moving parts.

RIOT ROUNDS

Any small arm or longarm designed to shoot standard rounds (e.g., hunting rifle, combat rifle, seeker rifle, etc.) can instead fire riot rounds. A riot round is fashioned with hardened plastic. Whereas standard bullets inflict piercing damage, riot rounds cause nonlethal bludgeoning damage.

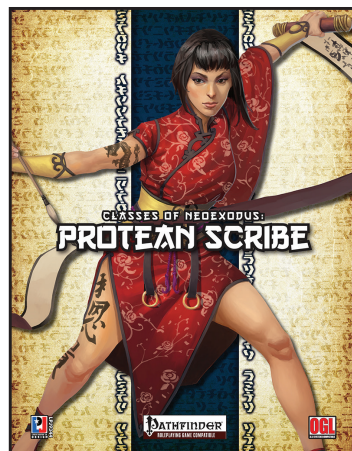
TRACKER ROUNDS

Any small arm or longarm designed to shoot standard rounds can fire tracker rounds. A tracker round inflicts nonlethal damage. Its primary purpose is to mark or “tag” a target with an electronic or radioactive beacon. Any person with the proper sensor equipment can track a marked target out to a distance of 1 mile. Barriers and materials can block the signal as described for the detect radiation spell. If the target removes the bug, they can no longer be tracked. The tracker functions for up to 24 hours after striking a target.

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