



GADGET CROSSBOWS



52-IN-52

Owen K.C. Stephens



CREDITS

Author: Owen K.C. Stephens

Editing: Rogue Genius Games

Illustration: Serhii

Project Management and Planning: Lj Stephens

Graphic Design and Layout: Lj Stephens

Bon Vivant and Planning: Stan!

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MASTER CLASS: RUNECASTER

The crossbow is one of the earliest weapons most societies develop, generally shortly after gaining access to reliable metal production (often copper or bronze). It is also generally the first stocked weapon any given culture produces, and the first ranged weapon to store potential energy for later release without constant effort from the wielder. Though generally slower to fire and bulkier in design than comparable bows (and much bulkier than slings, though often with greater range), a crossbow is easy to learn the proper use of. Even after a military has access to early firearms, it often keeps crossbows in use for quite some time, and specialty uses of crossbows are sometimes maintained well into the era of developed firearms and even energy weapons.

And all that, of course, with or without accounting for magic crossbows, crossbows made by mad geniuses, exceptional artificers, and the availability of mythological metals such as mithral and adamantine.

With super-science, entities of super-genius intellect, magic allowing direct communication with crafter gods, and mystic & super-science materials from defrex hide to polymer monofilament, the possible designs that could be created for crossbows (without even getting into crossbows that are themselves magical) is vast, and varied.

Welcome to the world of Gadget Crossbows!

WHAT'S A CROSSBOW?

For purposes of this product, a crossbow is any weapon that uses arrows as ammunition and does not have the drawn special weapon quality. While this product uses the term "bolt" to specifically refer to crossbow ammunition, these are functionally identical to arrows.

GADGETS

Each gadget lists a percentage after its name. This is the additional cost added to a crossbow that has this gadget. This cost assumes the crossbow was built with the gadget included when first made. Adding a gadget to a crossbow later can be done, but takes an additional 20% of the crossbow's base cost. These costs are always based on the unmodified crossbow's original cost.

Armor Mount (+20%): The crossbow is mounted on a vambrace, hip armor, or shoulderpad of a suit of armor. The armor must be bought separately. The crossbow can be fired with just one hand (though it still takes two to reload), and is ready for use as long as it's loaded, with no need to draw it out or put it away. Armor-mounted crossbows are less accurate, and take a -1 penalty to attack rolls.

Bayonet (+5%): The crossbow has a piercing weapon attached to it (which must be bought separately). The piercing weapon must be a 1-handed melee weapon, and must have bulk no greater than the crossbow. Attacks with the bayonet weapon take a -1 penalty for the awkward mounting of the weapon.

This is a stirrup gadget. A weapon can only have one stirrup gadget.

Blood Groove (+10%): The bolt channel has a notch in the far end and a powered rolling press that rolls bolts through it when they are fired, causing each to have a channel that runs from just behind the bolt head along the front third of the shaft. When this bolt strikes deeply enough, this causes initial blood flow from the wound to be heavier than usual. If an attack roll with the crossbow exceeds the target's KAC by 4 or more, the weapon has a bleed effect (1d4, +1d4 per 4 levels of the crossbow). The bolt can be pulled free as a standard action

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to end this bleed effect, but that deals damage equal to the bleed effect.

This is a stirrup gadget. A weapon can only have one stirrup gadget

Bolt Drum (+10%): A bolt drum functions as the normal ammunition storage for the crossbow, except the bolts are kept in a rotary system that can be dialed to load any bolt desired, rather than the bolts being loaded into the weapon in the order they were loaded into the bolt storage.

Breaching Piston (+5%): The crossbow has a small sliding mini-battering ram built into the stock that can be engaged by the string and prods to be driven forward by the crossbow's full force when a bolt is not loaded. It takes a full round to engage the piston and place the crossbow against

a braced, stationary target (such as a door or chest), and hook it in place so the full force is applied to the object. If this is done and the attack is successful, the breaching piston does double the normal crossbow damage to the braced stationary target.

This is a stirrup gadget. A weapon can only have one stirrup gadget.

Breakdown Design (+5%): A crossbow with a breakdown design can be taken apart into multiple small pieces. While broken down, the weapon is treated as especially easy to hide for the purpose of Sleight of Hand's hide object task and can fit into spaces that can typically hold only items of light bulk (including a ysoki's cheek pouches). It takes 1 minute to take apart or reassemble a breakdown weapon.

Concealed Storage (+5%): A secret compartment, lined in a thin sheet of lead, is built into the crossbow, largely in the stock. It can store one item that weights no more than one bulk, or two of light or negligible bulk. The compartment is not obvious at a glance or even when the crossbow is used, but can be found with a dedicated search of the crossbow.

Corner Hinge (+5%): The crossbow is literally hinged in the middle, and can be bent at a 90-degree to fire around corners. If you are adjacent to an object that causes targets of your ranged attacks to receive cover, and nothing else grants them cover, the bonus to AC they receive from cover is reduced by 1.

Cross Shield (+5%): The crossbow has a shield built into the front of it, which must be bought separately. As long as the crossbow is wielder properly, the shooter gains the benefit of the shield. The crossbow's additional front weight causes attacks made with it to suffer a -1 penalty to their attack rolls. The shield cannot be used to make attacks, even if then wielder has an ability that would normally allow them to do so.

This is a stirrup gadget. A weapon can only have one stirrup gadget.

Custom Grip (+5%): A custom grip is carved to exactly and perfectly fit your hand. As a result it is uncomfortable and awkward for anyone else, who suffer a -1 penalty to attack rolls with your crossbow. Custom grips are exceptions to the rule requiring gadgets to be part of a crossbow's initial manufacture if an additional cost is to be avoided.

This is a stirrup gadget. A weapon can only have one stirrup gadget.

Hair-Trigger (+5%): A hair-trigger is a system by which very little pressure need to be applied to the crossbow's firing mechanism (which may not be a literal trigger, depending on its design) in order for it to fire. If you are already wielding the weapon and get to act in the first round of a combat, you can choose to gain a +2 bonus to your initiative check. If you do, the first action you must take is to fire the hair-trigger weapon.

You cannot have both a hair-trigger, and a safety trigger.

Multiple Bolt Track (+10%): A multiple bolt track crossbow has grooves for two crossbow bolts, rather than one, and it fires them simultaneously at the same target. The ammunition usage for this crossbow is doubled. Attacks with the multiple bolt track crossbow gain a +1 bonus to the attack roll, as it is more likely at least one bolt will hit.

Precision Targeting System (+5%): A spyglass, adjustable rangefinder, and multiple sites can be carefully adjusted to make the crossbow much more accurate than usual, but only in theoretical conditions. You halve penalties for range to attack rolls when not in combat.

Pullies (+10%): Rather than just having recurved prods pulled back by a crank of leaver, a series of pulleys allow even more potential energy to be stored in the string. These pulleys rotate off-center as the string is drawn back, to add considerable additional draw weight. The crossbow's range increment is increased by 25%.

Safety Trigger (+5%): The crossbow includes a safety, a small stud or level that can be engaged to prevent the crossbow from firing, and that safety is tied into the firing mechanism, and requires a firm, long pull to deactivate the safety and fire the crossbow. If you are wielding a crossbow with a safety trigger, and confusion (or a critical failure effect if one is used) indicates you attack or damage yourself with the crossbow, you don't.

A weapon cannot have both a safety trigger, and a hair-trigger.

Serum Bracket (+10%): A serum bracket is a special bracket that can hold one spring-loaded clamp that can have a single serum or similar 1-shot consumable (other than a grenade) affixed to it. This bracket takes a full round to load with a clamp, and potion. Each clamp is a one-shot device that costs 10 credits (and the serum or consumable must be bought separately). When a bolt is fired from the crossbow, a thumb-trigger can cause the clamp to be released from the bracket, attaching itself to the front of the bolt. If the attack roll is successful, the bolt shatters the

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serum, causing its contents to be spread on the target as if the potion had been applied to it. No other damage is done.

The clamp can be used to attached to a bolt a serum, fire extinguisher, sprayflesh, spell ampule, drug, medicinal, poison, anything that can be delivered via an injection weapon, or (at the GM's discretion) other similar consumable.

Sling Bolt (+5% cost): A sling bolt allows you to attach a sling to your crossbow (which is included with bolt cost, and has a negligible price to replace). The sling wraps around your torso and one shoulder in a comfortable and convenient way. If you drop your crossbow, it simple falls against your body on the sling. This also happens if you are disarmed of the crossbow, unless the check to disarm you is 5 or more higher than required.

Stabilizers (+5%): Stabilizers are a set of long rods that are typically set up in a triangular configuration, extending out from the body of the crossbow. A stabilizer compensates for the fact that for a moment after the once the string is released, the bolt remains in contact with the crossbow for a fraction of a second, and it can be thrown off course by things that happen during that time. The stabilizers absorb vibrations and reduce shock, helping to keep the bolt on target. A crossbow with a stabilizer

has the penalty for firing into the second range increment reduced by 1.

Stock Sheath (+5%): The stock of the crossbow has been modified to act as a sheath for a smaller, lighter melee weapon.

Underslung (+5%): The crossbow is itself mounted beneath another stocked ranged. The second weapon must be bought separately, and must be of at least the same bulk and require at least the same number of hands to wield as the crossbow. The two weapons are loaded and fired separately, but can both be held ready at the same time. They are treated as two separate weapons in all regards except for being able to hold them both in a ready position at once.

An underslung crossbow that is mounted beneath a crossbow of the same type is often called a double crossbow.

Windlass-Action (+10%): A windlass-action crossbow has a full motor-driven windlass built into the back of the weapon to allow a much stronger pull weight to be added to the prods, at the cost of making the weapon slower to ready to fire. A windlass-action crossbow gains the boost weapon special feature (for 1d8 damage, plus 1d8 damage per 6 item levels of the crossbow).

This is an action gadget. A crossbow can only have one action gadget added to it, unless it is a dual-action crossbow (see above).

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This is the basic support level, allowing me to try to maintain regular game or geek life posts to owenkcstephens.com.

If any free game material gets posted to other sites, an update will allow all my patrons to easily find it.

MEGA-PATRON! \$10 PER MONTH

Still awesome, but now much bigger!

At some point each month, mega-patrons get a (very simple, unremarkable) pdf compiling all the free material I released the previous month.

SPONSOR! \$35 PER MONTH

At this level, once a month I'll end one of my longer-ish blog posts with a specific thanks to you as a sponsor, along with a link to your own blog, store, or other online presence.

See more at:
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THANK YOU FOR YOUR SUPPORT!!