

STRAIGHT PATH

ADAPTIVE ARMORY



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ADAPTIVE ARMORY

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ADAPTIVE ARMORY LOCK AND LOAD

Gearing up for adventure can be complicated. You have to find a suit of armor that offers you the right balance of protection, flexibility, and weight, and sort through a list of hundreds of options to find the deadliest weapon that suits your skills. Then, you have to pick a different weapon, because the weapon you actually wanted is too expensive for you to afford for three more levels.

Fortunately, since this is a game, characters only have to pick from stock supplies when it's convenient. There's nothing stopping a character from commissioning or creating a custom piece of work - at least, not with Adaptive Armory.

Outside of their own abilities, the equipment an adventurer chooses to use are their most valuable tools. A reliable weapon and sturdy armor are unparalleled assets.

In the *Starfinder Roleplaying Game Core Rulebook*, there are hundreds of unique weapons and nearly a hundred different kinds of armor. Despite this, the options for custom gear are minimal at best, restricted to a few add-ons each level through upgrades and fusions. There aren't any rules for fully customized gear, and the gear that does exist is irregularly spaced out between what damage it does and what level it is available - forcing characters to dramatically change their loadout every level or wait painstakingly long between upgrades.

That's what the Adaptive Armory is for. These rules allow for the creation and upgrading of weapons and armors of any style and any level, tailored to the character who created it. If you want a laser rifle, you can make that! If you want a laser rifle that can also fire blasts of flame or grenades? or... a death ray that fires a beam of flesh-melting energy, and needs four hands to fire? You can do that too.

WEAPONS GUN IN HAND

An adventurer's weapons are often how they get by in the harsh reality of deep space. From subtle blades to four-foot laser swords, and from the smallest sidearm to the heaviest plasma cannon there are hundreds of varieties of weapons, and thousands of ways they can be used to devastating effect. Before a weapon can be used, however, it has to be created.

BUILDING A WEAPON

Every weapon is slightly different—even if two guns from the same factory started out identical, the little changes each adventurer makes to their gear brings out a weapon's potential.

The first step in buying or crafting a weapon is deciding what that weapon is - anything from a straightforward rifle or simple laser sword, to more complex weapons like a high end flamethrower, to a custom weapon that's never been seen before.

There are five key decisions to be made for each weapon: its level, its type, its range, the weapon's weight, and what traits it has. Additionally, a character may choose to add on weapon fusions, modifying a weapon even further.



WEAPON LEVEL

JUST HOW BIG WAS IT?

All equipment in the *Starfinder Roleplaying Game* has a level from 1 to 20 - which roughly indicates the relative power of the item compared to other items of similar kind. It also roughly indicates the character level of characters who would be expected to have this sort of gear.

A weapon's level directly affects its number of upgrade points - which reflects the amount of damage the weapon can do, and its base price. Weapon costs rise exponentially, with the cost of each level being just slightly more than double what weapons two levels lower cost.

The exact costs of weapons for each level are listed below.

TABLE: WEAPON COSTS

Level	Upgrade Points	Credit Cost	Level	Upgrade Points	Credit Cost
1	0	250	11	12	25,000
2	1	600	12	14	37,000
3	2	1,200	13	16	50,000
4	3	2,000	14	18	75,000
5	4	2,700	15	21	100,000
6	5	4,500	16	24	150,000
7	6	6,500	17	27	250,000
8	7	9,000	18	30	350,000
9	8	12,500	19	33	550,000
10	10	18,000	20	36	900,000

UPGRADE POINTS

TWEAKING YOUR GEAR

Every weapon above first level has upgrade points. A weapon gains one upgrade point at each level between 2nd and 9th, and two upgrade points for each level between 10th and 14th, and three upgrade points each level from 15th level through 20th level - for a total of 36 upgrade points at 20th level.

Upgrade points are generally allocated by the creator of the weapon. However, characters can modify weapons themselves, reallocating upgrade points or upgrading weapons to the next level, by succeeding an Engineering check (or Mysticism check, if the weapon uses magical cells for ammunition or has the magical trait) with a DC of 15 + the item's new level, and spending a number of credits in parts equal to half the cost of the weapon's current level.

Upgrade points can be spent in the following ways:

- For weapons that do d3 or d4 base damage, 2 upgrade points adds an additional dice of damage.
- For weapons that do d6 or d8 base damage, 3 upgrade points adds an additional dice of damage.
- For weapons that do d10 or d12 base damage, 4 upgrade points adds an additional dice of damage.
- For any weapon, 3 upgrade points adds a new weapon trait.

For each unspent upgrade point your weapon has, its damage increases by 1.

WEAPON TYPE

WHAT IS IT?

A weapon's type describes how it does damage, and thereby the type of damage it does. The eleven most common types of weapons are as follows:

Corrosive weapons fire solvents, radioactive ions, and other reactive materials causing target materials to break down. A corrosive weapon's base die is 1d6 acid damage. Corrosive weapons target a creature's EAC.

Cryo weapons expel jets of superchilled gas or sometimes fire shards of frozen material. A cryo weapon's base die is 1d6 cold damage. Cryo weapons target a creature's EAC.



Impact weapons do damage through weight and momentum, generally delivered over as small of an area as possible. An impact weapon's base die is 1d8 damage, which can be bludgeoning, slashing, or piercing damage (chosen when the weapon is created). Swung impact weapons do not require ammunition, otherwise impact weapons must be clip-loaded or cartridge-loaded. Impact weapons target a creature's KAC.

Plasma weapons use magnetically controlled blasts of superheated matter. A plasma weapon's base die is 1d8 damage, half electricity and half fire. Plasma weapons have one fewer trait than normal. Plasma weapons target a creature's EAC.

Shock weapons attack using arcs of electricity. A shock weapon's base die is 1d6 electricity damage. Shock weapons target a creature's EAC.

Flame weapons shoot goutts of fire, generally flaming liquid or gel. A flame weapon's base die is 1d4 fire damage. Flame weapons gain the igniting critical trait as a bonus trait. Flame weapons target a creature's EAC.

Gravity weapons manipulate gravitons, tearing a target apart with raw gravitational force. A gravity weapon's base die is 1d4 force damage. Gravity weapons target a creature's EAC.

Laser weapons use a beam of light focused to a dangerous intensity. A laser weapon's base die is 1d6 fire damage. Laser weapons target a creature's EAC.

Sonic weapons use vibrations - which may travel through the air or be applied directly to their target. A sonic weapon's base die is 1d4 sonic damage. Sonic weapons target a creature's EAC.

DICE PROGRESSION

Many things can modify a weapon's base damage - affecting the size of dice that the weapon's damage does. When something increases a weapon's base damage, the base damage done (and the number of upgrade points required per dice) moves one step to the right. When something decreases, it moves one step to the left.

This track is bounded - a weapon's base die can't decrease lower than d3, nor can it increase beyond d12.

Base damage uses the following scale:
1d3 - 1d4 - 1d6 - 1d8 - 1d10 - 1d12

WEAPON STYLE

HOW DO I USE IT?

A weapon's style represents how it is meant to be used. A weapon's style determines most of a weapon's attributes, such as its bulk and the number of traits it has. A weapon's style also determines what proficiencies are required to use it effectively. The six weapon styles are as follows:

A **Grenade** is thrown with one hand, and then explodes, destroying itself as part of its use. It costs 1/10 as much of a normal weapon of its level, but does damage to everything in a 10-foot radius from its target. Creatures other than the target in the area can make a Reflex save (DC 10+item level) for half damage. Grenades are drawn and thrown as though they have the loaded ammunition trait.

Grenades use a weapon's base die, weigh light bulk, and have a range of 15 feet. Grenades do not begin with any traits.

Solarian Weapon Crystals are glimmering gems worn as jewelry or mounted onto armor or clothing, which enhance a solarian's solar weapon. Solarian weapon crystals have no effect on characters who don't have a solar weapon.

An Adaptive Armory solarian weapon crystal does not use its weapon's base dice, nor does it gain upgrade points. It instead adds the its level as bonus damage of the appropriate type to a solarian's solar weapon, as well as any weapon traits it has. A solarian crystal has one trait.

SNIPER WEAPONS

Unlike most weapon proficiencies, sniper weapons aren't a style in Adaptive Armory. Instead, they are a weapon trait that can be combined with any weapon.

Heavy Weapons need two hands to be fired, and are often also braced against the body for stability. They use Dexterity to attack.

Heavy weapons increase the weapon's base die by one step, weigh two bulk, and have two weapon traits. Their range is 40 feet.



Longarms are fired with two hands, and have good aim over medium and long distance. They use Dexterity to attack.

Longarms use the weapon's base die, weigh one bulk, and have one weapon trait. Their range is 60 feet.

Small Arms are firearms designed to be fired with only one hand, and generally pack a smaller punch than their larger counterparts. They use Dexterity to attack.

Small arms reduce the weapon's base die by one step, weigh light bulk, and have one weapon trait. Their range is 20 feet.

Swung weapons are held in one hand and used to directly strike a target. They use Strength to attack, and add a character's Strength to damage rolls. On creation, a swung weapon may choose to add the bludgeoning, slashing, or piercing damage types to its existing damage. Regardless of the type of weapon, swung weapons target a creature's KAC.

Swung weapons use the weapon's base weapon die, weigh one bulk, and have two weapon traits. Swung weapons can only make attacks within a creature's reach.

AMMUNITION TYPES IT FIRES WHAT?

Any weapon that fires projectiles or manipulates energy around it uses ammunition. That ammunition comes in a wide variety of forms, from cartridges and slugs to magical or technological batteries.

A **Battery-operated** weapon relies on charged with electricity to make attacks. For ranged weapons, each charge of a battery is equal to one shot. For melee weapons, each charge of a battery is equal to one minute of use. Heavy weapons use three charges from a battery per shot, and longarms use two charges per shot.

A **Clip-loaded** weapon uses multiple individual pieces of ammunition in a self-loading cartridge, rather than a battery to power internal mechanisms. It is immune to effects that target technology. Each clip of ammunition adds bludgeoning, slashing, or piercing damage to the

damage types done by the weapon. Additionally, clips can have their own traits, which may alter the type of damage they deal.

Cartridge-loaded weapons use individual cartridges, rockets, bolts, tanks of fuel, or other nonstandard form of ammunition that must be loaded individually, rather than as a larger clip. Loaded weapons gain the **With Special Ammunition** trait as a bonus trait. Cartridges can have their own traits.

Magically-powered weapons are powered not by electricity stored in a battery, but by similar energy in a magical cell. These magical cells look and function almost identically to batteries, but are purely magical, making them immune to effects that target technology. Heavy weapons use three charges from a magical cell per shot, and longarms use two.

THE COST OF AMMUNITION

A common, rechargeable battery holds 20 charges, and costs 60 credits. Larger batteries can be purchased just as easily, with each additional 20 charges a battery can hold doubling the cost. For instance, a battery that holds 100 charges costs 960 credits. Batteries weigh L bulk.

Magical cells are like batteries in most ways, but replenish their charges once per day automatically, instead of by being plugged into a recharging station. They cost twice as much as a battery of the same charge. Magical cells weigh L bulk.

Clips hold 30 rounds, and cost 40 credits. Higher capacity clips exist, and double in cost for each additional 10 rounds per clip. Additionally, ammunition in clips can have traits. Each trait added to ammunition quadruples the cost of the rounds - 160 credits for 30 rounds with

one trait, 1,280 credits for 40 rounds with two traits, and so on. All ammunition in a given clip is identical. A clip weighs L bulk.

Cartridges cost 4 credits per round - although it is generally sold in sets of 5 rounds for 20 credits. Each trait added to the ammunition quadruples the cost of the cartridge - it costs 80 credits for five cartridges with one trait, 320 for five cartridges with two traits. Five cartridges weigh L bulk.

SWAPPING AMMUNITION

Batteries can be swapped between any items that use batteries, except for built-in batteries, which cannot be removed from their devices. The same thing applies for magical cells.

Clips are interchangeable between weapons of the same style and ammunition type.

Cartridges can't be swapped between weapons.

WEAPON TRAITS SO THIS GUN...

A weapon's traits are what separates it from other similar weapons. The number of traits a weapon gets is determined by its style. A weapon can only have a given trait once.

An **Adamantine** weapon is made mostly or entirely of an adamantine alloy. Its hardness increases by 30, and if it does piercing, bludgeoning, or slashing damage it bypasses DR/adamantine. Ammunition can have this trait. Only weapons of level 6 or higher can be adamantine.

An **Analog** weapon contains no circuits, and is immune to effects that target technology. Its cost is that of a weapon one level lower than normal, but an *analog* weapon's upgrade points cannot be reallocated without entirely replacing the weapon.



A **Beam** weapon fires a contained beam affecting all creatures and objects in a line equal to its range. It makes a separate attack at a -2 penalty against each creature and object in this area, but rolls damage only once and applies the results to each target struck. If a beam weapon hits, but fails to do damage to a target, that target stops the beam and targets beyond are unaffected. Its die size is reduced by one.

A **Blast** weapon always fires a cone equal to its range, rather than a single projectile. It makes a separate attack at a -2 penalty against each creature and object in this area, but rolls damage only once, and applies the results to each target struck. The range on a *blast* weapon is reduced by half, and its die size is reduced by one.

A **Blocking** weapon is designed to deflect or stop incoming attacks. As a reaction, the wielder of a *blocking* weapon can increase their EAC or KAC by the weapon's level against a single

An **Archaic** weapon is a weapon from history, made from primitive or ancient materials and construction methods. It does 5 less damage unless the target is wearing archaic armor or no armor. *Archaic* weapons must have the swung style or the loaded ammunition type, and gains the analog trait as a bonus trait. Its cost is that of a weapon two levels lower than normal.

Automatic weapons are capable of firing either single shots, like normal, or clusters of automatic-fire. As a full action, the wielder of an *automatic* weapon can unleash a blast of automatic fire in either a line or a cone, with a range equal to half the weapon's range, expending ammunition as though you used ten shots. If you don't have enough ammunition, your attack rolls take a penalty equal to the amount of ammunition you are missing. The wielder makes a separate attack with a -2 penalty against each creature and object in the area, but rolls damage only once, and applies the results to each target struck.

attack. You must activate a *blocking* weapon after the attack is declared, but before the attack roll is made.

A **Bright** weapon sheds dim light in a 20 foot radius. Any targets struck by a bright weapon also shed dim light on a 10 foot radius for 1 round. Ammunition can have this trait. This trait can be enabled or disabled as a swift action.

A **Burning** weapon also releases a blast of flame or superheated gas. Add fire to the types of damage this weapon deals. Ammunition can have this trait.

An **Charging** weapon can be supercharged as a move action, increasing the power of the next shot. The next shot does additional damage equal to the weapon's level. Supercharging a weapon expends ammunition as though you fired one shot. Only weapons that use batteries or magical cells can be charging weapons.

A **Chilling** weapon also releases a blast of super chilled gas. Add cold to the types of damage this weapon deals. Ammunition can have this trait.

A **Cold Iron** weapon is made mostly or entirely of cold iron. If it does piercing, bludgeoning, or slashing damage it bypasses DR/cold iron. Ammunition can have this trait.

Concussive weapons also release a concussive shockwave when they fire. Add sonic to the types of damage this weapon deals. Ammunition can have this trait.

A **Corrosive** weapon also fires a blast of acid or a pulse of radiation. Add acid to the types of damage this weapon deals. Ammunition can have this trait.

A **Double-Barreled** weapon fires two projectiles at once. It's dice size increases by one, but it uses an additional unit of ammunition

per shot. This trait cannot be added to swung weapons or solarian weapon crystals.

Entangling weapons include some sort of gel, net or other substance in their attack that restricts a target's movement. A creature hit by an *entangling* weapon must make a Reflex saving throw (DC 10 + item level) or become entangled. Entangled creatures can make an Acrobatics or Athletics check as a move action (against the same DC) to free themselves. Ammunition can have this trait.



An **Exploding** weapon fires explosive projectiles. It strikes a grid intersection within range, and affects all creatures in a 5-foot radius area of that space. Affected creatures can make a Reflex save against your attack roll to take half damage. Ammunition can have this trait.

An **Extra-Handed** weapon requires one more hand to fire than a normal weapon of its style would. This additional size means its die size increases by one. A character without at least as many hands as the weapon requires cannot fire the weapon at all. This weapon can be taken multiple times, each time requiring one more hand.

A **High-Capacity** weapon can be loaded with two batteries, cells, cartridges or clips at one time. The weapon automatically switches to the second source of ammunition when the first is empty - but each source of ammunition must be loaded as its own move action, as normal.

Hurled weapons can be thrown with a range of 10 feet. After being thrown, they must be recovered before being reused. This trait can only be added to swung weapons.

An **Injection** weapon or its ammunition can be filled with a drug, injury poison, or medicinal compound (like a healing serum). When this weapon deals damage, it also immediately delivers the substance to the target. Loading one dose of a substance into an *injection* weapon is a move action, equivalent to reloading it. Ammunition can have this trait.

A **Lightweight** weapon is made with light materials and efficient construction. Its bulk is decreased by 1.

A **Magical** weapon uses magic instead of technology. It is immune to effects that affect technological items. *Magical* weapons can't use batteries as ammunition.

A **Nonlethal** weapon is designed to subdue rather than kill. It does nonlethal damage (although the damage type doesn't change). Ammunition can have this trait.

Operative weapons are designed to be used with precision, rather than brute force. An operative can use their trick attack class feature with an *operative* weapon. Characters making a melee attack with an *operative* weapon can use their Dexterity modifier instead of their Strength modifier on attack rolls.

A **Penetrating** weapon is designed with an additional payload to power it through large objects or layers of armor. It ignores a number of points of hardness, resistance or DR equal to the item's level. Ammunition can have this trait.

Quick Draw weapons are integrated into their holsters, and can be drawn and readied without effort. They can be drawn as a swift action.

A **Quick Reload** weapon can be reloaded as easily as it can be fired. Replacing the ammunition in this weapon takes only a swift action.

A **Technical** weapon is designed for use with a particular combat maneuver. When created, pick a type of combat maneuver (such as grapple, disarm, or trip). A character using a *technical* weapon as part of that combat maneuver, gains a +2 bonus to their attack roll. This trait can be taken more than once, each time it must apply to a different combat maneuver.

A **Technological** weapon uses no magic at all. It is immune to any effect that affects magic items. *Technological* weapons can't use magical cells as ammunition.



An **Unwieldy** requires additional time to charge or time to cool down. It can't be used to make a full attack, or to make attacks of opportunity. Its die size increases by one.

A **Used** weapon has seen better days. It's paint is chipped, the trigger sticks a little, and it

A **Reach** weapon has a much longer, and often adjustable haft. It can be used to make attacks out to an additional 10 feet. This trait can only be added to swung weapons.

Shocking weapons also fire an electrical or magnetic blast. Add electricity to the types of damage this weapon deals. Ammunition can have this trait.

A **Silver** weapon is made mostly or entirely of silver alloy. If it does piercing, bludgeoning, or slashing damage it bypasses DR/silver. Ammunition can have this trait.

Sniper weapons have heavy stocks and long barrels. A character with sniper weapon proficiency can spend a move action to aim immediately before attacking, and fire a *sniper* weapon up to five times its normal range. Only longarms and heavy weapons can have the sniper trait. Sniper weapons cannot have the beam or blast traits.

needs to be rebooted every few hours to keep working properly. It's damage is reduced by 1 per die, but its cost is that of a weapon one level lower than normal. This trait can be taken more than once, it's effects stack.

A weapon **With Alternate Fire** is two separate weapons in one. When this weapon is created, it is combined with a second weapon of the same weapon style, with a level no higher than the original weapon minus three and no more than one trait. Any attack *with an alternate fire* weapon can be made with either weapon, but they cannot both be fired at the same time.

A weapon **With Specialized Ammunition** requires unique ammunition specially designed for it, and it alone. It increases the weapon's die size by one step, but it cannot use ammunition from other weapons except of the exact same model.

CRITICAL TRAITS

These traits affect a weapon's critical hits. Most of them require a weapon to do a particular type of damage. If a weapon has more than one critical trait, the wielder of the weapon chooses one trait to apply each time they score a critical hit.

On a critical hit, an **Arcing** weapon's projectile arcs to the nearest target within 10 feet. If multiple targets are equal distance away, choose randomly. That target takes damage equal to the item's level. Only weapons that do electricity damage can be *arcing* weapons.

On a critical hit, a **Bloodletting** weapon cause severe bleeding. Until the target healed, by magical healing or a Medicine check (DC 10 + item level), the target takes damage each round equal to half the weapon's level. Only weapons that do slashing or piercing damage can be *bloodletting* weapons.

On a critical hit, a **Pulse** weapon releases a powerful electromagnetic pulse. The target (if it has the technological trait) is staggered for one round or 1d4 pieces of technological equipment the target uses are suppressed for one round.

On a critical hit, a **Staggering** weapon disrupts its target's equilibrium. The target must make a Fortitude save (DC 10 + item level) or be staggered until the end of its next turn. Only weapons that do sonic, bludgeoning or force damage be *staggering* weapons.



On a critical hit, a **Dissolving** weapon compromises the structural integrity of its target. The EAC and KAC of the armor worn by the target is reduced by 2 until it is repaired, which takes one hour. Only weapons that do acid damage can be *dissolving* weapons.

On a critical hit, a **Deafening** weapon damages its targets sensory organs. The target must succeed a Fortitude save (DC 10 + item level) or be deafened for 1d4 minutes. Only weapons that do sonic damage can be *deafening* weapons.

On a critical hit, an **Igniting** weapon catches its target on fire. At the start of each of the target's turns, until they are put out as a move action, they take fire damage equal to the weapon's level. Only weapons that do fire damage can be *igniting* weapons.

On a critical hit, a **Knockdown** weapon knocks its target prone.

On a critical hit, a **Stunning** weapon stuns its target until the end of its next turn.

On a critical hit, a **Wounding** weapon maims its target. Randomly choose an arm, a leg, vitals or face. The creature must make a Reflex or Fortitude save (DC 10 + item level) or the part is crippled or severed (GM's choice).

Different crippled parts have different effects on the target, and all are permanent unless restored by powerful magic or technology, like *regenerate*.

- Arm: lose one hand/manipulating appendage, dropping anything it is holding;
- Leg: lose one leg, reduce speed by half;
- Vitals: target takes 1d4 Con damage;
- Face: target loses one sensory organ (eye, ear, antenna) and reduces Perception by 2.

WEAPON FUSIONS

INTERCHANGABLE PARTS

Weapon fusions are similar in most ways to weapon traits, except that they are designed to be modular - able to be easily added or removed from any weapon. Adding or removing fusions requires no particular skill, but doing so requires one minute of work. Upon being added to a weapon, a fusion requires 24 hours to boot before it functions.

Every fusion has a level. A weapon with more levels of fusions than its own level overloads, and does not function until some fusions have been removed. A weapon cannot have more than one fusion of the same name, even if the fusions are of different levels

The cost of a weapon fusion of each level is below. Fusions cannot be upgraded - they can only be replaced.

All fusions are hybrid items - a blend of magic and technology, and can be affected by any effect that could target either kind of object.

TABLE: FUSION COSTS

Level	Credit Cost	Level	Credit Cost
1	150	11	5,300
2	400	12	7,600
3	500	13	11,000
4	750	14	13,000
5	800	15	19,500
6	1,150	16	30,000
7	1,600	17	45,000
8	2,500	18	66,000
9	2,750	19	100,000
10	4,000	20	150,000

Anarchic (level 2) An anarchic fusion imbues a weapon with divine energy from a chaotic deity. Any attacks with the weapon are chaotic-aligned. Damage from an *anarchic* weapon bypasses DR/chaotic and ignores the energy resistance of lawful dragons and lawful outsiders. The anarchic fusion can't be added to weapons that have the *axiomatic* fusion.

Anchoring (any level) The anchoring fusion causes a weapon to temporarily bond its target with any objects they are touching, including the floor and any items in their hands. For 1d4 rounds after being struck by an *anchoring* weapon, creatures cannot move from their space, drop items, or end a grapple unless they succeed an Athletics check with a DC of 10 + the fusion's level.

Axiomatic (level 2) The axiomatic fusion imbues a weapon with divine energy from a lawful deity.

Any attacks with the weapon are lawful-aligned. Damage from an *axiomatic* weapon bypasses DR/lawful and ignores the energy resistance of chaotic dragons and chaotic outsiders. The axiomatic fusion can't be added to weapons that have the *anarchic* fusion.

Bane (any level) When a bane fusion is created, a single creature type (aberration, animal, construct, dragon, fey, humanoid, magical beast, ooze, outsider, plant, undead, or vermin) is selected. Against creatures of this type, a *bane* weapon's damage is increased by twice the *bane* fusion's level, and the weapon gains the stunned critical trait.

Blast (any level) The blast weapon fusion allows a weapon to make attacks as if it has the *blast* weapon trait. This *blast* attack can be used a number of times per day equal to the blast fusion's level.



Called (any level) The called fusion is attuned to a single creature when it is applied to a weapon. As a swift action, the attuned creature can teleport the *called* weapon to their hand from a distance up to 100 feet per level of the fusion.

Defiant (level 1) The *defiant* fusion causes a weapon to remain anchored in its wielder's hand, even when they might drop it. If a character wielding a *defiant* weapon is knocked unconscious, panicked, or stunned, the weapon remains in their hand.

Devastating (level 5, 10, 15 or 20) The *devastating* fusion allows a weapon to apply more than one critical trait. A level 5 *devastating* fusion allows the weapon to apply two critical traits at once, a level 10 allows three, a level 15 allows four, and a level 20 allows five.



Dispelling (Level 3 or above) The *dispelling* fusion causes a weapon to disrupt magic with each strike. Each hit by a *dispelling* weapon ends one random spell on the target whose caster level is lower than the level of this fusion. On a critical hit, a random effect on the target is subjected to a targeted dispel magic using the *dispelling* fusion's level as its caster level.

Disruptive (Level 2) The *disruptive* fusion causes a weapon to suppress negative energy: the force that allows undead to exist. A *disruptive* weapon ignores any DR and energy resistance of undead creatures.

Durable (any level) The durable fusion uses wards and nanotechnology to subtly improve a weapon's toughness. When determining a durable weapon's hardness, hit points, and saving throws, use the weapon's level, plus twice the level of the *durable* fusion.

Ghost Killer (Level 2) The ghost killer fusion causes a weapon to resonate on the Ethereal Plane, allowing its attacks to affect ethereal creatures normally. *Ghost killer* weapons can also score critical hits against incorporeal creatures, and incorporeal creatures can pick up, move, or wield a *ghost killer* weapon.

Glammered (Level 1) The *glammered* fusion causes a weapon to appear to be something else. As a standard action, a *glammered* weapon can be commanded to appear as another object of similar size and shape. This change is entirely visual - the weapon itself remains beneath the illusion, unchanged. While *glammered*, a weapon does not radiate magic, and can only be seen for what it is through use of a *true seeing* spell or similar effect.



Holy (level 2) The holy fusion imbues a weapon with divine energy from a good deity. Any attacks with the weapon are good-aligned. Damage from a *holy* weapon bypasses DR/good and ignores the energy resistance of evil dragons and evil outsiders. The *holy* fusion can't be added to weapons that have the *unholy* fusion.

Merciful (level 3) The merciful fusion subdues the damaging effect of a weapon. As a swift action this fusion can be activated or deactivated. While active, any damage done by a *merciful* weapon is nonlethal.

Ominous (any level) The ominous weapon fusion causes weapons to distort the minds of their targets. The wielder of an *ominous* weapon gains a gear bonus on Intimidate checks equal to half the fusion's level. In addition, when a target is critically hit by an *ominous* weapon, they are shaken for 1d4 rounds.

Reloading (any level) A reloading weapon fusion allows a battery, clip or magical cell to reload itself automatically over time. Each hour, a *reloading* weapon recovers a number of shots worth of ammunition equal to its fusion level.

Seeking (level 3) The *seeking* fusion subtly bends space to allow a weapon's shots to hit targets, even around corners. Attacks with a *seeking* weapon negate any miss chance from concealment (although miss chances from other sources function normally).

Spellthrower (level 4, 8, 12, 16 or 20) The *spellthrower* weapon fusion allows a weapon to cast a *spell gem* through its attack. A *spellthrower* fusion can be loaded with a single spell gem at a time, provid-

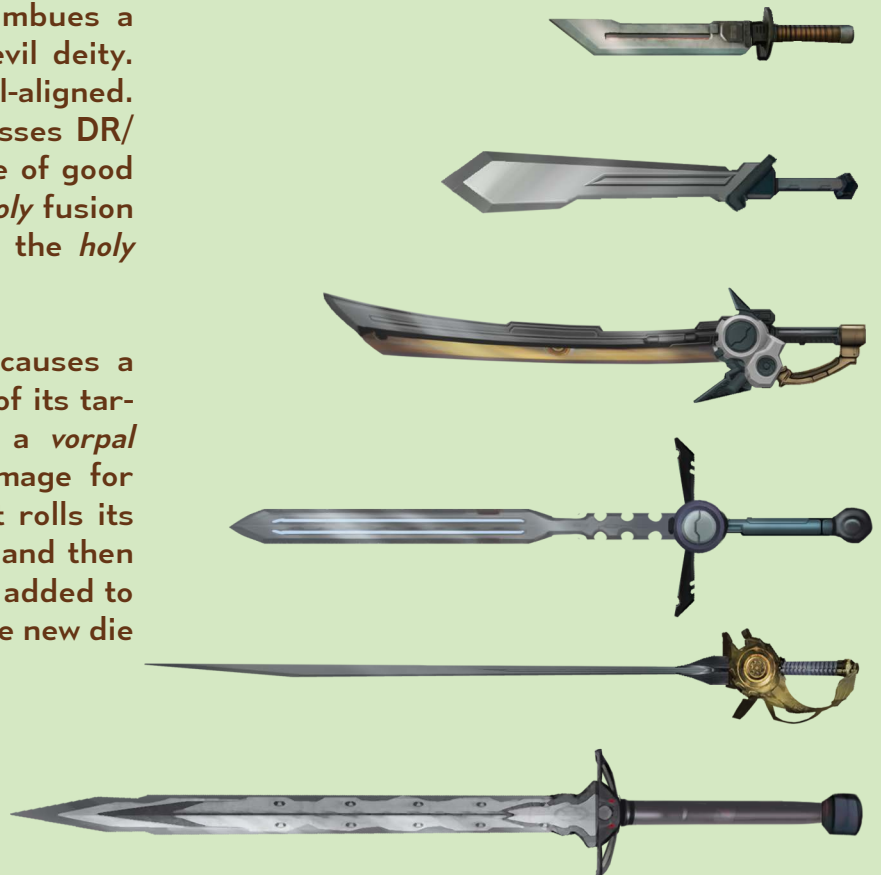


ed the spell contained in the gem has a casting time of one standard action and a spell level is no higher than one quarter the level of the spellthrower fusion. As a swift action, a creature wielding a *spellthrower* weapon can activate the fusion, destroying the gem and casting the spell contained in the spell gem on the target of the next successful attack.

Trailblazer (any level) The *trailblazer* fusion quickly calculates and compensates for disruption from environmental factors. Attacks made with a trailblazer weapon ignore cover caused by trees, bogs, water up to waist deep, or similar non-supernatural terrain, and reduces the penalty from strong winds, storms and fighting underwater up to the level of the *trailblazer* fusion.

Unholy (level 2) The *unholy* fusion imbues a weapon with divine energy from an evil deity. Any attacks with the weapon are evil-aligned. Damage from an *unholy* weapon bypasses DR/evil and ignores the energy resistance of good dragons and good outsiders. The *unholy* fusion can't be added to weapons that have the *holy* fusion.

Vorpal (level 10) The *vorpal* fusion causes a weapon to break down the molecules of its targets wherever it strikes. Whenever a *vorpal* weapon scores a critical hit, roll damage for your critical as normal. Any dice that rolls its maximum value is added to the total, and then rerolled. That new die roll is then also added to the total, and may also be rerolled if the new die is also its maximum value.



ARMOR

YOU'RE WEARING WHAT?

An adventurer without a means of protecting themselves from harm in the harsh universe is a dead adventurer.

Armor is the most common form this protection takes, protecting them from attacks before they ever even land. It comes in dozens of distinct varieties, from powered combat models that carry their weapons for you to sturdy deep-space exploration gear, to slim and subtle armor suitable to be worn under everyday clothing.

BUILDING ADAPTIVE ARMORY ARMOR

No two suits of armor are quite alike - even two suits from the same store begin to differ as they are tailored to two different adventurers.



The first step in creating a suit of armor is deciding what the armor is. It could be a slim suit of nanoweave fabric, a bulky mesh of plates and scale, or a machine more like a vehicle than a typical suit of armor.

There are four key choices to be made for every suit of armor: its level, its weight, its style, and its traits.

ARMOR LEVEL

BETTER THAN THE LAST ONE

All equipment in the Starfinder Roleplaying Game has a level from 1 to 20 - which roughly indicates the relative power of the item compared to other items of similar kind. It also matches the approximate level of characters who would be expected to have this sort of gear.

An armor's level directly affects all other decisions made regarding the armor, but especially affects its price. Armor costs rise exponentially, with the cost of each level being just slightly more than double that of armor two levels lower.

The exact costs of armor for each level are listed below.

TABLE: ARMOR COSTS

Level	Credit Cost	Level	Credit Cost
1	250	11	25,000
2	600	12	37,000
3	1,200	13	50,000
4	2,000	14	75,000
5	2,700	15	100,000
6	4,500	16	150,000
7	6,500	17	250,000
8	9,000	18	350,000
9	12,500	19	550,000
10	18,000	20	900,000

ARMOR WEIGHT COMFY!

All armor can be described as light, heavy, or powered. Light armor protects only so far as it doesn't restrict movement, while heavy armor often sacrifices mobility and flexibility for protection. Powered armor offers incredible protection, but is so heavy that it can't be worn effectively without its own power source.

Light Armor has a base EAC and KAC equal to the armor's level minus one, a maximum Dex bonus of +5, no armor check penalty or speed adjustment, and weighs 1 bulk. Light armor begins with one trait.

Heavy Armor has a base EAC and KAC equal to the armor's level, a maximum Dex bonus of +1, an armor check penalty of -3, a speed adjustment of -5 feet, and weighs 3 bulk. Heavy armor begins with two traits.

Powered Armor has a base EAC and KAC equal to the armor's level +3, a maximum Dex bonus of +3, and an armor check penalty off -6. Powered armor weighs 30 bulk if carried, but is effectively weightless when worn. Powered armor begins with two traits. Its cost is that of a suit of armor one level higher than normal.

Additionally, when wearing powered armor, you are considered to have a Strength of 20 and a speed of 30 feet. While wearing a suit of powered armor, a character cannot make natural or unarmed attacks, but gains an unarmed strike equivalent to a swung impact weapon of the armor's level with no traits. Additionally, powered armor has a built-in battery with a 20 charges - of which it uses 1 charge per minute of strenuous use (like combat) or up to thirty minutes of low-activity use (like walking).

ARMOR STYLE WHAT'S IN A DESIGN?

Armor comes in all kinds of styles, each with a unique (often branded) name and each providing a slightly different level of protection.

When created, a suit of armor has a number of style points equal to one half its level (minimum 1). These style points can be freely distributed between improving the armor's EAC, KAC or increasing its maximum Dex bonus. Alternately, armor can spend two style points to gain an additional trait.

For instance, a level 1 suit of heavy armor might have an EAC of 2, a KAC of 3, and a maximum Dex of +1.

...Or it might have an EAC of 3, a KAC of 2, and a maximum Dex of +1.

...Or, it might have an EAC and KAC of 2, and a maximum Dex of +2.



A more advanced level 10 suit of light armor might have an EAC of 15 and KAC of 10, a KAC of 15 and an EAC of 10, or anywhere in between.

ARMOR TRAITS IT HAS CUP HOLDERS

An armor's traits cover a wide variety of what makes a suit of armor unique. From straightforward upgrades to dramatic changes in overall design. The number of traits a suit of armor begins with is dependent on the armor's weight. Armor cannot have a given trait more than once.

All armor is created *with environmental protection* as a bonus trait. Suits of armor do exist without this protection; due to damage or modification, but those are the exceptions, not the rule.

The following traits can be applied to any kind of armor.

Archaic armor was created using ancient techniques or materials. Its EAC is reduced by half. Powered armor cannot be archaic.

Menacing armor is designed to emphasize its wearer's size and ferocity. A creature wearing *menacing* armor gains a gear bonus to Intimidate checks equal to half the armor's level.

Quick armor has motors in the leg joints, and wheels or jets to allow for quicker movement wearing this armor. A creature wearing *quick* armor increases their speed by 5 feet. This trait can be taken more than once, its effects stack.

Quiet armor is dark in color, and built with sound dampeners to silence its movement. *Quiet* armor does not apply armor check penalties on Stealth checks.

Slightly Used armor has a few cracks and scars from its previous use, but not enough to stop it from working. It has one fewer style point than normal, but it also costs as though it were one level lower. Its cost is that of a suit of armor one level lower than normal.



Designer armor is designed or created by a well-known (or very obviously competent) designer. A creature wearing *designer* armor gains a gear bonus to Diplomacy checks equal to half the armor's level.

Energized armor generates an extra layer of protective energy field around itself and its wearer. Its EAC increases by 3.

Heavyweight armor has higher-grade protections than other similar armors. Its EAC and KAC increase by 2, but its Maximum Dex Bonus decreases by 1.

Lightweight armor is made using special materials and efficient construction. Its weight is reduced by 1 bulk. If this would reduce the armor below 1 bulk, it is instead light bulk.

Subtle armor is designed in such a way that it appears to be common clothing, or even to match the wearer's skin tone. A creature observing a character wearing *subtle* armor must succeed a Perception check with a DC of 10 + the armor's level to recognize the creature is wearing armor at all. Heavy armor and powered armor cannot be *subtle*.

Armor **With Delicate Digits** has specialized gloves and boots. It's KAC is reduced by 1, and its armor check penalty is reduced by 3.

Armor **With Extra Plating** has an extra layer of armored protection in vital areas. Its KAC increases by 3.

Armor **With Flexible Joints** has joints are specially designed for a wide variety of movement. Its Maximum Dex Bonus increases by 2, and its armor check penalty decreases by 1.

Armor **With Emergency Ejection** comes apart quickly upon receiving a specific command. As a move action, the wearer can exit the armor, being launched up to 10 feet in a direction of their choice.

A suit of armor **With Environmental Protection** can be sealed against the environment (generally by a mix of air-tight seals and short-range environmental fields). As a standard action, a creature wearing armor *with environmental protection* can activate this trait to protect themselves from common environmental dangers, such as airless vacuum, incompatible atmospheres or low levels of radiation. This environmental protection can be used for a number of days equal to the armor's level before it needs to be recharged, with charges always expended in one-day increments. Additionally, boots in armor *with environmental protection* include a function that allows the wearer to anchor their feet to a solid surface in a zero-gravity environment,

allowing them to orient themselves or return to normal footing when needed.

Armor **With Improved Environmental Protection** has more advanced protections in place than a standard suit does. When active, armor *with advanced environmental protection* protects against medium level radiation, grants a +6 bonus on checks made against higher radiation, and negates damage taken from hot or cold environments that would allow a Fortitude save to negate.

POWERED ARMOR TRAITS

Powered armor is much more complex than most other kinds of armor, and can have many unique traits. The following traits can only be applied to powered armor:

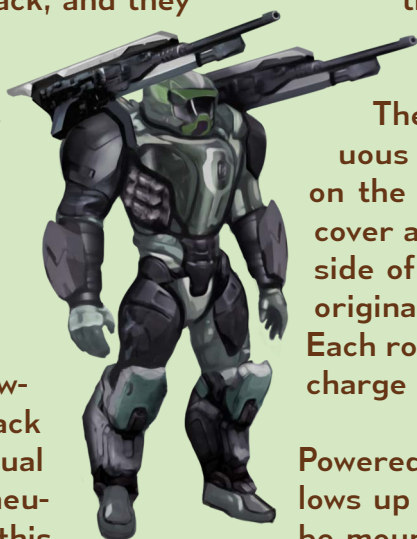
Agile powered armor is more mobile than most. Its speed increases by 10 feet.

Bigger powered armor makes its wearer one size larger. A character in *bigger* armor occupies squares as though they were one size larger than normal, their EAC and KAC decrease by 1, they gain a +1 size bonus to attack, and they increase their reach by 5 feet.

Stronger powered armor's Strength is increased by 4.

Powered armor **With a Bigger Battery** has a built-in battery with twice as many charges as normal.

Powered armor **With Jets** has powerful thrusters built into the back and legs, giving it a flight speed equal to half its speed, with average maneuverability. Each round of flight this way uses one charge of the powered armor's built-in battery.



Powered armor **With a Titan Shield** can generate a uni-directional force field that protects against incoming attacks. A character wearing armor *with a titan shield* can activate or deactivate the shield as a move action.

When activated, the character chooses one edge of their space. The shield extends along three continuous edges in a straight line centered on the chosen edge. The shield provides cover against attacks coming from the far side of the shield but not against attacks originating from the side the wearer is on. Each round of activation this way uses one charge of the armor's built-in battery.

Powered armor **With Weapon Mounts** allows up to two hands worth of weapons to be mounted directly into the armor, allowing them be wielded and fired without occupying the wielder's hand. This does not give the wielder the ability to make additional attacks - only to have more weapons at the ready.

ARMOR UPGRADES

CLIP-ON ACCESSORIES

Armor upgrades are similar in most ways to armor traits, except that they are designed to be modular - able to be easily added or removed from any suit of armor. Although adding or removing upgrades requires no particular skill, but doing either requires one minute of work. Each time an armor upgrade is attached a suit of armor, it requires 24 hours to boot before it functions again. Armor cannot have more than one upgrade of the same name, even if different upgrades are of different levels.

Every upgrade has a level - some kinds of upgrades can come at any level, while others can only come at fixed levels. A suit of armor with more levels of upgrades than its own level overloads, and does not function until some armor upgrades have been removed. The cost of an armor upgrade of each level is below. Armor Upgrades cannot be upgraded - they can only be replaced.

All upgrades are hybrid items - they are a blend of magic and technology, and can be affected by any effect that could target either kind of object.

TABLE: UPGRADE COSTS

Level	Credit Cost	Level	Credit Cost
1	150	11	5,300
2	400	12	7,600
3	500	13	11,000
4	750	14	13,000
5	800	15	19,500
6	1,150	16	30,000
7	1,600	17	45,000
8	2,500	18	66,000
9	2,750	19	100,000
10	4,000	20	150,000

Automatic Loader (level 2) This armor upgrade automatically reloads a weapon, even while you are using it. You can load an *automatic loader* with up to two bulk of ammunition (such as clips or batteries) and activate it as a swift action - at which point your armor will reload any weapons you are wielding go or carrying that you instruct it to and it has ammunition for.

Backup Generator (any level) This armor generates its own power. Every hour it recharge a number of charges equal to this upgrade's level, split between all batteries connected to it.

Called (level 3 or above) The *called* upgrade is attuned to a single creature when it is applied to a suit of armor. As a full action, the creature attuned to a suit of *called* armor can teleport the armor onto them from a distance up to 100 feet per level of the fusion.



Capacitor (any level) This armor upgrade has capacitors that can absorb and harmlessly discharge electric attacks. The character wearing *capacitor* armor has electricity resistance equal to this upgrade's level.

Deadspace (any level) This armor upgrade has specialized countermagic woven into it, preventing contact by dangerous magical force. The character wearing *deadspace* armor has force resistance equal to one half this upgrade's level.

Deflective Reinforcement (any level) This armor upgrade is covered in a slick layer of semimagical gel that reactively adjusts the protection an armor offers. A character wearing *deflective reinforcement* armor has DR/-- equal to this upgrade's level.

Force field (any level) This armor upgrade generates a rapidly regenerating field of energy around its wearer. While active, the wearer of *force field* armor has a number of temporary hit points equal to twice the upgrade's level. These temporary hit points recover a number of points each round equal to the upgrade's level. A *force field* has its own self-contained power source, which can sustain a force field for 20 rounds before it needs to be recharged like a battery. It can be activated or deactivated as a swift action, but the duration must be used in one-round increments.

Flightpack (any level) This armor upgrade grants a creature a fly speed of 30 feet (average maneuverability). Each round of flight uses one charge from a built-in battery that has 5 charges per upgrade level. Alternately, *flightpack* armor can be set to "cruising flight", which uses one charge per 10 minutes of flight, so



long as the flight is in a straight line. A creature using cruising flight is flat-footed and off-target during this time. You cannot use a *flightpack* if you're encumbered.

Unlike most upgrades, *flightpacks* come in magical, technological, and hybrid models. Purely technological *flightpacks* are generally called jetpacks, while purely magical *flightpacks* are called forcepacks. All *flightpack* models are functionally identical except for whether they are considered magic or technology.

Fortifying (any level) This armor upgrade generates a limited force field around a creature's vital points. It provides a 5% chance per upgrade level that a critical hit against the wearer of *fortifying* armor is instead treated as a normal hit, not doing extra damage or applying any critical effects. You roll your fortification chance before critical damage is rolled.

Glammered (level 1) Armor with the *glammered* upgrade can appear to be something else. As a standard action, the armor can be commanded to appear as another similar object (such as set of clothing). This change is entirely visual - the armor remains beneath the illusion, unchanged. While *glammered*, the armor does not radiate magic, and can only be seen for what it is through use of a *true seeing* spell or similar effect.

Haste Circuit (level 4 or higher) This armor upgrade has a shard of temporal energy bound inside it. A character wearing *haste circuit* armor can activate the *haste circuit* as a swift action to gain the benefits of a haste spell until they spend another swift action to deactivate it, or it runs out of charges. A *haste circuit* has a number of charges equal to one half its upgrade level, and unlike most upgrades are always purely magical. They automatically recharge once every 24 hours.

Hazmat (any level) This armor upgrade is sealed from environmental effects and has micro-scrubbers and radiation shields to keep harmful effects out. The character wearing *hazmat* armor has acid resistance equal to this upgrade's level.

Heated (any level) This armor upgrade has built in heaters to help regulate the wearer's temperature. The character wearing *heated* armor has cold resistance equal to this upgrade's level. Additionally, the wearer of *heated* armor can comfortably exist in temperatures as low as -50°F.

Loader (any level) This armor upgrade reinforces the wearer's muscles. Creatures wearing *loader* armor can carry one additional bulk for each level of this armor upgrade.

Magic Reflector (Level 3, 6, 9, 12, 15 or 18)

This armor upgrade can turn a spell back on its caster. Once per day as a reaction, the wearer of *magic reflector* armor can reflect a spell of up to one third the armor upgrade's level. The spell must include the wearer as one of its targets (it cannot reflect spells that affect an area, or otherwise indirectly affect a creature), and the spell's effect changes so that the caster was one of the spell's targets, instead of the wearer of the magic reflector armor.

Rebreather (level 1) This armor upgrade includes a heavy-duty filter that processes common toxins, impurities and poisons from the air. A character wearing *rebreather* armor can breathe in any atmosphere for one week of continuous use, at which point the *rebreather* upgrade's filters are expended and the up-



grade has to be replaced. Additionally, the character gains a +2 bonus on saving throws against poison and disease.

Resonating (any level) This armor upgrade has motors that react to and counter vibrations. The character wearing *resonating* armor has sonic resistance equal to this upgrade's level.

Shining (level 1) Armor with the shining upgrade gives off bright light in a 30 foot radius, and dim light in an additional 30 foot radius. A creature wearing *shining* armor can enable or disable the light as a swift action.

Sonic Dampening (any level) This armor upgrade muffles incidental sounds made nearby. Creatures wearing sonic dampening armor gain a bonus on Stealth checks equal to the level of this armor upgrade.

Thermal Capacitor (any level) This armor upgrade has heat-sinks that can absorb and harmlessly vent fire attacks. The character wearing heat-sink armor has fire resistance equal to this upgrade's level. Additionally, the wearer of thermal capacitor armor can exist comfortably in temperatures as high as 170°F.

With Infrared Sensors (level 1) This armor upgrade scans the infrared spectrum of light. A creature wearing armor *with infrared sensors* gains darkvision with a range of 60 feet.

With Radar (level 8) This armor upgrade uses radar to detect the locations and distance of other creatures and objects, even without light. A creature wearing armor *with radar* gains blindsense with a range of 60 feet.

With a Sensor Suite (level 15) This armor upgrade has a combination of sensors, including radar, infrared and magical. A creature wearing

armor *with a sensor suite* gains blindsight with a range of 60 feet.



ACID THROWER

A cartridge-loaded corrosive, dissolving, blast heavy weapon, with special ammunition

The acid thrower loads a canister of concentrated acid into its core, then aerosolizes it and fires a cloud of green smoke that dissolves anything unlucky enough to be caught in the cloud.

When fired, the character using the acid thrower makes a separate ranged attack at a -2 penalty against each target in a 20-ft. cone, targeting EAC. On a critical hit, it reduces the EAC and KAC of the target by 2. An acid thrower weighs 2 bulk.

Cloudkill – Taking its name from the ancient spell, a cloudkill acid thrower has nothing magical about it – it simply fires lingering clouds of acid into the air. Where it differs from a classic acid thrower is in the shape of its cloud: rather

than spraying a cloud directly ahead of it, it coalesces a cloud at a point within its range. The cloudkill loses the blast property, and gains the exploding property. When a cloudkill is fired, all creatures in a 5ft radius of any intersection to which you have line-of-effect within 40 feet, must make a Reflex save against your attack roll. On a failed save, the target takes full damage, otherwise targets take half damage from the attack.



Dissolver – A dissolver doesn't technically fire acid, but a combination of acid and chemical solvents designed to etch through the most nonreactive materials. A dissolver ignores a number of points of acid resistance and hardness equal to its level.

TABLE: ACID THROWER STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Acid Thrower I	1	1d6 A		Acid Thrower VI	11	5d6 A	
Cloudkill I	2	1d6+1 A		Cloudkill V	12	5d6+2 A	
Acid Thrower II	3	1d6+2 A		Dissolver II	13	5d6+1 A	Penetrating
Cloudkill II	4	2d6 A		Acid Thrower VII	14	7d6 A	
Acid Thrower III	5	2d6+1 A		Cloudkill VI	15	8d6 A	
Cloudkill III	6	2d6+2 A		Acid Thrower VIII	16	9d6 A	
Acid Thrower IV	7	3d6 A		Cloudkill VII	17	10d6 A	
Dissolver I	8	2d6+1 A	Penetrating	Dissolver III	18	10d6 A	Penetrating
Acid Thrower V	9	3d6+2 A		Acid Thrower IX	19	12d6 A	
Cloudkill IV	10	4d6+1 A		Acid Thrower X	20	13d6 A	

RAD-RIFLE*A battery-operated stunning corrosive longarm*

This simple-looking rifle fires a supercharged microscopic, shard of radioactive material at high speeds. The material breaks down on the surface of a target, causing it to corrode away as though it were soaked in a powerful acid. Despite it using radioactive material, the radiation itself is (unfortunately) insufficient to affect most living creatures in a meaningful way outside of the immediate area struck.

When fired, the character using the Rad-Rifle makes a ranged attack with a range of 60 feet, against a target's EAC. A Rad-Rifle weighs 1 bulk, and uses two charges from its battery per shot. On a critical hit, the target is stunned until the end of its next turn.

Goober Gun – This gun fires a compressed capsule of acid, inside a swiftly decomposing shell

of clear gel. The resulting acid capsules greatly resemble humanoid mucus, earning the weapon the gross but descriptive nickname it has to this day.



Radracket – A radracket is a bigger rifle, with a much larger cooling tube to accommodate the larger payload. Despite it being more dangerous, it is less popular, as a radracket can't be used to make a full attack or an attack of opportunity.

TABLE: RAD-RIFLE STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Rad-Rifle I	1	1d6 A		Rad-Rifle VI	11	5d6 A	
Goober Gun I	2	1d6+1 A		Goober Gun V	12	5d6+2 A	
Rad-Rifle II	3	1d6+2 A		Radracket II	13	5d8+1 A	Unweildly
Goober Gun II	4	2d6 A		Rad-Rifle VII	14	7d6 A	
Rad-Rifle III	5	2d6+1 A		Goober Gun VI	15	8d6 A	
Goober Gun III	6	2d6+2 A		Rad-Rifle VIII	16	9d6 A	
Rad-Rifle IV	7	3d6 A		Goober Gun VII	17	10d6 A	
Radracket I	8	2d8+1 A	Unweildly	Radracket II	18	10d8 A	Unweildly
Rad-Rifle V	9	3d6+2 A		Rad-Rifle IX	19	12d6 A	
Goober Gun IV	10	4d6+1 A		Rad-Rifle X	20	13d6 A	

POISON PELLET GUN

A clip-loaded corrosive injection small arm

Poison pellet guns fire small, perforated ball-bearing-sized bullets, whose size makes them a perfect delivery method for all sorts of materials. The gun itself condenses a mild acid from the air, but any other liquid the wielder wants can be easily added to a given shot as a move action – where it remains safe from the acid until well after the bullet is inside its target.

When fired, the character using a poison pellet gun makes a ranged attack with a range of 20 feet, against a target's EAC. A poison pellet gun weighs L bulk.

Poison Dart Gun – Similar to a poison pellet gun, a poison dart gun fires a perforated, needle-like projectile that is suffused with acid, as well as whatever other contents the wielder might choose to add.

Syringe Gun – Sometimes, you don't want to kill your target. Syringe guns are for exactly that, and rather than firing poison, they fire a dose of painful (but ultimately non-fatal) knockout drug. And, like their deadly counterparts, they can be loaded with any manner of medicine or drug.

TABLE: POISON PELLET GUN STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Poison Pellet I	1	1d4 A &B		Poison Pellet VI	11	7d4 A &B	
Poison Dart Gun I	2	1d4+1 A &P		Poison Dart Gun III	12	8d4 A &P	
Poison Pellet II	3	2d4 A &B		Poison Pellet VII	13	9d4 A &B	
Syringe Gun I	4	1d4 A &P	Nonlethal	Poison Dart Gun IV	14	10d4 A &P	
Poison Pellet III	5	3d4 A &B		Syringe Gun IV	15	10d4 A &P	Nonlethal
Syringe Gun II	6	2d4 A &P	Nonlethal	Poison Pellet VIII	16	12d4 A &B	
Poison Pellet IV	7	4d4 A &B		Syringe Gun V	17	12d4 A &P	Nonlethal
Syringe Gun III	8	3d4 A &P	Nonlethal	Poison Pellet IX	18	16d4 A &B	
Poison Pellet V	9	5d4 A &B		Syringe Gun VI	19	16d4 A &P	Nonlethal
Poison Dart Gun II	10	6d4 A &P		Poison Pellet X	20	18d4 A &B	

URANIUM CUDGEL

A magically-powered cold iron extra-handed corrosive swung weapon

These long bars of depleted uranium are carefully wrapped in magical handles to keep the weapons in stasis until just before it strikes – burning away the target's flesh and bone without harming the wielder. Much to the surprise of scholars and the distrust of fey, depleted uranium treated this way functions much like cold iron.

When swung, the character using the uranium cudgel makes a melee attack against a target's KAC. A uranium cudgel weighs 1 bulk.

Basic Basher – A long tube of black metal, a basic basher is filled with holes, through which it emits a strong base (or acid). The function is slightly different, but the effects are roughly the same as a uranium cudgel – without the

passive threat of radiation poisoning should the weapon be damaged.

Burning Cudgel – The reactions along the edges of a burning cudgel are so intense, that it bursts into flame when in contact with the air – or anything else, for that matter. Burning cudgels do both fire and acid damage.

TABLE: URANIUM CUDGEL STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Uranium Cudgel I	1	1d8 A		Uranium Cudgel VI	11	5d8 A	
Basic Basher I	2	1d8+1 A		Basic Basher V	12	5d8+2 A	
Uranium Cudgel II	3	1d8+2 A		Burning Cudgel II	13	5d8+1 A&F	Burning
Basic Basher II	4	2d8 A		Uranium Cudgel VII	14	7d8 A	
Uranium Cudgel III	5	2d8+1 A		Basic Basher VI	15	8d8 A	
Basic Basher III	6	2d8+2 A		Uranium Cudgel VIII	16	9d8 A	
Uranium Cudgel IV	7	3d8 A		Basic Basher VII	17	10d8 A	
Burning Cudgel I	8	2d8+1 A&F	Burning	Burning Cudgel III	18	10d8 A&F	Burning
Uranium Cudgel V	9	3d8+2 A		Uranium Cudgel IX	19	12d8 A	
Basic Basher IV	10	4d8+1 A		Uranium Cudgel X	20	13d8 A	

BLIZZARD CANNON

A battery-operated entangling penetrating cryo heavy weapon

This heavy cannon-like weapon doesn't appear to fire anything. Instead, it manipulates the air around the first thing detects within range, dropping the temperature sharply within a very narrow area, often leaving a thick coat of ice on anything unlucky enough to be caught in its crosshairs.

When fired, the character using the blizzard cannon makes a ranged attack with a range of 40 feet, against a target's EAC. A blizzard cannon ignores a number of points of cold resistance equal to the blizzard cannon's level. A creature who is struck by a blizzard cannon must make a Reflex save (DC 10 + blizzard-cannon's level) or be covered in a thick layer of hoarfrost and entangled until they free themselves with an Athletics or Acrobatics check (against the same

DC). A blizzard cannon weighs 2 bulk , and uses three charges from its battery per shot.

Downpour – While blizzard cannons condense water in the air all the way down to ice, downpours carefully measure the temperature, and simply condense it to water – creating a deluge of freezing rain, instead of hail and sleet.

Sleetgun – A sleet gun causes rapid changes in air pressure as it manipulates the temperature, driving targets towards the ground. Any target critically hit by a sleetgun is knocked prone.

TABLE: BLIZZARD CANNON STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Blizzard Cannon I	1	1d8 C		Blizzard Cannon VI	11	5d8 C	
Downpour I	2	1d8+1 C		Downpour V	12	5d8+2 C	
Blizzard Cannon II	3	1d8+2 C		Sleetgun II	13	5d8+1 C	Knockdown
Downpour II	4	2d8 C		Blizzard Cannon VII	14	7d8 C	
Blizzard Cannon III	5	2d8+1 C		Downpour VI	15	8d8 C	
Downpour III	6	2d8+2 C		Blizzard Cannon VIII	16	9d8 C	
Blizzard Cannon IV	7	3d8 C		Downpour VII	17	10d8 C	
Sleetgun I	8	2d8+1 C	Knockdown	Sleetgun III	18	10d8 C	Knockdown
Blizzard Cannon V	9	3d8+2 C		Blizzard Cannon IX	19	12d8 C	
Downpour IV	10	4d8+1 C		Blizzard Cannon X	20	13d8 C	

FROZEN MIRROR*A clip-loaded silver cryo longarm*

These gleaming silver rifles aren't just made of silver themselves, they also fire silver needles, frozen to near absolute-zero. When they strike, they deliver a piercing punch, and leave beautiful crystalline patterns of frost around them.

When fired, the character using the frozen mirror makes a ranged attack with a range of 60 feet, against a target's EAC. A frozen weighs 1 bulk.



dles, they fire narrow tubes. These quill-like projectiles stick into their target, siphoning out their blood more quickly than most people can react to. On a critical hit, a target struck by a bloody mirror takes an amount of bleed damage each round equal to half the bloody mirror's level. This bleeding can be stopped by any amount of magical healing, or a Medicine check (DC 10 + bloody mirror's level).

Black Ice – Much in the way a frozen mirror is made of silver, black ice guns are made entirely of cold iron, and fire cold-iron pellets chilled to far below zero. They lose the silver trait, and gain the cold iron trait.

Bloody Mirror – Bloody mirrors don't fire needles, they fire narrow tubes. These quill-like projectiles stick into their target, siphoning out their blood more quickly than most people can react to. On a critical hit, a target struck by a bloody mirror takes an amount of bleed damage each round equal to half the bloody mirror's level. This bleeding can be stopped by any amount of magical healing, or a Medicine check (DC 10 + bloody mirror's level).

TABLE: FROZEN MIRROR STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Frozen Mirror I	1	1d6 C & P		Frozen Mirror VI	11	5d6 C & P	
Black Ice I	2	1d6+1 C & P		Black Ice V	12	5d6+2 C & P	
Frozen Mirror II	3	1d6+2 C & P		Bloody Mirror II	13	5d6+1 C & P	Bloodletting
Black Ice II	4	2d6 C & P		Frozen Mirror VII	14	7d6 C & P	
Frozen Mirror III	5	2d6+1 C & P		Black Ice VI	15	8d6 C & P	
Black Ice III	6	2d6+2 C & P		Frozen Mirror VIII	16	9d6 C & P	
Frozen Mirror IV	7	3d6 C & P		Black Ice VII	17	10d6 C & P	
Bloody Mirror I	8	2d6+1 C & P	Bloodletting	Bloody Mirror III	18	10d6 C & P	Bloodletting
Frozen Mirror V	9	3d6+2 C & P		Frozen Mirror IX	19	12d6 C & P	
Black Ice IV	10	4d6+1 C & P		Frozen Mirror X	20	13d6 C & P	

FREEZE RAY

A battery-operated entangling cryo small arm

A blue needle emerges from the front of this smoothly curved gun. Technically, the gun's mechanisms work invisibly – however its developers felt it wasn't dramatic enough, so it also it fires an irregular blue beam of harmless light around the area it affects, making it appear that it fires a crackling blue beam that leaves a thick coat of ice on anything it touches.

When fired, the character using the freeze ray makes a ranged attack with a range of 20 feet, against a target's EAC. A creature who is struck by a freeze ray must make a Reflex save (DC 10 + freeze-ray's level) or be covered in a thick layer of hoarfrost and entangled until they free themselves with an Athletics or Acrobatics check (against the same DC). A freeze ray weighs L bulk, and uses one charges from its battery per shot.

Icy Shard – A broad-mouthed gun, this creates a corridor of freezing gas through which a high-pressure jet of water is fired. As it shoots, the water turns into hundreds of icy bullets – or with careful calibration, a single spear of ice.

Icy Grip – While all freeze rays coat their targets in ice, icy grips are designed for close quarters use, and can be fired even while in a grapple, freezing opponent's appendages in place to make them easier to grab or restrain.

TABLE: FREEZE RAY STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Freeze Ray I	1	1d4 C		Freeze Ray VI	11	7d4 C	
Icy Shard I	2	1d4+1 C		Icy Shard III	12	8d4 C	
Freeze Ray II	3	2d4 C		Freeze Ray VII	13	9d4 C	
Icy Grip I	4	1d4 C	Technical (Grapple)	Icy Shard IV	14	10d4 C	
Freeze Ray III	5	3d4 C		Icy Grip IV	15	10d4 C	Technical (Grapple)
Icy Grip II	6	2d4 C	Technical (Grapple)	Freeze Ray VIII	16	12d4 C	
Freeze Ray IV	7	4d4 C		Icy Grip V	17	12d4 C	Technical (Grapple)
Icy Grip III	8	3d4 C	Technical (Grapple)	Freeze Ray IX	18	16d4 C	
Freeze Ray V	9	5d4 C		Icy Grip VI	19	16d4 C	Technical (Grapple)
Icy Shard II	10	6d4 C		Freeze Ray X	20	18d4 C	

SNOWFLAKE BLADE

A magically-powered lightweight hurled swung cryo weapon

Styled like an enormous snowflake, this chakram-like weapon is made of magically-hardened ice. It can be either swung in melee, or thrown without difficulty. Whenever it strikes, bits of the blade shatter or melt off, and it reforms from the handle in mere moments.

When swung, the character using the snowflake blade makes a melee attack against a target's KAC, or a ranged attack against a target's KAC with a range of 10 feet. A snowflake blade weighs L bulk.

Frosting – These snowflake blades don't produce a cutting edge, but instead a cloud of swirling droplets of sub-zero frost. Anything struck is covered by a thick layer of frost wherever they are struck, which slowly saps heat out of

its target, even after the initial freezing shock.

Hurricane Blade – Snowflake blades have artificial limits on how far out their crystals can form. A hurricane blade allows these crystals to form out to a distance of fifteen feet, creating temporary weapons that, if not for momentum, would be unfeasible. A character using a hurricane blade can make a melee attack against a target's KAC with a reach of 15 feet.

TABLE: SNOWFLAKE BLADE STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Snowflake Blade I	1	1d6 C		Snowflake Blade VI	11	5d6 C	
Frosting I	2	1d6+1 C		Frosting V	12	5d6+2 C	
Snowflake Blade II	3	1d6+2 C		Hurricane blade II	13	5d6+1 C	Reach
Frosting II	4	2d6 C		Snowflake Blade VII	14	7d6 C	
Snowflake Blade III	5	2d6+1 C		Frosting VI	15	8d6 C	
Frosting III	6	2d6+2 C		Snowflake Blade VIII	16	9d6 C	
Snowflake Blade VI	7	3d6 C		Frosting VII	17	10d6 C	
Hurricane blade I	8	2d6+1 C	Reach	Hurricane blade III	18	10d6 C	Reach
Snowflake Blade V	9	3d6+2 C		Snowflake Blade IX	19	12d6 C	
Frosting IV	10	4d6+1 C		Snowflake Blade X	20	13d6 C	

FIREBALL TUBE

A magically-powered exploding, concussive, igniting, flame heavy weapon

A black tube decorated with flaming motifs, the fireball tube is a throwback to ancient, more magical times. By using a tightly controlled magical engine, rather than a mortal caster, it is able to easily replicate the fireball spell with its explosive projectiles.

When a fireball tube is fired, all creatures in a 5ft radius of any grid intersection to which you have line-of-effect within 40 feet, must make a Reflex save against your attack roll. On a failed save, the target takes full damage, otherwise targets take half damage from the attack. A fireball tube weighs 2 bulk , and uses three charges from its magical cell per shot.

On a critical hit, the targets hit by a fireball tube catch fire, taking fire damage equal to half the

fireball tube's level until a character puts them out as a move action.

Thunderburst – Although functionally the same as a fireball tube, a thunderburst plays up the loud bang that a fireball actually causes, marketing it as a sonically-charged blast that just happens to contain a ball of fire, rather than the other way around.

Delayed Blast Fireball Tube – named for a variant of the *fireball* spell, a delayed blast fireball tube is capable of supercharging its shots. By expending an additional charge of ammunition as a move action, a delayed blast fireball tube adds its level to damage on the next attack.

TABLE: FIREBALL TUBE STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Fireball Tube I	1	1d6 F & So		Fireball Tube VI	11	5d6 F & So	
Thunderburst I	2	1d6+1 F & So		Thunderburst V	12	5d6+2 F & So	
Fireball Tube II	3	1d6+2 F & So		Delayed Blast Fireball Tube II	13	5d6+1 F & So	Charging
Thunderburst II	4	2d6 F & So		Fireball Tube VII	14	7d6 F & So	
Fireball Tube III	5	2d6+1 F & So		Thunderburst VI	15	8d6 F & So	
Thunderburst III	6	2d6+2 F & So		Fireball Tube VIII	16	9d6 F & So	
Fireball Tube IV	7	3d6 F & So		Thunderburst VII	17	10d6 F & So	
Delayed Blast Fireball Tube I	8	2d6+1 F & So	Charging	Delayed Blast Fireball Tube III	18	10d6 F & So	Charging
Fireball Tube V	9	3d6+2 F & So		Fireball Tube IX	19	12d6 F & So	
Thunderburst IV	10	4d6+1 F & So		Fireball Tube X	20	13d6 F & So	

FLAMETHROWER

A cartridge-loaded blast, igniting flame longarm, with special ammunition

Flamethrowers harken back to a simpler time, where it was accepted to just "kill that guy and everyone around them". These sleek, black models fire single bursts of compressed gas that it ignites all at once once the gas has been expelled in a cloud in front of the user over the span of about a second – at which point the gas cartridge needs to be replaced.

When fired, the character using the flamethrower makes a separate ranged attack at a -2 penalty against each target in a 30-ft. cone, targeting EAC. A flamethrower weighs 2 bulk.

On a critical hit, the targets hit by a flamethrower catch fire, taking fire damage equal to half the flamethrower's level until a character puts them out as a move action.

Dragonbreath – This style of flamethrower doesn't use canisters of compressed gas, but instead sustainably harvested red dragon-bile. The flames are no hotter than chemical models, but as far as weapons go, they're much more sustainable.

Gel-Thrower – Gel throwers use a blend of flammable materials and adhesive gels. A target critically hit by an attack made with a gel thrower catches fire. They take fire damage equal to the gel-thrower's level at the beginning of each of their turns, until they are extinguished as a move action.

TABLE: FLAMETHROWER STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Flamethrower I	1	1d6 F		Flamethrower VI	11	5d6 F	
Dragonbreath I	2	1d6+1 F		Dragonbreath V	12	5d6+2 F	
Flamethrower II	3	1d6+2 F		Gel-thrower	13	5d6+1 F	Igniting
Dragonbreath II	4	2d6 F		Flamethrower VII	14	7d6 F	
Flamethrower III	5	2d6+1 F		Dragonbreath VI	15	8d6 F	
Dragonbreath III	6	2d6+2 F		Flamethrower VIII	16	9d6 F	
Flamethrower IV	7	3d6 F		Dragonbreath VII	17	10d6 F	
Gel-thrower	8	2d6+1 F	Igniting	Gel-thrower	18	10d6 F	Igniting
Flamethrower V	9	3d6+2 F		Flamethrower IX	19	12d6 F	
Dragonbreath IV	10	4d6+1 F		Flamethrower X	20	13d6 F	

POCKET THERMITE DELIVERANCE UNIT (PTDU)

A cartridge-loaded igniting operative flame small arm, with special ammunition

A pocket thermite deliverance unit (PTDU) looks more like a handheld computer than a weapon – until it's fired, at which point it begins emitting a brilliant spray of sparks – and then a white-hot cartridge of thermite that burns itself up in the seconds after it strikes its target. Every time it fires, the PTDU sheds bright light in a 20-foot radius, and anything hit by it sheds dim light in a 10-foot radius for one round.

When fired, the character using the pocket thermite deliverance unit makes a ranged attack with a range of 20 feet, against a target's EAC. A target critically hit by an attack made with a PTDU catches fire. They take fire damage equal to the PTDU's level at the beginning of each of their turns, until they are extinguished

as a move action. A pocket thermite deliverance unit weighs L bulk.

On a critical hit, the targets hit by a PTDU catch fire, taking fire damage equal to half the PTDU's level until a character puts them out as a move action.

Thermite Mist – Rather than firing a spray of thermite shards, thermite mist uses nearly invisibly fine thermite combined with a nonreactive gas to create a mist that explodes at a high heat when it combines with air.

Large-Shard Thermite Deliverance Unit – More commonly initialized as a LSTDU, or simply as LS, this variant thermite sprayer shoots larger fragments of thermite – many fragments nearly a tenth of a gram. These massive thermite shards burn incredibly hot and quick, and can cut through most kinds of heat-resistant materials with little effort.

TABLE: POCKET THERMITE DELIVERANCE UNIT STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
PTDU I	1	1d4 F		PTDU VI	11	7d4 F	
Thermite Mist I	2	1d4+1 F		Thermite Mist III	12	8d4 F	
PTDU II	3	2d4 F		PTDU VII	13	9d4 F	
Large Shard	4	1d4 F	Penetrating	Thermite Mist VI	14	10d4 F	
PTDU III	5	3d4 F		Large Shard	15	10d4 F	Penetrating
Large Shard	6	2d4 F	Penetrating	PTDU VIII	16	12d4 F	
PTDU IV	7	4d4 F		Large Shard	17	12d4 F	Penetrating
Large Shard	8	3d4 F	Penetrating	PTDU IX	18	16d4 F	
PTDU V	9	5d4 F		Large Shard	19	16d4 F	Penetrating
Thermite Mist II	10	6d4 F		PTDU X	20	18d4 F	

FLAMING AXE

A magically-powered extra-handed unwieldy flame swung weapon

Although there are plenty of historical records of magical axes that catch fire whenever they are swung, mass-produced modern equivalents aren't made to ancient standards, and require magical cells to ignite the flaming head of these spiked metal rods. Their size means they require two hands to effectively wield, and their balance makes it impossible to make full attacks, or attacks of opportunity.

When swung, the character using the flaming axe makes a melee attack against a target's KAC. A flaming axe weighs 1 bulk.

On a critical hit, the targets hit by a flaming axe catch fire, taking fire damage equal to half the flaming axe's level until a character puts them out as a move action.

Flaming Burst Axe – Although a flaming burst axe uses a moniker for a slightly different weapon from ancient times, it's differences from a flaming axe are purely cosmetic – the flame blasts out dramatically when it hits a target, but it proves no more or less effective than a more consistent flame.

Golden Axe – Named for their gold-yellow flames, golden axes use a combination of narrow forcefields and flames to lop off limbs, and immediately cauterize the injury.

On a critical hit, a creature wielding a golden axe maims their target. Randomly choose an arm, a leg, vitals or face. The creature must make a Reflex or Fortitude save (DC 10 + cutting whip) or the part is crippled or severed (GM's choice). Different crippled parts have different effects on the target, and all are permanent unless restored by powerful magic or technology, like the *regenerate* spell.

TABLE: FLAMING AXE STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Flaming Axe I	1	1d8 F		Flaming Axe VI	11	5d8 F	
Flaming Burst Axe I	2	1d8+1 F		Flaming Burst Axe V	12	5d8+2 F	
Flaming Axe II	3	1d8+2 F		Golden Axe II	13	5d8+1 F	Wounding
Flaming Burst Axe II	4	2d8 F		Flaming Axe VII	14	7d8 F	
Flaming Axe III	5	2d8+1 F		Flaming Burst Axe VI	15	8d8 F	
Flaming Burst Axe III	6	2d8+2 F		Flaming Axe VIII	16	9d8 F	
Flaming Axe IV	7	3d8 F		Flaming Burst Axe VII	17	10d8 F	
Golden Axe I	8	2d8+1 F	Wounding	Golden Axe III	18	10d8 F	Wounding
Flaming Axe V	9	3d8+2 F		Flaming Axe IX	19	12d8 F	
Flaming Burst Axe IV	10	4d8+1 F		Flaming Axe X	20	13d8 F	

GRAVY GUN

A lightweight battery-operated exploding gravity heavy weapon

This two-pronged weapon is connected to a turtle-shell-like backpack that allows its wearer to easily distribute its significant bulk. When fired, it creates a short-lived gravity shell at whatever it is pointing at, shredding and mulching all at once. Urban legend says that the often-brown slurry left of defeated targets is how the weapon got its name, but it is actually just a conventional shorthand for gravity.

When a gravity gun is fired, all creatures in a 5ft radius of any grid intersection to which you have line-of-effect within 40 feet, must make a Reflex save against your attack roll. On a failed save, the target takes full damage, otherwise targets take half damage from the attack. A gravity gun weighs 1 bulk, and uses three charges from its battery per shot.

Black Hole Generator – Although many dispute how this weapon functions, it actually creates a microscopic black hole just as it claims – although it collapses a nanosecond later. The effect is much the same as the larger-area lower-gravetric effect of the traditional gravity gun.

Fatigue Gun – not every weapon is meant to kill. A fatigue gun doesn't crust its target so much as it makes it heavier, tiring it out and straining its muscles and machinery. Fatigue guns do nonlethal damage.

TABLE: GRAVY GUN STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Gravy Gun I	1	1d6 F		Gravy Gun VI	11	5d6 F	
Black Hole Generator I	2	1d6+1 F		Black Hole Generator V	12	5d6+2 F	
Gravy Gun II	3	1d6+2 F		Fatigue gun II	13	5d6+1 F nonlethal	Nonlethal
Black Hole Generator II	4	2d6 F		Gravy Gun VII	14	7d6 F	
Gravy Gun III	5	2d6+1 F		Black Hole Generator VI	15	8d6 F	
Black Hole Generator III	6	2d6+2 F		Gravy Gun VIII	16	9d6 F	
Gravy Gun IV	7	3d6 F		Black Hole Generator VII	17	10d6 F	
Fatigue gun I	8	2d6+1 F nonlethal	Nonlethal	Fatigue gun III	18	10d6 F nonlethal	Nonlethal
Gravy Gun V	9	3d6+2 F		Gravy Gun IX	19	12d6 F	
Black Hole Generator IV	10	4d6+1 F		Gravy Gun X	20	13d6 F	

HEADSHOT

A magically-powered sniper gravity longarm

Metal reinforcements surround what appears to be an enormous wooden wand. This core allows it to focus a variant of the ancient *magic missile* spell, firing a barrage of tiny missiles at its targets – always aiming for the target's head, no matter where on the target the shot was originally aimed.

When fired, the character using the headshot makes a ranged attack with a range of 60 feet, (or 300 feet if the wielder took a move action to aim immediately beforehand) against a target's EAC. A headshot weighs 1 bulk, and uses two charges from its magical cell per shot.

Magic Missile – Named for the spell it uses a variant of, the magic missile fires distinct motes of glowing energy, to more closely align with what people expect of its namesake.

Distant Doom – Distant doom are banned on most civilized worlds, as they fire nearly invisible grenade-like projectiles an incredible distance, making them incredibly difficult to track or stop. When a distant doom is fired, all creatures in a 5ft radius of any square to which you have line-of-effect within 60 feet (or 300 feet if the wielder took a move action to aim immediately beforehand), must make a Reflex save (DC 10 + the distant doom's level). On a failed save, the target takes full damage, otherwise targets take half damage from the attack.

TABLE: HEADSHOT STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Headshot I	1	1d4 Fo		Headshot VI	11	7d4 Fo	
Magic Missile I	2	1d4+1 Fo		Magic Missile III	12	8d4 Fo	
Headshot II	3	2d4 Fo		Headshot VII	13	9d4 Fo	
Distant Doom I	4	1d3 Fo	Exploding	Magic Missile IV	14	10d4 Fo	
Headshot III	5	3d4 Fo		Distant Doom IV	15	10d3 Fo	Exploding
Distant Doom II	6	2d3 Fo	Exploding	Headshot VIII	16	12d4 Fo	
Headshot IV	7	4d4 Fo		Distant Doom V	17	12d3 Fo	Exploding
Distant Doom III	8	3d3 Fo	Exploding	Headshot IX	18	16d4 Fo	
Headshot V	9	5d4 Fo		Distant Doom VI	19	16d3 Fo	Exploding
Magic Missile II	10	6d4 Fo		Headshot X	20	18d4 Fo	

LITTLE BUG

A battery-operated extra-handed gravity small arm

A little bug is the epitome of a small package packing a big punch. The tremendous impact this weapon does results in equally tremendous damage, and it cannot be effectively aimed or fired without at least two hands bracing for the recoil.

When fired, the character using the little bug makes a ranged attack with a range of 20 feet, against a target's EAC. A little bug weighs L bulk, and uses one charges from its battery per shot.

Cricket – Unlike most little bugs, which are relatively quiet weapons to fire, this offshoot weapon releasing a keening screech that only continues to be released because some users apparently like the sound.

Big Bug – A big bug is like a little bug, except that it's wielder can hold their trigger slightly longer to have even more of a punch. By spending a move action charging the weapon, a big bug increases the damage it does equal to the big bug's level.

TABLE: LITTLE BUG STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Little Bug I	1	1d4 Fo		Little Bug VI	11	7d4 Fo	
Cricket I	2	1d4+1 Fo		Cricket III	12	8d4 Fo	
Little Bug II	3	2d4 Fo		Little Bug VII	13	9d4 Fo	
Big Bug I	4	1d4 Fo	Charging	Cricket IV	14	10d4 Fo	
Little Bug III	5	3d4 Fo		Big Bug IV	15	10d4 Fo	Charging
Big Bug II	6	2d4 Fo	Charging	Little Bug VIII	16	12d4 Fo	
Little Bug IV	7	4d4 Fo		Big Bug V	17	12d4 Fo	Charging
Big Bug III	8	3d4 Fo	Charging	Little Bug IX	18	16d4 Fo	
Little Bug V	9	5d4 Fo		Big Bug VI	19	16d4 Fo	Charging
Cricket II	10	6d4 Fo		Little Bug X	20	18d4 Fo	

BLACK-HOLE FLAIL

A magically-powered adamantine technical (trip) gravity swung weapon

The innocuous handle of this weapon connects to an adamantine chain, and then to an adamantine cage at the end. Inside that cage is a magically-contained singularity, only barely held at bay by the metal and magic around it. The head of the weapon generates rippling magnetic fields, lifting creatures it strikes off their feet, and granting a +2 circumstance bonus on checks made using this weapon to trip a target.

When swung, the character using the black-hole flail makes a melee attack against a target's KAC. A black-hole flail weighs 1 bulk.

Gravity Well – This variant black hole flail has one end open, so as to better catch and crush small objects. Evidence shows it to be functionally identical for use in actual combat.

Gravity Chain Flail - A gravity chain flail isn't connected to its head by an adamantine chain, but by a thread of artificial gravity. The chain is flexible, and can be used to make attacks with a reach up to 15 feet.

TABLE: BLACK-HOLE FLAIL STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Black Hole Flail I	1	1d4 Fo		Black Hole Flail VI	11	7d4 Fo	
Gravity Well I	2	1d4+1 Fo		Gravity Well III	12	8d4 Fo	
Black Hole Flail II	3	2d4 Fo		Black Hole Flail VII	13	9d4 Fo	
Gravity Chain Flail I	4	1d4 Fo	Reach	Gravity Well IV	14	10d4 Fo	
Black Hole Flail III	5	3d4 Fo		Gravity Chain Flail IV	15	10d4 Fo	Reach
Gravity Chain Flail II	6	2d4 Fo	Reach	Black Hole Flail VIII	16	12d4 Fo	
Black Hole Flail IV	7	4d4 Fo		Gravity Chain Flail V	17	12d4 Fo	Reach
Gravity Chain Flail III	8	3d4 Fo	Reach	Black Hole Flail IX	18	16d4 Fo	
Black Hole Flail V	9	5d4 Fo		Gravity Chain Flail VI	19	16d4 Fo	Reach
Gravity Well II	10	6d4 Fo		Black Hole Flail X	20	18d4 Fo	

SPOTLIGHT OF DOOM

A magically-powered, quick-reload automatic laser heavy weapon

This bulky cannon has a glass lens at the end, and dozens of small mirrors that can be adjusted quickly to fire single pulses, sweeping arcs, or wide beams.

When fired, the character using the spotlight of doom makes a ranged attack with a range of 40 feet, against a target's EAC. As a full action, the character using a spotlight of doom can make a separate attack against each target in either a 20-foot line, or a 20-foot cone, although doing so uses 10 units of ammunition (if it doesn't have enough ammunition, it takes a -2 penalty on all attacks for each missing piece of ammunition). A spotlight of doom weighs 2 bulk, and uses three charges from its magical cell per shot.

Laser Barrage – An attempt at rebranding to shake off the nickname Spotlight of Doom, a laser barrage is literally identical to a spotlight of doom, except for the outer casing.

Laser Artillery – This massively long weapon can be used in nearly every possible format. It can be aimed as a move action to fire at targets up to 200 feet away, it can be fired in automatic mode at clusters of targets, or in short pulses at single nearby foes.



TABLE: SPOTLIGHT OF DOOM STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Spotlight of Doom I	1	1d8 F		Spotlight of Doom VI	11	5d8 F	
Laser Barrage I	2	1d8+1 F		Laser Barrage V	12	5d8+2 F	
Spotlight of Doom II	3	1d8+2 F		Laser Artillery II	13	5d8+1 F	Sniper
Laser Barrage II	4	2d8 F		Spotlight of Doom VII	14	7d8 F	
Spotlight of Doom III	5	2d8+1 F		Laser Barrage VI	15	8d8 F	
Laser Barrage III	6	2d8+2 F		Spotlight of Doom VIII	16	9d8 F	
Spotlight of Doom IV	7	3d8 F		Laser Barrage VII	17	10d8 F	
Laser Artillery I	8	2d8+1 F	Sniper	Laser Artillery III	18	10d8 F	Sniper
Spotlight of Doom V	9	3d8+2 F		Spotlight of Doom IX	19	12d8 F	
Laser Barrage IV	10	4d8+1 F		Spotlight of Doom X	20	13d8 F	

LASER RIFLE*Battery-operated charging laser longarm*

One of the most standard weapons in the galaxy, a laser rifle fires an intense beam of monochromatic light in a short pulse. It's quick, deadly and nearly invisible and silent. As a move action, a character using a laser rifle can supercharge the weapon, doing an additional damage on the next attack equal to the laser rifle's level.



When fired, the character using the laser rifle makes a ranged attack with a range of 60 feet, against a target's EAC. A laser rifle weighs 1 bulk, and uses two charges from its battery per shot.

White Ray – Technically, this ray fires a beam of light just in the ultraviolet part of the spectrum, but the small, white-light aiming beam is considered essential for the weapon to be used,

and the name stuck.

Heat gun – A heat gun is nearly identical to a laser gun, except that it detects the fastest-heating part of whatever its beam is about to hit, and focuses the laser entirety on that. A target critically hit by an attack made with a heat gun catches fire. They take fire damage equal to the heat gun's level at the beginning of each of their turns, until they are extinguished as a move action.

TABLE: LASER RIFLE STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Laser Rifle I	1	1d6 F		Laser Rifle VI	11	5d6 F	
White Ray I	2	1d6+1 F		White Ray V	12	5d6+2 F	
Laser Rifle II	3	1d6+2 F		Heat gun	13	5d6+1 F	Igniting
White Ray II	4	2d6 F		Laser Rifle VII	14	7d6 F	
Laser Rifle III	5	2d6+1 F		White Ray VI	15	8d6 F	
White Ray III	6	2d6+2 F		Laser Rifle VIII	16	9d6 F	
Laser Rifle IV	7	3d6 F		White Ray VII	17	10d6 F	
Heat gun	8	2d6+1 F	Igniting	Heat gun	18	10d6 F	Igniting
Laser Rifle V	9	3d6+2 F		Laser Rifle IX	19	12d6 F	
White Ray IV	10	4d6+1 F		Laser Rifle X	20	13d6 F	

RAY GUN

Battery-operated operative laser small arm

A handheld cousin to the laser rifle, ray guns are only marginally less deadly. They work on the same principle, although they often come with a variety of settings that allow them to be as bright and flashy, or as quiet and unnoticeable, as the wielder wants.

When fired, the character using the ray gun makes a ranged attack with a range of 20 feet, against a target's EAC. A ray gun weighs L bulk, and uses one charge from its battery per shot.



Pulse Gun – Although many will argue that you can't knock someone over with simple *light*, no matter how intense, that's exactly what pulse guns do. Whether people understand how they work is irrelevant. On a critical hit, the target struck by a pulse gun is knocked prone.

Laser Pointer – Unlike the gun-like design of a classic ray gun, a laser pointer is a wand-like tube, which fires a blast of laser energy out of its end. Its similarities to non-weapon laser pointers has earned it its name.

TABLE: RAY GUN STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Ray Gun I	1	1d4 F		Ray Gun VI	11	7d4 F	
Laser pointer I	2	1d4+1 F		Laser pointer III	12	8d4 F	
Ray Gun II	3	2d4 F		Ray Gun VII	13	9d4 F	
Pulse Gun I	4	1d4 F	knockdown	Laser pointer IV	14	10d4 F	
Ray Gun III	5	3d4 F		Pulse Gun IV	15	10d4 F	knockdown
Pulse Gun II	6	2d4 F	knockdown	Ray Gun VIII	16	12d4 F	
Ray Gun IV	7	4d4 F		Pulse Gun V	17	12d4 F	knockdown
Pulse Gun III	8	3d4 F	knockdown	Ray Gun IX	18	16d4 F	
Ray Gun V	9	5d4 F		Pulse Gun VI	19	16d4 F	knockdown
Laser pointer II	10	6d4 F		Ray Gun X	20	18d4 F	

LASER SWORD

Battery-operated blocking penetrating laser swung weapon

Infamous in some galaxies, laser swords are simple metal handles from which a long thin beam of energy emits, held in stasis by a blend of magic and not-fully-understood technology. This stasis is so perfect, that it can only be fully controlled by the handle – it can cut through nearly anything, and it can block nearly anything. As a reaction, a character can gain a circumstance bonus to both their KAC and EAC, against a single attack, equal to the laser sword's level.

When swung, the character using the laser sword makes a melee attack against a target's KAC. A laser sword ignores a number of points of fire resistance equal to the laser sword's level. A laser sword weighs 1 bulk.

Laser Saber – A curved version of the traditional laser sword, it is no more or less effective than its counterpart. To the layman, the curved sabers and the straight sword are functionally identical, and are both called laser swords.

Dancing Blade – A dancing blade looks nearly identical to a common laser sword. However, through a secret combination of psychic magic and propulsion, a dancing blade can be thrown, causing it to shoot through the air, as though fighting on its own accord, before rocketing back to its wielder's hand. A dancing blade increases a wielder's reach by 10 feet.

TABLE: LASER SWORD STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Laser Sword I	1	1d6 F		Laser Sword VI	11	5d6 F	
Laser Saber I	2	1d6+1 F		Laser Saber V	12	5d6+2 F	
Laser Sword II	3	1d6+2 F		Dancing blade	13	5d6+1 F	Reach
Laser Saber II	4	2d6 F		Laser Sword VII	14	7d6 F	
Laser Sword III	5	2d6+1 F		Laser Saber VI	15	8d6 F	
Laser Saber III	6	2d6+2 F		Laser Sword VIII	16	9d6 F	
Laser Sword IV	7	3d6 F		Laser Saber VII	17	10d6 F	
Dancing blade	8	2d6+1 F	Reach	Dancing blade	18	10d6 F	Reach
Laser Sword V	9	3d6+2 F		Laser Sword IX	19	12d6 F	
Laser Saber IV	10	4d6+1 F		Laser Sword X	20	13d6 F	

MINIGUN

Clip-loaded automatic high-capacity impact heavy weapon

A classic weapon, a minigun spins up many long barrels, all connected to the weapon's body, where catridges are loaded. For versatility, modern miniguns can be fired in single shots without spinning up their barrels, or in long streams of shots with barrels spinning – although doing so without using large magazines in both of the weapon's ammunition slots is bound to be short-lived.

When fired, the character using the minigun makes a ranged attack with a range of 40 feet, against a target's KAC. As a full action, the character using a minigun can make a separate attack against each target in either a 20-foot line, or a 20-foot cone, although doing so uses 10 units of

ammunition (if it doesn't have enough ammunition, it takes a -2 penalty on all attacks for each missing piece of ammunition). A minigun weighs 2 bulk.

Spewer – A highly branded style of minigun, a spewer is styled to appear like the mouth of an enormous creature, giving it the impression of the creature literally spewing forth a barrage of hot lead.



Vulcan Cannon – A slightly larger model of minigun, A vulcan cannon must spin all the way up before it can be fired, and the added momentum makes it harder to move about while spinning. Obviously, these larger weapons are slightly more dangerous than their smaller cousins to make up for the slight loss in maneuverability. A vulcan cannon cannot be used to make a full attack or an attack of opportunity.

TABLE: MINIGUN STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Minigun I	1	1d10 B		Minigun VI	11	4d10 B	
Spewer I	2	1d10+1 B		Spewer IV	12	4d10+2 B	
Minigun II	3	1d10+2 B		Minigun VII	13	5d10 B	
Vulcan Cannon I	4	1d12 B	Unwieldy	Spewer V	14	5d10+2 B	
Minigun III	5	2d10 B		Minigun VIII	15	6d10+1 B	
Spewer II	6	2d10+1 B		Spewer VI	16	7d10 B	
Minigun IV	7	2d10+2 B		Vulcan Cannon III	17	7d12 B	Unwieldy
Vulcan Cannon II	8	2d12 B	Unwieldy	Minigun IX	18	8d10+2 B	
Minigun V	9	3d10 B		Spewer VII	19	9d10+1 B	
Spewer III	10	3d10+2 B		Minigun X	20	10d10 B	

SNIPER RIFLE

Cartridge-loaded sniper impact longarm, with special ammunition

Long and heavy, with a massive scope, it is hard to mistake a sniper rifle's ancient and classic design. Although some rifles with magazines exist, most models fire single, heavy slugs.

When fired, the character using the sniper rifle makes a ranged attack with a range of 60 feet (or 300 feet, if the character takes a move action to aim immediately beforehand), against a target's KAC. A sniper rifle weighs 1 bulk.



projectiles that do piercing instead of bludgeoning damage.

Shirren-Eye – The shirren-eye series of sniper rifle are by far the most common model, although their larger size and near-requirement to fire using the included stands make them less versatile than their smaller counterparts. A shirren-eye sniper rifle cannot be used to make a full attack or an attack of opportunity.

Needle Rifle – Although most sniper rifles fire high-caliber slugs, some instead fire needle-like

TABLE: SNIPER RIFLE STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Sniper Rifle I	1	1d10 B		Sniper Rifle VI	11	4d10 B	
Needle Rifle I	2	1d10+1 P		Needle Rifle IV	12	4d10+2 P	
Sniper Rifle II	3	1d10+2 B		Sniper Rifle VII	13	5d10 B	
Shirren-Eye I	4	1d12 B	Unwieldy	Needle Rifle V	14	5d10+2 P	
Sniper Rifle III	5	2d10 B		Sniper Rifle VIII	15	6d10+1 B	
Needle Rifle I	6	2d10+1 P		Needle Rifle VI	16	7d10 P	
Sniper Rifle IV	7	2d10+2 B		Shirren-Eye III	17	7d12 B	Unwieldy
Shirren-Eye II	8	2d12 B	Unwieldy	Sniper Rifle IX	18	8d10+2 B	
Sniper Rifle V	9	3d10 B		Needle Rifle VII	19	9d10+1 P	
Needle Rifle III	10	3d10+2 P		Sniper Rifle X	20	10d10 B	

FLECHETTE THROWER

Clip-loaded bloodletting impact small arm

This wide-headed gun fires serrated metal disks instead of bullets, each of which is covered with barbs that tear open flesh with ease. Although these injuries are always messy, when they hit a major vein, targets have been known to bleed out in seconds.

When fired, the character using the flechette thrower makes a ranged attack with a range of 20 feet, against a target's KAC. On a critical hit, the target takes bleed damage each round equal to half the flechette thrower's level – until they are healed by magical healing or a Medicine check (DC 10 + the item's level). A flechette thrower weighs L bulk.

Starthrower – rather than firing round bladed disks, this flechette thrower fires throwing-star like projectiles, which are sharp, but do pierc-

ing instead of slashing damage.

Bladethrower – normal flechette throwers include a compress that allows it to sharpen regular bullets into bladed disks on the fly. A blade-thrower doesn't, and must be loaded exclusively with pre-forged flechettes. This pre-forged ammunition is obviously of a much higher grade than on-the-fly ammunition, and does more damage as a result.

TABLE: FLECHETTE THROWER STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Flechette Thrower I	1	1d6 S		Flechette Thrower VI	11	5d6 S	
Starthrower I	2	1d6+1 P		Starthrower V	12	5d6+2 P	
Flechette Thrower II	3	1d6+2 S		Bladethrower II	13	5d8+1 S	With special ammunition
Starthrower II	4	2d6 P		Flechette Thrower VII	14	7d6 S	
Flechette Thrower III	5	2d6+1 S		Starthrower VI	15	8d6 P	
Starthrower III	6	2d6+2 P		Flechette Thrower VIII	16	9d6 S	
Flechette Thrower IV	7	3d6 S		Starthrower VII	17	10d6 P	
Bladethrower I	8	2d8+1 S	With special ammunition	Bladethrower III	18	10d8 S	With special ammunition
Flechette Thrower V	9	3d6+2 S		Flechette Thrower IX	19	12d6 S	
Starthrower IV	10	4d6+1 P		Flechette Thrower X	20	13d6 S	

MOLECULAR-EDGE SWORD

A quick-draw analog swung impact weapon

Even in the age where energy guns are available everywhere, a high-quality blade is nothing to scoff at. The edges of these weapons are so keen they have to be stored in magnetic sheathes to avoid accidentally cutting through them – and like their name, the best of this style of weapon have edges that are tapered down to a single molecule thick, and made of materials so hard that this fine edge lasts thousands of strikes.

When swung, the character using the molecular-edge sword makes a melee attack against a target's KAC. A molecular-edge sword weighs 1 bulk.

Keening Blade – These blades have microscopic holes through them, which theoret-



ically allows them to cut through targets more easily, but mostly just results in them making a sharp, whistling sound whenever they are swung.

Molecular Serration Although all molecular-edge swords are deadly sharp, Molecular Serration weapons are specifically designed to cut off large pieces of their targets.

On a critical hit, a creature wielding a molecular serration maims their target. Randomly choose an arm, a leg, vitals or face. The creature must make a Reflex or Fortitude save (DC 10 + cutting whip) or the part is crippled or severed (GM's choice). Different crippled parts have different effects on the target, and all are permanent unless restored by powerful magic or technology, like the *regenerate* spell.

TABLE: MOLECULAR-EDGE SWORD STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Molecular edge sword I	1	1d8 S		Molecular edge sword VI	11	5d8 S	
Keening blade I	2	1d8+1 S		Keening blade V	12	5d8+2 S	
Molecular edge sword II	3	1d8+2 S		Molecular Serration II	13	5d8+1 S	Wounding
Keening blade II	4	2d8 S		Molecular edge sword VII	14	7d8 S	
Molecular edge sword III	5	2d8+1 S		Keening blade VI	15	8d8 S	
Keening blade III	6	2d8+2 S		Molecular edge sword VIII	16	9d8 S	
Molecular edge sword IV	7	3d8 S		Keening blade VII	17	10d8 S	
Molecular Serration I	8	2d8+1 S	Wounding	Molecular Serration III	18	10d8 S	Wounding
Molecular edge sword V	9	3d8+2 S		Molecular edge sword IX	19	12d8 S	
Keening blade IV	10	4d8+1 S		Molecular edge sword X	20	13d8 S	

PLASMASTORM

Battery-powered double-barreled plasma heavy weapon

Amongst the largest and deadliest of weapons, a plasmastorm has two barrels that fire pulsing blasts of plasma, decimating their targets. The plasmastorm draws much more power from its cells than a typical weapon, burning through and occasionally burning out batteries with incredible frequency.

When fired, the character using the plasmastorm makes a ranged attack with a range of 40 feet, against a target's EAC. A plasmastorm weighs 2 bulk, and uses six charges from its battery per shot.

Lightshow – The lightshow plasmastorm is no more effective in practice than a common plasmastorm. However, it also includes crackling sparks, clouds of fog, and even sparkles as op-

tional switches, allowing its wielder to be as dramatic as they want.
Hurricane – A hurricane is a plasmastorm that fires a twisting arc of plasma, rather than distinct bolts, often creating swirling windstorms as it does. Replacing a battery in a hurricane takes only a swift action.

TABLE: PLASMASTORM STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Plasmastorm I	1	1d12 E&F		Plasmastorm VI	11	4d12 E&F	
Lightshow I	2	1d12+1 E&F		Lightshow IV	12	4d12+2 E&F	
Plasmastorm II	3	1d12+2 E&F		Plasmastorm VII	13	5d12 E&F	
Hurricane I	4	1d12 E&F	Quick-Reload	Lightshow V	14	5d12+2 E&F	
Plasmastorm III	5	2d12 E&F		Plasmastorm VIII	15	6d12+1 E&F	
Lightshow II	6	2d12+1 E&F		Lightshow VI	16	7d12 E&F	
Plasmastorm IV	7	2d12+2 E&F		Hurricane III	17	7d12 E&F	Quick-Reload
Hurricane II	8	2d12 E&F	Quick-Reload	Plasmastorm IX	18	8d12+2 E&F	
Plasmastorm V	9	3d12 E&F		Lightshow VII	19	9d12+1 E&F	
Lightshow III	10	3d12+2 E&F		Plasmastorm X	20	10d12 E&F	

PLASMA RIFLE*Battery-operated plasma longarm*

Alongside the laser rifle, plasma rifles are one of the most popular weapons in the galaxy. They fire a brightly-colored burst of plasma, which moves almost as fast as a standard bullet.

When fired, the character using the plasma rifle makes a ranged attack with a range of 60 feet, against a target's EAC. A plasma rifle weighs 1 bulk, and uses two charges from its battery per shot.



up difficult-to-see targets, and fires a variant plasma that burns more brightly when it fires, and wherever it strikes. A tracer sheds dim light in a 20-foot radius, and any targets struck by it shed dim light in a 10-foot radius for one round. The tracer rifle's lights can be enabled or disabled as a swift action.

Mercenary – Often lauded as a means to cater to criminals, the mercenary-brand plasma rifle offers features like "guaranteed-nondescript muzzle flash" and "fingerprint-resistant handle."

Tracer Rifle – A tracer rifle is designed to light

TABLE: PLASMA RIFLE STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Plasma Rifle I	1	1d8 E&F		Plasma Rifle VI	11	5d8 E&F	
Mercenary I	2	1d8+1 E&F		Mercenary V	12	5d8+2 E&F	
Plasma Rifle II	3	1d8+2 E&F		Tracer Rifle II	13	5d8+1 E&F	Bright
Mercenary II	4	2d8 E&F		Plasma Rifle VII	14	7d8 E&F	
Plasma Rifle III	5	2d8+1 E&F		Mercenary VI	15	8d8 E&F	
Mercenary III	6	2d8+2 E&F		Plasma Rifle VIII	16	9d8 E&F	
Plasma Rifle IV	7	3d8 E&F		Mercenary VII	17	10d8 E&F	
Tracer Rifle I	8	2d8+1 E&F	Bright	Tracer Rifle III	18	10d8 E&F	Bright
Plasma Rifle V	9	3d8+2 E&F		Plasma Rifle IX	19	12d8 E&F	
Mercenary IV	10	4d8+1 E&F		Plasma Rifle X	20	13d8 E&F	

PHASE-GUN

Battery-operated plasma small arm

Phase-guns are a common weapon used among police forces, as their small size, high firepower and easy operability makes them a useful side-arm for anyone from expert to rookie alike.

When fired, the character using the phase-gun makes a ranged attack with a range of 20 feet, against a target's EAC. A phase-gun weighs L bulk, and uses one charges from its battery per shot.

Federation-Class – These sleek phase-guns are generally purchased in bulk by law-enforcement agencies and bounty-hunter guilds.

Stunner – Stunner model phase-guns lock directly into a target's nervous system, and offer. Stunners do nonlethal damage.

TABLE: PHASE-GUN STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Phase-Gun I	1	1d6 E&F		Phase-Gun VI	11	5d6 E&F	
Federation Class I	2	1d6+1 E&F		Federation Class V	12	5d6+2 E&F	
Phase-Gun II	3	1d6+2 E&F		Stunner II	13	5d8+1 E&F nonlethal	Stunning
Federation Class II	4	2d6 E&F		Phase-Gun VII	14	7d6 E&F	
Phase-Gun III	5	2d6+1 E&F		Federation Class VI	15	8d6 E&F	
Federation Class III	6	2d6+2 E&F		Phase-Gun VIII	16	9d6 E&F	
Phase-Gun IV	7	3d6 E&F		Federation Class VII	17	10d6 E&F	
Stunner I	8	2d8+1 E&F nonlethal	Nonlethal	Stunner III	18	10d8 E&F nonlethal	Stunning
Phase-Gun V	9	3d6+2 E&F		Phase-Gun IX	19	12d6 E&F	
Federation Class IV	10	4d6+1 E&F		Phase-Gun X	20	13d6 E&F	

CACOPHONY MACE

Cartridge-loaded, chilling, plasma swung weapon, with special ammunition

When inactive, a cacophony mace looks like a well-made mace, with small holes leading to a channel in the center. When active, the head of the mace explodes with energy, as it leaks plasma, coolant and hums with a repulsive field to keep everything off its wielder.

When swung, the character using the cacophony mace makes a melee attack against a target's KAC. A cacophony mace weighs 1 bulk.

White Noise – While a cacophony mace makes a tremendous amount of noise, the white noise model includes a buffer that filters out the highs and lows, instead creating a droning static.

Overwhelm – An overwhelm is a cacophony

mace that uses the variety of damages it deals to cut through any resistances its targets might have. It ignores a number of points of each type of energy resistance equal to the overwhelm's level.



TABLE: CACOPHONY MACE STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Cacophony mace I	1	1d10 E&F&C		Cacophony mace VI	11	4d10 E&F&C	
White noise I	2	1d10+1 E&F&C		White noise IV	12	4d10+2 E&F&C	
Cacophony mace II	3	1d10+2 E&F&C		Cacophony mace VII	13	5d10 E&F&C	
Overwhelm I	4	1d10 E&F&C	Penetrating	White noise V	14	5d10+2 E&F&C	
Cacophony mace III	5	2d10 E&F&C		Cacophony mace VIII	15	6d10+1 E&F&C	
White noise II	6	2d10+1 E&F&C		White noise VI	16	7d10 E&F&C	
Cacophony mace IV	7	2d10+2 E&F&C		Overwhelm III	17	7d10 E&F&C	Penetrating
Overwhelm II	8	2d10 E&F&C	Penetrating	Cacophony mace IX	18	8d10+2 E&F&C	
Cacophony mace V	9	3d10 E&F&C		White noise VI	19	9d10+1 E&F&C	
White noise III	10	3d10+2 E&F&C		Cacophony mace X	20	10d10 E&F&C	

LIGHTNING NET

Magically-powered EMP, entangling, shock heavy weapon

Lightning nets are rare to see, and only occasionally make it to even the most exotic market. When fired, a lightning net creates a web made of semi-solid electricity, and launches it at its target, along with a short-range magnetic pulse. This net then sticks to whatever it touches, existing only until it has been loosened from its original target.

When fired, the character using the lightning net makes a ranged attack with a range of 40 feet, against a target's EAC. A creature who is struck by a lightning net must make a Reflex save (DC 10 + lightning net's level) or be trapped in the net and entangled until they free themselves with an Athletics or Acrobatics check (against the same DC). On a critical hit, the target (if it has the technological trait) is

stunned, or 1d4 pieces of technological equipment the target carries are suppressed for one round. A lightning net weighs 2 bulk, and uses three charges from its battery per shot.

Shock Catcher – Rather than firing a net made entirely of magical electricity, a shock catcher magically creates a net of metallic strands, and then electrocutes that.

Titancatcher – a titancatcher is a variant model of lightning net meant to catch much larger creatures – or larger groups of small creatures. Instead of targeting a single creature, it makes a single attack roll against all creatures in a 5-ft radius area. Any creature who takes damage makes the reflex save against the lightning net as normal, and on success also only takes half damage from the titancatcher.

TABLE: LIGHTNING NET STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Lightning Net I	1	1d8 E		Lightning Net VI	11	5d8 E	
Shock Catcher I	2	1d8+1 E		Shock Catcher V	12	5d8+2 E	
Lightning Net II	3	1d8+2 E		Titancatcher	13	5d8+1 E	Exploding
Shock Catcher II	4	2d8 E		Lightning Net VII	14	7d8 E	
Lightning Net III	5	2d8+1 E		Shock Catcher VI	15	8d8 E	
Shock Catcher III	6	2d8+2 E		Lightning Net VIII	16	9d8 E	
Lightning Net IV	7	3d8 E		Shock Catcher VII	17	10d8 E	
Titancatcher	8	2d8+1 E	Exploding	Titancatcher	18	10d8 E	Exploding
Lightning Net V	9	3d8+2 E		Lightning Net IX	19	12d8 E	
Shock Catcher IV	10	4d8+1 E		Lightning Net X	20	13d8 E	

LIGHTNING GUN*Magically-powered beam shock longarm*

Much like the fireball tube, a lightning-gun is styled after the ancient spell lightning bolt. Looking similar to a laser rifle with bright yellow highlights, It fires a blast of electricity through everything in a line ahead of the wielder, but with a much lower threshold than the actual spell it emulates.

When fired, the character using the lightning gun makes a separate ranged attack at a -2 penalty against each target in a 30-ft. line, targeting EAC. If a lightning gun hits a target but fails to do damage, the target stops the line of effect at that point. A lightning gun weighs 1 bulk, and uses two charges from its magical cell per shot.

Shock Beam – A knockoff lightning gun, the shock beam is nevertheless equivalent to the name-brand counterpart. Those not experts in

classifying weapons would rarely be able to tell the two apart.

Lightningrod – As a move action, a lightningrod can expend an extra charge of ammunition to empower next shot, doing additional damage equal to the lightningrod's level.

TABLE: LIGHTNING GUN STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Lightning Gun I	1	1d6 E		Lightning Gun VI	11	5d6 E	
Shock Beam I	2	1d6+1 E		Shock Beam V	12	5d6+2 E	
Lightning Gun II	3	1d6+2 E		Lightningrod II	13	5d6+1 E	Charging
Shock Beam II	4	2d6 E		Lightning Gun VII	14	7d6 E	
Lightning Gun III	5	2d6+1 E		Shock Beam VI	15	8d6 E	
Shock Beam III	6	2d6+2 E		Lightning Gun VIII	16	9d6 E	
Lightning Gun IV	7	3d6 E		Shock Beam VII	17	10d6 E	
Lightningrod I	8	2d6+1 E	Charging	Lightningrod II	18	10d6 E	Charging
Lightning Gun V	9	3d6+2 E		Lightning Gun IX	19	12d6 E	
Shock Beam IV	10	4d6+1 E		Lightning Gun X	20	13d6 E	

TASER

Battery-operated stunning shock small arm

This simple and often remote-shaped weapon fires a thin wire, through which it conducts as high of a current as it can.

When fired, the character using the taser makes a ranged attack with a range of 20 feet, against a target's EAC. On a critical hit, a target struck by a taser is stunned until the end of its next turn. A taser weighs L bulk, and uses one charge from its battery per shot.

Shock Gun – Rather than firing a wire and conducting current, a shock gun instead fires a short arc of electricity. The technology is different, but the effect is functionally identical.

Stun Gun – taser technology has been around a long time – by including disposable wires and dropping the need to adjust the voltage based

on the target's size, these simplified but still dangerous weapons can often slip by the detection of people looking for more advanced weapons.

TABLE: TASER STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Taser I	1	1d4 E		Taser VI	11	7d4 E	
Shock Gun I	2	1d4+1 E		Shock Gun III	12	8d4 E	
Taser II	3	2d4 E		Taser VII	13	9d4 E	
Stun Gun I	4	1d4 E	Analog	Shock Gun IV	14	10d4 E	
Taser III	5	3d4 E		Stun Gun IV	15	10d4 E	Analog
Stun Gun II	6	2d4 E	Analog	Taser VIII	16	12d4 E	
Taser IV	7	4d4 E		Stun Gun V	17	12d4 E	Analog
Stun Gun III	8	3d4 E	Analog	Taser IX	18	16d4 E	
Taser V	9	5d4 E		Stun Gun VI	19	16d4 E	Analog
Shock Gun II	10	6d4 E		Taser X	20	18d4 E	

LIGHTNING WHIP

Battery-operated reach arcing shock swung weapon

This thick band of cables is wrapped with conductive metal, and often attached to a backpack to hold their charge. When swung past a minimum threshold velocity, the weapon arcs with energy, capable of striking even distant targets as the whip's charge leaps from its tip out far beyond its already significant reach.

When swung, the character using the lightning whip makes a melee attack at a range up to 15 feet, against a target's KAC. On a critical hit, a lightning whip also does damage to the nearest target within 10 feet. A lightning whip weighs 1 bulk.

Lasher – A weapon designed for form above substance, lashers use a variety of different diodes to create colorful flashes of energy along with actual dangerous electric pulses.

Cutting Whip When the voltage of a lightning whip is set just right, the wielder of a lightning whip can choose to snap the whip to send out arcs of lightning, or simply cut right through.

On a critical hit, a creature wielding a cutting whip can choose to either trigger the normal arcing effect, or to maim the target. Randomly choose an arm, a leg, vitals or face. The creature must make a Reflex or Fortitude save (DC 10 + cutting whip) or the part is crippled or severed (GM's choice). Different crippled parts have different effects on the target, and all are permanent unless restored by powerful magic or technology, like the *regenerate* spell.

TABLE: LIGHTNING WHIP STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Lightning Whip I	1	1d6 E		Lightning Whip VI	11	5d6 E	
Lasher I	2	1d6+1 E		Lasher V	12	5d6+2 E	
Lightning Whip II	3	1d6+2 E		Cutting Whip II	13	5d6+1 E	Wounding
Lasher II	4	2d6 E		Lightning Whip VII	14	7d6 E	
Lightning Whip III	5	2d6+1 E		Lasher VI	15	8d6 E	
Lasher III	6	2d6+2 E		Lightning Whip VIII	16	9d6 E	
Lightning Whip IV	7	3d6 E		Lasher VII	17	10d6 E	
Cutting Whip I	8	2d6+1 E	Wounding	Cutting Whip III	18	10d6 E	Wounding
Lightning Whip V	9	3d6+2 E		Lightning Whip IX	19	12d6 E	
Lasher IV	10	4d6+1 E		Lightning Whip X	20	13d6 E	

BASS CANNON

Battery-operated unwieldly staggering sonic heavy weapon

A bass cannon looks like a huge hollow tube – but at the furthest inside point is an extremely powerful compressor, capable of releasing blasts of concussive force great distances.

When fired, the character using the bass cannon makes a ranged attack with a range of 40 feet, against a target's EAC. A bass cannon cannot be used as part of a full attack, or to make attacks of opportunity. On a critical hit, the target must make a Fortitude save (DC 10 + bass cannon's level) or be staggered until the end of its next turn. A bass cannon weighs 2 bulk, and uses three charges from its battery per shot.

Subwoofer – An understated model of the bass cannon, a subwoofer works as a weapon, but can also be plugged into any common audio jack

and used as an incredible amplifier.

Muted A muted bass cannon causes a lower-level resonance, weakening targets but without a threat of killing them.

TABLE: BASS CANNON STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Bass Cannon I	1	1d8 So		Bass Cannon VI	11	5d8 So	
Subwoofer I	2	1d8+1 So		Subwoofer V	12	5d8+2 So	
Bass Cannon II	3	1d8+2 So		Muted bass cannon II	13	5d8+1 So	Nonlethal
Subwoofer II	4	2d8 So		Bass Cannon VII	14	7d8 So	
Bass Cannon III	5	2d8+1 So		Subwoofer VI	15	8d8 So	
Subwoofer III	6	2d8+2 So		Bass Cannon VIII	16	9d8 So	
Bass Cannon IV	7	3d8 So		Subwoofer VII	17	10d8 So	
Muted bass cannon I	8	2d8+1 So	Nonlethal	Muted bass cannon III	18	10d8 So	Nonlethal
Bass Cannon V	9	3d8+2 So		Bass Cannon IX	19	12d8 So	
Subwoofer IV	10	4d8+1 So		Bass Cannon X	20	13d8 So	

LONG DISTANCE RESONATOR*Battery-operated technical (disarm) sonic longarm*

A long distance resonator is a narrow weapon that can fire thunderclap-like blasts of compressed air. However, they are also capable of using the same compression to cause nearby objects to begin to vibrate very slightly, making it easy to force creatures to drop their weapons and granting a +2 circumstance bonus on disarm maneuvers.

When fired, the character using the long distance resonator makes a ranged attack with a range of 60 feet, against a target's EAC. A long distance resonator weighs 1 bulk, and uses two charges from its battery per shot.

Boomer – A failed exercise in marketing, boomer-brand long distance resonators never really took off. They haven't been made in years, and most have been scrapped and used for parts

long ago.

Deep Resonator while a long distance resonator can set up a dangerous vibration in its target, a deep resonator can set up such a vibration in anything, even subjects that are normally unshakable. A deep resonator ignores a number of points of sonic resistance equal to its level.

TABLE: LONG DISTANCE RESONATOR STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Long Distance Resonator I	1	1d4 So		Long Distance Resonator VI	11	7d4 So	
Boomer I	2	1d4+1 So		Boomer III	12	8d4 So	
Long Distance Resonator II	3	2d4 So		Long Distance Resonator VII	13	9d4 So	
Deep Resonator I	4	1d4 So	Penetrating	Boomer IV	14	10d4 So	
Long Distance Resonator III	5	3d4 So		Deep Resonator IV	15	10d4 So	Penetrating
Deep Resonator II	6	2d4 So	Penetrating	Long Distance Resonator VIII	16	12d4 So	
Long Distance Resonator IV	7	4d4 So		Deep Resonator V	17	12d4 So	Penetrating
Deep Resonator III	8	3d4 So	Penetrating	Long Distance Resonator IX	18	16d4 So	
Long Distance Resonator V	9	5d4 So		Deep Resonator VI	19	16d4 So	Penetrating
Boomer II	10	6d4 So		Long Distance Resonator X	20	18d4 So	

FIRECRACKER

Clip-loaded burning sonic small arm

Despite its name, this small gun doesn't fire literal firecrackers – although the distinction is more in grade than in function. On impact, a firecracker's cartridges explode in a dangerously loud cloud of flames that disappears as quickly as it fires.

When fired, the character using the firecracker makes a ranged attack with a range of 20 feet, against a target's EAC. A firecracker weighs L bulk.

Flare Gun - Flare guns are strictly not intended to shoot at people, but instead to signal for help. That doesn't stop adventurers, who happily use it for both.

Firework - some firecracker models contain a flammable gel in their cartridge, which burns

much slower than the rest of the material. A creature struck by a critical hit made with a firework catches fire, taking a number of points of fire damage equal to the fireworks level each round until they put themselves out as a move action,

TABLE: FIRECRACKER STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Firecracker I	1	1d3 So&F&B		Firecracker VI	11	7d3 So&F&B	
Flare Gun I	2	1d3+1 So&F&B		Flare Gun III	12	8d3 So&F&B	
Firecracker II	3	2d3 So&F&B		Firecracker VII	13	9d3 So&F&B	
Firework I	4	1d3 So&F&B	Burning	Flare Gun IV	14	10d3 So&F&B	
Firecracker III	5	3d3 So&F&B		Firework IV	15	10d3 So&F&B	Burning
Firework II	6	2d3 So&F&B	Burning	Firecracker VIII	16	12d3 So&F&B	
Firecracker IV	7	4d3 So&F&B		Firework V	17	12d3 So&F&B	Burning
Firework III	8	3d3 So&F&B	Burning	Firecracker IX	18	16d3 So&F&B	
Firecracker V	9	5d3 So&F&B		Firework VI	19	16d3 So&F&B	Burning
Flare Gun II	10	6d3 So&F&B		Firecracker X	20	18d3 So&F&B	

THUNDERPUNCH

Battery-operated deafening quick draw sonic swung weapon

These heavy metal gloves fold entirely away into a pair of thick bracelets when the user doesn't need them, and then unfold again in an instant on command. Resonators on the back of each hand make strikes with a thunderpunch sound more like thunderclaps than standard combat.

When swung, the character using the thunderpunch makes a melee attack against a target's KAC. On a critical hit, the target must succeed a Fortitude save (DC 10 + thunderpunch's level) or be deafened for 1d4 minutes. A thunderpunch weighs 1 bulk.

Storm Giant This popular brand of thunderpunch is functionally no different than the most popular model. They resemble huge, fleshy fists rather than metal counterparts.

Supersonic Thunderpunch although most thunderpunches can damage a creature's hearing, a supersonic thunderpunch resonates all through a creature's body. On a critical hit, a creature wielding a supersonic thunderpunch can choose to either cause the creature to take the normal deafening effect, or to stun the target until the end of its next turn.

TABLE: THUNDERPUNCH STATISTICS

Model Name	Level	Damage	Additional Traits	Model Name	Level	Damage	Additional Traits
Thunderpunch I	1	1d4 So		Thunderpunch VI	11	7d4 So	
Storm Giant I	2	1d4+1 So		Storm Giant III	12	8d4 So	
Thunderpunch II	3	2d4 So		Thunderpunch VII	13	9d4 So	
Supersonic Thunderpunch I	4	1d4 So	Stunning	Storm Giant IV	14	10d4 So	
Thunderpunch III	5	3d4 So		Supersonic Thunderpunch IV	15	10d4 So	Stunning
Supersonic Thunderpunch II	6	2d4 So	Stunning	Thunderpunch VIII	16	12d4 So	
Thunderpunch IV	7	4d4 So		Supersonic Thunderpunch V	17	12d4 So	Stunning
Supersonic Thunderpunch III	8	3d4 So	Stunning	Thunderpunch IX	18	16d4 So	
Thunderpunch V	9	5d4 So		Supersonic Thunderpunch VI	19	16d4 So	Stunning
Storm Giant II	10	6d4 So		Thunderpunch X	20	18d4 So	

RUNNER'S PLATE

Quick light armor, with environmental protection

This often grey-and-yellow armor is supremely flexible, and has built in reinforcements along the legs and down to the feet, which allow its wearer to run at higher speeds and for a longer time than normal by absorbing and releasing the weight from their feet with improved efficiency.

As a standard action, a creature wearing runner's plate can activate it to protect themselves from common environmental dangers, such as airless vacuum, incompatible atmospheres or low levels of radiation. This environmental protection can be used for a number of days equal to runner's plate's level before it needs to be recharged, with charges always expended in one-day increments. Additionally, boots in runner's plate include a



function that allows the wearer to anchor their feet to a solid surface in a zero-gravity environment, allowing them to orient themselves or return to normal footing when needed.

Runner's plate has no armor check penalty a speed adjustment of +5 feet, and weighs 1 bulk.

Courier-Class- courier class armor is like runner's mail, but it offers an extra, removable armored coat that blends into the main suit. Courier-class runner's plate has the With Extra Plating trait.

TABLE: RUNNER'S PLATE STATISTICS

Model Name	Level	EAC	KAC	Max. Dex	Model Name	Level	EAC	KAC	Max. Dex
Runner's plate I	1	1	0	+5	Runner's plate VII	11	14	11	+5
Runner's plate II	2	2	1	+5	Courier-class V	12	14	14	+6
Runner's plate III	3	3	2	+5	Runner's plate VIII	13	15	14	+6
Courier-class I	4	3	6	+5	Courier-class VI	14	17	16	+6
Runner's plate IV	5	5	4	+5	Runner's plate IX	15	18	16	+6
Courier-class II	6	6	8	+5	Courier-class VII	16	19	18	+7
Runner's plate V	7	9	6	+5	Runner's plate X	17	20	18	+7
Courier-class III	8	9	10	+5	Courier-class VIII	18	22	20	+7
Runner's plate VI	9	11	9	+5	Runner's plate XI	19	22	20	+8
Courier-class IV	10	12	12	+5	Courier-class IX	20	24	22	+8

BUSINESSMAIL*Subtle light armor, with environmental protection*

Although it appears to be a tailored suit in one of a wide variety of styles, businessmail has high-density bulletproof weave, a knife-resistant lining, and even a built-in forcefield generator to allow a character wearing it to simply stroll out into deep space.

As a standard action, a creature wearing businessmail can activate it to protect themselves from common environmental dangers, such as airless vacuum, incompatible atmospheres or low levels of radiation. This environmental protection can be used for a number of days equal to businessmail's level before it needs to be recharged, with charges always expended in one-day increments. Additionally, boots in ARMORNAME include a function that allows the wearer to anchor their feet to a solid surface in a zero-gravity environment, allowing them to

orient themselves or return to normal footing when needed.

Businessmail has no armor check penalty or speed adjustment, and weighs 1 bulk.

Black Tie- Not all armor is created equal, and neither are all suits. Black tie is a catch-all phrase describing all kinds of well-designed, designer-crafted and formal armored businesswear. Black tie businessmail has the designer trait, and grants the character wearing it a bonus to Diplomacy checks equal to the black tie's level.

TABLE: BUSINESSMAIL STATISTICS

Model Name	Level	EAC	KAC	Max. Dex	Model Name	Level	EAC	KAC	Max. Dex
Businessmail I	1	0	1	+5	Businessmail VII	11	12	13	+5
Businessmail II	2	1	2	+5	Black tie V	12	13	13	+5
Businessmail III	3	2	3	+5	Businessmail VIII	13	15	15	+5
Black tie I	4	3	3	+5	Black tie VI	14	15	16	+5
Businessmail IV	5	5	5	+5	Businessmail IX	15	17	18	+5
Black tie II	6	5	6	+5	Black tie VII	16	18	18	+5
Businessmail V	7	7	8	+5	Businessmail X	17	20	20	+5
Black tie III	8	7	9	+5	Black tie VIII	18	20	21	+5
Businessmail VI	9	10	10	+5	Businessmail XI	19	22	23	+5
Black tie IV	10	9	12	+5	Black tie IX	20	23	23	+5

ETHERWEAVE

Lightweight light armor, with environmental protection

Etherweave looks like a padded bodysuit, but the material it is made from is literally weightless – only the added layers of padding at vital points add any mass.

As a standard action, a creature wearing etherweave can activate it to protect themselves from common environmental dangers, such as airless vacuum, incompatible atmospheres or low levels of radiation. This environmental protection can be used for a number of days equal to etherweave’s level before it needs to be recharged, with charges always expended in one-day increments. Additionally, boots in etherweave include a function that allows the wearer to anchor their feet to a solid surface

in a zero-gravity environment, allowing them to orient themselves or return to normal footing when needed.

Etherweave has no armor check penalty or speed adjustment, and weighs L bulk.



Skinweave – Each skinweave is created with a 3d scan of the intended wearer – and matches their skin tone, shape and body patterns precisely. It has the subtle trait.

TABLE: ETHERWEAVE STATISTICS

Model Name	Level	EAC	KAC	Max. Dex	Model Name	Level	EAC	KAC	Max. Dex
Etherweave I	1	0	1	+5	Etherweave VII	11	12	12	+6
Etherweave II	2	1	2	+5	Skinweave V	12	12	13	+6
Etherweave III	3	2	3	+5	Etherweave VIII	13	14	14	+7
Skinweave I	4	3	3	+5	Skinweave VI	14	14	15	+7
Etherweave IV	5	5	5	+5	Etherweave IX	15	16	17	+7
Skinweave II	6	5	6	+5	Skinweave VII	16	16	17	+8
Etherweave V	7	7	8	+5	Etherweave X	17	17	18	+8
Skinweave III	8	8	8	+5	Skinweave VIII	18	19	19	+8
Etherweave VI	9	10	10	+5	Etherweave XI	19	21	21	+8
Skinweave IV	10	10	10	+6	Skinweave IX	20	21	22	+8

DEMONPLATE

Heavyweight, menacing heavy armor, with environmental protection

Stylized after all manner of demons from the abyss, demonplate is hulking black and red armor that doesn't just make the wearer seem bigger, a combination of lights, vents and motors make demonplate come alive – turning the wearer into a living, breathing creature from out of most races nightmares. It gives its wearer a circumstance bonus on Intimidate checks equal to half the armor's level.

As a standard action, a creature wearing demonplate can activate it to protect themselves from common environmental dangers, such as airless vacuum, incompatible atmospheres or low levels of radiation. This environmental protection can be used for a number of days equal to demonplate's level before it needs to be recharged, with charges always expended in one-day increments.

Additionally, boots in demonplate include a function that allows the wearer to anchor their feet to a solid surface in a zero-gravity environment, allowing them to orient themselves or return to normal footing when needed.

Demonplate has an armor check penalty of -3, a speed adjustment of -5 feet, and weighs 3 bulk.

Devilplate – styled after the suave devils from hell, devilplate is less intimidating than demonplate – and often suggestive and revealing while at the same time large and intimidating. The wearer of devilplate gains a bonus to both Diplomacy and Intimidate checks equal to half the armor's level.

TABLE: DEMONPLATE STATISTICS

Model Name	Level	EAC	KAC	Max. Dex	Model Name	Level	EAC	KAC	Max. Dex
Demonplate I	1	3	4	+0	Demonplate VII	11	13	18	+0
Demonplate II	2	4	5	+0	Devilplate V	12	14	18	+0
Demonplate III	3	5	6	+0	Demonplate VIII	13	15	21	+0
Devilplate I	4	6	6	+0	Devilplate VI	14	16	21	+0
Demonplate IV	5	7	8	+0	Demonplate IX	15	17	24	+0
Devilplate II	6	8	9	+0	Devilplate VII	16	18	24	+0
Demonplate V	7	9	12	+0	Demonplate X	17	19	27	+0
Devilplate III	8	10	12	+0	Devilplate VIII	18	20	27	+0
Demonplate VI	9	11	15	+0	Demonplate XI	19	21	30	+0
Devilplate IV	10	12	15	+0	Devilplate IX	20	22	30	+0

HAZARD SUIT

Heavy armor with improved environmental protection and emergency ejection

Often made with bright orange plastic and a clear facemask, hazard suits are mass produced and used in all kinds of dangerous environments.

As a standard action, a creature wearing a hazard suit can activate it to protect themselves from environmental dangers. It allows safe breathing in airless vacuum and incompatible atmospheres, protects from medium levels of radiation, and gives a +6 circumstance bonus on checks made against higher levels of radiation. While active, its wearer is immune to any damage from hot or cold environments that would allow a Fortitude save to negate. A hazard suit's environmental protection can be used for a number of days equal to its level before it needs to be recharged, with charges always

expended in one-day increments. Additionally, a hazard suit's boots include a function that allows the wearer to anchor their feet to a solid surface in a zero-gravity environment, allowing them to orient themselves or return to normal footing when needed. As a failsafe, the wearer can touch their elbows together behind their back as a move action, causing the armor to eject the wearer from wherever they are.

A hazard suit has an armor check penalty of -3, a speed adjustment of -5 feet, and weighs 3 bulk.

Powered hazard suit- These higher-end hazard suits contain a secondary generator, which powers a skin-tight forcefield around the suit's exterior, further protecting it. It has the energized armor trait.

TABLE: HAZARD SUIT STATISTICS

Model Name	Level	EAC	KAC	Max. Dex	Model Name	Level	EAC	KAC	Max. Dex
Hazard suit I	1	2	1	+1	Hazard suit VII	11	14	13	+1
Hazard suit II	2	3	2	+1	Powered hazard suit V	12	17	13	+2
Hazard suit III	3	4	3	+1	Hazard suit VIII	13	16	15	+2
Powered hazard suit I	4	7	4	+1	Powered hazard suit VI	14	19	15	+3
Hazard suit IV	5	7	5	+1	Hazard suit IX	15	18	17	+3
Powered hazard suit II	6	10	6	+1	Powered hazard suit VII	16	21	18	+3
Hazard suit V	7	10	7	+1	Hazard suit X	17	21	19	+3
Powered hazard suit III	8	13	8	+1	Powered hazard suit VIII	18	24	20	+3
Hazard suit VI	9	12	10	+1	Hazard suit XI	19	23	22	+3
Powered hazard suit IV	10	15	11	+1	Powered hazard suit IX	20	27	22	+3

BLACK-OPS GEAR

heavy armor, with environmental protection, delicate digits and extra plating

These black suits of armor are often ubiquitous with police and security response teams.

Black-ops gear combines heavy torso and shoulder plating overtop of lighter protective mesh, and has a removable helmet, gloves and boots.

As a standard action, a creature wearing black-ops gear can activate it to protect themselves from common environmental dangers, such as airless vacuum, incompatible atmospheres or low levels of radiation. This environmental protection can be used for a number of days equal to black-ops gear's level before it needs to be recharged, with charges always expended in one-day increments. Additionally, boots in black-ops gear in-



clude a function that allows the wearer to anchor their feet to a solid surface in a zero-gravity environment, allowing them to orient themselves or return to normal footing when needed.

Black-Ops gear has an armor check penalty of 0, a speed adjustment of -5 feet, and weighs 3 bulk.

Stealth Ops – These black-ops suits replace hard armor padding on joints with more flexible gel mesh, improving flexibility and mobility of their wearers. They have the with flexible joints armor trait.

TABLE: BLACK-OPS GEAR STATISTICS

Model Name	Level	EAC	KAC	Max. Dex	Model Name	Level	EAC	KAC	Max. Dex
Black-Ops I	1	2	3	+1	Black-Ops VII	11	13	14	+3
Black-Ops II	2	3	4	+1	Stealth Ops V	12	13	15	+5
Black-Ops III	3	4	5	+1	Black-Ops VIII	13	15	17	+3
Stealth Ops I	4	4	6	+3	Stealth Ops VI	14	16	17	+5
Black-Ops IV	5	6	8	+1	Black-Ops IX	15	17	19	+4
Stealth Ops II	6	7	8	+3	Stealth Ops VII	16	18	19	+6
Black-Ops V	7	8	10	+2	Black-Ops X	17	19	21	+4
Stealth Ops III	8	9	10	+4	Stealth Ops VIII	18	20	22	+6
Black-Ops VI	9	11	12	+2	Black-Ops XI	19	21	24	+5
Stealth Ops IV	10	11	13	+4	Stealth Ops IX	20	22	24	+7

WALKING TANK

Bigger powered armor, with environmental protection and weapon mounts

These massive suits of armor are more like vehicles than typical suits of armors, complete with heated seats. Up to two hands of weapons can be mounted to the walking tank's exterior, allowing the wearer to aim and fire these weapons without them occupying their hands – generally freeing them up to hold even more weapons at a time. These additional mounts don't allow the wearer to make any additional attacks.

As a standard action, a creature in a walking tank can activate it to protect themselves from common environmental dangers, such as airless vacuum, incompatible atmospheres or low levels of radiation. This environmental protection can be used for a number of days equal to walking tank level before it needs to be recharged, with charges always expended in one-day increments.

Additionally, boots in ARMORNAME include a function that allows the wearer to anchor their feet to a solid surface in a zero-gravity environment, allowing them to orient themselves or return to normal footing when needed.

The wearer of a walking tank occupies space in combat as though they were one size larger than normal, gains a +1 size bonus on all melee attacks, and increases their reach by 5 feet. A walking tank has an armor check penalty of -6, and weighs 30 bulk if carried. When a walking tank is worn, its wearer has an effective Strength of 20, and a speed of 30 feet. Walking tanks have a built-in battery with 20 charges, which it uses 1 charge every minute of strenuous activity (such as combat) or 30 minutes of mundane activity (such as exploration),.

Walking Bunker – Even larger than a walking tank, a walking bunker is covered with additional armor plates at every possible fail point of the armor. It has the extra plating armor trait.

TABLE: WALKING TANK STATISTICS

Model Name	Level	EAC	KAC	Max. Dex	Model Name	Level	EAC	KAC	Max. Dex
Walking tank I	1	3	4	+3	Walking tank VII	11	13	18	+3
Walking tank II	2	4	5	+3	Walking Bunker V	12	14	21	+3
Walking tank III	3	5	6	+3	Walking tank VIII	13	15	21	+3
Walking Bunker I	4	6	9	+3	Walking Bunker VI	14	16	24	+3
Walking tank IV	5	7	9	+3	Walking tank IX	15	17	24	+3
Walking Bunker II	6	8	12	+3	Walking Bunker VII	16	18	27	+3
Walking tank V	7	9	12	+3	Walking tank X	17	19	27	+3
Walking Bunker III	8	10	15	+3	Walking Bunker VIII	18	20	30	+3
Walking tank VI	9	11	15	+3	Walking tank XI	19	21	30	+3
Walking Bunker IV	10	12	18	+3	Walking Bunker IX	20	22	33	+3

FREIGHT-SUIT

Stronger powered armor, with environmental protection and delicate digits

A freight-suit is an exoskeleton that sits around its wearer as much as it is worn. It offers options for precise feedback, or for high-pressure grasping, and is much stronger and faster than most pilots could hope to be.

As a standard action, a creature wearing a freight-suit can activate it to protect themselves from common environmental dangers, such as airless vacuum, incompatible atmospheres or low levels of radiation. This environmental protection can be used for a number of days equal to the freight-suit's level before it needs to be recharged, with charges always expended in one-day increments. Additionally, boots in freight-suit include a function that allows the wearer to anchor their feet to a solid surface in a zero-gravity environment, allowing them to

orient themselves or return to normal footing when needed.

A freight-suit has an armor check penalty of -3, and weighs 30 bulk if carried. When a freight-suit is worn, its wearer has an effective Strength of 24, and a speed of 30 feet. A freight-suit has a built in battery with 20 charges, which uses 1 charge per minute.

Titanlifter – The titanlifter is a freightsuit designed for lifting entire pallets of cargo out of starships, and occasionally the starships themselves. Although not the largest model on the market, it is one of the most powerful, when it comes to raw physical power. Titanlifter armor makes its wearer one size larger than normal, they gain a +1 size bonus to attack, and they increase their reach by 5 feet.

TABLE: FREIGHT-SUIT STATISTICS

Model Name	Level	EAC	KAC	Max. Dex	Model Name	Level	EAC	KAC	Max. Dex
Freightsuit I	1	4	4	+3	Freightsuit VII	11	16	16	+3
Freightsuit II	2	5	5	+3	Titanlifter V	12	16	15	+3
Freightsuit III	3	6	6	+3	Freightsuit VIII	13	19	18	+3
Titanlifter I	4	6	5	+3	Titanlifter VI	14	18	18	+3
Freightsuit IV	5	9	8	+3	Freightsuit IX	15	21	21	+3
Titanlifter II	6	8	8	+3	Titanlifter VII	16	21	20	+3
Freightsuit V	7	11	11	+3	Freightsuit X	17	24	23	+3
Titanlifter III	8	11	10	+3	Titanlifter VIII	18	23	23	+3
Freightsuit VI	9	14	13	+3	Freightsuit XI	19	26	26	+3
Titanlifter IV	10	13	13	+3	Titanlifter IX	20	26	25	+3

FLIGHTSUIT

Powered armor, with environmental protection, jets, and a bigger battery

Flightsuit armor comes in a variety of models, but all models sport retractable wings, and fins up and down the arms for stability.

As a standard action, a creature wearing a flightsuit can activate it to protect themselves from common environmental dangers, such airless vacuum, incompatible atmospheres or low levels of radiation. This environmental protection can be used for a number of days equal to the flightsuit's level before it needs to be recharged, with charges always expended in one-day increments. Additionally, boots in a flightsuit include a function that allows the wearer to anchor their feet to a solid surface in a zero-gravity environment, allowing them to orient themselves



or return to normal footing when needed.

As a free action, the wearer of a flightsuit can activate the suit's built-in jets, giving them a fly speed of 15 feet, with average maneuverability. Each round the jets are active uses one round of the armor's built-in battery.

A flightsuit has an armor check penalty of -6, and weighs 30 bulk if carried. When a flightsuit is worn, its wearer has an effective Strength of 20, and a land speed of 30 feet. A flightsuit has a built-in battery with 40 charges, which uses 1 charge per minute.

Jetsuit – Jetsuits are slicker, faster variants of flightsuits, with the agile trait. Their land speed when worn is 40 feet, and their fly speed when airborne is 20 feet.

TABLE: FLIGHTSUIT STATISTICS

Model Name	Level	EAC	KAC	Max. Dex	Model Name	Level	EAC	KAC	Max. Dex
Flightsuit I	1	4	5	+3	Flightsuit VII	11	16	17	+3
Flightsuit II	2	5	6	+3	Jetsuit V	12	17	17	+3
Flightsuit III	3	6	7	+3	Flightsuit VIII	13	19	19	+3
Jetsuit I	4	7	7	+3	Jetsuit VI	14	19	20	+3
Flightsuit IV	5	9	9	+3	Flightsuit IX	15	21	22	+3
Jetsuit II	6	10	10	+3	Jetsuit VII	16	22	22	+3
Flightsuit V	7	11	12	+3	Flightsuit X	17	24	24	+3
Jetsuit III	8	12	12	+3	Jetsuit VIII	18	24	25	+3
Flightsuit VI	9	14	14	+3	Flightsuit XI	19	26	27	+3
Jetsuit IV	10	14	15	+3	Jetsuit IX	20	27	27	+3

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STRAIGHT
path

A green arrow with a black outline, pointing to the right. It is positioned behind the word 'path' and extends from the left side of the word to the right side of the frame.