

STAR LOG.EM-033

POWERED WEAPONRY



STARFINDER
COMPATIBLE



STAR LOG.EM-033

POWERED WEAPONRY

Author: David N. Ross
Cover Artist: Jacob Blackmon
Development: Owen K.C. Stephens

DESIGNATION OF PRODUCT IDENTITY

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration.

DECLARATION OF OPEN GAME CONTENT

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Compatibility with the *STARFINDER ROLEPLAYING GAME* requires the *STARFINDER ROLEPLAYING GAME* from Paizo Inc. See <http://paizo.com/starfinder> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the *STARFINDER ROLEPLAYING GAME* and the *STARFINDER ROLEPLAYING GAME* Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.

STAR LOG.EM-033: POWERED WEAPONRY © 2018 by Everyman Gaming, LLC.

ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit <http://www.everymangaming.com>! You can also follow Everyman Gaming on Facebook at <https://www.facebook.com/gamingeveryman> or on Twitter at handle @EMGamingLLC.

ACCESSING: STAR LOGS.EM... ACCESS: GRANTED.

Welcome to *STAR LOGS.EM*, brought to you by Everyman Gaming LLC! Here at Everyman Gaming LLC, we strive to bring you exactly what you need for your starfaring adventures. From new class options and archetypes to the latest information on alien life forms found throughout the galaxy, Everyman Gaming is here to make sure that your space ship is stocked and your datajacks filled with everything you need to have safe, fun, and profitable adventures throughout the known galaxy. (Warning: Everyman Gaming LLC takes no responsibility for any death, permanent affliction, potential brain scrambling, or similar impairments you may suffer during your adventures.)

Everyman Gaming's state of the art Star Log.EM series combines top talent spanning the known universe (and some parts unknown) to create state-of-the-art design for your Starfinder experience. Some Star Log.EM files. Some Everyman Minis are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all Star Log.EM files are intended to add something cool or weird to your tabletop experience. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of Star Log.EM series you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: POWERED WEAPONRY

Hello, and thank you for purchasing *STAR LOG.EM-033: POWERED WEAPONRY*! With the advance of modern science and technology came the natural decline in many of the traditional forms of martial combat that many peoples of the Xa-Osoro System held dear. Initially, this decline wasn't due to differences in deadliness—rather, new technologies were simply easier to use than the older ones, meaning it quickly became more cost and time effective to learn to use newer, technological weapons than train in the old ways. Modern armor, which is all but impervious to archaic weapons, was seen by many as the final nail in the coffin of old martial arts. That is, until Power Arms Industries, based on Tor, revolutionized the weapons of the past by bringing them into the present. Still considered a startup by many of the larger, more prominent figures in the industry, Power Arms Industries was founded by partners Hiroshimi Vansu (Male kitsune mechanic 8) and Vidanne Swepgale (Female tengu soldier 12) after a lively discussion about the value of archaic weaponry over drinks at the Beer and Battle tavern on Tor. Utilizing Vidanne's obsession for ancient weaponry to inspire his work, Hiroshimi has developed hundreds of uniquely modern takes on ancient weapons, the most famous of which are described herein. The duo even take commissions, recently unveiling a new line of axes inspired by the ancestral weapons of an eclectic dwarf heralding from an ancient civilization in the Hyperspace Station quadrant.



NEW WEAPONRY

The following weapons are modern takes on traditional weaponry, and can be purchased at most specialty armories. Statistics for each of these new types of weapons can be found on the accompanying weapon tables on page 5.

CRYOBOW (AVALANCHE-CLASS, BLIZZARD-CLASS, FROSTBITE-CLASS, HAILSTORM-CLASS)

Though they appear similar to ordinary compound bow, a cryobow is outfitted with a specialized device that dispenses supercooled gas when drawn that form the weapon's arrows. Shots from a cryobow are guided by a shielded grip on the bowstring from which each arrow emerges.

ELECTRON CHOPPER (AURORA, STATIC, STORM, TEMPEST)

Based on designs for ancient dwarven war axes, an electron chopper's ultrathin blade is augmented by a device that creates a quantum magnetic array that allows the weapon to wound targets by hacking them apart at the molecular level, disrupting the wounded area's molecular bonds.

HARMONIC SCIMITAR (BANSHEE, HFD, LFD, THUNDERSTRIKE)

Harmonic scimitars generate sound waves that weaken and part whatever the blade touches. Designed to make quick, clean attacks from vehicles, they are popular for disrupting enemy drivers during engagements in vehicle chases.

INCAPACITATOR BOLAS (ADVANCED, GRAVITY, TACTICAL)

Incapacitator bolas are two pitch-black, impact-resistant blocks that discharge disabling electrical pulses when they experience a sharp impact after being thrown. The blocks are connected by a reinforced line 10 feet long. Thanks to the cord, when you hit with a bolas, you can make a ranged attack roll with the same attack bonus against the target's KAC + 8. If you hit, the target is knocked prone.

ION-JET TRIDENT (ADVANCED, ELITE, PARAGON, TACTICAL)

Sturdy, light, three-pronged spears, ion-jet tridents can be used in melee but are optimized to be thrown. Their miniaturized ion jets allow them to be thrown far with fantastic accuracy, and with any attack they potentially pinning fleeing enemies in place.

MAGNETAR HAMMER (BLUE STAR, RED STAR, WHITE STAR, YELLOW STAR)

Resembling an antique armament known as a meteor hammer, a magnetar hammer consists of a series of microscopic nuclear reactors possessing a neutronium core. The reactors are cased in durable titanium casings that are connected by a high-strength adamantine cable designed to be swung at high speeds. The reactors discharge plasma energy to wreck foes.

NEW WEAPONS SPECIAL PROPERTIES

Several of the new types of weaponry presented here make use of new weapon special properties, which are described below.

MOBILE

The weapon's design allows it to make use of inertia when you attack, its power boosted with your movement. Whenever you move at least half your speed during your turn, you treat all weapon damage roll results of a 1 as if they were 2. You gain the benefit of this ability whenever you move at least half your speed while attacking from a mount or a moving vehicle. Massive vehicles that act as terrain (such as an ocean liner or a starship) do not provide you with this benefit unless you move as described above upon them.

PIN DOWN

The weapon uses magnetism, charged subatomic particles, magic, or some other force to anchor a target in place. A creature hit by a thrown weapon attack with the pin down special property becomes entangled until it escapes with an Acrobatics check (DC 10 + the weapon's item level + the attacker's Dexterity modifier) or a Strength check (DC 15 + the weapon's item level + the attacker's Dexterity modifier) or the weapon is destroyed or powered off. Unlike the entangled special property, the pin down weapon anchors the target to an adjacent surface (such as the floor, a wall, or even a vehicle), preventing movement in addition to the other effects caused by the entangled condition. If the surface that the target is pinned to moves, the target moves with it.

Pin down weapons possess biometric scanners that allow them to be powered off only by their owners. These biometric scanners can be reconfigured for a new owner with a successful Computers or Engineering check (DC 20 + the item's level) that takes $1d4 \times 1$ minutes. Only thrown weapons can have this weapon special property.

STANCE

The weapon is designed to utilize two different stances during combat—a defensive stance and an offensive stance. In defense mode, the weapon has the block weapon special property. In offense mode, the weapon has one of the following weapon special properties, noted in parentheses next to this special property: blast, boost, disarm, injection, penetrating, reach, stun, or trip. Changing modes between defense and offense is a swift action.

SUNDER

When you attempt a sunder combat maneuver while wielding a weapon with this property, you gain a +2 bonus to your attack roll.

NEW CRITICAL EFFECT

Several of the new types of weaponry presented here make use of new critical effects, which are described below.

TABLE: ADVANCED MELEE WEAPONS

One-Handed Weapons	Level	Price	Damage	Critical	Bulk	Special
Sonic						
Harmonic scimitar, thunderstrike	4	1,850	2d4 S & So	Deafen	1	Mobile, powered (capacity 20, usage 1)
Harmonic scimitar, LFD	9	14,700	4d4 S & So	Deafen	1	Mobile, powered (capacity 20, usage 1)
Harmonic scimitar, HFD	14	75,000	8d4 S & So	Deafen	1	Mobile, powered (capacity 20, usage 1)
Harmonic scimitar, banshee	18	372,000	8d8 S & So	Deafen	1	Mobile, powered (capacity 20, usage 1)
Uncategorized						
Ion-jet trident, tactical	5	2,750	1d8 P	Knockdown	1	Powered (capacity 20, usage 2), thrown (60 ft., pin down)
Ion-jet trident, advanced	10	16,500	3d8 P	Knockdown	1	Powered (capacity 20, usage 2), thrown (70 ft., pin down)
Ion-jet trident, elite	13	49,000	6d8 P	Knockdown	1	Powered (capacity 20, usage 2), thrown (80 ft., pin down)
Ion-jet trident, paragon	17	215,000	9d8 P	Knockdown	1	Powered (capacity 20, usage 2), thrown (120 ft., pin down)
Two-Handed Weapons	Level	Price	Damage	Critical	Bulk	Special
Plasma						
Magnetar hammer, red star	7	6,100	2d8 E & F	Wound	1	Powered (capacity 20, usage 2), stance (reach), trip
Magnetar hammer, yellow star	11	24,500	3d8 E & F	Wound	1	Powered (capacity 20, usage 2), stance (reach), trip
Magnetar hammer, white star	14	73,000	5d8 E & F	Wound	1	Powered (capacity 20, usage 2), stance (reach), trip
Magnetar hammer, blue star	19	590,000	7d8 E & F	Wound	1	Powered (capacity 20, usage 2), stance (reach), trip
Shock						
Electron chopper, static	7	6,400	1d12 E & S	Shatter	1	Boost 1d6, powered (capacity 20, usage 1), sunder
Electron chopper, aurora	12	40,500	2d12 E & S	Shatter	1	Boost 2d6, powered (capacity 20, usage 1), sunder
Electron chopper, storm	15	105,000	3d12 E & S	Shatter	1	Boost 3d6, powered (capacity 20, usage 1), sunder
Electron chopper, tempest	20	830,000	9d12 E & S	Shatter	1	Boost 4d6, powered (capacity 20, usage 1), sunder

TABLE: LONGARMS

Two-Handed Weapons	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Cryo									
Cryobow, frostbite-class	5	2,070	1d8 C & P	80 ft.	Staggered	40 charges	2	1	—
Cryobow, hailstorm-class	9	12,600	3d8 C & P	80 ft.	Staggered	40 charges	2	1	—
Cryobow, blizzard-class	12	30,500	5d8 C & P	80 ft.	Staggered	80 charges	4	1	—
Cryobow, avalanche-class	16	145,000	8d8 C & P	80 ft.	Staggered	100 charges	5	1	—

SHATTER

You deal your weapon's critical hit damage to one object held in the target's hand or accessible on its body. The object must be something that could be drawn easily by the target as a move action (see Draw or Sheathe a Weapon in Chapter

8 of the *STARFINDER CORE RULEBOOK*). The damage is reduced by an amount equal to the object's hardness (see Smashing an Object in Chapter 8 of the *STARFINDER CORE RULEBOOK*).

TABLE: SPECIAL WEAPONS

One-Handed Weapons Shock	Level	Price	Damage	Critical	Bulk	Special
Incapacitator bolas, tactical	3	950	2d4 B	Staggered	1	Powered (20 charges, usage 1), stun, thrown (10 ft.), trip
Incapacitator bolas, advanced	9	10,500	3d4 B	Staggered	1	Powered (20 charges, usage 1), stun, thrown (20 ft.), trip
Incapacitator bolas, gravity	14	54,000	6d4 B	Staggered	1	Powered (20 charges, usage 1), stun, thrown (50 ft.), trip

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a)“Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b)“Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)“Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures heros; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of heros, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If you are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE

portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Core Rulebook. © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Star Log.EM-033: Classive Weaponry Revised © 2018, Everyman Gaming LLC; Authors: David N Ross.

Fine-Tune Your Starfinder!

Enhance your Science-Fantasy like only Everyman Gaming knows how with the **Star Log.EM** series! Each week, we present a new **Star Log.EM** product that covers a specific Starfinder niche. From mechanic tricks to wondrous equipment to fantastic magical powers, Everyman Gaming's got what you need!

NOW AVAILABLE

<http://www.everymangaming.com/star-log-em>