

# Weapons and Armor

Most of the items are self-explanatory, but extra details are provided for select items as follows.

**Chakram (throwing disk):** is a flat metal ring designed for throwing, also known as a chalikar. Chakram throwers usually carry multiple rings in a stack or incorporated into their clothing as accessories.

**Concealed metal rods:** are a tactic used primarily by ninjas for a hidden defense against attack.

**Dragonhide armor:** provides a +2 to saving throws against one specific attack type (depending on the type of dragon it's made from). The most common types include acid, chlorine gas, electricity, fire, frost, paralyzing gas, repulsion gas, sleep gas, and slowing gas.

**Flying guillotine:** this weapon includes a mechanical bowl-shaped apparatus with interior collapsing blades, the whole attached to a 10-foot chain. The flying guillotine is thrown, then if it successfully lands on an enemy's head the thrower pulls the chain and the blades extend decapitating the target. Extremely difficult to employ effectively, the flying guillotine requires an attack roll of a natural 20 to perform its function.

**Forcefield belt:** sheathes its wearer in a virtually invisible energy particle barrier, reducing his effective armor class to 0 and providing a +2 bonus to most saving throws. Forcefield belts require a power pack to function, which last about 6 months.

**Heat-seeking missile:** automatically hits a target unless it's overall colder than room temperature (i.e. a frost giant).

**Hook swords:** a pair of blades with hooks at their tip. The two ends can be hooked together to increase the weapons reach (making it comparable to a polearm). Hook swords require 2-hands to wield, whether dual-wielding or employing them hooked to one another.

**Katar (war claw):** a dagger-like weapon strapped to the forearm. By activating a hidden stud two additional blades slide out on either side of the main blade, creating a set of 3-pronged claws. With the blades extended the katar can be used to parry incoming sword attacks (improves armor class by 1). The wearer cannot attack and parry in the same round.

**Piece metal armor:** is armor improvised by combining salvaged materials.

**Plant fiber armor:** is armor woven from durable plant fibers.

**Power armor:** amplifies the wearer's Strength, providing a +1d4 bonus (varies by suit); most suits provide darkvision to 60'; some suits include a built in ray gun. Power armor requires a power pack to function, which lasts about 6 months.

**Power packs:** are a requirement to operate many technological devices. If damaged they have a 1% per hit point of damage sustained chance of exploding for 6d6 points of damage to everyone in a 5 foot radius of the pack.

**Ray guns:** come in many varieties, including freeze rays, heat rays, electrothanasia rays, and others. All require one power pack per 20 shots.

**Swordbreaker:** a blade weapon slightly larger than a dagger that has comb-like slots along one edge designed to trap and break an enemy's sword. When parrying a Swordbreaker traps the enemy's sword on a successful hit the first round, then breaks it on the second (in lieu of attacking).

**Tangleweed pellet:** is a glass pellet containing a weed that grows quickly when exposed to air, but then quickly dies. It will block a pathway or prevent movement (but not combat) by up to 3 enemies for 1d6 rounds.

**Variable swords:** are sword-like blades consisting of an ultra-thin fiber held rigid by a stasis field. They are capable of severing limbs, but can be dangerous to their wielders, as well. They do not require power packs.

**Vibroblades:** are swords capable of vibrating at high frequencies, which dramatically improves their ability to damage enemies or cut through materials. They do not require power packs.

**Wave motion gun:** an advanced high energy cannon-type siege engine that disintegrates (as the spell) on a successful hit. Each shot requires a power pack.

**Zip gun:** an attempt by alchemists to reverse engineer handguns. They function, but have a tendency to explode when used. On a natural 1 when fired the gun explodes in its wielder's hand for 3d8 damage.

## Armor

Type	Armor Class	Cost
None	9 [10]	0
Shield	-1 [+1] modifier	15 gp
Katar (war claw)*	-1 [+1] modifier	6 gp
Concealed metal rods**	8 [11]	20 gp
Leather; furs; bone plate	7 [12]	5 gp
Ring	6 [13]	30 gp
Plant fiber	5 [14]	50 gp
Chain; piece metal	4 [15]	75 gp
Plate	3 [16]	400 gp
Dragon hide	2 [17]	12,000 gp
Forcefield Belt***	0 [19]	80,000 gp
Power Armor***	-1 [20]	150,000 gp

\* only for parries vs. blades; can't attack on same round

\*\* sewn in clothing

\*\*\* requires power pack, which lasts about 6 months (20,000 gp)

## Missile Weapons

Type	Damage	Rate of Fire	Range*	Cost
Axe, hand	1d6	1	10 feet	2 gp
Blowgun**	(1 hour sleep)	1	15 feet	2 gp
Boomerang ***	1d4	1	60 yards	4 gp
Bow, long**	1d6	2	70 feet	60 gp
Bow, short**	1d6	2	50 feet	15 gp
Cannon**	3d6	1/3	1.5 miles	300 gp
Catapult, heavy *****	1d100	1/3	240-480 yards	200 gp
Catapult, light ***	1d100	1/2	150-300 yards	150 gp
Chakram (throwing disk) ***	1d6	1	20 feet	6 gp
Crossbow, heavy**	1d6+1	1/2	80 feet	20 gp
Crossbow, light**	1d4+1	1	60 feet	12 gp
Dagger	1d4	1	10 feet	2 gp
Dart or throwing spike	1d3	3	15 feet	1 gp
Dynamite, 1 stick	6d6	1	30 feet	15 gp
Flash pellet	Blinds 1d3 rounds	1	20 feet	10 gp
Flying guillotine	Special*****	1/2	10 feet	300 gp
Handgun**	1d8	1	25 yards	9000 gp
Javelin or Spear	1d6	1	20 feet	1 gp
Lightning gun**	3d6	1/2	50 feet	30,000 gp
Machine gun**	1d8	10	300 yards	45,000 gp
Missile launcher**	4d6	1	700 yards	56,000 gp
Ray gun**	2d8	1	160 yards	90,000 gp
Rifle **	1d8	1	300 yards	13,500 gp
Shield (thrown)	1d6	1	10 feet	15 gp
Shotgun**	1d10	1/2	120 feet	15,000 gp
Shuriken (ninja star)	1d3	3	10 feet	2 gp
Sling**	1d4	1	40 feet	1 gp
Tangleweed pellet	Special*****	1	20 feet	15 gp
Thrown dwarf*****	1d4+2	1/2	10 feet	0
Tranquilizer gun**	(1 hour sleep)	1	20 feet	10,000 gp
Wave Motion Gun ***	Disintegration	1/4	600 yards	180,000 gp
Zip gun **	1d8*****	1	30 feet	1500 gp

\* Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

\*\* requires ammunition

\*\*\* returns to thrower's hand on a miss

\*\*\*\* requires ammunition and a crew of four

\*\*\*\*\* decapitates normal-sized humanoids on natural 20; otherwise no damage

\*\*\*\*\* prevents movement (but not combat) by up to 3 enemies for 1d6 rounds

\*\*\*\*\* or similar sized creature; damages "weapon" and target; requires 15 or better Strength; requires volunteer or success in grappling

\*\*\*\*\* explodes in wielder's hand for 3d8 damage on natural 1

## Ammunition

Type	Used For	Cost
Arrows (20)	Bows	2 gp
Bolts (20)	Crossbows	2 gp
Bullets (10)	Hand, machine, and zip guns	3000 gp
Explosive charge and canister	Cannons	75 gp
Heat-seeking missile	Missile launchers	10,000 gp
Power pack (20 shots)*	Ray and Lightning guns; shock batons; wave motion guns	20,000 gp
Rifle bullets (10)	Rifles	4000 gp
Shells (3)	Shotguns	2500 gp
Stones (20)	Slings	0
Tranquilizer darts (3)	Tranquilizer guns, blowguns	90 gp

\* provides only one shot for a wave motion gun

## Melee Weapons

Type	Damage	Cost
Axe, battle	1d8	5 gp
Axe, hand	1d6	1 gp
Baton or Club	1d4	0
Bladed metal fan, folding	1d4	4 gp
Chain	1d4	3 gp
Dagger	1d4	2 gp
Dagger, trident	1d6+1	6 gp
Flail (2-handed)	1d8	8 gp
Fork, Military (2-handed)	1d8+1	10 gp
Glaive (2-handed)	2d8+1	16 gp
Hammer, war	1d4+1	1 gp
Hook swords (dual-wielded)	1d6+1	16 gp
Javelin or Spear	1d6	1 gp
Katar (war claw)	1d4	6 gp
Khopesh (sickle sword)	1d6+1	12 gp
Lance	2d4+1	6 gp
Mace, heavy	1d6	10 gp
Man-sized humanoid*	1d8	0

Type	Damage	Cost
Morningstar	2d4	15 gp
Polearm (2-handed)	1d8+1	10 gp
Scimitar	1d8	15 gp
Scythe	1d6	6 gp
Severed limb	1d6	0
Shock Baton**	Stuns 1d3 rounds	1500 gp
Staff (2-handed)	1d6	0
Strangling cord	1d8	0
Sword, bastard	1d8	20 gp
Sword, Great (2-handed)	1d10	30 gp
Sword, long	1d8	15 gp
Sword, short	1d6	8 gp
Swordbreaker***	1d6	24 gp
Trident (2-handed)	1d10	25 gp
Variable Sword****	1d12	20,000 gp
Vibroblade	2d6	4500 gp
Whip	1d3	1 gp

\* requires 18 or better Strength; damages "weapon" and target; requires volunteer or success in grappling

\*\* requires power pack for 20 uses (20,000 gp)

\*\*\* when parrying can break an enemy sword on the next round following an enemy miss (in lieu of an attack)

\*\*\*\* AKA mono-molecular whip; severs a limb on a natural 20 except vs. large enemies; severs a limb of the wielder on a natural 1