

# LASER SWORDS

The iconic, elegant laser sword is symbolic of space fantasy. Quick, deadly weapons able to cut through solid steel, laser swords require dedicated training and skill.

The laser sword dates back to Hamilton's 1933 *Kaldar: World of Antares*, and has featured in the work of Leiber, Asimov, Niven, and more before its most popular outing in the *Star Wars* franchise in 1977.

The basic laser sword in the *N.E.W.* core rulebook is simply a sword which does heat damage. But laser swords can be so much more than that! This article introduces a selection of new laser swords.

## COLOR

The colour of a laser sword defines its properties.

**Black.** These rare, dark weapons cause damage which cannot be healed except by psionic (or magical) healing.

**Blue.** This is the standard laser sword in the core rulebook.

**Green.** Green laser swords represent peace and defense, often used for deflecting laser blasts.

**Purple.** A purple sword is a mix of offense and defense.

**Red.** A red laser sword symbolises aggression and anger. These swords do more damage than other laser swords.

**Yellow.** These swords are focused on melee defense, used by guardians throughout the centuries.



Laser Sword	Damage	Cost (cr)	Special
Black	3d6 heat	20,000	Cursed; dangerous; penetrating; cursed
Blue	3d6 heat	400	Dangerous; penetrating ; bright
Green	3d6+2 heat	1,000	+2 RANGED DEFENSE; dangerous; penetrating; bright
Purple	3d6+2 heat	5,000	+1 ALL DEFENSES; dangerous; penetrating; bright
Red	4d6 heat	10,000	Dangerous; penetrating; bright
Yellow	2d6+2 heat	2,000	+2 MELEE DEFENSE; dangerous; penetrating; bright

## NEW TRAITS

The following traits are introduced in this article.

**Bright.** Bright weapons such as laser swords automatically emit a bright light in a 30' radius circle when activated.

**Cursed.** This trait is found in the O.L.D. core rulebook but repeated here for convenience. Damage from a cursed weapon does not heal naturally; it requires magical (or psionic) healing.

**Penetrating.** Laser swords are powerful weapons. The *penetrating* trait allows weapons to ignore SOAK, making them ideal for cutting through steel and armor. This trait does not apply against energy constructs, however - a forcefield or energy shield is fully effective against a laser sword.

**Dangerous.** Laser swords are not easy to use. More so than most weapons, it is easy to injure yourself when using one; this is why Star Knights have extensive training in *swords*. If more than half the dice in the attack roll come up as 1, the wielder causes herself 1d6 heat damage, plus 1d6 for each 1 rolled above half. This damage cannot be SOAKed, but it is

reduced by the number of ranks the wielder has in *swords*.

## UPGRADES

Most laser swords are personalised, and their owners upgrade them. As medium-sized weapons, laser swords of standard quality have 3 upgrade slots available.

The following customisations from the N.E.W. core rulebook are particularly appropriate.

*Accelerated*  
*ID-Matched*  
*Transporting*

Additionally, these customisations from the O.L.D. core rulebook are also appropriate. Note that a customisation and an enchantment are essentially thematic names for the same "mechanic" - both are available, but you will use the term appropriate to your setting.

*Elemental*  
*Fast*  
*Slayer*  
*Quillon/Guard*

### *Warning*

If your setting includes psionics, these additional “magical” effects are also appropriate:

*Malice*

*Pernicious*

*Soulsucker*

*Wilful*

*Worthy*

Don't forget the increased damage upgrade. This is found in the errata for N.E.W. (see the official website) but is repeated here for convenience:

***High damage (1,000cr).*** The weapon has been modified to make it more deadly. Perhaps a baseball bat has spikes on it, or a firearm uses an advanced propellant. It does +1d6 damage.

Additionally, the following new exploit is useful for those who enjoy throwing laser swords.

***Throwing (1,000cr).*** If you have the Star Knight's Throw Sword exploit, the range increment of the thrown weapon increases to 10' (2 squares) per point of INT.

## **STAR KNIGHTS**

One of the Star Knight's exploit choices allows them to build their own laser sword.

A laser sword built in this fashion increases in quality as

the Star Knight gains grades. Every time the Star Knight gains a new grade, roll 1d6. On a roll of 6, the laser sword increases in quality by one level.

A Star Knight's first laser sword is blue. They may take the exploit again to build green, yellow, purple, red, then black swords (in that order). Red and black swords are associated with evil and violence, and most peace-loving Star Knights do not construct them.

If you are using the Shadow Track (see Appendix A in the O.L.D. core rulebook, or EONS #49), constructing a red or black laser sword earns 1d6 Dark Points.

