



Appendix C. Weapons & Equipment

Using Equipment	c1
Terms & Definitions	c2
Archaic Weapons	c3
Modern Weapons	c4
Futuristic Weapons	c5
Explosives	c6
Toxins & Acids	c7
Armor	c8
Force Fields	c9
Building Gadgets	c10
Misc. Equipment	c11



Availability. All equipment is marked with an availability rating of C, R, S, or X. While a referee is free to allow any player the option of any item, the coding is meant to act as a guide

C = Common: Common items can be found in nearly every population center and are purchased by common citizens. Cost is 75-100% of normal.

R = Rare: Rare items are available for purchase only through specialty shops. Some locals may prohibit their purchase. Cost is 100-150% of normal.

S = Special items require the appropriate authority to purchase or possess. Such items are strictly regulated and possession of one without proper documentation could result in severe penalties. Cost is 200-300% of normal if not authorized (black market).

X = Not Available for Purchase: The item simply cannot be found for purchase and only certain individuals can own or use the item effectively.

c1. Using Equipment

Equipment comes in two categories: a) can't do something without the equipment (like scuba diving) or b) the equipment makes life easier (like using rope to climb a tree).

Items in the first category give a value indicating either the maximum bonus attainable using a character's current attributes or a flat bonus when using the item (no additional attribute bonuses allowed).

Items in the second category provide a bonus to a character's Success Role and so are identified by the value of the bonus they give and the attribute it influences.

c2. Malfunctions

Complicated mechanical objects bring an increased risk of things going wrong (gremlins). To reflect this, all mechanical objects have a malfunction number. When a character attempts to use a mechanical device and rolls equal to or beneath the malfunction number, they must refer to Table c1. Device Malfunctions to resolve the malfunction. Count Fumbles as normal.

c1. Device Malfunctions.

1-3	Device Jams. 1D3 rounds to fix.	6	Device Damaged. Device's body value is reduced by half and requires 2D3 rounds to fix.
4-5	Device Freezes. Device locks until the end of combat (3D6 minutes to repair afterwards).		



Weapon Damage Bonus. Characters are eligible to receive an additional damage

bonus when using non-energy, melee weapons. This damage is added directly to the weapon's own damage value. To calculate a character's damage when using a weapon, refer to the following table:

Average of Size & Body	Damage Bonus
0-2	-1D3
3-4	0
5-6	+1
7-8	+1D3
9-12	+1D6
For each 3 pts after	+1D6



Item Cost. To facilitate purchasing, items are listed with a uniform pricing system. Call it credits, gold, or blakava...items are priced for cross genre use. For instance, a space marine looking to purchase a sturdy knife would cost 20 credits and a plasma rifle would cost 6000. Inflation sucks.



Armor Piercing Some weapons have the ability to "punch" through armor better

than others. The bonus given to these weapons is subtracted from the armor value of the target before the rest of the damaged is calculated. An armor pierce bonus is never used as damage versus a character's health or body.

c3. Glossary

Jargon makes the world go 'round. Use the following list to help define the purpose of each term used throughout the remainder of this appendix. Review it first and save yourself quite a bit of headache later on (and nasty emails to us).

Term	Abbreviation	Definition
Rate of Fire	RoF	Number of times in a single combat round that a weapon can be used: 1/1 — Weapon can be used once 2/1 — Weapon can be used twice 1/2 — Weapon can be used every other combat round
Damage	DAM	Amount of damage actually caused by weapon.
Damage Bonus	DB	Additional damage that a character can add to melee weapons due to their size and body.
Armor Pierce Bonus	AP	An additional amount of "illusory Damage" that is added when determining if the weapon penetrated any armor worn by the target, but not counted as actual damage.
Malfunction Number	Mal. #	When being used, the number at or below which the weapon/ device malfunctions and the attacking character must roll on the malfunction table.
Rounds	Rds	The number of rounds the device holds before needing recharged or reloaded.
Encumbrance	Enc	How much the item weighs/encumbers the character.
Body	Bod	The amount of damage the device can resist before needing repaired. Only used when the device itself is the target of an attack.
Armor Value	AV	The default value of the armor; amount subtracted from incoming damage.
Ballistic Protection	BP	An additional amount of Ballistic/ Concussive damage the armor protects.
Energy Protection	EP	An additional amount of energy/ non-concussive damage the device protects.
Concealable	Hide	A bonus applied to a character's attempt to hide the weapon on their person. Weapons w/o this bonus are always affectively visible.



Table C2. Archaic Weapons

Weapon	Damage	Range (L/S)	Armor Pierce Bonus	Mal. #	Rds	RoF	Enc	Cost	Bod	Notes
Melee Weapons (1 Handed)										
Fist	1D2	1	0	—	—	1	0	—	Var.	DAM + DAM Bonus
Daggers/ Knives	1D3	1	0	—	—	1	.5	20	5	+2[P] to Hide.
Short Sword	1D4	1	0	—	—	1	1	25	10	Can parry in melee
Sword	1D6	1	0	—	—	1	2	75	10	Can parry in melee
Spear	1D6	2	0	—	—	1	2	30	8	
Axe	1D6	1	0	—	—	1	1	40	8	
Hammer/ Mace	1D6	1	+1D3	—	—	1	1	50	8	AP due to smashing
Morning Star	1D6	1	0	3	—	1	2	75	7	Can attempt to entangle
Melee Weapons (2 Handed)										
Sword	2D6	2	0	—	—	1	2	150	15	
Axe	2D6	2	0	—	—	1	2	75	12	
Hammer	2D6	2	0	—	—	1	2	75	12	
Maul	2D6	2	+1D6	—	—	1	2	40	12	AP due to smashing
Spear	2D6	3	+1	—	—	1	2	40	10	
Halberd	3D3	2	0	—	—	1	3	60	13	
Flail	1D6 [1D3]	2	0	5	—	1	3	100	10	Can entangle object/person
Pike	2D6	4	+1D6+1	—	—	1	3	50	15	AP when charged by calvary
Missile Weapons										
Sling	1D3	7	0	3	1	1	.5	5	2	+4 [P] to Hide
Short Bow	1D6	20	0	3	1	2/1	1	50	5	
Long Bow	3D3	36	0	3	1	1	2	100	6	
Lt Crossbow	2D3	12	0	4	1	1/1	2	80	4	
Heavy Crossbow	2D6+1	24	0	5	1	1/2	2	100	5	
Arbalest	3D6	30	0	6	1	1/3	3	150	8	
Harquebus	2D6+2	20	+2	6	1	1/3	2	300	10	
Flintlock Pistol	1D6	6	+1	5	1	1/2	1	200	8	
Blunderbuss	2D6	10	0	5	1	1/3	2	250	10	Sprays a "cone" of DAM
Thrown, Axe/ Knife	1D3	= Body	0	—	1	1/1	1	25	10	
Thrown, Spear/ Javelin	1D4+1	= Body + 10	0	—	1	1/1	1	20	8	
Thrown, Dart	1D2	= Body	0	—	1	1/1	.5	15	8	Usually poisoned; +1[P] to hide



Table C3. Modern Weapons

Weapon	Damage	Range (L/S)	Armor Pierce Bonus	Mal. #	Rds	RoF	Enc	Cost	Bod	Notes
Firearms										
Small Caliber Pistol	1D6	12	—	4	6-8	3/1	1	190	8	+2[P] to Hide
Large Caliber Pistol	2D6	15	—	5	6	1/1	2	300	8	
Rifle	2D6+1	36	—	4	6	2/1	2	300	8	
Machine Gun	3D3 [1D3]	24	—	6	200	1	3	1000	6	Spray up to 8"
Shot Gun	2D6+2	16	—	4	2-5	1 or 2	3	100	10	Causes Knock back when DAM > Body of Target
Sniper Rifle	2D6	50	+1D6	4	20	1/1	3	2000	8	
Elephant Gun	3D6	25	+1D3	4	7	1/1	3	1800	10	
Grenade Launcher	—	20	—	5	1	1/1	2	750	8	Launches variable grenade types
Special Weapons										
Stun Gun	3D3	3	—	5	3	1/2	1	200	5	+3[P] to Hide. Versus Body to knock unconscious for # RDS = Dam-Body
Dart Gun	—	10	+1D6	4	1	1/2	1	75	5	Delivers toxin
Flame Thrower	3D6	20	—	6	10	1/1	4	2500	5	Spray up to 6"
Snub Kraepl	1D6	10	—	4	4	1/1	1	600	10	+3[P] to Hide. Var. Ammo
Kraepl	2D6	15	—	4	10	1/1	2	1200	15	Variable Ammo
Chain Saw	2D6+1D3	1	—	3	—	1/1	3	250	8	
Paste Gun	1D6+1D3	15	—	5	6	1/1	2	3000	5	Entangled character must roll Body versus Dam to escape.
Mace/ Pepper Spray	—	3	—	4	10	1/1	.5	10		Blinded 2D3 Rounds



Example.
Knockback. The alien Ch'tak raises a Boom tube to fire upon a group of human space scum.

Ch'tak fires and the boom tube hits doing 15 points of damage. The hit scum only has a body of 4. The damage is greater than the body of the target. The target is blown 8 spaces (24 ') backwards due to the blast, slamming into a wall for 1D6 points of damage..

c4. Knockback

Powerful hits and explosions do more than just hurt, they tend to lift things into the air and throw them quite far—otherwise known as “knockback”. When a character is hit with sufficient concussive force (such as a blow or an explosive wave), compare the damage hitting the character by their body.

If the damage is greater, the character will be knocked a distance equal to half the total damage in excess of their body and will smash anything in their path for XD6 additional damage, where X is the total distance divided by 6.



Table C4. Futuristic Weapons

Weapon	Damage	Range (S/L)	Armor Pierce Bonus	Mal. #	Rds	RoF	Enc	Cost	Bod	Notes
Missile Weapons										
Pismire ^e	1D3	6	1D3	4	2	1/1	1	250	8	+3 [P] to Hide
Hand Blaster ^e	1D6	15	2D3	5	10	2/1	2	650	8	
Blaster Rifle ^e	2D6+2	30	2D3	5	30	2/1	3	1500	8	
Plasma Rifle ^e	4D6	30	2D6	6	5	1/2	3	6000	6	
Disruptor ^e	1D3+1	15	<10=0	6	10	1/1	2	1900	5	
Gauss Pistol	1D6+1	15	+1D3	4	8	2/1	1	350	10	Can fire explosives for added +1D6 damage at a cost of 10 per round
Gauss Rifle	3D3+1	36	+1D6	4	6	2/1	2	650	10	
Needler	1D3 [1D6]	20	—	5	200	2/1	3	300	5	
Laser ^e	3D3	40	—	4	10	1/1	2	900	5	
Sonic Pistol ^e	1D6	20	—	4	30	1/1	2	1100	5	
Ion Cannon ^e	2D6	20	1D6+1	4	10	1/2	3	1500	5	Disrupts electronics
Zap Gun ^e	1D6	15	2D6 vs. metal	5	10	1/1	1	800	5	DAM v. Body or unconscious
Melee Weapons										
Hell's Cestus	2D6	1-5	—	5	3	1/1	2	2200	10	Burns/ can start fires
Chain Blade	1D6	1	+1	4	—	1/1	2	1500	8	
Vibro-Blade	1D3+1	1	+1D3	4	—	1/1	1	750	8	
Plasma Blade	1D6	1	+2D6	6	—	1/1	3	3500	5	
Lightning Claws	1D3+1	1	+1D6+1	4	—	1/1	2	2500	8	
Special Weapons										
Neural Disruptor	1D6	15	N/A	4	10	3/1	1	2500	5	Attacks Mind.
Field Inhibitor	3D6	20	N/A	6	2	1/1	3	4500	5	Within range, inhibits all energy weapons with a damage value less than its.
Neutralizer	2D6+3	10	N/A	5	1	1/1	2	6000	5	Neutralizes all psionic abilities/ talents within range with STR less than its Damage. No other lasting effect
Boom Tube	4D6+3	20	N/A	5	4	1/2	2	1100	10	Knockback only
Sun Burst	1D3+1	25	N/A	4	—	1/2	1	1500		Characters blinded



c5. Explosives & Explosions

When an explosion occurs, character in the immediate vicinity of the blast are in as an immediate danger as those directly hit by the blast. The wave of damage spreads out from ground zero having with each successive hex/inch it travels until the damage value equals 0.

Each character caught by the blast takes the indicated amount of damage (normal AV applying), but must also make a roll of Body versus Blast Damage or fall to the ground. (spending the next turn to stand if they wish)

Table c5. Grenades & Explosives

Weapon	Damage	Range (L/S)	Armor Pierce Bonus	Mal. #	Rds	RoF	Enc	Cost	Bod	Notes
Modern										
Hand Grenade	4D6	Thrown	—	4	1	1/1	1	25	5	Area affect equal to half damage
Gas	3D6 (area affected)	Volume of DAM	N/A	5	1	1/1	1	25	3	Variable mix of gasses (see toxins)
Mortar	6D6	6	—	5	1	1/3	1	1500	5	Must be fixed into position before firing (1 Rd)
Pipe Bomb	2D3+1	Thrown	—	6	1	1/2	1	0	2	
Incendiary	3D6+3	Var.		4	1	1/2	1	50	3	Causes a flash fire that continues to burn
Futuristic										
Plasma Wave	4D6	Thrown	+2D6	6	1	1/3	2	250	5	expanding wave of plasma; explosion
Black Out	2D6+6	Thrown; Affect = to dam	N/A	4	1	1/1	1	50	4	Nullifies radar, sonar, heightened sensory equip etc (challenge test)

c6. Toxins

A toxin is only as strong as the character is weak. To determine a toxin's chance of affecting a character, compare the toxin's maximum affect (damage or otherwise) versus the character's body.

If the toxin is larger, then it may work on the character providing it wins a challenge roll of its rolled damage versus the defending character's body. If successful, the toxins influences the character in the appropriate manner. If a slow acting poison, the poison continues to attack the character each round, inflicting a random amount of damage until the poison is arrested or the character fini.

If unsuccessful, the character is left unharmed by the weak solution used against them.



c7. Acids

Acids work by dissolving the material they are in current contact with whether that material be metal, armor, or flesh. However, acids do not always have the potency to dissolve all materials. To check to see if an acid is successful in attacking a material, check to see if the acid's maximum damage is greater than the body of the material in question.

If the acid is greater, then each round the acid attempts to burn through the material until the acid is neutralized or removed. To determine success, do a challenge roll between the random value of the acid and the body of the material attacked. If the acid is successful, the acid burns the victim at -1 point of damage (cumulative) until the acid's value equals 0.

If the acid's maximum damage is less than the body of the material it is in contact with, then the acid never has any effect.

Table C6. Toxins & Acids

Toxin	Damage (potency)	Damage once afflicted	Damage every...	Enc	Cost	Notes
Acid	Variable	—	Round	1	100 pts per maximum pt of damage	see description.
Cobra Venom	2D3+3	1D6	Every 1D6 minutes		N/A	
Combat Poison	Variable.		Round	1	100 pts per maximum pt of damage	After initial dose, character continues to lose 1D3 health every hour until the poison is arrested
Chloroform	2D3+3	—	Immediate	.5	200 per dose	Unconscious for 1 hour.
Curare	2D6+6	2D6+3	Round	.5	600 pts per dose	Paralysis with respiratory failure within 2D6 minutes.
Cyanide	3D3+3	2D3	Every 1D3 Rounds	.5	300 pts per dose	Can also be released as a gas.
Defoliant	3D6	—	2D6 rounds to completion	1	100 per dose	Only harm plant life, causing it to wither and decay within minutes.
Paralysis	1D6+2	—	N/A	.5	30 per dose	Temporary paralysis for 2D6 rounds.
Psychoactive Drugs/ Gas	2D6	—	Immediate	.5	50 per dose	Dam V. Knowledge or affected character suffers mental disorder for 2D3+2 rounds
Thorazine	3D3+1	—	Immediate	.5	50 per dose	Character becomes very mellow and must make a [K] roll to act until the drug wears from their system (2D6 * 10 minutes)



Damaging

Armor. Each time damage successfully penetrates a piece of armor, theoretically, the value of the armor is compromised and provides statistically less protection. For the sake of player sanity, however, we chose to ignore this fact. For the die-hards out there though. . .

Each time armor is breached, do a challenge roll with the (absolute value of the armor + 2D6) vs. (the penetrating damage + 2D6).

If the penetrating value is greater, then the armor value is reduced by 10% rounded up.



Example. Layered Armor. Our old pal Everin is in combat against a wily ogre.

The ogre swings a club at Everin's head, but only hits his chest for 11 points of damage. Yeowch!

Fortunately, Everin is wearing full plate with padding underneath,

The plate stops 5 points, leaving 6 to get through to the padding. The padding stops an additional point leaving 5 points to find its way to poor Everin's chest.

It looks like Everin will be seeking the Wood Witch again soon.



Armor Ratings.

Armor Value (AV) is further subdivided by BP and EP. If the number listed in either column is marked with a "+" then that value is added directly to the AV. If the value is listed without a "+", then the value listed is the only protection offered and the AV is ignored.

c8. Armor

Personal protection has been a facet of every culture through history and has meant animal hides to lacquered wood to Kevlar vests. In D6 RPG, armor is any item or combination of items that reduce or lessen the damage a character receives a result of an attack or other injury causing event.

c9. Force Fields

Force Field offer a particular form of injury protection by completely blocking all incoming damage or completely allowing all incoming damage.

A force field as seen as a nimbus of energy surrounding a character (or characters) or objects. When a blow from weapon comes into contact with the field, the blow either: a) ricochets off, or b) punctures the field and thus causing the field to collapse for the remainder of the round if not the entirety of combat.

To determine the fields response conduct a challenge roll in which the incoming damage value is matched against the force fields value during the turn it is strained. If the incoming damage is greater than the field's value, the field collapses and ALL the incoming damage gets through.

If the field's strength is greater, then all the damage is repelled.

Some force fields specify that the first hit during a combat round is completely blocked, but that the field dissipates and must recharge before being usable again.

c10. Layering Armor

Many players will try to convince a referee that it is indeed possible to wear leather and padding and chain mail under plate armor. The muses however have decide to declare what armor can be layered and which cannot.

When armor is layered, the character is considered to derive the benefits from both sets, but not cumulatively. Damaged is measured against the first armor to be penetrated and then the second as distinct occurrences.



Table c7. Armor Values

Armor Type	Default AV	BP	EP	Enc	Mal. #	Cost	Notes
Archaic							
Leather/ Padding	1	—	1	1	—	10	Padding can be layered beneath Ring, Chain, Plate Mail, or Wizard's Cloak
Cuirboilli	2	+1	1	1	—	25	
Ring Mail	3	—	1	2	—	75	
Chain Mail	4	—	1	3	—	120	
Plate Mail	5	+2	3	5	—	200	
Wizard's Cloak/ Robes	2	1	+3	1	—	500	Worn by wizards and their ilk, the cloak offers some protection .
Modern							
Flak Jacket	3	+2	2	2	—	200	
Kevlar Vest	2	+5	1	1	—	250	+1[P] to Hide
Kevlar Lining (Trench Coats, jackets, etc...)	1	+2	1	1	—	300	Undistinguishable from normal clothing
Riot Gear	4	+1	2	3	—	500	
Futuristic							
Synthetic Coverall	1	1	1	0	—	150	+3[P] to Hide
Padded Tunic	1	+1	1	1	—	100	Common among most law enforcement
Blast Armor	4	+2	2	2	—	600	Common among special units & military
Mobile Infantry (Assault Armor)	5	+2	+1	3	3	3500	Used by military assault teams
Dreadnaught	6	+3	+3	5	4	10000	Fully contained, cybernetically enhanced armor
Extra-Vehicular Activity (EVA)	3	+1	1	3	4	1500	Sealed system suit used in space
Psy-Neg Helmet	2	1	1	1	3	1000	Helmet provides a +3 [K] resistance to all attacks versus mind including telepathy, mind control, mind blasts, etc... character appears as a non-entity to a telepath.
Symbiotic Organism	2	+2	+3	0	4	2000	Damage to armor is automatically regenerated; character's resting healing rate increased by +1D3 pts per hour (includes Body damage)
Mesh	3	+4	+1	1	3	1000	Links of composite material that becomes rigid when struck, dispersing the force of the blow before becoming flexible again.

**Example. Shield.**

Fitz is in a pickle.

Trapped in an alley with machine-gun toting mutants at the entrance and only a garbage can lid for protection.

The mutants open fire and Fitz decides to charge forward using the trashcan lid as a shield and sacrificing all other actions.

Bullets race past Fitz, but several more hit his impromptu shield as he makes the parry roll with his agility of +4 and a roll of 9.

The lid has an armor rating of 5. The bullets do 9 points of damage leaving 4 to slam into Fitz. Fitz's clothing stop an additional point leaving 3 to hit.

c11. Using Shields

A shield is any device strapped to a character's arm (tentacle or other) with the primary goal of parrying the melee weapon of an attacker. Shields cannot be used to defend against missile fire other than a character who specifies that they are crouching behind their shield with the purpose of hiding from missile fire; such a character forfeits all other action for the round except movement.

In melee, a character with a shield may both attack with their weapon of choice and defend against one attacker using their shield on a success roll of A [12].

A successful shield parry can either block all damage from an attack or reduce damage before it reaches a character's armor (at which point the AV of worn armor takes over and can further reduce the damage).

Table c7. Shield Values

Shield Type	Default AV	BP	EP	Enc	Mal. #	Cost	Notes
Archaic							
Buckler	2	—	—	1	—	5	Can not be used against missile fire
Small Shield	4	—	—	1	—	10	
Kite Shield	5	+1	1	2	—	15	
Round Shield	6	+1	2	2	—	20	+1 [A] When hiding from missile fire.
Legion/ Tower Shield	7	+1	2	3	—	35	+2 [A] when hiding from missile fire.
Modern							
Riot Shield	6	+4	4	3	—		Similar to tower shield made of modern composites
Futuristic							
Personal Force Field	Equal to damage			1	3	600	+1[P] to Hide; 1 use then must recharge for 1 round
Force Shield	Random ea. rd: 2D6+2			2	4	800	Must be recharged after hit; direction



Table c5. Gadgets & Goodies

Item	Skill Enhanced	Bonus	Enc.	Mal #	Body	Cost	Avail	Notes
Bed Roll	Resting or Healing	+1	2	N/A	2	10	C	Bonus is per hour of use
Binoculars	Perception (Vvision)	—	1	2	2	20	C	Normal [P] up to 200'
Camera	N/A	—	1	3	2	10	C	
Compass	Perception or Knowledge	+4	0		2	5	C	Use when trying to pinpoint a location.
Decoder	Perception	+3	.5	3	2	1820	R	Useful when deciphering
Doctor's Kit	Knowledge (healing)	+2	2	5	2	200	R	
First Aid Kit	Knowledge (first aid)	+1	1	3	1	5	C	
Flashlight	Perception (vision)	—	1	3	3	5	C	no darkness penalty up to 15' in one direction
Flight Helmet	Agility (vehicle use)	+2	2	4	4	1650	S	
Geo-Positioner	Perception (navigation)	+5	1	4	3	400	R	
Grappling Hook/ Rope	Agility (climbing)	+2	2	3	2	50	R	
Lantern/ Torch	Perception (vision)	—	1	3	2	5/1	C	No darkness penalty up to 10'
Laptop/ Palm Computer	Knowledge (research)	+2	2/1	5	2	300	R	
Large/ Small Pack	Encumbrance	—	1/5	—	4	50/10	C	Allows an additional enc of 5/2
Laser Scope/ scopes	Perception	—	1	3				User can substitute Perception for Agility in using a missile weapon
Listener	Perception (hearing)	+2	1	3	1	100	R	
Loaded Dice/ Marked Cards	Perception (cheating)	+1	.5	3	1	10	R	
Lucky Charm	Any	+3	.5	4	1	Var.	X	Usable once per day
Magnifying Glass	Perception (vision)	+1	.5	3	1	5	C	
Misc. Tools	Agility or Knowledge	+2	1 ea.	3	3	var.	C	
Motion Sensor	Perception	+4	1	5	2	450	S	provides a 30' radius of detection
Paramedics Kit	Knowledge (first aid)	+2	2	3	2	150	S	
Pick Locks	Perception	+1	1	3	4	200	S	Must be used to open locks
Pitons & Rope	Agility (climbing)	+2	3	3	2	150	R	
Rope	Agility (climbing)	+1	2	3	2	25	C	
Short Wave Radio	—	—	1	4	2	15	C	
Smart Gun Adapter	—		.5	4	1	125	R	allows a weapon to only be fired by owner
Stealth Kit	Perception (sneaking)	+2	1	3	1	40	R	
Survival Pack	Knowledge (surviving)	+2	2	3	4	25	R	
Tool Kit/ Box	Knowledge (fixin' stuff)		3	3	5	200	C	
Tracking Device	Perception (tracking)	+3	1	4	2	450	S	homing beacon must be fixed to target first
Winter Coat/ Gloves	Body (resist cold)	+3	.5	—	2	5	C	



Design Flaws. *The challenge rolls for designing and building a gadget should be done by the referee so that a character does not know if the device works until they attempt to use it.*

A particularly sadistic ref could actually have a character roll for each element of a gadget during the design process.



Design Flaws. *Just because it was built, doesn't mean it works. Referee's should use their imaginations when designing flaws, but here is a short list of suggestions.*

- 1:1-3 Weighs a ton! Enc = +6
- 1:4-6 Huge! Size = +4
- 2:1-3 Makes an incredible noise!
Char. must make a body roll
or suffer temp/ hearing loss
for D6 minutes.
- 2:4-6 Stinks! No one can stand to
be around the device.
- 3:1-3 Shocks the character on first
use for 1 point.
- 3:4-6 Shakes violently!
- 4:1-3 Turns the player a random
color; causes a rash.
- 4:4-6 Works once.
- 5:1-3 Delays 1D6 turns before
working
- 5:4-6 Appears sentient
- 6:1-3 Auto Fumble: refer to combat
- 6:4-6 Auto Fumble: refer to talent

c1. Building a Gadget

There will always be an item a character wants to build, buy or dream of. To build a gadget or have a gadget built, a character must follow two steps: Step 1 is design, step 2 is construction.

c1. Step 1: Design

Designing an item requires a challenge roll between the designer's ability or knowledge and the highest level purchased for the device. In other words, the more complicated the device, the harder to build. Failure does not mean the device does not get built, just that it won't work once it is built.

The level of success that a character has during the design phase impacts the length of time required to build the device. After the designed period has finished, the character can "review" the design to discover if the design appears feasible (i.e. did the design roll fail) by making a success roll of K [12]. If they fail the review roll, then they must proceed with building the gadget whether the design was successful or not.

Design time is a number of days equal to the cumulative level of:

$$(\text{Body} + \text{Levels} / \text{Maximum DVD} + \text{Charges}) - \text{Encumbrance}$$

c1. Step 2: Building

Constructing the item follows the same format as designing the item: requiring a challenge roll between the builder's ability or knowledge and the highest level purchased for the device.

Building time is a number of hours equal to the cumulative level of :

$$(\text{Body} + \text{Levels} / \text{Maximum DVD} + \text{Charges}) - \text{Encumbrance}$$

To determine the cost of the gadget and the time required to create the device, a character must determine the value of each of the following characteristics:

1. Malfunction Number
2. Body
3. Charges
4. Reload/ Recharge Rate
5. Encumbrance
6. **Level of each "ability" possessed by the device

For each "special ability" of the device (i.e. bonus to vision, bonus for climbing, damage done, etc...) the DVD of the device will have to be purchased.



Table ca. Malfunction	
2D6	Cost Adjust
3	+50
4	+40
5	0
6	-25
7	-50

Table cb. Body Value	
Body	Cost Adjust
1	-10
2	-5
3	0
4	+5
5	+10
+1	+10 each point after

Table cc. Conceal	
Bonus	Cost Adjust
0	0
+1	+10
+2	+25
+3	+45
+4	+75
+5	+100

Table cd. Encumbrance	
ENC	Cost Adjust
.5	+75
1	+50
2	+25
3	0
4	-25
+1	-25 Points each

Table ce. Levels		
D/V/D	Bonus	Cost Adjust
1	—	+5
1D2	+1	+10
1D3	—	+20
1D6	+2	+35

Table ce. Levels cont.		
D/V/D	Bonus	Cost Adjust
2D3	—	+50
1D6+1	+3	+60
2D4	—	+75
3D3	+4	+90

Table ce. Levels cont.		
D/V/D	Bonus	Cost Adjust
2D6	—	+100
4D3	+5	+125
2D6+2	—	+150
3D6	+6	+175

Table cg. Charges or Rounds (uses)	
2D6	Cost Adjust
1	-50
2	-25
3	0
4	5
5	15
6	30
+1	+5 each add'l round

Table cf. Recharge/ Reload Rate		
Rds	Recharge	Reload
1	+50	+25
2	+25	0
3	0	-10
4	-10	-25
+1	-10 each add'l rd	-10 each add'l rd

c1. One Use only Items

Sometimes, a character only needs an item once. A device design specially for an occasion with no other practical use or the device is effectively only good for one use (such as a grenade). For those occasions, determine the total cost of the device and then divide the price by 10.

The understanding being that, whether the device works or not, it the character only has one attempt at using it.



Table c7. Item Descriptions

Item	Avail.	Description
Blasters	S	A blaster is a standard projectile weapon in which the projectile is energized before exiting the barrel. The charge particle has an increased armor piercing capabilities.
Boom Tube	R	A boom-tube is a cylinder approximately three feet in length and 3" in diameter carried by large-animal control agencies for "humane" redirection. Popular for riot control among sentients as well.
Chain Blade	C	A chain blade is a standard bladed surmounted by a monofilament chain. While such blades are used in offensive manners, it was originally created as a cutting tool.
Disruptor	R	A disruptor resembles a small pistol with an enlarged cylinder. Inside the cylinder, a particle field is created and locked in a stasis field before being "lobbed" by the firing pin at a target. Upon contact, the particle field inhibits the molecular cohesion of the target in the location of contact. This disruption causes intense pain and disregards the protection of armor with AV values less than 10 (EP still applies).
Flechette (Needler)	S	A small pistol attached to a feeding tube allows hundreds of 1" long "needles" or metal shards to be fired by a gas propellant. While not effective against armored opponents, against crowds and unarmored opponents the needler is devastating.
Gauss Technology (Bolter)	S	Gauss technology uses a magnetic induction field to propel a metal capsule along the barrel at incredibly high speeds. On exiting, the capsule's own propellant ignites causing it to increase velocity even further. Gauss rifles and pistols can fire varying "capsules" from armor piercing rounds to gas grenades.
Hell's Cestus	R	A minute version of the plasma rifle concentrated in two insulated gauntlets. Using the gauntlets, a character can spend a round creating a ball of plasma held in a stasis field. The character can then throw the "ball" or hold it against an object. Used almost exclusively by demolition squads and Assault Groups to create openings in thick ship walls.
Ion Cannon	R	Ion field generators and weapons are relatively harmless to living organisms, but can disrupt electric/magnetic systems for a short period or completely destroy their circuits. The cannon fires a magnetic pulse along an ionized holding field.
Kraepf	R	Kraepf is the name given to a standard hand gun that has been retrofitted to hold multiple ammunitions in separate clips mounted to the gun.
Laser	S	A laser is a concentrated beam of light that unlike other firearms, fires a continuous beam at a target. Providing the target remains stationary and does not wear armor with an AV higher than the max damage of the laser, the beam provides cumulative damage each round. Lasers have no effect on force fields or similar energy fields/armor.
Paste Guns	S	A paste gun uses compressed gas to propel a liquid adhesive at a target. Upon contact with the air, the adhesive begins to coagulate into a thick putty-like material. Upon each successful application, the bonus of the adhesive increases by +1 each round to a maximum of [10]. Character's attempting to struggle free must make a challenge roll between their body versus the bonus of the adhesive.
Pismire	C	A pismire is a small, defensive weapon carried by business travels throughout the empire. It resembles a bulb that cradles in the palm of the hand with a firing tube. A quick squeeze can fire the pismire's rather weak missile (modified blaster shell).
Plasma Blades	R	The plasma blade consists of an artificial "plasma" projected along a stasis field of varying length from 1' to 5'. Like the rifle, the blade has tremendous armor piercing capabilities. Unfortunately, after a successful discharge (contact), the blade requires a round to recharge on a D6 roll of 1-3.
Plasma Rifle	R	The most destructive of all hand weapons, the rifle fires a gelatinous pack of artificial "plasma" that is inert until exiting the barrel through a massive, localized energy field created by the weapon. The incredible fire power and armor piercing capability is offset by the rifles slow firing (in order to recharge) and short range.
Sonic Pistol	S	Pistol fires a concentrated beam of sound that causes an increase in the molecular vibration of the target. If the damage done by the weapon is greater than the body of the object hit, the object explodes on a D6 roll of 6.
Vibro-Blades	S	A vibro-blade functions in the same way as the sonic pistol, by emitting a concentrated sound field that gives the blades a distinctive "hum". The vibration increases the blades armor piercing capabilities. The blades can be attached to any blade: axe, spear, sword.
Zzap Gun	R	The zap gun appears as a tuning fork with a handle. One tine fires a small stream of electrons to the target causing a differential that allows the second tine to deliver an electric blast along.



Table c7. Item Descriptions, cont.

Item	Avail.	Description
Blast Armor	S	Typical armor employed by the military. Combination of Kevlar/ Mesh and composite plates.
Cuirboilli	C	Boiled and waxed leather. Stiff and inflexible.
Chain Mail	S	Flexible armor composed of small overlapping metal rings.
Dreadnaught	X	Tank on two legs. Requires the rider to be cybernetically enhanced to operate. Causes a gradual deterioration in the body of users (-3 [B]); -2 [A]; +12 [Body]; Misc. other equipment equally 1000 pts. +10 [Enc]. +6 Strength uses; Targeting computer (+3 [A] to missile fire); Sealed System (+8 [B] to resist poison) indefinite use
Extra-Vehicular Activity (EVA)	S	Sealed system suit used for those working or traversing in space.
Flak Jacket	S	A military style jacket covering the entire torso; made of Kevlar with rigid plates in some locations.
Force Shield	S	Worn on the wrist or suspended from a belt or necklace, the device produces a solid wall of energy that absorbs incoming energy or inertia. Coverage is limited in area and resembles a round shield of ancient times.
Leather/ Padding	C	Thick garments of leather or wool.
Kevlar Lining (Trench Coats, jackets, etc...)	S	A street coat or jacket lined with Kevlar. The lining provides penetration protection though little concussive protection.
Kevlar Vest	S	Traditional bullet-proof vest made of Kevlar fiber and a solid plate insert on the chest.
Mesh	R	A flexible, fiber-bundled cloth that becomes momentarily rigid when hit, dispersing the force of the impact and providing protection. Also good at absorbing energy weapons.
Mobile Infantry (Assault Armor)	S	Fully mechanized armor used by the military. Comes equipped with heightened sensory arrays, sealed environment and high levels of protection. -1 [A] to use; +3 [Body]; Misc. other equipment totaling 500 pts. Targeting computer(+3 [A] to missile fire); Jump pack (allows a rocket assisted jump up to 4D3+2'); Sealed system +5 [B] to resist poison; +3 [Enc]
Padded Tunic	C	A thickened tunic common among law enforcement, explorers, and outdoorsman.
Personal Force Field	S	A small, belt worn device that, when on, covers a single character in an inertial dampening field. The field completely blocks a single attack directed against the individual. However, the field requires 1 round to recharge between each use (i.e. success block of the attack).
Plate Mail	R	A combination of chain mail and rigid metal plates covering most of the body.
Psy-Neg Helmet	R	Helmet designed for use against Psionics. The helmet provides +5 to resistance attempts vs. mind control, telepathy, and even detection.
Ring Mail	S	Metal rings and studs adhered to a cuirboilli base.
Riot Gear	R	A combination of padding and Kevlar used by police for protection from melees.
Symbiotic Organism	R	A living organism bonded to the target in order to offer extensive protection. Removal causes 2D6 health damage and -1D3 body.
Synthetic Coverall	C	A tough, vinyl like work suit common among construction and maintenance workers. Provides limited protection against abrasions and cuts. Often worn under other clothing.
Wizard's Cloak/ Robes	X	A robe or cloak specially treated and covered with arcane symbols in order to protect wizards and their ilk.