

WEAPONS, ARMOR, AND EQUIPMENT

TABLE: RANGED WEAPONS

WEAPON	Damage	Critical	Damage Type	Range Increment*	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
Handguns (require the Personal Firearms Proficiency feat)										
Pistol, Derringer (.45)	2d6	20	Ballistic	10 ft.	Single	2 int.	Tiny	1 lb.	12	Lic (+1)
Revolver, Light (.22)	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	12	Lic (+1)
Revolver, Medium (.38)	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	13	Lic (+1)
Revolver, Heavy (.44)	2d8	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lb.	14	Lic (+1)
Autoloader, Light (.32, 9mm)	2d4	20	Ballistic	30 ft.	S	9 box	Tiny	1 lb.	14	Lic (+1)
Autoloader, Medium (.45, 9mm)	2d6	20	Ballistic	30 ft.	S	9 box	Small	2 lb.	15	Lic (+1)
Autoloader, Heavy (.50, 10mm)	2d8	20	Ballistic	40 ft.	S	9 box	Med	4 lb.	16	Lic (+1)
Machine Pistol (.45, 9mm)	2d6	20	Ballistic	40 ft.	S, A	20 box	Med	5 lb.	18	Res (+2)
Laser pistol ¹	2d8	18-20	Fire	60 ft.	S	25 battery	Med	3 lb.	25	Illegal (+4)
Longarms (require the Personal Firearms Proficiency feat)										
Shotgun, Pump-action ¹	2d10	20	Ballistic	30 ft.	Single	5 int.	Large	11 lb.	16	Lic (+1)
Shotgun, Double-barrel ¹	2d8	20	Ballistic	30 ft.	S	2 int.	Large	12 lb.	16	Lic (+1)
Shotgun, Sawed-off ¹	2d8	20	Ballistic	15 ft.	S	2 int.	Med	4 lb.	16	Illegal (+4)
Shotgun, Semiautomatic ¹	2d8	20	Ballistic	40 ft.	S	7 int.	Large	8 lb.	17	Lic (+1)
Rifle, Bolt-action (7.62mm)	2d10	20	Ballistic	90 ft.	Single	5 int.	Large	7 lb.	15	Lic (+1)
Rifle, Light (.444)	2d10	20	Ballistic	80 ft.	S	6 int.	Large	8 lb.	16	Lic (+1)
Rifle, Heavy (.50) ¹	2d12	20	Ballistic	120 ft.	S	11 box	Huge	16 lb.	20	Res (+2)
Assault Rifle, Light (5.56mm)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	8 lb.	17	Mil (+3)
Assault Rifle, Medium (7.62mm)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	10 lb.	18	Mil (+3)
Assault Rifle, Heavy (7.62mm)	2d10	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	20	Mil (+3)
Submachine Gun (.45, 9mm) ¹	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	18	Res (+2)
Machine Gun, Medium ¹	2d10	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	21	Mil (+3)
Alliance stun rifle ¹	2d12	20	Sonic	10 ft.	Single	25 battery	Large	7 lb.	20	Mil (+3)
Laser rifle ¹	3d8	18-20	Fire	80 ft.	S, A	25 battery	Large	8 lb.	28	Illegal (+4)
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)										
Machine Gun, Heavy ¹	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
Rocket Launcher (LAW)	10d6 ¹	—	—	150 ft.	1	1 int.	Large	5 lb.	20	Mil (+3)
Grenade Launcher	Varies ¹	—	—	70 ft.	1	1 int.	Large	7 lb.	18	Mil (+3)
Other Ranged Weapons (Weapons Proficiency feat needed given in parentheses)										
Compound bow (Archaic) ¹	1d8	20	Piercing	40 ft.	1	—	Large	3 lb.	10	—
Crossbow (Simple) ¹	1d10	19–20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9	—
Javelin (Simple) ¹	1d6	20	Piercing	30 ft.	1	—	Med	2 lb.	4	—
Shuriken (Archaic) ¹	1	20	Piercing	10 ft.	1	—	Tiny	0.5 lb.	3	—
Whip (Simple) ¹	1d2	20	Slashing	15 ft.	1	—	Small	2 lb.	4	—

¹ See the description of this weapon for special rules.

* Characters get a +1 bonus to attack and damage rolls with a ranged weapon against opponents within 10 feet (2 squares). The feat **Point-Blank Shot** increases the range to within 30 feet, and the feat **Far-Shot** further increases it to 45 feet (9 squares).

Table: Armor

ARMOR	TYPE	EQUIPMENTS BONUS	NONPROFICIENT BONUS	MAXIMUM DEX BONUS	ARMOR PENALTY	SPEED (30 FT.)	WEIGHT (HT)	PURCHASE DC	RESTRICTIONS
<i>Light Armor</i>									
Leather coat	Impromptu	+1	+1	+8	-0	30	4 lb.	10	—
Light undercover shirt	Concealable	+2	+1	+7	-0	30	2 lb.	13	Lic (+1)
Undercover vest	Concealable	+3	+1	+5	-2	30	3 lb.	14	Lic (+1)
Reinforced jumpsuit	Tactical	+2	+1	+6	-1	30	3 lb.	14	—
<i>Medium Armor</i>									
Concealable vest	Concealable	+4	+2	+4	-3	25	4 lb.	15	Lic (+1)
Light-duty vest	Tactical	+5	+2	+3	-4	25	8 lb.	16	Lic (+1)
Tactical vest	Tactical	+6	+2	+2	-5	25	10 lb.	17	Res (+2)
<i>Heavy Armor</i>									
Combat body armor	Tactical	+7	+3	+1	-6	20	15 lb.	18	Res (+2)
Heavy assault armor	Tactical	+9	+3	+0	-8	20	20 lb.	19	Mil (+3)
Space suit	Impromptu	+6	+3	+0	-8	15	30 lb.	14	—

Table: Melee Weapons

WEAPON	DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTIONS
Simple Weapons (require the Simple Weapons Proficiency feat)								
Brass knuckles	1	20	Bludgeoning	—	Tiny	1 lb.	5	—
Cleaver	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4	—
Knife	1d4	19–20	Piercing	10 ft.	Tiny	1 lb.	7	—
Metal baton	1d6	19–20	Bludgeoning	—	Med	2 lb.	8	—
Pistol whip	1d4	20	Bludgeoning	—	—	—	—	—
Rifle butt	1d6	20	Bludgeoning	—	—	—	—	—
Sap	1d6 ¹	20	Bludgeoning	—	Small	3 lb.	2	—
Tonfa ¹	1d4	20	Bludgeoning	—	Med	2 lb.	6	—
Archaic Weapons (require the Archaic Weapons Proficiency feat)								
Bayonet ¹	1d4/1d6	20	Piercing	—	Large	1 lb.	7	—
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4	—
Longsword	1d8	19–20	Slashing	—	Med	4 lb.	11	—
Machete	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	10	—
Spear ¹	1d8	20	Piercing	—	Large	9 lb.	6	—
Straight razor	1d4	19–20	Slashing	—	Tiny	0.5 lb.	4	—
Sword cane ¹	1d6	18–20	Piercing	—	Med	3 lb.	9	—
Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)								
Chain ¹	1d6/1d6	20	Bludgeoning	—	Large	5 lb.	5	—
Kama	1d6	20	Slashing	—	Small	2 lb.	5	—
Katana ¹	2d6	19–20	Slashing	—	Large	6 lb.	12	—
Kukri	1d4	18–20	Slashing	—	Small	1 lb.	5	—
Nunchaku	1d6	20	Bludgeoning	—	Small	2 lb.	3	—
Three-section staff ¹	1d10/1d10	20	Bludgeoning	—	Large	3 lb.	4	—

¹See the description of this weapon for special rules.

Improvised Weapons

Any portable object can be used as a weapon in a pinch. A character takes a -4 penalty on his or her attack roll (an improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the penalty).

Object Size	Examples	Damage
Diminutive	Ashtray, CD disk case, crystal paperweight	1
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	1d3
Medium-size	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	1d4
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	1d6
Huge	10-foot ladder, mailbox, oil barrel, park bench, sawhorse	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8

A character can effectively wield or throw an object of his or her size category or smaller using one hand and one size category larger using two hands. Improvised weapons deal lethal damage based on their size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons. Improvised weapons threaten a critical hit on a natural roll of 20. An improvised thrown weapon has a range increment of 10 feet. Improvised weapons are not designed to absorb damage: an improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface or an object larger than itself.

Laser pistol

One of the rarest and most illegal firearms in the 'Verse, some models (like the "Lassiter") are exotic antiques from Earth-that-was, while others are the latest in Alliance technology. All are equally deadly. Laser pistols are powered by a built-in, rechargeable battery.

Alliance stun rifle

This weapon fires an amplified sonic pulse carried on a distortion wave in the visible light spectrum that inflicts a powerful shock to the target's nervous system. It always causes nonlethal damage (even on a critical hit). However, the pulse dissipates at longer ranges: reduce the damage by 1 point for every full range increment of the attack. If the target suffers massive damage from a stun rifle and fails the Fortitude saving throw, he is knocked unconscious and rendered helpless for a number of minutes equal to the damage inflicted by the attack (the character is not reduced to -1 hit points). Stun rifles are powered by a built-in, rechargeable battery.

Space Suit

This completely enclosed environment suit is capable of sustaining life in extremes of temperature and a lack of breathable air. The suit is composed of a thick body suit and helmet with a transparent mask, all parts of which are capable of deflecting micro-meteors and other space-borne projectiles. Inside the suit, internal air tanks and environmental filters maintain temperature and pressure. Additionally, a communications system allows for radio transmissions and internal sensors to monitor biological functions.