

PF2

PROSTHETIC WEAPON ARMS



52-IN-52

Owen K.C. Stephens

PATHFINDER
COMPATIBLE

CREDITS

Author: Owen K.C. Stephens

Editing: Rogue Genius Games

Cover Illustration: JEStockart

Project Management and Planning: Lj Stephens

Graphic Design and Layout: Lj Stephens

Bon Vivant and Planning: Stan!

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PROSTHETIC WEAPON ARMS

Sometimes, you need a hand.

Okay, I'd like to claim we're not going to make that kind of joke throughout this product... but I can't promise that. I mean, one the one hand it might be in poor taste, but on the artificial other hand...

Yah, you were warned.

So, you need a functional artificial arm, and you want it to be weaponized. Most likely, this is the result of an unfortunate run-in with a vorpal weapon, or a critical hit deck your GM bought online from a company with "Kill" or "Genius" in the name. But there are other possibilities. You might have decided a metal arm with a big hook on it is an upgrade in your lifestyle. You might not be satisfied with the limb you got at birth. You might have ticked off the wrong crocodile.

Whatever the reason (and we don't judge, here), you have decided you need a prosthetic weapon arm.

And we are here to discuss your options.

THE BASICS

A prosthetic weapon arm is a clockwork technological device, or a magic item, that is implanted as part of a surgery that takes about 1 hour (and is included in the cost of the arm). If it is a magic item, it takes Magical Crafting to create one. If it is a clockwork, it requires Alchemical Crafting or Specialty Crafting. There's no difference in cost or function between the two types—it's mostly a matter of personal preference whether you want to be fueled by springs and cogs, eldritch forces beyond mortal comprehension, or both.

A character who can create a prosthetic weapon arm can also install one without risk of failure, as can a character with Master of better proficiency in Medicine. Otherwise, it takes a successful Medicine check (requiring expert proficiency) DC 15 + the patient's level, with

failure by 5 or more resulting in the patient being fatigued, and sickened for 1d4 days.

Unless it has a trait that says otherwise (such as inept), a prosthetic weapon arm can be used just like any other arm when you aren't making weapon attacks with it. The built-in weapon is kept slid back in a "standby" position, out of the way of fingers and housed in such a way it doesn't limit your range of motion. Moving the weapon from its "standby" position to its "ready" position takes exactly much effort as drawing a sheathed weapon. When the weapon is in the ready position, the prosthetic arm is considered to be holding that weapon, and cannot be used for anything you can't do with a hand holding a weapon.

The prosthetic arm itself has the same weight, strength, size, and manual agility as a natural arm unless some trait says otherwise. The weapon arm itself is not particularly expensive, but any weapon to be included with it must be bought separately. These costs can be affected by traits of the weapon arm (see below).

Generally, a weapon arm has a weapon installed you can use 1-handed. You can install a 2-handed weapon into a prosthetic weapon arm, but if you do so it cannot be used unless you have an additional free hand to help brace your prosthetic weapon arm. If your weapon requires ammunition, you must load it normally, though it can be stored in its standby state while loaded.

You can buy the weapon for your prosthetic weapon arm separately, but in that case, it also takes 1 hour to install the weapon in your prosthetic. You can install anything that could normally be held in 1 hand in place of a weapon if you prefer. Whatever it is, its cost is unchanged (unless the prosthetic weapon arm it is installed into has a trait that says otherwise), and it cannot normally be removed or used on its own.

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Item	Item Level	Cost
Basic Prosthetic Weapon Arm	3	50 gp

TRAITS

While a basic weapon arm is all most people need, some want something fancier. That's normally arranged by paying for extra traits. The standard basic prosthetic weapon arm is obvious and permanent, but there are other styles available if you are willing to pay the cost.

All trait costs apply to the base cost of the prosthetic weapon arm, the weapon that goes into it, or both. For example, if you have an inobvious prosthetic weapon arm (base cost increased by +10%) that is also removeable (base cost increased by +5%), it costs 15% more than a standard prosthetic weapon arm.

OBVIOUSNESS

A prosthetic arm is obvious, inobvious, concealed, or disguised.

Obvious: An obvious prosthetic weapon arm is clearly something artificial and dangerous all the time. It may have one or more weapons obvious when glanced at, or it may simply have a limb design that looks like a weapon, including anything that would cause anyone to be cautious of it at a glance, such as claw-shaped fingers or a set of rails running along the forearm. People treat an obvious weapon arm as a weapon, though some accommodation may (or may not) be made for it not being possible to remove it. In places where such things are common, units of guards may well have limb-locks designed to totally clamp over such a weapon and prevent them from being functional. These have the same levels of complexity as standard locks and manacles, and are removed in the same way.

Obvious prosthetic weapon arms have no special rules or additional cost.

Inobvious: An inobvious weapon arm looks like a standard limb at first glance, but can't stand up to any detailed examination. It may just be the right shape, allowing a glove and sleeve to cover its nature, but still be made of metal or other materials. Or it may make some effort to look biological even when exposed, but have the wrong texture, temperature, or resilience. It doesn't draw attention when casually observed, but any detailed search or close observation over time will always reveal its artificial nature, though realizing it is a viable weapon as well requires close, direct observation.

Inobvious weapon arms don't look like artificial limbs at all without a careful examination, at which point their true nature is automatically revealed. The based arm and any weapon placed into it have their cost increased by 10%.

Concealed: A concealed weapon arm looks like a standard biological limb. Even when making attacks with it it's appearance changes as little as possible—though if you do any form of damage other than bludgeoning it is obvious that something unusual is taking place to allow your apparently-normal limb to produce such results. Even a close examination of the arm when not in use only reveals it's prosthetic nature with a successful a Perception check (DC 15 + the level of the creature with the prosthetic), and a check must succeed by 5 or more to reveal the type of weapon built into the weapon arm. Of course if a spell or ability discoveries the arm is not purely biological, suspicious guards may treat it as a dangerous weapon as a precaution, without knowing its true nature.

A concealed prosthetic weapon arm, and any weapon built into it, have their cost increased by +20% of their base price.

Disguised: A disguised weapon arm is obviously something other than a natural limb, but it's true nature as a weapon is concealed. It may be a simple case of looking like an

unarmed weapon prosthetic, or it may look like one weapon and function as something else. This includes things like a pirate hook that has a hidden dart gun built into it, or an arm with an obvious sword blade that actually fires bolts of electricity. The one advantage a disguised weapon arm has over a concealed one is that even if the presence of a prosthetic is detected, its true threat is not detected without making a Perception check (DC 15 + the level of the creature with the prosthetic).

A disguised weapon arm, and the weapon placed in it, have their cost increased by 5%.

PERMANENCE

A prosthetic weapon arm is either permanent, or removeable.

Permanent: The baseline assumption of a prosthetic weapon arm is that it can't be removed any more easily than a natural limb, and the weapon in it cannot be changed out any more easily than any other weapon can be changed into a different weapon (or given different magic properties). Essentially you upgrade it like you upgrade any other weapon, but if you want to replace it, you need to replace the whole arm, with the same cost and time as getting a fresh new arm.

A permanent prosthetic weapon arm has no adjustment to its cost.

Removeable: A removeable prosthetic weapon arm is firmly enough attached it still can't be disarmed in combat, but with one minute of work you can remove the attached weapon, or remove the entire arm. This is most often implanted by spies and expert monster hunters who, often for very different reasons, want to be able to quickly and easily swap out one weapon arm for another. Removing and replacing the arm with another removeable prosthetic weapon arm take no particular skill—anyone with trained or better proficiency in Crafting, Medicine, or Thievery can figure out the system without needing to make a skill check.

A removeable prosthetic weapon arm increases the cost of the base arm by 5%. There is no change to the cost of a weapon that can be slotted into a prosthetic weapon arm, but that cannot be used when not implanted in an arm. A weapon that can be configured to work in a removeable prosthetic weapon arm or when hand-held has its cost increased by 5%.

MISCELLANEOUS

Some weapon arms have one or more miscellaneous traits.

Armored: An armored prosthetic weapon arm is made of extremely durable stuff, allowing you to block incoming attacks with it. This functions as a shield, but the AC penalty you gain is 1 lower than normal for the shield equivalent if you are holding anything else in the prosthetic, or have its weapons in ready mode. If the armor on your arm breaks, it can be repaired or replaced as if it was a shield, though your arm has the obvious trait (even if it did not normally) until this is done. You can upgrade arm armor with materials and runes as if it was a shield of the equivalent type.

Item	Item Level	Hardness	HP (BT)	Cost
Arm Armor (buckler equivalent)	2	3	6 (3)	10 gp
Arm Armor (wooden equivalent)	2	3	12 (6)	15 gp
Arm Armor (steel equivalent)	2	5	20 (10)	20 gp

Inept: An inept prosthetic weapon arm lacks the digits needed for fine manipulation. It can use its built-in weapon just fine, but otherwise can't be used for grabbing things, fine manipulation, or anything else you couldn't do with a regular arm if your hand was stuck in a fingerless metal sphere. It's extremely unusual for anyone to choose an inept prosthetic weapon armor for themselves, but occasionally people being augmented as unwitting participant in

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gladiatorial games, or under less-than-ideal battlefield conditions, find themselves with a weapon crammed onto a smoldering stump with few other options available.

Inept prosthetic weapon arms may also be the only option in areas with no advanced alchemy or magic prosthetic traditions.

An inept prosthetic weapon cannot be used for any other piece of equipment, and the base arm costs 10% less than normal. The price of the weapon is unchanged.

Twin-Armed: A twin-armed prosthetic weapon arm has two different weapons built into it, each of which must be bought separately. Only one weapon can be used at a time, with the second weapon always in standby when the other is ready. You can switch which weapon is in ready mode with the same effort it takes you to draw a weapon.

A twin-armed prosthetic weapon arm costs +350 gp. Each weapon placed in it costs +15% of their base cost.

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