

Blackjack's Weapons #5 - Accessories

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Dead Man's Trigger

Just because you got plugged doesn't mean they won.

Cost: 5% weapon cost.

NOTES: Activating or deactivating the Dead Man's Trigger requires a simple action for non-smartgun weapons but is a free action for smartgun weapons. If the user is incapacitated or killed, the weapon fires. Make a normal firearms test with a +1 modifier. The chance for the weapon "accidentally" firing if the user is pushed or jolted also exists and it is up to the GM to decide what would cause such an incident. Releasing the trigger without firing the weapon is simple for a smartgun user (i.e. turn it off) but requires a simple action from a non smartgun user (there's a small button next to the trigger which releases it without firing). The trigger may be set to be constantly active but it takes some getting used to. This "training" time may be reflected as temporary modifiers or simple target practice role-playing.

Jack Clip Adapter

Reload faster than ever before.



Cost: 45¥

NOTES: The Jack Clip adapter permits up to 6 clips to be temporarily assembled together at the base. The adapter itself is little more than a small box into which clips are locked (you don't need special clips). Not all weapons allow for the maximum of 6 clips due to structural differences, the shape of clips, etc. For every clip added subtract 1 from the weapon's concealability. Weapons using Jack Clips will not fit into a holster.

Belt Clip



Don't even WORRY about reloading. The motorized Belt Clip allows virtually any light weapon to utilize belted ammo. Well, usually.

Cost: 500¥

NOTES: When using autofire roll 1D6. On a 1 or 2 the weapon jams and the belt clip becomes inoperable and must be replaced. If the roll is a 1 the weapon itself must be professionally repaired. It takes three complex actions to unjam the weapon on a roll of 2 after which a new Belt Clip may be inserted or a normal clip may be used.