

STAR LOG.EM-033

POWERED WEAPONRY



STARFINDER
COMPATIBLE



STAR LOG.EM-033

POWERED WEAPONRY

Author: David N. Ross
Cover Artist: Jacob Blackmon
Development: Owen K.C. Stephens

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: POWERED WEAPONRY

Hello, and thank you for purchasing *STAR LOG.EM-033: POWERED WEAPONRY*! With the advance of modern science and technology came the natural decline in many of the traditional forms of martial combat that many peoples of the Xa-Osoro System held dear. Initially, this decline wasn't due to differences in deadliness—rather, new technologies were simply easier to use than the older ones, meaning it quickly became more cost and time effective to learn to use newer, technological weapons than train in the old ways. Modern armor, which is all but impervious to archaic weapons, was seen by many as the final nail in the coffin of old martial arts. That is, until Power Arms Industries, based on Tor, revolutionized the weapons of the past by bringing them into the present. Still considered a startup by many of the larger, more prominent figures in the industry, Power Arms Industries was founded by partners Hiroshimi Vansu (Male kitsune mechanic 8) and Vidanne Swepgale (Female tengu soldier 12) after a lively discussion about the value of archaic weaponry over drinks at the Beer and Battle tavern on Tor. Utilizing Vidanne's obsession for ancient weaponry to inspire his work, Hiroshimi has developed hundreds of uniquely modern takes on ancient weapons, the most famous of which are described herein. The duo even take commissions, recently unveiling a new line of axes inspired by the ancestral weapons of an eclectic dwarf heralding from an ancient civilization in the Hyperspace Station quadrant.



NEW WEAPONRY

The following weapons are modern takes on traditional weaponry, and can be purchased at most specialty armories. Statistics for each of these new types of weapons can be found on the accompanying weapon tables on page 5.

CRYOBOW (AVALANCHE-CLASS, BLIZZARD-CLASS, FROSTBITE-CLASS, HAILSTORM-CLASS)

Though they appear similar to ordinary compound bow, a cryobow is outfitted with a specialized device that dispenses supercooled gas when drawn that form the weapon's arrows. Shots from a cryobow are guided by a shielded grip on the bowstring from which each arrow emerges.

ELECTRON CHOPPER (AURORA, STATIC, STORM, TEMPEST)

Based on designs for ancient dwarven war axes, an electron chopper's ultrathin blade is augmented by a device that creates a quantum magnetic array that allows the weapon to wound targets by hacking them apart at the molecular level, disrupting the wounded area's molecular bonds.

HARMONIC SCIMITAR (BANSHEE, HFD, LFD, THUNDERSTRIKE)

Harmonic scimitars generate sound waves that weaken and part whatever the blade touches. Designed to make quick, clean attacks from vehicles, they are popular for disrupting enemy drivers during engagements in vehicle chases.

INCAPACITATOR BOLAS (ADVANCED, GRAVITY, TACTICAL)

Incapacitor bolas are two pitch-black, impact-resistant blocks that discharge disabling electrical pulses when they experience a sharp impact after being thrown. The blocks are connected by a reinforced line 10 feet long. Thanks to the cord, when you hit with a bolas, you can make a ranged attack roll with the same attack bonus against the target's KAC + 8. If you hit, the target is knocked prone.

ION-JET TRIDENT (ADVANCED, ELITE, PARAGON, TACTICAL)

Sturdy, light, three-pronged spears, ion-jet tridents can be used in melee but are optimized to be thrown. Their miniaturized ion jets allow them to be thrown far with fantastic accuracy, and with any attack they potentially pinning fleeing enemies in place.

MAGNETAR HAMMER (BLUE STAR, RED STAR, WHITE STAR, YELLOW STAR)

Resembling an antique armament known as a meteor hammer, a magnetar hammer consists of a series of microscopic nuclear reactors possessing a neutronium core. The reactors are cased in durable titanium casings that are connected by a high-strength adamantine cable designed to be swung at high speeds. The reactors discharge plasma energy to wreck foes.

NEW WEAPONS SPECIAL PROPERTIES

Several of the new types of weaponry presented here make use of new weapon special properties, which are described below.

MOBILE

The weapon's design allows it to make use of inertia when you attack, its power boosted with your movement. Whenever you move at least half your speed during your turn, you treat all weapon damage roll results of a 1 as if they were 2. You gain the benefit of this ability whenever you move at least half your speed while attacking from a mount or a moving vehicle. Massive vehicles that act as terrain (such as an ocean liner or a starship) do not provide you with this benefit unless you move as described above upon them.

PIN DOWN

The weapon uses magnetism, charged subatomic particles, magic, or some other force to anchor a target in place. A creature hit by a thrown weapon attack with the pin down special property becomes entangled until it escapes with an Acrobatics check (DC 10 + the weapon's item level + the attacker's Dexterity modifier) or a Strength check (DC 15 + the weapon's item level + the attacker's Dexterity modifier) or the weapon is destroyed or powered off. Unlike the entangled special property, the pin down weapon anchors the target to an adjacent surface (such as the floor, a wall, or even a vehicle), preventing movement in addition to the other effects caused by the entangled condition. If the surface that the target is pinned to moves, the target moves with it.

Pin down weapons possess biometric scanners that allow them to be powered off only by their owners. These biometric scanners can be reconfigured for a new owner with a successful Computers or Engineering check (DC 20 + the item's level) that takes 1d4 × 1 minutes. Only thrown weapons can have this weapon special property.

STANCE

The weapon is designed to utilize two different stances during combat—a defensive stance and an offensive stance. In defense mode, the weapon has the block weapon special property. In offense mode, the weapon has one of the following weapon special properties, noted in parentheses next to this special property: blast, boost, disarm, injection, penetrating, reach, stun, or trip. Changing modes between defense and offense is a swift action.

SUNDER

When you attempt a sunder combat maneuver while wielding a weapon with this property, you gain a +2 bonus to your attack roll.

NEW CRITICAL EFFECT

Several of the new types of weaponry presented here make use of new critical effects, which are described below.

TABLE: ADVANCED MELEE WEAPONS

One-Handed Weapons	Level	Price	Damage	Critical	Bulk	Special
Sonic						
Harmonic scimitar, thunderstrike	4	1,850	2d4 S & So	Deafen	1	Mobile, powered (capacity 20, usage 1)
Harmonic scimitar, LFD	9	14,700	4d4 S & So	Deafen	1	Mobile, powered (capacity 20, usage 1)
Harmonic scimitar, HFD	14	75,000	8d4 S & So	Deafen	1	Mobile, powered (capacity 20, usage 1)
Harmonic scimitar, banshee	18	372,000	8d8 S & So	Deafen	1	Mobile, powered (capacity 20, usage 1)
Uncategorized						
Ion-jet trident, tactical	5	2,750	1d8 P	Knockdown	1	Powered (capacity 20, usage 2), thrown (60 ft., pin down)
Ion-jet trident, advanced	10	16,500	3d8 P	Knockdown	1	Powered (capacity 20, usage 2), thrown (70 ft., pin down)
Ion-jet trident, elite	13	49,000	6d8 P	Knockdown	1	Powered (capacity 20, usage 2), thrown (80 ft., pin down)
Ion-jet trident, paragon	17	215,000	9d8 P	Knockdown	1	Powered (capacity 20, usage 2), thrown (120 ft., pin down)
Two-Handed Weapons						
Plasma						
Magnetar hammer, red star	7	6,100	2d8 E & F	Wound	1	Powered (capacity 20, usage 2), stance (reach), trip
Magnetar hammer, yellow star	11	24,500	3d8 E & F	Wound	1	Powered (capacity 20, usage 2), stance (reach), trip
Magnetar hammer, white star	14	73,000	5d8 E & F	Wound	1	Powered (capacity 20, usage 2), stance (reach), trip
Magnetar hammer, blue star	19	590,000	7d8 E & F	Wound		Powered (capacity 20, usage 2), stance (reach), trip
Shock						
Electron chopper, static	7	6,400	1d12 E & S	Shatter	1	Boost 1d6, powered (capacity 20, usage 1), sunder
Electron chopper, aurora	12	40,500	2d12 E & S	Shatter	1	Boost 2d6, powered (capacity 20, usage 1), sunder
Electron chopper, storm	15	105,00	3d12 E & S	Shatter	1	Boost 3d6, powered (capacity 20, usage 1), sunder
Electron chopper, tempest	20	830,000	9d12 E & S	Shatter	1	Boost 4d6, powered (capacity 20, usage 1), sunder

TABLE: LONGARMS

Two-Handed Weapons	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Cryo									
Cryobow, frostbite-class	5	2,070	1d8 C & P	80 ft.	Staggered	40 charges	2	1	—
Cryobow, hailstorm-class	9	12,600	3d8 C & P	80 ft.	Staggered	40 charges	2	1	—
Cryobow, blizzard-class	12	30,500	5d8 C & P	80 ft.	Staggered	80 charges	4	1	—
Cryobow, avalanche-class	16	145,000	8d8 C & P	80 ft.	Staggered	100 charges	5	1	—

SHATTER

You deal your weapon's critical hit damage to one object held in the target's hand or accessible on its body. The object must be something that could be drawn easily by the target as a move action (see Draw or Sheathe a Weapon in Chapter

8 of the *STARFINDER CORE RULEBOOK*). The damage is reduced by an amount equal to the object's hardness (see Smashing an Object in Chapter 8 of the *STARFINDER CORE RULEBOOK*).

TABLE: SPECIAL WEAPONS

One-Handed Weapons Shock	Level	Price	Damage	Critical	Bulk	Special
Incapacitator bolas, tactical	3	950	2d4 B	Staggered	1	Powered (20 charges, usage 1), stun, thrown (10 ft.), trip
Incapacitator bolas, advanced	9	10,500	3d4 B	Staggered	1	Powered (20 charges, usage 1), stun, thrown (20 ft.), trip
Incapacitator bolas, gravity	14	54,000	6d4 B	Staggered	1	Powered (20 charges, usage 1), stun, thrown (50 ft.), trip

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