

Weapons Tables

Part of the 4ternity Project

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New Weapon Properties

Atmosphere: The weapon cannot be used in a vacuum.

Autofire: The weapon can be used to make autofire attacks.

Bulky: This weapon must be set down in adjacent square, requiring a move action, to be fired accurately. Firing the weapon while carrying it gives a -2 penalty on attack rolls.

Burst: The weapon can be used to make burst attacks.

Disrupting: The weapon does an additional +1[W] damage to machines and characters with cybergear scores exceeding their cyber tolerance.

Energized: The weapon does energy damage. Basic attacks with an energized, non-stunning weapon target Reflex.

Envenomed (n): The target takes ongoing (n) bleed damage (save ends). Basic attacks with an envenomed weapon target Fortitude.

Explosion (n): Explodes in an area burst (n) within weapon range.

Grenade: Basic attacks made with this weapon use the *grenade attack* power and the Athletic—*throw* skill, or Heavy Weapons—*indirect* when fired from a grenade launcher.

Igniting (n): The target takes ongoing (n) energy damage (save ends).

Multifire only: The weapon can only make attacks that are burst or autofire.

Obscuring: The weapon's effect creates a zone of heavily obscured squares that lasts until the end of the encounter.

Oversized: Characters without the *oversized* racial trait receive a -2 penalty on attack rolls with this weapon.

Piercing (n): The weapon ignores up to (n) points of resistance.

Scatter: The weapon does +1[W] damage at short range, half damage at long range.

Shielding: Wielding this weapon in two hands gives a +1 shield bonus to AC and Reflex.

Smart: Attacks made with this weapon automatically gain combat advantage against the target.

Stable: The weapon reduces the penalty for zero-g combat by 2.

Stunning: A target reduced to 0 hit points or fewer by a stunning weapon is knocked unconscious, not killed or dying. Basic attacks with a stunning weapon target Fortitude.

Unarmed: You can attack with this weapon using either Unarmed Attack—*brawl* or Unarmed Attack—*power martial arts* instead of Melee Weapons.

Melee Weapons

Weapon	PL	Skill	Accuracy	1[W] Damage	Type	Availability	Range	Properties
Club	0	Melee — <i>bludgeon</i>	-1	1d6	One-handed bludgeon			
Dagger	0	Melee — <i>blade</i>	+0	1d4	One-handed blade			Thrown, off-hand
Quarterstaff	0	Melee — <i>bludgeon</i>	-1	1d8	Two-handed bludgeon			
Spear	0	Melee — <i>blade</i>	-1	1d8	One-handed blade			Versatile
Unarmed	0	Unarmed Attack	+0	1d4	One-handed unarmed			
Gauntlet	1	Unarmed Attack	+0	1d6	One-handed unarmed			Off-hand
Hand Ax	1	Melee — <i>blade</i>	-1	1d6	One-handed blade			Thrown, off-hand
Mace	1	Melee — <i>bludgeon</i>	-1	1d8	One-handed bludgeon			Versatile
Short Sword	1	Melee — <i>blade</i>	+0	1d6	One-handed blade			Off-hand
Broad Sword	2	Melee — <i>blade</i>	-1	1d10	One-handed blade			Versatile
Flail	2	Melee — <i>bludgeon</i>	-1	1d10	One-handed bludgeon			Versatile
Great Ax	2	Melee — <i>blade</i>	-1	1d12	Two-handed blade			High crit
Nunchaku	2	Melee — <i>bludgeon</i>	-1	1d8	One-handed bludgeon			
Polearm	2	Melee — <i>blade</i>	-1	2d4	Two-handed blade			Reach
Cutlass	3	Melee — <i>blade</i>	+0	1d8	One-handed blade			Versatile
Katana	3	Melee — <i>blade</i>	+0	1d10	One-handed blade			Versatile
Rapier	3	Melee — <i>blade</i>	+0	1d8	One-handed blade			
Saber	3	Melee — <i>blade</i>	-1	1d8	One-handed blade			High crit
Bayonet	4	Melee — <i>blade</i>	+0	1d6	One-handed blade			
Combat Knife	5	Melee — <i>blade</i>	+0	1d6	One-handed blade			Off-hand, high crit
Stun Baton	5	Melee — <i>powered</i>	-2 *	1d8	One-handed powered			Energized, stunning
Chainsword	6	Melee — <i>powered</i>	-1	2d6	One-handed powered			Versatile, high crit
Pulse Baton	6	Melee — <i>powered</i>	-2 *	1d10	One-handed powered			Energized
Gravmace	7	Melee — <i>powered</i>	+0	2d6	One-handed powered			Versatile
Power Cestus	7	Melee — <i>powered</i>	+0	2d4	One-handed powered			Off-hand, unarmed
Star Sword	8	Melee — <i>powered</i>	-2 *	2d8	One-handed powered			Energized, piercing 10, versatile
Tri-Staff	8	Melee — <i>powered</i>	-1 *	2d8	Two-handed powered			Energized, shielding, reach

Specialty Melee Weapons (Arms & Equipment Guide)

Weapon	PL	Skill	Accuracy	1[W] Damage	Type	Availability	Range	Properties
Samurai 300 Ion Blade	7	Melee—powered	-2 *	2d4	One-handed powered	Military	--	Energized, disrupting
Nighthawk A5 Pulse Baton	7	Melee—powered	-2 *	2d6	One-handed powered	Controlled	--	Energized
PunkThumper 6000 Stun Baton	7	Melee—powered	-2 *	1d10	One-handed powered	Common	--	Energized, stunning
AX2 Chainsword	7	Melee—powered	-1	2d6	One-handed powered	Military	--	Versatile, high crit, piercing 5
Viper D Filament Blade	7	Melee—powered	+0	1d12	One-handed powered	Controlled	--	Reach
T-Bar TN Blade	7	Melee—blade	+0	1d8	One-handed blade	Common	--	Piercing 10
Thunder 150 Gravmace	7	Melee—powered	+0	2d6	One-handed powered	Controlled	--	Versatile
HeadBuster Power Cestus	7	Melee—powered	+0	2d4	One-handed powered	Controlled	--	Off-hand, unarmed
K-3 Zero-G Axe	7	Melee—powered	-1	1d10	One-handed powered	Military	--	Versatile, stable
Churrkhna (weren)	3	Melee—blade	+0	2d6	One-handed blade	Common	--	Versatile, reach, oversized
Dait'sya, paired (t'sa)	4	Melee—blade	+0	2d4	Two-handed blade	Common	--	High crit
Dait'sya, single (t'sa)	4	Melee—blade	+0	1d4	One-handed blade	Common	--	Off-hand, high crit
Tong fe	3	Melee—bludgeon	+1	1d8	One-handed bludgeon	Common	--	Off-hand, defensive

Ranged Weapons (PL 0 to 6)

Weapon	PL	Skill	Accuracy	1[W] Damage	Type	Availability	Range	Properties
Short Bow	0	Primitive— <i>bow</i>	-1	1d8	Two-handed bow		10/20/50	Load free, small
Sling	0	Primitive— <i>sling</i>	-1	1d6	One-handed sling		5/10/30	Load free
Javelin	1	Athletics— <i>throw</i>	-1	1d6	One-handed blade		6/12/20	Thrown
Long Bow	2	Primitive— <i>bow</i>	-1	1d10	Two-handed bow		20/40/100	Load free
Crossbow	2	Primitive— <i>bow</i>	-1	1d8	Two-handed bow		25/50/150	Load minor
Shuriken	2	Athletics— <i>throw</i>	0	1d4	One-handed blade		6/12/20	Thrown
Flintlock musket	3	Primitive— <i>flintlock</i>	-2	1d12	Two-handed flintlock		10/20/50	High crit, load standard
Flintlock musket, weren	3	Primitive— <i>flintlock</i>	-2	2d8	Two-handed flintlock		10/20/50	High crit, load standard, oversized
Flintlock pistol	3	Primitive— <i>flintlock</i>	-2	1d10	One-handed flintlock		2/4/8	High crit, load standard
Flintlock pistol, weren	3	Primitive— <i>flintlock</i>	-2	2d6	One-handed flintlock		2/4/8	High crit, load standard, oversized
Long Rifle	3	Primitive— <i>flintlock</i>	-1	1d10	Two-handed flintlock		15/30/75	High crit, load standard
Derringer	4	Modern— <i>pistol</i>	-1	1d6	One-handed pistol		1/3/6	High crit, load minor
Pistol, .32 rev	4	Modern— <i>pistol</i>	-1	1d8	One-handed pistol		2/4/15	High crit, load minor, off-hand
Pistol, .45 rev	4	Modern— <i>pistol</i>	-1	1d10	One-handed pistol		2/5/10	High crit, load minor, off-hand
Rifle, .30 bolt	4	Modern— <i>rifle</i>	+0	1d10	Two-handed rifle		25/50/150	High crit, load minor
Rifle, .44 lever	4	Modern— <i>rifle</i>	-1	1d12	Two-handed rifle		20/40/120	High crit, load minor
Shotgun, 12 gauge	4	Modern— <i>rifle</i>	+0	1d6	Two-handed rifle		3/6/15	High crit, scatter, load minor
SMG, .45 cal	4	Modern— <i>SMG</i>	-2	1d10	Two-handed SMG		4/8/20	Autofire, burst, multifire only, high crit, load minor
Pistol, .38 rev	5	Modern— <i>pistol</i>	+0	1d8	One-handed pistol		3/6/20	High crit, load minor, off-hand
Pistol, .44 magnum	5	Modern— <i>pistol</i>	+0	1d12	One-handed pistol		3/6/25	High crit, load minor, off-hand
Pistol, 9mm	5	Modern— <i>pistol</i>	+0	1d10	One-handed pistol		3/6/25	High crit, load minor, off-hand
Rifle, 7.62mm	5	Modern— <i>rifle</i>	+0	2d6	Two-handed rifle		35/70/175	High crit, load minor
Rifle, assault	5	Modern— <i>rifle</i>	+0	1d12	Two-handed rifle		30/60/150	Autofire, burst, high crit, load minor
SMG, 9mm	5	Modern— <i>SMG</i>	-1	1d10	Two-handed SMG		5/10/40	Autofire, burst, multifire only
Pistol, 9mm ch	6	Modern— <i>pistol</i>	+0	1d10	One-handed pistol		4/8/30	High crit, load minor, off-hand
Pistol, 9mm zero-g	6	Modern— <i>pistol</i>	+0	1d10	One-handed pistol		2/5/20	High crit, load minor, stable, off-hand
Pistol, 11mm ch	6	Modern— <i>pistol</i>	+0	1d12	One-handed pistol		5/10/40	High crit, load minor, off-hand
Rifle, 11mm ch	6	Modern— <i>rifle</i>	+0	2d6	Two-handed rifle		40/80/200	Autofire, burst, high crit, load minor
Rifle, 11mm zero-g		Modern— <i>rifle</i>	+0	2d6	Two-handed rifle		15/30/100	High crit, load minor, stable
Shotgun, autoflec	6	Modern— <i>SMG</i>	+0	1d8	Two-handed SMG		5/10/20	High crit, load minor, scatter
SMG, 9mm ch	6	Modern— <i>SMG</i>	-1	1d12	Two-handed SMG		10/20/50	High crit, load minor, autofire, burst, multifire only

Ranged Weapons (PL 7 and 8)

Weapon	PL	Skill	Accuracy	1[W] Damage	Type	Availability	Range	Properties
Pistol, 15mm sabot	7	Modern – pistol	+0	2d6	One-handed pistol		5/10/50	High crit, load minor, off-hand
Pistol, laser	7	Modern – pistol	-1 *	1d10	One-handed pistol		10/20/100	Energized, load minor, off-hand
Pistol, mass	7	Modern – pistol	-2 *	1d12	One-handed pistol		1/3/6	Energized, piercing 5, load minor, off-hand
Pistol, stutter	7	Modern – pistol	-2 *	1d8	One-handed pistol		3/6/15	Stunning, brutal 2, atmosphere, load minor, off-hand
Rifle, laser	7	Modern – rifle	-1 *	1d12	Two-handed rifle		50/200/500	Energized, load minor
Rifle, mass	7	Modern – rifle	-2 *	2d8	Two-handed rifle		2/6/15	Energized, piercing 10, load minor
Rifle, quantum	7	Modern – rifle	-2 *	2d8	Two-handed rifle		40/100/250	Energized, autofire, burst, load minor
Rifle, render	7	Modern – rifle	-2 *	2d4	Two-handed rifle		25/50/125	Energized, brutal 2, load minor
SMG, laser	7	Modern – SMG	-2 *	1d12	Two-handed SMG		10/40/100	Energized, autofire, burst, multifire only, load minor
SMG, stutter	7	Modern – SMG	-2 *	2d6	Two-handed SMG		5/10/40	Stunning, autofire, burst, multifire only, atmosphere, load minor
Automaser	8	Modern – SMG	-1 *	2d8	Two-handed SMG		10/30/60	Energized, autofire, burst, multifire only, load minor
Pistol, heavy maser	8	Modern – pistol	-1 *	2d6	One-handed pistol		10/20/40	Energized, piercing 5, load minor, off-hand
Pistol, maser	8	Modern – pistol	+0	2d6	One-handed pistol		5/10/30	Energized, load minor, off-hand
Rifle, heavy maser	8	Modern – rifle	-1 *	2d10	Two-handed rifle		20/100/250	Energized, piercing 10, autofire, burst, load minor
Rifle, maser	8	Modern – rifle	+0	2d8	Two-handed rifle		30/60/200	Energized, autofire, burst, load minor

Specialty Ranged Weapons (Arms & Equipment Guide)

Weapon	PL	Skill	Accuracy	1[W] Damage	Type	Availability	Range	Properties
M9 9mm Charge Pistol	7	Modern— <i>pistol</i>	+1	1d10	One-handed pistol	Common	4/8/30	High crit, load minor, off-hand
Hammer 5 11mm Charge Pistol	7	Modern— <i>pistol</i>	+1	1d12	One-handed pistol	Common	5/10/40	High crit, load minor, off-hand
K-SAT 100 9mm Zero-g Pistol	7	Modern— <i>pistol</i>	+0	1d10	One-handed pistol	Common	2/5/20	High crit, stable, load minor, off-hand
ARZ 6mm Charge Autorifle	7	Modern— <i>rifle</i>	+1	1d10	Two-handed rifle	Military	30/75/200	High crit, autofire, burst, multifire only, load minor
Bulldog 9mm Charge SMG	7	Modern— <i>SMG</i>	+0	1d12	Two-handed SMG	Military	10/25/50	High crit, autofire, burst, multifire only, load minor
IF-3 11mm Charge Rifle	7	Modern— <i>rifle</i>	+0	2d6	Two-handed rifle	Military	45/90/300	High crit, autofire, burst, load minor
AGC-7 Autoflechette Shotgun	7	Modern— <i>rifle</i>	+0	1d8	Two-handed rifle	Military	5/10/25	High crit, autofire, burst, scatter, load minor
Devastator Flechette Pistol	7	Modern— <i>pistol</i>	+1	1d8	One-handed pistol	Military	4/8/20	High crit, scatter, load minor, off-hand
Tornado 600 15mm Sabot Pistol	7	Modern— <i>pistol</i>	+0	2d6	One-handed pistol	Controlled	5/10/50	High crit, load minor, off-hand
M5 15mm Sabot Rifle	7	Modern— <i>rifle</i>	+0	2d8	Two-handed rifle	Military	40/100/400	High crit, load minor
Nova 6 Mass Pistol	7	Modern— <i>pistol</i>	-2 *	1d12	One-handed pistol	Military	1/3/6	Energized, piercing 5, load minor, off-hand
AAMG-12 Mass Rifle	7	Modern— <i>rifle</i>	-1 *	2d8	Two-handed rifle	Military	2/6/15	Energized, piercing 10, load minor
Ninja 600 Laser Pistol	7	Modern— <i>pistol</i>	-1 *	1d10	One-handed pistol	Controlled	10/20/75	Energized, load minor, off-hand
CLR-19 Laser Rifle	7	Modern— <i>rifle</i>	-1 *	1d12	Two-handed rifle	Military	50/300/750	Energized, load minor
Valkyrie 9 Autolaser	7	Modern— <i>SMG</i>	-2 *	2d6	Two-handed SMG	Controlled	10/40/100	Autofire, energized, burst, multifire only, load minor
Falcon T9 Stutter Pistol	7	Modern— <i>pistol</i>	-2 *	1d8	One-handed pistol	Common	2/4/10	Stunning, brutal 2, atmosphere, load minor, off-hand
Condor X7 Stutter Pistol	7	Modern— <i>pistol</i>	-2 *	1d10	One-handed pistol	Common	4/8/20	Stunning, brutal 2, atmosphere, load minor, off-hand
Cyclone 700 Stutter SMG	7	Modern— <i>SMG</i>	-2 *	1d8	Two-handed SMG	Controlled	5/20/40	Stunning, autofire, burst, multifire only, brutal 2, atmosphere, load minor
Sirocco 100 Stutter Rifle	7	Modern— <i>rifle</i>	-1 *	1d10	Two-handed rifle	Controlled	10/20/100	Stunning, brutal 2, atmosphere, load minor
Tauri 9 Impact Pistol	7	Modern— <i>pistol</i>	+0	2d4	One-handed pistol	Controlled	2/6/18	Burst, brutal 1, atmosphere, load minor, off-hand
Apache LX Reflex Bow	7	Primitive— <i>bow</i>	+0	1d12	Two-handed bow	Common	25/50/125	Load free
Commando 3000 Crossbow	7	Primitive— <i>bow</i>	+0	2d6	Two-handed bow	Controlled	30/60/10	Load minor
Cobra F77 Dart Gun	7	Modern— <i>pistol</i>	-2 *	1d6	One-handed pistol	Common	2/4/8	Envenomed 5, load minor
Blue Bolt Arc Gun	7	Modern— <i>rifle</i>	-1 *	2d6	Two-handed rifle	Military	10/20/50	Energized, stunning, piercing 10, load minor
Demon 9 Hand Flamer	7	Modern— <i>SMG</i>	-1 *	1d6	One-handed SMG	Controlled	3/6/12	Energized, igniting 5, autofire, burst, load minor
Z-LOK Render Rifle	7	Modern— <i>rifle</i>	-2 *	1d10	Two-handed rifle	Restricted	25/50/125	Energized, brutal 4, load minor

Grenades

Weapon	PL	Skill	Accuracy	1[W] Damage	Type	Availability	Range	Properties
Grenade, fragmentation	4	Athletics— <i>throw</i>	-1	1d8	One-handed grenade		2/5/10 or as launcher	Grenade, high crit, piercing 5, explosion 3, off-hand
Grenade, concussion	5	Athletics— <i>throw</i>	-1	1d8	One-handed grenade		2/5/10 or as launcher	Grenade, grenade, explosion 2, off-hand
Grenade, incendiary	5	Athletics— <i>throw</i>	-3 *	1d6	One-handed grenade		2/5/10 or as launcher	Grenade, energized, piercing 5, igniting 5, explosion 2, off-hand
Grenade, smoke	5	Athletics— <i>throw</i>	-1	n/a	One-handed grenade		2/5/10 or as launcher	Grenade, atmosphere, explosion 3, obscuring, off-hand
Grenade, plasma	6	Athletics— <i>throw</i>	-3 *	2d6	One-handed grenade		2/5/10 or as launcher	Grenade, explosion 2, energized, piercing 5, off-hand
Grenade, stun	6	Athletics— <i>throw</i>	-3 *	2d4	One-handed grenade		2/5/10 or as launcher	Grenade, energized, stunning, explosion 2, off-hand
Grenade, pulse	7	Athletics— <i>throw</i>	-3 *	1d12	One-handed grenade		2/5/10 or as launcher	Grenade, energized, piercing 10, explosion 2, disrupting, off-hand
Grenade, tracer	7	Athletics— <i>throw</i>	-1	2d6	One-handed grenade		2/5/10 or as launcher	Grenade, high crit, piercing 10, explosion 1, smart, off-hand
Grenade, mass	8	Athletics— <i>throw</i>	-3 *	2d8	One-handed grenade		2/5/10 or as launcher	Grenade, energized, piercing 10, explosion 3, off-hand

Bantams

Weapon	PL	Skill	Accuracy	1[W] Damage	Type	Availability	Range	Properties
Bantam, antiair	6	As launcher	As launcher	2d4	As launcher		As launcher	Smart, high crit, piercing 10, explosion 4
Bantam, antipersonnel	6	As launcher	As launcher -2 *	2d6	As launcher		As launcher	Energized, explosion 4
Bantam, antivehicle	6	As launcher	As launcher	2d6	As launcher		As launcher	Smart, high crit, piercing 10, explosion 1
Bantam, starload	8	As launcher	As launcher -2 *	2d10	As launcher		As launcher	Smart, piercing 10, energized, explosion 6