

Notable Equipment – Allister Caine

TW Deathbringer

A Deathbringer is always a huge two-handed sword of some type, made of black metal and inscribed with various magical symbols (though not an actual Rune sword). It is the single most physically powerful weapon made by Stormspire, but is difficult to produce and so not many exist. It also suffers in that while it is very powerful, it is not terribly effective against multiple opponents or in long-range combat. Nevertheless, it is well loved by Mystic Knights and Battle Magi who know that in a one on one competition, even a Coalition trooper in SAMAS armor would fall before them (rather easily).

Weight: 6 lbs. (2.7 kg; specially enchanted).

Damage: 1D6x10 M.D.

M.D.C. of the Sword itself: 250; regenerates damage inflicted to it at a rate of 10 M.D.C. per day. Such damage occurs when an opponent deliberately tries to destroy the weapon.

Features: A Deathbringer has only three spell powers, but they are more than enough.

- *Invulnerability* (50 P.P.E.), self only. For eight melee rounds, the wielder's body becomes impervious to all forms of attack, save magic and psionics. The magic does not extend to their equipment, so armor may be destroyed, just not the wielder.
- *Sub-particle Acceleration* (20 P.P.E.), 500 feet (152 m) range, 1D6x10+5 M.D.
- *Spinning Blades* (20 P.P.E.); self.

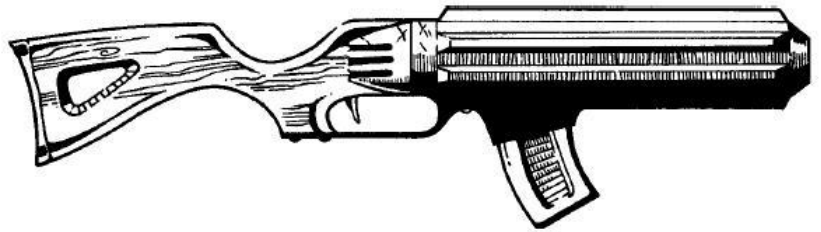
Bonus: +1 to strike and parry.

Spells required: The spells listed above plus Ensorcel, Featherlight, Power Weapon (necessary for heightened damage, can be made without it but then the sword deals 5D6 M.D.), and Enchant Weapon (1,000); takes 3-4 months to make.

Black Market Cost: 11-14 million credits. A Deathbringer that only does 5D6 M.D. will fetch 10 million.

TW Storm Rifle

The Storm Rifle is the most common of the TW rifles, being a solid, dependable weapon without requiring huge amounts of upkeep or money. It has decent range and firepower, something that is always appreciated. The Storm Rifle can either generate electrical discharges, frying its targets with magical lightning or Wind Rush, (user's choice) and the shooter can switch from one to the other by concentrating and speaking the words, "lightning" or "wind."



Weight: 8 lbs. (3.6 kg).

Damage: Lightning is 5D6 M.D. per blast, or Wind Rush equal to a 3rd level strength spell.

Rate of Fire: Single shots.

Effective Range: Lightning, 2000 feet (620 m), or Wind Rush, 1,000 feet (305 m).

Bonus: +1 to strike

Payload: 6 shots per P.P.E. clip.

Black Market Cost: 280,000 credits for the rifle. 40,000 credits per P.P.E. clip.

NG Super Laser Pistol & Grenade Launcher

One of the weapons that put the 'Gun' in Northern Gun was conceived by the legendary weapon designer K.H.S. It is the NG Super Laser Pistol, which reflects the limitations of the company's early manufacturing methods. While it is certainly a reliable weapon, it is heavy and bulky, more of a submachine-gun than a real pistol. The secondary grenade launcher is a handy feature, but adds weight and kicks like a mule. The overall result is a weapon more useful to Juicers, Crazies, cyborgs and powerful D-Bees than normal humans, though particularly strong individuals sometimes use it to show off.



Weight: 13 lbs (5.8 kg).

Range: Laser 800 feet (224 m), grenade launcher 500 feet (152 m).

Damage: Laser: 2D4 M.D. Grenade Launcher: 2D6 M.D. to a blast area of six feet (1.8 m) in diameter.

Rate of Fire: Each grenade or laser blast counts as one melee attack.

Weight Penalties: Characters with a strength of 19 or less are -3 to strike firing one-handed, and -1 to strike when bracing it with both hands or on something, whether firing the laser or grenade launcher.

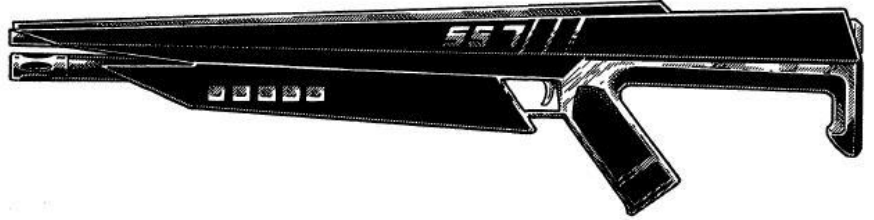
Payload: Laser is 20 blasts, Grenade Launcher carries six grenades hand loaded into the gun plus eight spares that can be loaded into a top-feeding clip by hand.

Reloading the Launcher: Requires one full melee round (15 seconds), to manually reload the grenade launcher. As always, reloading an E-Clip takes about five seconds or equal to one melee attack.

Cost: 21,000 credits. Grenades cost 400 credits apiece or 3,800 a dozen.

Wilk's 557 VFALR "Chameleon"

The 557 is Wilk's first production model, variable frequency laser rifle. Designed to combat such laser resistant foes as the Glitter Boy. The VFALR designation stands for Variable Frequency Advanced Laser Rifle. This weapon is a marvel of weapons technology. The variable frequency laser has 24 different light frequencies in its memory and will automatically reset itself after one attack if the target proves to be impervious to that frequency.



Weight: 6 lbs (2.7 kg)

Damage: 2D6 M.D. per single shot or 6D6 M.D. per triple pulse burst.

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Effective Range: 2000 feet (610 m)

Payload: 51 single shots per standard long E-Clip or 17 pulse shots.

Bonus to Strike: +1 to strike on an aimed shot.

Cost: 36,000 credits.

Mystic Knight Body Armor

Class: Medium Non-Environmental Body Armor

Weight: 20 lbs.

Mobility: Good to fair; -5% to Climb, Prowl, and other physical skills that require mobility and manual dexterity, but -10% to Acrobatics, Gymnastics and other physical skills that require extreme mobility.

M.D.C. by Location:

Demon-Ram Helmet: 50 M.D.C.

Main Body: 70 M.D.C.

Arms: 30 each

Legs: 45 each

Note: Made of composite non-metallic materials; doesn't interfere with magic.

Cost: Exclusive to the Mystic Knights.

The Arabian – Robot Horse

Bandito Arms, Northern Gun and other manufacturers produce a wide variety of robots that fulfill many rolls. While most are used for riding or labor (pulling wagons, carts, carrying heavy loads, etc.), some are also equipped with light weapon systems, usually built into the head or shoulders. Robot animals such as horses and dogs are hugely popular in the New West, although not affordable by the average person. All robot horses can be covered in a realistic looking hide to make them look like a normal horse, but 40% of all purchases are without this cosmetic feature.

The RH 1000 series of robot horses from Bandito Arms (Northern Gun offers identical horses for 10% more) was developed with the adventurer, gunslinger and lawman in mind. Not only are the robot horses stronger and faster than their living counterparts but they can be programmed to be much more intelligent. The average robot horse can follow complex commands, recognize its owner and up to 96 of its owner's friends, associates and enemies, is programmed to warn the rider about the approach of enemies, as well as identify and warn of snakes, lions, alien predators, and others, without being afraid itself. The robot horse responds completely to the physical and voice commands of the rider (can be programmed to respond to and obey 6 others of the owner's choice). This means the robot will not allow unauthorized people to ride or command it. Most robot horses are programmed to act like the genuine animal (without the fear response), but for an extra 100,000 credits it can be given voice recognition and response (talks) capabilities!

The Arabian robot horse is as beautiful as the real breed, tall, sleek, and graceful, with long, thin (but powerful) legs. This robot has been treated with synthetic skin and musculature which gives it the look of a jet black real horse. The Arabians also have an upgraded skill program and are slightly more intelligent than the Calico. The Arabians claim to fame is its ability to jump. It comes standard with jets to assist in leaps.

Bandito Arms Arabian Robot Horse

Model Type: RH-1003C

Class: Robot Horse

Crew: One humanoid rider with one additional rider possible in emergencies.

M.D.C. by Location

Head – 100

Legs (4) – 90 each

*Main Body – 240

* Destruction of the main body will destroy the bot. Destruction of the head shuts it down. Destroying one leg will hobble the robot and reduce speed and leaping distance and height by 33%.

Speed

Running: Maximum speed of 120 mph (192 km).

Leaping: 20 feet (9 m) high and 50 feet (15.2 m) lengthwise, with a running start.

Flying: Not applicable.

Underwater Capabilities: The robot can function in/under water, able to walk along the bottom of the sea at about 25% its normal running speed, or swim at a speed of 3 mph (4.8 km or 2.6 knots). Maximum Depth is 500 feet (152.4 m).

Statistical Data

Height: Usually about 15 hands (or 5 feet/1.5 m) at the shoulders.

Width: 3 feet (0.9 m).

Length: Approximately 9 feet (2.7 m).

Weight: 1400 lbs. (630 kg)

Color of Hide: A solid body color, often with "stockings," a different color, on the lower legs, and a color marking (usually white) on the top of the muzzle.

Attributes of Note: Robot P.S. 28, P.P. 22, P.B. 11 (17 with hide), Spd 180; equivalent I.Q. 9.

Power System: Nuclear, average life of 15 years.

Cargo: Can carry one rider and one companion (if both are roughly human-size, otherwise space may be tight for the companion rider, and this second seat is never comfortable for long periods; an hour or more), up to 1,200 pounds (540 kg). The robot horse can pull up to four tons!

Cost: 6 million; sometimes on sale for 10-20% less.

Combat Notes

Weapon Systems: None to start.

Attacks per Melee Round: Three

Bonuses: +3 on initiative, +2 to strike, +5 to dodge when running, and +1 to roll with punch, fall or impact.

Damage:

Restrained Hoof Strike: 1D4 M.D.

Full Hoof Strike: 1D6 M.D.

Rear Kick/Power Kick: 2D6 M.D.

Stomp: 1D4 M.D.

Running Body Block: 1D4 M.D.

Head Butt: 6D6 S.D.C.

Bite: 6D6 S.D.C.