

# Notable Equipment – Emmet White

## TW Standard Laser Pistol

Range: 800 feet (244 m).

Damage: 2D6 M.D. per blast of magic fire.

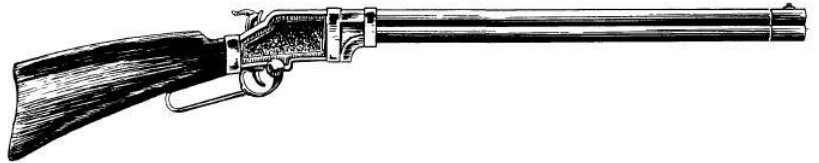
Rate of Fire: Single Shot; each blast counts as one melee attack.

Payload: 10 shots (costs 7 P.P.E. to reload/recharge completely). The Stormspire version with a P.P.E. clip has 24 shots.

Cost: 50,000 credits. Stormspire versions cost 90,000 credits with a P.P.E. clip.

## TW Old Lightning Rifle

A long-barreled rifle (Volcanic carbines are preferred) that fires powerful bolts of magic lightning with each pull of the trigger.



### Creation Stats:

Initial P.P.E. Cost: 95

Spells Needed: Energy bolt (5) and call lightning (15)

Physical Requirements: A long-barreled rifle and a yellow or blue crystal (diamond or other) worth 1000 credits or more. Takes about 70 hours of work to build.

### Weapon Stats:

Weight: Typically 5 to 8 lbs (2.3 to 3.6 kg); varies with weapon type.

Damage: 5D6 M.D. per shot.

Rate of Fire: Each shot counts as one melee attack.

Effective Range: 1200 feet (366 m)

P.P.E. Cost to Charge & Recharge the Item: 15 P.P.E. or 30 I.S.P. gives the weapon one more 5D6 M.D. blast.

Payload: Can hold up to 6 shots total. To reload the rifle with one lightning blasts, all a character has to do is concentrate and pump 15 P.P.E. points (or 30 I.S.P.) into the weapon; counts as one melee action (takes 2-3 seconds). Conventional bullets can be shot from the weapon, but only when all magic energy has been fired, and must be loaded by hand.

Bonus Note: The character's usual W.P. and/or O.C.C. bonuses to strike with a conventional rifle apply.

Cost: 80,000+ credits (famed champions of good or fellow mages of renown *may* be given a 10% discount); poor availability.

## Light/Scout TW Body Armor

This armor is standard issue for the Arzno Mercenary Corps recon squad. Its powers of stealth are quite formidable.

Model: Arzno TWA-900

M.D.C.: 30 + forcefield

Prowl Penalty: None

Cost: 500,000 credits; available only in Arzno.

### Features:

#### Globe of Daylight

Range: 30 ft radius

Effect: Illumination of said radius and keeps vampires at bay.

PPE to Activate: 2

Duration: 18 minutes

#### Armor of Ithan

Range: Self

M.D.C.: 30

P.P.E. to Activate: 10

Duration: 24 melees

#### Invisibility: Superior

Range: Self

Effect: Superior and total invisibility and 85% prowl.

P.P.E. to Activate: 25

Duration: 6 minutes

## **Blades and Spikes**

**Range:** Touch

**Damage:** The armor is covered in silver spikes and has large blades on the shins, shoulders, and forearms. This gives the armor an AR of 12. In hand-to-hand, a missed AR roll means that the attacker hits a spike or blade and takes 3D6 S.D.C. or H.P. to Vampires. This same damage is done when parrying an attack or attacking.

## **TW Turbo Wing Board**

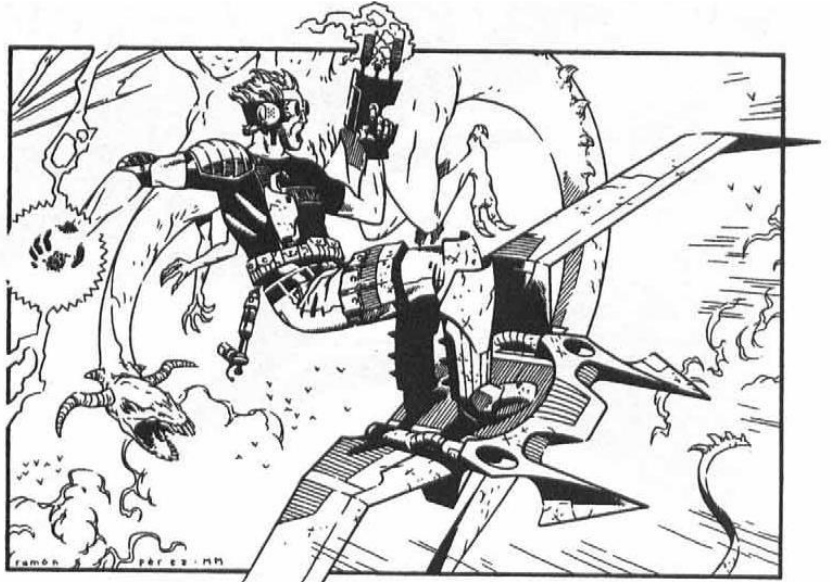
Turbo-Wing Boards have grown out of the "classic" Wing Board, but are more versatile in that they can fly under their own power away from ley lines as well as along them. Like all Techno-Wizard devices, these flying Boards use magic and technology, only the "Turbo" draws from technology as much as magic.

Technology comes to play in both the overall design and the propulsion system, for the Turbo-Wing Board has a built-in hover and micro-jet propulsion system that enables it to fly anywhere, even away from ley lines. The design is sleek and bold with air-fed ramjets for propulsion and quick response to body movement.

Magic comes into play in the overall design and key elements that help defy the laws of physics. The Turbo-Wing Board, like its predecessor, is a man-sized, flying wing that is ridden very much like a skateboard or surfboard, only it rides the air currents rather than ocean waves.

Unlike the ley line powered Classic Wing Board which can be piloted and controlled standing up or laying prone, the Turbo is designed to be flown with the rider on his feet in a standing, kneeling or crouched position. Magic adheres the surfer's feet to the mat of the board and also connects him to the board in ways that defy easy explanation. Like a skate or surfboard, the Turbo-Wing Board responds to the rider's everyboddy motion. A swing of the hips causes it to swerve left or right, swing away, dodge or even perform a horizontal spin. Leaning forward causes it to dive, leaning back to pull up, grabbing and pulling back on the forward nose fins to spin back-dive. Man and machine are one in a symphony of motion. Magic also creates an invisible energy field that keeps flying insects and bits of airborne debris from flying into their eyes, nose and mouth; goggles are still recommended.

The Turbo-Wing has no built-in weapons nor additional TW features. The pilot/rider is typically armed with a handgun, light rifle and at least a half dozen hand grenades (if not a satchel full of 24-36). With minimal training, most Men of Arms and Practitioner of Magic O.C.C.s can learn to pilot these magic Wing Boards but without benefit of the bonuses listed below. However, *RPA Power Armor Pilots*, *Aces*, *Crazies*, and *Operators* take to them like ducks to water and enjoy the Vehicle Bonuses listed below. Meanwhile, practitioners of magic schooled as a *Conjurer*, *Battle Magus*, or *Techno-Wizard O.C.C.* have a natural affinity for all types of Wing Boards and get both sets of bonuses when piloting the Turbo-Wing Board; they just love them. They may also cast spells while flying.



### **Creation Stats:**

**P.P.E. Construction Cost:** 395 to create.

**Spell Chain Needed:** *Primary Spell:* Fly as the Eagle. *Secondary Spells:* Energy Bolt, Float in Air, Wind Rush, Levitation, Energy Field, Telekinesis, Armor of Ithan, Carpet of Adhesion, and a number of secret incantations.

**Physical Requirements:** A diamond worth 15,000 credits, a red zircon worth 2,000 credits, a clear zircon worth 3,500 credits, and an aerodynamic board with steering mechanism.

### **Vehicle Stats:**

**Class:** TW equivalent of a personal hover vehicle.

**Crew:** One; possibly one other in emergencies.

**Main Body M.D.C.:** 130.

**Maximum Speed:** 120 mph (192 km); double at a ley line. VTOL capable.

**Maximum Altitude:** 10,000 feet (305 m).

**Duration of Charge:** The Turbo Wing Board must be regularly charged with 90 P.P.E. (or 180 I.S.P.) every four months. Anything less than 90 P.P.E. is pointless; the vehicle is calibrated to process 90 P.P.E. at a time.

**Bonuses:** +3 to Initiative, +1 to Strike, +3 to Dodge, +1 additional Action Per Melee, and +10% to the piloting skill. These bonuses apply only to Techno-Wizards, as well as others who've received the proper training.

**Black Market Cost:** 160,000-200,000 credits for the vehicle alone; an additional 250,000 credits with the below feature included.

### **Additional TW Magic Features:**

**Protective Energy Field:** An energy field surrounds the vehicle to provide 50 M.D.C. per 10 additional P.P.E. (or 20 I.S.P.) pumped into the vehicle. **Duration of Magic:** 10 minutes per 10 P.P.E., or until the M.D.C. is depleted. **P.P.E. Cost:** 200 P.P.E. to initially install, and 10 P.P.E. (or 20 I.S.P.) to activate. **Cost:** 250,000 credits for small vehicles; double for large ones.