

Notable Equipment – Jebediah Stone

.30 Rifle

Weight: 7-20 lbs.

Damage: 5d6 S.D. per round.

Rate of Fire: Standard.

Range: 1,200 feet.

Payload: 15 round magazine.

Cost: 400-1,000 credits.

5.56 Assault Rifle

Weight: 6.5 lbs.

Damage: 4d6 S.D. per round.

Rate of Fire: Standard.

Range: 1,200 feet.

Payload: 20 or 30 round magazine. Some experimental drums hold 50-100 rounds.

Cost: 700-1,200 credits.

Stegosaur's Might (Eco-Wizard Item)

This weapon is one of the stranger, multi-purpose creations of the Eco-Wizards and is both a tool and a weapon. As a *tool*, the tapered spade or plate of the item can be used like a scythe to cut down plants/crops, clear vegetation, cut a trail, or split wood as well as chop and dig in the earth (used for farming and digging up burrowing animals, insects and edible plant bulbs and roots). The pair of hooked Raptor claws (or other dinosaur predator's claws) can be used to rake debris or hoe the earth for planting,

As a *weapon*, the spade-like blade can be used like a scythe or long-handled axe, or it can be turned around and the twin Raptor Claw-blades used to slash, impale, disarm or trip an opponent. The plate/spade and Raptor claws are always held to gather and attached to the wood or bone shaft by living sinew, giving it a gruesome appearance. The living sinew enables the user to adjust the angle/tilt of the spade and lock it in place, as well as adjust the angle of the Raptor claws.

Creation Requirements: A single length of strong wood or bone 3-6 feet (0.9 to 1.8 m) long, a large plate or shoulder bone of a Stegosaurus, two large Raptor claws (or claws of a similar dinosaur), 10-12 living sinew strips, and a connecting piece of bone to hold it all together. Some leather to wrap the handle for better grip is optional.

Creation Spells: Power Weapon (35), Crushing Fist (12), Manipulate Objects (4), Mystic Fulcrum (5), Shatter (5), Superhuman Strength (10), and 80 P.P.E. in addition to that required for the previous spells

P.P.E. Cost to Activate: 8 P.P.E. or 16 I.S.P.

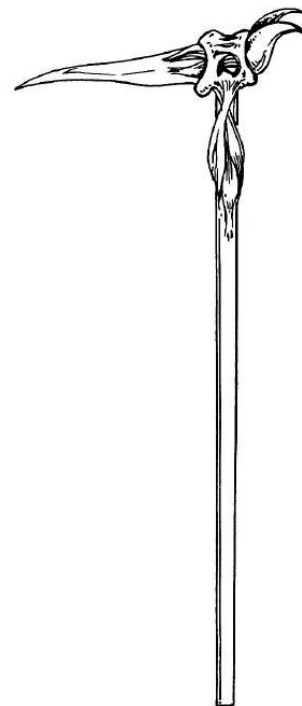
Duration: Ten minutes per activation.

Damage: Normally the spade/shovel side does 3D6 S.D.C. damage plus applicable P.S. damage bonuses (if any), the Raptor claws 2D6 S.D.C. and the blunt side 1D6. When the magic is activated it turns into a Mega-Damage weapon. The spade/shovel/Sickle part of the weapon/tool does 3D6+3 MD. (double damage to S.D.C. or M.D.C. rock, concrete/brick, earth, and wood), the Raptor claws do 2D6 M.D. and the blunt end does 1D6 MD.; P.S. bonuses do not apply. A power strike using the spade/shovel end only does 6D6+3 M.D. (1D6x10+10 to rock/earth) but counts as two of the user's melee attacks/actions.

Additional Effects or Bonuses: +1 to strike.

Penalties for the User: Characters with a P.S. less than 12 or who are smaller than five feet (1.5 m) tall are -3 on all combat moves (strike, parry, dodge, etc.) when using this item.

Cost: 80,000-90,000 credits. Uncommon even among the barbarians. One in ten or twenty warriors may have one, and there may be a half a dozen in the tribe used primarily as tools.



Modified Skin, Skull & Plate Armor (Eco-Wizard Item)

Typically known as "Skull Armor," the most notable aspect of this Eco-Wizard armor is the helmet/headdress made from the skull of a suitably sized dinosaur (a small predator or juvenile animal). A mantle over the chest and shoulders made of dinosaur hide and 2-4 dinner plate sized sheets or plates from a dinosaur (Stegosaurus or other) offers protection equal to a suit of heavy M.D.C. armor, but is as lightweight as a sweater.

Creation Spells: Armor of Ithan (10), Breathe Without Air (5), Featherlight (10), Magic Shield (6), Energy Bolt (5), Mend Living Bone (100), and 70 P.P.E. in addition to that required for the previous spells.

M.D.C. Protection: Main Body: 94 / Head:

P.P.E. Cost to Activate: Base M.D.C. protection is constant, but the wearer can get an additional 20 M.D.C. (via *Armor of Ithan*) by pumping 5 P.P.E. into the suit. This also activates *Breathe Without Air*. The 20 magical M.D.C. are lost before the base M.D.C. Duration is six minutes, or until the extra 20 M.D.C. is reduced to zero.

Self-Repair: The armor is capable of magically affecting its own repairs, so long as at least one point of M.D.C. remains in both the main body and helmet. By spending 100 P.P.E. (to activate *Mend Living Bone*), the body armor will instantly and fully repair itself within a single action; reduce the P.P.E. cost to 75 if the wearer has several pounds of M.D.C. dinosaur bone and hide to hold against the damaged areas (the armor absorbs and uses the material). By spending 50 P.P.E., the armor will still fully repair itself but over the course of 12 hours (9 at a ley line; 6 at a nexus point). Either way, the self-repair feature can only be activated twice per day. Note that if the armor is *completely destroyed* (reduced to zero M.D.C.), then it's gone for good.

Duration: The M.D.C. protection of the suit is constant. When all M.D.C. is lost, the suit is reduced to tattered rags. The extra, magical M.D.C. and *Breathe Without Air* lasts for six minutes per activation (5 P.P.E.).

Additional Magical Effects or Bonuses: The activation of the *Armor of Ithan* and *Breathe Without Air* features effectively turns the suit into full environmental body armor. Very light; no movement penalties.

Cost: 200,000-300,000 credits. Good availability within barbarian communities only; mainly among Wild Knives Warriors and other raiders/fighters in the tribe.