

# Notable Equipment – Korban Greyson

## Giant-Sized Vibro-Sword

Length: 8 feet.

Damage: 3D6 M.D.

## TW Thunderbolt Shotgun (Giant-Sized, Custom)

Big, rugged and intimidating, the Thunderbolt is a pump-action shotgun. It is devastating in close combat operations. The weapon fires a ball lightning roughly the size of a basketball (on lower damage setting) or large beach ball (on high damage setting), similar to those from the Air Warlock spell. When the ball lightning strikes its target, it produces a loud boom, a magical thunderclap with a Horror Factor of 10. The initial boom is startling and likely to scare untrained combatants, though trained military personnel and warriors will be largely unaffected.

Weight: 50 lbs.

Damage: Two damage settings: 8D6+4 per shot, or 4D6+2 per shot. First shot has a Horror Factor of 10 and a 01-70% chance of scaring untrained combatants.

Rate of Fire: Each blast counts as one action.

Effective Range: 400 feet.

Payload: 4 shots at 8D6+4, or 8 shots at 4D6+2. 48 P.P.E. or 96 I.S.P. to fully charge the weapon.

## NG-R1002 “Super” Robot Rail Gun/Assault Rifle

The classic NG-202 has been enlarged and re-imagined by as a handheld weapon for giant combat robots. It looks very much like the original with a few minor tweaks like no trigger guard. Even as a larger weapon, in the hand of most giant robots, it more resembles an assault rifle. Range is unchanged, but big robots can carry a bigger ammo drum, giving the R1002 a larger payload.

Weight: *Gun:* 265 lbs (119 kg), *Power Pack:* 100 lbs (45 kg), 2,400 round ammo drum: 175 lbs (79 kg) or 4,800 round ammo drum: 350 lbs (157.5 kg), or 6,000 round drum: 500 lbs (225 kg).

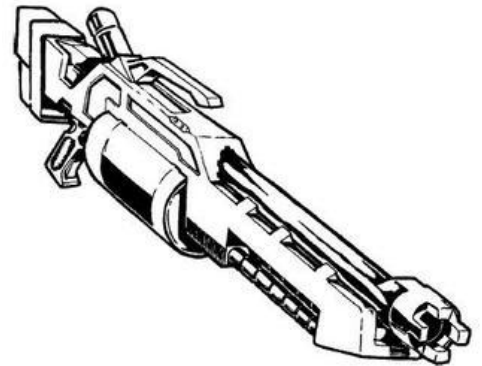
Range: 4,000 feet (1,219 m).

Damage: A burst is 60 rounds and inflicts 1D6x10 M.D. One round does 1D4 M.D.

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

Payload: 2,400 round drum (60 bursts) or 4,800 round ammo drum (120 bursts), or 6,000 round drum (150 bursts) that weighs 500 lbs (225 kg).

Cost: 100,000 credits for the gun and power pack (may be tied directly into the robot’s power supply). Ammo canisters each cost an additional 8,000 credits, 14,000 credits and 18,000 credits, respective to size.



## Ley Line Walker Medium Body Armor (Giant-Sized; Non-Environmental)

Although it is not usually visible, light to medium body armor is worn under the robes. The chest, shoulders, thighs and back of the head are always protected. Two thirds of the time the M.D.C. plating also covers the arms as vambraces and armored gauntlets, and the rest of the legs as well. Again, it is either concealed under the robes or loose, baggy clothing, or so stylish it looks like ornamental arm bracelets or vambraces rather than armor. The materials are often made from natural M.D.C. materials like the plates from a Fury Beetle or hide of a dinosaur, and interlaced with M.D. ceramic plates, padding and miracle fibers. M.D.C. metal alloys may be used but are kept to a minimum because they interfere with the flow of P.P.E. and interferes with the ability to cast spells. Remember, the mage also has magic spells, such as Armor of Ithan, Impervious to Fire, etc., he can cast to provide additional protection for himself.

Both are very common. Seldom wears heavy body armor. Heavy and full body armor are available in a variety of styles, but are seldom worn (maybe 10% wear them). For one, it’s too bulky and uncomfortable, and for another, it’s expensive, and lastly, unless it is made predominantly with natural materials, conventional environmental armor prevents spell casting. Techno-Wizard armor is one alternative for superior protection as well as a few non-magical alternatives, but Mage Armor always requires special consideration and construction to allow spell casting and the use of special abilities.

Class: Medium Non-Environmental Body Armor

Weight: 70 lbs.

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

M.D.C. by Location:



Main Body: 65 M.D.C.

Arms: 16 each

Legs: 27 each

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

Cost: Exclusive to Ley Line Walkers.

## **TW Turbo Wing Board (Giant-Sized; Custom)**

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 everybody 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: Can only support one giant-sized rider; several smaller individuals can ride it but would have difficulty controlling the board (designed for large humanoids over 10 feet tall). -25% to piloting skill for those of small stature.

Weight: 300 lbs.

Main Body M.D.C.: 130.

Maximum Speed: 120 mph (192 km); double at a ley line. When off of a ley line, double speed can only be achieved using the *Speed Boost* feature (see below). 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:**

Speed Boost: By using a spell chain composed of the spells *Fly*, *Fly as the Eagle*, and *Superhuman Speed*, the vehicle is capable of incrementally increasing its flight speed. This is useful for when the vehicle is not on a ley line but needs to maintain the high speeds it would normally have at one. For every 4 P.P.E. (or 8 I.S.P.) pumped into the vehicle, speed can be increased by 10 mph, up to double to vehicle's max speed (240 mph, which costs 48 P.P.E./96 I.S.P.). Feature installed by a 10<sup>th</sup> level Techno-Wizard.

Duration of Magic: One hour. P.P.E. Cost: 4 P.P.E. (or 8 I.S.P.) per 10 mph; 200 P.P.E. to initially install. Cost: 250,000 credits for small vehicles; double for large ones.