

# 13 CYBORG WEAPONS

## INTRODUCTION

Better killing through cybernetics. That's what this PDF is all about. The standard rules provide you with a single way to outfit your cyborg warrior (see Ronin Arts' *Future: Heroes – Cyborgs*): pick a weapon and put it on an internal or external mount. While that is okay, most people want a little something beyond mounting a generic laser pistol on an external mount or hiding a sword blade in an internal mount.

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### AUTHOR'S ASIDE

The damage values within this PDF attempt to stick as closely to the damage values presented in the standard rules to make it easier for GMs to include these items in their campaigns without creating gross issues of balance.

That being said, I find the damage limits rather confining. The fact is, weapons are getting deadlier all the time and it is entirely possible (and in fact probable), that with enough technological refinement a weapon like a Slicer would be capable of simply cutting through any armor (except a personal force field) like butter and would, in fact, simply cut an unarmored individual in half with one swing. However, although I do increase damage with weapons as they advance through the Progress Levels, due to the aforementioned balance reasons, I did not create the weapons in this manner.

That does not stop a GM from making the weapons as deadly as they could be. The damage values listed for the weapons in this PDF are entirely suggested; GMs are free to manipulate them to suit their own campaign ends.

A circular icon with a red border and a white center, containing a stylized red eye.

**BY MICHAEL HAMMES**

# THE WEAPONS

All of the weapons in this PDF are arm weapons that are integrated into a cyborg's prosthetic arm. They always require a prosthetic arm replacement and either an external or internal weapon mount. Keep in mind that, according to the standard rules, at PL 6 only external weapon mounts are available to a cyborg. At PL 7 and beyond, the cyborg can choose between an external or an internal weapon mount.

## ANACONDA (PL 6+)

This strange attachment consists of a launcher and, depending on the PL, one or more semicircular rings. The rings have a range increment of 10 feet and require a successful ranged touch attack to hit the target. Once the target is hit, motors in the ring wrap around the target, holding it fast and at higher PLs constricting it.

At PL 6, an anaconda consists of a launcher and a single semicircular alloy ring. Once a ring has been fired the launcher can be reloaded with another ring as a move action. Once the ring hits the target, the target must succeed at a Reflex save (DC 15) to avoid its effects. On a failed save, the target is entangled and unable to move until it either escapes with a successful Escape Artist check (DC 35) or breaks free with a successful Strength check (DC 30).

At PL 7, an anaconda launches energy rings rather than using metal. It functions exactly as the PL 6 ring, but the Escape Artist check DC increases by +5 (DC 40) as does the Strength check (DC 35). In addition, at the cyborg's option the ring's power level can be set to inflict 1d6 points of bludgeoning damage through constriction each round the target fails to escape. Setting the ring's power level is a free action. The anaconda uses a power pack allowing 20 rings to be launched.

At PL 8, the anaconda launches gravity rings. They function exactly as the PL 7 rings, but the Escape Artist and Strength check DCs are increased by a further +5 (to DC 45 and DC

40 respectively). In addition, the energy setting can be set to deliver either 1d6 or 2d6 points of bludgeoning damage through constriction each round the target fails to escape.

**Hardness/Hit Points:** 10/5

**Base Purchase DC:** 17 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

## CYBER CLAWS (PL 6+)

This attachment is a set of wickedly sharp claws that vary in their construction and the damage they cause depending on the Progress Level. Attacking with a set of claws is a melee attack.

At PL 6, cyber claws use advanced alloys and technology to inflict 2d4 points of slashing damage and have a critical threat range of 19-20.

At PL 7, cyber claws are monofilament weapons and inflict 2d6 points of slashing damage and have a critical threat range of 19-20.

At PL 8, cyber claws are molecular-edge weapons that inflict 2d8 points of slashing damage and have a critical threat range of 18-20.

**Hardness/Hit Points:** 10/5

**Base Purchase DC:** 16 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

# FIXING EXTERNAL WEAPON MOUNTS

According to the standard rules, an external weapon mount means that the recipient's prosthetic arm ends in a weapon instead of a hand. While this may be good for combat, it also renders the arm useless for such everyday things as typing an e-mail, popping the top on a cold one, and using a cell phone. Not to mention it looks really silly on a date.

There is, of course, a way to solve this, and here it is:

## PROSTHETIC ARM UNIVERSAL MOUNT (PL 6)

The recipient's prosthetic arm ends in a universal mount, allowing the recipient to switch between any number of attachments (usually a weapon and a hand) on the recipient's prosthetic arm.

**Benefit:** The recipient has a universal mount attached to a prosthetic arm. The universal mount is able to accept any attachments (i.e. melee weapon, ranged weapon, prosthetic hand) that have the universal mount conversion (see below).

Removing or connecting an attachment from the universal mount is a move action. Removing an attachment and then connecting another attachment is a full-round action.

Removing and attaching an attachment to the universal mount requires the use of one hand (either the cyborg's or a buddy's).

Attempts to disarm the recipient of a connected attachment automatically fail, though the attachment can still be attacked (like any weapon or object) in an attempt to destroy it.

**Type:** External.

**Hardness/Hit Points:** 10/5.

**Base Purchase DC:** 21 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

## PROSTHETIC ARM UNIVERSAL CONVERSION (PL 6)

This converts a weapon or other attachment to fit the prosthetic arm universal mount.

**Benefit:** The recipient is able to connect the attachment to a prosthetic arm outfitted with a universal mount.

**Purchase DC:** +1 to the purchase DC of the weapon; +2 to the purchase DC of a prosthetic arm (this outfits the normally integrated hand of a prosthetic arm into an attachment able to fit the universal mount).

**Restriction:** Military (+3).

The advantage of a universal conversion is that it allows the cyborg to carry any number of attachments, especially weapons, for a prosthetic arm. This is especially handy for weapons, since a prosthetic arm is otherwise limited to a single weapon.

## **BOILER (PL 7)**

This attachment is a microwave generator. A boiler can send out microwaves in a 20 ft. cone or 40 ft. line (adjusting the boiler between cone and line is a move action). Anyone caught within the cone must succeed at a Reflex save (DC 15) or take 3d6 points of non-specific energy damage (this damage is not subject to energy resistance). A successful save reduces the damage to one-half.

A boiler is powered by a power pack that provides 15 shots.

**Rate of Fire:** Single, Semi-Automatic

**Hardness/Hit Points:** 10/5

**Base Purchase DC:** 20 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

## **FREEZER (PL 8)**

This attachment is a cryonic generator. A freezer can spray a 20 ft. cone or 40 ft. line (adjusting the freezer between cone and line is a move action) of cryonic chemicals. Anyone caught within the cone must succeed at a Reflex save (DC 15) or take 3d6 points of cold damage. A successful save reduces the damage to one-half.

A target reduced to negative hit points by the weapon instantly stabilizes. Furthermore, if the ray deals sufficient damage to reduce the target to -10 or fewer hit points, the target instead drops to -9 hit points and stabilizes automatically (in other words, the target does not die).

A freezer is powered by a power pack that allows 10 shots.

**Rate of Fire:** Single

**Hardness/Hit Points:** 10/5

**Base Purchase DC:** 22 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

## **FRYER (PL 6+)**

This attachment is a flame-thrower. A fryer can spray a 20 ft. cone or 40 ft. line (adjusting the fryer between cone and line is a move action) of either liquid fuel or plasma. Anyone caught within the cone must succeed at a Reflex save (DC 15) or take the listed points of fire damage. A successful save reduces the damage to one-half.

At PL 6, a fryer sprays liquid fuel from an internal fuel tank and inflicts 3d6 points of fire damage. The internal fuel tank carries enough fuel for 20 attacks. Refueling the tank is a Purchase DC 12.

At PL 7, a fryer sprays plasma from an external fuel tank and inflicts 3d10 points of fire damage. A PL 7 fryer is powered by a power pack that provides 20 attacks.

At PL 8, a fryer sprays plasma from an internal fuel tank and inflicts 3d10 points of fire damage. A PL 8 fryer is powered by a power attack that provides 50 attacks.

**Rate of Fire:** Single (PL 6+), Semi-Automatic (PL 7+)

**Hardness/Hit Points:** 10/5

**Base Purchase DC:** 21 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

## **GRENADE LAUNCHER (PL 6+)**

This attachment fires Tiny grenades at any point within range. When the grenade reaches the designated target point, which can be a point in midair, it deals damage to all targets within its burst radius.

A grenade launcher fires the same ammunition as a rocket launcher (see **Rocket Launcher** below) and has the following range increments:



<b>Progress Level</b>	<b>Range Increment</b>
PL 6	20 ft.
PL 7	30 ft.
PL 8	40 ft.

The purchase DCs are for a pack of six grenades are one less than for the equivalent rocket pack. A grenade launcher can only hold one grenade pack at a time. Changing out an empty grenade pack with a full one is a move action. Different types of grenades may be mixed in the same pack (calculate the average DC to come up with the purchase DC).

Grenade launchers are capable of single fire only at PL 6. At PL 7 and beyond, grenade launchers are capable of semi-automatic fire.

At the GM's option, an automatic fire option may exist which allows the cyborg to fire all remaining grenades in the launcher at the same target area. Such an attack increases the damage done by 1 additional die of damage (i.e. three shrapnel grenades fired into the same location cause 5d6 points of slashing damage) per additional grenade (a blobber imposes an additional -2 penalty to Dexterity for every additional grenade).

**Rate of Fire:** Single (PL 6+), Semi-Automatic (PL 7+), A (optional at PL 6+)

**Hardness/Hit Points:** 10/5.

**Base Purchase DC:** 20 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

## **MONO-BLADE (PL6+)**

A mono-blade is a large blade that has a single filament, and at later stages a single molecular, edge giving it tremendous penetrating power.

At PL 6, a mono-blade does 2d6 points of damage and has a critical threat range of 19-20.

At PL 7, a mono-blade does 2d8 points of damage and has a critical threat range of 19-20.

At PL 8, a mono-blade does 2d10 points of damage and has a critical threat range of 19-20,

**Hardness/Hit Points:** 10/5.

**Base Purchase DC:** 19 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

## **ROCKET LAUNCHER (PL 6+)**

This attachment fires Tiny rockets at any point within range. When the rocket reaches the designated target point, which can be a point in midair, it deals the listed damage to all targets within the listed radius.

Rockets have the following range increments:

<b>Progress Level</b>	<b>Range Increment</b>
PL 6	40 ft.
PL 7	60 ft.
PL 8	80 ft.

The rocket launcher can fire the following rockets:

### **BLOBBER**

The chemicals in this rocket produce a sticky, gooey compound that clings to targets in the area and slows them down.

**Damage:** -6 penalty to Dexterity (if Dexterity reduced to 0 or lower, target is helpless and cannot take physical actions); blobber compound dissolves in 24 hours.

**Save:** Reflex half (DC 12)

**Burst Radius:** 5 ft.

**Progress Level:** PL 6+

**Purchase DC:** 14

## CONCUSSION

This rocket uses combustible chemicals to create a shockwave that knocks out targets in the burst radius.

**Damage:** 4d6 points of nonlethal damage.

**Save:** Reflex half (DC 15)

**Burst Radius:** 15 ft.

**Progress Level:** PL 6+

**Purchase DC:** 15

## CORROSIVE

Upon detonation, this rocket delivers a highly corrosive payload to the target area.

**Damage:** 3d6 points of acid damage

**Save:** Reflex half (DC 15)

**Burst Radius:** 5 ft.

**Progress Level:** PL 6+

**Purchase DC:** 14

## CRYONIC

The chemicals in this rocket cause a cryonic effect in the burst radius.

**Damage:** 8d6 points of cold damage.

**Save:** Reflex half (DC 15)

**Burst Radius:** 10 ft.

**Progress Level:** PL 8+

**Purchase DC:** 19

## EMP

This rocket releases an electromagnetic pulse that shorts out electronic devices within the burst radius.

**Damage:** 3d6 points of electricity damage.

**Save:** Reflex half (DC 15)

**Burst Radius:** 20 ft.

**Progress Level:** PL 6+

**Purchase DC:** 16

## EXPLOSIVE

This rocket contains an explosive and incendiary compound that explodes upon detonation.

**Damage:** 3d6 points of fire damage.

**Save:** Reflex half (DC 15)

**Burst Radius:** 10 ft.

**Progress Level:** PL 6+

**Purchase DC:** 16

## GRAVITIC CRUSHER

Upon detonation, this rocket releases extremely strong gravitational forces within the burst radius.

**Damage:** 6d6 points of bludgeoning damage.

**Save:** Reflex half (DC 15)

**Burst Radius:** 10 ft.

**Progress Level:** PL 7+

**Purchase DC:** 20

## PLASMA

The chemicals in this rocket spray superheated plasma over the area of effect.

**Damage:** 3d10 points of fire damage.

**Save:** Reflex half (DC 15)

**Burst Radius:** 10 ft.

**Progress Level:** PL 7+

**Purchase DC:** 17

## SHRAPNEL

This rocket is filled with hundreds of tiny ball bearings that shred any targets in the burst radius.

**Damage:** 3d6 points of slashing damage.

**Save:** Reflex half (DC 15)

**Burst Radius:** 10 ft.

**Progress Level:** PL 6+

**Purchase DC:** 15

The purchase DCs are for a pack of six rockets. A rocket launcher can only hold one rocket pack at a time. Changing out an

empty rocket pack with a full one is a move action. Different types of rockets may be mixed in the same pack (calculate the average DC to come up with the purchase DC).

Rocket launchers are capable of single fire only at PL 6. At PL 7 and beyond, rocket launchers are capable of semi-automatic fire.

At the GM's option, an automatic fire option may exist which allows the cyborg to fire all remaining rockets in the launcher at the same target area. Such an attack increases the damage done to the area by 1 additional die of damage (i.e. three shrapnel rockets fire into the same location cause 5d6 points of slashing damage) per additional rocket (a blobber imposes an additional -2 penalty to Dexterity for every additional rocket).

**Rate of Fire:** Single (PL 6+), Semi-Automatic (PL 7+), A (optional at PL 6+)

**Hardness/Hit Points:** 10/5.

**Base Purchase DC:** 21 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

## **SHOCKER (PL6+)**

This attachment is a series of electrodes connected to a power supply. A shocker discharges electricity and is particularly effective against cyborgs.

At PL 6, a shocker is capable of inflicting 2d8 points of electricity damage on a successful melee attack. Due to recharge time, a shocker may only be used for one attack per round.

At PL 7, a shocker is capable of inflicting 3d8 points of electricity damage on a successful melee attack or fire an electrical bolt causing 2d8 points of electricity damage with a range increment of 20 ft. on a ranged attack. Due to recharge time, a shocker may only be used for one attack per round.

At PL 8, a shocker is capable of inflicting 3d8 points of electricity damage on a successful melee touch attack or fire an electrical bolt causing 2d8 points of electricity damage with a range increment of 40 ft. on a ranged attack. A shocker may be used to make additional attacks per round, melee or ranged, but each additional attack reduces the shocker's damage by 1d8 due to the reduced recharge time.

A shocker may operate on a power pack instead of running on an internal source. Using a power pack removes the recharge time, but limits the shocker to 25 attacks before the power pack needs to be replaced.

**Rate of Fire:** Single (PL 6+), Semi-Automatic (PL 8+)

**Hardness/Hit Points:** 10/5.

**Base Purchase DC:** 21 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

## **SHOCK STRAND (PL 6+)**

This strange attachment unleashes a single thin metallic whip-like strand 15 feet in length. A shock strand is a melee weapon with reach. The strand is filled with electrons that unleash an electric shock once the whip has wrapped around a target or a target's limb (requiring a successful melee touch attack). The cyborg can turn the electric shock function off and on as a free action.

When using the strand, the cyborg gets a +2 equipment bonus on opposed attack rolls when attempting to disarm an opponent (since the shocking strand is an attachment, the cyborg cannot be disarmed)

A cyborg can use the strand to wrap around an enemy's leg or other limb, making a trip attack with it by succeeding at a melee touch attack. However, because of the fact that the strand is an attachment, the cyborg cannot let go of the strand to avoid being tripped in turn if the trip attempt fails.

Once it has wrapped around the target, it is capable of unleashing an electric shock that causes electricity damage to the target.

At PL 6, a shock strand causes 2d6 points of electricity damage.

At PL 7, a shock strand causes 3d6 points of electricity damage.

At PL 8, a shock strand causes 4d6 points of electricity damage.

A shock strand uses a power pack that provides it with the capability for delivering 20 shocks. With the power pack depleted, the shock strand is no longer able to deliver electricity damage, but it can still be used to make disarm and trip attempts.

**Hardness/Hit Points:** 7/3.

**Base Purchase DC:** 18 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

## SLEDGEHAMMER (PL6+)

This attachment is a metal fist driven by a quick-action piston that generates a tremendous amount of force making a sledgehammer a solid melee weapon.

At PL 6, a sledgehammer is a purely device driven by a kinetic explosion that deals 2d4 points of bludgeoning damage.

At PL 7, a sledgehammer is driven by a kinetic energy reaction and deals 3d4 points of bludgeoning damage.

At PL 8, a sledgehammer is driven by a gravitic energy reaction and deals 4d4 points of bludgeoning damage.

All sledgehammers are run from power packs that provide them with 25 uses. A sledgehammer without a power pack deals 1d4 points of bludgeoning damage.

**Hardness/Hit Points:** 10/5.

**Base Purchase DC:** 16 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

## SLICER (PL 7+)

This attachment is a marvel of technology. It consists of a monofilament wire that is literally used to cut one's opponent to ribbons. It is 15 feet in length and virtually impossible to see when in action. A slicer cannot be used to make disarm or trip attacks.

At PL 7, a slicer is about as thick as a strand of dental floss, causes 2d6 points of slashing damage, has a critical threat range of 19-20, and does not count toward the total number of cybernetic attachments the recipient can have before taking negative levels.

At PL 8, a slicer is about as thick as a human hair, causes 2d8 points of slashing damage, has a critical threat range of 18-20, and does not count toward the total number of cybernetic attachments the recipient can have before taking negative levels.

**Hardness/Hit Points:** 10/3 (due to its thinness, the slicer has a +20 equipment bonus to its Defense).

**Base Purchase DC:** 19 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

## SONIC MODULATOR (PL6+)

This attachment generates a 30-foot cone of sound waves that have different effects depending on the setting selected. Switching between settings is a move action at PL 7 and a free action at PL 8. A sonic modulator is also known as a sonic cannon.

At PL 6 a sonic modulator is capable of producing a sonic wave that causes 3d6 points of nonlethal sonic damage to any living creature. Nonliving (such as robots) or deaf creatures are immune to this effect. Creatures that succeed at a Fortitude save (DC 15) take only half damage. In addition, creatures that fail their Fortitude save are stunned and deafened for 1 round.



At PL 7 a sonic modulator gains the capability to produce low-frequency wave that causes living creatures in the area of effect to become nauseated for 1 round. Nonliving creatures (such as robots) or deaf creatures are immune to this effect. Creatures that succeed at a Fortitude save (DC 15) are merely shaken for 1 round.

At PL 8 a sonic modulator gains the capability of producing destructive sound waves that deal 3d6 points of lethal sonic damage to any target. Creatures that succeed at a Fortitude save (DC 15) take only half dam-

age. In addition, creatures that fail their Fortitude save are stunned and deafened for 1 round.

A sonic modulator is powered by a power pack that gives 20 shots.

**Rate of Fire:** Single (PL 6+), Semi-Automatic (PL 7+)

**Hardness/Hit Points:** 10/5.

**Base Purchase DC:** 21 (the purchase DC does not include the prosthetic arm or weapon).

**Restriction:** Military (+3).

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