Weapons

Close Combat

Windblade (d6-d10): Curved blade designed to cut efficiently in high winds. Light, aerodynamic, and ceremonial in some cultures.

Thermal Pike (d8-d12): Mining and combat tool. Heats on activation, effective against armor and ice. Requires thermal cells.

Netcaster (d6): Launches weighted nets to entangle opponents or secure cargo. Non-lethal.

Vibro-staff (d8): Resonance-enhanced melee weapon. Vibrates at frequencies that shatter stone and disorient enemies.

Ranged

Pressure Bow (d6-d10): Compressed air projectile weapon. Silent, reliable, no gunpowder. Bolts can be poisoned or incendiary.

Stormcaster (d10-d12): Electroshock weapon that discharges stored storm energy. Limited charges, devastating at close range.

Signal Flare (d4): Pyrotechnic device for distress signals or illumination. Can ignite flammable materials.

Thermal Lance (d10): Cutting tool that superheats target areas. Effective against equipment, doors, and armor. Requires thermal cells.

Revision #6
Created 2025-11-28 13:27:08 UTC by zeruhur
Updated 2025-11-28 14:55:00 UTC by zeruhur