Storing equipment

There are 2 types of slots, which come in different sizes:

1: Active/hand slots: Allow you to carry and use <u>one</u> item inside. Some items use up multiple slots. You can still use your hands and unarmed strikes and climb when these are full.

2: Storage slots: Allow you to carry one or more items inside. <u>Anything </u>which is a physical item that does not go inside an active or a body slot must go in a storage slot.

2.5: Encumbrance slots: These are a type of storage slots, but if you use one or more of them up you become encumbered, which gives.

-Halve all forms of physical movement, including forced movement. You take double damage from falling.

-Your equipment is added to your size for the purpose of mounts and vehicles and other such things,

-Encumbered targets roll agility at disadvantage and lose an action on a failure.

Slots and slot sizes:

These sizes line up with the creature sizes, with a max weight in each of 1kg, 10kg, 100kg, 1000k. In most cases objects will be lighter, since size constraints are also important for calculating slot size. Each position you move on this scale is referred to as a "step up" or "step down".

Tiny slots: Can fit a shrew, a meal, a box of 10 bullets, a notebook, a knife, or a candle.
Small slots: Can fit a dachshund, an axe, a crowbar, a medkit or 10 tiny slots.
Medium slots: 1x1x1: Can fit a human, an engine, a really nice chair, or 10 small slots.
Large slots: 2x2x2: Can fit a bear, an ogre, a couch, or 10 medium slots.
Huge slots: 4x4x4: Can fit an elephant, a mech, a shipping container, or 10 large slots.

Using items While 10 small active slots can be used to wield 1 medium item, or 10 small items. 1 medium active slot can only be used to wield 1 medium or smaller item, though it can still store 10.

A few other rules for equipment

-Objects that take more active slots than you have can still be used, but they gain the heavy keyword (can't be used on a turn you have moved, and cost +1ap if they would cost less). If the item is more than twice the size of your active slots, then you have to put it down and set it up, which takes at least one action each time you want to set it up or lay it down, and can take more. Using an item either of these ways takes up all your active slots. If you are physically carrying it, excess weight still needs to go into storage slots.

-Some equipment like <u>armor</u>, and oxygen tanks don't need active slots to be used. Whether an item requires being held to be used is largely diegetic, <u>if you don't know, ask your DM, do not argue with them</u>.

-Some humans weigh more than 100 kg and some large creatures weigh more than 1 ton, in that case just count them as multiple slot items, so a 5 ton mech would be large 5, and a 120kg human would be medium 2. This extends to all creatures and items.

-Some creatures don't have a number of slots listed. If you need to calculate it on the fly, assume that they have the same amount of storage and encumbrance slots as a human of that size, or slightly fewer. If they have hand analogues, give them an equivalent amount of active slots as well.

-If multiple creatures want to use the same item, they cannot use the same action type. So the help/reload/called shot action is fine, but attacking is not.

Freehands: For each freehand you have not wielding a weapon or shield, you may perform the following as free action. The hand must be free at the beginning and end of your turn.

-Stow or draw a tool or consumable in all your active slots.

-Give yourself advantage on an agility roll.

-Drink or administer yourself something.

Ye actual equipment list

Supplies:

-Ration(rice, porridge): 1 tiny slot 1s

-Ration(restaurant meal, groceries): 1 tiny slot, 2s

-Ration(canned): 1 tiny slots, 2s

-2 rations (lard stick, good for mechs, not recommended for longterm human use): 1 tiny slot, 3s

-Flask (glass, ceramic or metal) (1L): 1 tiny, 1s.

-Salt (100g), salts 5 rations, 1 tiny slot, 2s. Deals 4d6 necrotic damage to snails and oozes.

-Fuel (1L): 5s, gasoline or vegetable oil.

-Whale oil (1L): 100s, provides 10 fuel worth of energy.

Adventuring equipment

-30m rope, 1 small, 2s

-30m metal cable, 1 medium, 20s

-Grapple, spider silk: 20m, (end is sticky, but aside from that is a regular and highly durable rope). 1 tiny, 30s.

-Net, spider silk (very sticky, aside from handholds), 1 small, 40s.

-Blanket, waterproof, 1 small, 5s.

-Tent (2 medium creatures or objects), 1 small, 30s.

-Tent (5 medium creatures or objects), 3 small, 60s.

-Tent (12 medium creatures or objects, reinforced), 1 medium, 100s, useful if you need to do work inside. The exterior surface is around as durable as chain mail.

-Lock (set of 5, key or combination): 1 tiny, 8s.

-Compass: 1 tiny, 4s.

-Spyglass/telescope: 10x magnification. 1 tiny, 10s.

-Lighter (enough fuel for 300 fires, can burn through 1 per second to use as a candle) 1 tiny, 5s

-Box of 100 matches (reminder that all purchased items come in small metal boxes or containers). 1 tiny, 2s
-Lantern: Uses 1 fuel/hour, 30m cone/20m sphere/no light, 1 small, 10s.
-Set of clothes (utilitarian): Does not take any inventory space when worn, 1 small, 10s.
-Set of clothes (Ceremonial): Does not take any inventory space when worn, 1 small, 100s.
-Wrench or crowbar: 1 small, 5s.
-Engine: Provides 10 str worth of power for 1 hour if given 1 fuel. (can be attached to crossbows, splinter guns or other mechanical devices), 1 medium, 1000s.
-Antidotes (packet of vials): Negates the effect of a poison or medication upon injection, carries 10 doses. 1 small, 60s.
-Syringe: Injects the content of a bottle when inserted into flesh, 5s.

Consumables
Each occupies 1 tiny slot
-Dousing powder: Puts out 1 medium creature worth of fire, 5s.
-Drying powder: Dries half a dozen "small" sized items. Deals 4d6 necrotic damage to oozes, 10s.
-Adhesive powder: Becomes an extremely strong glue when exposed to water, 5s
-Caltrops: 1m square, 1 piercing, slow by 3m if damage is successfully dealt, 1s.
-Flechette: 1 piercing per 12m it falls, max 20, 1s.
-Fire grease: Coats weapon with flame, converting the damage to fire for 1 minute, 15s.
-Neurotoxin (Paralytic): Paralyses for d6 rounds, 300s.
-Neurotoxin (lethal): 6d6 psychic, 300s
-Poison (Foul tasting): Deals 1 poison damage, 5s.
-Poison (Quiet): Deals 1 poison damage, mostly undetectable, except by blood tests, the owner growing only tired, they fall asleep when they reach 0hp, 95s.
-Poison (lethal): Deals 3d6 poison damage, 300s.
-Poison (sleep): Makes a human sized target fall asleep within a minute if they fight it, a quarter dose is good for those that do not, 20s.
-Poison (Sleep) (inhaled): causes unconsciousness when inhaled for a minute, like all forms of sleep, it ends when the target feels pain (anesthetic can help), 20s. *
-Lungburner: 6 gas, deals 1 exhaustion, save vs blindness, deafness. Automatically removes smell, 300s.
-Acid: If applied optimally, can dissolve a lock sized inorganic object, or a human torso sized organic object. If splashed on deals 2d6 acid, 10s.
-Base: Acts the same as acid, but is noticeably less effective against inorganic matter. Acids and bases can neutralize each other, 10s.
-Inorganic dissolver: Deals 2d6 acid, anti material, only affects inorganic matter. Good for cleaning, 50s.
-Capsaicin: gas 2, save vs blindness for 1 round, turns off smell for 1 day 5s.
The youth of both the empire and church mutually decided that it was an achievable and desirable goal to become the undisputed masters of spice. This is the natural result of this project combined with a vaporizing binding agent and nerve flame.

-Nerve flame: Causes d6 bludgeoning damage and disadvantage on all rolls as muscles contract explosively, lasts d3 rounds, 360s.
-Flaying powder: Deals 3d6 necrotic and 1d6 force damage when in contact with flesh, does maximum damage if injected, 160s.
-Sap (Anesthetic): Makes a medium target immune to pain for 12 hours. Causes small amounts of peripheral nerve damage when extensively used, 5s.
-Narcotic (Anesthetic): Makes a medium target immune to pain for 6 hours. Addictive (x in 6 chance, increasing by 1 each time it is taken), 60s.
-Fetal serum 30s/L: Preserves organs in a live state, free of infection. Requires a sealed container. Will grow, repair and maintain organs if given food and frequent oxygenation (through filter), 90s.
-Lethe oil: Deals 6 psychic and 1 soul damage, deletes the contents of 1 random mind slot, neurosurgeons may target a specific slot or memory. Depending on the level of control, higher doses can be used to wipe the mind of the patient clean to be filled with indoctrination, or to render them a drooling, bawling imbecile with the mental capacity of a cnidarian. This is not reversible, demons could reconstruct the brain, but this would effectively be a new person, 360s. Indoctrination can only be done by savants with a surgery and psychology skill and all deltas unlocked, an agent who received the appropriate training as a reward, or by a soul mage with all spells unlocked.

Healing items:
-Diluted flesh eating crystal: Grows on contact with blood, Heals d12, but reduces max hp by 1. Only works on wounds, but heals instantly. 1 tiny. , 50s.
-Divine stem cell: Heals d12, but a group of d6 soul tumors (stats as dog with ¼ speed) emerges from the wound on a 12, 1 tiny. 60s.
-Dried fungal powder: Heals 1hp per 10 minutes for 30 minutes. Can only be used once per day. 10s, 1 tiny.
-Medical kit: Requires a turn (10 minutes) to use, heals half of the damage dealt to the target. Holds 10 charges, 1 small, 40s.
-Wound ooze: Produces large quantities of collagen inside a wound, heals d6+2 over a minute, you gain disadvantage on all agility checks for a day. Only works on open wounds, 1 small, 30s.
-Star child blood: Allows the creation of custom implants, simply open the flesh of the host and attach a fresh piece of tissue, then inject the host with the blood. This will create a custom implant, or allow you to simulate the effect of a similar implant. Can also be used as a healing item by taking flesh that approximates the function of the damaged material you are replacing and pouring. This heals that injury and all damage associated with it. 1 tiny slot, 800s.

Organic tools: Each desiccates when not in use, using ration and some water to reactivate once, for a day.
-Glowlamp: Fungal colony in a lamp, 12m cone/6m sphere/no light, swappable. 1 tiny, 15s
-Ink sac: Produces a litre of ink, which can be used for writing, blinding, or to fog up an olympic swimming pool sized body of water. 2 tiny, 30s
-Foam cube: Forms into a 1m cube when exposed to enough water, occurs in a second if submerged, a few seconds if watered, and an hour or so using the moisture in the air. The cube

will dissolve in acid, but is bulletproof, fireproof and is as strong as wood in most ways. 1 tiny, 10s.

-Sealing membrane: A rolled up sheet which covers a 2x2m plane. Tough, stretchy and hard to cut, one side is adhesive. Can be released with a bottle of alcohol. Waterproof and insect repelling. 1 small, 10s

-Night vision goggles: Paired cluster of snake eyes, in the style of a dragonfly. A gem stands in the position of the third eye, emitting infrared light (a flip down cover exists to shroud it). While open, you can see in infrared night vision, at the cost of projecting a beam of infrared light. 1 small slot, 200s

-Acid slug: Explodes for 4d4 acid damage, can also produce a vial of acid once a day if given a ration. 1 small, 10s.

-Spiders: 2d100 live spiders, will try to fix all objects in a small house, small camp, or handful of rooms (including the house itself). They are surprisingly adept, but are non sentient, and will leave webs in cracks as cement for rebuilding. Unable to repair complex or magical items. Enough of these vials will close a tear in reality over time, such as a portal. 60s

-Wasps: 1d100 live wasps, comes with optional exterior jar coating of aggression pheromone. Can pay triple to give them effects such as neurotoxin or paralysis using a poison you have already purchased. 1 tiny, 100s

-Termite eggs: A few million termite eggs, nest into something wooden to ruin it. Will continue spreading unless dealt with, all settlements have pest control. 1 tiny, 50s.

-Cleaner: A 1/4th HD ooze which seeks out and removes certain materials from an environment. What it cleans can be chosen on purchase, and they leave behind an antimicrobial coating wherever they go. 1 small, 50s.

-Deboner: A type of cleaner which removes all inedible parts from meat, must be done before cooking. 1 small 50s.

-Skitter bomb: Trained to deliver packages to specific locations. It attaches grenades using an adhesive, then returns. Can also deliver tiny packages to anywhere it can access. 200s, 12m/40ft movement/turn.

Soul items: Those below count as souled, and may in some cases count as a creature.
What is the price of a human soul?
36 000s, if sourced legally and refined.
Each is 1 small slot, save for the armament, which inherits the size of the item it is occupying.
-Mana battery: Stores 3 thaums, 1 small slot.
-Mage hand: A severed human hand, animates 1 small active slot with the strength and dexterity of a 6 year old child. Bound to a single host, and must stay within 3m of them. 1 small slot.
-Soul space: 1 large (8 cubic meters) extradimensional storage slot that can be used to store homogeneous substances. Deposition and retrieval is at 1L/round modulated by a bioelectric control module. Can store multiple substances without worrying about them mixing. 1 tiny slot.
-Armament: Any conventional, human scale melee weapon can be made from a refined, shaped soul. This allows it to be dismissed and retrieved from your person with a thought, and converts gains soul damage as an option.

Can also be armour, in which cases it gain resistance to soul equal to highest physical resistance.

-Shaping needles: When placed in rock, a 1-3m cube of rock becomes soft and moldable like clay, and if placed in sediment it becomes fluid like water. Can also "lock" a 1m cube section of rock, making it indefinitely immune to further stone shaping spells. This is not a traditional soul item, as it is instead harvested from sand worms when they undergo puberty after eating a human, however, since this permanently ruins the soul for anything aside from a mana battery, it might as well.

-Parahomunculus: Absorbs 1 human worth of divination backlash, spell costs, miscasts, and spiritual damage for the wielder.

Spells such as conduit or the hundred hands of god which rely on external help may fail, or even establish a connection and anger the entity responsible for the spell.

-Homunculus: 3HD, 3STR human with 12 body slots but a full soul slot.

You can double the number of humans used to upscale all slots once, and double size, HD and STR.

It has none of its own mind slots or ap, so usually either used by viceroys or demons.

Money:
-Steel coin: Written as "s", next to a number, for example 1s. They are sometimes referred to as silver coins, due to being tradable for silver.

-100s can be traded for 1g of silver.

-1kg of silver can be traded for a kg of uranium (in fuel cell form, that just means you don't passively die from being around it, you can still sell it for its original worth).

Employers usually pay in steel coins, in accordance with the services cost charts.

When in a rural area, supplies, housing, and basic equipment cost half while medication, firearms, vehicles and repairs cost double the listed price. A rural area is any area not within ten kilometers of a population center with at least ten thousand people.

Resselling: You may sell any legally acquired item at a location with a port or train station that has a reasonably good connection to a megacity. Standard reselling is for half its original property.

Services:
Fixed:
Domesticated animals: (you must pay the wages of non-slave possessed or sentient animals).
Speeds are as human without a climbing speed unless otherwise stated.
These are all bio engineered, explaining the superior performance.
Assume all speed to be human unless otherwise stated.

-Riding horse: Medium, 3HD, str 3, 1 medium storage and encumbrance slots, 3xwalk, 0xclimb 500s.
-Draft horse: Large, 4HD, str 4, 6 medium storage and encumbrance slots, 0xclimb 1000s.
-War horse: Large, HD4, str4, 2 medium storage and encumbrance slots 2xwalk, 0xclimb, 2000s. Hooves as flanged maces.
-Hellboar, Large, HD4, str4, 2 medium slots, 2xwalk, 1200s. Tusks attack as poleaxe with charge 1.
-Mercury drake: 4-8HD, 4 str, large (2x2), 6 storage slots. Half damage from piercing and necrotic, double from toxic, natural armor as lamellar.
Claws and teeth are as claymores. 500s/HD.
For a total of 14 000s, set hd to 12, size to (3x3), str to 6, and storage slots to 1 large and 1 encumbrance.

-Mule mech, large (2x2), 6HD, 6 str, 6 medium storage and encumbrance, 200s/day, or 20 000s to purchase (you break it you buy it). Non sentient with no pilot (1ap).
For +20 000s, get +2 HD, str and storage slots, as well as size: 3x3.
For +40 000s, -6 physical, can store 2 large storage slots.

Vehicles: Half cost in the graveyard of stars, of at least 100km from the drop down to the nine rivers. -Engines are purchased separately, and are supremely expensive because of the special engineering needed for them to resist the influence of One Who Has Seen the World. The engines are thankfully highly resistant to dust, corrosion and saltwater. The engines do not have the same discount.
-Each vehicle moves forward on its turn passively if on, and can maneuver along its front arc. If stopped you can spend an action to fully rotate yourself to any orientation.
-Going full speed takes an action each round and doubles the movement forwards.
-Driving checks work exactly like agility checks, but don't benefit from agility bonuses unless you are on a motorcycle.
-Vehicles take a full turn to slow down, and 2 if at full speed. Engaging the brakes instantly can be done as an action, but requires an agility roll from the driver not to break them, and from everyone not strapped in not to be thrown forward with knockback equal to the velocity before breaking.
-Vehicles cannot climb and jump from standstill but can go uphills so long as the incline is reasonable.
-These vehicles are engineered for extreme conditions and are supremely durable. Repairing one that is reduced to requires HP minutes and tiny slots in spare parts. 0hp is just as easy to repair, but you can come back from total obliteration. All vehicles have inherent heavy armor ac.
-Vehicles are considered creatures without their own minds.
-Vehicles can use armour as a creature of their size, but can only use rigid armour and rigid materials.

Motorcycle: 6000s: HD3, 30m/round. Weights 2 medium slots, and has 2 medium and 1 encumbrance slots worth of storage.

Can pay an extra two thousand for extendable chainsaw wheels which cost 1 fuel per round to use but count as a power tool with F: Prone or smaller targets.
These allow grip up to a 88 degree incline (or 99 with a successful agility roll and going full speed).

Car: 12 000s: HD6, 20m/round, weighs 1 large slot, has 6 medium and 4 encumbrance slots worth of storage.

Heavy truck: 50 000s: HD12, 20m/round, weights 4 large slots, has 20 medium and 20 encumbrance slots worth of storage.

Tank or tracked vehicle: x100 000s: Uses **x** engines, 12m/round, 20**x**HD, weight 4**x** large slots.
Gas 10**x** medium active slots (which requires a day of work and 100s in parts for each slot to swap out what is inside) and 10**x** medium and encumbrance slots worth of storage.
Amour requires the same cost and time to swap per slot as active slots, but doubles damage reduction when being hit from the front.

People (and analogues):
-Slave (human): 2500s, illegal in the republic and church.
-Slave (vermin): 2000s, Illegal in the republic and church, seen poorly in many other places
-Printed man: Costs 5 000s for a control amulet, which allows the wielder to control them within a 60m radius (may pay double to double range as many times as is desired). Each printed man costs 1000s, may only be bound to one amulet ever, and has stats as a soulless commoner with +1HD, homogenous, resistance to physical/elemental/-3 and aoex0.5. They have the intelligence of an amoeba when not wielded. In addition they cannot jump, and have a speed walk/swim/climb of 6m.
If they or the amulet are destroyed, they can be recycled for 200s of materials if you deliver the corpse to a factory.

Variable:
Mercenary: [50s]x[full mind slots+HD] per week and per combat with significant risk attached.
For those of superior quality (usually those with soul slots) or for special jobs, payment can be supplemented with a flat bonus.
Artillery strike (1000s)**:** Takes [kilometers away/10]+1d6 rounds to arrive once a message is delivered. You may ask the emperor to deliver the message for you for 20s (does not need silver ink).
Hits as thrice upscaled ordinance. Cannot be done more than 50km away from a heavy airship, arsenal or major city.

Raven: small,
Eagle or hawk:
Great raven:

Conventional weapons are listed below, Special weapons have their own files:

📄 Carrion gods, exotic weaponry

Weapons:

Weapon keywords:

-Multiattack x: Allows you to make **x** additional attacks with a weapon before needing to switch. If no value is specified then it is counted as infinite.

-Accuracy x: Add **x** to hit roll

-Delayed x: Place the template instantly, **x** turns later, at the start of the round the damage arrives. If the attack is not AOE, then it is declared early, but can be targeted at anyone in range once the timer ends.

-Knock back x: Pushes **x** metres

-Pull x: Pulls **x** metres

-Anti-material: Does not deal critical damage, Ignores cover and shields, counts all ac as medium (ac8).

-Heavy: You cannot use this weapon if you have moved this turn

-Close combat: Can fire or attack into grappling without penalty and with advantage.

-Slow x: Reduce movements by **x**

-Impale: Only half the damage inflicted by this weapon can be regenerated, if removed, deals the damage dealt upon entry again. While impaled you gain disadvantage on agility checks.

-Life steal: Damage dealt by this weapon is converted into healing for the wielded.

-Reload (x) (y): This requires an **x** action after firing to fire again and consumes **y** ammo.

-Cooldown x: you have to wait x turns before firing this weapon again.

-Transform: Can transform into another form as a free action.

-Dismember x: Removes **x** limbs, choose which (cannot target limbs not within range), removing limbs removes an equivalent percentage of active slots and natural weapons, same for mobility organs.

-Dead zone x: Cannot target enemies within xm of range.

-Charge x: For each 10ft/3m moved towards the target before making the attack, add **x** damage to the attack.

-Cleave: Transfer excess damage from an attack into an adjacent target on a kill.

-Dawn broken: Detonates on dawn, dusk and on Sundays if not kept within a specialized case.

-Volatile: Saves vs detonation if you take fall damage or are hit with an explosive while carrying. Cases may prevent this.

-Strength scaling x: adds x times your strength to accuracy. All melee weapons have str scaling 1 by default. Cannot be upscaling.

-yxy: Attacks with the 2x4 or 6x6 formats fire 2 shots at 4 damage each and 6 shots and 6 damage each respectively. When a weapon has the "x2 shots" keyword, this simply adds a "2x" multiplier at the beginning for every attack you make. Each instance of damage is rolled separately, but as this is a single attack, you pick only one to deal critical damage.

Some common upgrades:
-Extended barrel: +1 Acc, +1m minimum range, +1 max powder charges, +1 small slot, 100s. Works on anything that can be considered to have a barrel.
-Scope: Mitigates long range penalty if you do not move on your turn. 220s
-Autoloader: Loads 1 powder charge, bullet, grenade, bolt, or other tiny item at the end of your turn, regardless of whether the gun is equipped or not, 1000s, +1 small slot. Can also be used on non firearm weapons, but not for liquids or rations.
-Reinforcement: +100s and 1 small slot, +1 damage. Does not work for weapons with munition based propulsion. Can be done up to 6 times.
-Masterwork: Either 2x weapon cost or 500s, whichever is greater, +1acc.

Improvised weapons:
-Unarmed: 1 bludgeoning/soul, close combat, multiattack. Only souled creatures receive and deal soul damage. Every creature in the game has access to this weapon.
F:Unarmoured targets
-Brick, rock, artillery shell: 2 Bludgeoning.
F: When thrown
-One-handed improvised weapon or tool (5s): 3 damage (gm chooses one physical damage type when this item is first picked up and used as a weapon)
-Two-handed improvised weapon or tool (10s)**:** 4 damage (gm chooses one physical damage type when this item is first picked up and used as a weapon).
-Power tool (2ap) (200s)**:** 4 small slots, requires 1 fuel to use for 1 combat, anti-material, str scalingx2.
12 damage: (gm chooses one physical damage type when this item is first picked up and used as a weapon)
F: making an attack against someone you have already attacked with this weapon before.
-Whip (5s): 1 Slashing, 6m, pull 3.
F: Unarmoured opponents.
-Silvered scalpel (200s): 1 slashing/soul, close combat, can be used to harvest implants and other forms of souled flesh.

Melee weapons:
Concealable: (1 tiny slot until contradicted) 15s
-Throwing dagger: 2 piercing/slashing, 1m, close combat
F: When thrown
-Bodkin: 2 piercing, 1m close combat
F: Heavily armoured targets.
-Stiletto: 2 piercing, 1m, close combat
F: Against unaware enemies
-Parrying dagger: 2 piercing, slashing 1m, Close combat
F: Enemy that has missed a melee attack this round
-Fillet knife: 2 piercing/slashing, 1m, close combat
F: Underwater targets.
-Bayonet: 2 piercing/slashing, close combat 1m,

F: Targets you shot at last round.

One-handed: 1 small slot until contradicted, 30s.
-Claws/knuckles: 3 piercing/slashing, close combat.
F: Unarmoured opponents
-Cutlass: 3 piercing/slashing, 1m
F: When on a vehicle
-Cavalry saber: 3 piercing/slashing, 1m
F: When mounted
-Rapier: 3 piercing/slashing, 1m
F: Fighting against opponents significantly poorer than you. (With a conception of wealth)
F: Fighting one-handed without another melee weapon or shield in the offhand.
-Short sword: 3 piercing/slashing, 1m, close combat
F: When fighting in a confined space.

-Throwing axe: 3 slashing, 1m
F: When thrown
-Tunnel axe: 3 slashing, 1m, close combat
F: When fighting in a confined space.
-Battle axe: 4 slashing, 1m
F: Shielded opponents.
-Macuahuitl: 4 slashing, 1m
F: Undamaged targets

-Throwing stick: 3 bludgeoning, 1m, returns to the user next round.
F: Small or tiny creatures.
F: When thrown
-Club: 3 bludgeoning, 1m
F: Unarmed opponents, or opponents using improvised weapons
-Trench mace: 3 bludgeoning, close combat, 1m
F: Targets holding ranged weapons
-Flanged mace: 4 bludgeoning, 1m
F: Heavily armored targets.
-Morning Star: 4 bludgeoning/piercing, 1m
F: Shielded enemies
-Flail: 4 bludgeoning, 2m
F: Shielded enemies

-Javelin: 3 piercing, thrown 1, 2m
F: When thrown at an enemy charging at you
-Short spear: 3 piercing, 2m
F: Attacking someone who is already in melee range with an enemy of theirs.

Two-handed: (all are two small slots), 50s.

-Macuahuitl (two-handed): 5 slashing, 1m
F: Undamaged targets
-Bardiche: 6 slashing, 1m
F: Attacking an enemy that has been forcefully moved this round.
-Breaching axe: 6 slashing 1m
F: Against inanimate objects and enemies who were hiding behind an object you destroyed.

-Horse chopper: 6 Slashing 1m
F: attacking a mount.
-Poleaxe: 6 slashing 2m
F: Opponents with shields
-Halberd: 5 piercing/slashing, 2m.
F: Opponents with one handed weapons but no shields.
-Billhook: 5 piercing/slashing 2m.
F: Mounted opponents.
-Long spear: 5 piercing/slashing, 2m
F: Attacking an enemy with a close combat weapon.
-Lance: 5 piercing, 2m, can be one-handed while mounted.
F: Prone targets
-Pike: 5 piercing, 3m,
F: Attacking someone who is already in melee range with an enemy of theirs.
-Siege pike: 6 Bludgeoning/piercing, 3m, deadzone 1m.
F: Attacking someone that cannot move next to you.
-Hunting spear: 5 piercing, 2m
F: larger creatures
-Harpoon: 5 piercing, thrown 1 (impale), 2m
F: Targets in water.
-Ranseur: 5 piercing, 2m
F: When used for an opportunity attack
-Warscythe/glaive: 5 slashing, 2m
F: Opponents with light armor

-Goedendag: 5 bludgeoning/piercing, 2m
F: Unaware targets
-Polehammer: 5 bludgeoning/piercing, 2m
F:Heavily armored targets.
-Flail: 5 bludgeoning, 2m
F: Shielded enemies
-Maul: 6 Bludgeoning, 1m
F: Prone opponents

-Bastard sword: 4 Piercing/slashing, can be one-handed, 1m.
F: When two-handed and fighting an opponent that does not have a two-handed melee weapon.
-Swordspear: 5 piercing/slashing, 2m

F: Opponents with swords
-Claymore: 5 Piercing/slashing, 1m
F: Heavily armored opponents
-Longsword: 5 piercing/slashing, 2m
F: Enemies with close combat weapons.
-Zweihänder: 6 piercing/slashing, 2m
F: Fighting enemies that have melee weapons with a range of 3 or more.
-Executioner sword: 6 slashing, 1m
F: Prone or restrained targets with heads and necks

Heavy weapons: Each bellow is 4 small slots and 120s.
-Sky falling lance: 6 piercing, 2m, charge 1, can be one-handed while mounted if you have a str of at least 6.
F: Mounted targets
-Heaven piercing spear: 8 piercing, 2m. Each time you reinforce, increase range by 1.
F: Flying targets.
F: When thrown
-Dragonslayer greatsword: 8 piercing/slashing, 2m.
F: Huge or titanic targets
-Mountain breaking mace: 10 bludgeoning, 2m.
F: Heavily armored targets.
-Executioner greataxe: 10 Slashing, 2m.
F: Prone targets.
F: Demonic or unholy targets.

Note: Dedicated melee weapons are made of material superior to its historical contemporaries, and can be used as tools without wearing down or needing excessive maintenance.

Note: When pricing items with both an additive and multiplicative modifier to a cost, perform the multiplications last. For example, if you have a 50s weapon and you have +50s and x2 cost, then the price is 200s, not 150s.

Ranged weapons:

Concealable:
Atlatl: 1 tiny slot. Add 2 to the accuracy of spear throws.

Sling: Acc2, 200m, str scaling, takes 2 actions to fire, 1 tiny slot.
Grenade: 4 bludgeoning, detonates.
Rock: 4 bludgeoning 0s
Shot: 6 bludgeoning, reusable, 1s

Blowgun: 1 tiny, 20m, 1s.
F: When poisoned.

F: Tiny creatures.
F: Unaware creatures
Dart: 1 piercing, can be poisoned, 0s.

Two handed:

Bow: 100m, Str scaling, 2 small slots.
Arrow: 4 piercing, 1 tiny, reusable, 1s.
Crystal arrows. 8 piercing/lightning, impale, reusable, can be enchanted for 1 minute with a touch effect from a spell to imbue it on the target on a hit, 80s.
Arrows and bolts can be poisoned.

Crossbow: 60m, reload 2-[strength], acc2, 2 small, 80s.
-Bolt: 6 piercing, 1 tiny, impale, reusable, 2s.

Splinter gun: Reload 4-[strength], acc4, 2 small 100s.
-Metal bolt: 200m, 10 piercing, impale, reusable, 1 tiny, 2s.
-Wooden bolt: 12m, 3d6x1 piercing, autohit, impale, 1 tiny, 1s.
-Grenade cage: 20m, 4 bludgeoning, fits 1 grenade, 1 tiny, 5s.

Repeating crossbow: 50m, acc2, 4 small, 120s.
Can fire [strength] shots, though this costs +1ap per 6 shots fired (rounding down).
-Bolt: 3 piercing, 1 tiny, impale, reusable, 2s.

Greatbow(2ap): 4 small, str scaling 2, deadzone 1, cleave, 200m, 60s.
-Spear/javelin: Counts as being thrown, but with the strength scaling and deadzone of the bow.
-Great arrow: 10 piercing, impale, reusable, anti material, 1 small, 10s.
F: Large targets
-Grenade cage: 6 piercing, impale, anti material fits 1 grenade, detonates 2m inside the target, 1 small, 100s, 15s.
F: Targets behind cover

Canister weapons: Each is loaded by a canister, like flamethrowers, equipped canisters are automatically "loaded" into the weapon when the previous ones run empty.
Canister: 1 small slot, can be refilled by 10 minutes of hand-pumping, or within 6 seconds at a steam valve connected to a steam engine.
You may alternatively take a 1 medium slot version, which deals +6 damage per shot and triple range. These canisters must be scaled so that they remain 5x as large as their firearms.

Steam rifle: 80m/200ft, acc 2, x2 shots, 2 piercing, 2 small slots, 36 shots per canister, 100s.
F: Small or tiny creatures.
Pressure rifle: 60m/200ft, acc 2, 4 piercing, 2 small slots, 36 shots per canister 120s.
Can spend up to **3** additional ap and gas charge on a shot to give +4 damage, +1 acc and +12m range each time.

F: Small or tiny creatures.
Steam powered grenade launcher: 60m/200ft, acc 2, 4 bludgeoning, reload 1 (a grenade or rock), 2 small slots, 6 shots per canister, 300s.

Flamethrowers: Do not take actions to reload, instead taking their ammunition from your inventory. Each is 2 small slots, and takes (2ap) to fire.
Flamethrower: 600s: 2 small slots, 1L of gasoline or oil per shot.
Jet: 12m/40ft line, 8 burning (DOT fire), reload 2 (1L of gasoline)
Balefire thrower: Reload 2, (1L of ClF3), 700s.
Unleash(2ap): 6m/20ft cone, 12 fire.
Secondary explosion on hitting water/blood: 3m/10ft radius, d12 acid.

Liveguns:

They are not increased in cost when part of hybrid weapons. Feeding tubes can store and load bone as well as liquids like oil, water and gasoline. These are the bio weapons you are looking for.

-Pistol: 12m/40ft, acc 2, 3x3 piercing, anti material, impale, reload 2 (1 ration, 1 tiny slot of metal or bone), 1 small slot. 40s
F: Targets within 3m/10ft
-Blunderbuss: 24m/80ft, acc3, 4x4 piercing, anti material, impale, reload 4 (2 rations, 2 tiny slots of metal or bone), 2 small slots. 60s
F: Targets within 3m/10ft
-Cannon: 60m/200ft, acc 4, 6x6 piercing, anti-material, impale, reload 6 (3 rations, 3 tiny slots of metal or bone), 1 medium slot. 500s
F: Targets within 3m/10ft

-Drill launcher (2ap): 60m/200ft, 16 piercing, str scaling 2, anti-material, reload 2 (1 drill and 1 ration. The drills are tiny and reusable), 6 small, 200s.
F: Targets behind cover
-Ice rifle: 90m/300ft, acc 4, 10 bludgeoning/cold, Reload 2 (1L of water+1 ration), slow 3, 2 small, 400s.
F: Oozes
-Proliferation rifle: 60m, acc2, 10 acid, reload 1 (1 rations), 2 small, 200s.
If a body that has been hit with this rifle ends its turn with 0hp, a 1HD ooze spawns, this can happen up to [target HD] times.
F: Organic targets
-Spine rifle: 60m/200ft, acc3, 2x6 piercing, impale, reload 1 (1 tiny slot worth of bones), 2 small, 100s.
F: Organic targets
-Web launcher: Launches a web 12m/40ft, it connects 4 points/targets within a 3m radius with enough strength to keep a 6 creature from moving, each can be severed with an action and a slashing, acid or fire or necrotic weapon. Reload 3 (3 rations), 2 small, 400s
-Spore launcher: 30m cone, 3 poison (DOT toxic), secondary explosion on kill (30m sphere).

Reload 2 (2 rations), 2 small, 300s

-Electrified harpoon cannon: acc4, 12m/40ft range, deals 6 lightning damage with impale, repeating every turn until the connection is broken. Reload 2 (1 ration and 1 harpoon)
You may recall the harpoon as a free action to reload it. 2 small, 400s.

-Flesh devouring crystal rifle: acc4, 120m, 9 piercing/necrotic, reload 1 (1 ration). Consumes 1MD from the target and deals [sum] additional damage when hitting a creature with 2 or more MD. 2 small, 600s.

-Hyphae launcher: Launches a hyphae harpoon to a point within 20m (2ap), 4 small slots, 400s.
Holds 4 hyphae harpoons. Regenerates one with 10 minutes and a ration.

-Hyphae harpoon: 1hp, tiny. Speed: walk 1, climb 1, burrow 12, swim 20, 1ap.
Passive ability: When this creature touches another creature (must be able to access unarmored skin, though it can burrow through objects of a similar toughness to hardwood or stone, reaching the soft flesh underneath.) It imbeds itself inside that creature, it will then rapidly grow, dealing 6 damage every round, to a maximum of 18.
-You may save to avoid this if you are upright, but not if you have your back and stomach facing the ground, or if you are underwater.
-It can be ripped out with a dc10 strength check. The harpoon is killed, and the victim of the harpoon takes as much damage as it has already taken again.
-If the target is a worm, grub, maggot, centipede, nematode or other worm like **invertebrate**, it has no maximum damage value.

Rust rifle: acc 4, 90m/300ft, 12 piercing, anti material. Targets have the largest metal object (up to 1 medium slot) they are holding rusted. Magic or corrosion proof items are immune. 2 small, 800s.
F: Targets clad or made from iron. *
-Takes 2 actions to reload, 1 to load in a steel bolt, another to load in a liter of fat, lantern oil or gasoline.
-Emits a cloud of toxic smoke after firing. Creatures with unprotected lungs within 1m take d6 acid damage.

Rust rifle fuel effects:
1- Gasoline: +300m/1000ft range.
2- Whale oil: Can fire 3 shots before needing to be refueled (so only 1 action to reload), +6 damage.
3- Beast blood mixed with tallow: Gains +[monster HD] damage.
4- Demon blood: Seeks around corners, rust grows and spreads to other items it makes contact with. In addition, roll a d20 when making the attack roll.
Each dose of demon blood stays in the gun forever and refuels automatically 1/battle (this does not stop you from loading in other fuel).

Note: Only silver can make demons bleed.

YE ΛRMΛMENTS OF INDUSTRY

Firearms: Firearms are loud, and will **ALWAYS** attract either sleepers or humans when shot, depending on if the area is wild or urban. They do not work on Sundays.

Smoke: Certain firearms generate smoke at the end of your <u>turn</u>. Smoke occupies **x** cubic meters, last **x** rounds, and provides concealment. When two smoke clouds meet, they combine their x values. You get 1 smoke from firing a 32mm, 2 from a powder charge, and 1 from firing at least 3 bullets from a 8 or 10mm firearm in a single round.

Dawn broken: Conventional explosives and firearms do not work on Sundays. This is due to the influence of the spirit Alemayehu (who has seen the world).
Electronics and explosives with the "dawn broken" keyword will be violently detonated if not shielded in specialised cases. The black powder which these firearms use will merely deactivate.
Alemayehu is vengeful and crafty, and resents defiance. As such, electronic beings which flaunt their freedom instead of cowering beneath the earth rarely survive long.
A case is 1 slot in volume, and fits 5 smaller slots inside. A small case costs 200s, and fits 5 tiny slots inside.

Ye list of armaments:
13x30mm:
Compact pistol: x2 shots, Reload 1, Close combat, 1 tiny slot, 60s.

Self-loading pistol: Acc 1, x2 shots, Multiattack, 1 small slot, 900s.

Pump/lever/bolt action: Acc3, 2 small slots, 100s.

Submachine gun: Acc2, x3 shots, Multiattack 2 small slots, 900s.

9x90mm:
Heavy pistol: Acc 1, Multiattack 1, 1 small slot, consumes 2 active slots, 600s.
Halves range of all shots.
F: When one handed

Breech-loading rifle: Acc4, Reload 1, 2 small slots. 80s.
You may add additional barrels (30s), which increases shots before reloading and reload time by 1 each time. +1 weight for each 2 added.

Pump/lever/bolt action: Acc3, 2 small slots. 120s.

Battle rifle: Acc4, Multiattack, 4 small slots. 1200s.

Machine gun: Acc3, x3 shots, multiattack, 1 medium slots, 4000s.
+1 medium slots and +1000s to switch to x5 shots.

30x130mm:
Flare gun/grenade pistol: Reload 1, 1 small slot. 50s.
Flares go +100m, halve range and kinetic damage to non-flares.

Breech-loading shotgun: Acc 1, Reload 1, 2 small slots. 100s.
You may add additional barrels (40s), which increases shots before reloading and reload time by 1 each time. +1 weight for each 2 added.

Pump action shotgun: Acc2, 4 small slots. 300s.

Anti tank rifle: Acc4, Full length, Reload 1, 4 small slots. 500s.
F: Vehicles

Autocannon: Multiattack 1, acc4, Full length, 8 small slots, 4000s.
F: Flying targets

Gatling gun acc2, x3 shots, Multiattack, 2 medium slots, 3000s.

Munitions:
13x30mm (20s for 10, fit 10 in a tiny slot)
-Solid: 3 piercing, 60m,
-Rat shot: 4x1 piercing, Impale (prevents regeneration until removed), 12m.
F: Small and tiny creatures.

9x90mm
20s for 10, 10 fit in a tiny slot
-Standard: 6 piercing, 300m
-Tracer: 5 piercing, 300m
F: When a previous attack against this target with this forte has missed this turn.
-Birdshot: 6x1 piercing, Impale (prevents regeneration until removed), 60m,
F: Small and tiny creatures.

30x130mm
20s for 1, 1 fits in a tiny slot
-Slug: 10 piercing, Anti-Material, 120m.
F: Shots within 6m
-Shot: 6x2 piercing, Impale, 30m
F: Shots within 6m
-Sabot: 6 piercing, Anti-Material, double damage and range increase from powder charges.
-Powder charge: Launches a projectile 150 meters, +3 physical damage (or +1 per pellet), 1ap to load.
Full length lets you load up to 3 powder charges, 1 max otherwise.

Ordinance and grenades
Projectiles below this need a powder charge to work, 1 tiny slot each.
-He: 3d6 force, 3m/10ft diameter, Dawn-Broken. 80s.
-At: 4d6 piercing/force/fire, Anti-Material, 2m line, Dawn-Broken. 100s.
-Le: 3d6 force, 3m/10ft radius, delayed 1 20s.
-Frag: 1d12x2 piercing (roll once per target), 12m radius, delayed 1, 20s.
-Shrapnel: 6x2 piercing, 6m cone, only usable when shot. Can be shot point-blank without a powder charge. 30s.

Ordinance below this point is unaffected by dawn and operates on Sundays without issue.
-Bale-Fire: 3d6 fire, 1m cube. Detonates when exposed to anything but air or glass. 50s. Secondary explosion on hitting water/blood: 3m/10ft diameter, d6 acid.
-Gasoline/incendiary: 3 burning (DOT fire), 1m cube. 10s.
-Thermobaric: 4d6 fire/force, 6m/20ft radius, delayed 1, 100s.
-Smoke: Generates 20 smoke from a single point, delayed 1, 10s.
-Gas: Generates 2 gas, effect is a medication from the medication list for (medication cost)+20s
-Vial: Metal and glass shrapnel, deals 2 piercing on hit, and can hold 1 liquid or powder, which it counts as injecting into the target upon dealing damage. 5s
-Vessel: Store any tiny slot item inside. 5s, +50s for magical shock absorbers.
-Flash: 1 force/radiant, 12m, save vs blindness for 1 round and deafness for 1 hour, 30s.
-Flare: Emits bright light for a minute. Comes with adhesive and colour changing powder, the former can be used to mark targets, the latter to signal.

Flare system: 20s and 1 tiny slot, one dose of each color of changing powder is included in the weight and cost of the flare but can be used separately.
 Color changing powder and the signalling language also works with beacons, and is very compact. You can fit nearly a hundred doses in a tiny slot. Paint and tinted glass is also used for more enduring signals. Monsters can read flares.
-Red: One red means "danger, stay away". Red+white is "request-help". Help will arrive in d20 rounds in most lands, d12 if developed, and d100 in graveyard of stars/expanse, if you roll below a 50 in the later, it fails, below a 25, opportunistic monsters show up instead.
-Blue: Resource/positive, blue+white is "excess resource/opportunity, help us for a share".
-Yellow: Obstacle, often paint is left behind. Yellow+black is "maintenance/construction".
-White: Meetup, requests for camping during the night.
-Black: Used by officials, a response is legally mandated. Red+black is "evacuate". White+black is "gather for inspection". blue+black signals "outpost/fortress here".

Materials:
-Brass bullets cost twice as much, take twice as much time to heal, and add +1 accuracy.
-Black Steel bullets cost 5x as much, deal +2 damage (+1 per pellet), gain: F: Heavily armoured targets and anti material. If fired at a soft target, the bullet can be recovered and repaired for its regular (non black steel) cost.
-Silver bullets cost 20x as much, deal soul damage (max hp) and deal double critical damage.

Powder:
-Pale sky powder: 5x the cost, emits silence instead of noise and calm instead of light and smoke.
-Glinting powder: 10x the cost, doubles range and damage. Incredibly loud (all save vs deafness in enclosed spaces). Small arms cannot fire more than once per turn unless stationary, Dawn broken.

A few additional nonstandard firearms, these cannot be blessed unless stated otherwise.

13x30mm.
Blacktail: acc3, Multiattack 2, x2 shots, Close-Combat, 1 small slot, 1200s.
F: When used on a turn where you have moved

9x90mm:
Aperture rifle: 4 small slots, Reload 1, acc8, can only use glinting powder but doubles benefits from it, anti material, 3000s.

Storm rifle: Comes in a 4 slot, 2000s version for 13mm, and a 8 slot, 5000s version for 9mm.
-Burst (3ap): acc2, x12 shots, if you roll triples, the gun jams, and cannot be used for d6 rounds. Storm rifles can receive the blessings of the flayed lord.

32x130mm:
Recoilless rifle: acc4, Reload 2 (2 grenades), 32mm, 4 small slots. Must fire with exactly 2 powder charges, and only gets the benefit from 1. Recoilless rifles may receive any ordinance blessings.
F: Larger targets

Stake driver: 1m, 6 piercing, Close-Combat, Anti-Material, strength-scaling x2, delayed 1, 5 small slots, 2200s. Takes up to 2 powder charges (yes you can use extended barrel for this, it does give acc). It does not gain range, but gains double the benefit from each charge. You do not need to expend powder charges to attack with a stake driver.
F: Heavily armoured targets
F: Larger targets.

Mortar: Range is horizontal distance. Fires in an arc at a specific point you or a creature/sensor that can communicate to you can perceive. Arrives (powder charges) turns after being fired. Full length, double range from powder charges but no physical damage increase. 4 small slots, 1000s.
Mortars may receive any ordinance blessings.

Armor and shields:
-Armor modifies two stats, ac (armor class, works the same as in DND) and resistance, which reduces or divides damage. Light armor has ac8, heavy has ac10.

-Pieces of armour and other forms of worn equipment weigh 1 slot less when worn. You can only wear one set of armour.

Light: ac8
Sanctified robes: -6 ranged/spiritual/aoe, count as unarmored, cannot be made of special materials, 10 000s.
Textile/Hide/Leather/reinforced coat: Counts as unarmored, you can wear a second layer of textile/hide/leather over it, but then you lose this property. 10s, 1 small slot.
Lamellar/Scale/Brigandine: -2 physical, 2 small slots, 300s.
Half plate: -3 physical, 3 small slots, 500s.

Heavy: ac10
Chain: -2 slashing damage, 3 small slots, 200s.
Full plate: -2 physical, 4 small slots, 1000s.
Munition Plate: -4 physical, resistancex0.5 to non-line aoe, 6 small slots, 2000s.

Power armor: ac10
-The armors below occupy 2 medium slots (20 small for the purposes of calculating material cost) when not worn. When worn, it automatically encumbers, and consumes 1 ration to move for an hour.
-Power armour increases the strength of the wearer by 1 for each point of bio affinity you have. They occupy 0 slots when worn and powered on.

Mule armor: -3 physical, can store 1 medium storage and 1 encumbrance slots, 4000s.
Sealed suit: -4 physical/elemental, sealed, holds 40h of oxygen, passively recharges, 6000s.
Combat armor: -4 physical and elemental, sealed, resistancex0.5 to non-line aoe, gain 2 additional small active slots, 8000s.

Shields:
-Shields provide cover and +1ac.
-May also be used as a melee weapon: 1m, 2 bludgeoning, close combat.
F: Enemy that has hit you with an attack but dealt no damage.

Shield variants:
Buckler: Does not provide cover, 1 tiny slot, 20s.
Standard shield: 1 small slot, 50s.
Tower shield: Provides full cover, sunders for d20. Only works from the front. 2 small slots, 150s.
Use half slots if you stay still, cannot shield bash if you use this feature.
Shroud shield: If you don't move for a turn the concealment expands to a 3-meter wide wall, which cannot be used as a melee weapon. 1 small slot.
Explosives thrown against the shroud shield will not detonate, gently being deposited on the floor instead. Can be bought from the spiders for the price of the head of a nerve beast.

Note: Cover only works if you *could* feasibly fully hide behind it.
Amulets:
Ward: -6 (choose 1 spiritual or elemental damage type), 1 tiny slot, causes saves vs effects related to that element. 500s, you can only have 1 ward.

Materials: Come in two categories. Flexible and Rigid. Armor and shields except for textile/hide/leather can be made of one of each category of material, while textile/hide/leather can only be made from flexible materials.

-It takes [base small slots item occupies] slots of material to make an item, you then have to pay a craftsman [item base cost] to manufacture it. Repeat this twice to make an item out of two materials.
-Next to each material is the cost listed per small slot to purchase, reselling it gives half that much.
-A material marked with a * is fragmented, macuahuitls and lamellar do not pay manufacturing costs when being made out of a fragmented material.
-Shield bashing and unarmed attacks with armor gain the benefits of the material for weapons.
-You may still make items from the materials listed here even if they are not written down, but they will only gain some benefits.
-Weapons can only be made from rigid materials, and can be only made from one material.

Bio armor and bio weapons: If a weapon or piece of armour is made from materials with the bio affinity keyword, you may choose to gain the following benefits by making it bio armour.
-A set of bio armor has [bio affinity] body slots and costs 1000s per body slot. The effects inside these slots are passed on to the wearer.
-Bio armour must feed [filled body slots] each time you take a long rest, or it will stop working. So long as bio armor is watered at least once a month, it will stay alive in a dormant state.
-Liveguns and integrated weapons do [bio affinity] additional damage per shot.

Flexible:
Salamander skin: 300s: Bio affinity 1.
-Armor: Gain immunity to fire, +1 to swim speed.
-Shield: Gain resistance x0.5 to fire.
Silk: 1000s: Bio affinity 2
-Armor: Reduce weight by 1, gain resistance x0.5 to projectiles with impale.
-Shield: Gain resistance x0.5 and ignore anti material from projectiles with impale
Serpent scale*: 2000s: Bio affinity 2,
Armor: Resistance to magic equal to highest resistance.
Shield: Resistance to magic x0.5.
Dire hide 2000s: Bio affinity 1.
-Armour: Add 1 strength. If unencumbered gain +10ft/3m movement.
Mercury: 2000s:
-Armor: Gain physiological and piercing resistance equal to double physical.
Soul flesh: 3000s: Bio affinity 3.

-Armor: Resistance soul equal to physical, self repairing (takes 1 minute to fully reconstitute).

Rigid:
Chitin: 200s: Bio affinity 1.
-Armor: Reduce weight by 1, gain weakness to acid equal to physical resistance.
Whitesteel: 500s: Bio affinity 1.
-All: Repairs itself slowly, taking 1 minute to fully reconstitute itself.
-Armor: Replaces physical resistances with acid resistance.
-Skeleton: Heal +1hp/HD during short rests.
Blacksteel*: 1000s:
-Melee or thrown weapon: Add +2 damage and anti material to a weapon.
-Armor: Double physical resistance and gain fire resistance equal to highest physical resistance.
-Shield: Cover from black steel shields becomes hard cover and ignores anti-material.
-Skeleton: Gain +1HD, double fall damage, and sink in water (no swim speed and you can walk on the bottom of the ocean). You are immune to being crushed and become load bearing.
Blue Steel/moonlit iron: 2000:
-Armor: Gain immunity to psychic and get [small slots]/2 mind slots.
-Weapon: Gain psychic damage as an option and store 1 technique inside that can be used when wielded.
-Skeleton: Gain resistance -[HD] to psychic 2 mind slots.
Bloodforged steel: 2000s:
-All: Repair itself whenever someone aside from yourself within 3m takes bleeding
-Melee or thrown weapon: Gain necrotic damage, and F: Bleeding targets.
-Armor and skeleton: Heal wearer 1hp when it repairs itself, +1 strength.
Dragonbone*: 3000s: Bio affinity 2. Can change its color and ductility in response to electrical stimuli.
-Armor: +1 ac, halve weight, resistance radiant x0.25.
-Weapon: +2 acc. In bows and greatbows instead roll a d20 when making an attack roll.
-Shield: +1 ac, gain damage reflection vs radiant.
-Skeleton: Become immune to fall damage and gain resistance x0.5 to bludgeoning,
Leviathan bone: 4000s: Bio affinity 4.
-Armor: Add 2 elemental or spiritual resistances equal to physical resistance+1.
-Weapon: Add 2 elemental or spiritual damage types and +2acc.
-Shield: Add damage reflection on sunder vs 2 elemental or spiritual damage types.
-Skeleton: Set 1 MD/thaum roll per combat.
Gold: 10 000s:
-Armour or shield: Immune to lightning, cold or fire damage, slowly and safely releases excess thermal energy as light (you cast light as a lantern for the next [absorbed fire/lighting damage] minutes).
In the case of shields, this simply means don't break the shield if you sunder it to protect yourself against lightning, cold or fire damage. You still take any excess damage.
-Weapon: Can spend an action to fill with a single dose of fuel, this dose can be burned to do an extra d12 radiant damage on a melee hit.

-Imperial gold: You may combine blacksteel and gold by paying their combined cost to get the properties of both. If you do this, your item cannot integrate any other material. This also gives an additional +[small slots] of damage if its a weapon you are talking about.

Special materials:
Flexible: Gray moss: Can be found in underground facilities, or gifted to paladins after acts of great heroism.
Gray moss is self repairing, with bio affinity 6.
-Armor: When used in bio armour, subdermal armour implanted inside also offers resistance to physiological and elemental damage. Star child blood is not required for implantation.
-Weapon: Adaptive targeting : When declaring an attack, you declare all possible damage types, and the GM selects which one is more effective against the creature. Any future attacks against that type of creature automatically use the most effective damage type you have used so far.

Replacing your skeleton:
-Replacing your skeleton occupies 3 body slots and grants an additional HD, as such it usually costs [3 small slots of material]+500s.
-Mechs without the "civilian" delta may replace their skeleton once without occupying body slots.
-It is assumed mechs use [base frame tonnage]x5 small slots of material for their skeletons.
-Add [+bio affinity] hp, bio affinity has no other uses whatsoever for skeletons.

Universal armor/shield upgrades:
-Barbed 400s: Gives unarmed/shield bash attacks +1 damage and piercing/slashing damage. Cannot be used to draw bows or crossbows.

Note: The following materials are considered almost indestructible: Blacksteel, dragonbone, leviathan bone, human bone, soulflesh.

Crafting:
-Crafting is largely diegetic, as crafting things can use common sense and real world manufacturing. You just need the proper materials (Materials will sometimes specify their uses, but almost all uses for equipment are NOT specified). You don't need to roll, you just craft it.
-If you are not familiar with constructing these items OR you don't have the proper equipment OR you don't have quite enough materials, you can still try. To do so, roll a number of d6s equal to the amount of complications (Plus any other complications at the dms discretion) and pick the lowest.
On a 3+, you make it as intended,
on a 2, you don't make it and can't try again until you remove one of the complications,
on a 1, you don't make it and the materials are lost (and you are injured if the materials are volatile).

-When deciding time to make something, just approximate, the 4 time categories are:
1: Few actions/seconds, usually don't count time unless in combat.

2: A few minutes, just make it 10 if it matters.
3: Hour or so, do it as part of a rest, or take the hour if it really needs to be done immediately.
4: Downtime, do it in between adventures. Usually outside of sessions.

Monster harvesting:
You can extract [HD] of the following things from a corpse. Requires a successful check, usually dc6, on a failure, only get 1/3rd as much and ruin anything particularly delicate.
-2d12 rations, or d6 kg of bone, chitin, metal, or whatever comprises a big part of them. Doubling with each step up in size.
-A specific organ or feature of the avatar, such as a toxin, potion ingredient, or something you want to make into a custom implant.

A few example weapons made from the transforming and scale rules:

Scaling weapons, armour, implants, and other equipment:
You can scale most things with a defined size and stats. For each "step" in the scale you go up, the following effects happen. Consumables associated with an item (such as ammunition) must be scaled separately, and must be scaled to be used.

1 Weight, and cost are multiplied by 10,
2 Triple range
3 Pick 1 of the following numerical values to double: Base damage/resistance/acc/area /range/keyword variable/other.
4: Any slots are stepped up one step.

Making combination weapons/tools:
-In order to combine two items, you can buy/commission it for the combined price of the two items, times 2. This allows you to switch which item you are holding as a free action once per round.
-The total size of the combination item is equal to the largest size of the two items combined.
-If you already have one or more of the items, then simply subtract the cost of those items from the final cost.
-If you combine two items, and one of them is one tenth the size of the other, this is considered an attachment weapon, and you skip the step of multiplying the cost by 2.

Note: Upscaling: You can choose to upscale an item by any amount, not just multiples of 10. This only increases the sizes of the slots, nothing else.

Note: A step is a doubling in dimensions, so 1x1 to 2x2, 2x2 to 4x4, etc.

Note: Things that do not often come in larger sizes or have some diegetic or balanced reason for their difficulty to scale may have some of these effects not apply, or more likely, have their cost increased by more than 10x.

Note: Ammunition and weapons are scaled separately,

Note: If you are upscaling a tiny weapon, your first upscale increases damage by 1 and weight to 1 small slot, instead of normal scaling rules.

Mech scale Claymore: 10 Piercing/slashing, 3m, 2 medium slots, 500s.
F: Heavily armored opponents

Machine gun: Acc3, 6 piercing, 300m, x5 shots, multiattack, 2 medium slots, 5000s.

Mech scale pump action shotgun: acc4, 6x4 piercing, Impale, 90m, 2 medium slots, 3000s.
F: Shots within 6m

Mech scale anti tank rifle: Acc6, Full-Length, Reload 1, 4 small slots. 5000s.
F: Vehicles

Mech scale autocannon: Multiattack 2, acc6, Full length, 8 medium slots, 40000s.
F: Flying targets

Mech scale bolt action: Acc6, 2 medium slots. 1200s.

Mech scale battle rifle: Acc6, Multiattack 2, 4 medium slots. 12000s.

Mech scale double bolt action: 4800s, allows you to transform into the same bolt action rifle once a turn, essentially getting a jank version of multiattack.

Mech scale splinter gun: Reload 2 (1 bolt), str scaling, 2 medium, 1000s.
Metal bolt: 600m, 16 piercing, impale, reusable, 1 small, 20s.
Wooden bolt: 90m, 12x2 piercing, impale, 1 small, 10s.
Grenade cage: 60m, 4 bludgeoning, fits 2 upscaled grenades, 1 small, 50s.

Heavy flamethrower: 6000s: 2 small slots, 1L of gasoline or oil per shot.
Jet: 12m/40ft line, 16 burning (DOT fire), reload 2 (10L of gasoline)

Mech scale quad barrelled shotgun-Spear: 10 piercing/slashing, 2m, 6m/20ft, 2 medium slots, 3800s.
F: Attacking an enemy with a close combat weapon.
Transform: Shotgun: Reload 2, 4 shots before reloading, Impale, 90m.
F: Shots within 6m

Refractive mech scale battle rifle: Acc6, 12 piercing, Multiattack 2, 900m, 4 medium slots.

Changes angles 180 degrees once. Allowing for a second attack roll on a new target if a target is missed, or to shoot around corners.
140 000s derived from (2000+(1200x10))x10.

Mech scale bullets:
Upscaled 30mm (I assume around 60mm?), 200s and 1 small slot each.
-Shot: 6x4 piercing, Impale, 180m
F: Shots within 6m
-Slug: 20 piercing, Anti-Material, 720m.
F: Shots within 6m
-Sabot: 12 piercing, anti material, double damage and range increase from powder charges.
-Powder charge: Launches a projectile 1200 meters, +6 physical damage, 1ap to load.
Full length lets you load up to 3 powder charges, 1 max otherwise.

Upscaled 9x90m: (I assume around 30x210mm), 40s and 2 tiny slots each.
-Standard: 12 piercing, 900m

Bolt action rifle with bayonet: Acc3, 6 piercing, 300m/1000ft, 2 small slots. 120s.
Transform: Bayonet: 2 piercing/slashing, close combat 1m,
F: When you have fired a two-handed firearm this turn.

Gun halberd: 5 piercing/slashing, 2m, 2 small slots, 110s
F: Opponents with one handed weapons but no shields.
Transform: Blunderbuss (livegun): 24m/80ft, acc3, 4x4 piercing, impale, reload 4 (2 rations, 2 tiny slots of metal or bone),
F: Targets within 3m/10ft

Rapier shield:
-Rapier: 3 piercing/slashing, 1m
F: Fighting against opponents significantly poorer than you. (With a conception of wealth)
F: Fighting one-handed without another melee weapon or shield in the offhand.
Transform: Shield: +1 ac, cover.

Gallery:

Belgian revolver sword, 1870.

Derringer (the inspiration for the compact pistol), Parker gun store.
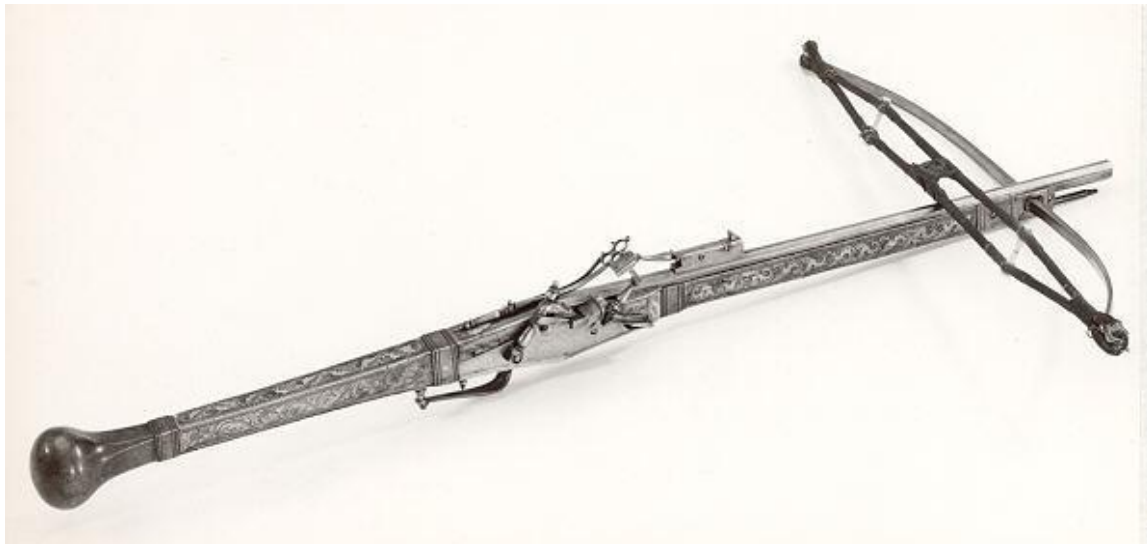

Smith and Wesson pistol conversion, unknown.

1864 Swiss bolt action.

Iberian 5 barrelled gun-axe, ~1620.

Northern Italian crossbow-pistol, 1630. Belonging to Prince Galeatto Pico della Mirandola