

FUSION RIFLE

Origin: Old Empire (DC 15) **Create:** Advanced Tech **Damage:** 10d6 **Attack Bonus:** +2 **Critical:** x3 **Speed:** -5 **Type:** fire/ballistic **Range:** 80 ft. **Amo:** 50 (antimatter cell) **Rof:** auto **Size:** Huge **Weight:** 14 lbs. **Tech:** Advanced **Cost:** 60,000

Fusion Rifles were used by many Vharata soldiers before the Occupation. Fusion Rifles are based on the same technology of the plasma flamer. By using the energy created by antimatter/matter reaction cells, the Vharata were able to create energy weapons able to reach fusion temperatures. Due to the destruction of the antimatter factories during the Occupation, the Vharata were forced to cease production on the fusion rifle. The incredible heat produced also bypasses up to DR 10.

Fusion rifles also leak radiation. Treat one shot as one round of exposure to level 1 radiation. Note that Vharata are immune to level 1 radiation. See Chapter 16 for details on radiation poisoning.

CRYSTAL SWORD

Origin: Old Alliance (DC 25) **Create:** Create Psychic Weapon **Damage:** see below **Attack Bonus:** see below **Critical:** 19/x2 **Speed:** -3 **Type:** energy/slashing **Size:** large **Weight:** 1 lbs. **Tech:** Advanced **Cost:** 150,000

Crystal swords were once used by the Alliance's elite fighting force, the Isae, the knights of the Old Alliance. Now but a legend, a crystal sword is powered entirely by psychic energy. It consists of a hilt and a thin, fragile crystalline wire (wp 9, DR 0). When empowered with psychic energy, the crystalline wire glows blueish white and becomes much more durable (wp 90, DR 20). They are usually kept in white sturdy sheaths (wp 15, DR 50).

Most of these are psychically locked to their owner upon creation. In most cases, the original owner is long since deceased. The lock can be "picked" on a Psychic Tech check (DC 25). The damage caused by failure to open the "lock" depends on the Psychic Tech skill.

Damage	Attack	DC	Spirit
1d8 (x2 crit.)	+1	10	0
2d8 (x2 crit.)	+2	15	1
3d8 (x3 crit.)	+3	20	2

THAHAZI LIVING GUN

Origin: Thahazi Collective (DC 25) **Create:** Create Living Weapon **Damage:** see above **Attack Bonus:** see above **Critical:** x2 **Speed:** -3 **Type:** see above **Range:** 200 ft. **Amo:** 20, regenerates after 8 hours rest **Rof:** auto **Size:** tiny **Weight:** 1 lbs. **Tech:** Advanced **Cost:** 500,000

The Thahazi created living guns used by Thahazi whose host bodies had no natural attacks of their own. A living gun is a small cone shaped creature that fits onto the hand of any humanoid. A character uses a Life Shaping instead of a normal attack roll to fire the weapon. Living weapons grow and fire small creatures that act like "smart bullets." These bullets can be programmed to do different things. Electrical (2d4 + stun, Fort DC 18), Poison (in-

jury, Initial damage Dex 2d4, secondary paralysis 2d6 rounds, DC 18), Tracer (Range: Planetary), Exploding (Damage 2d6). Exploding bullets can be set to delay up to 4 rounds (Life Shaping DC 15). It takes one full round (and a Life Shaping DC 5) to change the type of ammunition. Opponents can attempt a Reflex save (DC 25), to avoid the bullets.

The user can also detect life with the device. By making a Life Shaping check (DC 10), a character can detect the presence of life within a 200 foot diameter. By concentrating for 2 rounds, the drone can also detect what the species of the creature (DC 15). By concentrating for 3 rounds, the creature's DNA can also be known (DC 20). Tracer bullets can be monitored with the gun as well.

THAHAZI LIVING STAFF

Origin: Thahazi Collective (DC 20) **Create:** Create Living Weapon **Damage:** 2d8 and/or 2d8 electrical **Attack Bonus:** +3 **Critical:** 19/x3 **Speed:** -3 **Type:** piercing/bludgeoning/electrical **Range:** staff +10 reach, grapple 20 feet **Amo:** 10 electrical bolts, regenerates after 8 hours rest **Size:** large **Weight:** 3 lbs. **Tech:** Advanced **Cost:** 260,000

Like the Living Gun, the Living Staff was used to aid Thahazi hosts who lacked natural attack forms of their own. It is a smooth, long, black scaled staff, ending in 5 to 6 asymmetrical thorns. The staff fights with the user, bending, stretching and expending with their user's moves. It can also be used as a grapple to aid in climbing (+6 to Climb checks) or capturing prey (Strength check DC 22 to escape). With a Life Shaping check (DC 10), the weapon can also generate electricity.

LIVING SKIN

Origin: Thahazi Collective (DC 25) **Create:** Create Living Enhancement **Size:** tiny **Weight:** 1/2 lbs. **Tech:** Advanced **Cost:** 400,000

Living Skin looks like a small, orange gelatinous egg. Upon being touched, it completely encloses the creature, encasing the creature in a gelatinous armor. There are three known types: Armor, Battle, Survivalist, and Bio-electrick.

Armor: This provides the wearer with complete protection, and a Damage Reduction of 4.

Battle: This provides the wearer with a +4 to Strength, Dexterity, and Constitution.

Survivalist: This provides the wearer with an Energy Resistance (all) of 12 and protects against level 2 radiation and abnormal oxygen levels. It also gives a +4 against poison and disease and a DR of 2.

Bio-electric: This provides an Energy Resistance (electricity/fire) of 12, gives +2d6 damage, in addition to a level 1 radiation resistance.

Also with a Life Shaping check of 15 the character can release a bolt of electricity (Reflex save), range 40 feet.

LIVING EXPLOSIVES

Origin: Thahazi Collective (DC 15) **Create:** - **Size:** tiny **Type:** Sonic **Damage:** 10d6 **Area:** 60 ft. **Reflex DC:** 22 **Weight:** 1/2 lbs. **Tech:** Advanced **Cost:** 50,000