

## Advanced Weapon Technology

The use of pistols, shotguns, rifle, grenados, grenades, and cannon are now considered martial weapons. Only those who take the gunslinger character class or the feat are allowed to use grit and grit based deeds.

1.) Methane Grenado (25 gp each, weight 2 lbs): This weapon was invented in the outskirts of Seagate, it is a clay jug with pressurized methane gas inside, and a fuse in a wax plug and often called the poor man's fireball. The clay jar has a small chamber, called the fuse chamber, that holds the fuse and the wax plug. To use the grenado the fuse is lit and the grenado is thrown. When the grenado lands it either breaks open and the methane gas is ignited, or the fuse penetrates the wax plug and ignites the methane. The grenado may also be placed against a fixture, like a door, and lit. The user then retreats and waits for the explosion. If an unmodified 2 is rolled in combat then the fuse has gone out, 50% of the time the fuse may be salvaged. On an unmodified roll of 1 the user fumbles the grenado, it fails to go off or goes off in 1d4 rounds, equal chance of each.

Damage: 2D6\* Range: 5 takes on entire round to use (the fuse must be lit). Make an attack against AC 10 to hit the proper space where the creature is, if miss roll 1d8 and use the missed projectile table.

\*Fire and Shrapnel damage across a 10 foot radius. Creatures caught in the area of effect may make a Reflex Save DC 15 for half damage. Weight 1 lb.

2.) Grenade (50 gp each, weight 1 lb): This weapon was invented in Vertny, it uses the recent invention of gunpowder to form an explosive device. Black gunpowder is packed in a small iron sphere with a wax plug holding a fuse. To use the grenade the fuse is lit and the grenade is thrown. When the fuse ignites the gunpowder it explodes. Like the methane grenado the grenade may be used to blow up fixtures by placing it. If an unmodified 2 is rolled in combat then the fuse has gone out, 50% of the time the fuse may be salvaged. On an unmodified roll of 1 the user fumbles the grenade, it fails to go off, or goes off in 1d4 rounds, equal chance of each.

Damage: 3D6\* Range: 10 takes one entire round to use (the fuse must be lit).

\*Fire and Shrapnel damage across a 10 foot radius. Creatures caught in the area of effect may make a Reflex Save DC 15 for half damage. Weight 1lb. Make an attack against AC 10 to hit the proper space where the creature is, if miss roll 1d8 and use the missed projectile table.

3.) Rifle Range 20 Flintlock takes 3 full round actions to reload, susceptible to rain. The user makes a ranged touch attack and deals 1d10 points of damage.

4.) Pistol Range 5 Flintlock takes 3 full round actions to reload, susceptible to rain. The user makes a ranged touch attack and deals 1d8 points of damage.

5.) Cannon	20lb	Range 20	takes 6 full rounds to reload, susceptible to rain.
		Damage 2d6	
	50lb	Range 50	takes 9 full rounds to reload, susceptible to rain.
		Damage 3d6	
	75 lb	Range 80	takes 12 full rounds to reload susceptible to rain.
		Damage 4d6	
	100 lb	Range 100	takes 15 full rounds to reload susceptible to rain.
		Damage 5d6	

6.) Conventional Siege Weapons (as noted in table): The catapult and ballista have seen wide spread use in all nations. The weapons come in small, medium, and large sizes. The Sweeper and Jettson fire nets that slow ships and attack sails. There is also a magical siege engine; the Accelerator (It magically increases the speed of the projectile).

<b>Siege Weapons</b>	<b>Range</b>	<b>Hull</b>	<b>Personal</b>					<b>Cost</b>
<b>Large Weapon</b>	<b>100'</b>	<b>Damage</b>	<b>Damage</b>	<b>ROF</b>	<b>Crew</b>	<b>Bonus</b>	<b>Critical</b>	<b>gp</b>
Accelerator	6	1d2	1d10	2/1	1	+5	19-20 x3	45,000
Ballista, Light	6	0	2d6	1/2	1	+8	-	400
Ballista, Medium	4	1d2	3d6	1/3	2	+6	20 x2	600
Ballista, Heavy	2	1d2+2	3d10	1/4	4	+3	19-20 x2	800
Cannon, 20 lb	2	2d4	2d6	1/5	2	+4	20	900
Cannon 50 lb	4	3d4	2d6	1/9	3	+6	20	1000
Cannon 75 lb	6	4d4	4d6	1/12	5	+8	20	1500
Cannon 100 lb	8	5d4	5d6	1/15	7	+10	20	1800
Catapult, Light	5	1d2	2d10	1/2	1	+6	20 x2	500
Catapult, Medium	4	1d3+1	3d10	1/2	3	+5	19-20 x2	700
Catapult, Heavy	3	2d4	3d10	1/3	5	+4	18-20 x2	1,000
Alchemist Fire Projector	1	1d3	3d10	1/4	1	+4	18-20 x2	1,000
Jettison, Light	3	0	1d6	1/2	2	+6	-	400
Jettison, Medium	2	0	2d6	1/3	3	+5	-	600
Jettison, Heavy	1	0	3d6	1/4	4	+4	-	800
Sweeper, Gnomish	3	0	1d8	1/4	3	+4	20 x2	800

### Small Weapons

Composite Long Bow	1.1	0	1d8	User	1	User	20 x3	100
Composite Short Bow	0.7	0	1d6	User	1	User	20 x3	75
Long Bow	1.0	0	1d8	User	1	User	20 x3	75
Short Bow	0.6	0	1d6	User	1	User	20 x3	30
Heavy, Crossbow	1.2	0	1d8	User	1	User	19-20 x2	50
Light Crossbow	0.8	0	1d6	User	1	User	19-20 x2	35
Hand Crossbow	0.3	0	1d3	User	1	User	19-20 x 2	100
Heavy Repeat Crossbow	1.2	0	1d8	User	1	User	19-20 x2	400
Light Repeat Crossbow	0.8	0	1d6	User	1	User	19-20 x2	250
Javelin	0.3	0	1d4	User	1	User	20 x2	1
Pistol	0.5	0	1d8	User	1	User	20 x2	75
Rifle	1.0	0	1d10	User	1	User	20 x2	100
Sling	0.5	0	1d3	User	1	User	20 x 2	--
Spear	0.2	0	1d6	User	1	User	20 x3	2

**Note:** User = As per the Weapon's User

