

suit's augmented joints. One type B power cell fuels the armor for 24 hours of use. The armor can be used even when power is unavailable, but the environmental seals and joint augments will no longer work, and the suit will then count as 4 items worth of encumbrance. The same burden applies if an unpowered suit is to be carried by a character.

**Storm Plate:** Most of the surviving Old Terran suits of storm plate were never intended for actual use. They were intended for the ceremonial guard of elite Mandate officials, for demonstrative displays of military strength among restive locals and the intimidation of troublesome malcontents. The masters of Old Terra shipped most of these suits offworld to supply Mandate Fleet operations against hardened alien fortifications and recalcitrant planetary governments. Operators without at least a level-1 skill in Exosuit suffer a -4 penalty to hit rolls and move at only half speed while dealing with the suit's neural interface. Those with level-2 skill or greater can treat the suit as if it had no Encumbrance cost.

Storm plate is composed of intricate, interlocking plates of nanoreinforced composites and psitech-created alloys. Injuring its wearer is a matter more of luck than raw firepower, as the suit subtracts 6 points of damage from any injury source that isn't a Gunnery-type weapon or similar massive trauma. The suit's environmental seals can be maintained indefinitely, and it can ignore up to 2 dice of environmental damage per round, wading through caustic chemicals and bulling through bonfires without harm. Radiation is ignored unless the radiation save is required once per minute or more. Integral blades give the user the benefits of a monoblade in melee combat, allowing either Combat/Unarmed or Combat/Primitive for hit rolls. The wearer can bear their full Strength in readied items and twice their Strength in stowed gear.

The suit is an insatiable energy hog, however, and requires one type B energy cell for every eight hours of operation. Unpowered suits are immobile and count as 8 items of encumbrance for those carting the dead suit.

## PRIMITIVE WEAPONRY

<i>Weapon</i>	<i>Damage</i>	<i>Range in Meters</i>	<i>Cost</i>	<i>Attribute</i>	<i>Tech</i>
<b>Unarmed Attack*</b>	1d2	-	-	Str/Dex	-
<b>Knife or Club</b>	1d4	6/9	1	Str/Dex	0
<b>Spear</b>	1d6	10/20	2	Str	0
<b>Sword</b>	1d8	-	10	Str/Dex	1
<b>Great Weapon</b>	2d6	-	10	Str	1
<b>Bow, Primitive</b>	1d6	50/75	20	Dex	1
<b>Bow, Advanced</b>	1d6	100/150	100	Dex	3
<b>Grenade, Fragmentation</b>	2d6	10/30	20	Dex	3
<b>Grenade, Stun</b>	2d4	10/30	20	Dex	4
<b>Grenade, Sticky</b>	Special	10/30	40	Dex	4
<b>Stun Baton</b>	1d8*	-	50	Str	3
<b>Monoblade</b>	1d8+1	6/9	200	Str/Dex	4
<b>Huge Monoblade</b>	2d8+2	-	300	Str	4
<b>Proton Axe</b>	3d10	-	600	Str	5
<b>Kinesis Wraps*</b>	1d2+2	-	25	Str/Dex	4

Ranges are expressed in normal and maximum ranges. Firing at a target past normal range applies a -2 hit penalty.  
 \* These weapons use the Combat/Unarmed skill, and the user may add their skill level to the damage done.

Virtually every inhabitant of the New Earth has some kind of primitive weapon near to hand, usually a knife, club, or spear. Primitive weapons include all those tools of murder that rely on a strong human arm for operation, though some can gain exceptional benefit from a dextrous wielder. Each weapon has an associated attribute listed for it, and that attribute's modifier is used to determine hit and damage bonuses. If two attributes are listed the better of the two may be used. Attacks can be made with ranged weapons up to the listed maximum distance. Attacks over the first increment given suffer a -2 penalty.

Weapons count as one item for encumbrance purposes. Weapons that require two hands to use, such as great weapons or rifles, count as two items.

**Knife:** Whether chipped stone, glass-edged wood, or sharpened metal, almost every denizen of the New Earth has at least this much of a weapon available near to hand. Statistics for knives can also be used for clubs, staves, and other light and simple weapons.

**Spear:** The spear is the universal weapon of hunters and warriors alike on the New Earth. Its simple manufacture, ease of use, and versatility as a hunting weapon make it the weapon of choice for most tribals and denizens of the less advanced enclaves. Most spears require only one hand and can be thrown; larger pikes qualify as a Great Weapon.

**Sword:** Most swords on the New Earth have a greater resemblance to machetes than to elegant dueling weapons, many of them de-

signed to serve both as brush-clearing tools and weapons of war. The statistics for swords can also be applied to fighting axes, maces, and other one-handed weapons designed specifically for combat.

**Great Weapon:** Some mighty-thewed warriors fight with massive steel blades or two-handed hammers of scrap and pounded rebar. Whatever their specific appearance, great weapons require two hands to use and can be devastatingly injurious to those unlucky enough to get in their way.

**Bow, Primitive:** Expertise in the bow requires extensive training and practice, and many enclaves lack a tradition of bowmanship. Those that do have the knowledge often make a jealous point of passing it on to their sons and daughters, as even those simple bows fashioned from modern wood and sinew have a vastly superior range to a thrown spear.

**Bow, Advanced:** Some bows are fashioned out of Old Terran composites and counterweights, allowing for superior range and ease of use. Constructing such a device requires expertise and a careful scavenging for parts with just the right elements of stiffness and resilience.

**Grenade, Fragmentation:** Most fragmentation grenades found on Old Terra are makeshift devices built by ancient rebels or modern scavengers. While crude, they remain deadly against foes without cover. Grenade users always roll to attack AC 9. On a miss, the grenade lands 1d10 meters away from the target in a random direction. Hit or miss, the grenade then explodes for 2d6 damage to all unsheltered targets within 5 meters. Victims are allowed a Luck save for half damage. Targets take 1 less point of damage for each point of AC below 6, applied after the save.

**Grenade, Stun:** These non-lethal grenades were popular among Mandate security forces, and detonate with a stunning blast of sonics and electrical force. They operate just as fragmentation grenades do, but do 2d4 damage. If a victim is reduced to 0 hit points by a stun grenade, they do not die, but are instead rendered unconscious for 1d4 minutes before waking with 1 hit point.

**Grenade, Sticky:** Nanite-based adhesives cause the grenade to stick to a surface once it lands or is placed by the user. These grenades can be fused to detonate as much as five minutes after placement

Their highly focused explosions make them almost useless against mobile targets, but a hit against AC 9 will allow the grenade to be thrown against a door, object, or stationary vehicle within range. When the grenade detonates, it will blast a man-sized hole in most doors, wooden walls, or unarmored barriers. These grenades are useless against armored military vehicles, but can disable most civilian models with a single use. The blast is always aimed directly along the line of the grenade's throw and extends in a cone 3 meters beyond

the barrier; any victims in that blast zone are treated as if they'd been hit by a fragmentation grenade.

**Monoblade:** Whether a nanite-edged brush cutter, a microfusion-powered chainsaw, a fractal-edged Old Terran dueling sword, or simply an industrial cutting bar, monoblades cover the wealth of advanced Old Terran tools and artifacts that can be used as lethal weapons. These tools are almost always unpowered or self-powered and require no energy cells. Very few of them require more than one hand for effective use, and the smaller ones can be thrown short ranges.

Given an undisturbed minute or two, most of them can cut their way through any primitive wood or wattle construction without damage to the monoblade.

**Stun Baton:** Once popular among the more pacific members of the Mandate Security apparatus, these short batons can jolt a non-lethal surge of electricity through a victim. A type A power cell will fuel a stun baton for up to forty successful hits. The batons themselves are flexible and ineffective as bludgeons. A target brought to 0 hit points by a stun baton is rendered unconscious rather than dead, and will recover any hit points lost to the baton within an hour, waking up once they're restored. Batons can be used to kill, but it requires extensive beating of an already-unconscious target.

**Huge Monoblade:** These advanced weapons don't necessarily all have sharp edges, but their statistics can be used for all Old Terran devices that can be used as two-handed melee weapons. Exceptionally large laser cutters, finishing saws, and oversized monomolecular cutting bars fall under this heading, as do powered splitting mauls, breaching hammers, repurposed sheet cutters, and other two-handed implements of ruin.

**Proton Axe:** Electromagnetic ripples of force waft from the edge of this Old Terran implement of destruction. Requiring both hands to wield it, the proton axe was often used by Harmony agents in need of fast entry to a rebel redoubt. When powered, it is treated as a Gunnery weapon for the purposes of ignoring vehicle armor and the toughness of walls and doors. Proton axes require type A power cells, and the cell must be swapped after ten successful hits with the axe. An unpowered proton axe does only 2d8+2 damage and does not ignore toughness.

**Kinesis Wraps:** Commonly appearing as gloves or otherwise innocuous clothing, kinesis wraps focus the impact of a punch or kick into a knife-narrow wedge of force. Kinesis wraps are indistinguishable from ordinary gloves or boots without close inspection, and allow an unarmed combatant to harm heavily armored enemies. Attackers use the Combat/Unarmed skill when fighting with kinesis wraps.