Weapon Special Qualities

- Auto-Fire
- Bayonet
- Breaking
- Burning
- Concealed
- Consumable
- Double
- Explosive
- Heavy Frame
- Incinerate
- Obscuring
- Piercing
- Pulse
- Reflective
- Restraining
- Scope
- Spread
- Stun

Auto-Fire

Once per turn, when you choose to use Auto-Fire, you can reduce your Attack dice by up the weapon's Auto-Fire rank and add an equal number of dice to its damage. When you do so, your attack cannot benefit from the following Weapon Qualities: Burning, Explosive, Incinerate, or Spread.

Bayonet

This weapon can be affixed to a blaster. It can then be used as a Melee weapon on the same turn the blaster is used as a ranged weapon.

Breaking

When an attack with this weapon equals or exceeds the target's Defense by 7, reduce their Base Armor Rating by 5 until it is repaired. If this reduces the Armor Rating to 0, the armor becomes permanently destroyed.

Burning

This weapon deals ongoing damage. If damage from this attack causes a character to lose Resolve, the target takes an additional 1D of damage (ignoring Armor) at the start of their turns until they use an action to make a TN 10 Attribute check to extinguish the flames, using a skill that narratively makes sense, at the GM's discretion.

Concealed

This weapon is easy to stow away and hide from prying eyes. You gain +2D to dice checks made to conceal the weapon.

Consumable

A consumable item is lost when used. A consumable can have a total of four weapon qualities.

Double

Once per turn, when you attack with this weapon, roll twice and use the higher result.

Explosive

Do not roll a Destiny die when rolling damage for an attack with this quality. Instead, each damage die that rolls a 6 “explodes”—and can be rolled again for additional damage.

Heavy Frame

You can only attack once per turn when you use this weapon. Increase this weapon's maximum number of qualities by 2.

Incinerate

If damage from this attack reduces a character's Resolve to 0, they must immediately choose a Fallen Fate.

Obscuring

An obscuring weapon creates fog, smoke, or flames within near range of the target, persisting until the effect is cleared or the end of the encounter. Within the area, characters gain +2D to Hide checks. Ranged attacks against characters in the area receive a -2D penalty.

Piercing

Once per turn, on a hit, you can choose to half the target's Armor Rating (rounded down.)

Pulse

Your weapon deals +2D damage to targets with electrical components and -2D damage to all other targets. On a hit, if your target's armor has Shield qualities, you can choose to force it to activate its overheat abilities immediately.

Reflective

A specialized quality for lightsabers only. You can only benefit from this quality if you were wielding this weapon for the entirety of your previous turn. When an attack hits you, you can choose to gain a bonus to Armor equal to twice your Reflective rank + your Melee (L or H) rank until the start of your next turn. When you do, you can only take a maximum of one action on your next turn. Until then, when a blaster attack hits you but deals no damage, you can choose to end this effect and cause the attack to deal its damage to a character you choose within Medium range.

Restraining

On a hit, the target becomes restrained and cannot move or take actions requiring the use of its hands until you release them or a character uses an action to break the grapple (escape TN 15). A weapon can only restrain one target this way.

Scope

A weapon with a scope ignores any penalties targets gain from being at Long or Extreme range after you take the Aim action until you lose sight of your target.

Spread

Once on your turn, when you choose to use Spread, your attack targets additional creatures within Close range of the initial target equal to Spread Rank. After resolving the initial attack, other targets hit take 2D Kinetic [Explosive, Piercing] damage.

Stun

Your weapon's damage is reduced by 1D. A character hit by one or more attacks with this quality has -1D to Attack rolls and Attribute checks until the end of their next turn.