

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire
Bolt Thrower	2d8	20	Ballistic	80 ft.	S, A
Plasma Flamer	3d6	—	Fire	—	1

Bolt Thrower (aka Bolter, Bolt Gun) - an efficient chemical slugthrower capable of single shot or automatic fire

Autofire: Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective AC of 10. If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon's damage.

Plasma Flamer (aka Plazer, Plazgun, Flamer) - A plasma flamer consists of a pressurized store containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 60-foot-long line of flame, or a 30-foot cone, that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action.

LEGAL APPENDIX

Revision 0.2

Patric L. Rogers (www.patric.net)

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