

Strife Specibus Registry

[Changelog here!](#)

==> Choose Your Strife Specibus

“What kinda nerd walks around with an unallocated strife specibus?”

Strife specibi come in many shapes and varieties. Every specibus is marked with certain tags to help identify how they work (which we will quickly cover below). Each specibus has a number of unique **abilitechs**, which come in several varieties.

- **Basic Abilitechs** are fundamental to the given specibus: everyone knows how to use them. A basic abilitech’s name is listed in **bold**.
- **Special Abilitechs** are more specialized trick with a specibus; martials begin play with all of their special abilitechs known, but hybrids have to learn them and psions can’t use them at all.

To use an abilitech with a specibus, expend the type of action listed (such as a major action or minor action). For an attack roll, you then roll a d20 and add your Proficiency (P) and the specibus’ associated **Stat Modifier**. If your attack hits, roll damage according to the listed damage for that attack.

Speaking of hands, a specibus may be held in either one or two hands when attacking, and will be marked according to how many hands are required.

But some weapons are **versatile**, meaning you are able to use it with one hand (damage values listed assume such), or switch to using both to increase the damage of your attacks by one die step.

There is also the occasional **double** weapon, which is a specibus that has two pieces held in each hand, which are generally used together for combo attacks. These require two hands to wield, but unlike a two-handed weapon it is possible to drop one half of a double weapon to free a hand and continue fighting, but you cannot combo (by itself; you can still combo if your other hand has a combo specibus or is free to use a combo subpower) or use any special abilitechs with only half of the specibus.

Specibi fall under one of three broad categories.

- **Melee Specibi** are primarily useful for up close and personal fights.
- **Ranged Specibi** will always use Dexterity (DEX), and are useful at a normal range (listed in the specibus itself), and a little less useful when extended to their maximum range (this is called their long range, not all ranged specibi have this) and melee range

(within 5 ft., usually). If making an attack outside of normal range, you roll at disadvantage to hit.

- **Thrown Specibi** are much like ranged specibi, only they do not suffer from disadvantage at certain ranges, and might be used with Strength (STR) instead. However, they tend towards a much shorter range.
 - Uniquely, certain abilitechs can be counted as thrown when used; ranged abilitechs without an ammo or cache cost on a melee specibus also count as thrown specibi when the ranged attack is made.
- And **Special Specibi** are the snowflakes that do not fit well into the above two groups for one reason or another. It either mixes melee and ranged attacks to not fit into the melee or ranged categories, has a large abilitech list but some of the abilitechs provide support and utility than damage, or the specibus is another being in its own right!

And they can have certain tags about them.

- **Brutality** always utilizes your Strength (STR) modifier.
- **Finesse** allows you to choose between STR and Dexterity (DEX).
- **Esoteric** always utilizes whatever modifier is listed for it.
- **Reload** specibi requires ammunition (which you are considered to keep in ample supply, no worries!) and can hold a certain number of rounds/charges. You cannot use an abilitech that expends ammo if you do not have the ammo to spend; once all rounds have been expended, the specibus must be reloaded to continue attacking.
- **Combo** tagged abilitechs (or subpowers!) allow for combo attacks, allowing you to make a combo attack as a major action, then another as a minor action. This minor action attack's damage roll doesn't add any listed stat mods to damage. Combo attack abilitechs are *italicised*.
 - If you make two abilitech combo attacks, you make them with each hand, requiring you to have the appropriate weapon in each hand, with two halves of a double weapon in your hands, two copies of a one-handed specibus in your hands, or a two-handed specibus.
 - If you make two subpower combo attacks, you must do so with both hands free to use the power (or powers, if you roll that way). However, the damage from combo subpowers ignore the +1 die size for wielding a versatile power with both hands.
 - Yes, you can mix abilitech and subpower combo attacks together, just have a combo weapon in one hand and the other hand available to use the combo subpower.
- **Encore** tagged abilitechs allow for encore attacks, which cycles between two different modes listed in its description, numbered 1 and 2. When you use the 1st mode of any encore abilitech, the next time you use any encore abilitech, you use its 2nd mode instead, after which you revert back to the 1st mode. Encore attack abilitechs are underlined.

- You cannot use both the 1st and 2nd modes of an abilitech on the same turn. You cannot use an encore abilitech outside of a strife, and all encores revert to the 1st mode at the start of a strife.
- You can, however, use the 1st mode of an abilitech, then use the 2nd mode of a different abilitech next turn.
 - Certain abilitechs only have a 2nd mode, relying on the 1st mode from a root abilitech, so to speak. In these cases, it shares the same action cost and damage (if any) as the abilitech it's in.
- *Developer's Note (8/15/21): Relatively new idea, we'll be implementing this more as time goes on as we can manage.*
- **Momentum** tagged abilitechs allow for momentum attacks, allowing you to make two attacks as a major and minor action. However, every consecutive use of a Momentum abilitech adds an additional attack to the attacks made, up to 2 additional attacks per turn, to a maximum of 5 attacks total. These additional attacks reset on using any other major and/or minor abilitech.
 - Non-abilitechs major and/or minor actions, such as Defend, Help, Aim, Avert, or Assail, do not reset bonus attacks.
- **Cache** tagged specibi also require ammunition to use most or all abilitechs, but these cannot be restored during strife once they are spent, instead replenished during a short rest (you are able to replenish your cache, you do not have to tediously scrounge for supplies).
- **Control** tagged specibi have a control radius in which the specibus can act (and do not act if taken out of this range); rideable specibi like bikes and controllable specibi like puppets fall into this category. They move on your turn as you will them, but cannot perform any other actions without you. You'll notice your abilitechs specify that your minion is the one doing them, but just as you would roll to hit with a sword or roll to grapple with a whip, you provide any rolls on your minion's behalf.
 - All control specibi count as minions while in use; more specifically, they count as allies while in use, for certain Steps and other abilities that might rely on this. However, this specibi also comes with its own hit points; if it is reduced to 0 HP, it is rendered unusable and requires a short rest to restore to full HP.

Most (but not all) abilitechs have a listed damage, with Q (the quality of your weapon, all weapons start at tier 0, where Q=1), a die in parentheses, and a stat mod to add (again, most but not all have this).

This die in the parentheses (e.g. the d3 in 2Qd6+DEX) can be increased, typically through Steps and other abilities you might learn as you play through your session. These will denote that the die size is being increased.

The range of dice sizes goes as such: **d2, d3, d4, d6, d8, d10, d12**, then **2d8, 2d10, 2d12**.

- If a damage die size needs to exceed 2d12, you instead add 2P or your Level, of your choice, to the damage roll instead.

- For example, +2 die sizes to a d6 would become d10, for Qd10+DEX, +2 die sizes to a d10 would become 2d8, for 2Qd8+DEX.
- Whereas +1 die size to 2Qd12+STR would become 2Qd12+STR+2P or 2Qd12+STR+Level.
- And +2 die sizes to 2Qd12+STR would become 2Qd12+STR+Level+Level.
 - Or 2Qd12+STR+Level+2P, whatever floats your boat.
- If a damage die size ever needs to reduce below d2, you instead subtract P from the damage roll instead.
- The range goes **2d2, 2d3, 2d4, 2d6**, then **2d8, 2d10, 2d12** as normal, for some abilitechs whose damage dice don't fall in the scale above.
- Certain abilitechs have dice like 3Qd3, or 3Qd4. The range for these goes **3d1, 3d2, 3d3, 3d4, 3d6, 3d8, 3d10, 3d12**. If it needs to exceed 3d12, add 2P or Level, of your choice, same as above.
- If the abilitech lists it as **flat** damage (such as Q or 2Q), you instead add +Q to the damage dealt for each time you would raise the die size.
- Any die sizes bonuses only apply to the base damage roll, not any bonus damage added to the initial roll, unless the Step or other effect that adds the bonus specifies as such. Typically, they will specify that it counts as an abilitech and/or subpower.
 - The Empower condition is also included in this delineation.

Phew! Did you catch all of that? Good! Remember, everyone gets at one! Your character begins play with one T0 weapon allocated to each specibus, the details of which are up to you to describe.

[==> Choose Your Strife Specibus](#)

[==> Melee Weapons](#)

[2x3dentKind](#)

[2xAxeKind](#)

[2xDaggerKind](#)

[2xShieldKind](#)

[AxeKind](#)

[BoStaffKind](#)

[ChainsawKind](#)

[DaggerKind](#)

[DualHookKind](#)

[FistKind](#)

[GraveKind](#)

[HammerKind](#)

[HandKind](#)

[HookChnKind](#)

[LanceKind](#)

[MaceKind](#)

[MacheteKind](#)

[MrtlArtsKind](#)

[MrningstarKind](#)

[PickaxeKind](#)

[RapierKind](#)

[ScytheKind](#)

[ShieldKind](#)

[ShovelKind](#)

[SpearKind](#)

[SwordKind](#)

[TridentKind](#)

[WhipKind](#)

==> Ranged Weapons

[2xPistolKind](#)

[AsltRfleKind](#)

[BeamKind](#)

[BombKind](#)

[BoomrangKind](#)

[BowKind](#)

[ClprifleKind](#)

[HarpoonKind](#)

[JavelinKind](#)

[LaserKind](#)

[PaintbllKind](#)

[PistolKind](#)

[RevolverKind](#)

[RifleKind](#)

[ScrpshotKind](#)

[ShortbowKind](#)

[ShotgunKind](#)

[ThrwnAxeKind](#)

[ThrwnDgrKind](#)

[ThrwnStrKind](#)

==> Special Weapons

[BikeKind](#)

[BondKind](#)

[BotKind](#)

[BowBladeKind](#)

[FncySntaKind](#)

[GuitarKind](#)

[GunBladeKind](#)

[LeashKind](#)

[PuppetKind](#)

[SaddleKind](#)

[TomeKind](#)

[WandKind](#)

==> Melee Weapons

"What's so hard about swish-swish-stab?"

2x3dentKind

Melee Two-Handed Brutality Weapon

Range: 5 feet (melee), 30 feet (ranged)

Name	Damage	Description
Thrust	Qd10+STR	Major action: Make a melee attack against a single target within 5 feet.
Dive	Qd10+STR	Full-round action: Move to a single target, up to your movement speed, then make a melee attack against them. If you hit, the target is knocked Prone.
Throw	Qd10+STR	Major action: Make a ranged attack against a single target within range. You may choose to leave the trident in the target; you can retrieve it as a major action, repeating this abilitech with +1 die size but as a melee attack.
Spree	See text	Full-round action: Move half your speed in a line. You may move through enemies' spaces during this movement. You then make one Thrust attack against each target within range at any point during this movement.
Culling Cycle	Qd4	Major and minor action: Make two melee attacks against all targets in a 10 ft. radius of yourself. This abilitech has the

		Momentum property.
--	--	--------------------

2xAxeKind

Melee Double Brutality Weapon

Range: 5 feet

Name	Damage	Description
Chop	Qd6+STR	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property.
Rend	Qd4+STR	Free action: Make a melee attack against a single target within range. You may only do this once per round, on your turn, after having landed two Chop abilitechs that same turn.
Execute	2Qd8+STR	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck.

2xDaggerKind

Melee Double Finesse Weapon

Range: 5 feet

Name	Damage	Description
Slice	Qd6+DEX	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property.
Rend	Qd4	Free action: Make a melee attack against a single target within range. You may only do this once per round, on your turn, after having landed two Slice abilitechs that same turn.
Dive	Qd8+DEX	Full-round action: Move to a single target, up to your movement speed, then make a melee attack against them. If you hit, the target is knocked Prone.
Execute	2Qd6+DEX	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck.

2xShieldKind

Melee Double Brutality Weapon

Range: 5 feet

Name	Damage	Description
Slam	Qd4+STR	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property.
Block	None	Reaction: Impose one d4 Block die to one attack targeting AC. If you are a psion, this is reduced to a d3.
<i>Arc</i>	Qd3+STR	Major action: Make a melee attack against three targets within range. This abilitech has the Combo property.
<i>Smack</i>	Qd3+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Dazed for 1 round. This abilitech has the Combo property.
Notes: If you end your turn with both halves of this specibus equipped, you have an additional reaction that can only be used for the Block abilitech. Whenever you use or grant Block dice with this specibus equipped, the dice grant Aegis (Q) for their duration.		

AxeKind

Melee Versatile Brutality Weapon

Range: 5 feet

Name	Damage	Description
Chop	Qd8+STR	Major action: Make a melee attack against a single target within range.
Crippling Strike	Qd4+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Crippled (10) for 1 round.
Pull	Qd3+STR	Major action: Make a melee attack against a single target within 15 feet. If you hit, the target is pulled 10 feet towards

		you. If you do this against an adjacent target, you knock them Prone instead.
Splitting Strike	Qd3+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Impaired for 1 round.
Execute	2Qd6+STR	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck.
Notes: Whenever you benefit from Assail with this specibus equipped, you also add +Q to every instance of Assail.		

BoStaffKind

Melee Two-Handed Finesse Weapon

Range: 10 feet

Name	Damage	Description
Strike	Qd6+DEX	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property.
<i>Poke</i>	Qd4+DEX	Major action: Make a melee attack against a single target within range. If you hit, the target is Crippled (5) for 1 round. This abilitech has the Combo property.
Downward Row	2Q	Reaction: Make a melee attack against a single target within range.
<i>Sweep</i>	Qd4+DEX	Major action: Make a melee attack against three targets within range. This abilitech has the Combo property.

ChainsawKind

Melee Two-Handed Brutality Reload Weapon

Range: 5 feet

Rounds (Charges): 3

Name	Damage	Description
Rev Up	None	Major action: Fully restore charges. You have double disadvantage to Stealth checks while this specibus has any charges.

Shred	2Qd6+STR	Major action: Make a melee attack against a single target within range. Decrease charge by 1.
Gore	Qd8+STR	Major action: Make a melee attack against all targets within range. For each target, if you hit, the target is Crippled (10) for 1 round. Decrease charge by 1.
Butcher	Qd10+STR	Major action: Make a melee attack against a single target within range. If the attack also breaks their Fortitude resistance, they are Weakened for 1 round. Decrease charge by 1.
Choo Choo	See text	Full-round action: Reduce charges to zero, then move forward 10 feet per charge expended. You may move through enemies' spaces during this movement. You then make one Shred attack against each target within range at any point during this movement.
Notes: This weapon starts with zero charges, and any charges are lost 1 minute after gaining them. ChainsawKind abilitechs against Crippled, Exposed, Prone, Stuck, or Weakened targets also inflict Doom (2Q).		

DaggerKind

Melee One-Handed Finesse Weapon

Range: 5 feet (melee), 30 feet (ranged)

Name	Damage	Description
<i>Slice</i>	Qd6+DEX	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property.
Shank	Qd4+DEX	Major action: Make a melee attack against a single target within range. If you hit, the target is Crippled (half) for 1 round.
Execute	2Qd4+DEX	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck.
Throw	Qd8+DEX	Major action: Make a ranged attack against a single target within range. You may choose to leave the dagger in the target; you can retrieve it as a major action, repeating this abilitech with +1 die size but as a melee attack.
Shiv	Qd4+DEX	Major action: Make a melee attack with advantage against

		a single target within range.
Notes: DaggerKind has +1 die size against Crippled, Impaired, or Stuck targets.		

DualHookKind

Melee Double Brutality Weapon

Range: 10 feet

Name	Damage	Description
Hook	Qd6+STR	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property.
Grab	None	Major action: Initiate a grapple against up to two targets within range, using this weapon instead of a free hand. You can grapple up to two targets at a time in this way, one per hook.
Strain	Qd2	Minor action: Automatically deal damage to both targets you are grappling with this weapon, or deal this damage twice to one target you are grappling with this weapon.
Yeet	Qd3+STR	Major action: Make a Shove action against one or both targets you have grappled with DualHookKind, using any skill with which you may grapple. You push them an additional 5 feet per 5 by which you beat their check, but only deal the abilitech's damage if you deal forced movement damage. If you are not grappling anyone with this weapon, you may use this at disadvantage against up to two targets within range.
Notes: Targets grappled by DualHookKind have DoT (Q) while grappled.		

FistKind

Melee Double Brutality Weapon

Range: 5 feet

Name	Damage	Description
Punch	Qd6+STR	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property.

Cheap Shot	Qd6+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Dazed for 1 round.
Kneecap	Qd6+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Crippled (10) for 1 round.
Jab	Qd2	Reaction: Make a melee attack against a single target within range.
Hail of Blows	Qd4	Major and minor action: Make two attacks against a single target within range. This abilitech has the Momentum property.
<p>Notes: You can and should alchemize for FistKind, either through substitutes such as boxing gloves, or an item you carry on you that confers the same effects.</p> <p>FistKind does not count as a free hand for the purposes of casting psionics.</p>		

GraveKind

Melee Two-Handed Brutality Weapon

Range: 5 feet

Name	Damage	Description
Slam	Qd10+STR	Major action: Make a melee attack against a single target within range.
Topple	Qd6+STR	Major action: Make a melee attack against a single target within range, targeting Fortitude resistance. If it breaks resistance, the target is knocked Prone.
Crash	Qd4+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Dazed for 2 rounds.
Crack	Qd3+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Exposed for 2 rounds.
Plant	2Qd8+STR	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck.
<p>Notes: Whenever you expend a major action on a non-damaging ability with this specibus equipped, your next GraveKind abilitech has +1 die size.</p>		

HammerKind

Melee Versatile Brutality Weapon

Range: 5 feet

Name	Damage	Description
Slam	Qd8+STR	Major action: Make a melee attack against a single target within range.
Arc	Qd4+STR	Major action: Make a melee attack against three targets within range.
<u>Mangrit</u>	3Qd4+STR	Major action: Do one of two things: 1st) Charge up a mangrit-fueled attack. 2nd) Make a melee attack against a single target within range. This abilitech has the Encore property.
<u>Black Nail</u>	Qd4+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Crippled (10) for 1 round. 2nd) Make a melee attack against a single target within range. If you hit, the target is Stuck for 2 rounds. This abilitech has the Encore property.
<u>Execute</u>	2Qd6+STR	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck. 2nd) Make a melee attack against a single target within range, then repeat the attack against all targets (including the original) within a 10 ft. radius. The original target must be Exposed, Prone, or Stuck. This abilitech has the Encore property.
Notes: Whenever you benefit from Assail with this specibus equipped, you also add +Q to		

every instance of Assail.

HandKind

Melee Double Finesse Weapon

Range: 5 feet

Name	Damage	Description
Punch	Qd6+DEX	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property.
Grab	None	Major action: Initiate a grapple against up to two targets within range, using this weapon instead of a free hand. You can grapple up to two targets at a time in this way, one per... hand.
Crush	Qd2	Minor action: Automatically deal damage to both targets you are grappling with this weapon, or deal this damage twice to one target you are grappling with this weapon.
Joint Strike	Qd4+DEX	Major action: Make a melee attack against a single target within range. If you hit, the target is Impaired for 1 round.
Beatdown	2Qd8+DEX	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck.
<p>Notes: Checks to grapple a target or maintain one made with HandKind may use Acrobatics, and hands used to wield Handkind are considered free for grappling. You can and should alchemize for HandKind, either through substitutes such as handwraps, or an item you carry on you that confers the same effects.</p> <p>HandKind does not count as a free hand for the purposes of casting psionics.</p>		

HookChnKind

Melee Two-Handed Brutality Weapon

Range: 10 feet

Name	Damage	Description
Hook	Qd10+STR	Major action: Make a melee attack against a single target

		within range.
Grab	None	Major action: Initiate a grapple against a target within melee range, using this weapon instead of a free hand. You can only grapple one target at a time in this way.
Pull	Qd3+STR	Major action: Make a melee attack against a single target within 15 feet. If you hit, the target is pulled 10 feet towards you. If you do this against an adjacent target, you knock them Prone instead.
Strain	Qd4	Minor action: Automatically deal damage to a target you are grappling with this weapon.
Yeet	Qd6+STR	Major action: Make a Shove action against a target you have grappled with HookChnKind, using any skill with which you may grapple. You push them an additional 5 feet per 5 by which you beat their check, but only deal the abilitech's damage if you deal forced movement damage. If you are not grappling anyone with this weapon, you may use this at disadvantage against a single target within range.
Notes: Targets grappled by HookChnKind have DoT (Q) while grappled.		

LanceKind

Melee Two-Handed Brutality Weapon

Range: 10 feet

Name	Damage	Description
Thrust	Qd10+STR	Major action: Make a melee attack against a single target within range.
Twist	Qd4	Minor action: Automatically deal damage to a target within range you landed a lunge attack on, on the same turn.
Sundering Strike	Qd2	Minor action: Automatically deal damage to a target and inflict Sunder (2) within range you landed a lunge attack on, on the same turn.
Run Down	Qd6+STR	Major action: Make a melee attack against a single target

		within range. If you hit, the target is Crippled (half) for 1 round.
Dive	2Qd6+STR	Full-round action: Move to a single target, up to your movement speed, then make a melee attack against them.
Notes: If you lunged towards your target (moved 20 feet towards the target) before attacking that same turn, the next LanceKind abilitech has +1 die size and inflicts Doom (2Q).		

MaceKind

Melee Versatile Brutality Weapon

Range: 5 feet

Name	Damage	Description
Thrash	Qd8+STR	Major action: Make a melee attack against a single target within range.
Smash	Qd6+STR	Major action: Make a melee attack against a single target within range. If you hit, they are knocked back 10 feet.
Crash	Qd4+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Dazed for 1 round.
Bash	Qd3+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Weakened for 1 round.
Mash	Qd3+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Impaired for 1 round.
Notes: Whenever you expend a major action on a non-damaging ability with this specibus equipped, your next MaceKind abilitech has +1 die size.		

MacheteKind

Melee Versatile Brutality Weapon

Range: 5 feet

Name	Damage	Description
------	--------	-------------

Machete	Qd8+STR	Major action: Make a melee attack against a single target within range.
Ravaging Strike	Qd4+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Doomed (Q). Doom from Ravaging Strike stacks twice.
Maiming Strike	Qd4+STR	Major action: Make a melee attack against a single target within range. If you hit, you inflict Crippled (10, 1 round) and DoT (Q, 5 rounds).
Hack and Slash	See text	Full-round action: Move half your speed in a line. You may move through enemies' spaces during this movement. You then make one Machete attack against each target within range at any point during this movement.
Execute	2Qd6+STR	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck.
Notes: MacheteKind has +1 die size against Crippled, Impaired, or Stuck targets.		

MrtlArtsKind

Melee Double Finesse Weapon

Range: 5 feet

Name	Damage	Description
<i>Punch</i>	Qd6+DEX	Major action: Make a melee attack against a single target within range. This abilitech has the Combo property.
Kidney Shot	Qd6+DEX	Major action: Make a melee attack against a single target within range. If you hit, the target is Dazed for 1 round.
Palm Strike	Qd4+DEX	Major action: Make a melee attack against a single target within range. If you hit, the target is Weakened for 1 round.
High Sweep	Qd6+DEX	Major action: Make a melee attack against all targets within range.
Flying Kick	Qd8+DEX	Full-round action: Move to a single target, up to your movement speed, then make a melee attack against the target. If you hit, the target is pushed 10 feet or knocked Prone, of your choice.

Notes: You can and should alchemize for MrtIArtsKind, either through substitutes such as hand bandages, or an item you carry on you that confers the same effects.

MrtIArtsKind does not count as a free hand for the purposes of casting psionics.

MrningstarKind

Melee Versatile Brutality Weapon

Range: 5 feet

Name	Damage	Description
Thrash	Qd8+STR	Major action: Make a melee attack against a single target within range.
<u>Mangrit</u>	3Qd4+STR	Major action: Do one of two things: 1st) Charge up a mangrit-fueled attack. 2nd) Make a melee attack against a single target within range. This abilitech has the Encore property.
<u>Bash</u>	Qd3+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Weakened for 1 round. 2nd) Make a melee attack against a single target within range. If you hit, the target is Weakened for 3 rounds. This abilitech has the Encore property.
<u>Mash</u>	Qd3+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Impaired for 1 round. 2nd) Make a melee attack against a single target within range. If you hit, the target is Impaired for 3 rounds. This abilitech has the Encore property.

Notes: Whenever you benefit from Assail with this specibus equipped, you also add +Q to

every instance of Assail.

PickaxeKind

Melee Versatile Finesse Reload Weapon

Range: 5 feet

Rounds/Charges: 3

Name	Damage	Description
Strike	Qd6+STR	Major action: Make a melee attack against a single target within range.
Mine	2Qd4+STR	Major action: Make a melee attack against a single target within range. Decrease charges by 1.
Stab	Qd6+STR	Major action: Make a melee attack against a single target within range. If you hit, you inflict DoT (Q, 5 rounds) on the target. Decrease charges by 1.
Perforate	Qd4+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Ruptured (2Q, 2 rounds). Decrease charges by 1.
Excavate	Qd4+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Sundered (2). Decrease charges by 1.
Reload	None	Major action: Fully restore charges.

RapierKind

Melee One-Handed Finesse Weapon

Range: 5 feet

Name	Damage	Description
Poke	Qd8+DEX	Major action: Make a melee attack against a single target within range.
Dive	Qd12+DEX	Full-round action: Move to a single target, up to your movement speed, then make a melee attack against them.

Riposte	Q	Reaction: Make a melee attack against a single target within range.
Cutting Strike	Qd3+DEX	Major action: Make a melee attack against a single target within range. If you hit, you inflict DoT (Q, 5 rounds) on the target.
Twist	Qd4	Minor action: Make a melee attack against a target within range you landed a lunge attack on, on the same turn.
Notes: If you lunged towards your target (moved 20 feet towards the target) before attacking that same turn, the next RapierKind abilitech has +1 die size and inflicts Doom (Q).		

ScytheKind

Melee Two-Handed Finesse Weapon

Range: 5 feet

Name	Damage	Description
Slice	Qd10+DEX	Major action: Make a melee attack against a single target within range.
Raze	Qd4+DEX	Major action: Make a melee attack against a single target within range. If you hit, the target is Ruptured (Q, 2 rounds). Rupture from Raze stacks twice.
Harvest	Qd6+DEX	Major action: Make a melee attack against three targets within range.
Reap	See text	Full-round action: Move half your speed in a line. You may move through enemies' spaces during this movement. You then make one Slice attack against each target within range at any point during this movement.

ShieldKind

Melee One-Handed Brutality Weapon

Range: 5 feet

Name	Damage	Description
------	--------	-------------

Slam	Qd6+STR	Major action: Make a melee attack against a single target within range.
Block	None	Reaction: Impose one d4 Block die to one attack targeting AC. If you are a psion, this is reduced to a d3.
Push	None	Minor action: Make a melee attack against a single target within range. If you hit, they are knocked back 5 feet. If you are grappled, you have disadvantage on this attack.
Charge	None	Full-round action: Move half your speed in a line. You may move through enemies' spaces during this movement. You then make one Slam attack against each target within range at any point during this movement.
Throw	Qd4+STR	Major action: Make a ranged attack against a single target within 30 feet.
Notes: Whenever you use or grant Block dice with this specibus equipped, the dice grant Aegis (Q) for their duration.		

ShovelKind

Melee Versatile Brutality Weapon

Range: 5 feet

Name	Damage	Description
Slice	Qd8+STR	Major action: Make a melee attack against a single target within range.
Bash	Qd3+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Weakened for 1 round.
Dust Devil	Qd4+STR	Major action: Make a melee attack against a single target within range. If you hit, you impose one d4 Block die to the target's next attack targeting AC made within one round. If you are a psion, this is reduced to a d3.
Sand Attack!	Qd3+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Impaired for 1 round.

Execute	2Qd6+STR	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck.
---------	----------	--

SpearKind

Melee Versatile Finesse Weapon

Range: 10 feet

Name	Damage	Description
Thrust	Qd8+DEX	Major action: Make a melee attack against a single target within range.
Crippling Strike	Qd4+DEX	Major action: Make a melee attack against a single target within range. If you hit, the target is Crippled (10) for 1 round.
Twist	Qd3	Minor action: Automatically deal damage to a target within range you landed a lunge attack on, on the same turn.
Cutting Strike	Qd3+DEX	Major action: Make a melee attack against a single target within range. If you hit, you inflict DoT (Q, 5 rounds) on the target.
Execute	2Qd6+DEX	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck.
Notes: If you lunged towards your target (moved 20 feet towards the target) before attacking that same turn, the next SpearKind abilitech has +1 die size and inflicts Doom (Q).		

SwordKind

Melee Versatile Finesse Weapon

Range: 5 feet

Name	Damage	Description
Sword	Qd8+STR	Major action: Make a melee attack against a single target within range.
Arc	Qd4+STR	Major action: Make a melee attack against three targets

		within range.
Crippling Strike	Qd4+STR	Major action: Make a melee attack against a single target within range. If you hit, the target is Crippled (10) for 1 round.
Cutting Strike	Qd3+STR	Major action: Make a melee attack against a single target within range. If you hit, you inflict DoT (Q, 5 rounds) on the target.
Perfect Cut	Qd10+STR	Full-round action: Make a melee attack against all targets within a 15 ft. radius, targeting Reflex resistance. After making the attack, you may move to anywhere within this radius.

TridentKind

Melee Versatile Brutality Weapon

Range: 5 feet (melee), 30 feet (ranged)

Name	Damage	Description
Thrust	Qd8+STR	Major action: Make a melee attack against a single target within 5 feet.
Dive	Qd8+STR	Full-round action: Move to a single target, up to your movement speed, then make a melee attack against them. If you hit, the target is knocked Prone.
Arc	Qd4+STR	Major action: Make a melee attack against three targets within range.
Throw	Qd8+STR	Major action: Make a ranged attack against a single target within range. You may choose to leave the trident in the target; you can retrieve it as a major action, repeating this abilitech with +1 die size but as a melee attack.
Execute	2Qd6+STR	Major action: Make a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck.
Notes: TridentKind abilitechs against Exposed, Prone, or Stuck targets also inflict Doom (Q).		

WhipKind

Melee One-Handed Finesse Weapon

Range: 10 feet

Name	Damage	Description
Strike	Qd8+STR	Major action: Make a melee attack against a single target within range.
Grab	None	Major action: Initiate a grapple against a target within range, using this weapon instead of a free hand. You can only grapple one target at a time in this way.
Constrict	Qd6	Minor action: Make a melee attack against a single target within range. May only be used against targets you have grappled with Grab.
Lash	Qd3+STR	Major action: Make a melee attack against a single target within range. If you hit, you inflict DoT (Q, 5 rounds) on the target.
Snap	None	Major action: Make a melee attack against all targets within 20 feet, targeting Fortitude resistance. For each target, if you break resistance, the target is Dazed for 3 rounds.
Distract	None	Major action: Make a melee attack against all targets within 20 feet, targeting Will resistance. For each target, if you break resistance, the target is Impaired for 2 rounds.
Notes: Checks to grapple a target or maintain one made with WhipKind may use Acrobatics.		

==> Ranged Weapons

"Alright, you primitive screwheads, listen up. See this? This is my boomstick."

2xPistolKind

Ranged Double Reload Weapon

Range: 40 feet

Rounds: 20 (10 per pistol)

Name	Damage	Description
Gun	Qd4+DEX	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1. This abilitech has the Combo property.
Faceoff	Qd3+DEX	Major action: Make one ranged attack at each target within range. Decrease rounds by 1 per attack made.
Unload	Qd4+DEX	Major action: Make four ranged attacks with disadvantage against a single target within range. Decrease rounds by 4.
Lightning Hands	Q	Reaction: Make a ranged attack against a single target within range. Decrease rounds by 1.
Fresh Mag	None	Major action: Fully restore rounds to one pistol. May be done as a full-round action to fully restore rounds to both pistols.

AsltRfleKind

Ranged Two-Handed Reload Weapon

Range: 60 feet

Rounds: 20

Name	Damage	Description
Bullets	3Qd3+DEX	Major action: Make a ranged attack against a single target within range. Decrease rounds by 3.
Spray Shot	3Qd3+DEX	Major action: Make a ranged attack against up to three targets within range. Decrease rounds by 6.
Saturate	3Qd3	Major action: Make a ranged attack against Reflex resistance, targeting all creatures within a 10 ft. radius. For each target, if you fail to break resistance, you deal half damage. Decrease rounds by 10.
Suppressive Burst	2Qd3	Major action: Make a ranged attack at disadvantage against a single target within range. Hit or miss, the target is Impaired for 1 round. Decrease rounds by 10.
Reload	None	Major action: Fully restore rounds.

Select Fire	Qd8+DEX	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1.
Rifle Butt	Qd4+DEX	Major action: Make a melee attack against a single target within 5 feet. If you hit, they are knocked back 5 feet. If you are grappled, you have disadvantage on this attack. You may use this abilitech as a reaction, but it does no damage.

BeamKind

Ranged Two-Handed Reload Weapon

Range: 100 feet

Rounds: 10

Name	Damage	Description
Beam	Qd8+DEX	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1.
<u>Cutting Beam</u>	Qd4+DEX	Major action: Make a ranged attack against up to the first five targets in a 100 ft. line. Decrease rounds by 3. 2nd) Make a ranged attack against up to the first five targets in a 100 ft. line. For each target, if you hit, they are knocked Prone. Decrease rounds by 1. This abilitech has the Encore property.
<u>Scorching Beam</u>	Qd4+DEX	Major action: Make a ranged attack against a single target within range. If you hit, you inflict DoT (Q, 5 rounds) on the target. Decrease rounds by 3. 2nd) Make a ranged attack against a single target within range. If you hit, you inflict DoT (3Q, 5 rounds) on the target. Decrease rounds by 1. This abilitech has the Encore property.
<u>High Beam</u>	3Qd4+DEX	Major action: Do one of two things: 1st) Charge your beam up.

		2nd) Unleash the charge and make a ranged attack against a single target within range. Decrease rounds by 1. This abilitech has the Encore property.
Reserve Beam	Qd6+DEX	Major action: Make a ranged attack against a single target within range.
Notes: Your rounds recharge to their maximum every minute (10 rounds).		

BombKind

Thrown One-Handed Finesse Cache Weapon

Range: 30 feet

Cache: INT, multiplier 4

Name	Damage	Description
Explosive	Qd6+DEX	Major action: Throw a normal bomb, making a ranged attack against a single target within range, targeting Reflex resistance.
Bigger Explosive	Qd8+DEX	Major action: Throw a bigger bomb, making a ranged attack against all targets within a 10 ft. radius, targeting Reflex resistance. Decrease cache by 1.
Flashbang	None	Major action: Throw a flashbang, making a ranged attack against a single target within range, targeting Reflex resistance. If you break resistance, the target is Blinded for 1 round. Decrease cache by 1.
Smokescreen	None	Major action: Throw a smoke bomb, creating a smokescreen in a 15 ft. radius from where the bomb lands. Terrain within the cloud is considered heavily obscured, and lasts 1 minute. You may use this as a minor action to drop it at your feet. Decrease cache by 1.
Stun Grenade	Qd3+DEX	Major action: Throw a stun grenade, making a ranged attack against a single target within range, targeting Fortitude resistance. If you break resistance, the target is Weakened for 1 round. Decrease cache by 1.
Incendiary Grenade	None	Major action: Throw an incendiary grenade, creating a firestorm in a 10 ft. radius of difficult terrain. Creatures that start their turn

		in or enter this area take 3Q damage. This effect lasts 1 minute. Decrease cache by 1.
Notes: You can choose to plant a BombKind abilitech that costs cache, instead of throwing it, planting it in an adjacent space. This bomb then explodes when either you detonate it as a free action or a creature moves within 5 feet of it. However, bombs planted in this way go inert and are unrecoverable after 1 hour.		

BoomrangKind

Thrown Versatile Finesse Weapon

Range: 5 feet (melee), 30 feet (ranged)

Name	Damage	Description
Throw	Qd6+DEX	Major action: Make a ranged attack against a single target within range.
Bop	Qd4+DEX	Major action: Make a melee attack against a single target within 5 feet.
Bouncing Throw	Qd3+DEX	Major action: Make a ranged attack against three targets within range.
Staggering Throw	Qd4+DEX	Major action: Make a ranged attack against a single target within range. If you hit, they are knocked back 10 feet. If you are grappled, you have disadvantage on this attack.
Dazing Throw	Qd3+DEX	Major action: Make a ranged attack against a single target within range. If you hit, the target is Dazed for 1 round.

BowKind

Ranged Two-Handed Weapon

Range: 100/150 feet

Cache: PCM, multiplier 3

Name	Damage	Description
Arrow	Qd8+DEX	Major action: Make a ranged attack against a single target within range.

Piercing Shot	Qd3+DEX	Major action: Make a ranged attack against up to the first five targets in a 100 ft. line.
Split Shot	See text	Major action: Make two Arrow abilitech attacks, each with disadvantage, each against a single target within range.
Power Draw	None	Major action: Your first ranged abilitech with this weapon next turn is Empowered and ignores disadvantage for attacks at long range. This effect is lost if you move, or an enemy is adjacent.
Taser Arrow	Qd4+DEX	Major action: Make a ranged attack against a single target within range. If you hit, the target is Weakened for 1 round. Decrease cache by 1.
Serrated Arrow	Qd4+DEX	Major action: Make a ranged attack against a single target within range. If you hit, the target is Sundered (2). Decrease cache by 1.

ClprifleKind

Ranged Two-Handed Reload Weapon

Range: 100 feet

Rounds: 5

Name	Damage	Description
Rifle	Qd10+DEX	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1.
Double Tap	See text	Major action: Make two Rifle abilitech attacks, each with disadvantage, each against a single target within range.
Deadlock	See text	Full-round action: Until the start of your next turn, for each target that moves while within range, you make one Rifle abilitech at disadvantage against them.
Reload	None	Major action: Fully restore rounds.
Hold Breath	None	Major action: Your first ranged abilitech with this weapon next turn is Empowered. This effect is lost if you move, or an enemy is adjacent.

Rifle Butt	Qd4+DEX	Major action: Make a melee attack against a single target within 5 feet. If you hit, they are knocked back 5 feet. If you are grappled, you have disadvantage on this attack. You may use this abilittech as a reaction, but it does no damage.
------------	---------	---

HarpoonKind

Thrown One-Handed Brutality Weapon

Range: 5 feet (melee), 60 feet (ranged)

Name	Damage	Description
Throw	Qd6+STR	Major action: Make a ranged attack against a single target within range.
Thrust	Qd6+STR	Major action: Make a melee attack against a single target within 5 feet.
Sticking Throw	Qd3+STR	Major action: Make a ranged attack against a single target within range. If you hit, the target is Stuck for 1 round.
Pushing Throw	Qd4+STR	Major action: Make a ranged attack against a single target within range. If you hit, they are knocked back 10 feet. If you are grappled, you have disadvantage on this attack.
Spit to Roast	2Qd4+STR	Major action: Make a ranged attack against a single target within range. The target must be Exposed or Stuck.
Notes: Whenever you benefit from Assail with this specibus equipped, you also add +Q to every instance of Assail.		

JavelinKind

Thrown One-Handed Finesse Weapon

Range: 5 feet (melee), 60 feet (ranged)

Name	Damage	Description
Throw	Qd6+DEX	Major action: Make a ranged attack against a single target within range.
Thrust	Qd4+DEX	Major action: Make a melee attack against a single target

		within 5 feet.
Crippling Throw	Qd3+DEX	Major action: Make a ranged attack against a single target within range. If you hit, the target is Crippled (10) for 1 round.
Double Javelins	See text	Major action: Make two Throw abilitech attacks, each with disadvantage, each against a single target within range.
Rending Throw	Qd3+DEX	Major action: Make a ranged attack against a single target within range. If you hit, you inflict DoT (Q, 5 rounds) on the target.
Notes: JavelinKind has +1 die size against Crippled, Impaired, or Stuck targets.		

LaserKind

Ranged Two-Handed Reload Weapon

Range: 60 feet

Rounds: 10

Name	Damage	Description
Laser	3Qd3+DEX	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1.
Scatter Laser	3Qd3+DEX	Major action: Make a ranged attack against up to three targets within range. Decrease rounds by 2.
Flash Laser	2Qd3+DEX	Major action: Make a ranged attack against Reflex resistance, targeting all creatures within a 30 ft. cone. For each target, if you break resistance, the target is Blinded for 1 round. Decrease rounds by 4.
Laser Blossom	Qd3	Major and minor action: Make two attacks against a single target within range. Decrease rounds by 1. This abilitech has the Momentum property.
Reserve Laser	Qd8+DEX	Major action: Make a ranged attack against a single target within range.
Notes: Your rounds recharge to their maximum every minute (10 rounds).		

PaintballKind

Ranged Two-Handed Reload Weapon

Range: 60 feet

Rounds: 6

Name	Damage	Description
Shoot	Qd10+DEX	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1.
Splatter	Qd8+DEX	Major action: Make a ranged attack against all targets within a 10 ft. radius. Decrease rounds by 2.
Stagger	Qd8+DEX	Major action: Make a ranged attack against a single target within range. If you hit, the target is Dazed for 1 round. Decrease rounds by 2.
Unbalance	Qd6+DEX	Major action: Make a ranged attack against a single target within range. If you hit, the target is Impaired for 1 round. Decrease rounds by 2.
Crippling Shot	Qd8+DEX	Major action: Make a ranged attack against a single target within range. If you hit, the target is Crippled (10) for 1 round. Decrease rounds by 2.
Reload	None	Major action: Fully restore rounds.
Rifle Butt	Qd4+DEX	Major action: Make a melee attack against a single target within 5 feet. If you hit, they are knocked back 5 feet. If you are grappled, you have disadvantage on this attack. You may use this abilitech as a reaction, but it does no damage.

PistolKind

Ranged One-Handed Reload Weapon

Range: 40 feet

Rounds: 10

Name	Damage	Description
Gun	Qd6+DEX	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1.

Faceoff	Qd4+DEX	Major action: Make one ranged attack at each target within range. Decrease rounds by 1 per attack made.
Unload	Qd4+DEX	Major action: Make three ranged attacks with disadvantage against a single target within range. Decrease rounds by 3.
Flush	None	Major action: Make a ranged attack against a single target within range, targeting Will resistance. If you break resistance, the target must move half their base speed in a direction of your choosing, then is Crippled (half) for 1 round. Decrease rounds by 3.
Mawp	Qd3+DEX	Major action: Make a ranged attack against all targets within range, targeting Fortitude resistance. For each target, if you break resistance, they are Dazed and Deafened for 1 round. Decrease rounds by 4.
Fresh Mag	None	Major action: Fully restore ammo.

RevolverKind

Ranged Versatile Reload Weapon

Range: 40 feet

Rounds: 6

Name	Damage	Description
Gun	Qd8+DEX	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1.
Faceoff	Qd4+DEX	Major action: Make one ranged attack at each target within range. Decrease rounds by 1 per attack made.
Double Tap	See text	Major action: Make two Gun abilitech attacks, each with disadvantage, each against a single target within range.
Mawp	Qd2+DEX	Major action: Make a ranged attack against all targets within range, targeting Fortitude resistance. For each target, if you break resistance, they are Dazed and Deafened for 1 round. Decrease rounds by 1.
Fresh Clip	None	Major and minor action: Fully restore rounds. May be done as a minor to restore 1 round.

RifleKind

Ranged Two-Handed Reload Weapon

Range: 100/150 feet

Rounds: 1

Name	Damage	Description
Snipe	Qd10+DEX	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1.
Piercing Shot	Qd4+DEX	Major action: Make an attack against up to the first five targets in a 100 ft. line. Decrease rounds by 1.
Reload	None	Minor action: Increase rounds by 1. May be done as a full-round action to fully restore rounds.
Hold Breath	None	Major action: Your first ranged abilitech with this weapon next turn is Empowered and made with advantage. This effect is lost if you move, or an enemy is adjacent.
Rifle Butt	Qd4+DEX	Major action: Make a melee attack against a single target within 5 feet. If you hit, they are knocked back 5 feet. If you are grappled, you have disadvantage on this attack. You may use this abilitech as a reaction, but it does no damage.

ScrpshotKind

Ranged Two-Handed Reload Weapon

Range: 15/40 feet

Rounds: 6

Name	Damage	Description
Shell	Qd10+DEX	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1.
Shredder Shot	Qd4+DEX	Major action: Make a ranged attack against a single target within range. If you hit, the target is Ruptured (Q, 2 rounds). Rupture from Shredder Shot stacks twice. Decrease rounds by 1.

Flechette Round	Qd6+DEX	Major action: Make a ranged attack against all targets within a 10 ft. radius, targeting Reflex resistance. For each target, if you fail to break resistance, deal half damage. Decrease rounds by 1.
Puncturing Slug	Qd4+DEX	Major action: Make a ranged attack against a single target within range. If you hit, the target is Sundered (2). Decrease rounds by 1.
Reload	None	Minor action: Increase rounds by 1. May be done as a full-round action to fully restore rounds.
<p>Notes: Abilitechs with this weapon ignore disadvantage for firing in close range.</p> <p>When making attack rolls with ScrpshotKind abilitechs, if you roll 4 or less on the d20, the weapon also misfires. Rounds is reduced to 0, and all creatures within a 10 ft. radius of yourself take Qd6 damage. You then take half that as true damage.</p>		

ShortbowKind

Ranged Two-Handed Weapon

Range: 60 feet

Cache: PCM, multiplier 3

Name	Damage	Description
Arrow	Qd4+DEX	Major action: Make a ranged attack against a single target within range. This abilitech has the Combo property.
Triple Threat	See text	Major action: Make three Arrow abilitech attacks, each with disadvantage, each against a single target within range.
Rain of Arrows	Qd4+DEX	Major action: Make a ranged attack against all targets within a 10 ft. radius. Creatures that start their turn in or enter this area take 3Q damage. This effect lasts 3 rounds. Decrease cache by 1.
Volley Shot	Qd4+DEX	Major action: Make a ranged attack against all targets within a 60 ft. cone. For each target, if you miss, deal half damage. Decrease cache by 1.

ShotgunKind

Ranged Two-Handed Reload Weapon

Range: 15/40 feet

Rounds: 6

Name	Damage	Description
Shell	Qd10+DEX	Major action: Make a ranged attack against a single target within range. Decrease rounds by 1.
Eruption	Qd6+DEX	Major action: Make a ranged attack against all targets within range. For each target, if you miss, deal half damage. Decrease rounds by 3.
Mawp	Qd3+DEX	Major action: Make a ranged attack against all targets within range, targeting Fortitude resistance. For each target, if you break resistance, they are Dazed and Deafened for 1 round. Decrease rounds by 1.
Slug Shot	Qd4+DEX	Major action: Make a ranged attack against a single target within range, ignoring disadvantage for firing at long range. If you hit, the target is Dazed for 2 rounds. Decrease rounds by 2.
Point Blank	2Qd6+DEX	Major action: Make a ranged attack against a single target within 5 feet. The target must be Exposed, Prone, or Stuck. This abilitech also counts as a melee attack for the purposes of Prone. Decrease rounds by 1.
Reload	None	Minor action: Increase rounds by 1. May be done as a full-round action to fully restore rounds.
Notes: Abilitechs with this weapon ignore disadvantage for firing in close range.		

ThrnAxeKind

Thrown Versatile Brutality Weapon

Range: 5 feet (melee), 30 feet (ranged)

Name	Damage	Description
Throw	Qd8+STR	Major action: Make a ranged attack against a single target within range.

Chop	Qd6+STR	Major action: Make a melee attack against a single target within range.
Crippling Throw	Qd4+STR	Major action: Make a ranged attack against a single target within range. If you hit, the target is Crippled (10) for 1 round.
Headhunter	Qd3+STR	Major action: Make a ranged attack against a single target within range. If you hit, the target is Impaired for 1 round.
Razing Throw	Qd3+STR	Major action: Make a ranged attack against a single target within range. If you hit, the target is Ruptured (Q, 2 rounds).

ThrwnDgrKind

Thrown One-Handed Finesse Weapon

Range: 5 feet (melee), 30 feet (ranged)

Name	Damage	Description
Throw	Qd6+DEX	Major action: Make a ranged attack against a single target within range.
Slice	Qd4+DEX	Major action: Make a melee attack against a single target within range.
Fan	Qd3+DEX	Major action: Make a ranged attack against all targets within a 15 ft. cone.
Headhunter	Qd2+DEX	Major action: Make a ranged attack against a single target within range. If you hit, the target is Impaired for 1 round.
Lotus	Qd3	Major and minor action: Make two ranged attacks against a single target within range. This abilitech has the Momentum property.
Notes: ThrwnDgrKind has +1 die size against Crippled, Impaired, or Stuck targets.		

ThrwnStrKind

Thrown One-Handed Finesse Weapon

Range: 5 feet (melee), 30 feet (ranged)

Name	Damage	Description
Throw	Qd4+DEX	Major action: Make a ranged attack against a single target within range. This abilitech has the Combo property.
Slash	Qd4+DEX	Major action: Make a melee attack against a single target within 5 feet.
Triplicate	See text	Major action: Make three Throw abilitech attacks, each with disadvantage, each against a single target within range.
Ankle Bite	Qd2+DEX	Major action: Make a ranged attack against a single target within 10 feet. If you hit, the target is knocked Prone.
Lotus	Qd3	Major and minor action: Make two ranged attacks, each against a single target within range. This abilitech has the Momentum property.
Notes: ThrwnStrKind has +1 die size against Crippled, Impaired, or Stuck targets.		

==> Special Weapons

TG: how the fuck do you even wield a broken bow

TG: did you go around clubbing shit with the two halves

BikeKind

Special Versatile Esoteric Control Weapon

Range: 5 feet (melee), 0 feet (control) (rider must be on saddle)

Esoteric: INT

Cache: INT, multiplier 3

Name	Damage	Description
Bike	Qd6+INT	Major action: Your minion makes a melee attack against a single target within range.
Sweep	Qd3+INT	Major action: Your minion makes a melee attack against three targets within range.
Roadkill	See text	Full-round action: Move your speed in a line. You may

		move through enemies' spaces during this movement. You then make one Bike attack against each target within range at any point during this movement.
Tokyo Drift	Qd4+INT	Major action: I've just been in this place before. Your minion makes a melee attack against a single target within range. If you hit, you impose two d4 Block dice to the target's next attack targeting AC made within one round. If you are a psion, these are reduced to d3. Decrease cache by 1.
Exhaust Smoke	None	Major action: RPGStuck does not endorse doing this in real life. Your minion makes a melee attack against a single target within range, targeting Fortitude resistance. If you break resistance, the target is Impaired for 2 rounds. Decrease cache by 1.
Wheelie	2Qd6+INT	Major action: Pop a wheelie! ...right onto someone's face. Your minion makes a melee attack against a single target within range. The target must be Exposed, Prone, or Stuck. Decrease cache by 1.
<p>Notes: When you equip BikeKind, you gain a mountable motorbike with a speed equal to your base speed plus ten. It is Large, with 40*Q hit points and AC/resistances of 12+Q.</p> <p>If used one-handed, you can act with the unused hand as if you had both hands, but any attacks and checks made this way have disadvantage.</p>		

BondKind

Special One-Handed Esoteric Control Weapon

Range: 10 feet (melee), 30 feet (control)

Esoteric: WIS

Name	Damage	Description
Strike	Qd6+WIS	Major action: Your minion makes a melee attack against a single target within range.
<i>Double Strike</i>	Qd3+WIS	Major action: Your minion makes a melee attack against a single target within range. This abilitech has the Combo property.

Crippling Strike	Qd3+WIS	Major action: Your minion makes a melee attack against a single target within range. If you hit, the target is Crippled (10) for 1 round.
Hex Target	None	Minor action: Your minion curses a target within range for 1 minute (10 rounds). Whenever an attacker would add bonus damage from Assail against the target, they add Q to the damage done.
Stress	None	Major action: Your minion makes a single target within control range uncomfortable, inflicting Setback (2) for one minute (10 rounds).
Empower Ally	None	Major action: Your minion makes a single ally within control range comfortable, giving them +2 to attack rolls and skill checks for one minute (10 rounds). Only one ally may be comfortable at a time.
Galvanize	See text	Major action: Your minion spreads its aura. You and all allies are Warded (Q) for 1 minute (10 rounds) while within control range.
Notes: When you equip BondKind, you gain a mystical minion under your control. It is Medium, with 15*Q hit points, AC/resistances of 15+Q, and a speed equal to your base speed plus ten.		

BotKind

Special Two-Handed Esoteric Cache Reload Control Weapon

Range: 5 feet (melee), 15 feet (ranged, bot), 60 feet (ranged, self), 60 feet (control)

Cache: INT/WIS, multiplier 3

Rounds: 2 (1 per bot)

Esoteric: INT/WIS

Name	Damage	Description
Shoot	Qd6+INT	Major action: Make a ranged attack against a single target within range.
Double Tap	See text	Major action: Make two Shoot abilitech attacks, each with disadvantage, each against a single target within range.
Claymore	Qd10+INT	Major action: Boom. A bot makes a ranged attack

		against all targets within 15 feet, ignoring disadvantage for firing in close range. Decrease rounds by 1. May be done as a free action if the bot is primed.
Bear Trap	Qd4+INT	Major action: A bot makes a ranged attack against a single target within range, ignoring disadvantage for firing in close range. If it hits, the target is Stuck for 3 rounds. Decrease rounds by 1. May be done as a free action if the bot is primed.
Poison Dart	Qd4+INT	Major action: Yeet. A bot makes a ranged attack against a single target within range, ignoring disadvantage for firing in close range. If it hits, the target is Impaired for 3 rounds. Decrease rounds by 1. May be done as a free action if the bot is primed.
Restock	None	Major action: Fully restore ammo to one or both bots. Decrease cache by 1 per bot.
Aimbot/Avert bot	None	Minor action: You Aim or Avert, but roll an additional die of the same size, or roll one die with +1 die size.
Disruptor Field	None	Minor action: For 1 round, any enemies adjacent to a bot have Setback (2). This does not stack for having both bots next to the same target.
<p>Notes: When you equip BotKind, you gain two robotic minions under your control (and a gun). They are small, with 10*Q hit points, AC/resistances of 18+Q, and a speed equal to your base speed.</p> <p>You can prime a bot over the course of one minute, hiding it and readying it to activate at a later time, similar to a bomb, or a roomba with a claymore. Use your cache stat as the DC where a primed bot might be spotted early. A bot can move at half speed while primed, and stops being primed after using an abilitech that costs ammo.</p>		

BowBladeKind

Special Two-Handed Finesse Weapon

Range: 5 feet (melee), 60 feet (ranged)

Name	Damage	Description
Slice	Qd6+DEX	Major action: Make a melee attack against a single target

		within range. This abilitech has the Combo property.
Crippling Slice	Qd6+DEX	Major action: Make a melee attack against a single target within range. If you hit, the target is Crippled (10) for 1 round.
Arrow	Qd8+DEX	Major action: Make a ranged attack against a single target within range.
Volley Shot	Qd4+DEX	Major action: Make a ranged attack against all targets within a 60 ft. cone.
Double Tap	See text	Major action: Make two Arrow abilitech attacks, each with disadvantage, each against a single target within range.
Spin Mode	Qd4	Major and minor action: Make two melee attacks against all targets in a 10 ft. radius. This abilitech has the Momentum property.

FncySntaKind

Special One-Handed Brutality Reload Weapon

Range: 5 feet (melee), 40 feet (ranged)

Rounds (Charges): 3

Name	Damage	Description
Smack	Qd8+STR	Major action: Make a melee attack against a single target within range.
Letters to Santa	None	Minor action: You send a letter to Santa. Gain one charge. May only be used in a strife.
All I Want for Christmas...	Qd3+STR	Major action: Make a melee attack against a single target within 5 feet. Hit or miss, your next attack roll has advantage.
Coal for Christmas!	Qd3+STR	Major action: Make a melee attack against a single target within 5 feet. If you hit, the target is Impaired for 1 round.
Santa Smash	2Qd10+STR	Major action: Santa answers your letters! Make a melee attack against a single target within range. If you miss, deal half damage. Decrease charges by 3.

Santa is Watching	Qd3+STR	Major action: He knows. A target within range is Exposed, Impaired, and Stuck until the end of your next turn. Decrease charges by 3.
Slay Ride	None	Major action: Windy today, isn't it? Make a psionic skill check against all targets within range, targeting Fortitude resistance. For each target, if you break resistance, you move them 30 feet in a direction of choice. You and any allies in range can choose to be moved in this way. Decrease charges by 3.
Cookies and Milk	2Qd8+STR	Major action: Santa's hungry! Select a target within range. You inflict Lethal (damage roll, 1 minute), and if they die from this, you heal for your Level. Decrease charges by 3.
Notes: This weapon starts with zero charges, and any charges are lost 1 minute after gaining them.		

GuitarKind

Special Two-Handed Esoteric Weapon

Range: 5 feet (melee), 30 feet (range, special)

Esoteric: CHA

Name	Damage	Description
Overdrive	Qd8+CHA	Major action: Make a melee attack against a single target within range.
<u>Reverb</u>	Qd4+CHA	Major action: Make a melee attack against three targets within range. 2nd) Make two Reverb abilitech attacks against all targets within special range. This abilitech has the Encore property.
<u>Amp Up</u>	3Qd4+CHA	Major action: Do one of two things: 1st) Charge your guitar up.

		<p>2nd) Make a melee attack against a single target within range.</p> <p>This abilitech has the Encore property.</p>
<u>Jam Out</u>	None	<p>Major action: You and your allies have your next damaging attack roll Empowered.</p> <p>2nd) You and your allies have your next damaging attack roll Empowered. You and your allies are also Warded (Q) for 1 minute (10 rounds).</p> <p>This abilitech has the Encore property.</p>
Precise Chord	None	<p>Minor action: You Aim, but all Aim dice (including this one) rolled by you and your allies have +1 die size until another Chord abilitech is used.</p>
Clear Chord	None	<p>Minor action: You Assail, but each instance of Assail (including this one) done by you and your allies also adds +Q to the bonus until another Chord abilitech is used.</p>
Protective Chord	None	<p>Minor action: You Avert, but all Block dice (including this one) rolled by you and your allies have +1 die size until another Chord abilitech is used.</p>

GunBladeKind

Special Two-Handed Reload Finesse Weapon

Range: 5 feet (melee), 40 feet (ranged)

Rounds: 4

Name	Damage	Description
Slice	Qd6+DEX	Major action: Make a melee attack against a single target within range.
<i>Shell</i>	Qd6+DEX	Major action: Make a ranged attack against a single target within range, ignoring disadvantage for firing in close range. This abilitech can Combo into Slice as a minor action. Decrease rounds by 1.
Arc	Qd6+DEX	Major action: Make a melee attack against three targets within range.

Stagger	Qd4+DEX	Major action: Make a ranged attack against a single target within range, targeting Fortitude resistance. If you break resistance, they are Dazed for 1 round. Decrease rounds by 1.
Blast	None	Minor action: Make a melee attack against a single target within range, targeting Fortitude resistance. If you break resistance, the target is Dazed and Deafened for 1 round. Decrease rounds by 1.
Recoil Slice	Qd8+DEX	Major action: Make a melee attack against a single target within range. If you hit, the target is Ruptured (Q, 2 rounds). Decrease rounds by 1.
Reload	None	Major action: Fully restore rounds.

LeashKind

Special One-Handed Esoteric Control Weapon

Range: 5 feet (melee), 30 feet (control)

Esoteric: WIS

Name	Damage	Description
Bite	Qd6+WIS	Major action: Your minion makes a melee attack against a single target within range.
<u>Headhunter</u>	Qd2+WIS	Major action: Your minion makes a melee attack against a single target within range. If you hit, the target is Impaired for 1 round. 2nd) Your minion makes a melee attack against a single target within range. If you hit, the target is Impaired for 3 rounds. This abilitech has the Encore property.
<u>Rampage</u>	See text	Major action: Your minion makes two Bite abilitech attacks, each with disadvantage, each against a single target within range.

		<p>2nd) Your minion makes four Bite abilitech attacks, each with disadvantage, each against a single target within range.</p> <p>This abilitech has the Encore property.</p>
Unshackle	3Qd3+WIS	<p>Major action: Do one of two things:</p> <p>1st) Charge up a mangrit-fueled attack.</p> <p>2nd) Make a melee attack against a single target within range.</p> <p>This abilitech has the Encore property.</p>
<p>Notes: When you equip LeashKind, you gain a bestial minion under your control. It is Medium, with 15*Q hit points, AC/resistances of 15+Q, and a speed equal to your base speed plus ten.</p>		

PuppetKind

Special One-Handed Brutality Control Weapon

Range: 5 feet (melee), 30 feet (control)

Name	Damage	Description
Puppet Attack	Qd8+STR	Major action: Your puppet makes a melee attack against a single target within its range.
<i>Team Attack</i>	Qd6+STR	Major action: Your puppet makes a melee attack against a single target within its range. This abilitech has the Combo property.
Grapple Command	None	Major action: Your puppet initiates a grapple against a target within melee range. It can only grapple one target at a time in this way.
Creep	Qd6	Minor action: Your puppet makes a melee attack against a single target within range that it is grappling.
Soul Stare	None	Major action: Your puppet stares at a single target within range, staring into their soul with its lifeless eyes, targeting Will resistance. If you break resistance, the target is Dazed and Exposed until the end of your next

		turn.
Stress	None	Major action: Your puppet makes a single target within range uncomfortable, inflicting Setback (2) for one minute (10 rounds).
Screech	None	Major action: Your puppet lets out a cackle of unknown origin and frankly you don't want to know how it did that. Make a psionic skill or Intimidation check against a single target within command range, targeting Will resistance. If you break resistance, the target is Dazed and Impaired for 1 round.
Notes: When you equip PuppetKind, you gain a puppet minion theoretically under your control. It is Medium, with 15*Q hit points, AC/resistances of 15+Q, and a speed equal to your base speed plus ten.		

SaddleKind

Special Versatile Esoteric Control Weapon

Range: 5 feet (melee), 0 feet (control) (rider must be on saddle)

Esoteric: WIS

Name	Damage	Description
Strike	Qd6+WIS	Major action: Your minion makes a melee attack against a single target within range.
Bloodletting	Qd2+WIS	Major action: Your minion makes a melee attack against a single target within range. If you hit, you inflict DoT (Q, 5 rounds) on the target.
Clamp Command	None	Major action: Your minion initiates a grapple against a target within melee range, using your Animal Handling instead of Athletics. It can only grapple one target at a time in this way.
Crush	Qd4	Minor action: Your minion automatically deals damage to a target it is grappling.
Guard	None	Reaction: Impose one d4 Block die to one attack targeting AC against your minion, or you if adjacent. If you are a psion, this is reduced to a d3.

Trample	See text	Full-round action: Move your speed in a line. You may move through enemies' spaces during this movement. You then make one Strike attack against each target within range at any point during this movement.
<p>Notes: When you equip SaddleKind, you gain a mountable creature with a speed equal to your base speed. It is Large, with 40*Q hit points and AC/resistances of 12+Q.</p> <p>If used one-handed, you can act with the unused hand as if you had both hands, but any attacks and checks made with that hand have disadvantage.</p>		

TomeKind

Special One-Handed Esoteric Weapon

Range: 5 feet (melee), 60 feet (ranged, special)

Esoteric: INT/WIS

Name	Damage	Description
Heavy Reading	Qd6+INT	Major action: Make a melee attack against a single target within range.
Lecture	Qd3+INT	Major action: In this essay I will— Make an Engineering, Animal Handling, Medicine, or Sanity check against all targets of choice within special range, targeting Will resistance. For each target, if you break resistance, you inflict Lethal (damage roll, 1 minute). Lethal from Lecture stacks to twice the maximum value of the damage roll.
Stand Up Straight	None	Major action: Were you raised in a barn? Make an Investigation, Perception, or Survival check against a target of choice within special range, targeting Will resistance. If you break resistance, the target is Impaired for 2 rounds.
Hilarious Pun	Qd4+INT	Major action: Make an Investigation, Perception, or Survival check against a target of choice within special range, targeting Will resistance. If you break resistance, the target is knocked Prone. If you fail to break resistance, you take 2Q true damage and feel bad about yourself.
I've Read About This!	None	Major action: When used in a strife, your first skill check next turn has advantage. If the skill check imparts any

		conditions on a success, choose one condition and extend its duration by one round. You can forego the advantage to extend it by two rounds instead.
Font of Knowledge	None	Major action: Did you know? You and all allies are Warded (Q) and add +Q to all HP and temp HP gained for 1 minute while within special range.
Anatomical Studies	None	Minor action: You Distract, but Aim dice can be used on the check, and you can choose to use Occult or Medicine to make it.

WandKind

Special One-Handed Esoteric Weapon

Range: 5 feet (melee), 40 feet (ranged)

Esoteric: CHA

Name	Damage	Description
Wand Stab	Qd6+CHA	Major action: Make a melee attack against a single target within 5 feet.
Shank	Qd3+CHA	Major action: Make a melee attack against a single target within range. If you hit, the target is Crippled (10) for 1 round.
<u>Baton Twirl</u>	3Qd3+CHA	Major action: Do one of two things: 1st) Charge your wand up. 2nd) Unleash the charge and make a melee attack against a single target within range. This abilitech has the Encore property.
<u>Spray Glitter</u>	None	Major action: Glitter! Make a ranged attack against all target within a 40 ft. cone, targeting Reflex resistance. For each target, if you break resistance, they are Exposed until the end of your next turn. 2nd) MORE GLITTER!!! Make a ranged attack against all target within a 40 ft. cone, targeting Reflex resistance. For each target, if you break resistance, they are

		<p>Exposed and Impaired for 2 rounds.</p> <p>This abilittech has the Encore property.</p>
<u>Conductor's Mark</u>	None	<p>Major action: You Aim, but you Aim on a target, and the die lasts until the end of your next turn.</p> <p>2nd) You Aim, but you Aim on a target, and the die lasts until the end of your next turn. The target is Exposed while the die lasts.</p> <p>This abilittech has the Encore property.</p>
Point and Laugh	Qd2+CHA	<p>Major action: You point your wand menacingly, making a ranged attack at a single target within range. If you hit, the target is Doomed (Q). Doom from Point and Laugh stacks thrice.</p>