

CRYSTAL WEAPONS

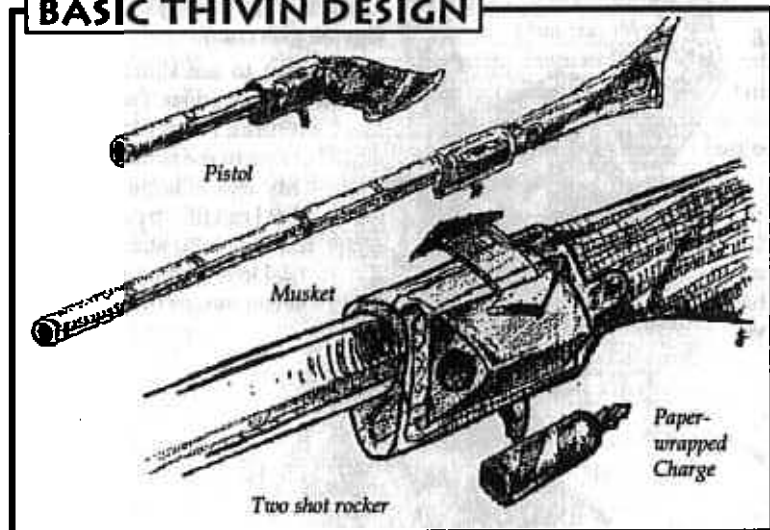
The time was when your players couldn't use the pistol and rifle skills unless they were a human with an Earth-tec weapon. Thankfully, thivin ingenuity has come to the rescue with a new design of pistol and musket utilizing the properties of crystals.

The new weapon begins with the barrel, a masterly craftwork of ceramic embedded with spent crystal dust. These barrels, called slamsticks, can be used separately (which will be explained later).

The load for the gun consists of a mix of Gobey and Desti crystals with a sliver of fire crystal in the butt of the load to cause the charged crystal to expand, pushing shot through the barrel toward the target. These paper wrapped loads can be purchased or created by your player characters in their spare time.

The loads for the guns are placed in a two shot rocker (sorry, no six-shooters), giving a player two shots before they lose a round to reload.

BASIC THIVIN DESIGN



The long ceramic/crystal barrel restricts the expansion of the isho released by the load. This pushes a powerful flow of isho that can propel a payload for several dozen yards - bits of metal, glass, scrap crystal shards, nails or anything else the player character or NPC can load into the barrel. Both pistol and rifle forms of these weapons are at -2 to hit because of the spread of the blast. They take their damage from the tables for pistol and rifle. For range use the bolo table in Third Edition for handguns, the sling range table for rifles.

In an emergency the barrel of this weapon - or even a rough substitute like a bamboo reed - can be used to fire a charge. Thivin can even fetch a good price for defective barrels by selling them as 'slamsticks'. To use a slamstick, put the load in one end (it is usually a bit smaller to allow further constriction of the released isho) try to aim, and slam the fire crystal against a solid object (a rock, tree, building or even your belly if you wear armor). The problem is that a slamstick also does damage to the surface against

which it has been struck (you better be wearing good armor). Slamsticks are -5 to hit, -3 to damage for a rifle, and an additional 50% of the damage is distributed to the striking surface (damn good armor, boy).

Sadly, the barrels for these weapons give out every 3d6x3 shots and must be replaced. But they're fun while they last!