Melee, Thrown, and Unarmed Weapon Mods

Weapon mods are broken down by weapon type. A weapon cannot have more than two mods at a time. Two of the same mod cannot be applied to the same weapon at any given time.

Next to a mod’s name, in parentheses, is the relevant perk rank necessary to craft it.

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| **Onehanded Weapon Mods** | | | | |
| Name | Effect | Weight | Cost | Components |
| Grenade | Special | Special | Special | Special |
| Standard(0) |  | 0 | N/A | N/A |
| Chain-Wrapped(1) | +1d6 ballistic damage | 1 | +10 | 1 adhesive  2 steel |
| Heavy(1) | +2d6 ballistic damage  -Finesse property  -Light property | 5 | +30 | 3 adhesive  4 concrete  2 wood |
| Serrated(1) | Hits deal an additional 1d4 ballistic damage at the start of the target’s next turn (stacks) | 0 | +24 | 3 adhesive  2 steel |
| Spiked(1) | +1 Critical Hit Multiplier | 1 | +7 | 1 adhesive  1 screw  2 steel |
| Acid-Soaked(2) | +1d8 acid damage  Critical hits reduce the target’s AC by 2  Consumes 1 acid with each hit; at 0 the mod no longer functions | 0 | +22 | 6 acid  3 adhesive |
| Heated Coil(2) | +2d8 fire damage | 2 | +25 | 3 adhesive  2 asbestos  1 circuitry  5 copper |
| Lead Plating(2) | +2d6 ballistic damage  Critical hits knock the target prone  +Heavy property  -Finesse property  -Light property | 8 | +44 | 4 adhesive  4 cloth  6 lead |
| CONTINUED ON NEXT PAGE | | | | |
| Venomous(2) | +1d8 poison damage  On a critical hit the target is poisoned until the start of your next turn  Consumes 1 venom with each hit; at 0 the mod no longer functions | 0 | +22 | 3 adhesive  6 venom |
| Bladed(3) | Hits deal an additional 2d4 ballistic damage at the start of the target’s next turn (stacks) | 2 | +58 | 4 adhesive  1 oil  3 steel |
| Irradiated(3) | +2d10 radiation damage | 0 | +79 | 3 adhesive  4 nuclear material |
| Puncturing(3) | Re-roll all damage dice and take the higher total | 4 | +55 | 3 adhesive  6 steel |
| Ultra-Light(3) | Special | -1 | +81 | 2 adhesive  3 aluminum  2 cork  3 plastic |
| Electrified(4) | +1d8 lightning damage  Critical hits stun the target until the start of your next turn | 1 | +50 | 3 adhesive  5 aluminum  2 circuitry  2 rubber |
| Rocket(4) | Special | 5 | +100 | 4 adhesive  1 circuitry  2 nuclear material  5 steel |

Grenade: You attach a grenade of your choosing to the weapon. When you make an attack with the weapon, you can choose to activate the grenade, which explodes on a hit or miss, destroying the weapon. The grenade’s detonation follows the rules normal for that grenade, but on a hit the target automatically fails their saving throw. The weight, cost, and components of this mod are determined by the grenade you choose. The weapon deals its normal damage before the grenade’s detonation

Ultra-Light: If this weapon has the Heavy property, you remove it. If this weapon doesn’t have the Heavy property, it gains the Light property. If this weapon has the Light property, it gains the Finesse property.

Rocket: This weapon deals an additional 4d6 damage on a hit and gains the Automatic weapon property, consuming 4 Fuel to make weapon attacks (in addition to any Fuel it normally consumes). Without enough Fuel, the weapon does not gain the damage bonus this mod provides.

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| **Twohanded Weapon Mods** | | | | |
| Name | Effect | Weight | Cost | Components |
| Grenade | Special | Special | Special | Special |
| Standard(0) |  | 0 | N/A | N/A |
| Chain-Wrapped(1) | +1d8 ballistic damage | 1 | +10 | 1 adhesive  2 steel |
| Heavy(1) | +2d8 ballistic damage  +Heavy property  -Finesse property  -Light property | 9 | +30 | 4 adhesive  7 concrete  2 wood |
| Serrated(1) | Hits deal an additional 1d6 ballistic damage at the start of the target’s next turn (stacks) | 0 | +24 | 3 adhesive  2 steel |
| Spiked(1) | +1 Critical Hit Multiplier | 1 | +7 | 1 adhesive  1 screw  2 steel |
| Acid-Soaked(2) | +1d10 acid damage  Critical hits reduce the target’s AC by 2  Consumes 1 acid with each hit; at 0 the mod no longer functions | 0 | +22 | 10 acid  3 adhesive |
| Heated Coil(2) | +2d10 fire damage | 2 | +25 | 3 adhesive  2 asbestos  1 circuitry  5 copper |
| Lead Plating(2) | +2d8 ballistic damage  Critical hits knock the target prone  +Heavy property  -Finesse property  -Light property | 12 | +44 | 4 adhesive  4 cloth  10 lead |
| Venomous(2) | +1d10 poison damage  On a critical hit the target is poisoned until the start of your next turn  Consumes 1 venom with each hit; at 0 the mod no longer functions | 0 | +22 | 3 adhesive  10 venom |
| Bladed(3) | Hits deal an additional 2d6 ballistic damage at the start of the target’s next turn (stacks) | 2 | +58 | 5 adhesive  1 oil  5 steel |
| Irradiated(3) | +2d12 radiation damage | 0 | +79 | 3 adhesive  6 nuclear material |
| Puncturing(3) | Re-roll all damage dice and take the higher total | 4 | +55 | 3 adhesive  10 steel |
| Ultra-Light(3) | Special | -3 | +81 | 3 adhesive  5 aluminum  3 cork  5 plastic |
| Electrified(4) | +1d10 lightning damage  Critical hits stun the target until the start of your next turn | 1 | +50 | 4 adhesive  8 aluminum  3 circuitry  3 rubber |
| Rocket(4) | Special | 5 | +100 | 4 adhesive  1 circuitry  2 nuclear material  5 steel |

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Ultra-Light: If this weapon has the Heavy property, you remove it. If this weapon doesn’t have the Heavy property, it gains the Light property. If this weapon has the Light property, it gains the Finesse property.

Rocket: This weapon deals an additional 4d8 damage on a hit and gains the Automatic weapon property, consuming 4 Fuel to make weapon attacks (in addition to any Fuel it normally consumes). Without enough Fuel, the weapon does not gain the damage bonus this mod provides.