Robot Weapons

Robot weapons replace the hands on your chassis; dual-wielding robot weapons replaces both hands and may preclude you from skill checks and other actions requiring hands.

Next to a weapon’s name, in parentheses, is the rank of Blacksmith needed to craft the weapon. Some weapons cannot be crafted (denoted by “N/A”) and must found, then attached at a workbench, a process which still requires the stated rank of Blacksmith. Ranged weapons cannot be crafted.

**NOTE**: Damage for melee weapons is assumed to be ballistic unless otherwise stated.

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| **Melee (3 AP)** | | | | | |
| Name | Damage | Properties | Weight | Cost | Components |
| None (0) | 1d6 | Finesse, Light, Versatile (1d8) | 0 | N/A | N/A |
| Fire Axe (0) | 3d6 | Light | 6 | 101 | N/A |
| Drill (1) | 4d6 | Automatic, Light | 10 | 35 | 2 adhesive  4 gears  4 screw  4 steel |
| Mace (1) | 3d6 | Light | 4 | 22 | 2 adhesive  10 steel |
| Nuka-Mascot Hand (1) | 2d6 | Light, Special | 5 | 28 | 2 adhesive  3 rubber  8 steel |
| Shishkebab (1) | 3d8 fire | Automatic, Light | 3 | 100 | N/A |
| Vise Grip (1) | 2d6 | Special | 4 | 23 | 1 adhesive  1 circuitry  1 rubber  2 steel |
| Stun Taser (2) | 1d6 | Light | 2 | 29 | 1 adhesive  2 aluminum  3 circuitry  2 gold  1 rubber |
| Stealth Blade (3) | 4d6 | Finesse, Light, Special | 3 | 50 | N/A |

**Critical Hit Multiplier: x3**

Drill: This weapon consumes Fuel as ammunition in order to make attacks.

Nuka-Mascot Hands: On a critical hit the target is knocked prone.

Shishkebab: This weapon consumes Fuel as ammunition in order to make attacks.

Stealth Blade: This weapon has a bonus +1 multiplier to critical hits from stealth.

Stun Taser: On a critical hit the target is stunned.

Vice Grip: On a hit, the target is grappled.

**NOTE**: The “*Reload*” column displays the amount of ammo the weapon can expend before needing a Reload action to fire again; most weapons fire one piece of ammunition per attack. There are exceptions however, and these are denoted accordingly.

Next to a weapon’s name, in parentheses, is the rank of Gunsmith needed to attach the weapon at a workbench.

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| **Ranged (4 AP)** | | | | | | | |
| Name | Damage | Reload | Range | Properties | Ammo | Weight | Cost |
| Pipe Assault Rifle (0) | 3d4 | 15 | (25/45) ft. | Automatic, Light, Special | 5.56mm | 4 | 17 |
| Pipe Rifle (0) | 1d4 | 12 | (30/90) ft. | Light, Special | .38 cal | 3 | 10 |
| Pipe Shotgun (0) | 2d4 | 1 | (15/45) ft. | Special, Special (Shotgun) | 12 Ga | 4 | 13 |
| Combat Shotgun (1) | 3d8 | 8 | (25/50) ft. | Special (Shotgun) | 12 Ga | 11 | 117 |
| Laser Musket (1) | 2d10 energy | Special | (70/150) ft. | Special | N/A | 13 | 57 |
| Light Machine Gun (1) | 5d8 | 90 | (40/120) ft. | Automatic, Special (Spray) | 5mm | 15 | 210 |
| Railway Rifle (1) | 3d8 | 5 | (40/80) ft. | Special | Spike | 13 | 190 |
| Flamejet (2) | 3d8 fire | 12 | 10 ft. cone | Automatic, Light, Special | Fuel | 3 | 118 |
| Gamma Gun (2) | 3d10 radiation | 8 | (40/80) ft. |  | Gamma Round | 3 | 156 |
| Laser Rifle (2) | 3d10 energy | 24 | (70/150) ft. |  | MF Cell | 8 | 140 |
| Tesla Rifle (2) | Special | 10 | (40/120) ft. |  | MF Cell | 8 | 90 |
| Cryojet (3) | 5d8 cold | 25 | 15 ft. cone | Automatic, Special | MF Cell | 13 | 302 |
| Gauss Rifle (3) | 4d8 | 7 | 300 ft. | Special | 2mm EC | 16 | 600 |
| Plasma Rifle (3) | 4d12 plasma | 12 | (60/180) ft. |  | Plasma Cartridge | 8 | 281 |
| Tri-Barrel Incinerator (3) | 6d8 fire | 8 | (50/150) ft. | Automatic, Special | Fuel | 10 | 215 |

**Critical Hit Multiplier: x2**

Cryojet: On a critical hit, the target is paralyzed until the start of their next turn.

Flamejet: Targets hit by this weapon take an additional 1d8 fire damage at the start of each of their turns until they spend 2 AP to put out the flames.

Tri-Barrel Incinerator: Targets hit by this weapon take an additional 1d8 fire damage at the start of each of their turns until they spend 2 AP to put out the flames.

Gauss Rifle: Once you spend the AP to attack with this weapon, you can choose to charge it instead. For the rest of the round, you cannot attack with it or perform other actions requiring your hands. The next turn, you can release the attack for 0 AP. Releasing the attack this way deals an additional 2d8 damage.

Laser Musket: The weapon does not use ammo; it is charged by a hand crank; a single crank is needed to make a standard attack (this process costs the normal AP for an attack). Two additional AP can be spent to perform a second crank, increasing the damage dealt on a hit by 2d10. This weapon can only use “Crank” capacitor mods from the ranged energy weapon mod list.

Pipe Assault Rifle: This weapon can be crafted, using Gunsmith rank 0 and the following components: 3 screws, 2 spring, 2 steel, and 3 wood.

Pipe Rifle: This weapon can be crafted, using Gunsmith rank 0 and the following components: 2 screws, 1 spring, 2 steel, and 3 wood.

Pipe Shotgun: This weapon can be crafted, using Gunsmith rank 0 and the following components: 2 screws, 5 steel, and 1 wood.

Railway Rifle: If a creature hit by this weapon is within 5 feet of another creature or object directly behind it (from the direction it was hit), it is pinned to that creature or object for one turn (restrained).

Special (Shotgun): Firing this weapon while engaged in melee does not impose disadvantage on the attack roll.

Special (Spray): You can spend an additional 2 AP on an attack with this weapon, along with double the ammunition, to make one attack roll against every creature in a 15-foot radius of a point you can see. Creatures behind full-cover in this radius are excluded from the attack.

Tesla Rifle: On a hit, this weapon deals 2d10 lightning damage. If the attack roll was high enough to hit a second creature of your choice within 10 feet of the original creature (and still within the weapon’s normal range) the lightning leaps over to that second creature and deals its normal damage to them.

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| **Heavy (5 AP)** | | | | | | | |
| Name | Damage | Reload | Range | Properties | Ammo | Weight | Cost |
| Flamer (3) | 5d10 fire | 100 | 20 ft. cone | Automatic, Special, Twohanded | Fuel | 16 | 137 |
| Grenade Machinegun (3) | Special | 15 | 120 ft. | Twohanded, Special | Grenades | 15 | 450 |
| Hammer (3) | 6d8 | N/A | 5 ft. | Twohanded | N/A | 25 | Crafted |
| Incinerator | 3d10 fire | 24 | 80 ft. | Twohanded, Special | Fuel | 15 | 131 |
| Minigun (3) | 12d8 | N/A | 100 ft. | Automatic, Special (Spray), Twohanded | 5mm | 27 | 382 |
| Gatling laser (4) | 10d10 energy | Special | 150 ft. | Automatic, Special (Spray), Twohanded | Fusion Core | 19 | 804 |
| Hammer Saw (4) | 14d8 | N/A | 5 ft. | Automatic, Special, Twohanded | N/A | 40 | Crafted |
| Missile Launcher (4) | 8d8 | 1 | 100 ft. | Twohanded | Missile | 21 | 314 |
| Plasma Caster (4) | 10d12 plasma | 10 | 100 ft. | Twohanded | Plasma Cartridge | 20 | 401 |
| Sawblade (4) | 8d8 | N/A | 5 ft. | Automatic, Special | N/A | 15 | Crafted |
| Tesla Cannon (4) | Special | 4 | 120 ft. | Twohanded | MF Cell | 8 | 512 |

**Critical Hit Multiplier: x2**

Hammer Components: 4 adhesive, 2 sledgehammers

Sawblade Components: 4 adhesive, 3 circuitry, 4 oil, 8 steel

Hammer Saw Components: 8 adhesive, 3 circuitry, 4 oil, 2 sledgehammers, 8 steel OR 1 hammer and 1 sawblade.

Flamer: Targets hit by this weapon take an additional 1d10 fire damage at the start of each of their turns until they spend 2 AP to put out the flames.

Gatling Laser: This weapon has 100 shots per fusion core charge; shots are expended like normal ammunition for the purposes of the Automatic property. Once all charges are expended, the weapon must be reloaded.

Grenade Machinegun: This weapon fires grenades (listed in “Consumable Equipment”). Damage and radius are dependent on the grenade fired. This weapon cannot fire mines, Hallucigen and Hyperfrequency grenades, or satchel charges. This weapon costs 4 AP to fire.

Hammer Saw: This weapon consumes Fuel as ammunition in order to make attacks. At the start of combat, each hostile creature that can see you must succeed a DC 12 Charisma saving throw or be frightened of you until the start of their next turn.

Incinerator: Targets hit by this weapon take an additional 2d10 fire damage at the start of each of their turns until they spend 3 AP to put out the flames.

Missile Launcher: This weapon does not need to make an attack roll against a target and can instead target a location. When fired, the projectile explodes and deals its damage to all creatures and objects within a 20 ft. radius. Any creature that succeeds a DC 15 Agility save reduces the damage by half.

Sawblade: This weapon consumes Fuel as ammunition in order to make attacks. At the start of combat, each hostile creature that can see you must succeed a DC 12 Charisma saving throw or be frightened of you until the start of their next turn.

Special (Spray): You can spend an additional 2 AP on an attack with this weapon, along with double the ammunition, to make one attack roll against every creature in a 15-foot radius of a point you can see. Creatures behind full-cover in this radius are excluded from the attack.

Tesla Cannon: This weapon deals 6d10 lightning and 6d10 energy damage.