

# Loot

## SCATTERGUN

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Concussive

Kickback

Scatter 10ft

1d8 Piercing

2 handed Firearm

**Range:** 50ft

**Reload:** 1

The scattergun is a powerful steam-powered weapon, firing large lumps of metal with the pressure generated by steam, creating a devastating burst so destructive that one might find themselves tatching painful ricochets with firing at a too-close target.

**Concussive:** These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning.

**Kickback:** A kickback weapon is extra powerful and difficult to use due to its high recoil. A kickback weapon deals 1 additional damage with all attacks. Firing a kickback weapon gives a -2 circumstance penalty to the attack roll, but characters with 14 or more Strength ignore the penalty.

**Scatter:** This weapon fires a cluster of pellets in a wide spray. Scatter always has an area listed with it, indicating the radius of the spray. On a hit, the primary target of attacks with a scatter weapon take the listed damage, and the target and all other creatures within the listed radius around it take 1 point of splash damage per weapon damage die.

**Critical Specialization:** Firearm: The target must succeed at a Fortitude save against your class DC or be stunned 1.