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Technology has progressed extraordinarily quickly in the past two centuries with the discovery of magic crystals. The expansion of technology during wartime skewed the direction of development towards militaristic, with more uses being discovered for use in combat than use in general utility. Crystals find their use in two different forms:

> Because of the inefficiency of using pure chunks of crystal as power sources, a method of 'binding' was developed. Using this method, a piece of material is ethereally tied to a major crystal source. The specifications of this tie upon creation allow the bound material to draw only as much magic as it needs from a source. This method is typically used in discrete-use tasks, such as some ammunition.

> Raw crystals have their uses in non-discrete tasks where energy needs to be pulled for an extended amount of time. In this use, the crystals act like batteries. These crystal battery packs, or CBPs, find their uses in powered armor, engines, mechs, generators, some specialized weaponry, and other utilities. Mobile CBPs typically have a charge-capacity, or power, of upwards of 1,000.

Further, some technology depends on an alternate form of energy discovered during the war: souls. It was discovered that the magical potential of souls could be harnessed, pulling massive amounts of energy through the body's connection with the ethereal plane. Overbearing the soul's channels in this manner is often destructive, ending in the annihilation of the soul and body, but some advancements have learned to control the amount of energy siphoned and use it in body-bound technologies, with a much more dynamic use than the crystal energy. Such uses include mech bodies or bio-enhancements.

Description of properties:

-**semi-auto:** weapon fires one shot at a time.

-**automatic:** the weapon can be used as a semi-auto, but can also be used to fire bursts of rounds when the trigger is held. This burst affects all targets in a line, dealing damage immediately to any target in the line, and to any that start their turns in the affected line if the trigger is held. Each round the trigger is held consumes 25 bullets.

-**stun:** the weapon has a 50% chance to stun the target for 1 round on a hit.

-**consumable:** the weapon is consumed upon use.

-**CBP:** the weapon does not function on shells, but instead by being charged with a crystal battery pack. The weapon must be recharged at a CBP when empty. When attached to a CBP, these weapons have a capacity equal to the power of the CBP.

-**Modulable:** this weapon can be modified with a scope, a dark vision lens, ammo drums (allows automatic use), a silencer, or other.

-**long-ranged:** this weapon has disadvantage on attacks made within 50 feet / 10 squares.

-**grappling:** can attach to targets and pull up to 100 pounds or lift 300 pounds of weight.

-**heavy:** this weapon imposes disadvantage on all attack rolls unless the H-Belt item is worn and attached.

Civilian-Grade Munitions

Weapon	Damage	Capacity	Range	Properties
Azuba 5-80 Pistol	1d8	5	50 ft / 10 sq	semi-auto
Hester Hunting Rifle	1d10	5	150 ft / 30 sq	semi-auto
Azuba 3-13 Stun Gun	-	3	50 ft / 10 sq	stun
Flare	-	-	30 ft / 6 sq	Consumable
Utility Torch	1d8	3	Touch	CBP

Military-Grade Munitions

Weapon	Damage	Capacity	Range	Properties
Azuba 12-12 Pistol	1d8	8 *std	50 ft / 10 sq	Modulable, semi-auto
Ziporah Combat Rifle	1d10	8 *std	150 ft / 30 sq	Modulable, semi-auto
Morgan Full-Auto	1d6	100 *std	60 ft / 12 sq	Modulable, automatic
Hester Field Rifle	2d10	3 *std	1000 ft / 200 sq	Modulable, long-ranged
Hookshot	1d10	1	300 ft / 60 sq	Grappling
Nimble HH120 Flamethrower	2d10	*special	50 ft / 10 sq	CBP, AOE, heavy
Nimble HH33 Railgun	3d10	1	200 ft / 40 sq	CBP, Heavy
Nimble HCR15 Resonator	5d6	1	100 ft / 20 sq	CBP, Heavy, stun
Ziporah-58 Grenade Launcher	*special	4	100 ft / 20 sq	Heavy, AOE

Azuba 5-80 Pistol: This is a typical self-defense weapon for those civilians that can acquire one. The pistol is light, with 5 round clips.

Hester Hunting Rifle: The rifle has taken more common use for hunters and farmers than the bow, though requisitioning ammunition is a hassle for some. The rifle has a decent range and sports 5 round clips.

Azuba 3-13 Stun Gun: The stun pistol is easier to acquire for many than a general pistol. The pistol functions by sending the typically-deadly crystal energy through a dampening filter before firing. The pistol has a 50% chance to stun the target upon a hit.

Flare: Flares produce a bright red light when struck, emanating in a 20-foot radius. The flare burns for 10 minutes.

Utility Torch: A utility torch is a handheld tool intended to cut through objects with great speed. When activated, the torch emits a beam of highly focused light, cutting and burning through surfaces up to 6 inches away. The torch also functions as a blow torch to weld metals together and repair machines.

Azuba 12-12 Pistol: Significantly heavier duty than a civilian pistol, the pistols used in Office 7 allow modular attachments. The standard clip is 8 rounds, though extended magazines can be used.

Ziporah Combat Rifle: Military grade rifles differ from hunting rifles in their ability to accept modular attachments. The military rifle has a standard clip of 8 rounds, but can be modified with a drum or extended magazine.

Morgan Full-Auto: The Morgan Full-Auto is the only commonly commissioned automatic rifle. The Morgan uses smaller rounds, but fires them at unparalleled speed, making for a deadly weapon to clear fields or mow through chokeholds. The Morgan traditionally uses an ammo drum, but can be outfitted with a bullet-belt to increase capacity.

Hester Field Rifle: Sniper rifles offer long-ranged combat techniques. The rifle is automatically outfitted with a scope, but can still accept other attachments. The rifle is less effective at close ranges.

Hookshot: An hookshot looks like a rifle with a small spike protruding from its barrel. When fired, an hookshot launches the spike with a muffled bang. The spike trails an incredibly strong and thin metal cable behind it. An instant after the spike punches into a solid target, tiny spurs lance out of it, anchoring the spike in place. An hookshot's cord is long enough to allow the grapnel to reach its maximum range of 300 feet, and the internal retraction motors are strong enough to hold up to 300 pounds of weight. If the grapnel misses its target, it can be rewound into the gun as an action; reattaching the grapnel to the gun barrel is a bonus action. If it strikes a creature, it remains lodged in the target and connected to the rifle and its wielder by the metal cord. If the wielder retracts the cord while it's attached to a creature or mobile object, the hookshot can pull no more than 100 pounds at 20 feet per turn.

Nimble HH120 Flamethrower: The flamethrower mixes the violent energy produced from the crystals with spraying oil, sending the mixture in a 50 ft line. The flamethrower requires an attached CBP to function, but can be used a number of times equal to the CBP's power (as long as oil is continually provided). The flamethrower requires 0.5 L of oil for each 50 ft line it creates.

Nimble HH33 Railgun: The railgun uses the crystal energy to bring a chamber to super-pressurized limits and releases that pressure to fire a physical piece of ammunition, usually a spike of metal, at extremely high velocities. The railgun needs to be attached to a CBP to function, at which point its capacity becomes equal to the CBP's power.

Nimble HCR15 Resonator: The resonator is one of the military's most powerful declassified weapons. When fired, the resonator's complicated workings send the energy of the CBP into directly affecting all souls within a 100 ft line. The resonator makes an extraordinarily loud screeching noise when fired, and it tears apart the souls of the targets by interfering with the resonances that their souls create on the ethereal plane. This technology was developed only within the last few years.

Ziporah-58 Grenade Launcher: The Ziporah-58 is capable of accurately launching any grenades up to 100 feet. Unique to the Ziporah-58 is the arcing ammunition, making it ideal for firing into windows in cities or towns.

<h1 style="text-align:center">Other Military Grade Munitions or Modifications:</h1>

Grenades: grenades can be thrown up to 50 ft, or fired from a grenade launcher.
> -Standard detonator: standard explosive grenade, does 4d6 damage in a 10 ft radius burst.
> -flash bomb: emits an extremely bright light when used, prompting a DC 15 CON save within a 10 ft radius burst to avoid being blinded for 1d4 rounds.

Scope: the military grade scopes attachable to modulable pistols and rifles double the effective range of the weapon and grant a +1 bonus on attack roles.

Night vision Lens: the night vision lens attachment grants dark vision 30 ft when looking down the scope.

Ammo Drums / Extended Mag / Belt: these dynamic magazines give modular weapons a greater round capacity. Typical extended magazines are 20 rounds, while a drum holds 100. Drum magazines are typically only used for automatic rifle setups as they only hold lower-caliber bullets suited for the Morgan Full-Auto. Ammo belts can range in length from 100-400 small rounds for the Morgan Full-Auto.

Silencer: The silencer screws onto the end of the barrel and dampens the burst of the spell. A silenced weapon is not completely silent, though it imposes a DC 16 perception check to notice shots nearby.

Trauma Kit: A trauma kit is used to aid in battlefield injuries. A trauma kit can be used as an action to heal 1d8 damage and stop bleeding, but the kit must be administered by another character. The kit can be used 5 times before its supplies need to be refilled.

Filtering Mask: This mask is often used by both military and civilians. The mask covers the entire face and filters all air coming in. The mask also completely dehumidifies the air, making it uncomfortable to breathe through for long periods of time.

Comm Set: Managed and created by Office 8, comm sets are handheld devices that allow almost instantaneous communication between two or more devices. Most comm set usage is recorded.

H-Belt: H-Belts are special mechanized harnesses to help military personnel handle large weaponry. Without an H-Belt, heavy weapons are fired with disadvantage. An H-Belt takes a bonus action to attach to a weapon.

<h1 style="text-align:center">Military Grade Other</h1>

HEV Suit: The Hazardous Environment suit acts to completely isolate the wearer from the environment, giving immunity to poison and disease and resistance to fire, ice, sonic, and shock damage. The suit can block all sound from the environment if needed, giving the wearer immunity to spells or effects that rely on the target hearing the effect. During these times of auditory shutdown, the wearer can only hear sounds from the suit's comm set. The suit is made of durable leather over layers of insulation and woven padding, granting a +4 AC bonus at the cost of slowing the wearer by 10 ft per turn.

Suggestions? Run it by me and we'll see if the military labs have already made it. If they haven't, they might be able to make custom items upon requisition!