



# Weapons D6 / VerdantTech Shocklance

## VerdantTech Shocklance

Commonly used by many slavers, riot police and beings whose job it is to control other sentients, is sort of a juiced up version fo the stun baton. It is larger, at 4 and a half feet long, with a powerful cell built into it to deliver a stronger than usualk sutn current through the conductive outter coating and into it's victims. It's length not only allows more pwoer and larger energy life, but it keeps enemies at bay holding them back to a safer distance so they cannot brawl or use most melee weapons themselves. This has become a popula mounted officer's weapon for crowd and riot control.

Model: Verdant Technologies LTT-9 Shocklance

Type: Stun Weapon

Scale: Character

Skill: Melee combat: Shcoklance

Cost: 750

Availability: 2, R

Difficulty: Easy

Damage: Str+3D(stun)

Notes: The user may also with his blow attempt to kncock his opponent down or back. The user gets a +1D bonus to the opposed strength roll amde. If the user wins the target is knocke ddown in addition to the stun charge or is knocked back 1 full emter in addition to the stun charge.

Powerpack Lasts for 5 hours.

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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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