Equipment D20 / Merr-Sonn PXI-3 Pulse Blast

Merr-Sonn PXI-3 Pulse Blaster Rifle

After Merr-Sonn introduced their PXI-2 heavy blaster rifle they began experimenting with an upgraded version. Engineers at Merr-Sonn Munitions began integrating pulse technology into the PXI-2 which they believed would increase the firepower as well as the range considerably.

The pulse technology differs somewhat from a standard blaster in that it doesn't fire a bolt of energy but a highly concentrated ball of energy. The amplification required to form such a ball of energy put a great power drain on the weapon, reducing the total number of shots available to only one fourth of what the PXI-2 heavy blaster rifle had in return for only a marginal increase in firepower and a significant one in range.

Model: Merr-Sonn PXI-3 Pulse Blaster Rifle
Cost: 2,000 (power packs: 25)
Damage: 4d8+1
Critical: 19 - 20
Range Increment: 50 m
Weight: 4.1 kg
Stun Fort Save: DC 18
Type: Energy
Size: Medium
Group: Blaster Rifle
Ammo: 25
Game Notes: A 1d6 roll of "1" indicates that the pulse blaster rifle has locked into an overload mode and will explode in two rounds. A moderate Repair roll may be made the next round to prevent an explosion. If the Repair roll fails by more than 5 then the pulse blaster rifle explodes doing 3d10 damage in blast radius of 2 meters. If the roll is successful then the pulse blaster rifle will not explode and may be fired again in the next round. If no roll is made then the pulse blaster rifle will explode 2 rounds after the roll doing 3d10 damage over a 2 meter blast radius.

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