Equipment D20 / RahlTech Charger Rifle

RahlTech Charger Rifle

This weapon is RahlTech's most recent developement available to the public. They have actually had the idea of making a blaster able to store energy for greater damage for a few years but have just figured out how to make it work. The CR-1 looks like the Stormtrooper-1 Blaster Rifle with a thicker barrel to allow room for capacitors which store the energy.

Model: RahlTech CR-1
Cost: 3000
Damage: 3d8*
Critical: 19 - 20
Range Increment: 7 m
Weight: 4.1 kg
Stun Fort Save: DC 18
Type: Energy
Size: Medium
Group: Blaster Rifle
Ammo: 100
* For every 1 round spent charging the rifle, 3 is added onto the damage.
Each round spent charging costs 1 energy unit from a power pack. The damage cannot exceed 6d8.

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