



Weapons D6 / VerdantTech Shocklance

VerdantTech Shocklance

Commonly used by many slavers, riot police and beings whose job it is to control other sentient, is sort of a juiced up version of 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 usual stun current through the conductive outer coating and into its victims. Its length not only allows more power 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 popular mounted officer's weapon for crowd and riot control.

Model: Verdant Technologies LTT-9 Shocklance

Type: Stun Weapon

Scale: Character

Skill: Melee combat: Shocklance

Cost: 750

Availability: 2, R

Difficulty: Easy

Damage: Str+3D(stun)

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

Powerpack Lasts for 5 hours.

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