



Weapons D6 / Arbitron: Electric Pulse

Arbitron: Electric Pulse Weapon

The EP-W is a seemingly normal metal rod until you meet the electric field that is emitted from the tip for a brief moment. The end of the staff is pointed away from the user and a pulse of intense electricity blasts from the end in a forward cone that can take down almost anything. An unobtrusive wire runs from the staff to a backpack containing a battery that powers it. Though originally advertised as a self defense tool, the EP-W was quickly picked up by thieves and thugs for their less reputable business.

Model: Arbitron's EP-W

Type: Electric staff

Scale: Character

Skill: Melee Combat: EP-W

Ammo: 3

Cost: 5,650 credits

Availability: 4, X

Fire Rate: 1

Difficulty: Moderate (if difficulty is not met user shocks him/herself)

Range: 0-2/3/4

Damage: 7D/5D/2D, 6D/4D/1D (stun)

Game Notes: After each shot the EP-W must be allowed to cool down for five minutes. If cooling is not allowed, it will overload and possibly explode doing 8D damage to everyone within 2 meters.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ben Studebaker, HTML and logos done by FreddyB

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