Weapons D6 / Humbler Stun Device



HUMBLER STUN DEVICE

The Humbler Stun Device, often called a "shock stick", is a purple colored, non-lethal electrical baton weapon used by the UNSC Marines and law enforcements mostly for "motivating" and/or subduing others in a temporarily painful way, but with no long-lasting effects. The humbler temporarily shorts out it's victim's nervous system, generally resulting in loss of voluntary urinary functions.

Model: Humbler Stun Device
Type: Physical disabling tool
Scale: Character
Skill: Melee Combat: Humbler
Rate of Fire: 1
Ammo: 100 (battery pack)
Cost: 150 cR
Availability: 2, R
Range: Close Combat
Difficulty: Easy
Damage:
-Melee: Str+2D
-Stun: 7D

GAME NOTES:

-STUN: As a device intended to "stun" targets, armor is not added to rolls to defend against its stun efects. However, it can be used to deliver both stun and melee damage in a single attack. Armor would be used to defend against the melee damage, but not the stun damage. Energy shields, however, do aid in defending against these stun devices.

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Some of the instances where the Humbler Stun Devices were used:
-When the SPARTAN-II candidates first arrived at Reach in 2517, the batons were used by Chief Petty Oficer Mendez to "motivate" them at first, though they soon grew to cooperate with him and the devices were not needed.
-The Humbler Stun Device was also used by Office of Naval Intelligence interrogators on Insurrectionist prisoners.
-They were also used by bouncers at a Chicago club, at which they tried to use the devices on Sgt. Avery J. Johnson.

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