



Weapons D6 / The Staff of Re

The Staff of Re

Model: [unknown; alien artifact]

Type: Combat laser staff

Scale: Character

Skill: Blasters: Staff for ranged effect; Melee Weapons: Staff for close combat

Ammo: 110 (rechargeable, no power pack)

Cost: Not Available For Sale

Availability: Not Available for Sale

Fire Rate: 2

Range: 4-30/90/175

Blast Radius: 0/1/2/3

Damage: 6D/3D/2D/1D for laser, STR+2D+1 for melee attack (mostly due to length, but also due to shape design and to bulk)

Game Notes:

Staves of Re are 2.25m long, 0.04m in diameter and made of a light-weight metal alloy [as yet unidentified]. However, the Staves are very strong and durable. Treat as having a structural strength of 4D+2. The Staves are "spoon" or "scoop" shaped at one end (.2m wide) and have an oval bulge at the other end (0.08m in diameter). The oval bulge is in fact a guard sheath for the laser and splits open when the laser is activated. The Staves require two hands.

The laser must be activated (allowing the guard sheath to snap open and the capacitor to charge for 2 seconds) before firing. This counts as one action. The laser bolts are extremely high-energy EM radiation with an orange-yellow colour for easier targeting. The force of a direct hit has such an impact that live targets must make a Moderate DEX roll to remain standing or be thrown 2-5 metres, possibly sustaining additional damage. The laser also has a small blast radius effect.

The Staves are effective melee weapons, being able to take extensive punishment in combat and delivering powerful blows due to the length of the staff (leverage).

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