Sweetfeather's Armory

A collection of Starfinder creations from the mind (and table) of Jerad Bailey

- Weapons
  - Weapon Special Properties
  - Long Arms

Weapons

A collection of weapons available from Sweetfeather's armory.

Weapon Special Properties

Slug-Thrower

A weapon with the slug-thrower special weapon property may expend kinetic ammunition in addition to the weapon’s normal battery usage to achieve enhanced effects. A slug-thrower weapon has a second magazine which can hold longarm ammunition as though it were a kinetic weapon (capacity and usage depend upon the weapon’s level). The kinetic ammunition can be loaded into the weapon’s chamber as a move action, allowing the weapon’s next attack to deal damage equal to the listed amount, bypass piercing damage reduction, gain the breaching weapon special quality, and the knockdown critical effect.

A slug-thrower weapon may not fire any kinetic ammunition without being accompanied by the energy necessary to fire a normal energy round.

Level 1-5 Capacity 4; **Usage** 1
Level 6-10 Capacity 8; **Usage** 2
Level 11-15 Capacity 12; **Usage** 2
Level 16-20 Capacity 16; **Usage** 2

Long Arms

Hand of Ion (Two-Handed)

Name	Category	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Hand of Ion, Mark I	Plasma	5	3,250	1d12 E&F	20 ft.	burn 1d4	20 charges	4	1	penetrating, slug-thrower (2d6)
Hand of Ion, Mark II	Plasma	10	22,000	2d12 E&F	20 ft.	burn 2d4	40 charges	8	1	penetrating, slug-thrower (4d6)
Hand of Ion, Mark III	Plasma	14	95,600	4d12 E&F	30 ft.	burn 4d4	80 charges	8	1	penetrating, slug-thrower (8d6)
Hand of Ion, Mark IV	Plasma	20	864,000	8d12 E&F	30 ft.	burn 8d4	100 charges	10	1	penetrating, slug-thrower (18d6)