

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) |