

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, <u>slug-thrower</u> (2d6)
Hand of Ion, Mark II	Plasma	10	22,000	2d12 E&F	20 ft.	burn 2d4	40 charges	8	1	penetrating, <u>slug-thrower</u> (4d6)
Hand of Ion, Mark III	Plasma	14	95,600	4d12 E&F	30 ft.	burn 4d4	80 charges	8	1	penetrating, <u>slug-thrower</u> (8d6)
Hand of Ion, Mark IV	Plasma	20	864,000	8d12 E&F	30 ft.	burn 8d4	100 charges	10	1	penetrating, <u>slug-thrower</u> (18d6)

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