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

Created 2020-05-07 15:36:30 UTC by JLeeBly
Updated 2020-05-24 17:35:50 UTC by JLeeBly