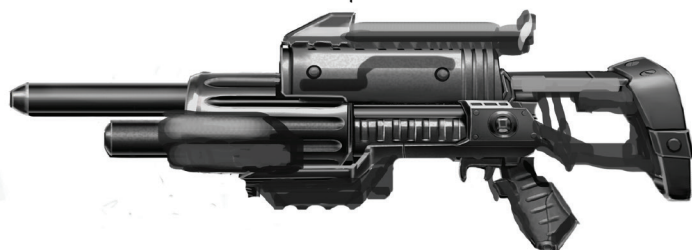
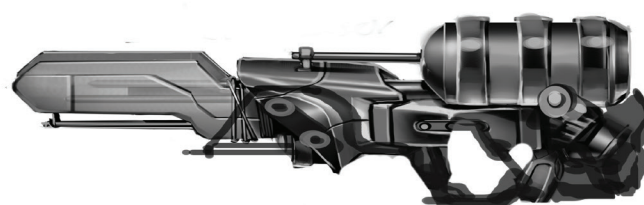




LOUIS PORTER JR.  
DESIGN

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## EQUIPMENT QUIRKS AND FLAWS

When adventurers seek weapons, armor, and other equipment, they need look no further than the nearest specialty store, arms dealer, or illegal market. For the most part, the plasma rifle or grav car offered for sale at one locale is the same plasma rifle or grav car found at any shop or dealer throughout the galaxy. Weapons, armor, and other equipment vary by level, price, and statistics, but otherwise possess no distinguishing features to set them apart from one another.

The following optional system introduces a way for the GM to differentiate similar pieces of equipment from each another. The system gives individual equipment a bit of personality without significantly altering game statistics or item level. This helps when the GM gives

out equipment as treasure or salvage, and it also helps to differentiate items sold by one dealer to the next.

The system uses quirks and flaws. Quirks represent minor benefits or improvements to the item, some of which come into play only under specific circumstances. Flaws, on the other hand, represent minor problems or bugs in the equipment that can, on occasion, cause complications for the user. As described below, some attributes apply only to certain equipment categories, such as weapons or armor, while others can apply to any category that makes sense.

To use the system, the GM applies one or two quirks and an equal number of flaws to an item. The GM decides if these alterations are immediately apparent or if the user learns about them over time.



Written by Mark A. Hart

When designing equipment with quirks and flaws, the GM should try to balance the two. Adventurers may put up with a certain flaw if they view the device's quirks and other functions worth it; characters may not bother using an item if it offers more disadvantages than advantages.

## EQUIPMENT QUIRKS

**Accurate [any ranged weapon].** The weapon is exceptionally precise. The attack penalty for the second range increment is -1, rather than -2. Range penalties beyond the second increment are the standard -2.

**Ancient [any battery-powered item].** The weapon operates on long-forgotten principles beyond understanding of current science. Despite being powered, the device is considered to possess the analog property, making it immune to abilities targeting technology. The DC of any Engineering skill check to repair or identify the item increases by 10.

**Brutal [melee weapons with the archaic property].** This weapon features materials and crafting better capable of inflicting damage than its primitive design would normally permit. This weapon doesn't suffer from the damage reduction normally associated with the archaic property.

**Efficient [any battery-powered item].** The device's battery is treated as having 10% greater capacity than standard (round up).

**Exotic.** Strange or mysterious materials went into the item's construction, giving the equipment an unusual or alien appearance. The item has +5% additional hit points, or +1 hardness, or +2 to its Break DC compared to a standard piece of similar equipment. Due to the difficulty of working with the unusual materials, the repair DC of Engineering skill checks increases by +5.

**History.** Although this quirk often applies to weapons and armor, it can apply to any equipment. This item has a long and storied history discoverable through research or investigation. Perhaps it belonged to a legendary warrior or was worn by a renowned hero during his final stand. This history can be leveraged into at least a 5% higher selling price when dealing with a collector or similar interested buyer.

**Intimidating [weapon, armor].** A creature gains a +1 circumstance bonus on Intimidate checks while wearing, wielding, or displaying the armor or weapon.

**Lucky [weapon].** If the wielder rolls a natural 1 on an attack, once per day they can reroll and take the second result.

**Named [weapon, vehicle].** The equipment has a name, whether assigned by the current or previous owner. The name is stamped or inscribed on the item. Often, the owner forms a personal bond with the equipment, going so far as to ascribe a personality to it that may manifest in the form of another quirk or flaw.

**Possessive.** The equipment refuses to work correctly for anyone other than its rightful owner. Even if the equipment works for someone else, it does so in fits and starts. If anyone other than the owner attempts to fire or otherwise use the equipment, they must first succeed at an Engineering check (identify technology) with a DC equal to 10 + the item's level + the owner's Charisma modifier. If the check fails, they cannot activate the device. They can attempt another check on their next turn.

**Pristine.** The item appears as if it had just rolled off the factory line. It features a flawless, beautiful exterior free of dents, scratches, or imperfections. This quirk may also represent a new, fashionable, or state-of-the-art design in high demand—and thus difficult to acquire. The person wearing or carrying the device gains a +2 circumstance bonus to Diplomacy skill checks made to change attitude or +2 to Disguise checks when the GM deems the situation appropriate.

**Reliable.** The device never quits. It works when soaked, frozen, layered in mud, or even after years of neglect. In any situation where the item would become broken, it gains a saving throw with a +4 luck bonus to resist this condition.

**Responsive [vehicles].** The vehicle's steering and control systems are exceptional. The driver gains a +1 circumstance bonus to Piloting skill checks with this vehicle. In addition, taking control of the vehicle requires only a swift action, rather than a move action.

**Supercharged [weapon with the powered property].** When rolling damage with this weapon, a number of 1s equal to the item's level can be rerolled once per day. The second roll must be used.

**Tricky.** Activating the equipment requires special steps not apparent to an inexperienced user, even if they've used that model before. For example, a hover pod requires an extra step before it turns on; anyone unfamiliar with the pod must spend an additional action to activate it. Even then, the device activates on the first attempt only for its owner.

**Ultralight [one-handed weapon without the operative property].** The weapon is constructed with ultralight, advanced materials and boasts an elite layout, gaining the



operative property. This quirk can only be applied to a one-handed melee weapon with a bulk of L.

**Unique.** The equipment is one-of-a-kind. It may have been a prototype, or it may be the last of its model in existence. The item can be sold for +10% more than its standard value. The DC for repairing the device increases by +5. Reduce by 5 the DC of Culture checks made to locate or identify this item.

## EQUIPMENT FLAWS

**Alien.** The item was designed with another species in mind, thus making it more difficult to use or activate. The DC to Engineering checks to identify the item, disable it, or repair it increase by 5.

**Breached Containment [battery-powered weapon or armor].** The device's energy containment suffers from some sort of damage or flaw. As a result, the item exudes small amounts of harmful radiation after normal usage. After any situation where the device is activated, the wielder or wearer must make a Fortitude saving throw as if exposed to radiation, with the radiation dependent on the item's level: 1-8 represents low level radiation, 9-14 equals medium level, 15-18 equals high level, and equipment of level 19 or higher emits severe radiation levels.

**Bulky.** The item is built larger than necessary, perhaps due to outdated tech or inferior materials. Increase the device's bulk by 10% (round up). If the item normally has a bulk of L, it instead has a bulk of 1.

**Complex.** Thanks to poor design, the equipment proves more difficult or confusing to operate than necessary. The user suffers a -1 penalty on any skill check made while using this device.

**Cursed.** Functionally, the object works as intended, but on occasion it rebels against its user. Whenever an individual rolls a natural 1 on any d20 roll with this device, they must spend a Resolve Point or suffer a -2 penalty on their next check with that device. This flaw cannot be repaired or removed; a complete teardown of the equipment reveals no obvious defects. The expenditure of RP represents a sacrifice or similar tribute to mollify the item's spirit and evade the curse.

**Distinctive.** The equipment is garish, weird, or so exotic in design as to attract attention whenever it is used. It may also feature an unusual noise (such as a loud buzz or deep bass hum). Such an item might leave a distinctive signature, such as a specific damage pattern or easily recognizable tread. Bystanders and witnesses will remember seeing this device and its owner at any noteworthy event. Anyone attempting to

gather information regarding this device or its wielder gains as +4 circumstance bonus to their Diplomacy check.

**Experimental.** The device represents a prototype or a version that never made it past testing. It could also be a custom-built, bespoke item. It functions normally, but if it suffers the broken condition, the repair DC increases by 5. The GM may rule the device cannot be repaired due to lack of spare components.

**Illegal.** The item uses technology or components illegal or forbidden in civilized, law-abiding regions of the galaxy. Any individual arrested while in possession of this device suffers a -4 penalty to Bluff or Diplomacy checks made to avoid detention or further punishment.

**Inaccurate [ranged weapon].** The greater the range to its target, the worse this weapon's accuracy. The weapon's range increments are reduced by 10%.

**Inefficient [any battery-powered item].** The device draws too much power with each activation. With each use, this item draws one extra charge from the battery.

**Jury-Rigged.** Duct tape, scrap parts, and prayer hold the device together. Each time the device is used, there is a non-cumulative 10% chance it fails to function and becomes broken.

**Over-Heated [any non-archaic ranged weapon].** The weapon becomes hotter to the touch with each successive firing. After the first round of firing in combat, the weapon overheats on a d20 roll of 1, gaining the broken condition. The weapon can be repaired as a standard action with a successful Engineering check with the (DC = 10 + the item's level). In addition, the wielder must wear gloves, gauntlets, or similar hand protection or suffer 1d6 of fire damage each round they fire this weapon after the first. If the wielder lets the weapon cool for a full round (no action required), the weapon loses this broken condition and is no longer dangerously hot to the touch.

**Recoil [ranged projectile weapon].** When fired, the weapon recoils violently. When the full attack action is used to make two attacks with this weapon, the second attack suffers an additional -1 to hit penalty, for a total penalty of -4 on the first attack and -5 on the second. If this weapon possesses the automatic property and is fired in this mode, all attacks made after the first suffer a -1 penalty to hit.

**Temperamental [any item other than weapon or armor].** The device operates unreliably. It glitches without warning, while at other times it functions beyond its design. Whenever the wielder makes a skill check using this item, they must first make a Charisma check with a DC equal to 10 + the item's

level. If they succeed, they add 1d4 to the check. If they fail, however, they subtract 1d4 from the check.

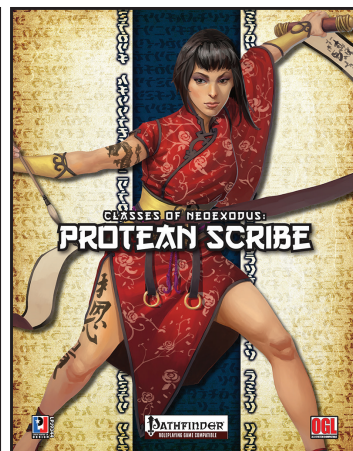
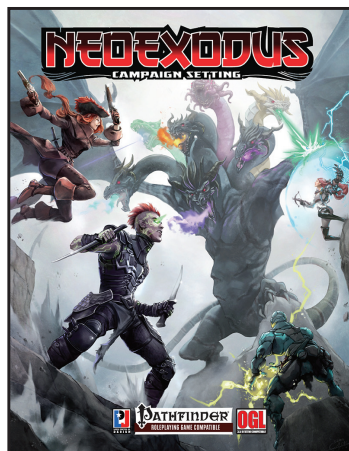
**Ugly.** Outwardly, the device shows heavy wear and tear, including dents, scratches, rust, and obvious damage. Despite its appearances, the item functions normally. The wielder or wearer suffers a -1 penalty to Diplomacy or Disguise checks under circumstances the GM deems appropriate. In other situations, however, this item could grant a +1 circumstance bonus to Disguise checks, such as a character attempting to appear destitute or rough.

**Underpowered [any battery-powered weapon].** The weapon underperforms. One of its damage dice decreases by one step (e.g., d8 becomes d6; d6 becomes d4).

# NEOEXODUS

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