

# Zero Space : Equipment

Characters use equipment to make their efforts more successful. Equipment makes it easier to pick a lock, repair a vehicle, hack a computer, hurt someone, or resist being hurt. Unless otherwise noted, equipment has a rating of 1, adding 1 to the character's action value (AV) when attempting a skill roll.

Nothing physically prevents a character in *ZeroSpace* from carrying weapons and driving vehicles: there is no character point cost associated with ordinary weaponry and vehicles. However, there may be legal or financial obstacles to obtaining such equipment, even if it's relatively commonplace. All equipment requires periodic maintenance, but this usually happens when it is convenient for the character. If a tool or weapon ceases to function at an inconvenient time, the character will probably be granted a plot point by the GM.

## Action Value

The action value (or attack value, or defense value) of a character using equipment is equal to one of the character's attributes (Brawn, Agility, etc.) plus the rating of the equipment being used, if any. When a character attempts a task, such as shooting a blaster, the player rolls 2d6, counts the dots, and adds the result to the character's action value (AV). This roll is compared to 2d6 plus a difficulty value or defense value (DV). If the player's roll equals or exceeds the target number, the character's attempt succeeds.

## Burst Fire Weapons

Weapons which fire multiple times per round, such as repeating blasters, usually grant a bonus die, and they might or might not do more damage than their single-shot equivalents (rating 4 instead of rating 3, for example). However, the attack is only resolved once. Whether the damage from an attack is inflicted by one discrete injury or twelve, it's all just one Ranged Combat roll. There's no "roll damage three times" mechanic like some game systems have.

## Explosives

Unless otherwise indicated, explosive attacks inflict damage to everyone within short range (10 m) of the target. The action value of the explosion diminishes with distance from the center. The action value is at its full value within half of the total radius, and one-half of its full value in the remainder of the explosion (round fractions down). For example, a fragmentation grenade with action value 7 would have its full action value from the center of the explosion out to a radius of 5

meters, and an action value of 3 from 5 meters out to 10 meters. The attacker rolls once for the explosion. Normally, each target in the affected area rolls individually against the attack, but if the GM prefers, she may roll once for each group of similar targets.

## Penetrating

If an attack is penetrating, any of the attacker's dice that show a "1" are re-rolled until the die rolls higher than 1.

## Reactive

If a defense is reactive, any of the defender's dice that show a "1" are re-rolled until the die rolls higher than 1.

## Armor

Armor provides protection against most forms of direct damage: anything which inflicts Endurance damage. The defense value (DV) of a character wearing armor is equal to their relevant defense attribute (Brawn for close combat, Agility for ranged combat) plus the rating of the armor. As always, this does not stack with energy shields or other forms of defense -- only the highest defense value applies.

Armor ranges from thin and light fabrics, virtually indistinguishable from ordinary clothing, to heavy self-contained suits which can't be mistaken for anything other than what they are. Assault armor often has additional features aside from its defensive properties, such as life support, communication gear, and so on.

Heavier armor restricts a wearer's movements. The effective Agility of a character wearing armor may be limited.

Table: Armor

Type	Rating	Cost	Notes
Light Tactical Attire	1	400 Cr	Maximum Agility 8
Medium Tactical Attire	2	800 Cr	Maximum Agility 7
Heavy Tactical Attire	3	1,600 Cr	Maximum Agility 6
Light Assault Armor	4	2,000 Cr	Maximum Agility 5
Medium Assault Armor	5	4,000 Cr	Maximum Agility 4

Heavy Assault Armor	6	8,000 Cr	Maximum Agility 3
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# Energy Shields

Energy shields provide protection against most forms of direct damage: anything which inflicts Endurance damage. The defense value (DV) of a character with an energy shield is equal to their relevant defense attribute (Brawn for close combat, Agility for ranged combat) plus the rating of the energy shield. As always, this does not stack with armor or other forms of defense -- only the highest defense value applies.

Energy shields can be incorporated in a variety of devices, from a belt to a pair of bracelets to a harness.

Heavier shields restrict a wearer's movements. The effective Agility of a character using an energy shield may be limited.

Table: Energy shields

Type	Rating	Cost	Notes
Ludax Safety Shield	1	1,600 Cr	Maximum Agility 8
Vizilian Lucent Shield	2	3,200 Cr	Maximum Agility 7
Zniss Personal Protection Screen	3	6,400 Cr	Maximum Agility 6
Zniss Professional Protection Screen	4	8,000 Cr	Maximum Agility 5
Koltsov Interference Generator	5	16,000 Cr	Maximum Agility 4
Shadefan Exo Force Field	6	32,000 Cr	Maximum Agility 3

# Close Combat Weapons

The attack value (AV) of a character making a Close Combat (Brawn) roll is equal to their Brawn plus the rating of the weapon. A character with Brawn 2 wielding a knife (rating 1) would have an attack value of 3.

Weapons which are described as being "two-handed" are more difficult to use with one hand. Someone making a Close Combat roll while holding a two-handed weapon with one hand incurs a penalty die on their attack.

Table: Close combat weapons

Type	Rating	Cost	Notes
Club	1	15 Cr	
Knife	1	25 Cr	
Spear	1	60 Cr	
Staff	1	15 Cr	Two-handed, no sweep attack penalty
Whip	1	20 Cr	
Hatchet	2	35 Cr	
Large Knife	2	40 Cr	
Machete	2	40 Cr	
Sword	2	50 Cr	
Crowbar	2	25 Cr	Two-handed
Stun Baton	2	150 Cr	Stunning <sup>1</sup>
Axe	3	70 Cr	
Great Sword	3	75 Cr	Two-handed, no sweep attack penalty
Vibroknife	3	250 Cr	
Siobhan Battlestaff	3	750 Cr	Two-handed, no sweep attack penalty
Teelau Spinning Blades	3	3250 Cr	Two-handed (one in each hand)
Great Axe	4	105 Cr	Two-handed
Monoblade Sword	4	1750 Cr	Variable length
Vibrosword	4	375 Cr	
Vibroaxe	4	500 Cr	
Zahatar Double Vibroaxe	5	1750 Cr	Two-handed, no sweep attack penalty
Kroy War Sword	5	2250 Cr	Two-handed, no sweep attack penalty

## 1. Stunning

# Psiblades

Psiblades (also known as laser swords, star blades, sun swords, and so on) are close combat weapons which project a beam of energy approximately 9mm in diameter and from 50 cm to 150 cm long. When deactivated, the weapon appears as a cylinder 25 to 30 cm long. Because psiblades are usually handcrafted by the wielder, no two are alike. They may be ornate works of art or simple unadorned tools.

The attack value (AV) of a character using a psiblade is equal to their Brawn plus the rating of the weapon. A character with Brawn 2 wielding a psiblade (rating 5) would have an attack value of 7.

Damage from a psiblade is penetrating: any of the attacker's dice that show a "1" are re-rolled until the die rolls higher than 1.

Psiblades usually have a "stun" setting. It is safe to assume that a given psiblade has such a setting, even if the user never enables it.

Psiblades are dangerous to those without the power of Premonition. The blade of a psiblade has no mass, which makes it difficult for the wielder to know where the blade is when she is not looking directly at it. If a character without Premonition fails an attack roll with a psiblade by more than three, they strike themselves with the blade and lose one Endurance.

Psistaves are essentially two psiblades attached at their bases. When deactivated, a psistaff appears as a cylinder 30 to 60 cm long (shorter psistaves typically extend in length to 50-60 cm when activated). A psistaff with both blades activated is even more dangerous to the wielder than a normal psiblade. If a character without Premonition fails an attack roll with a fully activated psistaff, even by one, they strike themselves with one of the blades and lose one Endurance.

A psilance is essentially a psiblade on a long spear-like handle. Psilances are less maneuverable than psiblades and psistaves, and much less concealable, but are much safer to wield. A character without Premonition who fails an attack roll with a psilance suffers no ill effects.

As with other two-handed weapons, someone making a Close Combat roll while holding a psistaff or psilance with one hand incurs a penalty die on their attack.

Table: Psiblades

Type	Rating	Cost	Notes
Psiblade	5	5000 Cr <sup>2</sup>	Penetrating <sup>1</sup>
Psistaff	5	10,000 Cr <sup>2</sup>	Two-handed, no sweep attack penalty, Penetrating <sup>1</sup>

Psilance	5	5500 Cr <sup>2</sup>	Two-handed, Penetrating <sup>1</sup>
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- 1. Penetrating
- 2. Not normally for sale

The energy blade of a psiblade is white when the weapon is first constructed, but gradually takes on a color based on the temperament of the user. Once this color is established, after a week or so of use, it does not change thereafter, even if the user does.

Table: Psiblade colors

Color	Temperament
Red	In a positive light, red indicates a healthy ego: someone powerful, sensual, passionate, and energetic. In a negative light, red indicates anger, an unforgiving nature, or anxiety.
Orange	In a positive light, orange indicates productivity and creativity: someone sociable, detail oriented, and courageous. In a negative light, it can indicate stress and addictions.
Yellow	Indicates optimism, and easy-going nature, inspiration, and intelligence.
Green	Indicates balance, growth, and a willingness to change. It is a strong indication of a love of people, animals, and nature.
Turquoise	Indicates a sensitive, compassionate nature, that of a healer or a counselor.
Blue	Indicates calm and focus. It is a strong indication of clarity, truthfulness, and an intuitive nature.
Indigo	Indicates a wielder of deep feeling, someone of profound intuition and sensitivity.
Violet	Indicates a sensitive nature and greater than average psychic potential. May also indicate an artistic temperament.
Lavender	Indicates a wielder of great vision and imagination.

# Short Range Weapons

Short range weapons are typically useful up to a distance of 10 meters. The attack value (AV) of a character making a Ranged Combat (Agility) roll is equal to their Agility plus the rating of the weapon. A character with Agility 3 wielding a pistol (rating 2) would have an attack value of 5.

Blasters usually have a "stun" setting. It is safe to assume that a given blaster has such a setting, even if the user never enables it.

Weapons which are described as being "two-handed" are more difficult to use with one hand. Someone making a Ranged Combat roll while holding a two-handed weapon with one hand incurs a penalty die on their attack.

Table: Short range weapons

Type	Rating	Cost	Notes
Pocket Blaster Pistol	2	300 Cr	
Target Blaster Pistol	2	450 Cr	attack bonus <sup>1</sup> if attacker does not move
Blaster Pistol	3	500 Cr	
Repeating Blaster Pistol	3	2000 Cr	attack bonus <sup>1</sup> (fires multiple rounds at target)
Stunner	3	350 Cr	Stunning
Blaster Carbine	4	900 Cr	Two-handed
Flamethrower	6	350 Cr	Two-handed, attack bonus <sup>1</sup> (wide spray), Terrifying <sup>5</sup>
Pacification Grenade	8	250 Cr	Exploding <sup>2</sup> , Sensory <sup>3</sup> , Stunning <sup>4</sup> , single use
Fragmentation Grenade	12	200 Cr	Exploding <sup>2</sup> , single use
Shock Grenade	12	250 Cr	Exploding <sup>2</sup> , Sensory <sup>3</sup> , single use
Incendiary Grenade	12	250 Cr	Exploding <sup>2</sup> , Terrifying <sup>5</sup> , single use
Stun Grenade	14	250 Cr	Exploding <sup>2</sup> , Stunning <sup>4</sup> , single use

1. Bonuses And Penalties
2. Exploding
3. Sensory
4. Stunning
5. Terrifying

# Medium Range Weapons

Medium range weapons are typically useful up to a distance of 50 meters. The attack value (AV) of a character making a Ranged Combat (Agility) roll is equal to their Agility plus the rating of the weapon. A character with Agility 2 wielding a rifle (rating 4) would have an attack value of 6.

Blasters usually have a "stun" setting. It is safe to assume that a given blaster has such a setting, even if the user never enables it.

Weapons which are described as being "two-handed" are more difficult to use with one hand. Someone making a Ranged Combat roll while holding a two-handed weapon with one hand incurs a penalty die on their attack.

Table: Medium range weapons

Type	Rating	Cost	Notes
Light Repeating Blaster Rifle	3	2000 Cr	Two-handed, attack bonus <sup>1</sup> (fires multiple rounds at target)
Pain Rifle	4	450 Cr	Two-handed, Stunning <sup>4</sup>
Sporting Blaster Rifle	4	800 Cr	Two-handed, attack bonus <sup>1</sup> if attacker does not move
Repeating Blaster Rifle	4	4000 Cr	Two-handed, attack bonus <sup>1</sup> (fires multiple rounds at target)
Heavy Blaster Rifle	5	1000 Cr	Two-handed
Heavy Repeating Blaster Rifle	5	6000 Cr	Two-handed, attack bonus <sup>1</sup> (fires multiple rounds at target)
Wrist Rocket	8	350 Cr	Single use
Pacification Cannon	8	800 Cr	Two-handed, Exploding <sup>2</sup> , Sensory <sup>3</sup> , Stunning <sup>4</sup>

- 1. Bonuses And Penalties
- 2. Exploding
- 3. Sensory
- 4. Stunning



# Long Range Weapons

Long range weapons are typically useful up to a distance of 500 meters. The attack value (AV) of a character making a Ranged Combat (Agility) roll is equal to their Agility plus the rating of the weapon. A character with Agility 3 wielding a cannon (rating 6) would have an attack value of 9.

Blasters usually have a "stun" setting. It is safe to assume that a given blaster has such a setting, even if the user never enables it.

Weapons which are described as being "two-handed" are more difficult to use with one hand. Someone making a Ranged Combat roll while holding a two-handed weapon with one hand incurs a penalty die on their attack.

Table: Long range weapons

Type	Rating	Cost	Notes
Sniper Blaster Rifle	5	9000 Cr	Two-handed, attack bonus <sup>1</sup> if attacker does not move, Penetrating <sup>3</sup>
Light Blaster Cannon	6	3000 Cr	Two-handed, fires every other round
Heavy Blaster Cannon	11	4500 Cr	Two-handed, Exploding <sup>2</sup> , fires every other round

- 1. Bonuses And Penalties
- 2. Exploding
- 3. Penetrating

# Tools

The action value of a character attempting a skill is equal to one of the character's attributes (Brawn, Agility, etc.) plus the rating of the tools being used. Simple or multipurpose equipment, such a general-purpose handheld computer or a pocket multitool, generally have a rating of 1. Ordinary equipment, such as a reasonably complete box of tools or a handheld computer with programs for specified tasks, would have a rating of 2. Special-purpose or very high quality equipment, such as a device designed specifically to bypass a particular model of security lock, would have a rating of 3.

Table: Tools

Type	Rating	Cost	
Breather	1	250 Cr	
CommLink	1	200 Cr	
Datapad	1	1000 Cr	
Dronelight	1	10 Cr	
Covert Tracking Device	2	1000 Cr	
Fire Suppressor	1	25 Cr	
Handcuffs	3	15 Cr	
Holocam	1	3000 Cr	
Macrobinoculars	1	600 Cr	
Multi-tool	1	250 Cr	
Navcomp	2	500 Cr	
Nightvision Goggles	2	1000 Cr	
Surveillance Microdrone	2	5000 Cr	

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