

Item Traits

Ammo (Type)

This item or weapon has ammunition, which is consumed when the item is used. The item specified is the item that is expended when the item is used.

Range (Tiles)

This item can be used in tiles not immediately next to the character using it during time-stress. Instead, the weapon may be used by targets up to the distance specified.

Breaking (Toughness)

Breaking items can break armor at, or below, the specified toughness.

Piercing (Toughness)

The item is able to ignore a piece of equipment that is guarding something if the piercing value is at, or above, the equipment's toughness.

Heavy

This item requires 1 extra stamina to use. For passive items, such as armor, that extra stamina is applied to movement.

Sluggish

Equipping this item requires 1 extra stamina.

Infused (Effect)

The item applies some status effect found in the status effects section.

Immunity (Effect)

The item has some property that allows it to block a status effect while not broken.

Ruckster (Breaking Chance)

Whenever the item is used, roll a D6. If the number is below the breaking chance, the ruckster core of the weapon shatters. It requires a reload with another muck core or ruckster core, or it can be repaired normally with spare parts.

Chained (Range)

The item is on a chain with a mechanism to reel in the item or to keep the chain at a specific length. These items can be anchored into something if its able to get past that things armor rating or toughness. After being anchored, the item can only go up to the chains range before needing to make contested checks against the user to drag them along. Chains may also have their maximum range decreased by the items user. Chains may be removed with a strength check that exceeds the items toughness.

Cover

The item is big enough it can be treated as cover, preventing attacks from being made against those hiding behind it.

Bonus

The item provides some level of bonus to some type of check. This is treated much like a profession. A bonus will have some category unique to the item, and when a check falls within that category (and the item is in use), the bonus adds an amount of dice to the dice pool. The amount is also dependent on the item, similar to how there are various levels of profession.

Illegal

Illegal items use forbidden technologies, which mostly matters for role playing purposes. Having items that are visibly illegal will get one into trouble should they step into anywhere under Gredo (including most Outposts). This is because these technologies are illegal under the Founder of Creation, which is considered a higher legal authority than Gredo.

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