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Introduction

From the Dawn of Time, human beings have ceaselessly quested for new and interesting things to bash one another with. In the spirit of this bold and noble endeavor, I present you here with no less than One Thousand and One new implements of bloody carnage, for all your science-fiction savagery needs. The future is a marvelous time to hurt people, and I applaud your decision to use it as a setting for your campaign. How can we be of service?

What You Will Find in This Book
Game statistics for one thousand and one weapons. In cases where a given weapon is likely to be widely used I have provided a basic version and then a few variants, so that if everyone in your game is running around with, say, Blaster Pistols, they won't all have to carry the same model.

What You Won't Find in This Book
You won't find materials relating to any specific game universe--I want you to be able to adapt this material as freely as possible to your own campaigns, so I have done my best to avoid using specific backgrounds for any of these weapons. There are one or two places where I couldn't resist, but for the most part they are totally generic.

Nor are there a lot of new rules to clutter up your game. We have a few new feats and Weapon Proficiencies, but no more than are absolutely required. Nothing here will force you to change any existing game mechanics. Ideally you should be able to fit these weapons into your game without anything but the Player's Handbook. A number of these weapons affect the mind, but you won't need the Psionics Handbook to use them. You won't even need D20 Modern (although the weapons in this book are all perfectly compatible with it).

You also won't find any attempt on my part to be absolutely comprehensive. I've provided you with weapons that I thought you might find fun and amusing, without trying to work out every last possible permutation and combination. Frankly, the Double-Bladed Chainsword is silly enough--do you really want me to come up with a "Chain-Axe" or a "Chain-Halberd" and make it even sillier? Nor would I try to rip you off by making a "Chain-Broadsword" a "Chain-Longsword" and a "Chain-Bastard Sword" and calling them three different weapons. It's my intention to give you the greatest possible mayhem for your dollar.

Using these materials in your SF D20 Campaign
The weapons listed here aren't intended for any one particular science fiction campaign setting-that's why so many of them have such generic names. Rather,

they are intended as a toybox you can pick and choose from. The items you like should fit seamlessly into your campaign and you can leave out the rest.

There may be places in the text where I suggest that a particular type of defense would work particularly well against a given weapon (for example I mention that there are types of reflective armor out there which will protect against lasers). These are only suggestions, entirely up to the DM to interpret. There are no defensive devices and no armor in this book—just weapons.

It is not inconceivable that a single science fiction universe might contain every one of the weapons listed here, but my intentions are really just to give you the widest possible list to choose from.

Game Balance and Massive Firepower

It's tough to maintain game balance when your players have access to hideously powerful weapons. As a general rule, the best way to combat the problem is to give their opponents the same kind of hardware, or better yet, different but equally powerful hardware (which of course is a lot easier to find when you have 1001 options to choose from). This does have a tendency to shift the focus of the game from the characters to their machinery, but then again a lot of science fiction is actually like that.

Still, let's face it--some of these weapons aren't really intended for Player Characters to lug around in their knapsacks. Alien artifacts gathering space-dust at the bottom of nameless ruins, or the twisted fruits of Mad Science, these items are really more suitable for cackling arch-villains, crazed cybernetic intelligences or Martian invaders to have in their arsenals.

Less civic-minded Space Heroes may decide to keep Doctor Ghastly's Diabolical Atomic Ray instead of destroying it or turning it over to the Ministry of Space. How to keep them from using it to blackmail the world themselves (or at least to win barroom brawls)?

One good way is to make it either impossible or prohibitively expensive to replace a Wonder Weapon's power source. To keep your players from feeling jerked around when you do this, I've already done it for you. So if you're wondering why so many of the most powerful weapons in this book have such limited and/or expensive ammunition, that's why.

Any weapons powerful enough to disrupt a whole campaign (or to be the focus of one) are clearly marked as such in the text. It is still a good idea to carefully consider the effect that a given weapon will have on your game before you introduce it. This is actually easier to do than most manuals on Gamemastering claim. A little foresight and you'll be fine.

A Few Words About Money

Money is a crucial element of most Science Fiction campaigns. If anything, SF games are even more money-driven than fantasy games, since more equipment is for sale and it can do more for you.

The precise cost of an item that a character wants can have a big effect on the decisions they make, so the DM should feel free to fiddle with any and all of the prices given here. These are approximations, based on what things might be like in a typical "Space Opera" universe in a society not too unlike our own. Your universe (or the demands of your plot) could be very different

You may notice that all prices are listed in "Units." What's a Unit? It's a generic piece of currency, equal in value to roughly 1 American Dollar, or one Silver Piece. I frankly don't know what kind of currency you'll use in your game, whether you'll call it "Credits" or "new-Dollars" or "Neo-Yen", so I thought I'd just give it to you in the equivalent of SP and let you take it from there.

Most D20 science fiction roleplaying games use actual money instead of the D20 Modern system of Purchase DCs. This is to be expected, since most science fiction heroes, like their fantasy counterparts, are shabby characters who don't have 401 K plans or Savings Accounts to keep track of, and whose fortunes rise and fall dramatically with their adventures. Their wealth is easy to keep track of, without getting bogged down in the details of interest rates and escrow.

For those of you who find it easier to use Purchase DCs (or who are operating in a game environment where it just makes more sense to do it this way) I have provided purchase DCs on each of the weapons in this book. However, they are even more fluid and approximate than the listed prices. The Purchase DCs in D20 Modern are based on a set of common assumptions about the world that you can't really make about most science fiction settings. In an SF game, how tough it is to acquire a given weapon depends largely on what kind of world you are living in.

One society might license firearms so strictly that anyone as shady as a typical Player Character would have to buy them on the black market. Another might sell hand grenades in vending machines at the airport. It's all up to the DM, ultimately, although I'm happy to give you some guidelines.

A Word About Automatic Weapons

Modern games have very specific rules for autofire weapons. The core rules do not.

Rather than re-invent the wheel, I've imported the OGL autofire rules from Modern (which will also help make the Revised Edition more compatible with the new Science-Fiction variant of D20). At the risk of presuming on your patience, here's how autofire works. My apologies if you've heard this before.

If a ranged weapon has an automatic rate of fire, a character may set it on "autofire." Autofire affects an area and everyone in it, not a single specific target. The attacking character targets a 10-foot-by-10-foot square and makes an attack roll; the targeted area has an effective Defense of 10. (If the character does not have the Advanced Firearms Proficiency feat, they take a –4 penalty on the attack roll.)

If the attack succeeds, every creature within the