

## EMP Blaster

Weapon	Cost	Damage	Range	Size	Weight	Type
EMP Blaster	20,000 cr	5d6	60 ft. cone	Large	20 lbs.	EMP Burst

The EMP blaster is designed to take out electronic equipment. It fires an intense EMP burst in a 60 ft. cone doing 5d6 damage to all electronic devices in the area of effect, including robots, soulmechs, and creatures with neural sockets. The damage ignores item hardness and any other defenses not specifically intended to ward off EMP bursts (note that energy protection spells, such as *Endure Elements*, can choose EMP as an energy type and are effective against all EMP burst effects).

EMP protection upgrades, both mechanical and magical, are available for most equipment, soulmechs, robots, and creatures with neural sockets, as well as EMP shielded carrying cases and backpacks.

Creatures with neural sockets are particularly susceptible to EMP bursts, and must make a fortitude save (DC equal to the damage taken) or be stunned for 1 round per 5 points of damage taken.

Note that EMP damage in no way affects the structural integrity of an item, it only fries the sensitive electronic circuits. For example, electronic handcuffs that are destroyed by an EMP burst do not necessarily open, and are just as hard to break out of (unless the electronics was enhancing them of course).

Because of the potential havoc they can reek in modern cities, EMP weapons are all highly restricted military weapons, and are only available to normal citizens on the black market.

Creating the EMP burst takes a considerable amount of energy. An EMP blaster is powered by a Standard energy cell which only allows for 2 shots. The weapon is Large and bulky and usually takes two hands to use.