

Magitech Monthly

Issue Two



WEAPONS TECHNOLOGIES



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ISSUE 02: WEAPONS TECHNOLOGIES

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About Golden Glyph

Coming out of central Arizona, Golden Glyph was formed by Kristopher Cruz in 2016 to create quality Pathfinder and Starfinder Roleplaying Game compatible products. He desired to fill niches with creative, easily grasped content that excites the imagination. As an author, Kristopher Cruz has experience in detailed, immersive world building and creative fantasy designs.

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Welcome to Magitech Monthly!

Your subscription to this info-mailer will bring you wonderful news about innovative and exciting magic, technologies, and lifeforms as Quantech United, our sponsor, discovers them! Join us as we explore the galaxy both near and far!

In this issue, we address advances in Quantech United's projectile weapons technologies. Now these new weapons are available to be purchased through any online retailer. Schematics to construct your own using one of Quantech United's Flash Fabricators are also available for purchase.

These man-portable magnetic coil weapons are optimal for ground-based engagement, where cover is often found everywhere! All rail weapons flash fabricate slugs from a standardized materiel block, which means you can use the ammunition block with any Quantech United rail weapon!

What does this mean?

Magitech Monthly is split into two parts, one half is entirely in-character for the setting, and the other half contains the nitty-gritty mechanical bits and bobs that make the things work behind the scenes. Anything captured in one of these text windows is strictly out-of-character information!

These coilguns are pricey, but very tactically useful weapons capable of hitting anything in a line due to its penetrating power. However, the small size of the projectile means that the damage isn't absurdly high.



The Rail Pistol line of weapons are excellent in handling close quarters engagements, while still remaining perfectly portable!

Rail Pistols - Small Arms									
Weapon	Level	Price	Damage	Range	Critical	Capacity	Use	Bulk	Special
Rail Pistol 1	3	1800	1d4 P	30	-	10 slugs	1	L	Line, Penetrating
Rail Pistol 2	8	17,500	2d4 P	60	-	10 slugs	1	L	Line, Penetrating
Rail Pistol 3	13	42,000	4d4 P	90	-	20 slugs	1	L	Line, Penetrating
Rail Pistol 4	18	380,000	6d4 P	90	-	40 slugs	1	L	Line, Penetrating



The Rail Repeater line of weapons excel in sending streams of magnetically accelerated death at your enemies!

Rail Repeater - Longarms									
Weapon	Level	Price	Damage	Range	Critical	Capacity	Use	Bulk	Special
Rail Repeater 1	2	520	1d6 P	50	-	10 slugs	2	1	Automatic, Line
Rail Repeater 2	7	6,900	2d6 P	60	-	20 slugs	2	2	Automatic, Line
Rail Repeater 3	12	40,800	4d6 P	60	-	40 slugs	2	2	Automatic, Line
Rail Repeater 4	17	320,000	6d6 P	80	-	40 slugs	2	3	Automatic, Line



This rail sniper line of weapons allows for high-powered fire upon targets, who get hit literally before the sound of the shot can reach their ears!

Rail Sniper - Sniper Weapon									
Weapon	Level	Price	Damage	Range	Critical	Capacity	Use	Bulk	Special
Rail Sniper 1	4	3,800	1d10 P	50 ft	-	10 slugs	5	1	Line, Sniper (250 ft), unwieldy
Rail Sniper 2	10	11,200	3d10 P	50 ft	-	20 slugs	5	2	Line, Sniper (500 ft), unwieldy
Rail Sniper 3	14	90,500	5d10 P	50 ft	-	20 slugs	5	2	Line, Sniper (750 ft), unwieldy
Rail Sniper 4	20	800,400	10d10 P	50 ft	-	40 slugs	5	3	Line, Sniper (1200 ft), unwieldy



The rail cannon line of weapons uses multiple high powered magnetic coils to deliver astounding kinetic force with each shot fired!

Rail Cannon - Heavy Weapon									
Weapon	Level	Price	Damage	Range	Critical	Capacity	Use	Bulk	Special
Rail Cannon 1	7	12,000	2d12 P	60 ft	Wound	10	2	3	Line, Penetrating, unwieldy
Rail Cannon 2	12	45,800	4d12 P	60 ft	Wound	10	2	4	Line, Penetrating, unwieldy
Rail Cannon 3	16	360,500	6d12 P	90 ft	Wound	20	2	4	Line, Penetrating, unwieldy
Rail Cannon 4	20	600,000	9d12 P	120 ft	Wound	40	2	5	Line, Penetrating, unwieldy

Ammunition - Slugs						
Standard Ammunition	Level	Price	Slugs	Bulk	Special	
Materiel Block	1	80	10	L	-	
High Capacity Block	5	400	20	L	-	
Ultra Capacity Block	8	620	40	L	-	

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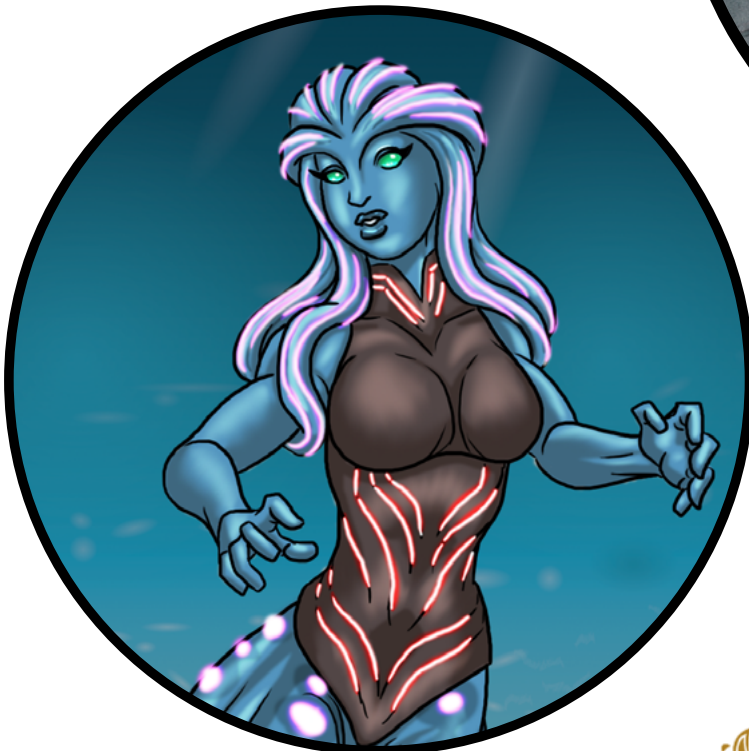
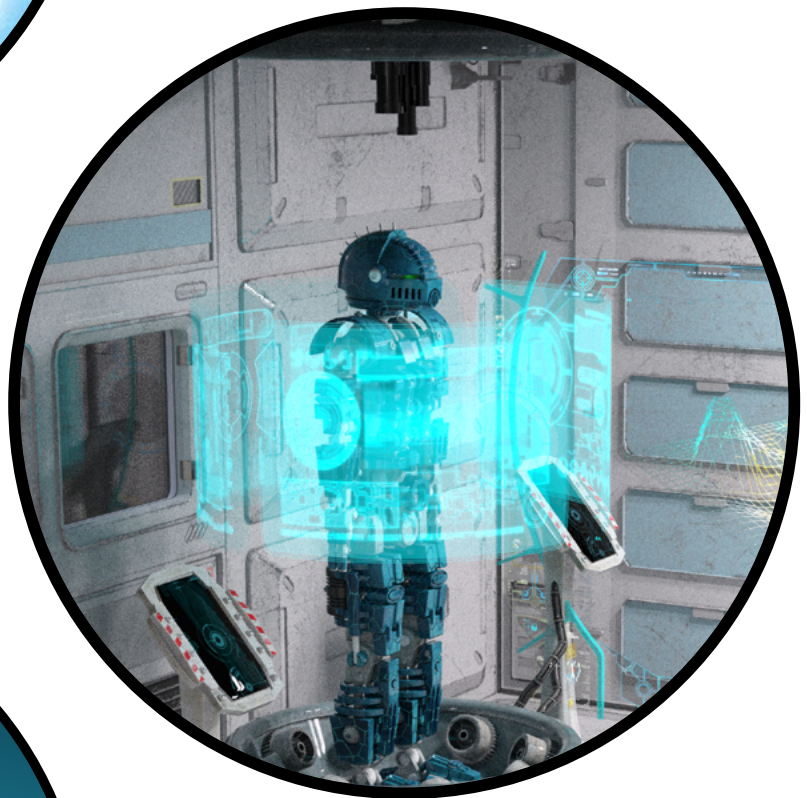


THE MINERALITES

In the vast darkness of space, a glimmering jewel exists with equally stunning folk populating it.

Welcome to Scintilla -- The Crystal Planet -- home to a race of sentient gemstones called the mineralites. *The Crystal Planet: Player's Guide* offers not only the full write up to play a race of intelligent gemstones with bodies composed of light and gravity, but an entire planet of adventure!

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THE SCYLEEN

An extremely friendly and empathic octopus-like species, the Scyleen were delighted to discover that they were not alone in the universe. With the scyleen, exploring the land, sea, and sky was never so easy! Though quite suited for aquatic campaigns, the scyleen are equally suited for land and space adventures.

