

HELIX

Equipment



Greaser

Greasers are an immense aid to anyone using electronic or mechanical devices. They are a device built by Terracorp Industries during the war to perform maintenance and repairs. The intention was that while the Greaser maintained equipment, soldiers could focus on the more important work of killing. A Greaser resembles a disk 1 ½ feet across and 3 inches thick with eight three foot long mechanical tentacles each ending in a power tool of some sort. It is well versed in engineering, electronics, and mechanical skills, and can repair or maintain basically any electronic or mechanical device or structure designed or based on designs created before 2026.

Greaser- 5000 c
Solar powered

Power Chakram



A device designed by Protogon Labs after the failure of the Chakram SRD to salvage some of the devices cost, the Power Chakram is effectively a combination boomerang and Power Sword. It retains its disc shape, and it's hover functions, but has had all of its intelligence functions and self-replicating nanobots removed. Instead it comes with a bracelet that engages the energy blade when it is thrown, and shuts it off when it returns as well as being the weapons return destination.

Power Chakram 1500 c
Rate of Fire: 1
Shots: 50 charges
Range: 50 Yards
Damage: 2d6

Ratchet Crossbow Arm



The hand flips upwards at the wrist and contains one large crossbow bolt made of an extremely strong titanium alloy. The arrow is attached to a tough lightweight cable capable of supporting 500 pounds. It is a slow but functional weapon, as it does damage twice. Once when the arrow hits, then again for half damage when it is reeled back in to the arm. Reeling it in takes 2 rounds. The arrow can also be used for climbing and gives a +2 bonus.

Damage: 1d6 piercing then 1d6/2 (rounded down)
Holds: 1 Shot
Structural Integrity Points:20
New cost: 400 c
Used cost: 200 c
Ammo Cost: 0
Range: 10 yds

Repeating Crossbow Arm



The hand flips upwards at the wrist and contains a powerful air compressor that launches standard crossbow bolts. The bolts load on a 'chain' through a slot in the bottom of the forearm.

Damage: 1d6
Holds: 1 Shot, or 'chain' of up to 20 arrows.
Structural Integrity Points:20
Rate of Fire: 2

New cost: 500 c
Used cost: 300 c
Ammo Cost: 10 c per shot on chain
Range: 10 yds

The Seeder

A Terracorp Industries invention, the Seeder was a well-respected weapon for much of the war. It fires magnetized 'seeds' full of nanobots. When launched at a metallic surface the 'seeds' stick and release their payload. The nanobots begin disassembling the target and reconstructing it with incredible speed as thick metal cords that wrap the device up like Kudzu Vines. The Seeder will stop a tank in its tracks, choke the life from an armored man, or tear a building apart.

Seeder 4000 c (Ammo sold separately)

Rate of Fire: 1

Shots: 5 'seeds'

Range: 100 Yards

Damage: Variable

Ammunition price- 1200 c per 'seed'

Tentacle Arm

This looks like a basic replacement arm, but a small panel in the palm slides sideways to reveal a thin, six foot long, prehensile tentacle. While the standard model serves little function in combat the tentacle has a myriad of uses due to its surprising strength. It can be used to grab or lift anything its owner would be able to lift one handed as long as it can find purchase. Some specialized models have been known to have lock picks attached to the end, or razor sharp blades run entirely down the sides.

Damage: Same as Strike (w/ optional blades: Same as Sword)

Structural Integrity Points:40 for arm, 20 for tentacle

New cost: 600 c (Bladed: 800c)

Used cost: 400 c (Bladed: 600c)

Tool Jack Arm

The hand flips back and a connector rod extends from it. The arm comes with a number of attachments that can be connected to, and powered by, this rod. A Drill, any number of screw driver heads and socket wrenches, a small circular saw, a wire brush, and a grind stone. The pointer finger also houses a soldering iron. Attachments are kept in a hip pouch and take 2 rounds to change.

Damage: 1d6/2 (Circular saw)

Holds: N/A

Structural Integrity Points:30

New cost: 600 c

Used cost: 400 c

Ammo Cost: 0

Range: N/A