

# The Whitelist: Weapon

This is the list of stock Weapon gear for [Karbon](#), part of [The Whitelist](#).

## Browning X-Power

- **Cost:** 10 kcred, 4 steps
- **Training:** Fight **Force:** 1
- **Feature(s):** 2; Break, Step/+2
- **Scope:** Short-Range, One-Target, Non-hardened
- The Browning X-Power is the common weapon of choice for a light sidearm in the world of tomorrow. When an agent earns a break in an applicable conflict, they may recover a burned fortune. When an agent commits to the behavior "firing in short controlled bursts" they earn the steps towards the applicable conflict. Like many conventional weapons, it has no effect on hardened targets and can't be applied in this instances.

## TransTech SMG

- **Cost:** 15 kcred, 5 steps
- **Training:** Fight **Force:** 3
- **Feature(s):** 1; Step/+3
- **Scope:** Short-Range, One-Target, Non-hardened
- The TransTech SMG is a submachine gun with more power than a pistol but less than a machinegun. When an agent commits to the behavior "firing in short controlled bursts" they earn the steps towards an applicable conflict. This SMG can't affect hardened targets, however on a high roll (4+) the agent may take out one non-hardened target by burning a fortune.

## IPG Twin

- **Cost:** 45 kcred, 9 steps
- **Training:** Fight **Force:** 4
- **Feature(s):** 2; Break; Step/+3
- **Scope:** Short-Range, One-Target, Non-hardened
- The IPG Twin is an Ion Projection Gun with more power an SMG but less than a cannon, its a large two-handed weapon. When an agent commits to the behavior "firing booming pulses" they earn the steps towards an applicable conflict. On a break the agent can take out up to three non-hardened target or deal injury to one hardened target.

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Last update: **2012/09/23 12:15**



