

CHAINWRECK

Weapon (any chain blade weapon; or a battleaxe, longsword, scimitar, or shortsword), technomancy, uncommon (optional attunement)



Mass-produced by Empyrean Enterprises, these weapons are standard-issue personal melee weapons for exoplanetary assault forces. Soldiers know them by their nickname “Chainwreck,” rather than their official designations of Drive-Chain Blade Series Resolute-1 through 4.

Jagged Edge. When you attack with this weapon and miss a target’s AC by 1, the target takes 1d4 slashing damage.

Drive Saw. While you wield this weapon, you can use a bonus action to activate a switch and power up its cutting chain. For the next minute, you have a +1 bonus to attack rolls made with this weapon, and if you damage a target with this weapon’s blade — including through the Jagged Edge property — you deal an extra 1d6 slashing damage. Once used, this property can’t be used again until the battery recharges at dawn.

Optional Attunement. If you choose to attune to this weapon, you can magically recharge its integrated arcane battery. While you wield the weapon, you can use an action to expend a spell slot of any level to charge it, regaining an expended use of the Drive Saw property.

Rare Variant. For the rare version of this weapon, its Drive Saw property can be used three times instead of once, regaining expended uses daily at dawn. If you attune to it and expend a spell slot to charge its battery, you regain a number of expended uses of the Drive Saw property equal to the spell slot level, regaining up to three uses.