



Axe of  
Thunder & Lightning

The  
Hurt  
Locker

Ravens 'N Pennies

Christopher R. Rice



# INTRODUCTION

## ABOUT THE SERIES

The Hurt Locker is all about gear – from special glasses that are tinted so you see faeries to the captured and repurposed mind control ray from the Greys. Whatever it is, the Hurt Locker has you covered.

## ABOUT THE AUTHOR

Christopher R. Rice has run numerous games in *GURPS*. He's also authored, co-authored, or contributed to ten *GURPS* supplements (and counting!) on a range of subjects and many articles from old Pyramid and new. Of course, if he's not writing about *GURPS*, he's blogging about it. Visit his site, "Ravens N' Pennies" ([www.ravensnpennies.com](http://www.ravensnpennies.com)), for more *GURPS* goodies.

He wishes to thank L.A., for being the wonderful, amazing, inspiring woman that she is—not every man gets his muse personified in the flesh! He also wishes to thank his gaming group—the Headhunters—for alpha testing these rules, his family (especially his mother), and Elizabeth “Archangel Beth” McCoy, his Sith Editrix mentor.

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# AXE OF THUNDER & LIGHTNING

Power Pool: 50 FP

## *Origins: Cosmic.*

Created was created by the dwarven brothers from a hunk of stone that fell from the sky. The West Wind whispered its location in the brother's ears at night until they went on a journey to find the fallen star. Forged in the heart of a newborn volcano in the middle of the ocean, the blacksmithing process took over a hundred years to forge from a single block of metal. A small amount of the leftover metal was in turn turned into a pair of gloves (the Mejeori) – which would become incredibly important later.

When it was finished the brothers presented it as a gift to the god of thunder. It resembles a *huge* great axe with a short, normal-sized handle. The gods tried to gift it to many heroes, but every single person who touched it was struck dead by a bolt of lightning or a clap of thunder. Eventually, a young boy figured out how to hold it (by wearing the gloves of the same metal) and it was given as a gift to him.

## *Properties*

- *Bane:* The axe does double damage against giants and elder things (and *only* those foes).
- *Heart of the Storm:* When touched or picked up, the wielder instantly takes 18d(∞) burning surge

damage per second it's held. If there is *any* injury they must make a HT roll at -1 per 2 points of injury suffered. On a failure, they fall unconscious for as long as the axe is held, and for (20 - HT) minutes afterward, with a minimum of 1 minute. They will be at -1d DX *and* Hard of Hearing for *another* (20 - HT) minutes when they recover. Failure by 5 or more, or any critical failure, results in a heart attack; see *Mortal Conditions* (p. B429). This also affects anyone the hammer strikes – but only does 6d(∞) of damage. Only those wearing the Mejeori gloves can avoid this effect.

- *Rechargeable Reserve:* If left exposed to the weather during a rainstorm, the axe FP reserve will recharge at a rate of 1 point per ten minutes, 1 point per five minutes if during a thunderstorm, or 1 point per *two* minutes if left under a thunder and lightning storm. This doubles to 1 FP second if directly exposed to (natural) lightning.
- *Ride the Lightning:* The axe allows the wielder to fly at a rate equal to his Basic Speed × 3. Landing in an area unleashes a burst of energy that does the same amount of damage as the Heart of Storm, but adds the Explosive modifier.
- *Special Materials:* The axe is made of meteoric iron making it immune to magic and many other things, moreover anything that is vulnerable to elec-



tricity or sound take double damage when struck by the hammer.

- *Thunderbolt*: The axe can be thrown (use the stats below) and functions as a Guided Weapon (p. B412). It returns to its wielder's hands automatically if within one-tenth of its 1/2D, otherwise it moves that many yards per round until it reaches its wielder's hands. Optionally, it can project a bolt of lightning at a target doing up to 6d (as per Heart of the Storm). An additional 3d of damage may be added at the cost of 1 FP, up to 18d of damage.

- *Weapon Quality*: Treat the axe as a balanced very fine weighted great axe but as indestructible for breakage purposes, except vs. another cosmic artifact. Then it merely gets the usual -2 to breakage. Additionally, it receives a +4 bonus to damage and +4 to skill rolls to use it. It's an oversized weapon meant for a SM+3 creature, though thanks to its short haft can be wielded by a SM+2 being easily. All other sizes take the usual penalties.

*Weight*: 300 lbs.

TL	Weapon	Damage	Reach	Parry	ST
-	Axe	sw+20 cut dbt dbk	1,2	0U	50†
-	<i>linked</i>	6d(∞) burn sur	-	-	-

TL	Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk
-	Axe	sw+20 cut dbt dbk	4	×0.2/×0.5	1	T(1)	50†	6
-	<i>linked</i>	6d(∞) burn sur	-	-	-	-	-	-

