

Artillery Rampart Mechanism (A.R.M.)

(Heavy Shield, Magic Superior Crossbow +3) ☉ Level 13+ Rare

This mechanical arm is made from a strange mithral alloy and seems to hum on a psychic level. With a simple thought, the arm transforms from a defensive arm into a powerful crossbow which shoots purple bolts of psychic energy. That same energy can be tapped to further defend or heal its wielder, or to enhance their strength.

Weapon: Superior Crossbow	Exotic One-Handed Ranged		Arm Slot: Heavy Shield
Enhancement Bonus: +2	Damage: 1d10 psychic		AC & Reflex: +2 Shield Bonus
Critical: +1d6	Proficiency: +3		
Range: 15/30			

Power ☉ Daily (Minor Action)

Effect: You gain a number of temporary hit points equal to 3 + one-half your level () and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level ().



Property

Armbow – The crossbow becomes a one-handed weapon and does not expend bolts. Instead the crossbow fires bolts of psychic energy and does not require reloading. It requires a minor action to activate (equip) or deactivate (unequip) the crossbow. While the crossbow is active, the wielder loses the item's shield bonus to AC and Reflex and cannot use that hand to hold items or to climb, etc.

The wielder gains the Superior Crossbow Proficiency and Shield Finesse feats for free.

If the A.R.M. Is used to make a melee attack, it is treated as an unarmed basic melee attack, with a base damage of 1d8.

The wielder may expend a power point to gain a +5 item bonus on Athletics and Strength checks which would involve the use of the hand or arm until the end of their next turn.