

Melee Weapons

All Use Strength + Melee Skill. It is possible to earn a specialty in one type of weapon technique adding its rating to your dice pool.

Weapon	Type	Difficulty	Damage	Conceal	Notes
Axe	Axes & Picks	7	Str+5	T	Woodsmen's axe
Bagh Nakh	Fist-Load	6	Str+1	P	
Balison	Blades	6	Str+1	P	
Baseball Bat	Blunt Weapons	4	Str+N	J	Wood N = +1 Aluminum N = +2
Baton	Blunt Weapon	6	Str+1	J	
Battle Axe	Axes & Picks	7	Str+4	T	
Battle Pick	Axes & Picks	8	Str+2	T	
Bayonet	Blades	6	Str+2	J	Reach: 1 hex (10')
Bokken	Blades	7	Str+1	N	
Brass Knuckles	Fist-Load	6	Str+1	P	
Bundi (Katar)	Blades	7	Str+2	J	Can add to punches & +1 Soak
Cestus	Fist-Load	6	Str+1	J	Can add to punches & +1 Soak
Chain	Flexible	6	Str+1	J	Reach: 2 hexes (20')
Cinqueda	Blades	6	Str+2	T	
Club	Blunt Weapon	6	Str+1	T	
Dagger	Blades	6	Str+1	J	
Dagger, Throw	Blades	5	Str+0	J	thrown up to 20ft, double edged
Flail	Flexible	6	Str+2	T	Special
Garrote	Flexible	6	Str+3	P	2-Hand
Halberd	Polearm	8	Str+5	N	Axe-head & spike on the end of a 4m long pole
Hand Axe	Axes & Picks	6	Str+2	J	
Kama	Axes & Picks	7	Str+2	J	
Kris	Blades	7	Str+2	J	
Kurkri	Blades	7	Str+4	T	Angled blade, very difficult to use
Kusari	Flexible	7	Str+1	T	Reach: 3 hexes (20') +1 die to Disarm 2-Hand
Kusarigama	Flexible	7	Str+2	T	Reach: 3 hexes (20') +1 die to Disarm 2-Hand
Lance	Polearm	6	Str+4	N	Reach: 3 Hexes
Mace	Blunt Weapon	7	Str+4	N	
Manriki-Gusari	Flexible	7	Str+1	P	Reach: 2 Hexes (15') 2-Hand
Morningstar	Flexible	7	Str+3	N	
Naginata	Polearm	6	Str+3	N	Reach: 3 Hexes (20') 2-Hand
Nunchaku	Flexible	6	Str+3	J	
Polearm	Polearm	6	Str+2	N	Reach: 3 Hexes (20') 2-Hand
Chainsaw	Power Tools	5	Str+5	N	
Industrial Drill	Power Tools	4	Str+4	N	
Jackhammer	Power Tools	5	Str+5	N	
Sai	Blunt Weapon	7	Str+1	J	Reach: 3 Hexes (20') 2-Hand to Disarm
Sap	Blunt Weapon	4	Str+0	P	3+ damage will knock out a person for 5 turns minus soak
Shikomi-zu	Staff	6	Str+1	N	
Spear	Polearm	6	Str+2	N	Range: 20 yards, Reach: 2 Hexes (15')
Staff	Staff	7	Str+2	N	2-Hand, Reach: 1 Hex (10')

Weapon	Type	Difficulty	Damage	Conceal	Notes
Stake	Fist-Load	6	Str+2	T	
Steel Whip	Flexible	6	Str+2	J	2-Hand, Reach: 1 Hex (10') Disarm
Stiletto	Blades	6	Str+1	J	
Straight razor	Blades	5	Str+0	J	Generally can only draw blood
Swords					
Bastard Sword	Blades	6	Str+4	T	
Broadsword	Blades	7	Str+3	T	
Butterfly	Blades	6	Str+2	T	
Cavalry Saber	Blades	6	Str+4	T	Slightly curved sword
Claymore	Blades	6	Str+7	N	Large sword with long, straight blade, that needs two hands, Minimum Strength 3 to use
Falchion	Blades	7	Str+2	T	
Foil	Blades	5	Str+3	T	Narrow blade 3'-4', used for piercing only
Great Sword	Blades	7	Str+6	N	Heavy sword 6ft long, difficult to use even with two hands.
Hook Sword	Blades	6	Str+3	T	+2 Dice with Disarm
Katana	Blades	7	Str+4	O	
Long Sword	Blades	6	Str+3	T	
Machete	Blades	5	Str+3	J	2-3ft long flat bladed knife
Ninja-to	Blades	6	Str+3	T	
Nodachi	Blades	7	Str+6	T	8' long , curved single edge blade with a 3' long handle
Rapier	Blades	7	Str+2	T	
Scimitar	Blades	7	Str+2	T	
Short Sword	Blades	6	Str+2	T	
Two-Handed	Blades	7	Str+5	T	2-Handed
Urumi	Blades	5	Str+2	T	
Vibrosword	Blades	6	Str+5	N	3-5 hour usage (Aurora Australis)
Wakizashi	Blades	6	Str+3	O	
Three-Section Staff	Flexible	6	Str+3	T	+2 Dice with Disarm, +1 Soak
Tonfa	Blunt Weapon	7	Str+1	T	+1 to Soak
Trident	Polearm	6	Str+3	N	Reach: 1 Hex (10')
War Hammer	Blunt Weapon	7	Str+3	T	See Text below
Whip	Flexible	6	Str+1	J	Reach: 5 Hexes (30'), +2 to Disarm

It is possible to make a perfectly balanced weapon, or a weapon designed for your use--a masterwork weapon if you will. Such a weapon adds a cost of ●● Cr 100+ to the price of the weapon. It gives the proper user a +1 Accuracy modifier. You cannot use someone else's masterwork weapon, they are balanced for the individual, however a captured weapon can be re-balanced with an armorer for a cost of ● Cr 50.

