

TOMES OF APOCRYPHIC KNOWLEDGE

THE ARMORIUM

VERSION 0.91



A BOOK OF FAN-CREATED WEAPONRY

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Black Tempus Boomstick, Boompiece
Deaks..... Oriental Weapon List
Courteous Mongoose Feedback
Ops v3..... Double Trident
Sir Owen Strong Arm..... Armored armor, Chain swords, Flashbombs
Halcyon74..... Urumi
Kalgalath..... Fighting Pens, Umbrella
Z-Man YoYo
Phoetus Throwing Hammer
Baldaam Gunblade, Bayonet, Switchblade Tigerclaws
TheBetrayerOfHope..... Feedback
Resplendent Scorpion..... Falx, Feedback
DTemplar5 Feedback
BellowingThunder..... Feedback
BellowingThunder..... Feedback

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COMMENTS

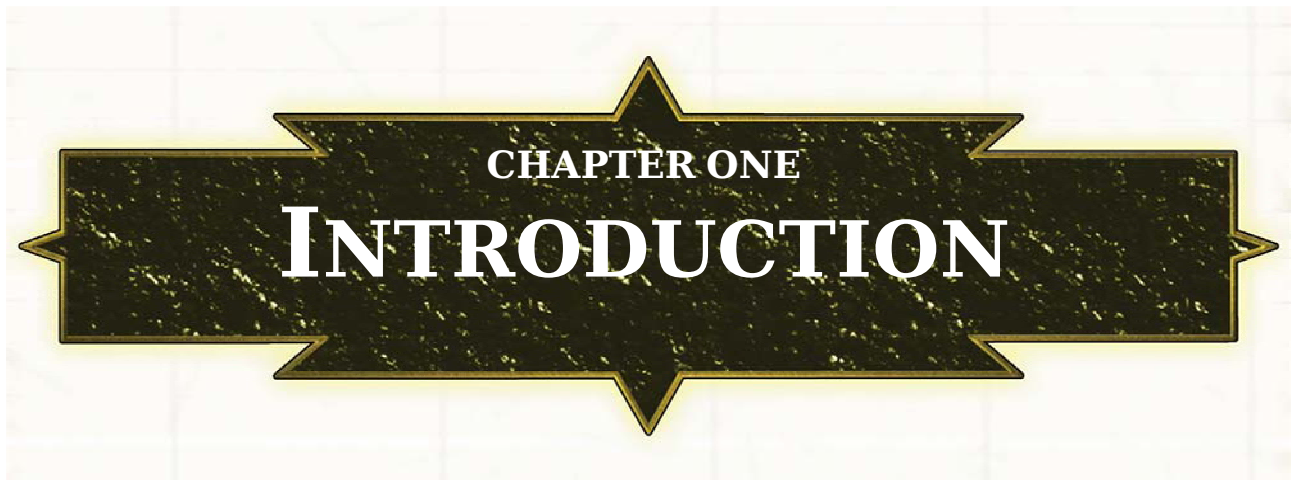
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CHAPTER ONE

INTRODUCTION

Sweat saves blood,
blood saves lives,
and brains save both.
- Erwin Rommel

So, you've downloaded this document and you're not quite sure what to expect from this book? The answer is simple: Weapons.

The main goal of this project is the creation of an extended weapons list for Exalted 2nd Edition. Special attention was paid to the balance of the weapons. This also led to re-creating the weapons presented in the Core Book to tweak their statistics.

Plans for future versions of this document include artifact versions for many of the listed mundane weapons. We also considered expanding the focus of the document by adding related material such as background articles about weapons, equipment related story seeds, Martial Arts styles and armor.

NEW RULES

Improvised Thrown Weapons

Exalted generally does not differentiate between the thrown and melee versions of weapons such as knives or axes/hatchets but storytellers who desire a grittier feel may give a combatant using thrown weapons in melee a -1 internal penalty to her Melee dice pool, and conversly give a combatant throwing knives made for melee a -1 internal penalty to Thrown.

This also especially holds true for weapons that are normally not made for melee combat such as the war boomerang. Using it to fend off

opponents would treat the weapon as a club with a -2 internal penalty to all Melee dice pools.

Ranged Clinch

Some weapons are able to execute clinch attacks at varying ranges. Melee weapons with the R or RR tag can execute a successful clinch to bind the opponent outside their reach. As long as the attacker holds on to the weapon he can compete for the clinch using the stats of the weapon and the relevant ability. Should the defender (who can roll with either Strength or Dexterity + Martial Arts as usual) take control of a clinch, the he can not throw or crush his opponent without a stunt, as he is holding on to the weapon. Instead he can opt to try and disarm the attacker with a free counterattack, that adds his excess successes on the clinch control roll as automatic successes.

Thrown Clinch

There are thrown weapons made out of rope or chain that can be used by a skillful wielder to bind opponents in a clinch at longer ranges. The fact that the thrown weapon leaves the attackers control makes it impossible for him to roll for control of the clinch in the following ticks. This however also leaves him free to do other maneuvers, as the clinch renews itself every 6 ticks.

To free herself, the defender has to roll a regular (Dexterity+Martial Arts or Athletics) roll against the amount of successes the attacker originally scored in excess of the defenders DV. Every roll, even if unsuccessful lowers this number by 1 for all successive rolls. A botch on this roll raises the number by 3 as the struggles of the target entangle it even more. Once free, the defender can now pick up and use the enemies weapon as if it was his own.

Range and Extended Range (R + RR)

The RR tag is a new tag for pole weapons and long chains. It symbolizes the extreme length of these weapons. While this does have no immediate mechanical benefit, it does give longer weapons a tactical superiority over smaller weapons. At least in open terrain.

Consider weapons without range tag to have an effective range of about five to six feet or two yards, including the arm of the wielder. Weapons sporting the R tag have a range of up to nine feet or three yards, while weapons with the RR tag can reach as far as 12 feet or 4 yards. This allows some characters to attack while others still have to invest in move actions to close the distance.

The downside of a larger weapon is also a reduced effectivity in confined areas. RR weapons are already at a penalty in normal sized rooms and corridors, suffering from an internal penalty of 2. In tight corridors or rooms, the penalty for RR weapons increases to 4, while a 2 dice internal penalty is in effect for R tagged weapons. These penalties are at the discretion of the storyteller and can be circumvented with stunts.

Dismounting Tag (RR + D)

Weapons with both the RR and the D tags are not only good for disarming opponents at a very long range, they are also capable of dismounting opponents from their horses or other higher up positions. Such an attack has it's damage reduced by 4, however if it is successful, it automatically incites a knockback effect with the attacker determining the direction in case the defender does not make his roll. This can possibly cause further damage or complications from the fall.

One and a Half Hand (1.5)

Weapons that have the 1.5 tag are a class between one-handed and two-handed weapons. Their fighting style is a mix of one and two hands, with the wielder quickly and fluidly changing his grip on the weapon. The fighting style of the weapons however still require the wielder to have both hands free for effective use. However the excellent balance of these weapons allows strong individuals to use them one handed, if their strength is at least twice the requirement. (Two-handed weapons require characters to exceed triple the strength requirement).

A character wielding a 1.5 handed weapon with only one hand while not meeting the requirements suffers an external penalty of -1 on the weapon use for each point his strength is beneath the doubled requirement.

Overwhelming (O)

Weapons with the O tag always have a second number behind a slash in their damage values. This number is the amount of minimum damage the weapon deals, after soak.

In the case of beings without access to their essence pools, this number is absolute. Essence users however may choose to either directly use this number, or to divide it by three (round up) and add it to their permanent essence score to determine the minimum amount of damage dice rolled, once a blow penetrates hardness.



CHAPTER TWO

MUNDANE WEAPONS

When the rich make war,
it's the poor that die.

The following list provides an exhaustive set of mundane weapons, complete with descriptions, images and statistics. None of these weapons are imbued with essence or sorcery and as such they can (and will) be wielded by any mortal.

The given weapons have been separated into a number of categories, first sorted by the ability they are primarily used with (Melee, Martial Arts, Thrown or Archery) and then by type (Blades, Sharp Impact Weapons etc.).

MELEE WEAPONS

BLADES

The weapons within this category are defined by blade that makes up the main body of the weapon. These blades can come in many different shapes and sizes for a multitude of different uses. A wide variety of weapons has been created over the ages, because blades are one of the most common weapons on Creation's battlefields.

Insert Image Here	Knife															
	<p>A knife is a weapon with a chopping and stabbing blade less than a foot long, which can have a single or double edge. Most adults in Creation carry a knife, for utility as well as personal defense. Knives are used as tableware, to cut and pry, as well as for combat. Knives can also be used as thrown weapons (using the Thrown Ability).</p> <p><i>Poison-channel Option</i></p> <p>As it has knives have often found their way into the hands of criminals, specialized poison channel versions have appeared. These feature a slender channel within the blade that can store up to three dosis' of poison compared to just one on the blade of a regular dagger. A little button on the handle opens the channel to bring the poison to bear. A so constructed knife can no longer be thrown and costs 2 more dots of Resources.</p>															
	<table border="1"><thead><tr><th>Speed</th><th>Accuracy</th><th>Damage</th><th>Defense</th><th>Rate</th><th>Minimums</th><th>Cost</th><th>Tags</th></tr></thead><tbody><tr><td>5</td><td>1</td><td>2L</td><td>0</td><td>3</td><td>Str 1</td><td>Res 0</td><td>T</td></tr></tbody></table>	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags	5	1	2L	0	3	Str 1	Res 0
Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags									
5	1	2L	0	3	Str 1	Res 0	T									

Insert Image Here	Straight Short Sword															
	<p>Short swords are weapons with blades about two feet long. Some are single-edged, while others have cutting edges on both sides. They are typically carried as second weapon by pikemen and artillery personnel. Their short blade makes them excellent for fighting in confined areas.</p>															
	<table border="1"><thead><tr><th>Speed</th><th>Accuracy</th><th>Damage</th><th>Defense</th><th>Rate</th><th>Minimums</th><th>Cost</th><th>Tags</th></tr></thead><tbody><tr><td>4</td><td>2</td><td>3L</td><td>0</td><td>2</td><td>Str 1</td><td>Res 1</td><td></td></tr></tbody></table>	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags	4	2	3L	0	2	Str 1	Res 1
Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags									
4	2	3L	0	2	Str 1	Res 1										

Insert Image Here	Chopping Short Sword
	<p>Chopping short swords are defined by their roughly two feet long heavy, single-edged blade. They are usually used as tools such as to cut a path through the undergrowth or to chop meat but they also make for a vicious side arm weapon. Many barbarian cultures have adapted this weapon type as a primary weapon due to its versatility and cleaving power.</p>

	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	4	1	4L	-1	2	Str 2	Res 2	

Insert Image Here	Defensive Short Sword							
	<p>Defensive short swords are multi-pronged, fork-shaped weapons as long as large daggers. They are especially designed to twist weapons out of an opponents grasp. Many versions of these weapons have sharpened prongs that allow a skilled user to deliver deadly blows with his off-hand. Defensive short swords also count as sais for the purposes of weapon restrictions and limits.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	0	2L	2	2	Str 1, Dex 3	Res 2	D	

Insert Image Here	Straight Sword							
	<p>A straight sword has a double-edged blade about three feet long, usually with a narrow blade or one that tapers slightly toward the tip. The tip is either pointed or chisel shaped. Straight swords are well-balanced, accurate weapons, capable of deadly thrusts as well as slashing attacks.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	2	3L	1	2	Str 2	Res 2		

Insert Image Here	Slashing Sword							
	<p>A slashing sword has a long, single-edged blade about three feet long. Those swords are quick and used primarily for arcing cuts. The slashing sword is favored by cavalry, as its shape and length make it suited for use from horseback.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	1	3L	0	3	Str 2	Res 2		

Insert Image Here	Chopping Sword							
	<p>This weapon is a sword with a chopping blade about three feet long. Some versions have a square or angled tip, while others sport a curve with a wicked back clip. Unlike the slashing sword, chopping swords are designed not for fencing or agility, but for delivering solid blows that hack through armor and bone.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	1	5L/2	-1	2	Str 2	Res 2	O	

Insert Image Here	Thrusting Sword							
	<p>The thrusting sword consists of a length of steel usually with a diamond cross section and without an edge. The blade tapers to a sharp tip, as thrusting is the primary method of attack of the weapon. The small area of impact reduces the weapons raw damage potential but the fine point is adept at piercing armor with a thrust.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	1	2L	0	2	Str 1, Dex 2	Res 2	P	

Insert Image Here	Fencing Sword							
	<p>The fencing sword is not a weapon often seen on battlefields. It is a slender sword of roughly 3 feet length that often sports an elaborately decorated hilt and hand-guard. It's blade tapers to a very sharp tip. The lightness of the weapon allows for quick attacks that can pierce armor. The flexibility of the thin blade however makes it impossible to parry any other weapon except other fencing swords or knives. This weakness led to a fighting style based on a fencing sword in one hand, and a defensive short sword in the other.</p> <p><i>Hidden Fencing Sword</i></p> <p>Because of the small size, fencing swords can easily be hidden in other items. A walking cane or the handle of an umbrella are common choices. This increases the resources cost of the item by 1.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	2	1L	-3	4	Str 1, Dex 3	Res 2	P	

Insert Image Here	Defensive Sword							
	<p>The defensive sword is similar in appearance to a one-edged straight sword, except it ends in a J-shaped hook that curves back along the inside of the blade. These weapons are always wielded paired. Defensive swords also count as hook swords for the purposes of weapon restrictions and limits.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	0	3L	3	3	Str 1, Dex 3	Res 3	D	

Insert Image Here	Straight Bastard Sword							
	<p>The straight bastard sword is a double-edged blade about four feet long, often with a narrow blade that tapers slightly toward the tip. The fighting style used with straight bastard swords is based on both one-handed and two-handed blows but it requires both hands to be free. However the excellent balance of the weapon allows strong individuals to use it one handed, if their strength is at least twice the requirement.</p>							

Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	1	6L/2	1	2	Str 2	Res 3	1.5, O

Insert Image Here	Slashing Bastard Sword							
	<p>This sword is an one-edged, slightly curved blade with a length of about four feet. It is slimmer and lighter than a straight bastard sword, which makes for quick slashing cuts. These weapons are excellently balanced and can often be found in the hands of well armed mercenaries or guards. Characters who have a Strength of at least twice the Strength requirement are able to wield the weapon in one hand.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	0	6L/2	0	3	Str 2	Res 3	1.5, O	

Insert Image Here	Thrusting Bastard Sword							
	<p>This sword has a four feet long, straight and stiff length of steel with a diamond or triangular cross section. These weapons usually have no cutting edge, being focused entirely on thrusting action. The fighting style with a thrusting bastard sword is a lot less elegant than that of the straight or slashing bastard sword, but what it lacks in finesse, it makes up with it's piercing thrusts. Strong individuals are able to use it one handed, if their strength is at least twice the requirement. It is a very common weapon in the hands of well equipped infantry regiments.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	1	4L	0	2	Str 3	Res 2	1.5, P	

Insert Image Here	Straight Great Sword							
	<p>A straight great sword is a two-handed weapon used for hacking blows. These massive swords usually have blades between 4 and 5 feet either single- or double-edged. Although these weapons are slow and unsuited to fencing, a strong blow from a great sword can cut a man in half.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	1	8L/2	-1	2	Str 3	Res 2	2, O, R	

Insert Image Here	Thrusting Great Sword							
	<p>This great sword has a straight and stiff blade of almost five feet. This steel has no cutting edge, as the weapon is built for deadly thrusts. The massive body of the weapon is easily capable of piercing armor and inflicting deadly wounds. However it's cumbersome size makes it a very slow weapon to use.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	0	6L/2	-1	2	Str 4	Res 2	2, O, R, P	

Insert Image Here	Polecleaver							
	<p>The polecleaver is a large convex blade attached to the end of a large hilt. It is similar in handling to a large spear but it is more suitable for arcing cuts than for stabbing. The polecleaver is more balanced than the Great Sword, sacrificing some of it's damage potential for speed and range.</p> <p><i>Hooked Polecleaver</i></p> <p>The polecleaver can be outfitted with a hook on the reverse side. This allows a skilled wielder to disarm and dismount opponents. However this also makes the weapon slightly harder to control.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	0 -1	7L/2	0	3	Str 3 +Dex 2	Res 2	2, O, RR +D	

Insert Image Here	Saw Fish Sword							
	<p>This weapon is originally from the western areas of Creation. Made out of the snout of the common saw-fish this sword sported a simple handle wrapped in leather and the ability to inflict devastating wounds to unprotected wounds. The downside of this weapon is its inability to pierce armor. Regardless of this disadvantage, the design can sometimes be found converted into steel-made weapons. Soak from armor is doubled against this weapon.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	0	7L/3*	-2	2	Str 2	Res 2	O, *	

Insert Image Here	Spinning Sword							
	<p>The spinnig sword is a flexible band of steel that is sharp enough to cut into flesh, but flexible enough to be rolled into a tight coil. The blade is usually between four or five feet in length. The spinning sword excels at fighting against multiple opponents and it can be wrapped around the body like a belt and therefore can be carried inconspicuously.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	-1	5L/3	-1	2	Str 2, Dex 4	Res 3	D, O	

Insert Image Here	Twinblade							
	<p>The twinblade is an exotic weapon rarely seen on the battlefield. It consists of a short staff about one foot in length with two sword blades on each side. The weapon is capable of quickly delivering slashing or stabbing blows but it requires both hands and a lot of skill to wield effectively.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	1	5L/2	-1	3	Str 2, Dex 3	Res 3	2, O	

SHARP IMPACT WEAPONS

Weapons of this category consist of bladed or sharp piece of metal affixed to a wooden handle. The handle is swung to create a greater force of impact upon contact with a target. While these weapons can be very deadly, they also have a tendency to be harder to control.

Insert Image Here	Hatchet							
	A broad-bladed attached to a wooden hilt, this weapon is primarily used as a tool but also of great utility as a weapon. Coupled with its easy construction, axes are very popular in remote and less civilized areas. They are balanced for use in one hand and capable of strong cutting blows. Axes can also be thrown (using the Thrown Ability).							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	0	5L	-2	2	Str 2	Res 1	T	

Insert Image Here	Battle Axe							
	The battle axe is a large and broad blade on a reinforced wooden hilt. This weapon is no longer a truly effective tool, but instead a much more imposing weapon able to inflict deadly blows. Its weight and size make it a slower weapon to use and also make it impossible to effectively throw the weapon. It is a weapon of one and a half hand.							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	1	7L/2	-2	2	Str 3	Res 2	1.5, O	

Insert Image Here	Great Axe							
	These fearsome long-hafted weapons are typically used for striking downward blows with terrific force. The great axe is a narrow-bladed axe designed for use in both hands. It often sports two blades, one on each side. It is a favorite weapon of the Realm's heavy infantry, which uses them during sieges and assaults.							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	0	9L/3	-3	2	Str 3	Res 1	2, O, R	

Insert Image Here	Poleaxe							
	<p>Similar to the great axe but equipped with a longer haft and a single blade, the poleaxe forfeits some of the cleaving power of the Great Axe for more control over the weapon. The poleaxe is a relatively cheap weapon, requiring less strength than comparable weapons and thus it can often be found in the hands of infantry and city guards.</p> <p><i>Hooked Poleaxe</i></p> <p>The poleaxe can be outfitted with a hook on the reverse side. This allows a skilled wielder to disarm and dismount opponents. However this also makes the weapon slightly harder to control.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6 -1	0	8L/2	0	2 +Dex 2	Str 3	Res 2 +D	2, O, RR -1	

Insert Image Here	Sickle							
	<p>This weapon is a curved cutting blade of about one to two foot attached perpendicular to a handle. Developed out of an agricultural tool, the sickle is a light and quick weapon capable of strong slicing blows. However it suffers from a short range compared to weapon such as swords.</p>							
Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags	
4	0	5L/3	-2	2	Str 1	Res 1	O	

Insert Image Here	Scythe							
	<p>Used for wide sweeping blows, scythes are thick, curved blades attached to a long handle, used by farmers for cutting swathes of grain – and occasionally employed on the battlefield to do the same to troops. The scythe is a cumbersome but deadly weapon.</p>							
Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags	
6	1	8L/4	-2	2	Str 3	Res 1	2, O, R	

Insert Image Here	War Scythe							
	<p>The war scythe is a concave blade mounted on top of a long haft. Unlike the scythe, the blade is not at an angle to the shaft but instead it follows it's direction. It can be used for even wider and more devastating blows than the scythe, but it also is a much slower weapon.</p> <p><i>Hooked War Scythe</i></p> <p>The war scythe can be outfitted with a hook on the reverse side. This allows a skilled wielder to disarm and dismount opponents. However this also makes the weapon slightly harder to control.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	0	8L/4	-2	2	Str 3	Res 1	2, O, R	

Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	1 0	9L/4	-1	1	Str 3 +Dex 2	Res 2	2, O, RR +D

Insert Image Here	Luna's Dance						
	Luna's dance is a staff with two crescent shaped blades on each end. The weapon requires much skill to use, but once mastered it can be used for quick combinations of slashing and thrusting blows. In the first age it could be found as a ceremonial weapon of the lunar exalted.						
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost
5	1	6L/2	0	3	Str 3, Dex 3	Res 3	2, O

Insert Image Here	War-Pick						
	The war-pick is a pick like metal head mounted on a wooden stick. The metal head is often shaped to resemble a birds head and bill. The heavy head is capable of piercing armor and inflicting heavy blows. Because it is such a top heavy weapon it is hard to use for parrying.						
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost
5	1	4L	-1	2	Str 3	Res 2	P

Insert Image Here	Great War-Pick						
	The great-war pick is a heavier version of the war-pick that has to be wielded with two hands. It sports a massive metal head easily capable of crushing a mans head. The added weight makes the weapon even harder to control, especially when defending.						
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost
6	0	7L/2	-1	2	Str 4	Res 2	2, O, P

Insert Image Here	Murder of Crows						
	The murder of crows is an exotic weapon that sports two light war-pick heads on the ends of a three foot long staff. The pick heads point in opposite directions forming a Z-shape. This weapon requires a lot of manual dexterity and both hands to use effectively. However it is a very quick weapon in the hands of a capable wielder.						
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost
5	0	4L	-1	3	Str 3, Dex 3	Res 3	2, D, P

BLUNT IMPACT WEAPONS

Weapons of this type are similar to Sharp Impact Weapons, except that they exchange the sharp or spiked metal with a heavy, crushing weight at the end of the handle.

Insert Image Here	Club <p>A short, blunt length of wood, the club is the most simple weapon of all. It can be thrown as well as used in hand to hand combat. It can sometimes be seen in the hands of city guards in some of the more peaceful areas of Creation.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	4	0	5B	0	2	Str 1	Res 0	T

Insert Image Here	Mace <p>A mace is nothing more than a heavy weight on the end of a handle. Such weapons deliver crushing, stunning blows to targets, thanks to their large impact surface. When found in the hands of experienced fighters, maces often have been cut, so that whatever angle they're viewed from, they depict a symbol important to the wielder.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	5	1	7B/2	-1	2	Str 2	Res 1	O

Insert Image Here	Great Mace <p>The great mace, favored by pragmatists for its simple construction, is a massive war club studded with iron knobs. It has to be wielded with both hands and makes for a cumbersome but lethal bashing weapon.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	6	-1	12B/4	-3	1	Str 4	Res 2	2, O, R

Insert Image Here	Pole Mace <p>A rather uncommon weapon due to it's large size, the pole mace is a large mace head mounted onto a very long stick. The weapon has added reach compared to the great mace but its head is smaller and inflicts less raw damage.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	6	0 -1	10B/3	-1	2	Str 3 +Dex 2	Res 2	2, O, RR +D

Insert Image Here	Small Hammer							
	<p>Similar to the Axe, the small hammer is primarily a tool, a simple metal head attached to a wooden hilt. This small head concentrates the force of impact onto a small surface area, allowing hammer blows to bypass armor. Many years of use as a tool have refined the small hammer to be a well balanced weapon for use in one hand. Small hammers can also be thrown (using the Thrown Ability).</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	4	1	3B	0	2	Str 1	Res 2	P, T

Insert Image Here	Hammer							
	<p>Better balanced and lighter than maces, hammers are slow but powerful weapons. Their main advantage over maces is their smaller impact surface, which can easily break and bypass armor. Hammers used by elite guards and veteran soldiers are often sculpted into the shape of animal heads.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	5	1	5B	0	2	Str 2	Res 1	P

Insert Image Here	Great Hammer							
	<p>A great hammer is a two-handed hammer whose powerful strikes are slow and unwieldy. Like hammers, many sledges are elaborately decorated. Their huge heads are often carved with battle scenes or fabulous beasts.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	6	-1	9B/2	-1	1	Str 4	Res 2	2, O, P, R

Insert Image Here	Pole Hammer							
	<p>The pole hammer is a hammer attached to a long hilt. The size of the hammer is between the regular hamme and the sledge. It is not capable of inflicting as much massive damage as the sledge is, but it's reduced weight makes it easier to control.</p> <p><i>Hooked Pole Hammer</i></p> <p>The pole hammer can be outfitted with a hook on the reverse side. This allows a skilled wielder to disarm and dismount opponents. However this also makes the weapon slightly harder to control.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	6	0 -1	7B/2	0	2	Str 3 +Dex 2	Res 2	2, O, P, RR +D

Insert Image Here	<p>Flail</p> <p>The flail is a variation of the mace using a massive object to inflict crushing blows. Unlike the mace the weight is not directly attached to the handle but separated by a short chain. This chain adds momentum and damage potential and makes the blows from the weapon harder to parry. The DV bonus from shields is ignored by this weapon. On the downside the chain also makes the weapon harder to control and botches are particularly nasty towards the wielder. The flail is a weapon very popular among cavalry of the threshold.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	4	0	6B	-1	2	Str 3	Res 1	*

Insert Image Here	<p>Ball Flail</p> <p>The ball flail is a variation of the flail, using a heavy, often spiked ball instead of a stick-shaped object. This ball is much heavier than the regular flail end which results in deadlier blows but this also reduces the handling of the weapon even further. The DV bonus from shields is ignored by this weapon and as with the flail, botches with the ball and chain have a tendency to be very lethal.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	5	0	8B/2	-2	2	Str 3	Res 1	O, *

Insert Image Here	<p>Great Ball Flail</p> <p>This weapon is a two-handed variation of the ball flail. Instead of a single ball, the great flail has three or more heads attached to the haft. This makes the weapon even more unpredictable but also greatly enhances the damage potential. The DV bonus from shields is ignored by the great flail, and botches have a tendency to be very lethal.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	6	-2	13B/4	-3	1	Str 4	Res 2	2, O, R, *

Insert Image Here	<p>Pole Flail</p> <p>The pole flail is a militarized version of the common agricultural grain thresher. It consists of a heavy flail end on a long stick. The weapon requires two hands and profits from the added range given by the pole. It is more controllable than the Great Flail but also slightly slower due to the long stick. The DV bonus from shields is ignored by the great flail, and botches have a tendency to be very lethal.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	6	0	11B/3	-3	2	Str 4	Res 2	2, O, RR, *

Insert Image Here	<p>Staff</p> <p>A staff is about 6 feet of sturdy wood, sometimes wrapped in metal bands or leather. Many staves are clearly weapons, but more than one ruffian has been trashed by the well-worn walking stick of a traveler.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	6	1	7B	2	2	Str 2	Res 0	2, R

Insert Image Here	<p>Fighting Stick</p> <p>The fighting stick is a sturdy stick of wood about 3 foot long. While special reinforced fighting sticks are clearly recognizable as weapons, regular sturdy walking canes can fulfill the same purpose. Used by a skilled fighter, these weapons are usually used paired and can be used to break bones, hit pressure points and initiate throws.</p> <p><i>Concealed Fighting Stick</i></p> <p>A fighting stick can also easily be disguised as a simple object such as a walking cane. This increases the resources cost by one.</p> <p><i>Reinforced Umbrella</i></p> <p>In the form of a reinforced umbrella, the resources cost is increased by two but this not only hides the weapon, it also allows the wielder to quickly unfold (or fold) the umbrella using a miscellaneous action with a speed of 5 and a DV -0 to use it as a tower shield adding 1 to the DV against close combat attacks and 2 to the DV against ranged attacks.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	4	1	4B	0	3	Str 1	Res 0	

Insert Image Here	<p>Defensive Fighting Stick</p> <p>The defensive fighting stick consists of two parts, a shaft about two feet long and a perpendicular handle. The stick can be used both to protect the forearm and hands from blows, and it can also be spun around to attack or disarm opponents. This variety of techniques requires a well trained user, which made the weapon popular with the martial artists of the Immaculate Order.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	4	0	3B	3	2	Str 1, Dex 2	Res 1	D

SPEARS & FORKS

Spears consist of shafts of varying lengths with sharp metal heads used for stabbing. Versions with multi-pronged heads are called Forks.

Insert Image Here	Short Spear							
	<p>A short-hafted weapon used primarily for stabbing, the short spear often has a long head so that it can be used for slashing and chopping in a pinch. Short spears are versatile weapons and much-favored by warrior cultures and elite troops as a result. Short spears do not gain the charging or bracing bonuses of their larger counterparts.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	0	4L	0	2	Str 1	Res 1	T	

Insert Image Here	Spear							
	<p>One of the most versatile and simple weapons ever produced, the spear is a foot-long head attached to a four- or five-foot-long pole. The head of the spear typically has extensions built into the sides to prevent it from going too deep into a target. Spears are inexpensive and effective and, as a result, are one of the most common armaments of soldiers everywhere.</p> <p>Spears are very useful for bracing against charging opponents. In these cases use the second line of stats.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	1	5L 7L/2	1	2	Str 2	Res 1	2, R 2, O, R	

Insert Image Here	Great Spear							
	<p>The great spear is a very broad and long metal spear mounted on a six-foot long pole. This weapon is usually used by infantry regiments to fight the long range advantages of cavalry lances. It is a very slow weapon that greatly benefits from bracing attacks. Use the second line to determine damage on these attacks.</p> <p><i>Hooked Great Spear</i></p> <p>The great spear can be outfitted with a hook on the reverse side. This allows a skilled wielder to disarm and dismount opponents. However this also makes the weapon slightly harder to control.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	0	7L/2 10L/3	-2	1	Str 3	Res 1	2, O, RR, P	
	-1						+D	

Insert Image Here	<p>Lance</p> <p>The lance is a long shafted spear specially designed to be used from horseback. Lances are typically not used against other cavalry, but to ride down infantry. Held in only one hand, the lance is an excellent weapon against infantry. Unfortunately the rider has to let go of the weapon after one successful attack or be in danger of being thrown off the horse. The cumbersome design of the lance make the weapon unusable on the ground.</p> <p><i>Tournament Lance</i></p> <p>The tournament lance is a variation of the lance used for jousts only. The usual spearhead is replaced by a blunt tip that, while still strong, is not as deadly. Use the second line of stats for tournament lances</p>																								
	<table border="1"> <thead> <tr> <th>Speed</th> <th>Accuracy</th> <th>Damage</th> <th>Defense</th> <th>Rate</th> <th>Minimums</th> <th>Cost</th> <th>Tags</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>-1</td> <td>10L/4</td> <td>N/A</td> <td>1</td> <td>Str 3</td> <td>Res 2</td> <td>P, O, RR</td> </tr> <tr> <td>6</td> <td>-1</td> <td>5B</td> <td>N/A</td> <td>1</td> <td>Str 3</td> <td>Res 1</td> <td>RR</td> </tr> </tbody> </table>	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags	6	-1	10L/4	N/A	1	Str 3	Res 2	P, O, RR	6	-1	5B	N/A	1	Str 3	Res 1	RR
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags																	
6	-1	10L/4	N/A	1	Str 3	Res 2	P, O, RR																		
6	-1	5B	N/A	1	Str 3	Res 1	RR																		

Insert Image Here	<p>Javelin</p> <p>The javelin is a small, light spear designed primarily for throwing. It can be used in close combat if necessary but it is not as effective as other spears.</p> <p><i>Harpoon</i></p> <p>The harpoon is a specialized version of the javelin, forfeiting accuracy and distance for slightly stronger damage potential. Also the weapon was built for hunting fish and suffers no penalties when thrown underwater. It is less capable in close combat. Use the second set of stats for the harpoon.</p>																								
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	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags																	
4	1	3L	0	2	Str 1	Res 2	T																		
4	0	4L	-1	2	Str 1	Res 2	T																		

Insert Image Here	<p>Trident</p> <p>The trident is a three pronged spear mounted on a three to four foot long pole. It developed out of the agricultural tool of the pitchfork. It can also often be found in the western islands as a weapon used for spear fishing and it can be wielded in only one hand.</p>																
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	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags									
5	0	6L	0	2	Str 2, Dex 2	Res 2	D										

Insert Image Here	Pole Fork							
	<p>The pole fork is similar to a trident, except that it usually consists of only two prongs and is mounted on a five to six foot long pole. It requires both hands to use and it proved to be a very helpful tool out of combat, such as during sieges.</p> <p><i>Hooked Pole Fork</i></p> <p>The pole fork can be outfitted with hooks on the reverse side, effectively converting the weapon into a rake. This allows a skilled wielder to disarm and dismount opponents. However this also makes the weapon slightly harder to control.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	0 -1	8L/2	0	2	Str 3 +Dex 2	Res 2	2, O, RR +D	

Insert Image Here	Double Spear							
	<p>The double spear is a short spear with a sharp spear head on both ends. It requires a skilled user and both hands for effective use, but once mastered the weapon can be twirled around easily attacking multiple times.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	1	5L/2	1	3	Str 3, Dex 2	Res 2	2, R	

Insert Image Here	Double Trident							
	<p>A roughly three foot long staff with a trident head on each end. Often the outside prongs of these weapons are sharpened so the weapon can not only be used for stabbing but also for slashing attacks while the staff is twirled.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	0	6L/2	1	3	Str 3, Dex 3	Res 3	2, D	

Insert Image Here	Mancatcher							
	<p>The mancatcher is a unique weapon that is not built to harm or kill opponents. It consists of a four to five foot long stick that sports barbed prongs on its end. These semi circular prongs fit around the neck of an opponent, keeping him pinned in the weapon. This weapon can also be used to catch riders and dismount them. The weapon can only execute grapple attacks, but it can do so with its extended range (see the rules for ranged clinch). The wielder can choose to hold his opponent, not inflicting damage.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags

Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	3	1L*	0	1	Str 2	Res 3	2, R, C, P

Insert Image Here	Clothesentangler							
	<p>The clothesentangler is a harmless variation of the mancatcher. Instead of sporting spiked prongs, it features a rake like head that is used to catch and entangle an opponents clothing, binding him and holding him. This weapon is very useful in catching and dismounting riders. The weapon can only execute grapple attacks, but it can do so with it's extended range (see the rules fsor ranged clinch). It can not be used to crush or throw opponents without a stunt.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	2	N/A*	0	1	Str 3	Res 2	2, R, C, P	

CHAIN & ROPE WEAPONS

As the name says, the main body of these weapons is made either from rope or chain. The flexibility of this material is both the main advantage and downside of these weapons. While it gives these weapons a great deal of tactical options, it also makes these weapons hard to control, making them a rare sight on the battlefields of Creation.

Insert Image Here	Fighting Chain							
	<p>Fighting chains are slender, sturdy chains with small weights on either end. Most fighting chains are between three and five yards long. In addition to making ordinary attacks, fighting chains can also be used to perform clinches and stunts involving grabbing onto, swinging from and pulling objects. The DV bonus from shields is ignored. Use the second line of stats when using the Fighting Chain to clinch.</p> <p><i>With one-hand weapon</i></p> <p>Some versions of fighting chains sacrifice one weighted end for an attached weapon. This added versatility also removes some of the mobility from the weapon. The stats for the added weapon are the same, however both the weapon and the chain reduce their Defense stats by 1. In addition, only one-handed, Strength 1 and Resources 1 weapons can be added. Add the resources cost of the weapon to the cost of the chain to calculate the new price.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	-1	6B	2	3	Str 2, Dex 4	Res 1	2, R	
6	-1	4B*	N/A	1			C, P, R	

Insert Image Here	Meteor Hammer						
	<p>The Meteor Hammer is a heavy metal ball, sometimes spiked, on the end of a very long chain. It is constantly kept in motion by the wielder, and then instantly released in a devastating blow. It is a slow but very powerful and flexible weapon that can also be used for a variety of stunts. Being so hard to control, botches with the meteor hammer are usually particularly nasty. The DV bonus from shields is ignored. Use the second line of stats when using the Meteor Hammer to clinch.</p>						
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost
6	-1	10B/3	0	2	Str 3, Dex 4	Res 2	2, O, RR
6	-3	6B*	N/A	1			C, P, R

Insert Image Here	Whip						
	<p>A whip is a handle with a coil of leather tongs or tightly woven cord, primarily used by drovers to control beasts. Whips inflict more pain than damage, but a skilled user can entangle foes or wrench weapons from their grip. The DV bonus from shields is ignored. Use the second line of stats when using the Whip to clinch.</p>						
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost
4	1	4B	-1	2	Str 1, Dex 3	Res 1	D, R
6	0	2B*	N/A	1			C, P, RR

Insert Image Here	Cat o' Nine Tails						
	<p>A variation of the whip, the cat o' nine tails is primarily a means of punishment or self-castigation. Numerous short leather tongs (usually 8) are affixed to a short handle. Flexible rods or other similar utensils designed for pain and punishment are also treated as cat o' eight tails.</p>						
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost
5	2	1B	-2	1	Str 1	Res 1	

Insert Image Here	Nunchakus						
	<p>Nunchakus consist of two pieces of sturdy wood, about 1 foot each, that are connected by a short chain or rope attached to their ends. This weapon is similar to the flail as its swinging action is very hard to parry. The DV bonus from shields is ignored, and botches have a tendency to be very lethal.</p>						
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost
4	0	4B	2	3	Str 1, Dex 3	Res 1	M, *

Insert Image Here	Seven Section Staff <p>This weapon, which can actually have from 3 to 12 sections, is made up from a number of segments of wood or metal connected by very short lengths of chain. The weapon is wielded as a combination of staff and flail and is very difficult to master. Someone able to wield it effectively is a dangerous opponent, the DV bonus from shields is ignored by the great flail but botches with this weapon are likely to be very damaging to the wielder.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	5	-2	7B	3	2	Str 1, Dex 4	Res 2	M, *

Insert Image Here	Combat Yo-Yo <p>The combat yo-yo is a disc object shaped out of very hard wood or even light metal, that is attached to a cord. Using spinning motions of the object along the cord, the yo-yo can be quickly spun towards enemies, hitting them with the disc or entangling their limbs or weapons with the cord.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	4	2	3B	-2	3	Str 1, Dex 3	Res 1	RR

MARTIAL ARTS WEAPONS

PUNCHING WEAPONS

Punching weapons are usually either worn on the hands or are very short and just protruding from the fists. These weapons usually enhance the strength and damage caused by regular punching techniques.

Insert Image Here	Punch <p>The punch is the most basic attack of the human body, a blow executed with arm and hand. There are countless variations of this attack, ranging from haymakers and uppercuts to attacks with the edge of the hand.</p> <p>This is a natural attack and uses the body, it does not require a weapon and can not be disarmed.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	5	1	0B	2*	3	Str 1	N/A	N

Insert Image Here	Brass Knuckles							
	<p>Brass knuckles are a series of interconnected metal rings that are worn over the fingers when punching. Their relative light weight does not impair the fighters punches, while adding some to the damage dealt. However wearing brass knuckles limits manual dexterity, removing one from the accuracy of any weapon carried in a hand that wears brass knuckles. Brass knuckles also count as cesti for the purposes of weapon restrictions and limits.</p> <p><i>Heavy Rings</i></p> <p>A number of heavy, properly reinforced and cushioned rings can fulfill the same purpose that brass knuckles do, at an Resources cost increased by one.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	1	1B	2*	3	Str 1	Res 0	M	

Insert Image Here	Battle Glove							
	<p>The battle glove is an arrangement of leather straps that fits around the hand like a fingerless glove. These straps are covered in brass or iron studs, serving to enhance the wearer's punches. A character wearing battle gloves can not block lethal attacks without a stunt. Also remove two from the accuracy of any weapon carried in a hand that is already using a battle glove. Battle gloves also count as cesti for the purposes of weapon restrictions and limits.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	0	3B	2*	3	Str 1	Res 1	M	

Insert Image Here	Fighting Gauntlet							
	<p>Fighting gauntlets are either articulated metal gloves or full-hand leather gloves covered in overlapping metal plates. Though they slow down the character's blows, a character using fighting gauntlets may use her Martial Arts ability to block attacks that inflict lethal damage. Wearing fighting gauntlets limits manual dexterity, removing two from the accuracy of any weapon carried in a hand that wears brass knuckles. Use the second line of stats when using the Fighting Gauntlets to clinch.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	0	5B	2	2	Str 2	Res 2	M	
6	-1	3B*	N/A	1			C, M, P	

Insert Image Here	<h3>Tiger Claws</h3> <p>Tiger Claws consist of a glove or gauntlet with three or four curved talons extending from the back. Tiger claws are most common in cultures that live close to big cats, but their intimidating appearance and the terrifying wounds they leave have spread them throughout Creation. Characters using tiger claws may use their Martial Arts ability to block lethal attacks. Wearing tiger claws limits manual dexterity, removing one from the accuracy of any weapon carried in a hand that wears brass knuckles. Tiger claws are usually worn paired but the stats below are for one weapon only. This weapon can also be used with the Melee ability.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	5	2	3L	0	3	Str 1	Res 2	M

Insert Image Here	<h3>Punching Dagger</h3> <p>The punching dagger is a single bladed knife, with a hilt assembly perpendicular to the blade. Held in a closed fist, the blade juts from the front of the character's fist so that the character's punches deliver deadly stabs. Although blows delivered while wearing punching daggers inflict lethal damage, these weapons can not be used to block lethal attacks. Punching daggers also count as katars for the purposes of weapon restrictions and limits. This weapon can also be used with the Melee ability.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	5	0	3L	2	3	Str 1	Res 2	M

Insert Image Here	<h3>Stabbing Dagger</h3> <p>The stabbing dagger is a long, double-edged blade on a handle similar to that of a firepiece. This unusual setup allows the wearer to inflict deadly damage with regular punches. Stabbing daggers also count as katars for the purposes of weapon restrictions and limits. This weapon can also be used with the Melee ability.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
	5	1	3L	2	2	Str 2	Res 2	M, P

Insert Image Here	<h3>Pressure Stick</h3> <p>The pressure stick is a short robust stick that protrudes from the wearer's clenched fist by about one inch only. This weapon is used to improve the damage from punches, to allow for stabbing in soft spots and vital areas. It can inflict a good amount of pain in the hands of a skilled user. Pressure Sticks can not be used to block lethal attacks but they count as cesti for the purposes of weapon restrictions and limits.</p> <p><i>Pressure Pen</i></p> <p>Given care during their construction, regular calligraphy pens can be reinforced so that they can effectively be used both for writing and as pressure sticks. This increases the Resources cost by two.</p>						

Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	1	2B	-2	3	Str 1, Dex 2	Res 0	M

Insert Image Here	Fighting Needle																						
	<p>Fighting needles are common among assassins due to their small size and piercing capabilities. Usually employed as thrown weapons, they can also be effective in close combat in the right hands, despite their low raw damage potential.</p>																						
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Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags																
4	0	0L	N/A	3	Str 1, Dex 3	Res 1	M, T, P																

Insert Image Here	War Fan																						
	<p>A war fan is a carefully constructed steel fan that can easily be mistaken for a regular fan. It is a very useful item, as its sturdy construction allows it to deliver blows or to catch weapons and disarm enemies. The war fan, when unfolded, also counts as a target shield, adding 1 to the users DV for attacks made in both hand to hand and ranged combat. Unfolding the fan is a miscellaneous action with a speed of 3 and a DV of -0. Finally the war fan can be thrown and also used as hand flippers during swimming actions, granting one extra dice.</p>																						
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Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags																
4	1	2L	1	2	Str 1, Dex 2	Res 3	M, D, *																

Insert Image Here	Wind Fire Wheel																						
	<p>This weapon can be as simple as an undecorated steel ring, but it typically has handles built into it and sharpened protrusions jutting from the top, bottom and front. These weapons are always wielded paired, are used to deliver crushing or slashing blows and to block or catch weapons. The stats below are for one weapon. This weapon can also be used with the Melee ability.</p>																						
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Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags																
5	2	2L	2	3	Str 1, Dex 3	Res 2	M																

KICKING WEAPONS

Kicking weapons are usually worn on the feet to enhance regular kicking techniques. Because unwieldy weapons greatly impair regular motion these weapons are not very common.

Insert Image Here	Kick							
	<p>The kick is an unarmed attack utilizing any part of the leg, that needs a certain degree of skill to be executed properly. Just as with the punch it comes in countless variations ranging from simple kicks with the sole of a heavy boot to lighting fast spinning or high kicks executed with the knee or other parts of the leg.</p> <p>This is a natural attack and uses the body, it does not require a weapon and can not be disarmed.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	0	3B	-2	2	Str 1, Dex 2	N/A	N	

Insert Image Here	Iron Boot							
	<p>As the name implies, an iron boot is a heavy leather boot covered in brass or iron studs or small plates of metal. Iron boots are always worn in pairs. A character wearing iron boots cannot use them to block lethal attacks without a stunt.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	0	6B	-3	2	Str 2, Dex 2	Res 2	M	

Insert Image Here	Boot Knife							
	<p>Boot knives are weapons rarely used by earnest people. These expensive weapons consist of a knife-like spike running within the thick sole of the boot. Upon the press of a button or another signal such as clacking the heels together, the weapon jumps from the sole to stick out the front of the shoe. This transforms a skilled fighters kicks into lethal stabs but a boot knife can not be used to parry lethal attacks. Variations which jut out spikes from the soles of the boot have also been seen.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	-1	3L	-3	2	Str 2, Dex 3	Res 3	M	

CLINCHING WEAPONS

The purpose of these weapons is to enhance grappling attacks made at very close range. The nature of clinching weapons makes them unable to be used for parrying purposes.

Insert Image Here	Clinch							
	<p>A clinch is the attempt of binding an opponent using the body's own arsenal. This can range anywhere from chokeholds with the hands or arms to complicated and refined wrestling moves that pin the enemy to the ground. Some particularly skilled individuals are even able to perform clinches with only their legs, crushing their enemy between their thighs.</p> <p>This is a natural attack and uses the body, it does not require a weapon and can not be disarmed.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	0	0B*	N/A	1	Str 1	N/A	C, N, P	

Insert Image Here	Razor Harness							
	<p>A razor harness is a brutal and bloody wrestling enhancement, consisting of leather straps covering the wearer in spikes. Upon a clinch, the blades have no trouble wounding grappled foes.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	-1	3L*	N/A	1	Str 1	Res 3	C, M, P	

Insert Image Here	Strangling Cord							
	<p>The strangling cord is a simple but strong piece of wire, sometimes with added wooden handle for an easier grip. Slung around the neck of a target it cuts and strangles at the same time. It is the favorite weapon of many skilled assassins as a clinched opponent is unable to speak or yell for help.</p>							
	<i>Reinforced Scarf</i>							
	<p>For assassins requiring an inconspicuous weapon, the strangling cord can also come in the form of a reinforced scarf woven either from a strong textile or with a regular strangling wire built into it. This creates a piece of clothing that can serve as a deadly weapon, at an increased Resources cost by one.</p>							
Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags	
6	1	1L*	N/A	1	Str 1	Res 2	C, M, P	

THROWN WEAPONS

BLADES, THROWN

Insert Image Here	Knife, thrown							
	<p>Realistically, knives made for throwing are balanced differently than hand-to-hand blades. Exalted assumes that the difference is negligible to its heroes.</p>							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
5	1	2L	3	15	Str 1	Res 0		

Insert Image Here	Throwing Disc							
	<p>A throwing disc is a small disc or ring with about one foot in diameter. It is usually made out of steel with sharpened outer edges but versions out of hardened wood with thorns arranged in a sawblade like fashion have also been spotted in the east. This shape allows the weapon to be hurled farther than most other weapons.</p> <p>Throwing discs also count as chakrams for the purposes of weapon restrictions and limits.</p>							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
4	0	1L	3	25	Str 1	Res 1		

Insert Image Here	Throwing Star							
	<p>Throwing stars are small circular blades, often star shaped, that can be thrown easily. They are usually between two and five inches in diameter. This small size makes them easy to conceal and it allows expert users to throw multiple stars in one single swing. They</p> <p>Throwing stars also count as chakrams for the purposes of weapon restrictions and limits.</p>							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
4	0	0L	4	15	Str 1, Dex 2	Res 0		

Insert Image Here	War Boomerang							
	<p>These weapons are curved, flat pieces of sharpened metal or specially hardened ironwood that spin through the air with deadly force. While not normally designed to return, highly skilled characters can perform this impressive feat. Players of characters who have more than two dots in Thrown may make a second, reflexive (Dexterity + Thrown) roll if the boomerang misses its target. If this roll succeeds, the boomerang curves around and lands within (three minus successes) feet of the owner. If the distance is reduced to zero feet, then the boomerang actually returns to the thrower's hands.</p>							

Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
5	1	3L	2	20	Str 1	Res 1	

SHARP IMPACT WEAPONS, THROWN

Insert Image Here	Hatchet, thrown						
	A small one-handed axe, hatchets have shorter ranges, but their weight and tumbling motion makes them deadly weapons. Hatchets are favored weapons of barbarians because of their utility outside of combat.						
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost
5	-1	4L	2	10	Str 2	Res 1	

BLUNT IMPACT WEAPONS, THROWN

Insert Image Here	Club, thrown						
	A short blunt length of wood, the thrown club is used for hunting small animals and carried by the city guards in some of the more peaceful areas. Its clumsy shape however prevents the weapon from flying very far.						
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost
5	0	4B	2	10	Str 1	Res 1	

Insert Image Here	Small Hammer, Thrown						
	A small hammer designed and balanced for throwing, this weapons heavy head makes it a strong weapon but also greatly shortens its range and rate. This weapon is rarely seen on the battlefields as it requires a lot of strength to throw effectively.						
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost
5	0	2B	2	10	Str 3	Res 2	P

Insert Image Here	Sling						
	Slings are small pouches with thongs attached to either side. A stone or lead sling “bullet” is placed in the pouch and the sling is swung in a circle at high speed, hurling its projectile at great velocity. Slings are inexpensive and can use any rock of approximately the correct size as ammunition, but they are less accurate than bows.						
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost
5	0	4B	1	75	Str 1	Res 1	

SPEARS, THROWN

Insert Image Here	Javelin, thrown							
	<p>Arguably the most powerful of the thrown weapons, the javelin is a small, light spear often carried in bundles. The javelin is faster than the hatchet and has a better range than a chakram. However, this effectiveness comes at a price – unlike other thrown weapons, javelins are bulky and difficult to conceal.</p>							
	<p><i>Harpoon, thrown</i></p> <p>The harpoon is a throwing spear used for hunting large fish, this allows the weapon to be used underwater without penalties. The spearhead is heavier than that of a javelin and often sports sharp barbs. A rope or cord can often be attached to a loop in one end of the handle. This helps to bring in targets once the weapon is lodged in their body.</p>							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
	4	0	3L	2	30	Str 2	Res 2	
	4	-1	4L	2	20	Str 2	Res 2	

Insert Image Here	Spear Sling																						
	<p>The spear sling is a tool that can be used to increase the velocity of javelins and harpoons. It uses leverage to achieve this increase in strength. Its usual design consists of a shaft with a cup, in which the butt of the spear rests. It is held at the end farthest from the cup, and the spear is thrown using upper arm and wrist. A well made spear sling can achieve distances of more than 100 yards. Modify the statistics of the Javelin or Harpoon as given below.</p>																						
	<table border="1"> <thead> <tr> <th>Speed</th> <th>Accuracy</th> <th>Damage</th> <th>Rate</th> <th>Range</th> <th>Minimums</th> <th>Cost</th> <th>Tags</th> </tr> </thead> <tbody> <tr> <td>+1</td> <td>0</td> <td>+2</td> <td>-1</td> <td>+20</td> <td>Str 3</td> <td>Res 2</td> <td>+1</td> </tr> </tbody> </table>								Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags	+1	0	+2	-1	+20	Str 3	Res 2
Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags																
+1	0	+2	-1	+20	Str 3	Res 2	+1																

CHAIN & ROPE WEAPONS, THROWN

Insert Image Here	Lasso																						
	<p>A simple weapon made from a long piece of rope knotted into a loop, that can be thrown around an opponent and then closed by pulling. Originally developed for the herding of livestock it is often employed to catch fleeing slaves or prisoners that should not be harmed. The weapon can only execute clinch attacks. If grappling at a distance, use the rules for ranged clinches. If simply ensnaring an opponent and then letting go of the lasso, use the rules for thrown clinches.</p>																						
	<table border="1"> <thead> <tr> <th>Speed</th> <th>Accuracy</th> <th>Damage</th> <th>Rate</th> <th>Range</th> <th>Minimums</th> <th>Cost</th> <th>Tags</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>1</td> <td>2B*</td> <td>1</td> <td>20</td> <td>Str 1, Dex 2</td> <td>Res 1</td> <td>C</td> </tr> </tbody> </table>								Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags	6	1	2B*	1	20	Str 1, Dex 2	Res 1
Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags																
6	1	2B*	1	20	Str 1, Dex 2	Res 1	C																

Insert Image Here	Net							
	<p>Related to the fishing nets used in the western ocean, the net is a formidable tool on a crowded battlefield. Clumsy in use it nonetheless allows a skilled fighter to bind one – or possibly more – enemies to their places, so they can be easily disposed of. It can only execute clinch attacks to hold opponents. It can neither be used to crush nor throw without a stunt..</p> <p>When targeting multiple opponents that are close by, raise the difficulty by the total number of opponents and apply the remaining successes evenly to each individual target. When freeing themselves in a coordinated way (a successful (Wits+War) roll by one of the bound characters) the players can add up their successes on their rolls to control the clinch. If the attacking player throws the net only a short distance so he can still hold on to it, then he can try to remain in control of the clinch, as regularly, with the defenders adding up their successes. If he lets go of the net, consider the clinch a thrown clinch.</p>							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
6	2	N/A*	1	10	Str 1, Dex 2	Res 1	C, *	

Insert Image Here	Bolas							
	<p>Developed out of a simple hunting weapon, bolas are three or more heavy objects, usually stones or stone filled leather sacks, bound to the ends of a number or ropes. When swung and released these weights entangle a hit opponent, binding them in place or tripping them if they were moving. Attacks from this weapon can be used to either try and hit the opponent with the weights to inflict bashing damage or to try and execute a ranged clinch.</p>							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
5	1	4B	1	15	Str 1, Dex 2	Res 2		
6	2	N/A*	1	15	Str 1, Dex 2	Res 2	C	

PUNCHING WEAPONS, THROWN

Insert Image Here	Fighting Needle, thrown							
	<p>Needles are the ultimate in subtle assassination instruments. These tiny spikes are as long as a small finger and as wide as a house cat's fang. They can be thrown with the flick of a finger or even held in the mouth and spat at a target. While they inflict very little damage, most assassins will equip their needles with posion.</p>							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
4	0	0L	2	10	Str 1, Dex 3	Res 1	P	

Insert Image Here	War Fan, thrown							
	<p>Needles are the ultimate in subtle assassination instruments. These tiny spikes are as long as a small finger and as wide as a house cat's fang. They can be thrown with the flick of a finger or even held in the mouth and spat at a target. While they inflict very little damage, most assassins will equip their needles with poison.</p>							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
	4	1	2L	2	15	Str 1, Dex 2	Res 3	

ARCHERY WEAPONS

BOWS

Insert Image Here	Self Bow							
	<p>A stout length of spring wood about three feet long, the shelf bow is bent along the wood's natural shape. Of simple construction, the self bow is not very powerful. A character can never have a Strength higher than 3 for the purposes of determining a self bow's damage. The main advantage of the self bow is its small size and versatility.</p>							
	Speed	Accuracy	Damage	Rate	Range	Max Strength	Cost	Tags
	6	0	2L*	2	150	Str 3	Res 1	2, B

Insert Image Here	Long Bow							
	<p>Longer than a self bow, the long bow is harder to pull and offers considerably more power. A character can never have a strength higher than 4 for the purposes of determining a strong bow's damage. Its large size make it encumbering and unless a character has both Ride and Archery on at least 3, he is not able to use a long bow when riding a horse or similar mount.</p>							
	Speed	Accuracy	Damage	Rate	Range	Max Strength	Cost	Tags
	6	1	2L*	3	200	Str 4	Res 2	2, B

Insert Image Here	Composite Bow							
	<p>Composite Bows are made out of layers of different woods, often reinforced with layers of horn. The only weakness of a composite bow, other than its expense, is the fact that it is held together with glue. If it becomes wet, the glue weakens, and the bow can come to pieces. As a result, most composite bows are bound in watherproof leather covers. A composite bow can be made for a character of any strength, though bows for characters with legendary strength (above 5) require special materials and cost at least Resources 4.</p>							
	Speed	Accuracy	Damage	Rate	Range	Max Strength	Cost	Tags
	6	0	2L*	3	250	Str 5	Res 3	2, B

Insert Image Here	Sling Bow							
	<p>The sling bow is similar to a regular bow in construction with the exception that it features a pouch in the center of its string. This pouch loads stone or metal bullets similar to a regular sling. It's range is far greater than that of the sling but it is slower to use. Unlike the other bows it does not use arrows as ammunition and can not benefit from their versatility.</p>							
	Speed	Accuracy	Damage	Rate	Range	Max Strength	Cost	Tags
	6	0	6B	2	150	Str 4	Res 1	2, B

CROSSBOWS

Crossbows are a rare type of weapon hardly known in Creation. Only the people of the Haslanti Leage and nigh-unseen groups such as the Mountain Folk use crossbows. All these groups consider these weapons secret and will not sell them to outsiders. Crossbows do not add the user's strength to their damage and use Bolts (see below) as ammunition. Exceptional crossbows may increase Accuracy and Range but never Rate.

Insert Image Here	Crossbow							
	<p>A crossbow is a bow mounted perpendicular to a stock. The bow is drawn and held in this position until a trigger is pulled. The weapon is very heavy and requires two hands to hold steadily and fire reliably. These weapons are very rare and can usually not be bought in Creation.</p>							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
	5	0	5L*	1	125	Str 2	Res 2	2, B

Insert Image Here	Hand Crossbow							
	<p>This small crossbow is an easily concealable weapon made of fine steel. The entire bow is no longer than the length of a man's hand and is either worn strapped to the back of the user's forearm or held in one hand. These weapons are very rare and can usually not be bought in Creation.</p>							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
	5	0	3L*	2	75	Str 1	Res 3	B

ARROWS & BOLTS

The versatility of differing ammunition has long since been harnessed by all kinds of archers. A myriad of different ammunition is available for bows (called arrows), and to a lesser extent also for crossbows (called bolts). Depending on the type of missile used, modify the weapon's statistics as stated below.

Insert Image Here	<p>Broadhead Arrow</p> <p>Broadhead arrows have broad triangle- or leaf-shaped heads. The arrowhead is wide, to increase the amount of tissue damage done on a successful hit, but it still tapers to allow the arrow to penetrate armor. These are the most common type of Arrow and inflict +0L damage.</p>
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Insert Image Here	<p>Fowling Arrow</p> <p>Fowling arrows do not have a point. Instead, they have a round wooden bulb at the tip. They are normally used to hunt birds, which would be ruined by a direct hit from a normal arrow. However, they can also be used to stun targets without killing them. Fowling arrows inflict +0 bashing damage instead of lethal.</p>
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Insert Image Here	<p>Frog Crotch Arrow</p> <p>Frog crotch arrows have a Y-shaped head, with the arms of the Y facing forward, sharpened on the inside. These arrows inflict hideous damage on tissue but perform terribly against armor. Frog crotch arrows use the firing character's Strength + 2L as their base damage, but the lethal soak of the target's armor is doubled before applying the damage.</p>
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Insert Image Here	<p>Target Arrow</p> <p>Target arrows have no blades on their heads, simply sharpened steel tips. Target arrows do the firing characters Strength -2L as their base damage, but are piercing, treating the soak of target's armor as half it's true value (rounded down) when the damage is applied. s</p>
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Insert Image Here	<p>Target Bolt</p> <p>Target bolts consist of strong wooden shafts with a simple, sharp steel tip. Target bolts convert the damage of a crossbow into piercing damage, halving the opponent's armor soak (round down).</p>
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Insert Image Here	<p>Fowling Bolt</p> <p>Fowling bolts are similar to fowling arrows, consisting of a soft bulb at the tip. They convert the damage of crossbows from lethal into bashing and add 2 dice of damage.</p>
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FIREARMS

Firearms are a special kind of archery weapons that employ the unique abilities of firedust as a weapon. Controlled ignition of firedust is used to either produce a gust of flame (Flame Weapons) or a controlled explosion that propels a projectile (Boom Weapons).

Boom weapons are a non-canon extension to Creation. While many storytellers might be happy with the flame weapons alone, we felt that projectile weapons would make a worthy addition. They try to recreate the feeling of flintlock pistols without breaking the balance of the game.

Insert Image Here	Flame Piece							
	A flame piece is a small firewand, made for use in one-handed. Most typically wielded by elite southern cavalry, who use them to gain the advantage in horseback skirmishes. Eight yards is the weapon's maximum damage. Flame pieces have no longer range. A firepiece requires a miscellaneous action to reload, just like a firewand.							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
5	1	8L	1	8		Res 2	F, S	

Insert Image Here	Firewand							
	Firewands are one-shot flame-throwers powered by firedust, a substance that can be found only deep in the southern deserts. Made from finely turned brass with wooden or metal stocks, these weapons are prized possessions of any soldiers lucky enough to own one. All firewands are breechloaders. The firedust must be loaded down the front of the barrel, and the weapon can only hold a single shot. Characters must use a miscellaneous action to reload after every shot. Also, while readily available in the South, firedust can be expensive and difficult to find elsewhere (Resources 1 in the South, 2 or higher outside the South).							
	<i>Bayonet</i>							
Individual Firewands have been seen with a blade attached beneath the muzzle of the weapon. This raises the Resources cost of the weapon by one. The added weight also lowers the accuracy of the weapon by one. However the blade allows the wielder to make Melee attacks with the Firewand using the stats of a short spear, however due to the improvised nature add an internal penalty of -1 to all Meele pools and reduce 1 from the accuracy of the Boomstick. Executing both ranged and close combat attacks in a single flurry is not possible without the use of a stunt.								
Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags	
5	1	12L	1	10		Res 3	2, F, S	

Insert Image Here	Boompiece							
	<p>The Boompiece is a weapon found almost exclusively in the south. A wooden stock, incorporating a metallic barrel and firing pin. The Boompiece ignites firedust through a spark caused by the impact of a metal hammer upon a cap of flint. This explosion hurls a shell to decent range. Boompieces are high-damage, mid range weapons.</p> <p>Though in the south it isn't too difficult to acquire a Boompiece or it's firedust and shell ammunition, it is excessively expensive outside of the desert lands, making it prohibitive to use beyond those lands. Boompieces are very popular among pirates with access to firedust shipments, and the Elite Cavalry of Gem.</p>							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
5	1	6L	1	25	Str 2	Res 2	P, S	

Insert Image Here	Boomstick							
	<p>The Boomstick is a larger version of the Boompiece. A long, two handed weapon, the Boomstick takes everything that was good about the Boompiece, and makes it better. Increased range and damage makes this weapon a preference to Elite Footmen in the southern state of Gem, though it is considerably more expensive than it's smaller cousin, making it less common in the field.</p> <p>Like Boompieces, Boomsticks are prohibitively expensive outside of the south, and even down in the desert lands around Gem, it is still difficult to keep armed.</p> <p><i>Bayonet</i></p> <p>Individual Boomsticks have been seen with a blade attached beneath the muzzle of the weapon. This raises the Resources cost of the weapon by one. The added weight also lowers the accuracy of the weapon by one. However the blade allows the wielder to make Melee attacks with the Boomstick using the stats of a short spear, however due to the improvised nature add an internal penalty of -1 to all Meele pools and reduce 1 from the accuracy of the Boomstick. Executing both ranged and close combat attacks in a single flurry is not possible without the use of a stunt.</p>							
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
5	1	10L	1	110	Str 2	Res 3	2, P, S	

EXOTIC ARCHERY WEAPONS

Insert Image Here	Blowgun						
	<p>The blowgun consists of a small hollow cylinder, often as simple as a properly sized stick of bamboo. Into this cylinder needles are loaded and then shot forward by focusing a strong gust of breath into the weapon. Blowguns can also contain powders to confuse or even poison an opponent. A quick exhalation will blow the dust into the opponents face. This dust attack can not be parried without a shield.. Use the second line of stats for the dust attack.</p>						
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost
5	1	1L	2	15	Str 2	Res 1	P
5	-3	*	1	2			

WEAPON LIST

MELEE WEAPONS

Blades	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Knife	5	1	2L	0	3	Str 1	Res 0	T
Short Sword	4	2	3L	0	2	Str 1	Res 1	
Chopping Short Sword	4	1	4L	-1	2	Str 2	Res 2	
Defensive Short Sword	4	0	2L	2	2	Str 1, Dex 3	Res 2	D
Straight Sword	4	2	3L	1	2	Str 2	Res 2	
Slashing Sword	4	1	3L	0	3	Str 2	Res 2	
Chopping Sword	4	1	5L/2	-1	2	Str 2	Res 2	O
Thrusting Sword	4	1	2L	0	2	Str 1, Dex 2	Res 2	P
Fencing Sword	4	2	1L	-3	4	Str 1, Dex 3	Res 2	P
Defensive Sword	5	0	3L	3	3	Str 1, Dex 3	Res 3	D
Straight Bastard Sword	5	1	6L/2	1	2	Str 2	Res 3	1.5, O
Slashing Bastard Sword	5	0	6L/2	0	3	Str 2	Res 3	1.5, O
Thrusting Bastard Sword	5	1	4L	0	2	Str 3	Res 2	1.5, P
Straight Great Sword	6	1	8L/2	-1	2	Str 3	Res 2	2, O, R
Thrusting Great Sword	6	0	6L/2	-1	2	Str 4	Res 2	2, O, R, P
Polecleaver	6	0	7L/2	0	3	Str 3	Res 2	2, O, RR
<i>Hooked Polecleaver</i>		<i>-1</i>				<i>+Dex 2</i>		<i>+D</i>
Saw Fish Sword	5	0	7L/3*	-2	2	Str 2	Res 2	O, *
Spinning Sword	4	-1	5L/3	-1	2	Str 2, Dex 4	Res 3	D, O
Twinblade	4	1	5L/2	-1	3	Str 2, Dex 3	Res 3	2, O

Sharp Impact Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Hatchet	4	0	5L	-2	2	Str 2	Res 1	T
Battle Axe	5	1	7L/2	-2	2	Str 3	Res 2	1.5, O
Great Axe	6	0	9L/3	-3	2	Str 3	Res 1	2, O, R
Poleaxe	6	0	8L/2	0	2	Str 3	Res 2	2, O, RR
<i>Hooked Poleaxe</i>		<i>-1</i>				<i>+Dex 2</i>		<i>+D</i>
Sickle	4	0	5L/3	-2	2	Str 1	Res 1	O
Scythe	6	1	8L/4	-2	2	Str 3	Res 1	2, O, R

Sharp Impact Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
War Scythe	6	1	9L/4	-1	1	Str 3	Res 2	2, O, RR
<i>Hooked War Scythe</i>		-1				+Dex 2		+D
War-Pick	5	1	4L	-1	2	Str 3	Res 2	P
Great War-Pick	6	0	7L/2	-1	2	Str 4	Res 2	2, O, P
Murder of Crows	5	0	4L	-1	3	Str 3, Dex 3	Res 3	2, D, P
Luna's Dance	5	1	6L/2	0	3	Str 3, Dex 3	Res 3	2, O

Blunt Impact Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Club	4	0	5B	0	2	Str 1	Res 0	T
Mace	5	1	7B/2	-1	2	Str 2	Res 1	O
Great Mace	6	-1	12B/4	-3	1	Str 4	Res 2	2, O, R
Pole Mace	6	0	10B/3	-1	2	Str 3	Res 2	2, O, RR
<i>Hooked Pole Mace</i>		-1				+Dex 2		+D
Small Hammer	4	1	3B	0	2	Str 1	Res 2	P, T
Hammer	5	1	5B	0	2	Str 2	Res 1	P
Sledge	6	-1	9B/2	-1	1	Str 4	Res 2	2, O, P, R
Pole Hammer	6	0	7B/2	0	2	Str 3	Res 2	2, O, P, RR
<i>Hooked Hammer</i>		-1				+Dex 2		+D
The Flail	4	0	6B	-1	2	Str 3	Res 1	
The Ball and Chain	5	0	8B/2	-2	2	Str 3	Res 1	O
Great Flail	6	-2	13B/4	-3	1	Str 4	Res 2	2, O, R
Pole Flail	6	0	11B/3	-3	2	Str 4	Res 2	2, O, RR
Staff	6	1	7B	2	2	Str 2	Res 0	2, R
Fighting Stick	4	1	4B	0	3	Str 1	Res 0	M
Defensive Fighting Stick	4	0	3B	3	2	Str 1, Dex 2	Res 1	M, D

Spears & Forks	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Short Spear	4	0	4L	0	2	Str 1	Res 1	T
Spear	5	1	5L	1	2	Str 2	Res 1	2, R
<i>when bracedg</i>			7L/2					2, O, R
Great Spear	6	0	7L/2	-2	1	Str 3	Res 1	2, O, RR, P
<i>when braced</i>			10L/3					
<i>Hooked Great Spear</i>		-1						+D
Lance	6	-1	10L/4	N/A	1	Str 3	Res 2	P, O, RR
<i>Tournament Lance</i>	6	-1	5B	N/A	1	Str 3	Res 1	RR

Spears & Forks	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Javelin	4	1	3L	0	2	Str 1	Res 2	T
<i>Harpoon</i>	4	0	4L	-1	2	Str 1	Res 2	T
Trident	5	0	6L	0	2	Str 2, Dex 2	Res 2	D
Pole Fork	6	0	8L/2	0	2	Str 3	Res 2	2, O, RR
<i>Hooked Pole Fork</i>		-1				+Dex 2		+D
Double Trident	5	0	6L/2	1	3	Str 3, Dex 3	Res 3	2, D
Double Spear	5	1	5L/2	1	3	Str 3, Dex 2	Res 2	2, R
Mancatcher	6	3	1L*	0	1	Str 2	Res 3	2, R, C, P
Clothesentangler	6	2	3B*	0	1	Str 3	Res 2	2, R, C, P

Chain & Whip Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Fighting Chain	5	-1	6B	2	3	Str 2, Dex 4	Res 1	2, M, R
<i>when clinched</i>	6	-1	4B*	N/A	1			C, RR
Meteor Hammer	6	-1	10B/3	0	2	Str 3, Dex 4	Res 2	2, O, RR
<i>when clinched</i>	6	-3	6B*	N/A	1			C, RR
Whip	4	1	4B	-1	2	Str 1, Dex 3	Res 1	D, R
<i>when clinched</i>	6	0	2B*	N/A	1			C, R
Cat o' Nine Tails	5	2	1B	-2	1	Str 1	Res 1	
Seven Section Staff	5	-2	7B	3	2	Str 1, Dex 4	Res 2	M
Nunchakus	4	0	4B	2	3	Str 1, Dex 3	Res 1	M
Combat Yo-Yo	4	2	3B	-2	3	Str 1, Dex 3	Res 1	R

MARTIAL ARTS WEAPONS

Punching Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Punch	5	1	0B	2*	3	Str 1	N/A	N
Brass Knuckles	5	1	1B	2*	3	Str 1	Res 0	M
Battle Glove	5	0	3B	2*	3	Str 1	Res 1	M
Fighting Gauntlet	5	0	5B	2	2	Str 2	Res 2	M
<i>when clinched</i>	6	-1	3B*	N/A	1			C, M
Tiger Claws	5	2	3L	0	3	Str 1	Res 2	M
Punching Dagger	5	0	3L	2	3	Str 1	Res 2	M
Stabbing Dagger	5	1	3L	2	2	Str 2	Res 2	M, P
Pressure Stick	5	1	2B	-2	3	Str 1, Dex 2	Res 0	M
Fighting Needle	4	0	0L	N/A	3	Str 1, Dex 3	Res 1	M, T, P
War Fan	4	1	2L	1	2	Str 1, Dex 2	Res 3	M, D
Wind Fire Wheel	5	2	2L	2	3	Str 1, Dex 3	Res 2	M

Kicking Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Kick	5	0	3B	-2	2	Str 1, Dex 2	N/A	N
Iron Boot	5	0	6B	-3	2	Str 2, Dex 2	Res 2	M
Hidden Boot Knife	5	-1	3L	-3	2	Str 2, Dex 3	Res 3	M
Boot Spikes	5	0	2L	-3	2	Str 1, Dex 2	Res 1	M

Clinching Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Clinch	6	0	0B*	N/A	1	Str 1	N/A	C, N
Razor Harness	6	-1	3L*	N/A	1	Str 1	Res 3	C, M
Strangling Cord	6	1	1L*	N/A	1	Str 1	Res 2	C, M

THROWN WEAPONS

Blades, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Knife, thrown	5	1	2L	3	15	Str 1	Res 0	
Throwing Disc	4	0	1L	3	25	Str 1	Res 1	
Throwing Star	4	0	0L	4	15	Str 1, Dex 2	Res 0	
War Boomerang	5	1	3L	2	20	Str 1	Res 1	

Sharp Impact, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Hatchet, thrown	5	-1	4L	2	10	Str 2	Res 1	

Blunt Impact, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Club, thrown	5	0	4B	2	10	Str 1	Res 1	
Small Hammer, thrown	5	0	2B	2	10	Str 3	Res 2	P
Sling	5	0	4B	1	75	Str 1	Res 1	

Spears, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Javelin, thrown	4	0	3L	2	30	Str 2	Res 2	
<i>Harpoon, thrown</i>	4	-1	4L	2	20	Str 2	Res 2	
Spear Sling	+1	0	+2	-1	+20	Str 3	Res 2	

Chains & Rope, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Lasso	6	1	2B*	1	20	Str 1, Dex 2	Res 1	C
Net	6	2	N/A*	1	10	Str 1, Dex 2	Res 1	C, *
Bolas	5	1	4B	1	15	Str 1, Dex 2	Res 2	
<i>when clinched</i>	6	2	N/A*	1	15	Str 1, Dex 2	Res 2	C

Punching, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Fighting Needle, thrown	4	0	0L	2	10	Str 1, Dex 3	Res 1	P
War Fan, thrown	4	1	2L	2	15	Str 1, Dex 2	Res 3	

ARCHERY WEAPONS

Bows	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Self Bow	6	0	2L*	2	150	Str 3	Res 1	2, B
Long Bow	6	1	2L*	3	200	Str 4	Res 2	2, B
Composite Bow	6	0	2L*	3	250	Str 5	Res 3	2, B
Sling Bow	6	0	6B	2	150	Str 4	Res 1	2, B

Crossbows	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Crossbow	5	0	5L*	1	125	Str 2	Res 2	2, B
Hand Crossbow	5	0	3L*	2	75	Str 1	Res 3	B

Firearms	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Flame Piece	5	1	8L	1	8		Res 2	F, S
Firewand	5	1	12L	1	10		Res 3	2, F, S
Boompiece	5	1	6L	1	25	Str 2	Res 2	P, S
Boomstick	5	1	10L	1	110	Str 2	Res 3	2, P, S

Exotic Weapons	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Blowgun	5	1	1L	2	15	Str 2	Res 1	P
<i>Dust shot</i>	5	-3	*	1	2	Str 2	Res 1	

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