

Zen and the Art of Mayhem

Weapons

Weapons can always play a major factor in any battle situation. Wielded in the hands of a master they can turn the tide of any conflict. Axes, swords, staves, clubs, bows, guns all have their advantages.

In any settings the available weapons will always have a factor on the battlefield whether the players or their foes wield them. The Architect should inform the players what type of world the characters will be in, and what type of weapons are common and available. A game with a cyberpunk setting might not have mammoth melee weapons, but plenty of advanced firearms with high rates of fire. A game set in the age of sail and pirates may have only single shot pistols and rifles, but plenty of melee weapons to choose from. A fantasy setting might not have any firearms, and a modern day setting might not have any melee weapons carried in public. Or even a world where everyone is a ninja and firearms were never invited.

In the original rules basic weapons types and damages are given for a variety of weapons. In Level 2 rules, Architect and players can customize weapons. The basic weapon type can have upgrades added to them, creating a wider range of weapons. There is no limit to the amount of upgrades that can be given to a weapon, but typically it should be limited to no more than 4. The more bonuses a weapon receives the more expensive and rarer that weapon will become. Customization should be monitored closely, some bonuses can't be used together.

Melee Weapons

Melee weapons are of course those weapons that can be wielded in hand-to-hand combat. They range from daggers, axes, swords, staves, and clubs. To the more exotic yari, sais, and tonfa. To even spears, pikes, and lances. Anything that can be wielded by opponents against each other on the battlefield can be classified as a melee weapon.

Axe

An axe is basically a heavy sharpened blade at the end of a handle or long stick. The axe is a classic weapon, originally designed as a work tool, it was soon adapted to the battlefield. The weighted head gives it great force to cleave through armor, flesh, and bone.

Type	Range	Damage
Hand Axe	0-2	2d6
Large Axe	1-3	3d6

Axe Upgrades

Extra Sharp: The axe head is able to be sharpened to a fine level, and keep that edge longer, cutting deeper.

+3 to Damage

Double Headed Axe: The axe has a large cutting head on both sides, adding to damage and versatility in combat.

+1d6 Damage.

Lightened Head: To make the axe more flexible and agile in combat lighter materials are used.

+3 to Hit.

Long Handle: The longer the axe handle, the more power that can be delivered with a single blow.

+1d6 Damage

Add 1 to range.

Throwing: The axe is weighted so it can be thrown with great accuracy. The effective range is equal to the characters strength, normal to hit and damage. At twice Strength range the to hit is reduced by two and damage is halved.

Weighted Head: The axes head is made from the heaviest, strongest material giving the weapon added power.

+3 to Damage

Classic Axes

Breaded Axe: Larger axe designed to be wielded two handed, it is also weighted to be thrown easily imbedding itself into an opponent.

Large Axe, Extra Sharp, Long Handle, Throwing

Range	Damage	Advantage
1-4	4d6+3	Throwing

Battle Axe: Probable one of the most famous axes, the long handles and larger cutting edge are easily feared on the battlefield.

Large Axe, Extra Sharp, Long Handle, Weighted Head

Range	Damage	Advantage
1-4	4d6+6	

Great Axe: Powerful two handed, double headed, battle-axe. The great axe can deliver a powerful blow able to cleave through thick armor.

Large Axe, Extra Sharp, Long Handle, Double-head, Weighted Head

Range	Damage	Advantage
1-4	5d6+6	

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Tomahawk: A small one-handed axe popular with many warriors. The tomahawk is weighted to be used effectively in close combat as well as to be thrown at short range.
Hand Axe, Extra Sharp, Lightened Head, Throwing

Range	Damage	Advantage
2-2	2d6+3	+3 to Hit, Throwing

Club

Arguable the club was one of the first weapons invented. These heavy large sticks is, of course, a handy weapon since you can usually find one easily. However the club has evolved over time, heading into two different directions; the popular large powerful battle club, often with spikes, and small fighting sticks and batons. Of course even a baseball bat is a refinement of the club.

Type	Range	Damage
Baton	0-2	2d6
Club	1-3	4d6

Club Upgrades

Heavy: The club is made from the heaviest, densest material available giving the weapon even more damage potential.
+1d6 Damage

Light: The club is designed to be as light and agile as possible, not able to delivery as much damage as a heavier version, but much more accurate.
+3 to hit

Extended: The club is longer, increasing the effective range in combat.
Increase Range by 1

Spiked: The end of the club is equipped with one or more spikes to increase the amount of damage the weapon can deliver.
+3 Damage

Classic Clubs

Large Spiked Club: Probably the most recognized club on the battlefield, these primitive weapons should never be under estimated in combat.
Club, Heavy, Extended, Spike

Range	Damage
1-3	4d6+3

Small Fighting Sticks: Light slender sticks that are designed to be used defensively, then deliver a quick counterstrike.
Baton, Light

Range	Damage	Advantage
0-2	1d6	+3 to Hit

Baseball Bat: Not really designed for combat it is still a favorite weapon of many. Light in weight, but still able to deliver plenty of damage to an opponent.
Club, Light, Extended

Range	Damage	Advantage
1-4	3d6	+3 to Hit

Nightstick: Popular among law enforcement the nightstick is short and compact making it easy to carry, but still very effective in combat.
Baton, Heavy

Range	Damage	Advantage
2-2	2d6	

Dagger

This miniature edged weapon is also a useful tool, carried by many, for countless use. However it should never be underestimated in combat. Its small size allows it to be easily carried, even concealed. In close quarter fighting it can be used to stab or slash. Being so quick and agile it is hard for a foe to defend all possible ways the dagger can be used. The dagger is called by many names; knives, stilettos, dirks, switchblade, but each is just a variation on the theme.

Dagger	0-2	1d6
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Dagger Upgrades

Armored Pommel: The Pommel is increased in size to better protect the users hand and wrist from damage. Protects the character from attempts to disarm them, and makes the Dagger much more effective defending against swords and other melee weapons.
Double Disarm saves

Collapsible Blade: The blade folds into the handle making it more compact and easy to carry but no less deadly in combat. The main advantage to collapsible blade is to allow the dagger to be concealed much more easily.
Concealable Blade

Curved Blade: The blade of the dagger is curved to be more effective cutting. The blade is designed to be a better slashing weapon then stabbing.
+3 Damage

Diamond Head: The head of the dagger is a diamond or spade shape the allows the tip to inflict a larger wound on an opponent.
+3 Damage

Double Edge: The dagger is sharpened on both sides allowing the blade to get a edge on an opponent more easily.
+1d6 Damage

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Extended: The blade of the dagger is elongated to give the weapon greater range.

Increase Range by 1

Extra Sharp: The blade is able to be sharpened to a fine cutting edge, and keep it.

+3 Damage

Punch Handle: The dagger is designed to be used more like brass knuckles, with the blade extending out from the knuckles.

Serrated Edge: The cutting edge is sheared with fine teeth that rip through anything as the dagger is pulled out.

+1d6 Damage

Side Blades: Near the hilt of the dagger are smaller blades. They can be used to help catch enemy's blades and disarm them.

Disarm attempt

Thin: The blade is slender, coming to a fine point, it is designed to be a quick and agile trusting weapon, able to slip into weak points, gaps, and openings in armor.

+3 to Hit

Thrown: The dagger is weighted so it can be thrown with great accuracy. The effective range is equal to the characters Coordination, normal to hit and damage. At twice Coordination range the to hit is reduced by two and damage is halved.

Classic Daggers

Bris-epee: The blade is long and slender, double edged, and comes equipped with an armored pommel, and side blades. Also known as the sword breaker, it was designed to be used with the off hand, either to catch and deflect enemy blades, or to be used to strike throw an opening in an opponents defense.

Dagger, Armored Pommel, Double Edge, Extended, Side Blades, Thin

Range	Damage	Advantage
0-3	2d6	+3 to Hit, Disarm

Commando Knife: Preferred by Special Forces units this dagger is always handy in a pinch, or close quarters combat. It is also weighted to be thrown when needed. Dagger, Extra Sharp, Extended, Double Edge, Serrated Edge, Thrown

Range	Damage	Advantage
0-3	3d6+3	Thrown

Dirk: Double edged, very sharp, broad headed dagger popular with foot soldier. Often the weapon most associated with the word dagger. It was used for everything from cutting, chopping, to eating and combat. Dagger, Extra Sharp, Double Edge

Range	Damage
0-2	2d6+3

Stiletto: A long slender dagger designed to slip through an opponents defenses. The stiletto is often viewed as the blade of the assassin; easy to carry and conceal, designed to be thrust into a victim, able to find its way past armor, and can be used to deliver poison for added effect.

Dagger, Double Edge, Extended, Extra Sharp, Thin

Range	Damage	Advantage
0-3	2d6+3	+3 to Hit

Switchblade: Often concealed when the weapons are not allowed to be carried out in the open. The switchblade is able to be pulled out quickly and with a touch of a switch the long slender blade reveals itself.

Dagger, Collapsible Blade, Double Edge, Extra Sharp

Range	Damage	Advantage
0-2	2d6+3	Collapsible

Throwing Dagger: Specially weighted daggers designed to be thrown with great accuracy and small size so many can be carried at once.

Dagger, Extra Sharp, Double Edge, Thrown

Range	Damage	Advantage
0-2	2d6+3	Thrown

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Mace

A heavy war club with a heavy metal head, that could be spiked or flanged, used to crush armor. Often called morning star, or flail, even warhammers fall into this classification.

Type	Range	Damage
One Handed Mace	0-2	2d6
Two Handed Mace	1-3	3d6

Mace Upgrade

Chain Head: The metal head of the mace is attached to a short chain. The chain not only gives the mace a greater range, but also increased the velocity of the head and results in more damage.

+1d6 Damage

Extra Heavy: The head of the mass is made to be as heavy and dense as possible, along the head to crush even the thickest armor plating.

+1d6 Damage

Flanged Head: The head of the mace is surrounded by metal plates that give the mace an almost crown like look. The flanges increase the amount of contact and crushing area of the mace.

+1d6 Damage

Hammerhead: The head of the mace is shaped with to flat ends, focusing the impact into one small area.

+3 Damage

Lightened: The mace is equipped with a light head to make it much lighter and more agile on the battlefield, and close quarter fighting.

+3 To Hit

Long Handle: The handle is elongated to give the wielder even more power with each swing and greater range.

+1d6 Damage

Increase Range 1

Spiked Head: The head of the mace is spiked to increase its overall damage potential.

+3 Damage

Classic Maces

Cavalry Mace: Light one-handed mace designed to be fast an agile. The weapon can be passed from hand to hand easily, also very handy in tight fighting conditions. Flanged Head, Lightened

Range	Damage	Advantage
0-2	3d6	+3 to Hit

Flail: The chained head of the flail allows it great power and speed when striking an opponent. Not very effective when fighting near allies, but with the freedom to swing it can easily strike down many opponents.

One Handed Mace, Chain Head, Extra Heavy, Spiked Head

Range	Damage
0-2	4d6

Morning Star: The classic spiked mace, the head will have a few large spikes, and a number of smaller spike arranged around the head. Excellent for crushing and possible penetrating armor.

Two Handed Mace, Extra Heavy, Long Handle, Spiked Head

Range	Damage
1-4	5d6+3

Two handed Mace: Popular foot soldier weapon the Two handed mace can easily dismount a cavalry or send a man off his feet.

Two Handed Mace, Flanged Head, Extra Heavy, Long Handle

Range	Damage
1-4	6d6

Warhammer: The warhammer is a very powerful weapon on the battlefield. Even though it takes great strength to wield, the weapon can deliver a heavy blow to an opponent.

Two Handed Mace, Extra Heavy, Hammerhead, Long Handle

Range	Damage
4-4	5d6+3

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Pole Arms

The pole arm is designed to give the foot soldier an advantage against cavalry and enemy formation. Basically a blade at the end of a long shaft, it is very effective in formation fighting, but becomes less useful when the battlefield breaks down into close quarters combat. Since the pole arm is designed to hit opponents at longer range, when fighting in Range 1 they receive a -3 to hit.

Type	Range	Damage
Short	1-3	3d6
Long	2-4	4d6

Pole Arm Upgrades

Double Blade: A blade is extended out on both sides of the shaft, making the weapon more effective against opposing formations.

+1d6 Damage

Extra Long Shaft: A pole arm are sometimes designed to be as long as a man, but some men are longer than others, so are some pole arms. These massive weapons are intended to be the longest possible, allowing the warrior to strike before his opponent can.

Increase Range by 2

Extra Sharp: The blade itself is able to hold a very fine edge, and keep it longer.

+3 Damage

Harden Blade: The Blade is made of the hardest materials available. The blade is better able to inflict deeper wounds and penetrate armor.

+1d6 Damage

Heavy Weight: The head of the pole arm is weighted to provide extra power and damage.

+1d6 Damage

Longer Blade: The blade is increased in size giving it a longer cutting edge.

+1d6 Damage

Long Shaft: The shaft is even longer, allowing the user to increase the effective range of the pole arm.

Increase Range by 1

Short Shaft: The shaft of the pole arm is reduced giving the pole arm better control, and makes it more easy to wield in close quarters melee.

No Negative to Range 1

Thrown: The pole arm is weighted to be thrown long distances at opponents. The pole arm can be thrown Strength+Coordinationx2 in range, normal to hit and damage. If the throw is over x2 to x3 in range -2 to hit 1/2 damage, x3 to x4 in range -4 to hit 1/2 damage. The thrown spear can only travel Strength+Coordinationx2 in one action, so targets further away may not be where they were when the weapon was thrown. Lastly for every upgrade that increases the size of the pole arm reduce the range by 3.

Throw Pole Arm

Trident Head: The head is designed with three sharp prongs. These can be used to attack, and catch and entangle opponent's weapons, making it possible to disarm them.

Classic Pole Arms

Pike: Carried by foot soldiers to defend against opposing cavalry and formations, the pike is a very basic pole arm, nothing fancy but still very effective.

Long Pole Arm, Long Blade

Range	Damage
4-4	5d6

Spear: Designed to be thrown or thrust into an opponent, very basic, and very effective.

Short Pole Arm, Short Shaft, Thrown

Range	Damage	Advantage
1-3	3d6	No Negative to Range 1, Thrown

Halberd: Not the longest pole arm, but very versatile on the battlefield. The double-sided longer blade makes the weapon very dangerous in the right hands.

Short Pole Arm, Double Blade, Heavy Weight, Harden Blade, Short Shaft

Range	Damage	Advantage
1-3	6d6	No Negative to Range 1

Pole Axe: Classic pole arm, the blade is very similar to an axe. The longer shaft gives the pole axe a much greater range than a standard axe.

Long Pole Arm, Heavy Weight, Longer Blade

Range	Damage
2-4	6d6

Lance: Not much more than an extra long shaft, but when wielded by cavalry it can deliver a powerful blow.

Long Pole Arm, Extra Long Shaft, Heavy Weight

Range	Damage
2-6	5d6

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Nagamaki: A type of yari with a short staff and long blade, making it an effective hand-to-hand weapon even in close quarters combat.

Short Pole Arm, Extra Sharp, Harden Blade, Longer Blade, Short Shaft

Range	Damage	Advantage
1-3	5d6+3	No Negative to Range 1

Yari: A cross between a sword and a pole arm, the yari supports a long blade at the end of a long shaft. Designed to give the foot soldier an advantage over cavalry units. Long Pole Arm, Extra Sharp, Longer Blade, Harden Blade

Range	Damage
2-4	6d6+3

Trident: The trident is often viewed as a weapon of the sea, but it can be very useful on any battlefield. The three prong head can be used to catch and disarm opponents, and is weighted to be thrown.

Short Pole Arm, Thrown, Trident Head

Range	Damage	Advantage
1-3	3d6	Thrown, Disarm

Sword

The classic weapon, swords are often not just a weapon, but also the symbol of the warrior. Too many the sword is not just a weapon but also the heart of what they are. An extension of themselves, worn not just for combat, more as part of who they are. Swords come in many different types; single edged or double, short or long, designed for use with one hand or two.

Type	Range	Damage
Small Blade	0-2	2d6
Long Blade	1-3	3d6

Sword Upgrades

Armored Pommel: The Pommel is increased in size to better protect the swordsmen hand and wrist from damage.

Double Disarm Saves

Curved Blade: Popular with single edge swords, and smaller one handed swords, and cavalry blades. The curve allows for better cutting action, slash and gash, inflicting longer deeper cuts on an opponent.

+3 Damage

Double Edge: The blade is sharpened on both sides giving the sword greater versatility. The swordsmen is able to slash an opponent on a offensive swing, or after a defensive block. But the many use for a double edge sword is a puncture weapon.

+1d6 Damage

Extended Grip: The grip is designed to be used with one or two hands depending on the situation. Often called the bastard grip, it allows the sword to be wielded one handed for greater agility, or two handed for greater power.

+3 to Hit

+1d6 Damage

Extra Sharp: The sword can hold a fine edge allowing it to cut deeper and keep its sharpness longer.

+3 Damage

Harden Blade: The blade of the sword is made to the highest quality materials and is strong then typical forged blade. Swords with harden blades are able to inflict deeper wounds and have a greater chance to penetrate armor.

+1d6 Damage

Extended Blade: The swords blade is extended out giving it greater range.

+1 to Range

Reduced Weight: The sword is designed to be light and agile, allowing the user greater flexibility and accuracy.

+3 to hit

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Slender Blade: The long slender blade allows greater manvureablity and agility. Allowing the blade to more easily slip through an opponent's defense.

+3 to Hit

Two Handed Grip: The sword is designed to be wielded by two hands, cleaving through anything in its path.

+2d6 Damage

Wave Blade: This blade style is rare, instead of being straight it extends in a wave pattern giving the blade greater cutting ability, leaving a victim with a jagged cut.

+1d6 Damage

Classic Swords

Bastard Sword: Popular long sword that could be wielded one handed or two. Slighter longer then a standard long sword, it was usually better crafted over all, using the finest materials.

Long Blade, Double Edge, Extended Grip, Extended Blade

Range	Damage	Advantage
1-4	5d6	+3 to hit

Cavalry Sword: Small curved sword designed to be used on horseback, either against other cavalry or foot soldier. The blade was kept small to make it easier for the swordsmen to change targets in the chaos of a close combat melee.

Small Blade, Curved Blade, Harden Blade, Reduced Weight

Range	Damage	Advantage
0-2	3d6+3	+3 to Hit

Claymore: Large and powerful two-handed sword favored by the highlanders.

Long Blade, Double Edge, Extended Blade, Two Handed Grip, Hardened

Range	Damage
1-4	7d6

Cutlass: Popular short sword which is commonly associate with pirates do to the easy it can be wielded in close quarters combat and below decks where space is at a premium.

Small Blade, Armored Pommel, Curved Blade, Extra Sharp, Harden Blade

Range	Damage	Advantage
0-2	3d6+6	Protection From Disarm

Katana: The blade of the Samurai, some call it the ultimate sword of design and function. The blade is slender, curved and made of the finest quality. The handled is extended allowing for greater power and agility. Long Blade, Curved, Extended Grip, Extra Sharp, Harden Blade, Slender Blade

Range	Damage	Advantage
1-3	5d6+6	+6 to hit

Long Sword: The sword of the knights, greater range and power then the typical short sword. The blade would give the knight a better chance of cutting throw the armor of his opponent.

Long Blade, Double Edge

Range	Damage
1-3	4d6

Rapier: Long slender sword designed for dueling, it is quick and agile but less effective on an armored foe. It is design to deliver its point hard into a foe.

Long Blade, Armored Pommel, Double Edge, Slender Blade, Reduced Weight

Range	Damage	Advantage
1-3	4d6	+6 to Hit

Scimitar: Popular curved sword that could easily be wielded on horse back or on foot. The blade is wider then most designs giving it great durability, a favorite slash and gash weapon.

Long Blade, Curved Blade, Extended Grip

Range	Damage	Advantage
1-3	4d6+3	+3 To Hit

Short Sword: Classic foot soldier weapon, easy to carry along with other weapons, and would be used when the fight broke down to close in melee combat. The short sword was not to effective against armor, but small enough to find weak points and unarmored areas of a foe. Small Blade, Double Edge, Reduced Weight

Range	Damage	Advantage
0-2	3d6	+3 to Hit

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Other Weapons

History is full of many weapon designs, some basic in design and pretty much unchanging, others made for both offensive and defensive purposes, some are converted work tools adapted to the battlefield, while others are a combination of weapon types into a truly unique weapon.

Some weapon types already come with upgrades built in, it is what they were designed for it makes them what they are. They can be modified with additional upgrades, but those upgrades should not interfere with the original intent of the weapon design.

Base Weapon

Small: The key factor to this weapon is speed. It is designed to be fast and agile, easily used with one hand.

Range	Damage
0-2	1d6

Large: The design of these weapons are a comprise of speed and power. They are fairly agile, but not as quick as smaller weapons. They can deliver a fair amount of damage, more then smaller weapons, but not the same as a two handed weapon.

Range	Damage
3-3	2d6

Two Handed : Power is the key, the weapon may not be fast or agile, but if it hits watch out.

Range	Damage
1-3	3d6

Upgrades

Armored: The weapon provides protection to the users hands, making it harder for them to be disarmed.

Double Disarm Saves

Chain Link: The weapon is connected with a link of chain that allows it to gain great velocity in a short distance, delivering more damage.

+1d6 Damage

Compact: The weapon size is decreased to make it even more flexible and dangerous.

Weapon can be used in Range 0

Counterstrike: The weapons main design is not offensive, but defensive. It must be agile enough to switch from defensive, to attack, with minimal effort. It is design to block and then return a quick counterstrike. This upgrade is for one handed weapons, usually lacking a cutting edge, you don't want to accidentally cut yourself when maneuvering from block to attack.

+4 to Defense Rolls

+2 to Attack after successful block.

Cutting Edge: The weapon has a blade, making it easy to cut through flesh and draw blood.

+1d6 Damage

Elongated: The range of the weapon is greatly increased, however this length is add with very fine wire, string, or other thin very flexible material. The weapon gains 3 Range but no increase in damage.

+3 Range

Entangle: If the weapon has a long flexible cord or chain it is possible that the weapon can be used to entangle a weapon or limb of an opponent. With a successful hit the weapon will have a chance to entangle itself. The opponent most make a coordination check to avoid being caught.

Entangle a Weapon or Limb

Extra Sharp: The cutting edge of the weapon is sharpened to a fine blade. This upgrade, of course, can only be applied to weapons with a cutting edge.

+3 Damage for one handed weapons

+1d6 Damage for two handed weapons

Harden: The weapon is made of the hardest most advance materials available. Giving the weapon extra strength and durability.

+1d6 Damage

Increased Size: The weapons is larger in size then a normal model, giving the weapon greater potential.

+1d6 Damage

Increase Range By 1

Lightened: The lightest materials available are used to make the weapon even more quick and deadly.

+3 to Hit

Skilled: All weapons become more efficient and deadly with skill. But some require great practice just to wield properly. Weapons that are skilled require a skill to be used properly and characters will receive a -3 to hit without the proper skill.

Spiked: The weapons attack point is covered in spikes to help increase its ability to deliver more damage.

+3 Damage

Thrown: The hand weapon is weighted so it can be thrown with great accuracy. The effective range is equal to the characters Coordination, normal to hit and damage. At twice Coordination range the to hit is reduced by two and damage is halved. This upgrade is for one handed weapons. Two handed weapons can be weighted to be thrown, but the Strength will be used instead of Coordination.

Throw Weapon

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Thrust Tip: The tip of the weapon is designed to be thrust into an opponent. Even if the weapon does not have a cutting edge, it can be very deadly when used in a thrust.
+1d6 Damage

Weapon Catch: Near the hilt of the weapon are small extensions used to catch an opponent's weapon, and possible disarm them.
Disarm attempt

Weapons

Ball and Chain: Unlike the flail, the ball and chain has no real handle, just a heavy ball attached to a long chain. It can be swung around gaining great velocity and could be used to smash into armor, entangle an opponent, or even thrown across the battlefield.
Large, Chain Link, Entangle, Increased Size, Thrown

Type	Range	Damage	Advantage
Ball and Chain	1-4	4d6	Thrown Entangle

Bola: A bola is three small balls connected by a chain. It is thrown at an opponent to entangle limbs.
Small, Chain Link, Entangle, Skilled, Thrown

Type	Range	Damage	Advantage
Bola	0-2	2d6	Thrown Entangle

Boomerang: The boomerang is a classic throwing weapon, able to be whipped across the battlefield, and return to the thrower if it fails to connect with a target. It can also be used in close combat as a hand weapon when needed.
Small, Lightened, Skilled, Thrown

Type	Range	Damage	Advantage
Boomerang	0-2	1d6	Thrown

Brass Knuckles: The punch is always dangerous in combat, but add in some metal and the damage can be even more deadly.
Small, Harden

Type	Range	Damage
Brass Knuckles	0-2	1d6

Chain: The chain is a simple weapon but it can deliver a good deal of damage in close quarters combat. The chains main advantage is it's ability to wrap around a block and hit an opponent, and entangle itself around a foes weapon or limb.
Large, Chain Link, Compact, Entangle

Type	Range	Damage	Advantage
Chain	0-3	2d6	Entangle

Clawed Gauntlet: An armored glove equipped with sharp claws. In close combat fighting it is like having a fist of daggers slashing at an opponent.
Small, Armored, Cutting Edge, Extra Sharp

Type	Range	Damage	Advantage
Clawed Gauntlet	0-2	2d6+3	Armored

Fan: A normal fan is not a weapon, but when the spines are replaced with thin metal needles, it can not only defend, but the sharp tips can puncture or slash at an opponent in a counterstrike.
Small, Counterstrike, Lightened, Skilled, Spiked

Type	Range	Damage	Advantage
Fans	0-2	2d6	Counterstrike

Gauntlet: The gauntlet is more of a defensive weapon providing protection to the hand, wrist, and lower arm. But it should never be overlooked in combat, giving a punch an added force.
Small, Armored, Harden

Type	Range	Damage	Advantage
Gauntlet	0-2	+2d6 to Punch	Armored

Jutte: Small metal fighting stick with one side equipped with a weapons catch to disarm opponents. Not a powerful weapon on the battlefield, but it can be extremely useful in skilled hands.
Small, Counterstrike, Skilled, Thrust Tip, Weapons Catch

Type	Range	Damage	Advantage
Jutte	0-3	2d6	Counterstrike, Disarm

Kama: The kama is a converted farming tool, perfectly adapted for close in fighting. The sickle style cutting edge makes it a very effective slash and gash weapon.
Small, Cutting Edge, Extra Sharp, Lightened

Type	Range	Damage	Advantage
Kama	0-2	2d6+3	+3 to Hit

Kusarigama: A combination weapon, the Kusarigama is basically a kama, with an attached chain, and a weighted spike at the end. Hard to manage, in the hands of a skilled warrior it can be quite effective.
Small, Chain Link, Cutting Edge, Entangle, Extra Sharp, Skilled, Weapons Catch

Type	Range	Damage	Advantage
Kusarigama	0-3	3d6+3	Entangle

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Manriki Gusari: A small length of chain weighted on both ends. It can be used in a number of different ways, wrapped around a fist, swung at an opponent, or to entangling a weapon or limb.

Small, Chain Link, Entangle, Counterstrike, Skilled, Weapons Catch

Type	Range	Damage	Advantage
Manriki Gusari	0-3	2d6	Counterstrike Entangle

Nunchaku: The two small sticks connected by a small chain was originally a farming tool to beat seeds out of grains. But it was soon seen as a useful weapon in the right hands. The chain allowed for great speed and power with a swing.

Large, Chain Link, Compact, Skilled, Weapons Catch

Type	Range	Damage	Advantage
Nunchaku	0-3	3d6	Disarm

Quarter Staff: Also called a Bo Staff, this is basically a smaller staff favored do to its agility over range.

Two Handed, Lightened

Type	Range	Damage	Advantage
Quarter Staff	1-3	3d6	+3 to Hit

Sai: Looking like a large dagger, the sai has no cutting edge, just a long slender cone for thrusting. The hilt is designed to catch and disarm opponent's weapons. But the key to the sai is its defensive and counterstrike ability.

Large, Compact, Counterstrike, Thrust Tip, Thrown, Skilled, Weapons Catch

Type	Range	Damage	Advantage
Sai	0-3	3d6	Counterstrike Thrown, Disarm

Shuriken: The shuriken, or throwing star, is weighted so it can be thrown with great accuracy. The effective range is equal to the characters Coordination, normal to hit and damage. At twice Coordination range the to hit is reduced by two and damage is halved.

Small, Cutting Edge, Extra Sharp, Thrown

Type	Range	Damage	Advantage
Shuriken	0-2	2d6 +3	Thrown

Staff: The staff is a classic weapon, one of the earliest used by man, and never abandoned because of its easy to make and use. Nothing more then a length of wood anywhere between half, to the height of a man, sometimes even a little longer.

Two Handed, Increase Size

Type	Range	Damage
Staff	1-4	4d6

Tiger Claw: The tiger claw is a dangerous weapon, two to three claws are anchored to the characters forearm and extend out past the hand. The blades carry a sharp edge, and are spaced to be able to catch and disarm opponents.

Large, Compact, Cutting Edge, Extra Sharp, Weapons Catch

Type	Range	Damage	Advantage
Tiger Claw	0-3	3d6+3	Disarm

Tonfa: The tonfa is part of the evolution of the fighting stick. A 90 degree handle, 2/3rd of the way up the weapon, is added to allow the weapon to switch from defense to offense and back with the flick of the wrist.

Large, Counterstrike, Compact, Thrust Tip

Type	Range	Damage	Advantage
Tonfa	0-3	3d6	Counterstrike

Tri-chucks: Tri-chucks or three section staff is a very difficult weapon to master, but in the hands of a skilled warrior truly deadly. The design to only gives the user great range and power, but the chain often allowed the weapon to reach around a block and hit the target.

Two handed, Chain Link, Increased Size, Skilled, Weapons Catch

Type	Range	Damage	Advantage
Tri-chucks	1-4	5d6	Disarm

War Kendoma: A kendoma is normally a child's toy, it is a small hammer like object with a spike on the top, and a small ball attached by a string. The hammer ends are rounded to catch the ball, and the ball has a small hole to allow it to be caught on the spike. The War Kendoma is a larger version, very difficult to use, but in the hands of a master a very dangerous weapon.

Small, Chain Link, Counterstrike, Entangled, Spiked, Skilled, Weapons Catch

Type	Range	Damage	Advantage
War Kendoma	0-2	2d6+3	Counterstrike Entangle, Disarm

Whip: The whip can be a very versatile weapon, not really designed to be a killing weapon its main use is to entangle an opponents weapon or limb.

Compact, Entangle, Elongated, Skilled

Type	Range	Damage
Whip	1-4	1d6

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Yoyo: Not your typical battlefield weapon, the yoyo can be used by a skilled warrior was a very dangerous weapon. The increased range and entangling ability can come in very handy.

Compact, Entangle, Elongated, Weapons Catch, Skilled

Type	Range	Damage
Yoyo	1-4	2d6

Non Weapon Damages	Range	Damage
Chop Sticks	0-2	2
Chair	1-3	2d6
Pen/Pencil	0-2	2
Butter Knife	0-2	1d6
Umbrella	1-3	2d6

Mammoth Weapons

These weapons are not easy to master and only a select few can wield them without plenty. Any character purchasing the Minor Talent Mammoth Weapon can pick one type of Mammoth Weapon to wield without any ill effect. Others who do not have this talent and try to wield these weapons will receive a -5 to hit and will not be able to use any bonus abilities in the slots. Do to the weapons larger size each does more damage then their smaller counter part, they also have an increased range, allowing the wielder to hit an opponent 1 range further then the normal versions range. Each mammoth weapon also has 3 slots where bonus abilities can be added, allowing customization.

Mammoth Hand Weapons	Range	Damage
Mammoth Axe	1-4	6d6
Mammoth Boomerang	1-3	4d6
Mammoth Claw		1-4 5d6
Mammoth Club	1-4	7d6
Mammoth Mace		1-4 7d6
Mammoth Shuriken	1-3	4d6
Mammoth Sword	1-5	8d6

Bonus Abilities

Block: The weapon can be used to block a powerful blow, absorbing much of the damage. If the character wishes they may activate the block and double their DAN. However they must sacrifice their next action to do so.

Cleave: The weapon can be used to cut through objects like a hot knife through butter. All DAN is halved allowing the weapon to deliver more damage to armored foes, or cut through walls, trees, and other objects much more easily.

Deflect: The weapon can be used to deflect or bat aside powerful ranged attacks. If the character wishes to use deflect they must sacrifice their next action. +8 to the characters defense roll, and if they win the roll off the attack is deflected away, even area effect attacks.

Henshin (change): The weapon can shift between two states. The two states can be different from each other and is activated by the character through a movement, voice command, etc... The mammoth weapon could be disguised as a small version, doing the same damage as that version until the Henshin is activated and the weapon becomes mammoth and gains all it's abilities. The weapon could also shift between two mammoth weapons like a sword or axe.

Mystic or Psionic Ability: The mammoth weapon is imbedded with a mystic or psi ability that can be activated by the user. This ability should be talked over with the Architect and given the character an advantage, but not necessarily combat oriented, like sight beyond sight.

Plus to Damage: Being a mammoth weapon it is only right that the weapon is able to do a great amount of damage. For each plus to damage purchased the weapon will do +8 points of damage.

Plus to Hit: The secret to a truly great weapon is not only being able to do massive amounts of damage, but to make it agile enough to hit accurately. If you can't hit your opponent the damage doesn't mean much. The weapon receives +4 to hit.

Ranged Attack: The weapon can fire off a power blast that can extend itself 4 times the normal range of the weapon. This strike is rolled as normal and damage is the same as a normal strike. The Ranged Attack bonus cost two slots, meaning a weapon can only have this ability once.

Throw: The character can throw the weapon with the same accuracy and damage as a normal strike. The range is equal to the characters Str+Coord, and if the throw misses the target it will return to the character.

X Damage: Being a mammoth weapon it is only fitting that it is capable of doing mammoth damage. With X Damage the weapon damage is doubled every hit. But the X Damage bonus cost two slots, meaning a weapon can only have this ability once.

Xtend: Mammoth weapons are already fairly large allowing the character to hit opponents with greater range, with Xtend the mammoth weapon can expanded out to an additional range of 2 when needed.

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Other Mammoth Weapons

Other weapons and objects can be upgrade to mammoth status. The general guideline is to take the largest version listed and add a 1d6 to the damage. If the weapon is normally very small, 2d6 can be added. The weapon will still gain 1 range and still have 3 slots for bonuses.

Bows, Crossbows, Arrows, and Quarrels

While guns may be easier to wield in combat the bow and crossbow have their own advantages that make them a favorite of some warriors. There are essentially two parts to these weapons; the firing apparatus, the bow or crossbow, and the projectile it fires. Each plays an important part, giving the user advantages. Typically a character will pick a bow or crossbow type that fits there primary needs, but use a number of different arrow types depending on the situation.

Bows

Bows have a distinct advantage of being very versatile in combat, being able to be used a number of different ways, from rapid shots to carefully aimed shots. The bow can be fired quickly by sacrificing power. The character can fire a second shot after the 1st if they sacrificed the + to damage of the bow.

Bow Types

Compound Bow: This design allows the bow to generate greater force in a smaller size. Compound Bows uses a system of pulleys to generate the force allowing an arrow to fly fast and true at longer ranges.

Range	+to Damage
Str+Coord	+4d6
Str+Coordx2	+3d6
Str+Coordx4	+2d6
Str+Coordx8	+1d6
Str+Coordx12	Effective Range

Longbow: Also referred to as the military bow, typically as tall as the archers themselves. It is designed to fire an arrow unaimed long distances, most effective when a rank of archers rain arrows on the opposing force. However a trained archer can use the long bow to hit targets at great range and force. Do to its size the archer must be standing still, feet firmly planted, to use it.

Range	+to Damage
Str+Coordx2	+3d6
Str+Coordx4	+2d6
Str+Coordx8	+1d6
Str+Coordx16	Effective Range

Recurve Bow: The end of the tips of these popular bows curve away from the archer. These small curves allow the bow to generate a greater amount of force, and be highly accurate.

Range	+to Damage
Str+Coord	+3d6
Str+Coordx2	+2d6
Str+Coordx3	+1d6
Str+Coord	Effective Range

Reflex Bow: This bow is all about power and range. When unstrung it looks like a C away from the archery, when strung it looks allot like the recurve bow. The extra energy allows the arrow to travel great distance.

Range	+to Damage
Str+Coord	4d6
Str+Coordx2	3d6
Str+Coordx3	2d6
Str+Coordx4	1d6
Str+Coordx8	Effective Range

Short Bow: These are small bows originally designed to be used hunting. They are unable to generate great force, which does decrease the effective range of the bow. However the smaller size does allow the bow to be fired quicker, and it can be wielded while running, on horseback, or other moving vehicles.

Range	+to Damage
Str+Coord	+2d6
Str+Coordx2	+1d6
Str+Coordx3	Effective Range

Crossbows

The crossbow is often used as a replacement of the bow, it can be cocked and aimed more easily without the strain of holding back the string. Although it can be allot slower on the reload. A normal crossbow can only be fired once every other turn, it takes one action to load, and one action to fire.

Compact Crossbow: Small crossbow designed to be aimed and fired one handed. Not having a great range it can still be very deadly. The compact crossbow fires the smaller quarrels instead of arrows.

Range	+to Damage
Coord	3d6
Coordx2	2d6
Coordx4	1d6
Coordx8	Effective Range

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Heavy Crossbow: Also known as the military crossbow, this large crossbow can be fired easily over great distances.

Range	+to Damage
Coordx2	4d6
Coordx4	3d6
Coordx8	2d6
Coordx16	Effective Range

Hunting Crossbow: This light crossbow is designed to be fast off the draw, easily carried and fired even in a dense forest. The hunting crossbow is a compromise between power and size.

Range	+to Damage
Coord	4d6
Coordx2	3d6
Coordx4	2d6
Coordx8	Effective Range

Sniper Crossbow: Almost the size of a man, the sniper crossbow is also referred to as the mini-ballista. Using a pulley system, like the compound bow, it can fire a shot over an enormous distance and with great force.

Range	+to Damage
Coordx4	4d6
Coordx8	3d6
Coordx16	2d6
Coordx32	Effective Range

Wrist Crossbow: Small and compact the wrist crossbow does not have much power or range, but it can come in handy in close quarters combat. The wrist crossbow uses the smaller quarrels instead of arrows.

Range	+to Damage
Coord	2d6
Coordx2	1d6
Coordx3	Effective Range

Crossbow Upgrade

Double Shot: The crossbow is designed to fire two arrows at the same time instead of just one.

Automatic Reload: The crossbow is designed to be quickly reloaded with a clip of prepared arrows. However the more arrows the clip can hold the more unwieldy the crossbow becomes. -2 to hit for every 4 arrows.

Fast Reload: The crossbow has a smooth crank system for the quickest possible reload time. Crossbows with fast reloads can be fired every turn.

Arrows and Quarrels

Arrows, and its smaller cousin the quarrel, are very simple in design, a long shaft with a notch, and fletching on one end, and a tip on the other. Many archers will prefer to carry a variety of arrows allowing them to deal with different situations.

Type	Damage
Arrow	2d6
Quarrel	1d6

Arrow and Quarrel Upgrades

Broad head: The arrow has a large head with very sharp edges, designed to cause a very large wound.

+1d6 Damage

Explosive Head: A very powerful arrow head, but very hard to wield and use. Often these specialty will be carried in small numbers and only pulled out when needed.

Carrying a whole quiver full can be very deadly, to the archers themselves.

+3d6 Damage

Flare Arrow: The shock of being fired from the bow sets off a chemical reaction that causes the arrowhead to heat up and emit light.

+1d6 Damage, illuminates, can start fires

Improved Fletching: The fletching are the small feathers at the end of the arrow that guides the arrow to its target.

The arrow gains +2 to hit with the improved fletching.

+2 to Hit

Improved Shaft: The shaft of the arrow is designed to take the stress of being fired smoothly, allowing the arrow to deliver more of the force.

+1d6 Damage

Solid Tip: The tip is made of a dense metal and sharp point, designed to cut through armor.

1/2 DAN

Trick Arrows

Arrows can be modified in many ways to deliver specialized heads. Smoke heads that leave a trail of dense smoke or even tear gas. Poison tips that can knock out an opponent if it breaks the skin. Cable arrows that will leave a small cable out the shaft, and a grappling hook head. Electric shock tip, possibly a net, magic spells, etc... What trick arrows a character can wield is up to what tech is available, and what the character and Architect agree too.

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Guns, Rifles, Automatics, and Really Big Firearms

Once introduced the firearm became a powerful weapon on the battlefield. Firearms are designed to fill multiple roles from personal side arms up to machine cannons and rail guns. Since their introduction as simple single shot weapons with limited range, they have been improved time and time again. Rifling improving range, cartridges allowing for repeat firing, automatic reloading and firing, etc...

Tech levels play a major factor in the development of firearms. Each tech level improving the capabilities of current firearms, and even developing new ones.

Tech Level 3: Gunpowder is developed and used mostly for artillery cannons; a hand held cannon is developed for infantry however its usefulness is limited.

Tech Level 4: The next stage in firearm development is Single-Shot Hand loaded Flintlock Muskets, Pistols, and Blunderbuss'. Some double-barreled designs are developed but still need to be reloaded slowly.

Tech Level 5: Leads off with the introduction of rifling and standardized manufacturing. Simple Cartridges are developed along with a small number of calibers. Later improvements lead to revolver and bolt-action systems. Tech Level 6: Advancements in designs lead to larger clip systems that feed the firearms. Then semi-automatic and automatic fire is developed, and ammo types increase greatly.

Tech Level 7: Firearms improve with even higher rates of fire, and compact ammo allowing even more shots to be held in a single weapon. Magnetic gun are developed which use magnetism to fire the rounds instead of chemical reaction.

Tech Level 8: Many new types of firearms are introduced, some developed in the previous tech levels but improved, including micro missiles, and magnetic guns. Energy weapons are developed including continuous beam weapons, and blasters

Tech Level 9: At this tech level weapons are extremely powerful with practically endless ammo supply.

Ammo

Of course the part of the firearm that deliveries the damage is the ammo. The different sizes and yield will effect the amount of damage done. Early firearm designs whether they are slug throwers or energy weapons always have a limited number of shots. As the weapon designs increase so does the amount of ammo the weapon can carry and fire.

Heavy Weapons Rounds

These are large rounds that are developed for use against vehicles, fortifications, and other large objects, but are still very effective against personnel. Typically it is not the overall size of the ammo that makes the heavy weapons dangerous but the amount of rounds it is able to fire at once.

Small Caliber	1d10
Medium Caliber	1d10+3
Large Caliber	2d10
Mega Caliber	3d10

Upgrades

Armor Piercing (AP): These rounds are made of a higher grade metal designed to keep its shape when fired. This allows the round to penetrate armor more easily, but does not create as large of wound.

1/2 DAN

Hallow Point (HP): The round is designed to expand to a greater size after leaving the barrel of the weapon. When striking a target it creates an even larger wound. However the over all effective range is reduced do to the less then aerodynamic shape of the round and its tendency to tumble in unpredictable ways.

+1d10 Reduce Range by 10

High Explosive (HE): These rounds have a small amount of explosives and a fuse in the center. When the bullet hits the force of the impact sets off the explosive to fragment the round.

+1d10 Damage

High Explosive Armor Piercing (HEAP): Combining the high explosive head inside a armor piercing shell. The fuse is set with a delay to allow the round to penetrate the armor before exploding.

1/2 DAN, +1d10 Damage

High Explosive Shaped Head (HESH): This next step in armor piercing rounds, the HESH is armed with shape charge that is designed to spend a shockwave through the armor itself.

1/2 DAN, +2d10 Damage

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Mag Slug Rounds

These are slugs fired out of the weapon with the power of magnetism instead of a chemical reaction. The rounds will be packed in a clip along with the power for the magnetic launch system whether it is coil based or rail based.

Upgrades
Armor Piercing:

Explosive:

Micro Missiles

These micro missiles are equipped with self-guidance systems, allowing them to lock on a target and adjust their trajectory. They then are equipped with explosive heads, delivering a large amount of damage to a target.

Micro Missile 3d10

Upgrades
Area Effect:

Proxy Charge:

Fragmentation:

Guided:

Pistol Rounds

These are self-contained cartridges that hold the shell, gunpowder, and igniter. Overtime many different calibers are developed. However it really comes down to the over all size of the shot and how much force can be used to fire it off.

Micro Caliber 1d6
Small Caliber 2d6
Large Caliber 3d6

Upgrades
Armor Piercing (AP): These rounds are made of a higher grade metal designed to keep its shape when fired. This allows the round to penetrate armor more easily, but does not create as large of wound.

1/2 DAN

Hallow Point (HP): The round is designed to expand to a greater size after leaving the barrel of the weapon. When striking a target it creates an even larger wound. However the over all effective range is reduced do to the less then aerodynamic shape of the round and its tendency to tumble in unpredictable ways.

+1d6 Reduce range by 5

High Explosive (HE): These rounds have a small amount of explosives and a fuse in the center. When the bullet hits the force of the impact sets off the explosive to fragment the round.

+1d6 Damage

Hyper Velocity (H/V): These rounds used a very tightly packed explosive charge to fire the slug out of the pistol at even greater velocity then the magnum. The H/V round is high tech development.

+2d6 Damage

Power Cells

These systems are a cross between a battery system and amplifier, used as the ammo for energy weapons. Early designs were big and bulky often carried or worn on the back, with cable system attaching to the weapon. Later models had the size greatly reduced, and then even later the pack would be attached directly to the weapon.

Compact: These are small power cells, used in weapons that are easily concealed or even built into items. They do not hold much of a charge, usually just enough for a few quick shots.

Power 6

Medium: Typical power cell for most handheld beam or blaster weapons. The power cell is a comprise of size and power, enough power to give the weapons a good number of shots, but not too large to unbalance the weapon.

Power 12

Large: These power cells are designed for rifles and heavy weapons. Giving the weapon plenty of power to draw from.

Power 24

Back Pack: Large power cells designed to give weapons as much power as possible. They maybe large, heavy, and hard to mange. However, they do give beam and blaster weapons plenty of power to draw from.

Power 50

Upgrades

Primitive: Not really an upgrade, these are the first generation power cells. Larger, and do not carry much of a charge, but they maybe all that is available, which means they are better then nothing.

1/2 Charge

Quick Recharge: The power cell is based on a chemical reaction to generate its power. By introducing a chemical into the power cell the energy pack can be recharged in a single action.

Full Recharge in 1 Action

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Regeneration: The power cell is able to recharge its power over time. During combat this regeneration is almost no excitant, but over time the power cell will recharge itself.

Recharge 1 Point Per Action

Maximum Charge: The energy pack is built to hold as much power as possible.

X2 Energy

Rifle Rounds

Much the same as the pistol round, just much larger and allowing the larger round to be fired at much further range.

Small Caliber	1d10
Medium Caliber	1d10+3
Large Caliber	2d10
Mega Caliber	3d10

Upgrades

Armor Piercing (AP): These rounds are made of a higher grade metal designed to keep its shape when fired. This allows the round to penetrate armor more easily, but does not create as large of wound.

1/2 DAN

Hallow Point (HP): The round is designed to expand to a greater size after leaving the barrel of the weapon. When striking a target it creates an even larger wound. However the over all effective range is reduced do to the less then aerodynamic shape of the round and its tendency to tumble in unpredictable ways.

+1d10 Reduce Range by 10

High Explosive (HE): These rounds have a small amount of explosives and a fuse in the center. When the bullet hits the force of the impact sets off the explosive to fragment the round.

+1d10 Damage

High Explosive Armor Piercing (HEAP): Combining the high explosive head inside a armor piercing shell. The fuse is set with a delay to allow the round to penetrate the armor before exploding.

1/2 DAN, +1d10 Damage

High Explosive Shaped Head (HESH): This next step in armor piercing rounds, the HESH is designed to spends a shockwave through the armor itself.

1/2 DAN +2d10 Damage

Shot

This is the type of ammo for early firearms, typically round metal balls that are packed down the barrel. Shots come in two types small and large, small meant for pistols, and large used in muskets, however it was common for pistols to use the larger shot as well.

Small Shot	2d6
Large Shot	3d6

Shotgun Shell

These shells typically do not normally fire a single shot, but a number of smaller rounds that spread out once fired, hitting a larger area. Or one very large short range shell.

Upgrade

Side Arms

They go by many names, handguns, pistols, revolver, six-shooter, and derringer. Side arms are designed for firing with a single hand, and easily carried at ones side, or even to be concealed.

All side arms have an effective range; this is the range the weapon will have no negative to hit. The ammo will travel much further but it becomes more difficult to hit targets the longer the range. The side arm will receive a -3 for each doubling of range.

Effective Range	Normal
Effective Rangex2	-3
Effective Rangex3	-6
Effective Rangex4	-9

Flintlock: This pistol is very basic, and for it's time was a very effective firearm. The weapon had a very limited range; a shot would easily stray off target in just a few meters. However at close range it was still very deadly. Double-barreled versions were also developed to give the user two chances to hit their target. Flintlocks can only be upgraded with Longer Barrel Superior Craftsmanship, and Well Balanced. Reloading a single barrel takes 3 actions to complete.

Effective Range	10
Ammo Type	Shot
Rounds	1 per barrel

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Revolver: A spinning cylinder allowed six shots to be delivered without reloading. The rifled barrel also increased the effective range of the weapon greatly. Early models used shot, later models moved to cartridges. The revolver quickly became a very reliable and durable firearm, with almost no chance of a miss fire or lock up. Revolvers can fire one round per action. Prepared quickloads can be used to reload the gun in one action, or 3 rounds per action can be reloaded by hand. If the revolver is using shot it takes 3 actions to reload a single chamber.

Effective Range	20
Ammo Type	Shot, Pistol Rounds
Rounds	6

Automatic: The automatic pistol uses the gas in the chamber to eject the spent casing, and load the next round in place for firing. At first these systems were not always reliable and could lock up or jam (Roll of a 1 or 2). Later models improved the system greatly and would only jam occasionally (Roll of a 1). Automatics can fire 1 round per action. Empty clips of ammo can be ejected and replaced in a single action.

Effective Range	30
Ammo Type	Pistol Rounds
Rounds	6 to 8

Full Automatic: With a single squeeze of the trigger a number of rounds can be fired at once. As long as the trigger is held down the weapon will fire off as many rounds as it can, the rate of fire will depend on how well constructed the side arm is. The weapon will jam on occasion (Roll of a 1). Empty clips can be ejected and replaced in a single action.

Effective Range	30
Ammo Type	Pistol Rounds
Rounds	10 to 14

Side Arm Upgrades

Compact Size: The Side arm is designed to be as small as possible to make it easy to carry and conceal. Do to the small size the over all range is effected, reducing it by 5, and limits the size of the clip that can be used. Maximum of 10 rounds can be fitted into a compact side arm.

Concealable, Max 10 Rounds

Improved Sights: The pistol is equipped with the most advanced sights possible, making it much faster to aim and fire.

+2 to Hit

Increased Clip: Once introduced the clip became a very popular way to load and reload guns. Overtime design improved allowing for even more ammunition to be packed into a clip. Clips can be increased to carry 4 more rounds for each upgrade. However the more rounds that are added effect the handling of the side arm, for every upgrade after the 1st reduce the accuracy of the gun by 2.

+4 Rounds per Upgrade

-2 to hit for each upgrade after the 1st

Longer Barrel: The longer barrel allows the round more time with the round to travel through the rifling of the barrel to increase the accuracy of the shot. The longer barrel however does increase the size of the side arm and makes it harder to conceal.

Increase Range by 10

+1 to Hit

Magnum: The magnum round is packed with more gunpowder to increase the velocity of the projectile. The magnum ammo is larger then standard ammo, and can only be used in magnum side arms. Popular with many as it gives the hand gun a greater impact.

+1d6

Rate of Fire: Full automatic pistols can fire off more then one round per action, as long as the trigger is held down, the weapon will continue to fire. The rate of fire or, ROF, differs do to many factors; the design, the materials used, the condition of the side arm, etc... Typical ROF is 2 to 4 rounds, however advance designs can increase ROF to 6 or 8, sometimes even 10 rounds. As ROF increase, so does the inaccuracy of the firearm. The constant motion of the ejecting the spent shell, and loading the new round into the chamber makes it harder to keep a steady aim. Each additional round fire reduces the accuracy by 1.

Increase Rounds Fired per action

-1 to hit for each round after the 1st.

Superior Craftsmanship: The side arm is designed and made with the highest level of craftsmanship and materials. These versions are rare and harder to find, and this of course increases the cost of the side arm greatly, sometimes 3 to 4 times the normal price. Yet these weapons are more reliable, and accurate.

+2 to Hit

No Lock-Ups or Jams

Well Balanced: The side arm is designed to be perfectly balanced, the over all weight is disrupted evenly across the weapon, making it much easier to aim and keep steady.

+1 to Hit

Classic Side Arms

Flintlock: Very simple in design, the flintlock pistol is able to deliver one shot to anyone stupid enough to get to close.

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Type	Shots	Acc	Range	Damage
Flintlock	1	-	10	2d6

Double Barreled Flintlock: The high point of flintlock design, this one has it all, the highest craftsmanship and two shots.
Flintlock, Superior Craftsmanship,

Type	Shots	Acc	Range	Damage
DB Flintlock Derringer: Small Calibur, Compact	2	+2	1	

Type	Shots	Acc	Range	Damage
Derringer Six Shooter:	2	0		

Type	Shots	Acc	Range	Damage
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Police Revolver:

Type	Shots	Acc	Range	Damage
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9 Iron:

Type	Shots	Acc	Range	Damage
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Machine Pistol:

Type	Shots	Acc	Range	Damage
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Colt Four Five : This classic automatic side arm, very powerful and deadly at close range. Equipped with a clip of 10, it uses large calibur ammo.
Automatic, Large Calibur, Increased Clip, Well Balanced

Type	Shots	Acc	Range	Damage
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Block 20: Classic large full automatic pistol.

Hand Cannon: "Do you feel lucky?" Immediately comes to mind when this weapon is drawn. Very powerful it is the most powerful handgun available, designed as a revolver it is able to bring down most men in one shot, even through Armor. It uses the largest Magnum rounds available and is the favorite of anyone who only needs one shot.

Revolver, Large Calibur, Longer Barrel, Magnum, Superior Craftsmanship

Type	Shots	Acc	Range	Damage
Hand Cannon	6	+3	30	4d6

Rifle

The rifle is the choice of militaries worldwide.

Really Big Rifle	4d5 x5
Large Rifle	3d6 x5
Medium Rifle	2d6 x5
Small Rifle	1d6 x5

Shotgun

Instead of a single shot, the shotgun sends out a hail of small shots. Although it lacks the range of the rifle it has greater accuracy since it fires a spread.

High Gauge
Low Gauge
Sawed Off
Riot

Machine Guns

The weapon of choice

Assault Rifle	3d6 x5
Machine Pistol	2d6 x5

Heavy Weapons

Gatling Gun 50mm	4d10 x5
Gatling Gun 30mm	3d10 x5
Gatling Gun 20mm	2d10 x5
Heavy Energy Gun	3d6 x5
Rocket Launcher	2d6 x10
Flame Thrower	2d6 x5

Upgrades

Needle:

Rail Slug:

Micro-Missile:

Energy Weapons

Energy weapons are a little different then typical firearms.

Beam Pistol: An energy beam is fired off in a continuous beam.

Effective Range	10
Ammo Type	Power Cell

Blaster Pistol:

Effective Range	20
Ammo Type	Power Cell

Zen and the Art of Mayhem

Weapon	Shots	Pistol
6Rifles	10Automatic	
25Gatling	25Flame Thrower	
5		

Shoot Outs

Characters and guns can be a fun, but sometime they become a complicated combination. Do you force a character to keep track of every bullet? Or let them endlessly fire shots? A medium between these extreme is to represent bullets in the same way as Combat Points or Metaphysical Abilities points. The shot points can be used in different ways. A Single Aimed Shot uses only one shot. A Short Burst uses 3 shots and Full Out uses 5. Single Shot Normal Damage Short Burst Double Damage (x2) Full Out Triple Damage (x3)

Mammoth Guns

Guns when available are always a battlefield favorite.