

UNOFFICIAL SUPPLEMENT

# THE ARMORIUM



A TOME OF  
WEAPONRY FOR



[www.white-wolf.com/exalted](http://www.white-wolf.com/exalted)



# CREDITS

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THE  
ARMORIUM

Version 1.1

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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.

This project was created from the desire to repair the obviously broken weapons listed in the Second Edition Corebook. These weapons are severely unbalanced, with some weapons being vastly superior than others. This is something this project seeks to ameliorate.

To reach this goal, a special point system was created to make each weapon roughly equivalent to each other. This system was then not only used to re-create the weapons presented in the Core Book but also to add entirely new and interesting weapons.



# NEW RULES

## Minimum Attack Speed 3

Using Jade as a magical material, and following the rules given in the Corebook, it is easily possible to create weapons with a Speed less than 3. Unfortunately we consider such a low speed to be game breaking. Instead whenever an effect would somehow reduce the Speed of an attack below 3 add 1 to accuracy and rate instead.

## Improvised Thrown Weapons

Exalted generally does not differentiate between the thrown and melee versions of weapons such as knives or 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 conversely 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 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 struggling of the target entangles it even more. Once free, the defender can pick up and use the enemy's weapon as if it was his own.

# WEAPON TAGS

This provides an overview over the Tags used in the weapon listings of the Armorium. Some of these are new and described in the New Rules section below:

<b>2</b>	Two-Handed
<b>B</b>	Bow type
<b>C</b>	Clinch Enhancer
<b>D</b>	Disarming
<b>DW</b>	Dual Wielding
<b>F</b>	Firearm type
<b>L</b>	Lance type
<b>M</b>	Martial Arts type
<b>MO</b>	Martial Arts only type
<b>N</b>	Natural
<b>O</b>	Overwhelming
<b>P</b>	Piercing
<b>R</b>	Range
<b>RR</b>	Extended Range
<b>S</b>	Single Shot
<b>T</b>	Thrown
<b>*</b>	Special Rules

## Two-Handed (2)

Two-handed weapons require both hands to wield effectively. A character wielding two-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 triple the strength requirement.

## Bow type (B)

Weapons of the Bow type make use of ammunition that can modify its performance in battle.

## Clinch Enhancer (C)

Weapons with this tag can be used to initiate and augment clinch attacks.

## Disarming (D)

Weapons with the D tag add 2 dice to all attempts to disarm an opponent.

## Dual Wielding (DW)

Weapons showing the DW tag are specially balanced for use in both hands. When wielding a matched pair of these weapons, the wielder does not suffer from the offhand penalty.

## Firearm type (F)

Weapons with the F tag do not add Strength to the damage value to determine Raw Damage. In addition to that the listed Range is in fact the maximum range. These weapons can not exceed this distance. In addition to that, magical material bonuses only confer half the range bonus of thrown weapons. (+5 yards for Orichalcum, +10 yards for Moonsilver)

## Lance type (L)

Stat lines with this Tag are only applicable when the character wielding the weapon attacks while charging or while bracing against a charging opponent. Otherwise the weapon has to revert to the other statblocks or can not be used at all.

## Martial Arts type (M)

Weapons using this tag use modes of attack that are very similar to natural attacks. These weapons can be wielded with either Melee or Martial Arts.

**Martial Arts only type (MO)**

Weapons using the MO tag can only be used with the Martial Arts ability. They can not be used with the Melee ability as they resemble enhancements of natural attacks more than they do held weapons.

**Natural (N)**

These weapons are natural parts of the body and can not be disarmed (short of amputation)

**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 with an Essence below 2, this number is absolute. Other beings 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.

**Piercing (P)**

Weapons with the P tag can penetrate armor easily. They halve an opponents soak from armor (round down) before it is applied. Natural soak is unaffected.

**Range and Extended Range (R + RR)**

The R tag symbolizes weapons with a long reach, while 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.

Long weapons also help offset the penalties from a difference in height when attacking opponents on horseback or in howdahs. R weapons reduce such penalties by 1 while RR weapons reduce them by 2.

The downside of a larger weapon is also a reduced effectiveness in confined areas. RR weapons are already at a penalty in normal sized rooms and corridors, suffering from an internal penalty of 1. In tight corridors or rooms, the penalty for RR weapons increases to 2, while a 1 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 (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 its 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.

**Single Shot (S)**

Weapons like these require a miscellaneous action to reload after each shot.

**Thrown (T)**

Melee (or Martial Arts) weapons with the T tag can be thrown. See the Thrown Weapon section for more information. If this tag is added to thrown weapons it refers to them also being useable in close combat.

**Special Rules (\*)**

Whenever a weapon has an asterisk in its stat block, the weapon makes use of some special rules. These are always explained in the description of the weapon itself.







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 a 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.


	<b>Chopping Short Sword</b> 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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	4	0	4L	-1	2	Str 2	Res 2	

Insert Image Here	<b>Chopping Sword</b> 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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	4	0	5L/2	-1	2	Str 2	Res 2	O

	<b>Defensive Short Sword</b> 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 count as sais for the purposes of weapon restrictions and limits.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	4	1	2L	2	2	Str 1, Dex 3	Res 2	D

	<b>Defensive Sword</b> 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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	5	1	3L	3	3	Str 1, Dex 3	Res 3	D

Insert Image Here	<b>Fencing Sword</b> 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. Its 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.							
	<i>Hidden Fencing Sword</i> 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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	3	1	1L	-3	3	Str 1, Dex 3	Res 2	P



**Knife**

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).

*Poison-channel*

These blades usually found in the possession of criminals feature a slender channel within the blade that can store up to three doses of liquid poison. A little button on the back of 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.

Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	1	2L	0	3	Str 1	Res 0	T

Insert Image Here

**Polecleaver**

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 its damage potential for speed and range.

*Hooked Polecleaver*

The polecleaver can be outfitted with a hook on the reverse side. This allows a skilled wielder to disarm and dismount opponents. However this increases the Resources cost of the weapon by 1.


Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
6	0	7L/2	1	3	Str 3	Res 2	2, O, RR

Insert Image Here

**Sawfish Sword**

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.

Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	0	7L/3	-2	2	Str 2	Res 2	O, *



**Short Sword**

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.


Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	1	3L	0	2	Str 1	Res 1	

Insert Image Here

**Slashing Great Sword**

This sword is a one-edged, slightly curved blade with a length of about four feet. It is slimmer and lighter than a straight great 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

Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	1	6L/2	0	3	Str 2	Res 3	2, O





**Slashing Sword**

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.


Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	1	3L	0	3	Str 2	Res 2	

Insert Image Here	<b>Spinning Sword</b>							
	The spinning 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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
4	0	5L/3	-1	2	Str 2, Dex 4	Res 3	D, O	

	<b>Straight Great Sword</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
6	1	8L/2	-1	2	Str 3	Res 2	2, O, R	

	<b>Straight Sword</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
4	2	3L	1	2	Str 2	Res 2		

Insert Image Here	<b>Thrusting Great Sword</b>							
	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 its cumbersome size makes it a very slow weapon to use.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
6	1	6L/2	-1	2	Str 4	Res 2	2, O, R, P	

	<b>Thrusting Sword</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	1	3L	0	2	Str 1, Dex 2	Res 2	P	


## 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.


Insert Image Here	<b>Battle Axe</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	1	7L/2	-2	2	Str 3	Res 2	1.5, O	


Insert Image Here	<h3>Great Axe</h3> <p>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.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	6	-1	9L/3	-3	2	Str 3	Res 1	2, O, R

Insert Image Here	<h3>Great War-Pick</h3> <p>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 man's head. The added weight makes the weapon even harder to control, especially when defending.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	6	0	7L/2	-1	2	Str 4	Res 2	2, O, P

	<h3>Hatchet</h3> <p>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. Hatchets can also be thrown (using the Thrown Ability).</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	4	-1	5L	-2	2	Str 2	Res 1	T

Insert Image Here	<h3>Poleaxe</h3> <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 increases the Resources cost of the weapon by 1.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	6	0	8L/2	0	2	Str 2	Res 2	2, O, RR

	<h3>Scythe</h3> <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>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	6	0	8L/4	-3	2	Str 3	Res 1	2, O, R


	<h3>Sickle</h3> <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. The sickle counts as a kama for the purposes of weapon restrictions and limits.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	5	0	5L/3	-2	3	Str 2	Res 1	O


Insert Image Here	<b>War-Pick</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	1	4L	-1	2	Str 3	Res 2	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	<b>Chakar</b>							
	This weapon is not unlike a large wheel. A sturdy, circular wooden rim, often studded with spikes, is the business end of the weapon while the user holds one of the spokes on the inside. Whirling the weapon around builds momentum that is released upon impact.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
6	-1	10B/3	2	1	Str 4, Dex 2	Res 2	2, O	

	<b>Club</b>							
	A short, blunt length of wood, the club is the simplest 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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
4	0	5B	0	2	Str 1	Res 0	T	


	<b>Defensive Fighting Stick</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
4	1	3B	3	2	Str 1, Dex 2	Res 1	D	

Insert Image Here	<b>Fighting Stick</b>							
	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.							
	<i>Concealed Fighting Stick</i>							
	A fighting stick can also easily be disguised as a simple object such as a walking cane. This increases the resources cost by one.							
	<i>Reinforced Umbrella</i>							
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.								
<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>	
4	0	4B	0	3	Str 1	Res 0		




	<p><b>Flail</b></p> <p>The flail is a larger variation of the hand 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>															
	<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>8B/2</td> <td>-2</td> <td>2</td> <td>Str 3</td> <td>Res 1</td> <td>O, *</td> </tr> </tbody> </table>	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags	5	-1	8B/2	-2	2	Str 3	Res 1
Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags									
5	-1	8B/2	-2	2	Str 3	Res 1	O, *									

<p>Insert Image Here</p>	<p><b>Great Flail</b></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>															
	<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>-2</td> <td>13B/4</td> <td>-4</td> <td>1</td> <td>Str 4</td> <td>Res 2</td> <td>2, O, R, *</td> </tr> </tbody> </table>	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags	6	-2	13B/4	-4	1	Str 4	Res 2
Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags									
6	-2	13B/4	-4	1	Str 4	Res 2	2, O, R, *									

	<p><b>Great Hammer</b></p> <p>A great hammer is a two-handed hammer whose powerful strikes are slow and unwieldy. Only the strongest fighters can effectively wield these massive weapons on the battlefield. This has made them a rare sight. Like hammers, many Great Hammers are elaborately decorated.</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>0</td> <td>9B/2</td> <td>-1</td> <td>1</td> <td>Str 4</td> <td>Res 2</td> <td>2, O, P, R</td> </tr> </tbody> </table>	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags	6	0	9B/2	-1	1	Str 4	Res 2
Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags									
6	0	9B/2	-1	1	Str 4	Res 2	2, O, P, R									


<p>Insert Image Here</p>	<p><b>Great Mace</b></p> <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>															
	<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>12B/4</td> <td>-3</td> <td>1</td> <td>Str 4</td> <td>Res 2</td> <td>2, O, R</td> </tr> </tbody> </table>	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags	6	-1	12B/4	-3	1	Str 4	Res 2
Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags									
6	-1	12B/4	-3	1	Str 4	Res 2	2, O, R									

<p>Insert Image Here</p>	<p><b>Hand Flail</b></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>															
	<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>-1</td> <td>6B</td> <td>-1</td> <td>2</td> <td>Str 3</td> <td>Res 1</td> <td>*</td> </tr> </tbody> </table>	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags	4	-1	6B	-1	2	Str 3	Res 1
Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags									
4	-1	6B	-1	2	Str 3	Res 1	*									

	<p><b>Mace</b></p> <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>															
	<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>0</td> <td>7B/2</td> <td>-1</td> <td>2</td> <td>Str 2</td> <td>Res 1</td> <td>O</td> </tr> </tbody> </table>	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags	5	0	7B/2	-1	2	Str 2	Res 1
Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags									
5	0	7B/2	-1	2	Str 2	Res 1	O									

Insert Image Here	<b>Pole Flail</b>							
	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 and botches have a tendency to be lethal.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
6	-1	11B/3	-2	2	Str 4	Res 2	2, O, RR, *	

Insert Image Here	<b>Pole Mace</b>							
	A rather uncommon weapon due to its 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.							
	<i>Hooked Pole Mace</i>							
The pole mace can be outfitted with a hooks. This allows a skilled wielder to disarm and dismount opponents. However this increases the Resources cost of the weapon by 1.								
<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>	
6	0	10B/3	-1	2	Str 3	Res 2	2, O, RR	

	<b>Small Hammer</b>							
	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 Thrown).							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
4	0	3B	0	2	Str 1	Res 2	P, T	

Insert Image Here	<b>Staff</b>							
	A staff is about 6 feet of sturdy wood, sometimes wrapped in metal bands or leather. Many staves are clearly weapons, but can easily be disguised as well-worn walking sticks.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
6	1	6B	2	2	Str 2	Res 0	2, R	

Insert Image Here	<b>Warhammer</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	1	5B	0	2	Str 3	Res 2	P	

## 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	<b>Clothesentangler</b>							
	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 its extended range (see the rules for ranged clinch). It can not be used to crush or throw opponents without a stunt.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
6	2	3B	0	1	Str 2	Res 2	2, R, C, P	


Insert Image Here	<b>Great Spear</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
6	-1	7L/2	-2	1	Str 3	Res 1	2, O, RR, P	
6	-1	10L/3	-2	1			2, L, O, RR, P	

Insert Image Here	<b>Javelin</b>							
	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.							
	<i>Harpoon</i>							
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.								
<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>	
4	1	3L	0	2	Str 1	Res 1	T	
4	0	4L	-1	2	Str 2	Res 1	T	

Insert Image Here	<b>Lance</b>							
	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 makes the weapon unusable on the ground.							
	<i>Tournament Lance</i>							
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								
<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>	
6	-1	10L/4	N/A	1	Str 3	Res 2	L, O, RR, P	
6	-1	7B	N/A	1	Str 2	Res 1	L, R	

Insert Image Here	<b>Mancatcher</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
6	3	1L	0	1	Str 2	Res 3	2, R, C, P	

Insert Image Here	<b>Short Spear</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
4	-1	4L	0	2	Str 1	Res 1	T	

	<b>Spear</b>							
	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.							
	Spears are very useful for bracing against charging opponents. In these cases use the second line of stats.							
<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>	
5	0	5L	1	2	Str 2	Res 1	2, R	
5	0	7L/2	-1	1			2, O, R	

## 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	<b>Cat o' Nine Tails</b>							
	A variation of the whip, the cat o' nine tails is primarily a means of punishment or self-castigation. Numerous short leather tongues (usually 9) 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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	2	1B	-2	1	Str 1	Res 1		

Insert Image Here	<b>Combat Yo-Yo</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
4	1	3B	-2	3	Str 1, Dex 3	Res 1	R	

Insert Image Here	<b>Fighting Chain</b>							
	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.							
	<i>With one-hand weapon</i>							
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.								
<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>	
5	-1	6B	1	3	Str 2, Dex 4	Res 1	2, M, R, *	
6	-1	4B	N/A	1			C, M, P, R, *	

Insert Image Here	<b>Meteor Hammer</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
6	-1	10B/3	0	2	Str 3, Dex 4	Res 2	2, O, RR, *	
6	-3	6B	N/A	1			C, M, P, R, *	

Insert Image Here	<b>Nunchakus</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
4	-1	4B	1	3	Str 1, Dex 3	Res 1	M, *	

Insert Image Here	<b>Seven Section Staff</b>							
	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. When attempting to wield the weapon one handed, the user has to have at least twice the Dexterity requirement or suffer from penalties as usual.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	-2	7B	3	2	Str 1, Dex 4	Res 2	M, *	


Insert Image Here	<b>Whip</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
4	0	4B	-1	2	Str 1, Dex 3	Res 1	D, R	
6	0	2B	N/A	1			C, P, 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	<b>Punch</b>							
	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.							
	This is a natural attack and uses the body, it does not require a weapon and can not be disarmed.							
<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>	
5	1	0B	2*	3	Str 1	N/A	MO, N	


	<b>Brass Knuckles</b>							
	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 fighter's 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><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 a Resources cost increased by one.</p>							
<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>	
5	1	1B	2*	3	Str 1	Res 0	MO	

Insert Image Here	<b>Battle Glove</b>							
	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.							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	0	3B	2*	3	Str 1	Res 1	MO	

Insert Image Here	<b>Fighting Gauntlet</b>							
	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.							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	0	5B	2	2	Str 2	Res 2	MO	
6	-1	3B	N/A	1			C, MO, P	

	<b>Fighting Needle</b>							
	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.							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
4	0	0L	N/A	3	Str 1, Dex 3	Res 1	M, P, T	

Insert Image Here	<b>Pressure Stick</b>							
	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><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	MO	

	<b>Punching Dagger</b>							
	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.							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
5	0	3L	2	3	Str 1	Res 2	M	



Insert Image Here	<b>Tiger Claws</b>							
	<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>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	5	2	3L	0	3	Str 1	Res 2	M


Insert Image Here	<b>War Fan</b>							
	<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>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	4	1	3L	2	2	Str 1, Dex 2	Res 3	D, M, T, *

Insert Image Here	<b>Wind Fire Wheel</b>							
	<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>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	5	2	3L	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	<b>Kick</b>							
	<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>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	5	0	3B	-2	2	Str 1, Dex 2	N/A	MO, N

	<b>Boot Knife</b>							
	<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 fighter's 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>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	5	-1	3L	-3	2	Str 2, Dex 3	Res 3	MO

Insert Image Here	<b>Iron Boot</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	0	6B	-3	2	Str 2, Dex 2	Res 2	MO	

## 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	<b>Clinch</b>							
	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.							
	This is a natural attack and uses the body, it does not require a weapon and can not be disarmed.							
<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>	
6	0	0B	N/A	1	Str 1	N/A	C, MO, N, P	


Insert Image Here	<b>Razor Harness</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
6	-1	3L	N/A	1	Str 1	Res 3	C, MO, P	

Insert Image Here	<b>Strangling Cord</b>							
	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> <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 by one increased cost.</p>							
<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>	
6	1	1L	N/A	1	Str 1	Res 2	2, C, M, P	


## THROWN WEAPONS

### BLADES, THROWN


	<b>Knife, thrown</b>							
	Knives made specifically for throwing are usually differently balanced than hand-to-hand blades. They feature no crossguard and a slimmer, more aerodynamic design.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	0	2L	3	15	Str 1	Res 0	T	

	<p><b>Throwing Disc</b></p> <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. Throwing discs also count as chakrams for the purposes of weapon restrictions and limits.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	4	1	1L	3	25	Str 1	Res 1	

<p>Insert Image Here</p>	<p><b>Throwing Star</b></p> <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>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	4	1	0L	4	15	Str 1, Dex 2	Res 1	

	<p><b>War Boomerang</b></p> <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>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	5	0	4L	2	30	Str 1	Res 1	

## SHARP IMPACT WEAPONS, THROWN

	<p><b>Hatchet, thrown</b></p> <p>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.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	5	-2	5L	2	15	Str 2	Res 1	T

## BLUNT IMPACT WEAPONS, THROWN

<p>Insert Image Here</p>	<p><b>Club, thrown</b></p> <p>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.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	5	1	4B	2	15	Str 1	Res 0	T

<p>Insert Image Here</p>	<p><b>Small Hammer, Thrown</b></p> <p>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.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	5	1	3B	2	10	Str 3	Res 2	P, T


Insert Image Here	<b>Sling</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	2	5B	1	75	Str 1	Res 1		

## SPEARS, THROWN

Insert Image Here	<b>Javelin, thrown</b>							
	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.							
	<i>Harpoon, thrown</i>							
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.								
<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>	
4	1	3L	2	30	Str 1	Res 2	T	
4	-1	4L	2	20	Str 1	Res 2	T	

Insert Image Here	<b>Spear Sling</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
+1	+0	+2	-1	+100%	Str 2	Res 2		

## CHAIN & ROPE WEAPONS, THROWN

	<b>Bolas</b>							
	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 of 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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	1	4B	1	15	Str 1, Dex 2	Res 2		
6	2	N/A	1	15			C	

Insert Image Here	<b>Lasso</b>							
	A simple weapon made from a long piece of rope knotted into a loop, which 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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
6	1	2B	1	20	Str 1, Dex 2	Res 1	C, P, R	

Insert Image Here	<b>Net</b>							
	<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>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
6	3	N/A	1	10	Str 1, Dex 2	Res 1	C, P	

## PUNCHING WEAPONS, THROWN

Insert Image Here	<b>Fighting Needle, thrown</b>							
	<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>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
4	0	0L	2	10	Str 1, Dex 3	Res 1	P, T	

Insert Image Here	<b>War Fan, thrown</b>							
	<p>The war fan is a highly flexible weapon. Once folded, it can be thrown by a well trained combatant, striking the target with the spiked spines of the fan.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	1	3L	2	15	Str 1, Dex 3	Res 3	T	

## ARCHERY WEAPONS

### BOWS

Insert Image Here	<b>Composite Bow</b>							
	<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 waterproof 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>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Max Strength</b>	<b>Cost</b>	<b>Tags</b>
5	1	5L*	1	250	Str 5	Res 3	2, B	

Insert Image Here	<b>Long Bow</b>							
	<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>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Max Strength</b>	<b>Cost</b>	<b>Tags</b>
5	2	3L*	2	200	Str 4	Res 2	2, B	

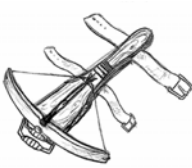
Insert Image Here	<b>Self Bow</b>							
	A stout length of spring wood about three feet long, the shelf bow is bent along the wood's natural shape. Of simple construction, the self bow is not very powerful. A character can never have a Strength higher than 3 for the purposes of determining a self bow's damage. The main advantage of the self bow is its small size and versatility.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Max Strength</b>	<b>Cost</b>	<b>Tags</b>
5	1	2L*	3	150	Str 3	Res 1	2, B	

Insert Image Here	<b>Sling Bow</b>							
	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. Its 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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Max Strength</b>	<b>Cost</b>	<b>Tags</b>
5	2	4B	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 League 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	<b>Crossbow</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	2	7L*	1	125	Str 2	Res 2	2, B	

	<b>Hand Crossbow</b>							
	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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
4	2	5L*	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	<b>Broadhead Arrow</b>							
	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.							

Insert Image Here	<b>Fowling Arrow</b>							
	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.							



Insert Image Here	<p><b>Frog Crotch Arrow</b></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><b>Target Arrow</b></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 its true value (rounded down) when the damage is applied. s</p>
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Insert Image Here	<p><b>Target Bolt</b></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><b>Fowling Bolt</b></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). Both weapons do not add the user's strength to determine damage.

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.

	<p><b>Boompiece</b></p> <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 its 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> <table border="1" style="width: 100%; border-collapse: collapse;"> <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>5</td> <td>2</td> <td>5L*</td> <td>1</td> <td>50</td> <td>Str 1</td> <td>Res 2</td> <td>P, S</td> </tr> </tbody> </table>	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags	5	2	5L*	1	50	Str 1	Res 2	P, S
Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags										
5	2	5L*	1	50	Str 1	Res 2	P, S										

Insert Image Here	<p><b>Boomstick</b></p> <p>The Boomstick is a larger version of the Boompiece. 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 its smaller cousin, making it less common in the field. Boomsticks are 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 Melee 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> <table border="1" style="width: 100%; border-collapse: collapse;"> <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>5</td> <td>1</td> <td>8L*</td> <td>1</td> <td>75</td> <td>Str 2</td> <td>Res 3</td> <td>2, P, S</td> </tr> </tbody> </table>	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags	5	1	8L*	1	75	Str 2	Res 3	2, P, S
Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags										
5	1	8L*	1	75	Str 2	Res 3	2, P, S										

	<b>Flame Piece</b> A flame piece is a small pistol like weapon, made for use in one-hand. It is typically wielded by elite southern cavalry, who use them to gain the advantage in horseback skirmishes. A Flame Piece requires a miscellaneous action to reload, just like any other firearm.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	5	1	8L*	1	8	Str 1	Res 2	F, S

Insert Image Here	<b>Firewand</b> 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. 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 Melee pools and reduces 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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
5	0	11L*	1	10	Str 2	Res 3	2, F, S	

## EXOTIC ARCHERY WEAPONS

Insert Image Here	<b>Blowgun</b> 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.							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Rate</b>	<b>Range</b>	<b>Minimums</b>	<b>Cost</b>	<b>Tags</b>
	5	1	1L	2	15	Str 1	Res 1	P
5	3	*	1	2				

# CHAPTER THREE

# ARTIFACT WEAPONS

The weapons on the following pages provide the Storyteller and players with an extensive list of magical weaponry. Almost all of these weapons are larger versions of mundane weapons from the previous chapter.

All of the following weapons are made primarily from one of the five Magical Metals, which makes them easy to wield for the attuned, even if they are oversized and look unwieldy. Beings without access to an Essence Pool can not properly use these weapons. The Storyteller has the final say on how each weapon can be used.

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.).

The bonuses for the different Magical Materials were altered to provide a more balanced solution. They are as follows:

## Melee

Orichalcum adds +1 to Accuracy, Defense and Rate.

Moonsilver adds +2 to both Accuracy and Defense.

Starmetal provides +2 to Accuracy and +1 to Damage.

Jade increases Damage and Rate by +1 each.

Soulsteel increases Accuracy by +2 and drains Essence of the wielder motes with a successful attack, no more than once a tick.

## Ranged

Orichalcum provides a Bonus of +1 to Accuracy and Rate and add 50 yards Range to Archery weapons, 10 yards to Thrown weapons.

Moonsilver weapons add +2 to the Accuracy and 100 (or 20) yards to the Range.

Starmetal increases Accuracy by +2 and Damage by +1

Jade adds +1 to both Damage and Rate.


Soulsteel weapons add +2 to damage and do not drain motes as melee weapons do.

# MELEE WEAPONS (ARTIFACT)

## BLADES (ARTIFACT)


Insert Image Here	<b>Baneclaw ●</b>								
	The Baneclaw is a multi-pronged short artifact Daiklave. It is based on the design of the defensive short sword, enhanced by the magical materials and a more refined construction. Often these weapons are also larger than their mundane counterparts while still being perfectly balanced. Baneclaws can be wielded paired without offhand penalty and they count as Sais for the purposes of weapon restrictions and limits. They normally do not carry hearthstones.								
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>	<b>Tags</b>
4	1	2L	4	2	Str 1, Dex 3	Art 1	2	D, DW	

Insert Image Here	<b>Daiklave ●●</b>								
	The daiklave is the singularly most common weapon of the Exalted. These swords are usually elaborately decorated and feature straight, double-edged blades over four feet long. These magnificent artifact weapons are forged from the best steel alloyed with one of the five magical materials. Their size makes them too cumbersome for mere mortals but in the hands of one of the Chosen they are perfectly balanced. Most daiklaves have a single hearthstone setting.								
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>	<b>Tags</b>
4	2	6L	1	2	Str 2	Art 2	5		

	<b>Grand Daiklave ●●●</b>								
	The enormous grand daiklave is essentially consists of a double-edged blade that is over six feet long and almost a foot wide. They are so large and heavy that they have to be wielded with two hands even by the mighty Exalted. Grand daiklaves had only been really popular with those that prefer to sacrifice speed for strength because these swords make up for their cumbersome and slow handling with tremendous cleaving power. Most grand daiklaves bear settings for two hearthstones.								
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>	<b>Tags</b>
6	1	12L/4	-1	2	Str 3	Art 3	8	2, O, R	

Insert Image Here	<b>Hooked Daiklave ●</b>								
	The Hooked Daiklave is a design based on the mundane defensive sword. Primarily designed for parrying otherwise lethal blows, the four foot long blades end in a J shaped hook and allow a skilled wielder to perform acrobatic maneuvers. Their slender construction usually prevents the addition of a hearthstone slot but they make up for that with their excellent balance. Using two Hooked Daiklaves at the same time allows the wielder to ignore the off-hand penalty. Hooked Daiklaves also count as hook swords for the purposes of weapon restrictions and limits.								
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>	<b>Tags</b>
5	2	4L	3	3	Str 1, Dex 3	Art 2	3	D, DW	


Insert Image Here	<b>Lightklave ●●●</b>								
	The Lightklave consists of an elaborately designed hilt and hand-guard - usually with one socket for a hearthstone. From there an incredibly thin, roughly four feet long blade extends that tapers to a fine tip. These blades of these artifact weapons are so slender that they resemble beams of light more than traditional sword edges. This, coupled with the extreme flexibility of the magical metals allows the Lightklave to slip and pierce through any kind of armor. Regardless the Lightklave never was very popular with the Realm or the Shogunate, only seeing some use during the First Age. This might be due to the fact that the Lightklave is designed more for duels than for battlefields: The flexible blade can not parry weapons other than fencing swords, other lightklaves or knives.								
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>	<b>Tags</b>
4	3	2L	-1	4	Str 1, Dex 3	Art 2	6	P	



**Poleklave ●●●**

The poleklave is a roughly 3 foot long blade blade, similar to that of a regular or short Daiklave attached to a slender metal staff, similar to that of a spear. The resulting design, coupled with the incredible flexibility of the five magical material make the Poleklave a weapon that profits from a large range while still being surprisingly quick. Poleklaves usually feature two hearthstone sockets at the base of the blade, close to the often elaborately carved hilt.


Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
6	2	10L/3	1	3	Str 3	Art 3	7	2, O, RR



**Reaper Daiklave ●●**

The reaper daiklave is a design variation of the regular daiklave. It forgoes the all-round balance of the daiklave for speed and accuracy. The reaper is essentially a slashing sword forged from one of the five magical materials and outfitted with an exquisitely balanced, four foot long blade. The blade is often only single-edged and shaped in a slight arc to deliver lightning fast cuts. The reaper daiklave is especially favored by those among the Chosen that prefer speed and agility over brute strength. These weapons usually have one hearthstone setting at the base of the blade.


Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
4	3	5L	0	3	Str 2	Art 2	5	



**Reaver Daiklave ●●**

The Reaver Daiklave is the opposite of the reaper daiklave. These swords usually feature a single-edged, four-foot long chopping blade. Where the reaper is quick and nimble, the reaver is slow and heavy. The added mass however makes the blade capable of easily inflicting lethal wounds to armored and unarmored opponents alike. These heavy blades usually feature a single setting for a hearthstone at the base of the hilt.

Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
4	1	7L/2	0	2	Str 2	Art 2	5	O



**Sawklave ●●**

Based on the Saw Fish Sword, the Sawklave is a brutal weapon to look at. Its blade consists of a number of jagged and sharp teeth similar to a saw. Depending on the style this can range from myriads of small shark-like teeth to a few large and crude ones. These deadly teeth cause the widely feared horrific wounds that the weapons are known for, but their downside is, that soak from armor is doubled against this weapon as it has a hard time penetrating. In spite of this disadvantage, it is still a favored weapon among some of the more brutal pirates of the West, especially cruel Abyssal Exalted or Shark Style practitioners. Sawklaves often spot a single hearthstone socket at the hilt.

Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
5	0	10L/4	-2	2	Str 2	Art 2	6	O,*

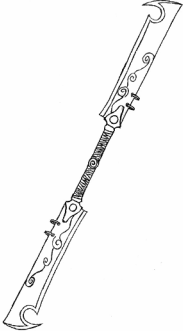
Insert Image Here


**Short Daiklave ●**

The Short Daiklave is a smaller version of the regular Daiklave, with a straight, double-edged blade of about three feet. They are perfectly balanced and are often especially designed to be wielded paired. These swords are also small enough that even regular mortals can attempt to lift and wield them. However they are most often seen in the hands of Immaculate monks that practice the Fire Dragon style. Short Daiklaves normally do not feature a hearthstone setting.

Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
4	2	4L	1	2	Str 1	Art 1	3	DW

Insert Image Here	<b>Switchklave ●</b>							
	A Switchklave is a short dagger-like Daiklave designed specifically to be inconspicuous. When the user presses a hidden button, the blade folds into the hilt and all that remains is an elaborately carved clasp or pendant. With another press of the button, the blade spring back out of the hilt and is ready for battle. Due to the compact and flexible form, the Switchklave does not feature a hearthstone setting.							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
5	1	3L	0	3	Str 1, Dex 3	Art 1	3	P, T

	<b>Twin Daiklave ●●</b>							
	The Twin Daiklave is an exotic weapon rarely seen on the battlefield. It consists of a short staff about two feet in length with two blades, about as big as those of a Short Daiklave, on each side. This unusual construction requires both hands and great dexterity to use effectively. However a master of this weapon is capable of quickly delivering a whirlwind of deadly slashing blows with both blades of the weapon. Twin Daiklaves usually feature a socket for a single hearthstone at the base of one of the blades.							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
4	2	6L	1	3	Str 2, Dex 3	Art 2	6	2, O


	<b>Wavecleaver Daiklave ●●</b>							
	Wavecleavers are unusually shaped Daiklaves in design somewhere between the crude Reaver Daiklave and the Short Daiklave. The blades of Wavecleavers are usually three feet in length but still exceptionally wide and strong. Their short construction makes them especially useful in confined areas such as indoors or beneath the deck of a ship. Their sturdy construction also makes them equally suitable both as weapons and as tools. Wavecleaver Daiklaves normally have two sockets for hearthstones.							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
5	1	8L/2	1	3	Str 2	Art 2	6	2, O


## SHARP IMPACT WEAPONS (ARTIFACT)

Insert Image Here	<b>Grand Grimcleaver ●●●</b>							
	The Grand Grimcleaver is a terrible sight to behold. These fearsome axes feature two huge blades forged from the magical metals, one on each side of its heavy haft. While it's very top heavy and slow a successful blow from one of these weapons can fell even the mightiest opponent. However it is very slow to defend the fighter himself so only the truly fearless (or well armored) make use of these two-handed weapons. A Grand Grimcleaver usually features two sockets for hearthstones, one in the center of each axe blade.							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
6	0	13L/4	-2	2	Str 3	Art 3	8	2, O, R

Insert Image Here	<b>Grand Grimspike ●●●</b>							
	The Grand Grimspike consists of a shaft with a massive pick-head at the top. The head is usually about three feet in length and tapers to an incredibly sharp point. Often this part of the weapon is delicately carved to resemble a bird's beak. Even though the entirety of this weapon is forged from the magical materials it is still a heavy and cumbersome weapon. However even though it is a slow weapon that requires both hands for effective use it is still a reasonable choice as its blows can easily crush bones and pierce even the sturdiest of armors. Grand Grimspikes usually have two settings for hearthstones, one on each side of the head.							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
6	1	10L/3	0	2	Str 4	Art 3	8	2, O, P




	<p><b>Grimsickle ●</b></p> <p>The Grimsickle is the artifact version of the scythe, with the single-edged cutting blade usually being two feet in length and forged from the magical materials. Due to its construction the weapon is limited to inward slicing blows but it executes those with deadly precision. The Grimsickle usually features a single hearthstone setting. Treat the Grimsickle as a Kama for the purposes of weapon restrictions and limits.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
5	0	6L/3	0	3	Str 2	Art 1	3	DW, O

	<p><b>Grimcleaver ●●</b></p> <p>This one-handed artifact battle axe consists of a broad blade and a hilt both fashioned out of one of the five the magical materials. The weapon usually features a very heavy axe head which makes the weapon slow to respond, even in the hands of an attuned Exalt. However the upside is that the Grimcleaver is a very effective weapon when it comes to dealing damage and cleaving through opponents. Grimcleavers usually feature a single hearthstone setting where the blade meets the shaft.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
5	0	10L/3	-1	2	Str 2	Art 2	5	1.5, O

<p>Insert Image Here</p>	<p><b>Grimscythe ●●</b></p> <p>The Grimscythe is a large scythe with a roughly four foot long, slightly bent blade that is attached perpendicular to the metal handle. This unusual design makes the weapon perfect for wide sweeping blows but its large size makes it unwieldy. The imagery of death associated with scythes however leads to a certain popularity of the weapon in special circles. Grimscythes usually have a single hearthstone setting on the blade.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
6	0	12L/5	-3	2	Str 3	Art 2	8	2, O, R

<p>Insert Image Here</p>	<p><b>Grimspike ●●</b></p> <p>The Grimspike is a two foot-long pick-head on top of a long hilt, both forged from the magical materials. The pick-head tapers to a fine point capable of piercing even magical armor and inflicting deep stab wounds to whatever is behind. However the spike makes the weapon very top heavy and thus hard to control. Nevertheless the Grimspike is popular with Exalted that regularly fight against well armored opponents. The heads of Grimspikes are usually elaborately carved to resemble the beaks of birds and they often feature a single hearthstone setting.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
5	2	6L/2	0	2	Str 3	Art 2	5	P

	<p><b>Handcleaver ●</b></p> <p>The Handcleaver is a smaller version of the Grimcleaver. The reduced size and weight make this artifact axe easier to handle and faster to use. One effect of this is the fact that even unattuned mortals can wield the Handcleaver as they would a Battle Axe. The downside is that the Handcleaver does not have as much mass as a grimcleaver and thus is not as deadly. The Handcleaver also does not feature any hearthstone sockets.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
4	0	7L	-2	2	Str 2	Art 1	4	DW

Insert Image Here	<b>Tornado Spike ●●●</b>								
	The Tornado Spike consists of a four to five foot long metal staff with a heavy pick-head at each end. The spikes point in opposite directions, giving the weapon a z-shape. The unusual construction makes the Tornado Spike a difficult weapon to learn but once mastered it is capable of performing a series quick whirling strikes that easily pierce armor and softer targets. The Tornado Spike is a rare weapon that is usually very elaborately decorated, often with imagery of storms, feathers and air. Each of the two pick-heads also contains a single setting for a hearthstone.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
5	2	6L	0	3	Str 3, Dex 3	Art 3	6	2, D, P	

## BLUNT IMPACT WEAPONS (ARTIFACT)

Insert Image Here	<b>Goreflail ●●</b>								
	The goreflail is a very large flail. Only the strongest mortals can wield this weapon with two handed but an attuned Exalted can easily swing it with one arm only. The entire weapon, including shaft, chain and ball, is forged from magical materials to make it supernaturally light when used by the Chosen. Its massive size and damage, coupled with the goreflails ability to ignore the DV bonus from shields due to the trashing, spiked head make this an impressive weapon on the battlefield. Its downside however is that it's hard to control and botches with such a weapon tend to be very dangerous to the user. Goreflails usually have one hearthstone setting at the base of the handle.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
5	0	11B/4	-1	2	Str 3	Art 2	5	O	

Insert Image Here	<b>Goremace ●●</b>								
	The goremace is a brutal looking weapon. This overly large, often spiked club is often beautifully carved and decorated and when wielded in battle it causes terrible crushing wounds. It can be wielded with one hand only be an attuned Exalt and a Goremace usually incorporates a setting for a single hearthstone somewhere on the body of the weapon.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
5	1	10B/3	0	2	Str 2	Art 2	5	O	

Insert Image Here	<b>Goremaul ●●</b>								
	The goremaul is a large one handed hammer forged entirely out of a magical material. Its hard, ringing strikes make deep dents in even the thickest armors. Often the head of the Goremaul is sculpted to resemble the head of a ferocious animal to impress opponents. Goremauls usually feature a single hearthstone setting.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
5	0	8B	-1	2	Str 2	Art 2	5	O, P	

Insert Image Here	<b>Grand Goreflail ●●●</b>								
	Where the regular Goreflail already seems large in comparison to mundane flails, the Grand Goreflail even exceeds its little brother. With a spiked and flanged head larger than that of a full grown human, this weapon can easily crush the skull of an ox with a single blow. Thanks to the chain on the Grand Goreflail the weapon can swing around shields and ignore the DV bonus they grant. Its uncontrolled nature make fumbles with the weapon very lethal however. Grand goreflails usually have two hearthstone settings, one at the base and one at the top of the handle.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
6	-1	17B/5	-3	1	Str 4	Art 3	8	2, O, R	

Insert Image Here	<b>Grand Goremace ●●●</b>								
	The grand goremace is essentially a giant club, massive enough so that only the strongest Exalted can wield it with two hands. It's a weapon that oftentimes seems to be more fit in the hands of a Warstrider than a regular fighter. The spiked body of the club is usually at least 6 feet in length and has a diameter of more than a foot. These rare and unwieldy weapons are usually delicately carved and decorated and they feature two hearthstone settings, often on the body of the weapon close to the hilt.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
6	-1	16B/4	-1	1	Str 4	Art 3	8	2, O, R	

Insert Image Here	<b>Grand Goremaul ●●●</b>								
	These enormous hammers are fashioned from the magical materials and require two hands to use effectively. With a hammer head that is often 4 or more feet in length this weapon can inflict terrible blows to its targets. Grand goremauls usually have two settings for hearthstones on both sides of the decorated hammer head.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
6	0	12B	-1	1	Str 4	Art 3	8	2, O, P, R	

Insert Image Here	<b>Ringklave ●●</b>								
	The ringklave is a very unusual weapon consisting of a thin metal ring of about 4 to 5 feet in diameter. The insides of the ring often have protrusions or handles to hold the weapon. It is then swung around the own body to generate momentum and crash into opponents. The weapon can also be wielded with both hands and swung in arcs at opponents. The ringklave generally has a setting for one hearthstone on the side of the blade and exists in two variants: a heavy and blunt one that delivers crushing blows and a slender, sharpened one that can cut through foes. Use the second line for the sharpened one.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
6	1	12B	3	1	Str 4, Dex 2	Art 2	6	2, O	
6	1	10L	3	1	Str 4, Dex 2	Art 2	7	2, O	


Insert Image Here	<b>Wrackstaff ●●</b>								
	The Wrackstaff is a slender rod, often not longer than 5 or 6 feet magical weapon forged from the magical materials. In the hands of one of the Exalted the strong but flexible staff can be used for wide arcing blows that strike with surprising force. Wrackstoffs usually feature a single Hearsthstone setting at the center of the staff.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
6	1	9B/2	3	2	Str 2	Art 1	5	2, O, R	

Insert Image Here	<b>Wrackstick ●</b>								
	The Wrackstick is a smaller version of Wrackstaff usually 2 feet in length shaped for use in one hand. The weapon is specially balanced to be used in either hand and ignores the usual offhand penalty. The weapon is capable of lighting fast flurries of blows against its target. Skilled fighters can use these weapons to break bones, hit pressure points and initiate throws.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
4	0	6B	0	3	Str 1	Art 1	3	DW, M	

Insert Image Here	<b>Wristshadow ●</b>								
	This artifact tonfa is commonly used in pairs, with the offhand weapon not incurring any penalties. The wristshadow has its name from the lighting fast arcs that center on the wrists of the user. Skilled fighters can use the wristshadow in a wide variety of combinations – holding the short perpendicular handle it can be swung around to attack or the long ends on the forearms can be used to block blows.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
4	1	4B	3	2	Str 1, Dex 2	Art 1	4	D, DW, M	

## SPEARS & FORKS (ARTIFACT)

Insert Image Here	<b>Daikalbar ●●</b>							
	<p>The name Daikalbar is general term used for a wide variety of roughly 6 feet long pole weapons that feature an assortment blades on both ends. Unlike the Twin Daiklave these blades are often short and equally usable for slashing and stabbing blows. Its versatility makes the Daikalbar a useful weapon but the two blades require a large amount of manual dexterity to properly and gracefully fight. A Daikalbar usually features a single hearthstone setting at the center of the handle.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
5	0	8L	1	2	Str 2, Dex 2	Art 2	5	R

	<b>Dire Lance ●●</b>							
	<p>The Dire Lance is one of the most common artifact weapons. Based on the humble spear these often six foot long poles feature a large tip that can be used for slashing cuts and piercing thrusts. Thanks to the supernatural properties of the Magical Materials the Exalted can easily wield such a weapon in one hand, where a mortal would require both. Its range advantage combined with the ability to use this weapon from horseback makes it a good choice for cavalry of all sorts and sizes. Use the second line of stats if the Dire Lance is used bracing against a charging opponent or when charging yourself. A Dire Lance usually features a single hearthstone socket at the base of the tip.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
5	1	8L	0	2	Str 2	Art 2	5	2, R
5	1	10L/3	-2	1				2, L, O, R

Insert Image Here	<b>Grand Dire Lance ●●●</b>							
	<p>The Grand Dire Lance is the big brother of the regular Dire Lance. This massive spear measures at least 8 feet in length and has a broad spear tip of another 2 feet. This enormous size makes this a two handed weapon even for the Chosen. While this makes use of the Grand Dire Lance from horseback very difficult, it's still a very effective weapon when bracing against cavalry or other charging opponents. In these cases use the second line of stats. The Grand Dire Lance usually features two hearthstone settings at the base of the blade.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
6	1	10L/3	0	1	Str 3	Art 3	7	2, O, RR, P
6	1	13L/4	-2	1				2, L, O, RR, P

## CHAIN & ROPE WEAPONS (ARTIFACT)

Insert Image Here	<b>Burning Star Shower ●●●</b>							
	<p>The Burning Star Shower is created by attaching a series of spiked metal balls, each one as large as a grown man's head, to a chain that is just as large. If this weapon wasn't forged from the magical materials who become supernaturally light in the hands of an attuned exalt, then not even the strongest of them could lift, even less swing it. But this mass is what makes the Burning Star Shower such a terrible weapon. Once swung the weapon builds up an enormous amount of energy that is released when the spiked balls impact with a target. This weapon is as easily capable of smashing through armor plates as it can break down house walls. In addition to that, its flexible nature allow the weapon to ignore the DV bonus from shields but botches are especially unpredictable and lethal. The Burning Star shower usually features a socket for a single hearthstone at the joint where the Balls connect to the main chain. The weapon can also be used to entangle opponents, using the second line of stats.</p>							
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune
6	0	14B/2	0	2	Str 3, Dex 4	Art 3	6	2, M, O, RR
6	1	8B	N/A	1				C, M, P, R

Insert Image Here	<b>Dire Chain ●</b>								
	The Dire Chain is a large, oversized chain with two strong weights on each end. Based on the regular fighting chain, this weapon has a much larger mass and thus strikes with much greater force. The flexible nature of the chain also grants the weapon a number of advantages. It can be used with the full length, striking the opponent at a distance, or it can be held closely and swung with less chain and force but used in confined areas without penalties. Furthermore the chain can easily swing around shields and ignore the DV bonus they grant and it can entangle opponents, using the second line of stat for clinch attacks. A Dire Chain usually does not feature a socket for a hearthstone.								
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>	<b>Tags</b>
5	0	8B	1	3	Str 2, Dex 4	Art 1	3	2, M, R	
6	1	6B	N/A	1				C, M, P, R	

Insert Image Here	<b>Manthresher ●●</b>								
	Based on the Nunchakus, the Manthresher consists of two large rods of metal that are connected by a short chain. The wielder holds one end while swinging the other end towards his opponent. This weapon can strike with tremendous force but requires close range and a great deal of skill to control properly. Similar to other Chain weapons or the flails, the Manthresher can ignore the DV bonus from shields as it can strike around them. Most Manthreshers can not socket hearthstones.								
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>	<b>Tags</b>
4	1	6B	2	3	Str 1, Dex 3	Art 2	4	DW, M	

Insert Image Here	<b>Serpent Sting Staff ●●</b>								
	This weapon is built from a varying number of metal segments, usually between 3 to 12 rods, which are connected with metal chains. The individual, roughly two feet long rods are used as staffs or fighting sticks while the entire weapon can be use like a flail or an oversized nunchaku. This wide variety of techniques makes this weapon versatile but hard to master. When used like a flail, the weapon can ignore the DV bonus from shields but a botch with this weapon usually signals a loss of control and damage to the wielder as the weapon slams into him. This weapon often does not have a place for a hearthstone.								
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>	<b>Tags</b>
5	-1	8B	4	3	Str 1, Dex 4	Art 2	5	M	

Insert Image Here	<b>Spinning Viper ●</b>								
	This weapon is an artifact version of the regular combat yo-yo. Its disc is at least a foot across and with the press of a button, blades forged from the magical materials erupt from the sides. The cord it is spun on is also forged from the same material and is inflexible and hard to anyone not attuned. But to those familiar with the weapon the slightest pull on the cord can send the weapon spinning towards an enemy as quick as a vipers strike. This weapon does not feature a slot for a hearthstone.								
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>	<b>Tags</b>
4	2	5B	-1	3	Str 1, Dex 3	Art 1	3	R	

## MARTIAL ARTS WEAPONS (ARTIFACT)

### PUNCHING WEAPONS (ARTIFACT)


Insert Image Here	<b>Butterfly Fan ●●</b>								
	These elaborately decorated fans look almost exactly like regular fans, except that their colors are unusually vibrant and their spokes are made from a light metal. By using a special twist, spikes and blades extrude. The weapon can then be used to cut an opponent or it can simply be unfolded to its entire width and used as a target shield. If unfolded, the glittering patterns on the fan distract attackers, granting +1 DV for attacks made in hand to hand combat and +2 DV for the purposes of ranged attacks. Unfolding the fan is a miscellaneous action with a speed of 3 and a DV of -0. Finally the fan can be used as hand flippers during swimming actions, granting one extra dice. This weapon has no hearthstone socket.								
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>	<b>Tags</b>
4	2	4L	2	2	Str 1, Dex 2	Art 2	5	D, DW, M	

Insert Image Here	<b>Fate Ring ●</b>							
	<p>Fate Rings are usually strongly decorated rings forged from magical materials with a handle and a variety of sharp protrusions and blades gracefully integrated into the design. Fate Rings are usually used paired and do not incur an offhand penalty when used in such a way. The stats below are for one weapon. This weapon can also be used with the Melee ability but does not feature a hearthstone socket.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>
5	1	4L	3	3	Str 1, Dex 3	Art 1	3	DW , M

Insert Image Here	<b>Hornet Wand ●</b>							
	<p>The hornet wand is usually a short unassuming stick of metal, often elaborately carved and to be used for some other purpose – as a pen or pendant maybe. In the hands of a skilled user the Hornet Wand becomes a powerful weapon though. Where other weapons rely on strength and mass to deal damage, the Hornet Wand only uses carefully applied pressure. The weapon has its name from the stinging pain it can inflict when it's used to hit the soft spots and vital areas of a target. Unfortunately its small size makes the Hornet Wand unable to block lethal attacks but it counts as a cestus for the purposes of weapon restrictions and limits. The Hornet Wand also does not feature a socket for a hearthstone.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>
5	2	4B	2	3	Str 1, Dex 2	Art 1	1	DW , M

Insert Image Here	<b>Smashblade ●</b>							
	<p>Smashblades are roughly one foot long blades attached to a perpendicular handle or a glove. Forged from the magical material the wearer has his punches transformed into deadly stabs with the sharp blade. Smashblades are usually used in pairs and do not incur an offhand penalty. Smashblades do not feature hearthstone sockets. They also count as katars for the purposes of weapon restrictions and limits. This weapon can also be used with the Melee ability.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>
5	1	4L	3	3	Str 1	Art 1	3	DW , M

Insert Image Here	<b>Smashfist ●</b>							
	<p>These massive articulated gauntlets are often elaborately carved and decorated but don't feature a hearthstone socket. This weapon is often used in pairs and when wielded in such a way they do not incur an offhand penalty. A character using fighting gauntlets may also use her Martial Arts ability to block attacks that inflict lethal damage. Wearing Smashfists limits manual dexterity, removing two from the accuracy of any weapon carried in a hand that wears a Smashfist. Use the second line of stats when using the Smashfist to clinch.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>
5	0	7B	2	2	Str 2	Art 1	2	DW , M
6	0	6B	N/A	1				C, M, P


	<b>Razor Claws ●</b>							
	<p>Razor Claws are based on the mundane Tiger Claws weapon. This glove, gauntlet or bracer has a number of sharp talons extruding from the back. These can be retracted or expanded at will and used to strike in a manner similar to animals. These weapons are usually used with one in each hand and can ignore the offhand penalty. Characters using razor claws may use their Martial Arts ability to block lethal attacks. Wearing razor claws limits manual dexterity, removing one from the accuracy of any weapon carried in a hand using a razor claw. This weapon does not feature a hearthstone socket but it can be used with the Melee ability.</p>							
	<b>Speed</b>	<b>Accuracy</b>	<b>Damage</b>	<b>Defense</b>	<b>Rate</b>	<b>Minimums</b>	<b>Cost</b>	<b>Attune</b>
5	3	4L	1	3	Str 1, Dex 2	Art 1	3	DW , M



## KICKING WEAPONS (ARTIFACT)

Insert Image Here	<b>God-Kicking Boot ●</b>								
	These oversized metal boots enhance the wearer's kicks to be terrible strikes. God-Kicking Boots are always worn in pairs and do not incur an off-foot penalty. They do not feature a hearthstone socket and they can not be used to block lethal attacks without a stunt.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
5	1	7B	-1	2	Str 2, Dex 2	Art 1	3	DW, M	

## CLINCHING WEAPONS (ARTIFACT)

	<b>Bloodspike Harness ●●</b>								
	The Bloodspike Harness is a series of straps that cover the wearer in sharp and oversized spikes. When clinching an opponent while wearing such a harness, the opponent is automatically cut to shreds. A Bloodspike Harness does not feature a Hearthstone socket.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
6	3	9L	N/A	1	Str 1	Art 2	5	C, M, P	

Insert Image Here	<b>Fate String ●</b>								
	The Fate String is an impossibly thin wire of the magical materials used as a strangling cord. Often the wire is hid in some piece of decorative jewelry that can be pulled apart to reveal the cord between. It is the favorite weapon of many skilled assassins as a clinched opponent is unable to speak or yell for help.								
	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
6	4	4L	N/A	1	Str 1	Art 1	2	2, C, M, P	

## THROWN WEAPONS (ARTIFACT)

### BLADES, THROWN (ARTIFACT)

Insert Image Here	<b>Cloudsplitter ●</b>								
	The Cloudsplitter is a large throwing disc fashioned from the magical materials. Its outer edges are sharpened and the circular motion with which it cuts through the air increases its force of impact. Cloudsplitters do not feature a hearthstone socket but count as chakrams for the purposes of weapon restrictions and limits. For an additional artifact dot, the weapon can create phantom copies of itself so that the original never leaves the users hand.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
4	1	4L	2	75	Str 1	Art 1	5	*	

Insert Image Here	<b>Rainspike ●</b>								
	Rainspikes are deadly knives designed specifically for throwing. They cut through the air with ease and have their name from the hail of knives that a skilled fighter can shower his opponents with. For an additional artifact dot, the weapon can create phantom copies of itself so that the original never leaves the users hand.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
4	1	3L	3	50	Str 1	Art 1	2	*	

Insert Image Here	<b>Skycutter ●</b>								
	The Skycutter is the biggest of the magical thrown weapons. Shaped like a boomerang this weapon arcs through the sky to slam into the target with its bladed front. Skycutters do not feature a hearthstone socket. For an additional artifact dot, the weapon can create phantom copies of itself so that the original never leaves the users hand.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
5	2	5L	2	75	Str 1, Dex 2	Art 1	4	*	



Insert Image Here	<b>Typhoon Wheel ●</b>								
	The typhoon wheel is a metal throwing star about as big as a grown mans hand. They can easily be hid and thrown in large quantities. They count as chakrams for the purposes of weapon restrictions and limits and do not feature a hearthstone setting. For an additional artifact dot, the weapon can create phantom copies of itself so that the original never leaves the users hand.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
4	2	2L	4	30	Str 1, Dex 3	Art 1	3	*	

## SHARP IMPACT WEAPONS, THROWN (ARTIFACT)

Insert Image Here	<b>Windcleaver ●</b>								
	The Windcleaver is a small one-handed axe that is specially designed for throwing. It can only be used in regular combat as an improvised weapon and it does not feature a hearthstone socket and for an additional artifact dot, the weapon can create phantom copies of itself so that the original never leaves the users hand.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
5	-1	7L	2	30	Str 2	Art 1	4	*	

## BLUNT IMPACT WEAPONS, THROWN (ARTIFACT)

Insert Image Here	<b>Whirlwind Sling ●</b>								
	The Whirlwind Sling is a sling made entirely out of metal. When unattuned the material is inflexible and the weapon can not be used. Once attuned however it behaves just like a normal sling would, except that it can hurl its projectiles farther and stronger than any normal sling could. The Whirlwind sling does not feature a hearthstone socket and for an additional artifact dot, the wielder can spend 1m per shot to automatically create ammunition from essence.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
5	2	7B	2	150	Str 1	Art 1	3	*	

## SPEARS, THROWN (ARTIFACT)

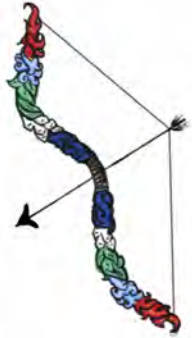
Insert Image Here	<b>Windlance ●</b>								
	Related to the Dire Lance, the Windlance is an artifact spear optimized for throwing. Its main differences are that it does not have a hearthstone socket and can only be used in close combat as an improvised weapon. For an additional artifact dot, the weapon can create phantom copies of itself so that the original never leaves the users hand.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
4	3	5L	2	50	Str 1	Art 1	3	*	

## CHAIN & ROPE WEAPONS, THROWN (ARTIFACT)

Insert Image Here	<b>Hurricane Fist ●</b>								
	Based on the mundane Bola, the Tornado Fist has its name for its whirling motion when in flight and its strong force when hitting a target. Just as the regular bola, the Tornado Fist can be used to entangle opponents or to attack them directly. Attempts to grapple an opponent use the rules for ranged clinches and the second line of stats. Tornado Fists do not have any hearthstone sockets. For an additional artifact dot, the weapon can create phantom copies of itself so that the original never leaves the users hand. These copies can not be used to grapple, only to attack normally.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
5	2	6B	2	50	Str 1, Dex 2	Art 1	3	*	
6	3	N/A	1	50				C	

# ARCHERY WEAPONS (ARTIFACT)

## BOWS (ARTIFACT)

	<b>Long Powerbow ●●●</b> These powerful bows are strung with a cord made from the magical material. They usually have two sockets for hearthstones, one above and one below the handle.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
	5	2	6L	2	350	Str 2	Art 3	6	2, B


Insert Image Here	<b>Short Powerbow ●●</b> A short powerbow features one hearthstone setting.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
	5	1	5L	3	250	Str 1	Art 2	4	2, B


## CROSSBOWS (ARTIFACT)

Insert Image Here	<b>Hailspitter ●●</b> This miniaturized crossbow is the opposite of the Spikespitter. Where its bigger brother builds on power, the Hailspitter concentrates on elegance. It trades a raw force for elegance, small size and speed. The Hailspitter is light enough to be fired with one hand and to be reloaded with the other. Hailspitters do not have hearthstone sockets.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
	4	4	6L*	2	150	Str 1	Art 2	5	B

Insert Image Here	<b>Spikespitter ●●</b> This oversized crossbow fires its bolts with tremendous force, able to smash through people and thick fortifications alike. To build up this power, even the strongest Exalted need to make use of the complex cranking mechanism on the weapon. A Spikespitter has a single hearthstone socket.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
	5	2	10L*	1	200	Str 2	Art 2	6	2, B

## FIREARMS (ARTIFACT)

	<b>Magma Revolver ●</b> The Magma Revolver is an advanced Boompiece. Instead of only carrying a single shot, these weapons can keep as many as five rounds of ammunition in their revolving chamber. This allows the user to fire much faster than with a Boompiece and to reload much less often. When the weapon has to be reloaded, the player rolls Dexterity+Archey for each action reloading to see how many rounds he could load the weapon with. These weapons are also specially balanced which means that they can be dual-wielded without off-hand penalties. With all these advantages comes a few downsides: the special Magma Rounds that the gun requires are quite expensive, even more so than fire dust, and the Magma Revolver does not have a hearthstone setting.								
	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
	5	1	6L*	3	75	Str 1	Art 1	5	DW, P, S, *




**Magma Rifle ●●**

Where the Magma Revolver relies on speed, the Magma Rifle focuses on precision. It features the longest range for a firearm and its long barrel grants the weapon superior accuracy. While still inferior to a powerbow in terms of range, the Magma Rifle has the advantage that it has an ammunition chamber that can hold as many as three Magma Rounds at once. By cocking the weapon in between firing, the gun can access the other rounds without reloading.

Only when the magazine is exhausted does the wielder have to reload. Doing so requires a Dexterity+Archery roll with the number of successes determining the number of rounds that could be loaded into the gun in one action. A Magma Rifle usually features a single setting for a hearthstone somewhere on the body of the weapon.


Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
5	2	10L*	1	125	Str 2	Art 2	7	2, P, S, *



**Inferno Piece ●**

The Inferno Piece is a weapon based on the already devastating flame piece. These weapons send burst of incredibly hot fire at their enemies, incinerating everything in their path. An Inferno Piece is made for one handed use and specially balanced so it can be wielded in the off hand without penalties. Their compact constructions prevents them from featuring a hearthstone socket but they contain a chamber that can hold enough firedust for three shots and that is reloaded as usual.

Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
5	2	9L*	2	12	Str 1	Art 1	5	DW, F, S, *



**Inferno Wand ●●**

These weapons are the most terrible of the firearms. Where regular firewands burn and scar their targets the Inferno Wand simply incinerates them. Built for singular but terrible attacks these weapons unleash a gigantic burst of fire on their enemies. Even though they have a big chamber for firedust they can fire no more than twice before having to reload. Inferno Wands usually feature a single setting for a hearthstone somewhere on the side of the weapons body.

Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
5	1	13L*	1	15	Str 2	Art 2	7	2, F, S, *

# MUNDANE WEAPON LIST

## MELEE WEAPONS

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

Sharp Impact Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Battle Axe	5	0	7L/2	-2	2	Str 2	Res 2	O
Great Axe	6	0	9L/3	-2	2	Str 3	Res 2	2, O, R
Great War-Pick	6	0	7L/2	-2	2	Str 4	Res 2	2, O, P
Hatchet	4	-1	5L	-2	2	Str 1	Res 1	T
Poleaxe	6	0	8L/2	0	2	Str 2	Res 2	2, O, RR
Scythe	6	0	8L/4	-3	2	Str 3	Res 1	2, O, R
Sickle	5	0	4L	0	3	Str 1	Res 1	O
War-Pick	5	1	4L	-1	2	Str 3	Res 2	P

Blunt Impact Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Chakar	6	-2	9B	2	1	Str 4, Dex 2	Res 2	2, O
Club	4	0	4B	0	2	Str 1	Res 0	T
Defensive Fighting Stick	4	1	3B	3	2	Str 1, Dex 2	Res 2	M, D
Fighting Stick	4	0	4B	0	3	Str 1	Res 1	M
Flail	5	-1	9B/2	-2	1	Str 3	Res 1	O
Great Flail	6	-2	13B/4	-4	1	Str 4	Res 2	2, O, R
Great Hammer	6	-1	9B	-1	1	Str 4	Res 2	2, O, P, R
Great Mace	6	0	11B/3	-1	1	Str 3	Res 2	2, O, R
Hand Flail	4	-1	6B	-1	2	Str 2	Res 1	
Mace	5	0	7B/2	-1	2	Str 2	Res 1	O
Pole Flail	6	-1	11B/3	-2	2	Str 3	Res 2	2, O, RR
Pole Mace	6	0	10B/3	-1	2	Str 2	Res 2	2, O, RR
Small Hammer	4	0	3B	0	2	Str 2	Res 1	P, T
Staff	6	1	6B	2	2	Str 2	Res 0	2, R
Warhammer	5	1	5B	0	2	Str 3	Res 2	P

Martial Arts Weapons

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

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

## MARTIAL ARTS WEAPONS

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

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

## THROWN WEAPONS

Blades, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Knife, thrown	5	0	2L	3	15	Str 1	Res 0	T
Throwing Disc	4	1	1L	3	25	Str 1	Res 1	
Throwing Star	4	1	0L	4	15	Str 1, Dex 2	Res 1	
War Boomerang	5	0	4L	2	30	Str 1	Res 1	

Sharp Impact, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Hatchet, thrown	5	-2	5L	2	15	Str 2	Res 1	T

Blunt Impact, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Club, thrown	5	1	4B	2	15	Str 1	Res 0	T
Small Hammer, thrown	5	1	3B	2	10	Str 3	Res 2	P, T
Sling	5	2	5B	1	75	Str 1	Res 1	

Spears, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Javelin, thrown	4	1	3L	2	30	Str 1	Res 2	T
<i>Harpoon, thrown</i>	4	-1	4L	2	20	Str 1	Res 2	T
Spearsling	+1	+0	+2	-1	+100%	Str 2	Res 2	

Chains & Rope, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Bolas	5	1	4B	1	15	Str 1, Dex 2	Res 2	
<i>when clinched</i>	6	2	N/A	1	15			C
Lasso	6	1	2B	1	20	Str 1, Dex 2	Res 1	C, P, R
Net	6	3	N/A	1	10	Str 1, Dex 2	Res 1	C, P

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, T
War Fan, thrown	5	1	3L	2	15	Str 1, Dex 3	Res 3	T

## ARCHERY WEAPONS

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

Crossbows	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Crossbow	5	2	7L*	1	125	Str 2	Res 2	2, B
Hand Crossbow	4	2	5L*	2	75	Str 1	Res 3	B

Firearms	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Tags
Boompiece	5	2	5L*	1	50	Str 1	Res 2	P, S
Boomstick	5	1	8L*	1	75	Str 2	Res 3	2, P, S
Flamepiece	5	1	8L*	1	8	Str 1	Res 2	F, S
Firewand	5	0	11L*	1	10	Str 2	Res 3	2, F, S

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

# ARTIFACT WEAPON LIST

## MELEE WEAPONS

Blades	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
Baneclaw	4	1	2L	4	2	Str 1, Dex 3	Art 1	2	D, DW
Daiklave	4	2	6L	1	2	Str 2	Art 2	5	
Grand Daiklave	6	1	12L/4	-1	2	Str 3	Art 3	8	2, O, R
Hooked Daiklave	5	2	4L	3	3	Str 1, Dex 3	Art 2	3	D, DW
Lightklave	4	3	2L	-1	4	Str 1, Dex 3	Art 2	6	P
Poleklave	6	2	10L/3	1	3	Str 3	Art 3	7	2, O, RR
Reaper Daiklave	4	3	5L	0	3	Str 2	Art 2	5	
Reaver Daiklave	4	1	7L/2	0	2	Str 2	Art 2	5	O
Sawklave	5	0	10L/4	-2	2	Str 2	Art 2	6	O, *
Short Daiklave	4	2	4L	1	2	Str 1	Art 1	3	DW
Switcklave	5	1	3L	0	3	Str 1, Dex 3	Art 1	3	P, T
Twin Daiklave	4	2	6L	1	3	Str 2, Dex 3	Art 2	6	2, O
Wavecleaver Daiklave	5	1	8L/2	1	3	Str 2	Art 2	6	2, O

Sharp Impact Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
Grand Grimcleaver	6	0	13L/4	-2	2	Str 3	Art 3	8	2, O, R
Grand Grimspike	6	1	10L/3	0	2	Str 4	Art 3	8	2, O, P
Grimstick	5	0	6L/3	0	3	Str 2	Art 1	3	DW, O
Grimcleaver	5	0	10L/3	-1	2	Str 2	Art 2	5	1.5, O
Grimscythe	6	0	12L/5	-3	2	Str 3	Art 2	8	2, O, R
Grimspike	5	2	6L/2	0	2	Str 3	Art 2	5	P
Handcleaver	4	0	7L	-2	2	Str 2	Art 1	4	DW
Tornado Spike	5	2	6L	0	3	Str 3, Dex 3	Art 3	6	2, D, P

Blunt Impact Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
Goreflail	5	0	11B/4	-1	2	Str 3	Art 2	5	O
Goremace	5	1	10B/3	0	2	Str 2	Art 2	5	O
Goremaul	5	0	8B	-1	2	Str 2	Art 2	5	O, P
Grand Goreflail	6	-1	17B/5	-3	1	Str 4	Art 3	8	2, O, R
Grand Goremace	6	-1	16B/4	-1	1	Str 4	Art 3	8	2, O, R
Grand Goremaul	6	0	12B	-1	1	Str 4	Art 3	8	2, O, P, R
Ringklave	6	1	12B	3	1	Str 4, Dex 2	Art 2	6	2, O
Ringklave, Sharpened	6	1	10L	3	1	Str 4, Dex 2	Art 2	7	2, O
Wrackstaff	6	1	9B/2	3	2	Str 2	Art 1	5	2, O, R
Wrackstick	4	0	6B	0	3	Str 1	Art 1	3	DW, M
Wristshadow	4	1	4B	3	2	Str 1, Dex 2	Art 1	4	D, DW, M

Spears & Forks	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
Daikalbar	5	0	8L	1	2	Str 2, Dex 2	Art 2	5	R
Dire Lance	5	1	8L	0	2	Str 2	Art 2	5	2, R
<i>when braced/charging</i>	5	1	10L/3	-2	1				2, L, O, R
Grand Dire Lance	6	1	10L/3	0	1	Str 3	Art 3	7	2, O, RR, P
<i>when braced/charging</i>	6	1	13L/4	-2	1				2, L, O, RR, P



Chain & Whip Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
Burning Star Shower	6	0	14B/2	0	2	Str 3, Dex 4	Art 3	6	2, M, O, RR
<i>when clinched</i>	6	1	8B	N/A	1				C, M, P, R
Dire Chain	5	0	8B	1	3	Str 2, Dex 4	Art 1	3	2, M, R
<i>when clinched</i>	6	1	6B	N/A	1				C, M, P, R
Manthresher	4	1	6B	2	3	Str 1, Dex 3	Art 2	4	DW, M
Serpent Sting Staff	5	-1	8B	4	3	Str 1, Dex 4	Art 2	5	M
Spinning Viper	4	2	5B	-1	3	Str 1, Dex 3	Art 1	3	R

## MARTIAL ARTS WEAPONS

Punching Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
Butterfly Fan	4	2	4L	2	2	Str 1, Dex 2	Art 2	5	D, DW, M
Fate Ring	5	1	4L	3	3	Str 1, Dex 3	Art 1	3	DW, M
Hornet Wand	5	2	4B	2	3	Str 1, Dex 2	Art 1	1	DW, M
Smashblade	5	1	4L	3	3	Str 1	Art 1	3	DW, M
Smashfist	5	0	7B	2	2	Str 2	Art 1	2	DW, M
<i>when clinched</i>	6	0	6B	N/A	1				C, M, P
Razor Claws	5	3	4L	1	3	Str 1, Dex 2	Art 1	3	DW, M

Kicking Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
God-Kicking Boot	5	1	7B	-1	2	Str 2, Dex 2	Art 1	3	DW, M

Clinching Weapons	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Attune	Tags
Bloodspike Harness	6	3	9L	N/A	1	Str 1	Art 2	5	C, M, P
Fate String	6	4	4L	N/A	1	Str 1	Art 1	2	2, C, M, P

## THROWN WEAPONS

Blades, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
Cloudsplitter	4	1	4L	2	75	Str 1	Art 1	5	*
Rainspike	4	1	3L	3	50	Str 1	Art 1	2	*
Skycutter	5	2	5L	2	75	Str 1, Dex 2	Art 1	4	*
Typhoon Wheel	4	2	2L	4	30	Str 1, Dex 3	Art 1	3	*

Sharp Impact, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
Windcleaver	5	-1	7L	2	30	Str 2	Art 1	4	*

Blunt Impact, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
Whirlwind Sling	5	2	7B	2	150	Str 1	Art 1	3	*

Spears, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
Windlance	4	3	5L	2	50	Str 1	Art 1	3	*

Chains & Rope, thrown	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
Hurricane Fist	5	2	6B	2	50	Str 1, Dex 2	Art 1	3	*
<i>Hurricane First, clinched</i>	6	3	N/A	1	50				C

## ARCHERY WEAPONS

Bows	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
Long Powerbow	5	2	6L	2	350	Str 2	Art 3	6	2, B
Short Powerbow	5	1	5L	3	250	Str 1	Art 2	4	2, B

Crossbows	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
Hailspitter	4	4	6L*	2	150	Str 1	Art 2	5	B
Spikespitter	5	2	10L*	1	200	Str 2	Art 2	6	2, B

Firearms	Speed	Accuracy	Damage	Rate	Range	Minimums	Cost	Attune	Tags
Magma Revolver	5	1	6L*	3	75	Str 1	Art 1	5	DW, P, S, *
Magma Rifle	5	2	10L*	1	125	Str 2	Art 2	7	2, P, S, *
Inferno Piece	5	2	9L*	2	12	Str 1	Art 1	5	DW, F, S, *
Inferno Wand	5	1	13L*	1	15	Str 2	Art 2	7	2, F, S, *

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