



Appendix:

List of Weapons

Here is a handy list of all the weapons listed in this book. They are presented in alphabetical order according to the chapter they appear in, except for the Unarmed entry, which is kept separate.

Unarmed

Tags: Bashing (0), Melee (0), Natural (1), Soft (-1)

Total: 0

Melee Weapons

Bamboo Flute

Tags: Bashing (0), Concealable (1), Melee (0), Tool (musical instrument) (1)

Total: 2

Battle-Ax

Tags: Brutal (1), Lethal (0), Melee (0), Piercing (2), Two-Handed (-1), Unconcealable(-1)

Total: 1

Bayonet

Tags: Attach (rifle into spear; gets the inaccurate tag when used as a firearm) (0), Lethal (0), Melee (0)

Total: 0

Bowie Knife

Tags: Lethal (0), Melee (0), Thrown (0), Tool (carpentry) (1)

Total: 1

Brass Knuckles

Tags: Bashing (0), Concealable (1), Melee (0), Worn (2)

Total: 3

Blow Torch

Tags: Burns (0), Inaccurate (-1), Lethal (0), Melee (0)

Total: -1

Catch Pole

Tags: Bashing (0), Grappling (1), Melee (0), Reach (1), Two-Handed (-1)

Total: 1

Chain

Tags: Bashing (0), Melee (0), Reach (1)

Total: 1

Club

Tags: Bashing (0), Melee (0), Pushing (1)

Total: 1

Curved Sword

Tags: Brutal (1), Lethal (0), Melee (0), Versatile (2)

Total: 3

Flail

Tags: Bashing (0), Melee (0), Stun (1); a spiked flail is Lethal instead of Bashing

Total: 1

Flair

Tags: Bashing (0), Burns (0), Melee (0)

Total: 0

Glass Bottle

Tags: Bashing (0), Fragile (-1), Melee (0), Thrown (0)

Total: -1

Hatchet

Tags: Melee (0), Lethal (0), Thrown (0)

Total: 0

Heavy Power Tool

Tags: Brutal (1), Inaccurate (-1), Lethal (0), Melee (0), Messy (-1), Tool (building, crafting) (1), Two-Handed (-1)

Total: -1

Heavy Sword

Tags: Brutal (1), Lethal (0), Melee (0), Two-Handed (-1), Unconcealable (-1)

Total: -1

Ice Ax

Tags: Lethal (0), Melee (0), Piercing (2), Tool (climbing) (1)

Total: 3

Iron Fan

Tags: Concealable (1), Lethal (0), Melee (0), Versatile (2)

Total: 3

Jittei

Tags: Bashing (0), Defensive (2), Melee (0), Stun (1)

Total: 3

Keris

Tags: Concealable (1), Lethal (0), Melee (0), Piercing (2)

Total: 3

Khukri

Tags: Brutal (1), Lethal (0), Melee (0), Thrown (0)

Total: 1

Knife

Tags: Concealable (1), Lethal (0), Melee (0), Thrown (0)

Total: 1

Kusari Gama

Tags: Double (0), Melee (0), Reach (1)

Total: 1

Light Power Tool

Tags: Inaccurate (-1), Lethal (0), Melee (0), Messy (-1), Tool (assembling) (1)

Total: -1

Macuahuitl

Tags: Brutal (1), Lethal (0), Melee (0), Messy (-1)

Total: 0

Manriki Gusari

Tags: Bashing (0), Melee (0), Reach (1), Stun (1)

Total: 2

Nightstick

Tags: Bashing (0), Defensive (2), Melee (0), Stun (1)

Total: 3

Nunchaku

Tags: Bashing (0), Melee (0), Stun (1)

Total: 1

Pocket Knife

Tags: Concealable (1), Fragile (-1), Lethal (0), Melee (0), Tool (1)

Total: 1

Quarterstaff

Tags: Bashing (0), Melee (0), Stun (1)

Total: 1

Rapier

Tags: Lethal (0), Melee (0), Piercing (2)

Total: 2

Ring Blade

Tags: Concealable (1), Lethal (0), Melee (0), Soft (-1), Worn (2)

Total: 2

Sap

Tags: Bashing (0), Concealable (1), Melee (0), Stun (1)

Total: 2

Scythe

Tags: Brutal (1), Inaccurate (-1), Lethal (0), Melee (0), Two-Handed (-1)

Total: -1

Shard of Glass

Tags: Concealable (1), Lethal (0), Melee (0)

Total: 1

Shield

Tags: Bashing (0), Defensive (2), Melee (0), Pushing (1)

Total: 3

Shovel

Tags: Double (0), Inaccurate (-1), Melee (0), Tool (digging) (1)

Total: 0

Shuko

Tags: Lethal (0), Melee (0), Tool (climbing) (1), Worn (2)

Total: 2

Spear

Tags: Defensive (2), Lethal (0), Melee (0), Reach (1)

Total: 3

Switchblade

Tags: Concealable (1), Lethal (0), Melee (0)

Total: 1

Sword

Tags: Lethal (0), Melee (0), Versatile (2)

Total: 2

Sword Cane

Tags: Concealable (1), Lethal (0), Melee (0), Versatile (2)

Total: 3

Taser

Tags: Bashing (0), Concealable (1), Melee (0), Soft (-1), Stun (1)

Total: 1

Tiger Claws

Tags: Lethal (0), Melee (0), Worn (2)

Total: 2

War Ax

Tags: Brutal (0), Lethal (0), Melee (0), Piercing (2), Two-Handed (-1), Unconcealable (-1)

Total: 0

War Hammer

Tags: Bashing (0), Melee (0), Pushing (1), Two-Handed (-1)

Total: 0

Whip

Tags: Bashing (0), Grappling (1), Melee (0), Reach (1)

Total: 2

Ranged Weapons

Anti-Tank Rifle

Tags: Brutal (1), Firearm (0), Lethal (0), Long Range (1), Messy (-1), Piercing (2), Unconcealable (-1); counts as Scale 1 weapon

Total: 2

Arbalest

Tags: Firearm (0), Lethal (0), Piercing (2), Pushing (1), Ranged (0), Reset (-1), Two-Handed (-1)

Total: 1

Assault Rifle

Tags: Automatic (2), Firearm (0), Lethal (0), Piercing (2), Ranged (0), Two-Handed (-1)

Total: 3

Atlatl

Tags: Arcing (1), Lethal (0), Long Range (1), Piercing (2), Reset (-1), Thrown (0)

Total: 3

Automatic Shotgun

Tags: Automatic (2), Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0), Two-Handed (-1)

Total: 3

Ballistic Knife

Tags: Firearm (0), Lethal (0), Melee (0), Reset (-1), Short Range (-1)

Total: -2

Barbed Arrows

Tags: Lethal (0), Messy (-1)

Total: -1

Big Game Rifle

Tags: Brutal (1), Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0), Two-Handed (-1)

Total: 2

Blowgun

Tags: Bashing (0), Soft (-1), Reset (-1), Thrown (0); often used to deliver poison

Total: -2

Blunt Arrows

Tags: Bashing (0), Stun (1)

Total: 1

Boomerang

Tags: Arcing (1), Bashing (0), Returning (1), Stun (1), Thrown (0)

Total: 3

Bow

Tags: Arcing (1), Ranged (0), Two-Handed (-1); bows can have different types of arrows which add different set of tags (see below)

Total: 0

Crossbow

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0), Reset (-1)

Total: 1

Dart

Tags: Arcing (1), Concealable (1), Bashing (0), Soft (-1), Thrown (0)

Total: 1

Dart Gun

Tags: Bashing (0), Firearm (0), Reset (-1), Ranged (0); often used to deliver poison

Total: -1

Dart Rifle

Tags: Bashing (0), Firearm (0), Long Range (1), Reset (-1); often used to deliver poison

Total: 0

Derringer

Tags: Concealable (1), Firearm (0), Lethal (0), Ranged (0)

Total: 1

Dragon-Breath Shotgun

Tags: Burns (0), Firearm (0), Lethal (0), Ranged (0)

Total: 0

Explosive Arrows

Tags: Lethal (0), Prototype (-1), Shockwave (4)

Total: 3

Fire Arrows

Tags: Lethal (0), Burns (0)

Total: 0

Flare Gun

Tags: Burns (0), Firearm (0), Lethal (0), Ranged (0)

Total: 0

Frog-Crotch Arrows

Tags: Lethal (0), Versatile (2)

Total: 2

Generic Shotgun

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0)

Total: 2

Hairspray Flamethrower

Tags: Burns (0), Bashing (0), Inaccurate (-1), Melee (0), Reach (1)

Total: 0

Hand Cannon

Tags: Brutal (1), Firearm (0), Inaccurate (-1), Lethal (0), Ranged (0), Reset (-1)

Total: -1

Hatchet

Tags: Arcing (1), Melee (0), Lethal (0), Thrown (0), Tool (woodwork) (1)

Total: 2

Heavy Autoloader

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Ranged (0)

Total: 1

Heavy Machine Gun

Tags: Automatic (2), Brutal (1), Firearm (0), Lethal (0), Loud (-1), Piercing (2), Ranged (0), Two-Handed (-1), Unconcealable (-1)

Total: 2

Heavy Revolver

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0)

Total: 2

Holdout Shotgun

Tags: Concealable (1), Firearm (0), Inaccurate (-1), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Short Ranged (-1)

Total: 1

Humming Arrows

Tags: Bashing (0), Loud (-1)

Total: -1

Hunting Rifle

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Ranged (0), Two-Handed (-1)

Total: 0

Javelin

Tags: Arcing (1), Lethal (0), Melee (0), Piercing (2), Thrown (0)

Total: 3

Light Autoloader

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0)

Total: 2

Light Revolver

Tags: Concealable (1), Firearm (0), Lethal (0), Piercing (2), Ranged (0)

Total: 3

Machine Gun

Tags: Automatic (2), Firearm (0), Lethal (0), Piercing (2), Ranged (0), Two-Handed (-1)

Total: 3

Machine Handgun

Tags: Automatic (2), Firearm (0), Inaccurate (-1), Lethal (0), Piercing (2), Ranged (0)

Total: 3

Musket

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0), Reset (-1), Unconcealable (-1)

Total: -1

Pepperbox

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0)

Total: 2

Piercing Arrows

Tags: Lethal (0), Piercing (2)

Total: 2

Pistol

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0), Reset (-1)

Total: 1

Pistol-Grip Shotgun

Tags: Firearm (0), Inaccurate (-1), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Ranged (0)

Total: 1

Rock Salt Shotgun

Tags: Bashing (0), Firearm (0), Pushing (1), Ranged (0), Stun (1)

Total: 2

Short-Barrel Shotgun

Tags: Firearm (0), Lethal (0), Loud (-1), Piercing (2), Pushing (1), Short Ranged (-1)

Total: 1

Sling

Tags: Lethal (0), Piercing (2), Thrown (0)

Total: 2

Sniper Rifle

Tags: Firearm (0), Lethal (0), Long Range (1), Piercing (2), Unconcealable (-1)

Total: 2

Speargun

Tags: Firearm (0), Lethal (0), Piercing (2), Ranged (0)

Total: 2

Stun Gun

Tags: Bashing (0), Firearm (0), Melee (0), Reset (-1), Short Range (-1), Soft (-1), Stun (1)

Total: -2

Submachine Gun

Tags: Automatic (2), Firearm (0), Lethal (0), Ranged (0)

Total: 2

Target Arrows

Tags: Lethal (0)

Total: 0

Throwing Knife

Tags: Arcing (1), Concealable (1), Melee 0, Lethal 0, Thrown (0)

Total: 2

Tommy Gun

Tags: Automatic (2), Firearm (0), Lethal (0), Ranged (0), Two-Handed (-1); +1e to all rolls to count ammunition

Total: 1 (2 if you count the +1e to ammo)

Tactical Weapons

Cannon

Tags: Brutal (1), Firearm (0), Lethal (0), Long Range (1), Loud (-1), Piercing (2), Slow (-1), Unconcealable (-1); Scale 2 damage, this weapon is normally stationary and requires Intelligence to fire.

Total: 1

Chaingun

Tags: Automatic (2), Firearm (0), Lethal (0), Messy (-1), Piercing (2), Unconcealable (-1); Scale 1 damage, this weapon is usually stationary or attached to a vehicle.

Total: 2

Disposable Rocket Launcher

Tags: Concealable (1), Firearm (0), Lethal (0), Loud (-1), Messy (-1), Ranged (0), Shockwave (4), Two-Handed (-1); Scale 2 damage, can only be fired once

Total: 2

Flamethrower

Tags: Arcing (1), Automatic (2), Burns (0), Firearm (0), Lethal (0), Short Range (-1)

Total: 2

Flak Cannon

Tags: Brutal (1), Firearm (0), Lethal (0), Long Range (1), Loud (-1), Messy (-1), Slow (-1), Shockwave (4), Unconcealable (-1); Scale 2 damage, this weapon is normally stationary and requires Intelligence to fire.

Total: 2

Flashbang

Tags: Arcing (1), Shockwave (4), Soft (-3), Stun (1), Thrown (0)

Total: 3

Frag Grenade

Tags: Arcing (1), Lethal (0), Loud (-1), Messy (-1), Shockwave (4), Thrown (0); Scale 2 damage

Total: 3

Gas Grenade

Tags: Arcing (1), Shockwave (4), Soft (-3), Thrown (0); the gas used in these grenades usually cause everyone caught in it to suffer a Condition. See sample Conditions at the end of this chapter.

Total: 2

Grenade Launcher

Tags: Arcing (1), Bashing (0), Firearm (0), Ranged (0); a grenade launcher uses grenades for ammunition and can cause Bashing injuries if they hit a target directly.

Total: 1

Heavy Cannon

Tags: Brutal (1), Firearm (0), Lethal (0), Long Range (1), Loud (-1), Messy (-1), Piercing (2), Slow (-1), Unconcealable (-1); Scale 3 damage, this weapon must be stationary and requires Intelligence to fire.

Total: 0

Incendiary Grenade

Tags: Arcing (1), Burns (0), Lethal (0), Loud (-1), Messy (-1), Shockwave (4), Thrown (0)

Total: 3

Mortar

Tags: Arcing (1), Firearm (0), Inaccurate (-1), Lethal (0), Loud (-1), Shockwave (4); Scale 2 damage, this weapon requires Intelligence to fire.

Total: 3

Rocket Launcher

Tags: Firearm (0), Lethal (0), Loud (-1), Messy (-1), Ranged (0), Reset (-1), Shockwave (4), Two-Handed (-1); Scale 2 damage

Total: 1

Smoke Grenade

Tags: Arcing (1), Shockwave (4), Soft (-3), Thrown (0); the affected area is covered in concealing smoke that creates a level 3 Complication to see anything. The effect lasts for a minute unless it is dissipated earlier somehow.

Total: 2

Armor

Bomb Suit

Tags: Armored: Hard (3), Cumbersome (-1), Slot Helm (-1), Weighty (-1)

Total: 0

Bulletproof Vest

Tags: Armored: Soft (1), Resistant (Bulletproof) (2), Weighty (-1)

Total: 2

Chain Mail

Tags: Armored: Hard (1), Resistant (Arrows) (2), Weighty (-1)

Total: 2

Full Plate

Tags: Armored: Hard (3), Cumbersome (-1)

Total: 2

Hazmat Suit

Tags: Resistant (Bioweapons, Gas) (4), Slot Helm (-1)

Total: 3

Hunting Suit

Tags: Armored: Soft (1), Camouflage (2), Cumbersome (-1)

Total: 2

Leather Armor

Tags: Armored: Soft (1), Weighty (-1)

Total: 0

Segmented Armor

Tags: Armored: Hard (1), Weighty (-1)

Total: 0

Relics

Aegis (●●●)

Tags: Bashing, Defensive, Melee, Pushing

Airgetlám (●●●)

Enhancement: +1 general

Tags: Bashing, Defensive, Melee, Pushing, Stun

Artemis's Hunting Rifle (●●●)

Enhancement: +1 general

Tag: Firearm, Lethal, Long Ranged, Piercing, Two-Handed

Assassin Dagger (●●●)

Tags: Concealable, Lethal, Melee, Thrown

Babr-e Bayan (●●●●)

Tags: Armored: Soft (3), Resistant (fire), Weighty

Benkei's Armor (●●●)

Tags: Armored: Hard (3), Cumbersome, Resistance (Arrows)

Caledflwch (●●●●●)

Enhancement: +3 general

Tag: Lethal, Melee, Piercing, Versatile

Flaming Sword (●●●)

Tags: Aggravated, Burns, Melee, Versatile

Fragarach (●●●)

Tags: Lethal, Melee, Versatile

Gáe Bulg (●●●)

Enhancement: +1 when thrown

Tags: Defensive, Lethal, Melee, Reach, Thrown

Gungnir (●●●●)

Enhancement: +1 when used to perform the Sunder Stunt, +1 general

Tags: Defensive, Lethal, Melee, Reach

Herakles's Club (●●)

Tags: Bashing, Melee, Pushing, Two-Handed

Kali's Arms (●●●●)

Tags: Automatic, Firearm, Lethal, Messy, Piercing, Ranged

Maianakalani (●●●●)

Enhancement: +1 when used as a weapon

Tags: Bashing, Melee, Pushing

Minotaur's Labrys (●●●)

Enhancement: +2 when used in a maze-like Field.

Tags: Brutal, Lethal, Melee, Piercing, Two-Handed, Unconcealable

Nægling (●●●)

Tags: Brutal, Firearm, Lethal, Loud, Piercing, Pushing, Ranged

Ocelotl Armor (●●)

Enhancement: +1 to sneak and be silent

Tags: Soft (1), Weighty

Ruyi Jingu Bang (●●●)

Enhancement: +1 general

Tags: Bashing, Concealable, Melee, Reach, Stun

Shango's Ax (●●)

Tags: Arcing, Melee, Lethal, Returning, Thrown

Sharanga (●●●)

Tags: Arcing, Long Ranged, Two-Handed (Target arrows: Lethal)

Sir Percival's Pepperbox (●●●●)

Tags: Firearm, Lethal, Piercing, Ranged

Sword of Freyr (●●●)

Enhancement: +1 general

Tags: Lethal, Melee, Reach, Versatile

Vel Murugan (●●)

Tags: Defensive, Lethal, Melee, Reach

Warwrecker (●●●)

Enhancement: +1 when using automatic fire

Tags: Automatic, Firearm, Lethal, Messy, Piercing, Ranged

Zeus Cannon (N/A)

Enhancement: +3 when targeting a single target

Tags: Aggravated, Brutal, Firearm, Lethal, Long Range, Loud, Messy, Piercing, Shockwave, Slow, Unconcealable

