

# NEW MELEE WEAPONS

## BLADES

**Diamond Hatchet:** A versatile tool and survival implement, the diamond hatchet features a diamond-coated axehead with a flattened rear for hammering work. It may be thrown using the Throwing Weapons skill. **[Low]**

**Diamond Knife:** A diamond-coated blade is the most common improvement over the standard knife, improving its durability and sharpness. **[Low]**

**Extendable Spear:** When retracted, the extendable spear may be used as a knife (EP, pg. 335), but can be instantly extended with a quick twist or signal. **[Low]**

**Hatchet:** The hatchet is the standard light utility axe, and may also be thrown. **[Trivial]**

**Spear:** The age-old spear is extremely rare outside of the hands of some dedicated primitivists, and a few followers of the martial arts. It is easily improvised by affixing a sharp blade to a pole, or simply using a sharpened pole or length of pipe or tubing, and may also be thrown. **[Trivial]**

## CLUBS

**Extendable Staff:** A cylinder small enough to fit within the palm when retracted, a solid flick or electronic signal causes the extendable staff to telescope to its full length. **[Low]**

**Rock:** Any handy chunk of metal or other hard debris can be used as an improvised weapon whether held in the hand and used to smash an opponent's face in (using the Clubs skill) or thrown at them (using the Throwing Weapons skill). **[Zero]**

**Staff:** Any roughly human length bar, piece of tubing or piping, or in rarer cases wood, can be used as a staff. In a few cases, purpose-made staves are also crafted, especially for the practitioners of various martial arts. **[Trivial]**

## NEW MELEE WEAPONS

BLADES	ARMOR PENETRATION (AP)	DAMAGE VALUE (DV)	AVERAGE DV
Diamond Hatchet	-3	1d10 + 3 + (SOM ÷ 10)	8 + (SOM ÷ 10)
Diamond Knife	-3	1d10 + 2 + (SOM ÷ 10)	7 + (SOM ÷ 10)
Extendable Spear	-1	2d10 + (SOM ÷ 10)	11 + (SOM ÷ 10)
Hatchet	-1	1d10 + 3 + (SOM ÷ 10)	8 + (SOM ÷ 10)
Spear	-1	2d10 + (SOM ÷ 10)	11 + (SOM ÷ 10)
CLUBS	ARMOR PENETRATION (AP)	DAMAGE VALUE (DV)	AVERAGE DV
Extendable Staff	—	1d10 + 3 + (SOM ÷ 10)	8 + (SOM ÷ 10)
Rock	—	1d10 + (SOM ÷ 10)	5 + (SOM ÷ 10)
Staff	—	1d10 + 3 + (SOM ÷ 10)	8 + (SOM ÷ 10)

## NEW WEAPON RANGES

WEAPON (TYPE)	SHORT RANGE	MEDIUM RANGE (-10)	LONG RANGE (-20)	EXTREME RANGE (-30)
<b>Thrown Weapons</b>				
Hatchet	To SOM ÷ 5	To SOM ÷ 2	To SOM	To SOM x 2
Rock	To SOM ÷ 5	To SOM ÷ 2	To SOM	To SOM x 3
Spear	To SOM ÷ 5	To SOM ÷ 2	To SOM	To SOM x 3



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