

Weapons

ss- Weapon does non-lethal damage

*- Requires Power source

+ - high rate of fire x3 attacks

@ - Trip Attack can be performed with this weapon

/R - Reach weapon based on the given number in front

/D - Two attacks can be made as one attack with this weapon

/E – Electronic Pulse, damage only works on technology and machines

f – Futuristic Firearm limited to futuristic settings

r – Revolution Firearm limited to settings from revolution time line on

a – Ancient Firearm, available in all settings but rarer the further in the future you go

m – Modern Firearm, available in modern settings or later in timelines

Simple Melee Weapons					
Name	Damage	Crit	Range	Weight	Type
<i>Unarmed Weapons</i>					
Unarmed	1d3 ss	X2	n/a	N/A	Bashing
Gauntlet	1d4	X2	n/a	1 lb.	Bashing
Greaves	1d6	X2	n/a	1 lb.	Bashing
<i>Light Weapons</i>					
Dagger	1d4	19-20/x2	n/a	1 lb.	Piercing / Slashing
Dagger, Punching	1d4	X3	n/a	1 lb.	Piercing
Gauntlet, Spiked	1d4	X2	n/a	1 lb.	Piercing
Frying Pan	1d8	X2	n/a	4 lbs.	Bashing
Kendoma @	1d4	X2	5ft/R	1 lb.	Bashing
Kodocha	1d4ss	X2	n/a	½ lb.	Bashing
Mace, light	1d6	X2	n/a	4 lbs.	Bashing
Paper Fan	1d4ss	X2	n/a	½ lb.	Bashing
Scalpel	1d4	X2	20ft	1 lb.	Slashing
Sickle @	1d6	X2	n/a	2 lbs.	Slashing
Shiv	1d4	X3	n/a	1 lb.	Piercing
<i>One handed Weapons</i>					
Bat	1d8	X2	10ft	3 lbs.	Bashing
Broom	1d6	X2		2 lbs.	Bashing
Club	1d6	X2	10ft	3 lbs.	Bashing
Kunai	1d8	X2	20ft	1 lbs.	Piercing
Mace, Heavy	1d8	X2		8 lbs.	Bashing
Morningstar	1d8	X2		6 lbs.	Bashing/Piercing
Power Drill* m	1d10	X3		6 lbs.	Piercing
Short Spear	1d6	X2	20ft	3 lbs.	Piercing
<i>Two-handed Weapons</i>					
Bayonet	1d6	X2	5ft/R	2 lbs.	Piercing
Long spear	1d8	X3	5ft/R	9 lbs.	Piercing
Quarter Staff /D	1d6/1d6	X2		4 lbs.	Bashing
Spear	1d8	X3	20ft	6 lbs.	Piercing

Simple Ranged Weapons					
Name	Damage	Crit	Range	Weight	Type
<i>Ranged Weapons</i>					
Blowgun	1d2	X2	20ft	1 lbs.	Piercing
Butterfly Knife	2d4	X3	20ft	2 lbs.	Piercing
Crossbow, Heavy	1d10	19-20/x2	120ft	8 lbs.	Piercing
Crossbow, Light	1d8	19-20/x2	80ft	4 lbs.	Piercing
Dart, Thrown	1d4	X2	20ft	½ lb.	Piercing
Frisbee/ Discus	1d6	X2	60ft	1 lb.	Bashing
Javelin	1d6	X2	30ft	2 lbs.	Piercing
Shot put	1d8	X3	30ft	10 lbs.	Bashing
Shuriken	1d6	X2	20ft	½ lb.	Piercing
Sling	1d4	X2	50ft	N/A	Bashing
Sling Shot	1d6	19-20/x2	60ft	2 lbs.	Bashing
<i>Firearms</i>					
Dragon Fire <i>a</i>	2d8 cone	X3	30ft	10 lbs.	Fire
Hand Cannon <i>a</i>	1d12	X3	40ft	3 lbs.	Bashing
Laser Pistol <i>f</i>	3d6	X4	100ft	5 lbs.	Fire
Pin Musket <i>r</i>	2d8	X3	100ft	10 lbs.	Bashing
Pistol 9mm <i>m</i>	2d6	X2	100ft	2 lbs.	Bashing
Pistol Pin loaded <i>r</i>	2d6	X2	60ft	3 lbs.	Bashing
Pistol .22 cal <i>m</i>	2d4	X2	60ft	2 lbs.	Bashing
Pulse Pistol <i>f/E</i>	3d6	X4	100ft	5 lbs.	Electronic
Service Rifle <i>m</i>	3d6	X2	200ft	10 lbs.	Bashing
Stun Gun * <i>m ss</i>	1d8 END	X2	50ft	2 lbs.	Piercing [^]
Thunder Pipe <i>a</i>	2d6	3	60ft	5 lbs.	Bashing
<i>Siege Weapons</i>					
Battering Ram	1d12	X2	n/a	20 lbs.	Bashing
Ballista	3d8	19-20/X2	300ft	100 lbs.	Piercing
Catapult	6d6	X2	200ft	200 lbs.	Bashing
Siege Crossbow	1d8 line	X3	200ft	100 lbs.	Piercing
Trebuchet	6d8	X4	200ft	500 lbs.	Bashing
Wa'cha Effects 50ft area	1d8	X4	100ft	50 lbs.	Piercing

[^] - Stun guns are one shot and must hit precisely the targets clothing or flesh to work 50% chance when subject has armor, once active they do temporary Endurance damage that heals after five minutes rest. If it damages beyond the END of the target, the target must roll Resistance saves (Normal result don't include damaged END) vs. Hit point drain permanent

Martial Melee Weapons					
Name	Damage	Crit	Range	Weight	Type
<i>Light Weapons</i>					
Axe, Throwing	1d6	X2	10ft	2 lbs.	Slashing
Battle Fan	1d4	19-20/x2	20ft	2 lbs.	Slashing/ Bashing
Hammer, Light	1d6	X2	20ft	2 lbs.	Bashing
Hand Axe	1d6	X3	n/a	3 lbs.	Slashing
Kukri	1d4	18-20/x2	n/a	2 lbs.	Slashing
Pick, Light	1d4	X4	n/a	2 lbs.	Piercing
Sap	1d6 ss	X2	n/a	2 lbs.	Bashing
Shield, Light	1d3	X2	10ft	5 lbs.	Bashing
Spiked Armor	1d6	X2	n/a	+1 lb.	Piercing
Spiked Shield, Light	1d4	X2	n/a	+1 lb.	Piercing
Star Knife	1d4	X3	20ft	3 lbs.	Piercing
Short Sword	1d6	19-20/x2	n/a	2 lbs.	Slashing
Tonfa	1d8	X2	n/a	2 lbs.	Bashing
Wakashashi	1d6	18-20/X2	n/a	3 lbs.	Slashing
Yo-yo @	1d6	19-20/x2	10ft/R	½ lb.	Bashing
<i>One handed Weapons</i>					
Battle-axe	1d8	X3	n/a	6 lbs.	Slashing
Bo Ken	1d10ss	19-20/x2	n/a	4 lbs.	Bashing
Battle Umbrella	1d10	18-20/x3	20ft	5 lbs.	Bashing
Flail @	1d8	X2	n/a	5 lbs.	Bashing
Katana	1d10	18-20/x2	n/a	6 lbs.	Slashing
Long Sword	1d8	19-20/x2	n/a	4 lbs.	Slashing
Pick, Heavy	1d6	X4	n/a	6 lbs.	Piercing
Rapier	1d6	18-20/x2	n/a	2 lbs.	Piercing
Scimitar	1d6	18-20/x2	n/a	4 lbs.	Slashing
Shield, Heavy	1d4	X2	n/a	15 lbs.	Bashing
Spied Shield, Heavy	1d6	X2	n/a	+2 lbs.	Piercing
Trident	1d8	X2	10ft	4 lbs.	Piercing
War Hammer	1d8	X3	n/a	5 lbs.	Bashing
<i>Two-handed Weapons</i>					
Falchion	2d4	18-20/x2	n/a	8 lbs.	Slashing
Flail, Heavy @	1d10	19-20/x2	n/a	10 lbs.	Bashing
Glaive	1d10	X3	10ft/R	10 lbs.	Slashing
Great Axe	1d12	X3	n/a	12 lbs.	Slashing
Great Club	1d10	X2	n/a	8 lbs.	Bashing
Great Sword	2d6	19-20/x2	n/a	8 lbs.	Slashing
Guisarme @	2d4	X3	10ft /R	12 lbs.	Slashing
Halberd @	1d10	X3	10ft /R	12 lbs.	Piercing/Slashing
Lance	1d8	X3	10ft /R	10 lbs.	Piercing
Ranseur	2d4	X3	10ft /R	12 lbs.	Piercing
Scythe @	2d4	X4	n/a	10 lbs.	Piercing/Slashing
Zanbato	3d6	19-20/x2	n/a	20 lbs.	Slashing

Martial Ranged Weapons					
Name	Damage	Crit	Range	Weight	Type
<i>Ranged Weapons</i>					
Long bow	1d8	X3	100ft	3 lbs.	Piercing
Long bow, Composite	1d8+STR	X3	110ft	3 lbs.	Piercing
Needle	1d4	X2	50ft	½ lbs.	Piercing
Short bow	1d6	X3	60ft	2 lbs.	Piercing
Short bow, Composite	1d6+STR	X3	70ft	2 lbs.	Piercing
<i>Firearms</i>					
AR-15 <i>m semi-auto</i>	1d12	X2	200ft	10 lbs.	Bashing
Blunderbuss <i>a</i>	2d8 cone	X3	50ft	15 lbs.	Bashing
Colt <i>r</i>	2d8	X3	100ft	5 lbs.	Bashing
45 Cal <i>m</i>	2d12	X3	50ft	5 lbs.	Bashing
Hunting Rifle <i>r</i>	2d8	X3	200ft	10 lbs.	Bashing
Laser Rifle <i>f</i>	2d12	X4	200ft	10 lbs.	Fire
LSAT <i>m semi-auto</i>	1d12 line	X3	100ft	10 lbs.	Bashing
M60 <i>m Full Auto</i>	1d8 cone	X3	100ft	10 lbs.	Bashing
Magnum <i>m</i>	2d8	X3	100ft	5 lbs.	Bashing
Musket, Flint <i>r</i>	2d6 cone	X2	50ft	8 lbs.	Bashing
Plasma Pistol <i>f</i>	3d8	X3	50ft	5 lbs.	Electricity
Plasma Rifle <i>f</i>	3d8	X4	200ft	10 lbs.	Electricity
Pulse Rifle <i>f</i>	2d8	X3	100ft	10 lbs.	Sonic
Pistol, Flint <i>r</i>	2d8	X2	100ft	6 lbs.	Bashing
Rail Gun Pistol <i>f</i>	3d8	X4	100ft	10 lbs.	Piercing
Rail Rifle <i>f</i>	3d8	X4	200ft	20 lbs.	Piercing
Rifle, Flint <i>r</i>	2d10	X2	200ft	12 lbs.	Bashing
Shot gun <i>m</i>	3d8 cone	X3	50ft	12 lbs.	Bashing
<i>Siege Weapons</i>					
Cannon, Small <i>r</i>	3d8	X3	200ft	50 lbs.	Bashing
Cannon <i>r</i>	4d8	X3	200ft	100 lbs.	Bashing
Detonation Cord <i>m</i>	3d6	X3	n/a	10 lbs.	Bashing
Gatling Gun <i>r Full Auto</i>	1d10 cone	X3	200ft	50 lbs.	Bashing
Laser Cannon <i>f</i>	4d10	X4	200ft	200 lbs.	Fire
Mini gun <i>m Full Auto</i>	2d8 cone	X4	200ft	50 lbs.	Bashing
Plasma Cannon <i>f</i>	4d10	X4	200ft	200 lbs.	Electricity
Pulse Cannon <i>f Full Auto</i>	2d8	X4	200ft	100 lbs.	Sonic
Rail Gun <i>f</i>	6d12	X4	400ft	500 lbs.	Piercing
Siege Cannon <i>r</i>	6d8	X3	100ft	200 lbs.	Bashing

Exotic Melee Weapons					
Name	Damage	Crit	Range	Weight	Type
<i>Light Weapons</i>					
Bladed Claw	1d6	X2	n/a	1 lb.	Slashing
Gun Gauntlet	1d6/2d8	X3	n/a	5 lbs.	Bashing
Kama @	1d6	X2	n/a	2 lbs.	Slashing
Nunchaku	1d6	X2	n/a	2 lbs.	Bashing
Sai	1d4	X2	n/a	1 lb.	Bashing
Siangham	1d6	X2	n/a	1 lb.	Piercing
<i>One handed Weapons</i>					
Chain, Dagger @ /D	1d8/1d4	19-20/x2	10ft /R	4 lbs.	Piercing
Khopesh	1d8	19-20/x2	n/a	12 lbs.	Slashing
Laser Sword	2d10	18-20/x3	n/a	5 lbs.	Slashing / Fire
Plasma Saber	2d10	18-20/x3	n/a	5 lbs.	Slashing / Electric
Sword, Bastard	1d10	19-20/x2	n/a	6 lbs.	Slashing
War Axe	1d10	X3	n/a	8 lbs.	Slashing
Whip @	1d3 ss	X2	10ft /R	2 lbs.	Slashing
Whip, Barbed @	1d6	X2	10ft /R	2 lbs.	Slashing
Whip, Chain @	1d8	X3	10ft /R	4 lbs.	Slashing
Whip, Dagger @ /D	1d6/1d4	19-20/x2	10ft /R	3 lbs.	Slashing
Whip, Laser @ *	1d12	19-20/x2	10ft /R	3 lbs.	Slashing / Fire
Whip, Plasma @ *	1d12	19-20/x2	10ft /R	3 lbs.	Slashing / Electric
Vibro Sword -2 ADS on hit	2d10	18-20/x4	n/a	10 lbs.	Slashing / Sonic
<i>Two-handed Weapons</i>					
Axe, Double /D	1d8/1d8	X3	n/a	15 lbs.	Slashing
Chain, Spike @	2d4	X2	15ft /R	10 lbs.	Piercing
Chain Sickle /D	1d6/1d8	X2	10ft /R	10 lbs.	Slashing
Chainsaw *	2d8	X4	n/a	12 lbs.	Slashing
Curve Blade	1d10	18-20/x2	n/a	7 lbs.	Slashing
Flail, Dire /D @	1d8/1d8	X2	n/a	10 lbs.	Bashing
Hooked Hammer /D @	1d8/1d6	X3, X4	n/a	6 lbs.	Bashing/Piercing
Johyo @	1d6	X2	15ft /R	1 lb.	Bashing
Sword, Twin /D	1d8/1d8	19-20/x2	n/a	10 lbs.	Slashing
3-part Staff /D	1d8/1d8	X3	n/a	8 lbs.	Bashing
Urgrosh /D	1d8/1d6	X3	n/a	12 lbs.	Piercing/Slashing

Exotic Ranged Weapons					
Name	Damage	Crit	Range	Weight	Type
<i>Ranged Weapons</i>					
Boomerang	1d6	X3	50ft	1 lbs.	Bashing
Bolas @	1d4 ss	X2	10ft	2 lbs.	Bashing
Chakram	1d6	X3	30ft	2 lbs.	Slashing
Crossbow, Repeating Heavy	1d10	19-20/x2	120ft	12 lbs.	Piercing
Crossbow, Repeating Light	1d8	19-20/x2	80ft	6 lbs.	Piercing
Dynamite	3d10 30'	n/a	50ft	1 lb.	Bashing
Fuma Shuriken	2d8	X2	30ft	5 lbs.	Slashing
Gauntlet, Spring	1d6	X2	20ft	4 lbs.	Piercing
Grenade	4d10 30'	n/a	50ft	2 lbs.	Bashing
Hand Crossbow	1d4	19-20/x2	30ft	2 lbs.	Piercing
Net	n/a	n/a	10ft	6 lbs.	n/a
Sling Staff	1d8	X3	80ft	3 lbs.	Bashing
<i>Firearms</i>					
500 Cal <i>m</i>	4d12	X3	100ft	15 lbs.	Bashing
Cryo Pistol <i>f</i>	3d10	X3	100ft	5 lbs.	Bashing / Ice
Cryo Rifle <i>f</i>	4d10	X4	200ft	10 lbs.	Bashing / Ice
Dart Gun <i>r</i>	1d6	X2	100ft	5 lbs.	Piercing
EWP Pistol <i>f</i> ^	3d6/6d6	X2, X4	100ft	5 lbs.	Bashing / Electronic
EWP Rifle <i>f</i> ^	3d8/6d8	X2, X4	200ft	10 lbs.	Bashing / Electronic
Flame Thrower * <i>m Full-Auto</i>	1d10 cone	X3	30ft	20 lbs.	Fire
Flare Gun <i>m</i>	2d6/1d6	X2	100ft	5 lbs.	Bashing / Fire
Gas Sprayer * <i>r Full-Auto</i>	n/a cone	n/a	30ft	15 lbs.	n/a
Grenade Launcher <i>m</i>	n/a	X2	200ft	10 lbs.	n/a
Harpoon Gun <i>r</i>	2d8	19-20/x4	100ft	10 lbs.	Piercing
Mini Gatling <i>r + Full-Auto</i>	2d8	19-20/x3	50ft	20 lbs.	Bashing
Net Launcher <i>r</i>	n/a	n/a	100ft	20 lbs.	n/a
Repeating Dart Gun <i>m Semi</i>	1d6	X2	100ft	20 lbs.	Piercing
Sniper Rifle <i>m</i>	3d8	X3	400ft	16 lbs.	Bashing
Tommy Gun <i>r Full-Auto</i>	2d6 cone	X2	50ft	10 lbs.	Bashing
Vibro Gun <i>f -2 ADS on hit</i>	3d10	X4	200ft	10 lbs.	Slashing/ Sonic
<i>Siege Weapons</i>					
Ampho <i>m damage per round</i>	6d12	X4	n/a	10 lbs.	Slashing / Fire
Bazooka <i>m</i>	3d10 20'	X3	100ft	30 lbs.	Bashing
C4 Brick <i>m</i>	6d8 20'	X4	30ft	1 lbs.	Bashing
EWP Cannon <i>f ss</i> ^	4d10/6d10	X2, X4	200ft	100 lbs.	Bashing / Electronic
EMP Missile <i>m radius</i>	50 mile	n/a	2000ft	50 lbs.	See description
Fission Cannon <i>f</i>	6d10 10'	X4	50ft	100 lbs.	Bashing/ Fire
M2 <i>m Full-Auto</i>	3d6 cone	X3	200ft	100 lbs.	Bashing
Sonic Disruptor <i>m</i>	6d6ss	X2	200ft	200 lbs.	Sonic
Shoulder Fired Missile <i>m</i>	6d6 20'	X4	200ft	50 lbs.	Bashing
Vibro Cannon <i>f -2 ADS on hit</i>	6d8 10'	X4	100ft	100 lbs.	Bashing / Sonic

^ - EWP weapons damage is greater against electronic machines, robots or cybernetics, when it hits a normal living target it acts a stun gun in damaging the targets END, but against mechanics it does double damage that is not subdual as the ammo is designed to first penetrate the armored shell and then discharge its electronic pulse.

Below is the description of each weapon, its craft DC to make and its BRP (Base Retail Price). In One Piece there are no set prices even on the same islands it's a matter of making deals and convincing a person to sell it to you or buy it from you around the BRP. These that can affect the prices are demands for the item or overstock in the supply. Quality and diplomacy also come into play as well as the player's reputation.

Weapon	Axe, double	Craft DC	75	BRP	500
A cruel weapon with blades placed at opposite ends of a long haft, an double axe is a double weapon.					

Weapon	Axe, throwing	Craft DC	45	BRP	100
A small axe properly weighted to be used as a thrown weapon.					

Weapon	Bat	Craft DC	30	BRP	50
A large wooden or metal stick shaped with precision.					

Weapon	Battle axe	Craft DC	45	BRP	2500
A massive axe used in battle designed to put the full force of the blow in the bladed edge.					

Weapon	Battle Fan	Craft DC	60	BRP	3000
This weapon appears to the untrained eye as nothing more than a beautifully crafted lady's fan. In fact, the vanes of the fan are crafted from steel, and the tips are needle-sharp. When first entering melee using a war fan, you may attempt a Bluff check against an opponent's Sense Motive check. If you win the contest, you gain a +4 bonus on attacks made against that foe during the first round of combat.					

Weapon	Battle Umbrella	Craft DC	60	BRP	3000
A heavily weighted and strongly built umbrella that disguises its massive weight as a functional parasol / umbrella.					

Weapon	Bayonet	Craft DC	30	BRP	100
A bladed Knife placed on the end of a rifle to turn the weapon in a spear in close battle.					

Weapon	Bladed Claw	Craft DC	40	BRP	2500
A claw bracer is a metal armband with three steel claws projecting from the top, extending about 4 inches beyond the tip of the wearer's extended fingers. A Hooked hand is considered on version of this weapon, cannot be removed.					

Weapon	Bo Ken	Craft DC	20	BRP	2000
A finely crafted wooden sword made ether of solid wood or wooden reeds. The strong strike while powerful is non-lethal.					

Weapon	Broom	Craft DC	15	BRP	100
A simple long stick at one end and reed or straw brush on the other often used as a cleaning device but a true warrior knows the skill in using such a weapon.					

Weapon	Chain, Dagger	Craft DC	25	BRP	1000
When wielding the chain-and dagger, you gain a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself, if you fail to disarm your foe). You can also use this weapon to make trip attacks, gaining a +2 bonus on your trip attempt. If you are tripped during your own trip attempt, you can opt to drop the chain-and dagger instead of being tripped.					

Weapon	Gauntlet, Gun	Craft DC	80	BRP	10,000
A gauntlet with a built in gun system that is triggered by the movement of the hand, the gun has one shot but can be update to hold more.					

Weapon	Gauntlet, spike	Craft DC	45	BRP	3000
The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack. Your opponent cannot use a disarm action to disarm you of spiked gauntlets.					

Weapon	Glaive	Craft DC	25	BRP	3000
A glaive is a simple blade, mounted to the end of a pole about 7 feet in length.					

Weapon	Great axe	Craft DC	45	BRP	5000
A Massive Axe that is welded by two hands to bring full force down upon it target.					

Weapon	Great club	Craft DC	20	BRP	100
A small tree or Large branch that has to be welded by two hands to bash the target.					

Weapon	Great sword	Craft DC	40	BRP	5000
This immense two-handed sword is about 5 feet in length.					

Weapon	Greaves	Craft DC	45	BRP	2500
Leg irons used to grant even more damage to kick based attacks.					

Weapon	Guisarme	Craft DC	45	BRP	3000
A guisarme is an 8-foot-long shaft with a blade and a hook mounted at the tip.					

Weapon	Halberd	Craft DC	45	BRP	2000
A halberd is similar to a 5-foot-long spear, but it also has a small, axe-like head mounted near the tip.					

Weapon	Hammer, light	Craft DC	30	BRP	500
A Common tool used to build objects and a great weapon in a pinch.					

Weapon	Hand axe	Craft DC	30	BRP	500
A tool used to chop wood and a decent weapon that strikes with great force.					

Weapon	Hooked Hammer	Craft DC	50	BRP	5000
A hooked hammer is a double weapon— an ingenious tool with a hammer head at one end of its haft and a long, curved pick at the other. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapons.					

Weapon	Kama	Craft DC	30	BRP	1000
Similar to a sickle, a kama is a short, curved blade attached to a simple handle.					

Weapon	Katana	Craft DC	35	BRP	2000
A common one sided blade sword is finely crafted and sought as the top quality of all swords. Its strong yet light weight blade make it precise and deadly.					

Weapon	Kendoma	Craft DC	30	BRP	500
A child's toy of a ball with a handle that has two cups and a spike peg. Skilled fighters have found this tool as a good weapon in a pinch.					

Weapon	Khopesh	Craft DC	30	BRP	1500
You can use a khopesh to make trip attacks with its hook like blade. If you are tripped during your own trip attempt, you can drop the khopesh to avoid being tripped					

Weapon	Kodocha	Craft DC	35	BRP	2000
A toy hammer that's built to absorb the damage it causes making it a tool of punishment or training that does no lethal damage.					

Weapon	Kukri	Craft DC	30	BRP	1500
A kukri is a curved blade, about 1 foot in length.					

Weapon	Kunai	Craft DC	20	BRP	50
A diverse weapon in the ninja tool box, a small full metal blade similar to a dagger yet weighted for throwing, it has a needle eye at one end where one can attach thread and even explosive tags to get a better chance at taking out a target.					

Weapon	Lance	Craft DC	40	BRP	3000
A lance deals double damage when used from the back of a charging mount. While mounted, you can wield a lance with one hand.					

Weapon	Laser Sword	Craft DC	130	BRP	5000
A sword that has a short concentrated laser beam that makes up the blade, The Beam burns instead of cuts, requires powersource.					

Weapon	Long spear	Craft DC	25	BRP	1500
A long spear is about 8 feet in length.					

Weapon	Long sword	Craft DC	35	BRP	1500
This sword is about 3-1/2 feet in length.					

Weapon	Mace, heavy	Craft DC	30	BRP	1500
A heavy mace has a larger head and a longer handle than a normal mace.					

Weapon	Mace, light	Craft DC	20	BRP	1000
A mace is made up of an ornate metal head attached to a simple wooden or metal shaft.					

Weapon	Morningstar	Craft DC	30	BRP	1500
A Morningstar is a spiked metal ball, affixed to the top of a long handle.					

Weapon	Nunchaku	Craft DC	30	BRP	1500
A nunchaku is made up of two wooden or metal bars connected by a small length of rope or chain.					

Weapon	Paper Fan	Craft DC	10	BRP	10
A Simple and easily made weapon to train or punish people without harming them.					

Weapon	Pick, light	Craft DC	20	BRP	300
A small hammer at one end with a curved spike for light mining work.					

Weapon	Pick, heavy	Craft DC	30	BRP	1000
A Large two handed curved spike on two ends attached to a wooden handle used constantly by miners.					

Weapon	Plasma Sword	Craft DC	130	BRP	8000
A futuristic sword that's blade is a short constant stream of electricity.					

Weapon	Power Drill	Craft DC	55	BRP	30,000
A Shop tool used to build and drill holes into wood and metal. As a weapon it can tear at the target making holes in them by using a power source to do so.					

Weapon	Quarterstaff	Craft DC	15	BRP	20
A quarterstaff is a simple piece of wood, about 5 feet in length.					

Weapon	Ranseur	Craft DC	45	BRP	1500
Similar in appearance to a trident, a ranseur has a single spear at its tip, flanked by a pair of short, curving blades.					

Weapon	Rapier	Craft DC	45	BRP	2000
You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.					

Weapon	Sai	Craft DC	35	BRP	1500
A sai is a metal spike flanked by a pair of prongs used to trap an enemy's weapon. With a sai, you get a +2 bonus on Combat Maneuver Checks to sunder an enemy's weapon. Though pointed, a sai is used primarily to bludgeon foes and to disarm weapons.					

Weapon	Sap	Craft DC	10	BRP	50
A small flexible bag with a mass amount of weight placed inside used to knock out a target and mug them.					

Weapon	Scalpel	Craft DC	20	BRP	500
A fine tiny blade often used by doctors, This small blade can be used as a thrown weapon or in a hand to hand fight.					

Weapon	Scimitar	Craft DC	45	BRP	2000
A large one sided bladed edge sword used to strike the targets in large swinging motions. Also called a Cutlass.					

Weapon	Scythe	Craft DC	35	BRP	4000
A Large wooden farm tool used to cut grains. Its large slicing and fearful nature is said to be the choice weapon of Death Himself.					

Weapon	Short spear	Craft DC	20	BRP	500
A short spear is about 3 feet in length, making it a suitable thrown weapon.					

Weapon	Siangham	Craft DC	30	BRP	750
This weapon is a handheld shaft fitted with a pointed tip for stabbing foes.					

Weapon	Sickle	Craft DC	20	BRP	500
A small farm tool used by herbalists and those for weeding its curved hook blade cuts as it trips at the target.					

Weapon	Shiv	Craft DC	10	BRP	100
A small spike on a handle easily hidden or disguised as another small object. The most popular weapon found in prisons due to its easy craft and deadly use.					

Weapon	War hammer	Craft DC	30	BRP	1250
A massive ornate hammer designed for letting the most force behind every blow, It a two handed weapon and is martial, A larger creature can use it one handed					

Weapon	Whip	Craft DC	30	BRP	250
A whip deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15- foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon.					

Weapon	Whip, Barbed	Craft DC	35	BRP	1000
A whip covered in sharp barbs throughout the whole whip so it tears at flesh it rakes across.					

Weapon	Whip, Chain	Craft DC	35	BRP	1250
A Whip made with a fine metal chain, making a stronger and harsher slam to the body					

Weapon	Whip, Dagger	Craft DC	40	BRP	2000
A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Unlike standard whips, the whip-dagger's ability to deal damage is unhindered by armor bonuses and natural armor bonuses. Although you keep it in hand, the whip-dagger is treated as a ranged weapon with a maximum range of 15 feet and no range penalties. Because the whip-dagger can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the whip dagger to avoid being tripped. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent). A mighty whip-dagger is made with especially heavy material that allows a strong user to take advantage of an above-average Strength score. The mighty whip-dagger allows you to add your Strength bonus to damage, up to the maximum bonus indicated.					

Weapon	Whip, Laser	Craft DC	90	BRP	9000
A laser built weapon that bends and moves the whip lashing out fire from on what it hits.					

Weapon	Whip, Plasma	Craft DC	90	BRP	9000
A whip that lashes out a stream of electricity from its case.					

Weapon	Yo-yo	Craft DC	20	BRP	750
A child's toy built into a deadly weapon in properly trained hands.					

Weapon	Zanbato	Craft DC	60	BRP	10,000
A massive sword used to cut down horses and Calvary. The swords blade spans a 2 ½ feet wide and 8 ft long.					

Ranged

Weapon	Blowgun	Craft DC	10	BRP	250
Blowguns are generally used to deliver debilitating (but rarely fatal) poisons from a distance. They are nearly silent when fired.					

Weapon	Boomerang	Craft DC	20	BRP	750
A small Bent stick or cross shaped stick that can be thrown so it attacks its target and returns in the next round to its user.					

Weapon	Bolas	Craft DC	40	BRP	750
A bolas is a pair of weights, connected by a thin rope or cord. You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a bolas.					

Weapon	Butterfly knife	Craft DC	35	BRP	1000
A finely crafted and properly weighted throwing knife.					

Weapon	Chakram	Craft DC	35	BRP	1250
The chakram is a throwing disk about 1 foot in diameter, with a sharpened outer rim. A skilled user can cause the blade to return to them after being thrown.					

Weapon	Crossbow, Heavy	Craft DC	35	BRP	1500
You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full round action that provokes attacks of opportunity. Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one handed firing.					

Weapon	Crossbow, Light	Craft DC	35	BRP	1000
You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one handed firing.					

Weapon	Crossbow, Repeating	Craft DC	55	BRP	10,000
The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity. You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.					

Weapon	Dart, Thrown	Craft DC	10	BRP	200
A common item in bars and anywhere a dart board could be found for recreation					

Weapon	Dynamite	Craft DC	30	BRP	750
A common and dangerous tool for mining, these thrown weapons can cause serious damage to those around its explosive area. [Volatile] dropping even unlit will cause this weapon to explode.					

Weapon	Frisbee/discus	Craft DC	30	BRP	750
Thought to be a toy of the beach it has been used as a safe way to disarm and even attack people at a distance without creating sever damage to them.					

Weapon	Fuma Shuriken	Craft DC	50	BRP	2000
What looks like four curved daggers is actually a folded in massive shuriken, in its folded form it can be used as a one handed sword, but unfolded it flies through the air as a whirling blade of death.					

Weapon	Gauntlet, spring	Craft DC	40	BRP	5000
This gauntlet possesses a broad ridge of metal that extends along the bottom of the forearm to the edge of the wrist articulation, where a circular orifice is visible. This ridge of metal hides a spring-loaded mechanism that can expel a needle with great force, akin to a miniscule crossbow. You load the gauntlet by inserting a bolt in the hole and pulling back a hidden lever. Loading the spring loaded gauntlet is a move-equivalent action that provokes an attack of opportunity. You fire the spring-loaded gauntlet by sighting down your arm, then flip your hand back so that your palm faces your opponent—this motion fires the gauntlet. A character who attempts to fire two spring-loaded gauntlets at once incurs the standard penalty for two-weapon fighting. The Ambidexterity feat lets someone avoid the -4 off-hand penalty.					

Weapon	Hand crossbow	Craft DC	60	BRP	7500
You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.					

Weapon	Javelin	Craft DC	30	BRP	750
A javelin is a thin throwing spear. Since it is not designed for melee, you are treated as non-proficient with it and take a -4 penalty on attack rolls if you use a javelin as a melee weapon.					

Weapon	Longbow	Craft DC	20	BRP	1000
At almost 5 feet in height, a longbow is made up of one solid piece of carefully curved wood. You need two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a Strength bonus, you can apply it to damage rolls when you use a composite longbow (see below), but not when you use a regular longbow.					

Weapon	Longbow, Composite	Craft DC	40	BRP	5000
You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 BRP to its cost. If you have a penalty for low Strength, apply it to damage rolls when you use a composite longbow. For purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.					

Weapon	Needle	Craft DC	10	BRP	100
A Large and sharpened metal rod used in skilled hands to be thrown at a target and hit vital spots					

Weapon	Net	Craft DC	20	BRP	1000
<p>A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full round action). A net is useful only against creatures within one size category of you. A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a Non proficient one to do so.</p>					

Weapon	Short bow	Craft DC	20	BRP	750
<p>A short bow is made up of one piece of wood, about 3 feet in length. You need two hands to use a bow, regardless of its size. You can use a short bow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a short bow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite short bow (see below), but not a regular short bow.</p>					

Weapon	Short bow, Composite	Craft DC	35	BRP	2500
<p>You need at least two hands to use a bow, regardless of its size. You can use a composite Short bow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite Short bow requires a Strength modifier of +0 or higher to use with proficiency. A composite short bow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 BRP to its cost. If you have a penalty for low Strength, apply it to damage rolls when you use a composite short bow. For purposes of Weapon Proficiency, Weapon Focus, and similar feats, a composite short bow is treated as if it were a short bow.</p>					

Weapon	Shot put	Craft DC	10	BRP	750
<p>Basically a small cannon ball used as sport to be thrown.</p>					

Weapon	Shuriken	Craft DC	15	BRP	500
<p>A shuriken is a small piece of metal with sharpened edges, designed for throwing. A shuriken can't be used as a melee weapon. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown.</p>					

Weapon	Sling	Craft DC	10	BRP	250
<p>A sling is little more than a leather cup attached to a pair of strings. Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapons were designed for a creature one size category smaller than you and you take a –1 penalty on attack rolls.</p>					

Weapon	Sling shot	Craft DC	20	BRP	750
<p>Thought to be a child's toy, this weapon proves otherwise as it allows for dangerous and sometimes deadly accuracy and its ammo can be a various array of dangers.</p>					

Weapon	Sling staff	Craft DC	40	BRP	1000
<p>Made from a specially designed sling attached to a short club, a half ling sling staff can be used by a proficient wielder to devastating effect. Your Strength modifier applies to damage rolls when you use a half ling sling staff, just as it does for thrown weapons. You can fire, but not load, a sling staff with one hand. Loading a sling staff is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a half ling sling staff, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls. A sling staff can be used as a simple weapon that deals bludgeoning damage equal to that of a club of its size.</p>					

Firearms

Weapon	AR-15	Craft DC	90	BRP	12,000
<p>A semi-automatic rifle with great accuracy and holding 20 rounds of ammo in a clip that can be increased.</p>					

Weapon	Bazooka	Craft DC	90	BRP	10,000
<p>A small hand held cannon requires a full round to fire. Holds one round.</p>					

Weapon	Blunderbuss	Craft DC	50	BRP	5000
<p>A Small horn shaped powder loaded flintlock pistol, gives one cone sprayed shots. Holds one round.</p>					

Weapon	Colt	Craft DC	55	BRP	7500
<p>The classic Westerner six shooter gun, holds 6 shots</p>					

Weapon	Cryo pistol	Craft DC	105	BRP	75,000
<p>A small strange pistol that shoots out a freeze ray blasting a target in bitter cold, a great weapon for super hero's /villains or futuristic combat when fire or electricity just won't do. Holds 6 rounds</p>					

Weapon	Cryo Rifle	Craft DC	120	BRP	90,000
<p>a more powerful and longer ranged version of the cryo pistol. Holds 10 rounds</p>					

Weapon	Dart Gun	Craft DC	35	BRP	2000
<p>A small one Handed gun that shoots out darts, ether normal or specialized ammo. Holds 1 Round</p>					

Weapon	Dragon Fire	Craft DC	45	BRP	5000
<p>A single use flame thrower, fuel is compacted in a pipe and bursts out a cone of fire, for 4+1d4 rounds. Holds one round, cannot be upgraded for more.</p>					

Weapon	EWP Pistol	Craft DC	80	BRP	25,000
<p>A pistol designed to launch an electronic pulse that does little damage (1/2 to humans) but does normal damage to robots and electronic machines. Holds 6 rounds.</p>					

Weapon	EWP Rifle	Craft DC	90	BRP	40,000
<p>Similar to the EWP Pistol but with greater damage and distance. Holds 4 rounds.</p>					

Weapon	500 Cal	Craft DC	80	BRP	10,000
<p>The largest possible hand gun. The gun requires 16 Strength to not do damage to the user from the kick back of the gun. Holds 6 rounds.</p>					

Weapon	Flame thrower	Craft DC	90	BRP	5000
A gas filled tank leading to a slow or open flame on the end of a stick pumped through and blasted in front of the user, The device is two handed.					

Weapon	Flare Gun	Craft DC	35	BRP	2500
A common gun at sea, not often used as a weapon but its use to signal for help. It can be used to start fires at a great distance as well.					

Weapon	45	Craft DC	70	BRP	9000
A powerful handgun that requires a 13 Strength to prevent damage to the user when fired. Holds 6 rounds.					

Weapon	Gas sprayer	Craft DC	40	BRP	7500
A Hose and pressurized tank filled with any number of types of gasses or drug based gases to be delivered on the battlefield unless the user wants to fall victim its strongly advised they get and use gas mask for themselves. The sprayer can house any potion, poisons, Acid, or some chemical weapons that have a liquid form					

Weapon	Hand Cannon	Craft DC	50	BRP	8000
one of the first pistols Flint lock based it takes 2 rounds to reload. Single shot.					

Weapon	Harpoon gun	Craft DC	60	BRP	5000
The harpoon is a broad-bladed spear forged with barbs. The shaft of the harpoon has a trailing rope attached to control harpooned opponents. Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land. Even with the Exotic Weapon Proficiency (harpoon) feat, creatures smaller than Medium-size take a -2 penalty on their attack rolls due to the harpoon's weight and bulk. If it deals damage, the harpoon lodges in an opponent who fails a Reflex saving throw against a DC equal to 10 + the damage dealt. The harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can move only within the limits that the rope allows (the trailing rope is 30 feet long). The harpooned creature can pull the harpoon from its wound if it has two free hands and it takes a full round action to do so, but it deals damage to itself equal to the initial damage the harpoon dealt. For example, if you hit with a harpoon and deal 8 points of damage, the target takes another 8 points of damage when it removes the harpoon. A character who succeeds on a Heal check (DC 15) can remove a harpoon without further damage.					

Weapon	Hunting Rifle	Craft DC	60	BRP	7000
A single shot rifle that holds 7 rounds and require the user to pull a lever to release each casing after firing					

Weapon	Laser Pistol	Craft DC	95	BRP	45,000
A small pistol that launches a concentrated blast of heat at massive speed, burning the target it hits. The Pistol holds 12 shots.					

Weapon	Laser Rifle	Craft DC	110	BRP	65,000
A larger version of the pistol, due to its size it has greater range and damage then the pistol, but it can only house 6 shots at a time.					

Weapon	LSAT	Craft DC	85	BRP	9000
A lightweight machine gun often carried by armed forces as a means to clear out targets with a few clips of ammo. The gun holds 100 rounds of ammo at a time.					

Weapon	M60	Craft DC	80	BRP	8000
A small submachine gun, used to spray the targets with a collection of bullets. The gun holds 30 rounds of ammo at a time.					
Weapon	Magnum	Craft DC	75	BRP	7500
One of the most powerful handguns available, its forceful blow causes weaker users (STR 10 or lower) to take subdual damage (1/2 that of the damage done with the gun) when using the gun. The gun holds 6 rounds.					
Weapon	Mini Gatling	Craft DC	75	BRP	50,000
A small Repeating rifle that can be carried but takes a full round action to stop and setup before using, and one action to pick up and move.					
Weapon	Musket, Flint	Craft DC	50	BRP	5000
A simple made Gun that is easy to make and repair. Takes a Full round action to reload a Musket. Unlike other guns it only has one type of ammo.					
Weapon	Net launcher	Craft DC	55	BRP	7000
A large rifle like gun that launches a large net at a target instead of throwing it at a target over a great distance. The gun is single shot and one shot with no way to increase the load rate of the gun.					
Weapon	Pin Musket	Craft DC	55	BRP	6000
Similar to the Flint Musket only it takes less time to reload between rounds the system is single shot.					
Weapon	Pistol Flint	Craft DC	55	BRP	4000
A single shot black powder pistol that is fired by a slow burning match hitting the powder.					
Weapon	Pistol 9mm	Craft DC	60	BRP	7500
A small single shot gun used to fire at a close distance. One Handed. Holds a 15 shot clip of ammo.					
Weapon	Pistol Pin load	Craft DC	50	BRP	4500
A simple single shot pistol with a pin firing system.					
Weapon	Pistol .22cal	Craft DC	55	BRP	6000
A small single shot, gun used to fire at a close distance. One handed. Upgrading this weapon to fire multi-shots causes the weapon to take a full round to reload.					
Weapon	Plasma Pistol	Craft DC	80	BRP	12,000
A small gun that fires blasts of electrical energy at a target, shocking the target on impact. The pistol holds up to 10 charges at a time.					
Weapon	Plasma Rifle	Craft DC	100	BRP	15,000
A rifle that is similar to the plasma pistol, only it does greater damage and has greater distance, but can only hold 5 charges at a time.					
Weapon	Pulse pistol	Craft DC	80	BRP	10,000
A small gun that unleashes a burst of sonic energy at such force it can crush a target with pure sound. The sonic properties of this gun allow the user to ignore some of a targets ADS score. The pistol holds up to 10 charges at a time.					

Weapon	Pulse Rifle	Craft DC	90	BRP	12,000
A larger rifle version of the pistol, this grants greater damage and distance with the weapon. The sonic properties of this gun allow the user to ignore some of a targets ADS score. The pistol holds up to 5 charges at a time.					

Weapon	Rail gun Pistol	Craft DC	90	BRP	20,000
A power pistol that through the use of sub-sonic design is able to fire a small random item at supersonic speeds piercing through a target. This gun can only handle one shot at a time and cannot be upgraded to do otherwise.					

Weapon	Rail rifle	Craft DC	115	BRP	40,000
A power rifle that through the use of sub-sonic design is able to fire a small random item at supersonic speeds piercing through a target. This gun can only handle one shot at a time and cannot be upgraded to do otherwise.					

Weapon	Repeat Dart Gun	Craft DC	60	BRP	7500
A massive version of a dart gun this two handed version shoots out a collection of darts one at a time in a spray of shots. The darts are stored on a belt which is feed through the machine. It takes a full round to reload when empty.					

Weapon	Rifle, Pin	Craft DC	55	BRP	12,500
Much like the pistol this single shot gun is designed to shoot at a target at distance. Upgrading this weapon to fire multi-shots causes the weapon to take a full round to reload.					

Weapon	Rifle Flint	Craft DC	45	BRP	10,000
A simple rifle designed to fire a single shot, however it requires the user to have a slow match, gun powder and bullet, do to this the rifles a full take time to load and fire after each use.					

Weapon	Service rifle	Craft DC	60	BRP	15,000
a more advanced version of the Pin Rifle, its main advantage is it holds a collection of six rounds.					

Weapon	Shot gun	Craft DC	60	BRP	15,000
A single Shot gun that shoots a spray of shoot at an area unlike other guns. Upgrading this weapon to fire multi-shots causes the weapon to take a full round to reload.					

Weapon	Sniper Rifle	Craft DC	75	BRP	25,000
A high powered Rifle that has the ability to shoot farther then your normal rifle. Often used by people that intend to attack a subject long before they see them.					

Weapon	Stun Gun	Craft DC	75	BRP	10,000
A single shot system that shoots two darts and connected wires that release a continuing jolt of electricity at a target stunning them. Due to its nature the gun cannot hold more than one round and takes four rounds to reload.					

Weapon	Thunder Pipe	Craft DC	45	BRP	4000
A single shot pipe that is fired by using flint lock cord					

Weapon	Tommy Gun	Craft DC	45	BRP	7500
A crude Machine gun with poor accuracy that holds a drum of 40 rounds.					

Weapon	Vibro gun	Craft DC	120	BRP	15,000
A rifle that unleashes sonic blasts in waves that cause a targets body to tear open on impact. The sonic properties of this gun allow the user to ignore some of a targets ADS score. The gun holds up to 12 rounds.					

Siege

Weapon	Ampho	Craft DC	75	BRP	3000 per 1 pound
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A highly effective powder that once lit can melt through metal at intense heat in larger collections it acts like a more powerful version of dynamite but do to its powdery form it must be a placed charge.

Weapon	Battering Ram	Craft DC	5	BRP	100
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A large and heavy wooden or metal bar used by one or more people to bash open doors. Counts as a two handed club in melee terms.

Weapon	Ballista	Craft DC	35	BRP	15,000
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A crank operated crossbow that can quickly be reloaded and fired. But it's not limited to just crossbow bolts, as some Ballista's can be adapted to fire rocks and shot puts as well.

Weapon	C4 Brick	Craft DC	70	BRP	5000
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less volatile clay like brick of explosive that can be shaped to form. The explosive needs electronic triggers to set it off or can explode when shot with a fire arm.

Weapon	Catapult	Craft DC	15	BRP	15,000
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A large Wooden Structure that swings and tosses a stone or some other device upon a target from above.

Weapon	Cannon	Craft DC	20	BRP	30,000
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A massive gun placed upon the ground or rolled about by carts that blast a target with a giant metal ball.

Weapon	Cannon Small	Craft DC	25	BRP	30,000
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A more compact gun placed upon the ground or rolled about by carts that blast a target with a metal ball.

Weapon	Detonation Cord	Craft DC	50	BRP	7500
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A cord of safely controlled explosive that can be cut and taped to form around the place the player wants and can safely be lit. While the explosion isn't as big its placement is set perfectly to get the best damage to where it needs to be.

Weapon	EWP Cannon	Craft DC	120	BRP	150,000
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A massive cannon that on impact stands with two fold damage, the first level does small damage through the force of impact that effects all with bludgeoning force, the second stage is electronic magnetic pulse that damages robotics and electronics at greater amounts than it does to living targets.

Weapon	EMP Missile	Craft DC	80	BRP	250,000
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A missile launched to explode over an area and release a powerful magnetic pulse breaking down all electronics within a given area that is not properly shielded from EMPs.

Weapon	Fission Cannon	Craft DC	130	BRP	1,000,000
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A cannon that fires massively intense heat and radiation at a target doing sever damage to a target.

Weapon	Gatling Gun	Craft DC	45	BRP	10,000
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A small place able repeating cranked machine gun, that spreads a wave of bullets across an area.

Weapon	Laser Cannon	Craft DC	70	BRP	500,000
A large cannon that sends out a blast of sudden burning heat, the heat is so intense that it burns a hole through the target.					

Weapon	M2	Craft DC	60	BRP	300,000
A Large mounted machine gun that holds and fire countless numbers of rounds of ammo at a target. Due to the high rate of fire the gun strikes in a line, the player can take the gun and move it strafing people as it fires.					

Weapon	Mini gun	Craft DC	70	BRP	75,000
A large belt loaded machine gun that can fire streams of bullets at a target.					

Weapon	Plasma Cannon	Craft DC	95	BRP	400,000
A Large cannon that unleashes a powerful burst of electricity at the target exploding pure electricity.					

Weapon	Pulse Cannon	Craft DC	85	BRP	250,000
A large gun that fires a blast of pure sonic force that compressed and bursts the target it hits. The blast being sonic ignores a small amount of ADS of the targets it hits.					

Weapon	Rail gun	Craft DC	90	BRP	1,000,000
A Cannon that builds up and vibrates anything placed within before launching it beyond the speed of sound making the objects velocity thrust through at target tearing it apart in its wake.					

Weapon	S.F.M. (Shoulder Fired Missile)	Craft DC	65	BRP	80,000
A single use small and moveable missile that a person can fire from a standing position and move away quickly. Perfect for taking on military vehicles and getting away quickly after firing. These are single use weapons.					

Weapon	Siege Cannon	Craft DC	40	BRP	50,000
A massive cannon designed to blow away massive ships or city walls, the most powerful of the normal ammo loading firearms, the siege cannons massive force proves to be a dangerous threat to all in its sights					

Weapon	Siege Crossbow	Craft DC	25	BRP	45,000
A massive machine cranked crossbow, which launches a tree sized bolt at a target.					

Weapon	Sonic Disruptor	Craft DC	80	BRP	300,000
A massive subdual weapon that can cause sonic vibrations in targets causing them to double over in pain dropping to the ground. The weapon doesn't do physical lasting damage, and is a popular weapon of advanced police forces					

Weapon	Trebuchet	Craft DC	25	BRP	50,000
A large Machine built to launch a series of large crossbow bolts at a target					

Weapon	Wa'cha	Craft DC	55	BRP	20,000
A collection of several arrows with rockets, and explosives after the fuse goes off all the arrows rain down on one area.					

Weapon	Vibro cannon	Craft DC	115	BRP	350,000
This massive gun unleashes the a massive sonic wave that tears apart a target from the inside. Since the weapon does sonic damage the weapon ignores a small amount of ADS of the Target.					

Ammo

Ammo	Arrow	Craft DC	10	BRP	50
A normal arrow					

Ammo	Arrow, Barbed	Craft DC	15	BRP	100
A arrow that digs in and tears at the flesh of its victim, DC 20 medical to remove without doing more harm					

Ammo	Arrow, blunt	Craft DC	20	BRP	100
An arrow with a blunt end that does non-lethal damage to its target.					

Ammo	Arrow, chemical	Craft DC	40	BRP	200
An arrow built to carry and dose its target with a poison, potion, drug or chemical.					

Ammo	Arrow, Chi	Craft DC	50	BRP	250
An arrow that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					

Ammo	Arrow, Exploding	Craft DC	30	BRP	500
An arrow designed to carry explosives with it to explode in moments of impact doing +3d6 Damage					

Ammo	Arrow, Net	Craft DC	50	BRP	500
An arrow that upon hitting a target releases a net around a target entangling them with a DC 20 Reflex to avoid, 40 Escape Artist to get out					

Ammo	Arrow, Magic Spell	Craft DC	50	BRP	20,000
An arrow that once hitting releases a magic spell placed inside					

Ammo	Arrow, Trap	Craft DC	40	BRP	100
An Arrow that carries and releases a clamp based trap upon impact					

Ammo	Bolts	Craft DC	15	BRP	50
A normal crossbow bolt					

Ammo	Bolts, Barbed	Craft DC	25	BRP	150
A bolt that digs in and tears at the flesh of its victim, DC 20 medical to remove without doing more harm					

Ammo	Bolts, Blunt	Craft DC	40	BRP	150
A bolt with a blunt end that does non-lethal damage to its target					

Ammo	Bolts, Chemical	Craft DC	55	BRP	300
A bolt built to carry and dose its target with a poison, potion, drug or chemical.					

Ammo	Bolts, Chi	Craft DC	60	BRP	500
A bolt that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					

Ammo	Bolts, Exploding	Craft DC	75	BRP	750
A bolt designed to carry explosives with it to explode in moments of impact doing +3d6 Damage					

Ammo	Bolt, Net	Craft DC	50	BRP	1000
An bolt that upon hitting a target releases a net around a target entangling them with a DC 20 Reflex to avoid, 40 Escape Artist to get out					

Ammo	Bolt, Magic Spell	Craft DC	50	BRP	20,000
A bolt once hitting releases a magic spell placed inside					

Ammo	Bullet, Pistol	Craft DC	20	BRP	100
A normal bullet for a pistol					

Ammo	Bullet, Pistol Armor Piercing	Craft DC	45	BRP	500
A stronger and faster moving bullet that gets through 1 point of DR, changes attack from bashing to piercing which improves the critical range by double					

Ammo	Bullet, Pistol Chemical	Craft DC	65	BRP	1000
A Bullet with a liquid or gas filled section that releases on impact					

Ammo	Bullet, Pistol Chi	Craft DC	75	BRP	1500
A bullet resembling a dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					

Ammo	Bullet, Pistol Hallow Point	Craft DC	55	BRP	500
A bullet that when it impact tears up inside and leaves massive shrapnel DC 30 Medical to remove shrapnel					

Ammo	Bullet, Pistol Rubber	Craft DC	40	BRP	250
A bullet that does Sub-dual damage instead of lethal					

Ammo	Bullet, Pistol Magic Spell	Craft DC	60	BRP	50,000
A bullet that once hitting releases a magic spell placed inside					

Ammo	Bullet, Rifle	Craft DC	20	BRP	100
A normal bullet for a rifle					

Ammo	Bullet, Rifle Armor Piercing	Craft DC	45	BRP	500
A stronger and faster moving bullet that gets through 1 point of DR, changes attack from bashing to piercing which improves the critical range by double					

Ammo	Bullet, Rifle Chemical	Craft DC	65	BRP	1000
A Bullet with a liquid or gas filled section that releases on impact					

Ammo	Bullet Rifle, Chi	Craft DC	75	BRP	1500
A bullet resembling a dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					

Ammo	Bullet, Rifle Hallow Point	Craft DC	55	BRP	500
A bullet that when it impact tears up inside and leaves massive shrapnel DC 30 Medical to remove shrapnel					

Ammo	Bullet, Rifle Rubber	Craft DC	40	BRP	250
A bullet that does Sub-dual damage instead of lethal					

Ammo	Bullet, Rifle Magic Spell	Craft DC	60	BRP	50,000
A bullet that once hitting releases a magic spell placed inside					
Ammo	Bullets, sling	Craft DC	5	BRP	10
A small round polished rock used within a sling					
Ammo	Bullets, Sling Chemical	Craft DC	25	BRP	250
A small glass container that looks like a marble that cracks and releases a chemical on impact					
Ammo	Bullet, Sling Chi	Craft DC	40	BRP	500
A small marble like container that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					
Ammo	Bullets, Sling Shot	Craft DC	5	BRP	10
A small round polished rock or metal ball bearing					
Ammo	Bullets, Sling Shot Barbed	Craft DC	20	BRP	100
A spiked ball bearing that can stick into its target doing 1 point of damage over time					
Ammo	Bullets, Sling Shot Chemical	Craft DC	25	BRP	250
A small glass container that looks like a marble that cracks and releases a chemical on impact					
Ammo	Bullet, Sling Shot Chi	Craft DC	40	BRP	500
A small marble like container that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					
Ammo	Bullets, Sling Shot Explosive	Craft DC	40	BRP	500
A small explosive compound put together that on impact explodes doing +2d6 Damage					
Ammo	Darts, blowgun	Craft DC	10	BRP	100
A small dart used to be blown at the enemy with a blow gun					
Ammo	Darts, blowgun Chemical	Craft DC	30	BRP	200
A dart with an injection system to deliver poison drugs or chemicals on impact					
Ammo	Darts, blowgun Chi	Craft DC	45	BRP	500
A dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					
Ammo	Darts, Dart Gun	Craft DC	15	BRP	100
A small dart used to ether be thrown or shot from a dart gun					
Ammo	Darts, Dart Gun Chemical	Craft DC	30	BRP	200
A dart with an injection system to deliver poison drugs or chemicals on impact					
Ammo	Darts, Dart Gun Chi	Craft DC	45	BRP	500
A dart that can be infused with chi to release an elemental attack, healing or explosion based on how the player infuses it. Doing +2d6 in ether damage or healing					
Ammo	Darts, Dart Gun Explosive	Craft DC	50	BRP	750
A dart that on impact can be triggered to explode. Doing more damage to a target, explosion does an additional +1d6 bashing					

Ammo	Shell, Shot Gun Seastone Net	Craft DC	60	BRP	50,000
A shell that once hitting releases a magic spell placed inside and a net that entangles a Fruit user causes their powers to not work and be effected by exhaustion. DC 25 Reflex, 45 Escape Artist					

Ammo	Shell, Shot Gun Shock	Craft DC	40	BRP	10,000
A shell that once hitting releases an electrical charge shocking the target into a stun for 1d6 rounds, Resistance save DC 25					

Ammo	Shell, Shot gun Slug	Craft DC	35	BRP	250
A heavy shot bullet causing the shotgun to shoot one powerful shot that can cut through 2/DR					

Gernades

Grenade	Blinding	Craft DC	50	BRP	5000
A ball filled with Pepper gas used to blind and choke a group of people for a longer time then the Flash Grenade. Resistance Save DC 25 vs Blindness 1d4 minutes, Resistance saves DC 15 vs. Prone					

Grenade	Chi	Craft DC	80	BRP	40,000
A grenade designed to house a chi technique within that upon exploding releases the technique in the explosive area.					

Grenade	Flash	Craft DC	30	BRP	2000
A ball that can explode in a massive bright flash causing all in its 30' radius to make a Resistance save DC 15 vs blindness for 1d4 rounds					

Grenade	Freeze	Craft DC	50	BRP	3000
A canister that holds a collection of Dry Ice inside and upon explosion launches the dry ice doing 6d6 Ice Damage					

Grenade	Gas	Craft DC	40	BRP	2500
A canister that explodes a gaseous chemical quickly in a 30ft radius					

Grenade	Glue	Craft DC	30	BRP	2000
A Grenade filled with a strong stick substance that upon explosion creates an area of stickiness DC 20 Reflex vs. can't move					

Grenade	Net	Craft DC	50	BRP	3000
A Grenade that upon explosion launches a net entangling all in the area DC 20 Reflex to avoid, DC 30 Escape Artist to escape the net.					

Grenade	Phosphorous	Craft DC	80	BRP	7500
A canister that fires off phosphorous and ignites it in one go doing massive fire damage of 6d6 to a 30ft radius					

Grenade	Poison	Craft DC	50	BRP	4000
A canister that upon being thrown explodes and releases a poisonous gas, The DC of the gas is based on the poison type and may increase the crafting DC and cost of the grenade					

Grenade	Shrapnel	Craft DC	60	BRP	6000
an Explosive grenade designed to send Metal or other shrapnel in a given area. The explosive is ½ that of a normal grenade but makes up for it with a larger radius that launches metal fragments in a 60 ft Radius Medical DC 30 damage is Piercing causes Bleeding damage.					

Grenade	Sleep	Craft DC	60	BRP	5000
a grenade filled with sleeping gas, upon its landing it releases the gas causing all in the area to make a DC 20 Resistance vs. Sleep save. Those that only pass the save by 5 become exhausted					

Grenade	Smoke	Craft DC	40	BRP	2500
A canister that explodes and brings up a cloud of obscuring smoke that grants both cover and prevents others from seeing in or out, it also can be used to signal a party in a distance. Area of 30ft radius					

Grenade	Shock	Craft DC	60	BRP	4000
A canister that explodes in an electrical discharge doing 6d6 in a 30'ft area					

Grenade	Sonic	Craft DC	60	BRP	5000
A canister that upon exploding releases a loud sonic boom that does 3d6 to a 30 ft area and requires a DC 15 Resistance save vs Deafness that lasts 1d6+1 rounds					

Grenade	Spell	Craft DC	80	BRP	40,000
A grenade designed to house a magical spell within that upon exploding releases the spell in the explosive area.					

Grenade	Water	Craft DC	20	BRP	2000
A Canister that upon being thrown explodes and bursts releasing a collection of water, this dowses 10 ft area of fire.					

Weapon Add-ons - a listing of weapon upgrade that effect how the weapon is used or seen by others

Add-on	Drilled Barrel	Craft DC	70	BRP	20,000
Grants any bullet when shot from this gun to do +5 damage at risk of destroying the gun (on the roll of a 1 Gun jams with a 25% chance of exploding)					
Add-on	Chamber	Craft DC	50	BRP	10,000
Grants any gun to shoot up to 6 rounds on pistols, 6 on shot guns and 8 on rifles					
Add-on	Chemically Treated Blade	Craft DC	45	BRP	1000
Blade has been (and may still be soaked) within a poison, Chemical or drug adding effects to the weapon					
Add-on	Clip	Craft DC	60	BRP	20,000
Grants any gun to shoot up to 10 rounds on pistols and 20 on rifles					
Add-on	Double Barrel	Craft DC	50	BRP	30,000
A second barrel to a weapon lets two shots get fired at once at one target at the same Attack roll.					
Add-on	Dry Cap	Craft DC	20	BRP	3000
Keeps the weapon dry and unaffected by the effects of water and weather on the weapon.					
Add-on	Firing Pin	Craft DC	20	BRP	3000
Converts Flintlock based weapons to pin based weapons.					
Add-on	Gun Rack	Craft DC	10	BRP	1000
Houses weapons on vehicles or buildings close by ready to fire counts as quick draw feat when nearby.					
Add-on	Hair Trigger	Craft DC	40	BRP	2000
Grants the ranged weapon a quick shot feature similar to the feat only dedicated to this weapon					
Add-on	Holster	Craft DC	20	BRP	1000
Grants the player the quick draw feat with the pistol loaded in it (only pistols or single handed ranged weapons)					
Add-on	Jagged Blade	Craft DC	55	BRP	5000
Causes a blade to do extra damage of +2 to its target as the blade now acts like a saw tearing at flesh and bone doing a DC 15 Medical check wounds. Only those that truly wish to make their targets suffer use this blade.					
Add-on	Jeweled Handle	Craft DC	40	BRP	10,000
Grants a +4 to Reputation roles, Player gains Marked defect till handled item is lost sold or removed					
Add-on	Inferred scope	Craft DC	75	BRP	50,000
Grants the weapon user the ability of Heat vision 200 ft. Letting them see targets behind most cover.					
Add-on	Laser Sight	Craft DC	50	BRP	10,000
Grants a +2 to hit on a ranged weapon covers 200ft range.					

Add-on	Lengthen Reach	Craft DC	DC 40	BRP	BRP x2 cost of weapon
Grants +5ft reach to the weapon, Melee only					

Add-on	Night Scope	Craft DC	60	BRP	20,000
Grants the weapon user dark vision 200ft while looking down the weapons site.					

Add-on	Powder Horn	Craft DC	15	BRP	200
Grants rapid reload with any flintlock pistol cutting the load time in half.					

Add-on	Repair Kit	Craft DC	30	BRP	5000
Helps restore and maintain a weapon or firearm. +20 Repair per use. Each kit holds 10 uses.					

Add-on	Scope	Craft DC	55	BRP	5000
Grants +50 ft on ranged weapon scope is attached					

Add-on	Sheath	Craft DC	25	BRP	2000
Can be used as secondary weapon equal to sword in bashing damage.					

Add-on	Slide	Craft DC	70	BRP	10,000
Grants a Gun/Crossbow Rapid reload feat (Only on that gun/ Crossbow)					

Add-on	Silencer	Craft DC	80	BRP	10,000
grants a gun its attached to silenced making no noise and allowing it to sneak attack with the weapon.					

Add-on	Armor Spikes	Craft DC	35	BRP	500
You can have spikes added to your armor, which allow you to deal extra piercing damage on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a -4 penalty on grapple checks when you try to use them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.) An enhancement bonus to a suit of armor does not improve the spikes' effectiveness.					

Add-on	Shield Spikes	Craft DC	25	BRP	500
These spikes turn a shield into a martial piercing weapon and increase the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack. An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.					

Add-on	Chi Flow	Craft DC	45	BRP	2000
This lets the wielder to infuse their weapon with chi granting it to do greater damage. Chi cost is 5 chi for a x2 damage from the weapon this included doubling the damage after a critical is scored					

Add-on	Lacrima	Craft DC	45	BRP	2000
Adding Lacrima crystal lets the player channel spells through their weapon.					

Add-on	Sea Stone Tip	Craft DC	45	BRP	2000
Adding Sea stone tip to the weapon, both allows the player to hit and stop, devil fruit based powers with a hit.					

Firearm types and what they mean

In addition to a firearms normal stats they also have a listing as follows Ancient, Revolutionary, Modern, Futuristic. Each category is based on the type of campaign setting is occurring, thus a fantasy game in medieval times is not likely to find a bazooka lying around. Likely blunderbusses are less likely to be found in a Futuristic campaign. But on top of the campaign setting the type determines certain issues and functions of the weapons.

Ancient – Requires gunpowder, ball and takes a full action to reload, failed rolls cause the player to roll the damage and the weapon takes the damage. The weapons have an HP of 20 and cannot be repaired, if the damage goes beyond the guns HP the player takes the damage as well, as the weapon explodes. No advancements other than scope can be added to weapon. Benefit low DC to craft weapon and ammo. These guns are really easy to build and reproduce provided one has the materials

Revolutionary – Requires gun powder and bullet, full round to reload for flintlock based ones, there are more advanced pin released which use modern bullets making reloading a standard action and rarer drum loaded guns granting six shots with a full round reload. The two types in this category have two different results in failures made with them. The flintlock on the roll of a one is a dud, or if the gun is damaged and/or in poor shape it can explode like the ancient ones. The Pin guns on a 1 gets jammed and requires a full round action to unjam. If the player does not unjam the gun the next shot will automatically damage the gun and possibly harm the player, all revolution made guns have an HP of 10.

Modern – Weapons of the modern era, These guns are powerful but have a tendency to jam easily. They require constant attention after use. But these guns are far better made and have a HP of 20.

Futuristic – Weapons of the future, these weapons can pull of amazing things and sometimes carry different forms of ammo if any ammo at all. These weapons on failures tend to shut down or die and need attention after prolonged use.

Weapon Abilities

A player can add abilities to weapons by using the Tier ability. The Weapons bonus mod limits the level the player can add to the weapon and a weapon can hold no more than 3 abilities at once totaling the max bonus the weapon has thus a +5 weapon can have two level 1 abilities and 1 level 3, but not 3 level 3 abilities. Note Lacrima or chi is used to infuse magic into a weapon and is required to do magic based damage but they do not count towards the weapons abilities. Weapons can hold no more than three dials as well.

Level 1 (requires +1 weapon minimum)

Ability	<i>Binding</i>	Weapon Bonus Level Needed	+1
Weapon can grapple target at a +5 of the user skill			
Ability	<i>Eagar</i>	Weapon Bonus Level Needed	+1
Weapon is quick and ready for battle +2 Initiatives			
Ability	<i>Fortune</i>	Weapon Bonus Level Needed	+1
Weapon grants a +1 on all saves			
Ability	<i>Harmony</i>	Weapon Bonus Level Needed	+1
Players flaking with weapon gain a bonus of +4 instead of +2 normally			
Ability	<i>Focus</i>	Weapon Bonus Level Needed	+1
A monk can perform their class skill by using their element through this weapon			
Ability	<i>Bane</i>	Weapon Bonus Level Needed	+1
grants a +2 to rolls in dealing with a set target of the weapon			
Ability	<i>Keen</i>	Weapon Bonus Level Needed	+1
Critical range is doubled (x2 becomes 19-20, 19-20 becomes 18 -20, 18-20 becomes 16-20)			
Ability	<i>Defending</i>	Weapon Bonus Level Needed	+1
Weapon grants a bonus equal to weapon bonus in PS score			
Ability	<i>Mighty Cleaving</i>	Weapon Bonus Level Needed	+1
On a successful cleave that drops a target player can make a new cleave on a new target within 5 ft			
Ability	<i>Throwing</i>	Weapon Bonus Level Needed	+1
melee weapon can be thrown for 30ft			

Level 2 (requires +2 weapon minimum)

Ability	<i>Fierce</i>	Weapon Bonus Level Needed	+2
Weapon lets the player add DEX bonus to damage rolls			
Ability	<i>Corrosive</i>	Weapon Bonus Level Needed	+2
Weapon is tainted in acidic nature doing +1d6 damage			
Ability	<i>Quick Loading</i>	Weapon Bonus Level Needed	+2
Weapon can be reloaded in a lesser action then normal			
Ability	<i>Glimmer</i>	Weapon Bonus Level Needed	+2
Weapon has a prosperous glow to it acting as a touch, it can release a blinding flash DC (10+1/2 craft makers level) 1/per day			
Ability	<i>Singing</i>	Weapon Bonus Level Needed	+2
Weapon can perform a bardic performance of the users letting the player to perform one on their own or doing other actions			
Ability	<i>Merciful</i>	Weapon Bonus Level Needed	+2
Weapon does an additional +1d6 damage but all damage is sub dual.			
Ability	<i>Seeking</i>	Weapon Bonus Level Needed	+2
Weapon remove miss chance created by cover or displacement			
Ability	<i>Screaming</i>	Weapon Bonus Level Needed	+2
Weapon creates a disruption of bardic boosts by countering them at a DC of ½ the wielders level +10			

Level 3 (requires +3 weapon minimum)

Ability	<i>Extending</i>	Weapon Bonus Level Needed	+3
Weapons reach can be increased or decreased by ¼ the character level x5 ft			
Ability	<i>Stunning</i>	Weapon Bonus Level Needed	+3
Weapon upon hitting causes target to make Resistance save DC ½ user level +10 vs Stun			
Ability	<i>Resilient</i>	Weapon Bonus Level Needed	+3
Weapon is strong vs. corrosive attacks on it, +10 on Weapon Resistance save			
Ability	<i>Burst</i>	Weapon Bonus Level Needed	+3
Weapon releases a forceful burst on its strikes doing +1d8 damage, and on a critical, that damage increase by +2d8 [note the damage is straight force dial burst would be stacked on this]			
Ability	<i>Greater Cleave</i>	Weapon Bonus Level Needed	+3
Upon a successful cleave the player can keep making cleave attempts on targets till they fail to defeat a target			
Ability	<i>Returning</i>	Weapon Bonus Level Needed	+3
Thrown weapons return to the user in the next round from when they are thrown			
Ability	<i>Speed</i>	Weapon Bonus Level Needed	+3
Weapon boosts users speed by 30 ft, +2 on reflex rolls and grants an extra attack			

Level 4 (requires +4 weapon minimum)

Ability	<i>Wounding</i>	Weapon Bonus Level Needed	+4
Weapon does on critical +1d4 END damage			
Ability	<i>Knock back</i>	Weapon Bonus Level Needed	+4
Weapon attacks causes the target to make Resistance save (10 +1/2 player level) vs. begin pushed back 10 ft			
Ability	<i>Vicious</i>	Weapon Bonus Level Needed	+4
Weapon does +2d6 to target and 1d6 to user on successful strikes, damage to user is not multiplied on a critical hit but is on the target.			
Ability	<i>Chi Storing</i>	Weapon Bonus Level Needed	+4
Weapon can hold a Martial Artist technique, to be released at will by the user by infusing it with the chi at any point in the past, once used it needs to be recharged to use again			
Ability	<i>Mana Storing</i>	Weapon Bonus Level Needed	+4
Weapon can hold 50 Mana for the user to regain lost or used Mana			

Level 5 (requires +5 weapon minimum)

Ability	<i>Energy Aura</i>	Weapon Bonus Level Needed	+5
Weapon is infused with elemental properties, damage is elemental based instead of the set Bashing, Piercing or slashing also adds +1d6 (not including dials)			
Ability	<i>Force</i>	Weapon Bonus Level Needed	+5
Weapon release a powerful force of will doing +1d6 Force damage per user Will Bonus Score			
Ability	<i>Phantom strike</i>	Weapon Bonus Level Needed	+5
Weapon can launch a ranged touch strike of force at a distance of 60 doing the same affect and damage as if the weapon is hitting the target normally			
Ability	<i>Storm</i>	Weapon Bonus Level Needed	+5
a thrown or shoot weapon with this multiples the amount of attacks to a area doing x3 damage to a group in a 30ft area within the weapons range			
Ability	<i>Vorpal</i>	Weapon Bonus Level Needed	+5
Weapon on a successful critical severs the body of the target (GM rolls body part) depending on circumstances this could instantly kill the target with the blow.			

Curses

Weapons in time can develop curses, either through its use or through dark rituals or ingredients. Curses have no limit and while players that use the skill Knowledge Occult could come up with ways to craft cursed weapons, its more often a player will find a cursed weapon in time. Once in their possession a player cannot get rid of a cursed weapon without passing it off to another (unless otherwise stated) Weapon curses are as follows.

Clumsy

Player has a high chance of dropping the weapon (on rolls of 1 – 3 of the to hit) a player will drop, or toss their weapon aside

Klutz

Players with this weapon are prone to fail at reflex rolls -5 to reflex

Sick

Players with this weapon are prone to disease poisons and other weaknesses that come from a lower Resistance – 5 to Resistance.

Weak

Players with this weapon are physically weaker (rate determined by GM) to subtract from their strength score

Blind sighted

Players with this weapon have issue determining distances for things near and far. – 4 on ranged attacks, -5 Notice

Blood seeker

Weapon seeks battle and when used will cause player to attack the nearest target till the target or they are defeated

Otaku

Weapon causes the player to become obsessed with something (often collecting items) the player will have a -5 to all Social rolls as they want to talk about nothing but the task they are obsessed with.

Deceiver

Weapon talks only to the player, they may tell lies and they may tell truths but they will always try to work to separate the user from the rest of the world in the end.

Stupid

Weapon weakens the players Will -5 to will

Gaudy

Weapon look is horrible and causes the player to be pointed and laughed at -10 to social rolls

Blood Drinker

Weapon requires an amount of Hp from the user to do damage.

Chi Drinker

Weapon requires an amount of chi from the user to do damage

Cupid's Curse

Weapon causes user to make a save vs. being charmed by target they are attacking

Sync Damage

Weapon user must make a Will save (GM determines feels the damage they deal)

Reverb

Weapon does a small amount of damage back (1d6) to user upon doing damage to others

Heavy

Weapon weights at least 2 times as much as it normally would

Ugly Stick

Weapon causes the players Charisma a hit (set amount determined by GM)

Shrimp

Character shrinks down one Size category

Gender Switch

Character switches gender, (if pregnant character remains such only changes outer appearance after birth the sex organs convert to match new gender)

Color change

Parts of the character i.e. Hair, eyes or skin change color to odd tones.

Hair Growth/ Loss

Hair grows at 6 inches a day or character loses all hair

Unskilled

Weapon actually grants a negative to aiding in a set skill

Big Spender

Weapon compels the player to give away or spend more money on purchasing items

Hunger

Weapon causes user to eat double their amount of food needed a day

Drowsy

Weapon causes user to sleep twice as long needing 16 hours rest.

Cold Storage

Weapon gives off cold making area around it 20% cooler

Hot Storage

Weapon gives off heat making area around it 20% warmer

Racist

The Weapon causes the player to change their race

Vulgar

The Weapon is sentient and likes to insult those around the wielder

Repulsion

Player causes others to make a DC 15 Will save verses a desire to get away from the player

Strange

The Weapon creates an odd effect when used, such as giving off noise or unleashing rose petals

Sticky

Weapon causes the players skin to be covered in a sticky sap requiring a DC 12 Reflex during tasks to avoid having stuff stuck to them, randomly

Slick

Weapon causes the players skin to be slippery in oil requiring them to make a DC 12 Reflex to hold onto an item / weapon, Randomly

Perverted

The Weapon causes the player to act perverted in some way unless they pass a Will save DC 15, Randomly

Foot In Mouth

The Weapon causes the player to say random insulting things to others unless they pass a DC 15 Will Save, Randomly

Stuck

The Weapon is stuck to the player and cannot be removed till the curse is removed

Skill Block

The Weapon makes one skill completely unusable

Defective

The Weapon places one random defect choice to the player, until the curse is removed

Magic Drinker

Player Must use up a small portion of mana to use the weapon

Envious

Player needs make a DC 15 Will save verses a desire to want what other have and take them by force if they have to

Attraction

Player causes others to make a DC 15 Will save verses a desire to be with the player

Confusion

The player can randomly suffer from Confusion effect on them.

Unfortunate

The player will lose 1/4 money randomly till curse is removed

Bad Taste

Player must make a Resistance Save during each meal vs. getting sick (Nausea effect) the effect lasts for 2 game hours but reoccurs after every meal.