

ARMOURY



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INTRODUCTION

This is a very straight forward document: it is a giant list of pre-made personal Weapons and Outfits for the Fragged Aeternum RPG.

While this document does not have 'all' of the possible options (particularly when it comes to Modifications) it does cover most of them.

If you have any suggestions, please send me an email:
contact@fraggempire.com

GMs Please Note:

If you give any of these Weapons to an NPC you need to give that item an additional +2 Hit bonus.



SHORT WEAPONS

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Dagger	3d6	+5	1	1	0	3	1	Melee, Blade.	14t	1
	Small, Poison, Pen 1 Min 4. Momentum 1: +1 Crit Dmg.									
Common Hammer	3d6	+3	1	1	1	3	1	Melee, Hammer.	14t	1
	Small. Momentum 1: +1 Crit Dmg. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.									
Whip	2d6*	-1	1*	4	0	3	1	Melee, Polearm.	14t, 1Kn	1
	Small, **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Modification : Lunge, (-2 Hit and Hands). Momentum 1: +1 Crit Dmg.									
Sharp Nails	3d6	+3	1	1	2	1*	1	Melee, Tooth & Claw.	14t	1
	Small, Natural, Splash +1 (Any) **3 Crit Dmg vs characters at 0 Endurance. Momentum 1: +1 Crit Dmg.									

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Surprise Punch	3d6	+1	1	1	0	0*	1	Melee, Tooth & Claw.	14t	1
	Small, Natural, Splash 1 (Any) **3 Crit Dmg vs characters at 0 Endurance. After you Attack with this Weapon you may immediately move. Modification : Swift, Low-Quality. Momentum 1: +1 Crit Dmg.									
Architect's Hammer	3d6	+1	1	1	3	3	1	Melee, Hammer.	14t	2
	Small, Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields, Cover destroyed in this way must be repaired outside of combat), Modification : Destructive. Momentum 1: +1 Crit Dmg. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.									
Heart-Hunter Blade	3d6	+6	1	1	0	3	1	Melee, Blade.	14t	2
	Small, Poison, Pen 1 Min 4, Modification : Aim. Momentum 1: +1 Crit Dmg. Strong Hit: Aim (Hit) You may add up to +/- 1 to determine what Attribute is Damaged by your Critical Hits (normally just 1d6). You may not shift damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4) (Stacks).									
Rusty Blade	3d6	+3	1	1	1	2	1	Melee, Blade.	14t	0
	Small, Poison, Pen 1 Min 4, Modification : Low-Quality. Momentum 1: +1 Crit Dmg.									



Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Vermin Dagger of Maggool	3d6	+2	1	1	1	3	1	Melee, B, A-S, A-G, Rat S, Insect S.	14t, 4Kn	4
	Small, Poison, Pen 1 Min 4, After you Attack with this Weapon you may immediately move, Dangerous 2 (Swarm, Crawling), After you Attack with this Weapon during Combat: move ALL Swarm Dangerous Terrain 1 space, Dangerous 1d6 (Swarm, Flying), Modification : Arcane-Alleyway, Swift. Momentum 1: +1 Crit Dmg.									

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Frost Staff	2d6*	+0	1*	4	0	3	2	Melee, Polearm, A-Rooftop, Frost.	14t, 2Kn	3
Small, Dangerous 3 (Ice), Reduce the Movement of all damaged characters by 1 until your next Turn (Stacks to -2). *+1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6). After you Attack with this Weapon you may immediately move. Modification: Arcane-Rooftop, Swift. Momentum 1: +1 Crit Dmg.										
Smoke Dance	3d6	+2	1	2	2	1*	1	Melee, Tooth & Claw, A-Roof, Smoke.	14t, 2Kn	2
Small, Natural, Splash 1 (Any) **3 Crit Dmg vs characters at 0 Endurance, Dangerous 4 (Smoke, 1 space of Smoke is always placed over your character if no Smoke is there). Modification: Arcane-Rooftop. Momentum 1: +1 Crit Dmg.										
Golden Blade	3d6	+5	1	1	0	3	1	Melee, Blade, A-Street, Exchange.	14t, 2Kn	2
Small, Poison, Pen 1 Min 4, After you Attack with this Weapon: move yourself 2 spaces and your opponent 1 space (double this amount if you spend a Small Bag of Money). Modification: Arcane-Street. Momentum 1: +1 Crit Dmg.										
Crushing Fist	3d6	-1	1	1	6	1*	1	Melee, Tooth & Claw, A-Street, Stone.	14t, 2Kn	3
Small, Natural, Splash 3 (Any) **3 Crit Dmg vs characters at 0 Endurance, Dangerous 2 (Difficult Terrain, 1 space of Difficult Terrain is always placed behind your target), Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields, Cover destroyed in this way must be repaired outside of combat). Modification: Arcane-Street, Destructive. Momentum 1: +1 Crit Dmg.										
Blade of Weakness	3d6	+1	1	1	1	3	1	Melee, Blade, Arcane-Sewage, Acid.	14t, 2Kn	2
Small, Poison, Pen 1 Min 4, Dangerous 2 (Acid Pool), All Damaged characters have their Armour reduced by 1 against the next Hit on them before your next Turn (does not Stack). Modification: Arcane-Sewage. Momentum 1: +1 Crit Dmg.										
Rat Songblade	3d6	+2	1	1	1	3	1	Melee, Blade, Arcane-Sewage, R S.	14t, 2Kn	2
Small, Poison, Pen 1 Min 4, Dangerous 2 (Swarm, Crawling), After you Attack with this Weapon during Combat: move ALL Swarm Dangerous Terrain 1 space. Modification: Arcane-Sewage. Momentum 1: +1 Crit Dmg.										
Green Thumb	3d6	+3	1	1	1	1*	1	Melee, Tooth & Claw, A-Garden, E N.	14t, 2Kn	2
Small, Natural, Splash +1 (Any) **3 Crit Dmg vs characters at 0 Endurance, Dangerous 2 (Poison Cloud), Dangerous 6 (Difficult Terrain). Modification: Arcane-Garden. Momentum 1: You place Dangerous 1 (Poison Cloud OR Difficult Terrain) around your target. Momentum 1: +1 Crit Dmg.										
Enchanted Dog Carcass	3d6	+4	1	1	1	3	1	Melee, Hammer, Arcane-Garden, I S.	14t, 2Kn	2
Small, Dangerous 1d6 (Swarm, Flying). Modification: Arcane-Garden. Momentum 1: +1 Crit Dmg. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Rogue's Dagger	3d6	+3	1	1	0	3*	1	Melee, Blade, Arcane-Alleyway, B.	14t, 2Kn	2
Small, Poison, Pen 1 Min 4, *Once per Turn if you Attack a character from their rear you gain +1 Crit Dmg for that Attack. Modification: Arcane-Alleyway. Momentum 1: +1 Crit Dmg.										
Shadow Step Spear	2d6*	+2	1*	3	0	3	2	Melee, Polearm, A-Alleyway, S.	14t, 2Kn	3
Small, *+1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6). All damaged characters have -1 Hit and Range (min 1) on their next Attack before your next Turn (Stacks to -3). After you Attack with this Weapon you may immediately move. Modification: Arcane-Alleyway, Swift. Momentum 1: +1 Crit Dmg.										

BALANCED WEAPONS

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Longsword	3d6	+2 / +3	1	1	1 / 2	4	1 / 2	Melee, Blade.	16t	2
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4.										
Warhammer	3d6	-1 / +1	1	1	2 / 3	4	1 / 2	Melee, Hammer.	16t	2
Your first Attack each Turn with this Weapon gains Strong Hit (5-6).										
Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Spear	2d6*	+0	1*	3	2	4	2	Melee, Polearm.	16t	2
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6).										
Martial Arts	3d6	-1 / +1	1	1	3 / 4	2*	1 / 2	Melee, Tooth & Claw.	16t	2
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Natural, Splash +1 (Any) **3 Crit Dmg vs characters at 0 Endurance.										

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Dancing Spear	2d6*	+0	1*	3	2	4	2	Melee, Polearm.	16t	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), After you Attack with this Weapon you may immediately move, **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Modification: Swift.										
Arc Sword	3d6	+1 / +3	1	1	2 / 3	4	1 / 2	Melee, Blade.	16t	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Modification: Sweeping.										
Strong Hit: Sweep (Hit) Splash +2 (Any) (Stacks).										
Hammer of Tro-Dath	3d6	-3 / -1	1	1	4 / 5	4	1 / 2	Melee, Hammer.	16t	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields, Cover destroyed in this way must be repaired outside of combat).										
Modification: Destructive.										
Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Bladesong Kata	3d6	+0 / +2	1	1	3 / 4	2*	1 / 2	Melee, Tooth & Claw.	16t	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Natural, Splash +1 (Any) **3 Crit Dmg vs characters at 0 Endurance,										
Modification: Aim.										
Strong Hit: Aim (Hit) You may add up to +/- 1 to determine what Attribute is Damaged by your Critical Hits (normally just 1d6). You may not shift damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4) (Stacks).										
Requiem Gunblade	3d6	+0 / +2	1	1	0 / 1	4	1 / 2	Melee, Blade.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Modification: Range Burst.										
Momentum 2: Your next Attack with this Weapon gains Energy, +2 Rng, +10 Max Rng, -1 Crit Dmg and gains +1d6 Hit.										
City Watch Truncheon	3d6	-3 / -1	1	1	0 / 1	3	1 / 2	Melee, Hammer.	16t	1
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Modification: Low-Quality.										
Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										



Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Golden Banker's Spear of Tiloth	2d6*	-1	1*	4	1	4	2	Melee, Pol, A-Street, A-Alleyway, E.T.	16t, 4Kn	4
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), After you Attack with this Weapon: move yourself 2 spaces and your opponent 1 space (double this amount if you spend a Small Bag of Money), Modification: Arcane-Street, Arcane-Alleyway.										
Strong Hit: Trap (Hit) Create 2 spaces of Dangerous Terrain (Trap) in any 2 non-occupied spaces.										

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Praise the Sun Broadsword	3d6	-1 / +1	1	2	1 / 2	4	1 / 2	Melee, Blade, Arcane-Rooftop, B L.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Modification: Arcane-Rooftop. Strong Hit: Blind (Hit) All Damaged characters who use their eyes to aim have -1d6 Hit on their next Attack (Stacks to -2d6).										
The Gavel	3d6	-3 / -1	1	2	2 / 3	4	1 / 2	Melee, H. Arcane-Rooftop, Frost.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Dangerous 3 (Ice), Reduce the Movement of all damaged characters by 1 until your next Turn (Stacks to -2), Modification: Arcane-Rooftop. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Darksteel Blade	3d6	-1 / +1	1	2	1 / 2	4	1 / 2	Melee, Blade, Arcane-Rooftop, Smoke.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Dangerous 4 (Smoke, 1 space of Smoke is always placed over your character if no Smoke is there), Modification: Arcane-Rooftop.										
Storm Glaive	2d6*	-3	1*	4	2	4	2	Melee, PoL, Arcane-Rooftop, Storm.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), *+1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Energy, Dangerous 2 (Wind), Modification: Arcane-Rooftop. Strong Hit: Shock (Hit) All damaged characters are Suppressed and Pushed 2 spaces in any direction.										
Ignis Blade	3d6	-2 / +0	1	1	2 / 3	4	1 / 2	Melee, Blade, Arcane-Street, Fire.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Energy, Burn, Dangerous 1 (Fire), Modification: Arcane-Street. Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).										
Guardian Blade	3d6	+1 / +3	1	1	2 / 3	4	1 / 2	Melee, Blade, Arcane-Street, Law.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Modification: Arcane-Street. Strong Hit: Enforce (Hit) If any Damaged character would Attack you or a specified ally of yours with their next Attack: you may immediately move 3.										
Hammer of Destruction	3d6	-3 / -1	1	1	4 / 5	4	1 / 2	Melee, Ham, Arcane-Street, Stone.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Splash 2 (Any), Dangerous 2 (Difficult Terrain, 1 space of Difficult Terrain is always placed behind your target), Modification: Arcane-Street. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Vermin Blade	3d6	-2 / +0	1	1	2 / 3	4	1 / 2	Melee, Blade, Arcane-Sewage, R S.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Dangerous 2 (Swarm, Crawling), After you Attack with this Weapon during Combat: move ALL Swarm Dangerous Terrain 1 space, Modification: Arcane-Sewage.										
Pinning Spear	2d6*	-1	1*	3	4	4	2	Melee, Polearm, Arcane-Sewage, S.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), *+1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Dangerous 1 (Disease Cloud), Poison, Modification: Arcane-Sewage. Strong Hit: Sickness (Hit) All damaged characters take a further 6 End Dmg if they move 3 or more spaces during their next Turn (Stacks).										
Ensnaing Spear	2d6*	-2	1*	3	3	4	2	Melee, Polearm, A-Sewage, Sludge.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), *+1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Poison, Dangerous 4 (Poison Cloud), Dangerous 2 (Difficult Terrain), Modification: Arcane-Sewage. Strong Hit: Sludged (Hit) All damaged characters have all of their Movements and Defences reduced by 2 until your next Turn (Stacks).										
Hammer of Wrath	3d6	-2 / +0	1	1	0 / 1	4	1 / 2	Melee, Hammer, Arcane-Garden, P W.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Modification: Arcane-Garden. Strong Hit: Primal Wrath (Does not Req Hit) For the remainder of the Combat you gain +2 Hit and End Dmg (Stacks). Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Corrupted Claws	3d6	-1 / +1	1	1	3 / 4	2*	1 / 2	Melee, Tooth & Claw, A-Garden, R.	16t	2
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Natural, Splash +1 (Any) *+3 Crit Dmg vs characters at 0 Endurance, Dangerous 1 (Acid Pool), Dangerous 1 (Difficult Terrain), Modification: Arcane-Garden. Strong Hit: Rot (Hit) A Damaged character takes 1 point of Damage (no Armour) to a random (1d3) Attribute and gains a Point of Momentum.										
Watchman's Blade	3d6	+0 / +2	1	2	0 / 1	4	1 / 2	Melee, Blade, Arcane-Alleyway, A.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Poison, Pen 1 Min 4, Modification: Arcane-Alleyway. Strong Hit: Trap (Hit) Create 2 spaces of Dangerous Terrain (Trap) in any 2 non-occupied spaces.										
Primal Claws	3d6	-3 / -1	1	1	3 / 4	2*	1 / 2	Melee, Tooth & Claw, A-Alleyway, B.	16t, 2Kn	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Natural, Splash +1 (Any) *+3 Crit Dmg vs characters at 0 Endurance, *Once per Turn if you Attack a character from their rear you gain +1 Crit Dmg for that Attack, Modification: Arcane-Alleyway.										

DUAL WEAPONS

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Dual Swords	3d6 / 5d6	+1 / -3	1	1	1 / 3	4	1 / 2	Melee, Blade.	16t	2
	Large, Dual, Requires 2 Slots, Poison, Pen 1 Min 4.									
Dual Mauls	3d6 / 5d6	-1 / -5	1	1	2 / 4	4	1 / 2	Melee, Hammer.	16t	2
	Large, Dual, Requires 2 Slots. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.									
Light Spear	4d6*	-6	1*	3	3	4	2	Melee, Polearm.	16t	2
	Large, Dual, Requires 2 Slots, *+1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6).									
Claws & Teeth	3d6 / 5d6	-1 / -5	1	1	3 / 5	2*	1 / 2	Melee, Tooth & Claw.	16t	2
	Large, Dual, Requires 2 Slots, Natural, Splash 1 (Any) *+3 Crit Dmg vs characters at 0 Endurance.									

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Black Cat Dualing Daggers	3d6 / 5d6	+1 / -3	1	1	1 / 3	4	1 / 2	Melee, Blade.	16t	3
	Poison, Pen 1 Min 4, After you Attack with this Weapon you may immediately move, Modification: Swift.									
Swirling Hammers	3d6 / 5d6	-1 / -5	1	1	3 / 5	4	1 / 2	Melee, Hammer.	16t	3
	Modification: Sweeping. Strong Hit: Sweep (Hit) Splash +2 (Any) (Stacks). Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.									
Mighty Fists	3d6 / 5d6	-3 / -7	1	1	5 / 7	2*	1 / 2	Melee, Tooth & Claw.	16t	3
	Natural, Splash 1 (Any) *+3 Crit Dmg vs characters at 0 Endurance, Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields, Cover destroyed in this way must be repaired outside of combat). Modification: Destructive.									
Griever Rapier & Dagger	3d6 / 5d6	+1 / -3	1	1	1 / 3	4	1 / 2	Melee, Blade.	16t	3
	Poison, Pen 1 Min 4, Modification: Aim. Strong Hit: Aim (Hit) You may add up to +/- 1 to determine what Attribute is Damaged by your Critical Hits (normally just 1d6). You may not shift damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4) (Stacks).									
Ripper Dagger & Hand Crossbow	3d6 / 5d6	+0 / -4	1	1	0 / 2	4	1 / 2	Melee, Blade.	16t, 2Kn	3
	Poison, Pen 1 Min 4, Modification: Range Burst. Momentum 2: Your next Attack with this Weapon gains Energy, +2 Rng, +10 Max Rng, -1 Crit Dmg and gains +1d6 Hit.									
Trident	4d6*	-8	1*	3	1	3	2	Melee, Polearm.	16t	1
	*+1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Modification: Low-Quality.									



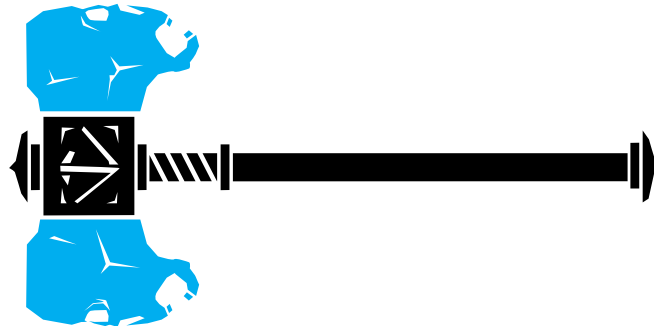
Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Fiery Kusari-Gama of Chogith	3d6 / 5d6	-2 / -6	1	1	3 / 5	4	1 / 2	Melee, Blade, Arcane-Street, Fire.	16t, 2Kn	4
	Large, Dual, Requires 2 Slots, Poison, Pen 1 Min 4, Energy, Burn, Dangerous 1 (Fire), Modification: Arcane-Street, Sweeping. Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack). Strong Hit: Sweep (Hit) Splash +2 (Any) (Stacks).									

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Stunning Fists	3d6 / 5d6	-3 / -7	1	2	3 / 5	2*	1 / 2	Melee, Tooth & Claw, A-Rooftop, B L.	16t, 2Kn	3
Natural, Splash 1 (Any) **3 Crit Dmg vs characters at 0 Endurance, Modification: Arcane-Rooftop. Strong Hit: Blind (Hit) All Damaged characters who use their eyes to aim have -1d6 Hit on their next Attack (Stacks to -2d6).										
Ice Mallets	3d6 / 5d6	-3 / -7	1	2	2 / 4	4	1 / 2	Melee, Hammer, A-Rooftop, Frost.	16t, 2Kn	3
Dangerous 3 (Ice), Reduce the Movement of all damaged characters by 1 until your next Turn (Stacks to -2), Modification: Arcane-Rooftop. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Night Blades	3d6 / 5d6	+0 / -4	1	2	1 / 3	4	1 / 2	Melee, Blade, Arcane-Rooftop, Smoke.	16t, 2Kn	3
Poison, Pen 1 Min 4, Dangerous 4 (Smoke, 1 space of Smoke is always placed over your character if no Smoke is there), Modification: Arcane Rooftop.										
Storm Fists	3d6 / 5d6	-4 / -8	1	2	3 / 5	2*	1 / 2	Melee, Tooth & Claw, A-Rooftop, Storm.	16t, 2Kn	3
Natural, Splash 1 (Any) **3 Crit Dmg vs characters at 0 Endurance, Energy, Dangerous 2 (Wind), Modification: Arcane-Rooftop. Strong Hit: Shock (Hit) All damaged characters are Suppressed and Pushed 2 spaces in any direction.										
Lender Blades	3d6 / 5d6	+1 / -3	1	1	1 / 3	4	1 / 2	Melee, Blade, Arcane-Street, E.	16t, 2Kn	3
Poison, Pen 1 Min 4, After you Attack with this Weapon: move yourself 2 spaces and your opponent 1 space (double this amount if you spend a Small Bag of Money), Modification: Arcane-Street.										
Inferno Sabres	3d6 / 5d6	-2 / -6	1	1	2 / 4	4	1 / 2	Melee, Blade, Arcane-Street, Fire.	16t, 2Kn	3
Poison, Pen 1 Min 4, Energy, Burn, Dangerous 1 (Fire), Modification: Arcane-Street. Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).										
Guardian Bo Staff	4d6*	-6	1*	3	4	4	2	Melee, Polearm, Arcane-Street, Law.	16t, 2Kn	3
**1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Modification: Arcane-Street. Strong Hit: Enforce (Hit) If any Damaged character would Attack you or a specified ally of yours with their next Attack: you may immediately move 3.										
Mountain Stance	3d6 / 5d6	-3 / -7	1	1	5 / 7	2*	1 / 2	Melee, Tooth & Claw, A-Street, Stone.	16t, 2Kn	3
Natural, Splash 3 (Any) **3 Crit Dmg vs characters at 0 Endurance, Dangerous 2 (Difficult Terrain, 1 space of Difficult Terrain is always placed behind your target), Modification: Arcane-Street.										
Forge Hammers	3d6 / 5d6	-6 / -9	1	1	3 / 5	4	1 / 2	Melee, Hammer, A-Sewage, Acid.	16t, 2Kn	3
Dangerous 2 (Acid Pool), All Damaged characters have their Armour reduced by 1 against the next Hit on them before your next Turn (does not Stack), Modification: Arcane-Sewage. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Insect Daggers	3d6 / 5d6	-2 / -6	1	1	2 / 4	4	1 / 2	Melee, Blade, Arcane-Sewage, R S.	16t, 2Kn	3
Poison, Pen 1 Min 4, Dangerous 2 (Swarm, Crawling), After you Attack with this Weapon during Combat: move ALL Swarm Dangerous Terrain 1 space, Modification: Arcane-Sewage.										
Noxious Blades	3d6 / 5d6	+0 / -4	1	1	3 / 5	4	1 / 2	Melee, Blade, Arcane-Sewage, S.	16t, 2Kn	3
Poison, Pen 1 Min 4, Dangerous 1 (Disease Cloud), Poison, Modification: Arcane-Sewage. Strong Hit: Sickness (Hit) All damaged characters take a further 6 End Dmg if they move 3 or more spaces during their next Turn (Stacks).										
Emerald Shears	3d6 / 5d6	+1 / -3	1	1	0 / 2	4	1 / 2	Melee, Blade, Arcane-Garden, E N.	16t, 2Kn	3
Poison, Pen 1 Min 4, Dangerous 2 (Poison Cloud), Dangerous 6 (Difficult Terrain), Modification: Arcane-Garden. Momentum 1: You place Dangerous 1 (Poison Cloud OR Difficult Terrain) around your target.										
Pustial Blades	3d6 / 5d6	+2 / -2	1	1	1 / 3	4	1 / 2	Melee, Blade, Arcane-Garden, I S.	16t, 2Kn	3
Poison, Pen 1 Min 4, Dangerous 1d6 (Swarm, Flying), Modification: Arcane-Garden.										
Raging Brawler	3d6 / 5d6	-2 / -6	1	1	1 / 3	2*	1 / 2	Melee, Tooth & Claw, A-Garden, P W.	16t, 2Kn	3
Natural, Splash 1 (Any) **3 Crit Dmg vs characters at 0 Endurance, Modification: Arcane-Garden. Strong Hit: Primal Wrath (Does not Req Hit) For the remainder of the Combat you gain +2 Hit and End Dmg (Stacks).										
Trapper Hooks	3d6 / 5d6	+0 / -4	1	2	0 / 2	4	1 / 2	Melee, Blade, Arcane-Alleyway, A.	16t, 2Kn	3
Poison, Pen 1 Min 4, Modification: Arcane-Alleyway. Strong Hit: Trap (Hit) Create 2 spaces of Dangerous Terrain (Trap) in any 2 non-occupied spaces.										
Soul Drinker Knives	3d6 / 5d6	-1 / -5	1	1	1 / 3	4*	1 / 2	Melee, Blade, Arcane-Alleyway, B.	16t, 2Kn	3
Poison, Pen 1 Min 4, *Once per Turn if you Attack a character from their rear you gain +1 Crit Dmg for that Attack, Modification: Arcane-Alleyway.										
Blinding Spear	4d6*	-6	1*	3	1 / 3	4	2	Melee, Polearm, A-Alleyway, S.	16t, 2Kn	3
**1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), All damaged characters have -1 Hit and Range (min 1) on their next Attack before your next Turn (Stacks to -3), Modification: Arcane-Alleyway.										

MASSIVE WEAPONS

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Great Axe	3d6	-1 / +1	2	2	2 / 4	4 / 5	1 / 2	Melee, Blade.	16t	2
Large, Splash 2 (Any), Requires 2 Slots, Poison, Pen 1 Min 4.										
Massive Hammer	3d6	-3 / -1	2	2	3 / 5	4 / 5	1 / 2	Melee, Hammer.	16t	2
Large, Splash 2 (Any), Requires 2 Slots. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Halberd	2d6*	-2	2*	4	4	5	2	Melee, Polearm.	16t	2
Large, Splash 2 (Any), Requires 2 Slots, **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6).										
Massive Jaws	3d6	-3 / -1	2	2	4 / 6	2* / 3*	1 / 2	Melee, Tooth & Claw.	16t	2
Large, Splash 3 (Any), Requires 2 Slots, Natural, **3 Crit Dmg vs characters at 0 Endurance.										

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Rip and Tear	3d6	-3 / -1	2	2	4 / 6	2* / 3*	1 / 2	Melee, Tooth & Claw.	16t	3
Large, Splash 3 (Any), Requires 2 Slots, Natural, **3 Crit Dmg vs characters at 0 Endurance. After you Attack with this Weapon you may immediately move. Modification: Swift.										
Maelstrom Cleaver	3d6	-1 / +1	2	2	3 / 5	4 / 5	1 / 2	Melee, Blade.	16t	3
Large, Splash 2 (Any), Requires 2 Slots, Poison, Pen 1 Min 4, Modification: Sweeping. Strong Hit: Sweep (Hit) Splash +2 (Any) (Stacks).										
Doom Hammer	3d6	-5 / -3	2	2	4 / 6	5 / 6	1 / 2	Melee, Hammer.	16t	3
Large, Splash 2 (Any), Requires 2 Slots, Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields, Cover destroyed in this way must be repaired outside of combat), Modification: Destructive. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Shard of Ire Greatsword	3d6	+0 / +2	2	2	2 / 4	4 / 5	1 / 2	Melee, Blade.	16t	3
Large, Splash 2 (Any), Requires 2 Slots, Poison, Pen 1 Min 4, Modification: Aim. Strong Hit: Aim (Hit) You may add up to +/- 1 to determine what Attribute is Damaged by your Critical Hits (normally just 1d6). You may not shift damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4) (Stacks).										
Dragon Sword	3d6	-2 / +0	2	2	1 / 3	4 / 5	1 / 2	Melee, Blade.	16t, 2Kn	3
Large, Splash 2 (Any), Requires 2 Slots, Poison, Pen 1 Min 4, Modification: Range Burst. Momentum 2: Your next Attack with this Weapon gains Energy, +2 Rng, +10 Max Rng, -1 Crit Dmg and gains +1d6 Hit.										
Bolder on a Chain	2d6*	-4	2*	4	2	4	2	Melee, Polearm.	16t	1
Large, Splash 2 (Any), Requires 2 Slots, **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Modification: Low-Quality.										



Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Arctic Forge-Hammer of Gwideel	3d6	-7 / -5	2	3	4 / 6	5 / 6	1 / 2	Melee, Hammer, A-Rooftop, Frost.	16t, 2Kn	4
Large, Splash 2 (Any), Requires 2 Slots, Dangerous 1 (Difficult Terrain), If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields, Cover destroyed in this way must be repaired outside of combat), Dangerous 3 (Ice), Reduce the Movement of all damaged characters by 1 until your next Turn (Stacks to -2), Modification: Destructive, Arcane-Rooftop. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Sun Blade	3d6	-3 / -1	2	3	2 / 4	4 / 5	1 / 2	Melee, Blade, Arcane-Rooftop, B L.	16t, 2Kn	3
Large, Splash 2 (Any), Requires 2 Slots, Poison, Pen 1 Min 4, Modification: Arcane-Rooftop. Strong Hit: Blind (Hit) All Damaged characters who use their eyes to aim have -1d6 Hit on their next Attack (Stacks to -2d6).										
Frost Hammer	3d6	-5 / -3	2	3	3 / 5	4 / 5	1 / 2	Melee, H. Arcane-Rooftop, Frost.	16t, 2Kn	3
Large, Splash 2 (Any), Requires 2 Slots, Dangerous 3 (Ice), Reduce the Movement of all damaged characters by 1 until your next Turn (Stacks to -2), Modification: Arcane-Rooftop. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Storm Glaive	2d6*	-5	2*	5	4	5	2	Melee, Polearm, A-Rooftop, Storm.	16t, 2Kn	3
Large, Splash 2 (Any), Requires 2 Slots, **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Energy, Dangerous 2 (Wind), Modification: Arcane-Rooftop. Strong Hit: Shock (Hit) All damaged characters are Suppressed and Pushed 2 spaces in any direction.										
Ignis Greatsword	3d6	-4 / -2	2	2	3 / 5	4 / 5	1 / 2	Melee, Blade, Arcane-Street, Fire.	16t, 2Kn	3
Large, Splash 2 (Any), Requires 2 Slots, Energy, Burn, Dangerous 1 (Fire), Poison, Pen 1 Min 4, Modification: Arcane-Street. Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).										
Guardian Stance	3d6	-3 / -1	2	2	5 / 7	2* / 3*	1 / 2	Melee, T & C, Arcane-Street, Law.	16t, 2Kn	3
Large, Splash 3 (Any), Requires 2 Slots, Natural, **3 Crit Dmg vs characters at 0 Endurance, Modification: Arcane-Street. Strong Hit: Enforce (Hit) If any Damaged character would Attack you or a specified ally of yours with their next Attack: you may immediately move 3.										
Earthshaker Mace	3d6	-5 / -3	2	2	5 / 7	4 / 5	1 / 2	Melee, Hammer, A-Street, Stone.	16t, 2Kn	3
Large, Splash 4 (Any), Requires 2 Slots, Dangerous 2 (Difficult Terrain, 1 space of Difficult Terrain is always placed behind your target), Modification: Arcane-Street. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Sludge Mace	3d6	-7 / -5	2	2	4 / 6	4 / 5	1 / 2	Melee, Hammer, A-Sewage, Acid.	16t, 2Kn	3
Large, Splash 2 (Any), Requires 2 Slots, Dangerous 2 (Acid Pool), All Damaged characters have their Armour reduced by 1 against the next Hit on them before your next Turn (does not Stack), Modification: Arcane-Sewage. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Enchanted Sack of Rats	3d6	-4 / -2	2	2	3 / 5	4 / 5	1 / 2	Melee, Blade, Arcane-Sewage, R S.	16t, 2Kn	3
Large, Splash 2 (Any), Requires 2 Slots, Poison, Pen 1 Min 4, Dangerous 2 (Swarm, Crawling), After you Attack with this Weapon during Combat: move ALL Swarm Dangerous Terrain 1 space, Modification: Arcane-Sewage.										
Sickly Smile Scyth	3d6	-2 / +0	2	2	4 / 6	4 / 5	1 / 2	Melee, Blade, Arcane-Sewage, S.	16t, 2Kn	3
Large, Splash 2 (Any), Requires 2 Slots, Poison, Pen 1 Min 4, Dangerous 1 (Disease Cloud), Poison, Modification: Arcane-Sewage. Strong Hit: Sickness (Hit) All damaged characters take a further 6 End Dmg if they move 3 or more spaces during their next Turn (Stacks).										
Touch of Nature	3d6	-3 / -1	2	2	3 / 5	2* / 3*	1 / 2	Melee, Tooth & Claw, A-Garden, E N.	16t, 2Kn	3
Large, Splash 3 (Any), Requires 2 Slots, Natural, **3 Crit Dmg vs characters at 0 Endurance, Dangerous 2 (Poison Cloud), Dangerous 6 (Difficult Terrain), Modification: Arcane-Garden. Momentum 1: You place Dangerous 1 (Poison Cloud OR Difficult Terrain) around your target.										
Pestilence Blade	3d6	+0 / +2	2	2	+0	4 / 5	1 / 2	Melee, Blade, Arcane-Garden, I S.	16t, 2Kn	3
Large, Splash 2 (Any), Requires 2 Slots, Poison, Pen 1 Min 4, Dangerous 1d6 (Swarm, Flying), Modification: Arcane-Garden.										
Primal Rage	3d6	-4 / -2	2	2	2 / 4	2* / 3*	1 / 2	Melee, Tooth & Claw, A-Garden, P W.	16t, 2Kn	3
Large, Splash 3 (Any), Requires 2 Slots, Natural, **3 Crit Dmg vs characters at 0 Endurance, Modification: Arcane-Garden. Strong Hit: Primal Wrath (Does not Req Hit) For the remainder of the Combat you gain +2 Hit and End Dmg (Stacks).										
Clockwork-Bomb Halberd	2d6*	-3	2*	5	3	5	2	Melee, Polearm, Arc-Alleyway, A.	16t, 2Kn	3
Large, Splash 2 (Any), Requires 2 Slots, **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), Modification: Arcane-Alleyway. Strong Hit: Trap (Hit) Create 2 spaces of Dangerous Terrain (Trap) in any 2 non-occupied spaces.										
Reaper Dagger	3d6	-3 / -1	2	2	2 / 4	4* / 5*	1 / 2	Melee, Blade, Arcane-Alleyway, B.	16t, 2Kn	3
Large, Splash 2 (Any), Requires 2 Slots, Poison, Pen 1 Min 4, *Once per Turn if you Attack a character from their rear you gain +1 Crit Dmg for that Attack, Modification: Arcane-Alleyway.										
Shadow Spear	2d6*	-2	2*	4	4	4 / 5	2	Melee, Polearm, Arc-Alleyway, S.	16t, 2Kn	3
Large, Splash 2 (Any), Requires 2 Slots, **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6), All damaged characters have -1 Hit and Range (min 1) on their next Attack before your next Turn (Stacks to -3), Modification: Arcane-Alleyway.										

SHIELD WEAPONS

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Tower Shield	2d6	+6	1	1	2	1	1*	Melee.	14t	1
While you're not Suppressed you and any characters behind you gain Front Heavy Cover (+4 Defence if you're a Henchmen or Power Body). Requires 2 Slots. *Always requires a Get Ready Action to Activate or Deactivate this Weapon (as if it requires 2 Hands). Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										
Buckler	2d6	+4	1	1	0	0	1*	Melee.	14t	0
While you're not Suppressed you and any characters behind you gain Front Light Cover (+2 Defence if you're a Henchmen or Power Body). Requires 2 Slots. *Always requires a Get Ready Action to Activate or Deactivate this Weapon (as if it requires 2 Hands). Modification: Low- Quality. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Burst Shield	2d6	+4	1	2	1	1	1*	Melee.	14t, 1Kn	2
While you're not Suppressed you and any characters behind you gain Front Heavy Cover (+4 Defence if you're a Henchmen or Power Body). Requires 2 Slots. *Always requires a Get Ready Action to Activate or Deactivate this Weapon (as if it requires 2 Hands). Modification: Lunge, Range Burst. Momentum 2: Your next Attack with this Weapon gains Energy, +2 Rng, +10 Max Rng, -1 Crit Dmg and gains +1d6 Hit. Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										



Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Shovel of Guirik, Edge (Balanced) (Alternate Form 1)	3d6	-2 / +0	1	1	2 / 4	2*	1 / 2	Melee, Tooth & Claw.	3x 14t, 16t	3
Your first Attack each Turn with this Weapon gains Strong Hit (5-6), Natural, Splash +1 (Any) **3 Crit Dmg vs characters at 0 Endurance. Modification: Transform. Momentum 3: This Weapon transforms into its Alternate Form 2 and gains +1d6 Hit on its next Attack (does not Stack).										
Shovel of Guirik, Flat (Shield) (Alternate Form 2)	2d6	+3	1	1	3	1	1*	Melee.		
While you're not Suppressed you and any characters behind you gain Front Heavy Cover (+4 Defence if you're a Henchmen or Power Body). Requires 2 Slots. *Always requires a Get Ready Action to Activate or Deactivate this Weapon (as if it requires 2 Hands). Dangerous 1 (Difficult Terrain). If you miss with this Weapon you may lower a section of Physical Cover by 1 Step (this also works vs Shields, Cover destroyed in this way must be repaired outside of combat). Modification: Destructive, Transform. Momentum 3: This Weapon transforms into its Alternate Form 1 and gains +1d6 Hit on its next Attack (does not Stack). Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.										



SMALL RANGED WEAPONS

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Throwing Daggers	3d6	+1	5	18	-1	3	1	Ranged, Throwing Blades.	14t	2
Small, Poison (acts as Melee vs adjacent targets). Small, You may move 1 space before and after you Attack with this Weapon. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Small Bombs	3d6		3	15	2	3	1	Ranged, Bomb.	14t	2
Small, Splash 1. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Pistol	3d6	-1	5*	25	0	3	1	Ranged, Firearm.	14t	2
Small, *Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Shortbow	3d6	+2	7	20	0	3	2	Ranged, Bow	14t	2
Small, Poison. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Fan of Blades	3d6	+1	5	18	-1	3	1	Ranged, Throwing Blades.	14t	3
Small, Poison (acts as Melee vs adjacent targets). Small, You may move 1 space before you Attack with this Weapon, After you Attack with this Weapon you may immediately move +1, Modification: Swift. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Precise Crossbow	3d6	+3	7	20	0	3	2	Ranged, Crossbow	14t	3
Small, Poison, Modification: Aim. Momentum 1: Once per Turn: make a Free Attack with this Weapon. Strong Hit: Aim (Hit) You may add up to +/- 1 to determine what Attribute is Damaged with your Critical Hits (normally just 1d6). You may not shift damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4) (Stacks).										
Twilight Dirge Boomerang	3d6	+1	5	18	0	3	1	Ranged, Throwing Blades.	14t	3
Small, Poison (acts as Melee vs adjacent targets). Small, You may move 1 space before and after you Attack with this Weapon, Modification: Tricky. Momentum 1: Your target's Cover Step is reduced by 1 vs this Weapon (Stacks).										
Soulsbane Revolver	3d6	-3	5*	25	0	3	1	Melee, Firearm.	14t	3
Small, *Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Splash 2 (Any), Modification: Spread. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
High-Powered Bomb	2d6	+2	3	15	1	3	1	Melee, Bomb.	14t	3
Small, Splash 1, Pen 2 min 3, Entrenched Physical Cover does not grant your target +Armour (normally +1), Modification: Puncture. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Custom Arrows	3d6	+3	7	20	0	3	2	Melee, Bow.	14t	3
Small, Poison, Modification: Special Ammo. Momentum 1: Once per Turn: make a Free Attack with this Weapon. Momentum 1: Your next Attack with this Weapon gains one of the following: +2 Rng, +10 Max Rng, +2 End Dmg or +2 Hit (Stacks).										
Beer Bottle	3d6	-1	5	18	-3	2	1	Melee, Throwing Blades.	14t	1
Small, Poison (acts as Melee vs adjacent targets). Small, You may move 1 space before and after you Attack with this Weapon, Modification: Low-Quality. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										

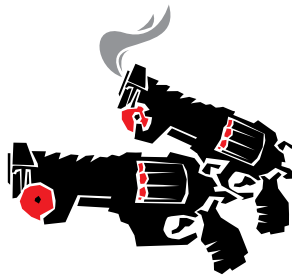


Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Eldritch Shroud	3d6	-2	6	20	-2	2	0	Ranged. Spell, Arc-Rooftop, Smoke.	14t, 2Kn	1
Small, Dangerous 4 (Smoke, 1 space of Smoke is always placed over your character if no Smoke is there), Modification: Arcane-Rooftop, Low-Quality. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Lightning Strike	3d6	-2	5	20	0	3	0	Ranged. Spell, Arc-Rooftop, Storm.	14t, 2Kn	2
Small, Energy, Dangerous 2 (Wind), Modification: Arcane-Rooftop. Strong Hit: Shock (Hit) All damaged characters are Suppressed and Pushed 2 spaces in any direction. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Occult Flame	3d6	-2	4	20	1	3	0	Ranged. Spell, Arcane-Street, Fire.	14t, 2Kn	2
Small, Energy, Burn, Dangerous 1 (Fire), Modification: Arcane-Street. Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack). Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Guardian Mark	3d6	+1	4	20	1	3	0	Ranged. Spell, Arcane-Street, Law.	14t, 2Kn	2
Small, Modification: Arcane-Street. Strong Hit: Enforce (Hit) If any Damaged character would Attack you or a specified ally of yours with their next Attack: you may immediately move 3. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Telekinetic Blast	3d6	-1	4	20	2	3	0	Ranged. Spell, Arcane-Street, Stone.	14t, 2Kn	2
Small, Splash 2 (Any), Dangerous 2 (Difficult Terrain, 1 space of Difficult Terrain is always placed behind your target), Modification: Arcane-Street. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Blight Bombs	3d6	-3	3	15	2	3	1	Ranged. Bomb, Arcane-Sewage, Acid.	14t, 2Kn	3
Small, Splash 1, Dangerous 2 (Acid Pool), All Damaged characters have their Armour reduced by 1 against the next Hit on them before your next Turn (does not Stack), Modification: Arcane-Sewage. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Pied Piper Flute	3d6	+1	7	20	0	3	2	Ranged. Bow, Arcane-Sewage, R S.	14t, 2Kn	3
Small, Dangerous 2 (Swarm, Crawling), After you Attack with this Weapon during Combat: move ALL Swarm Dangerous Terrain 1 space, Modification: Arcane-Sewage, (No Poison, +1 Hit). Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Filth's Caress Hex	3d6	+1	5	20	1	3	0	Ranged. Spell, Arcane-Sewage, S.	14t, 2Kn	2
Small, Dangerous 1 (Disease Cloud), Poison, Modification: Arcane-Sewage. Strong Hit: Sickness (Hit) All damaged characters take a further 6 End Dmg if they move 3 or more spaces during their next Turn (Stacks). Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Binding Curse	3d6	+0	5	20	0	3	0	Ranged. Spell, Arcane-Sewage, S.	14t, 2Kn	2
Small, Poison, Dangerous 4 (Poison Cloud), Dangerous 2 (Difficult Terrain), Modification: Arcane-Sewage. Strong Hit: Sludged (Hit) All damaged characters have all of their Movements and Defences reduced by 2 until your next Turn (Stacks). Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Jar of Bees	3d6	+0	3	15	2	3	1	Ranged. Bomb, Arcane-Garden, I S.	14t, 2Kn	3
Small, Splash 1, Dangerous 1d6 (Swarm, Flying), Modification: Arcane-Garden. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Power Word: Pain	3d6	+0	5	20	0	3	0	Ranged. Spell, Arcane-Garden, Rot.	14t, 2Kn	2
Small, Dangerous 1 (Acid Pool), Dangerous 1 (Difficult Terrain), Modification: Arcane-Garden. Strong Hit: Rot (Hit) A Damaged character takes 1 point of Damage (no Armour) to a random (1d3) Attribute and gains a Point of Momentum. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Blade Traps	3d6	+0	5	14	-2	3	1	Ranged. T Blades, A-Alleyway, A.	14t, 2Kn	3
Small, Poison (acts as Melee vs adjacent targets), Small, You may move 1 space before and after you Attack with this Weapon, Modification: Arcane-Alleyway. Strong Hit: Trap (Hit) Create 2 spaces of Dangerous Terrain (Trap) in any 2 non-occupied spaces. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Blinking Charm	3d6	+1	5	15	0	3	0	Ranged. Spell, Arcane-Alleyway, S.	14t, 2Kn	2
Small, All damaged characters have -1 Hit and Range (min 1) on their next Attack before your next Turn (Stacks to -3), Modification: Arcane-Alleyway. Momentum 1: Once per Turn: make a Free Attack with this Weapon.										

DUAL RANGED WEAPONS

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Throwing Knives	3d6 / 4d6	+1 / -1	5 / 3	13 / 8		3	1 / 2*	Ranged, Throwing Blades.	16t	3
Dual, *Splash 4 (Any), Poison (acts as Melee vs adjacent targets), Small, You may move 1 space before and after you Attack with this Weapon.										
Bombs	3d6 / 4d6	+0 / -2	3 / 1	10 / 5	3 / 5	3	1 / 2*	Ranged, Bomb.	16t	3
Dual, *Splash 4 (Any), Splash 1.										
Brace of Pistols	3d6 / 4d6	-1 / -3	5** / 3**	20 / 15	1 / 3	3	1 / 2*	Ranged, Firearm.	16t	3
Dual, *Splash 4 (Any), **Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body).										
Repeater Crossbow	4d6	+0	5	10	3	3	2	Ranged, Crossbow.	16t	3
Dual, Splash 4 (Any), Poison.										

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Throwing Stars	3d6 / 4d6	+1 / -1	5 / 3	13 / 8	0 / 2	3	1 / 2*	Ranged, Throwing Blades.	16t	4
Dual, *Splash 4 (Any), Poison (acts as Melee vs adjacent targets), Small, You may move 1 space before and after you Attack with this Weapon. After you Attack with this Weapon you may immediately move, Modification: Swift.										
Quality Brace of Pistols	3d6 / 4d6	+0 / -2	5** / 3**	20 / 15	1 / 3	3	1 / 2*	Ranged, Firearm.	16t	4
Dual, *Splash 4 (Any), **Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Modification: Aim.										
Strong Hit: Aim (Hit) You may add up to +/- 1 to determine what Attribute is Damaged with your Critical Hits (normally just 1d6). You may not shift damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4) (Stacks).										
Royal Chakram	3d6 / 4d6	+1 / -1	5 / 3	13 / 8	1 / 3	3	1 / 2*	Ranged, Throwing Blades.	16t	4
Dual, *Splash 4 (Any), Poison (acts as Melee vs adjacent targets), Small, You may move 1 space before and after you Attack with this Weapon. Modification: Tricky.										
Momentum 1: Your target's Cover Step is reduced by 1 vs this Weapon (Stacks).										
Dusk & Dawn Revolvers	3d6 / 4d6	-3 / -5	5** / 3**	20 / 15	1 / 3	3	1 / 2*	Ranged, Firearm.	16t	4
Dual, Splash 2 (Any), *Splash +4 (Any), **Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Modification: Spread.										
Black Powder Bomb	2d6 / 3d6	+2 / +0	3 / 1	10 / 5	2 / 4	3	1 / 2*	Ranged, Bomb.	16t	4
Dual, *Splash 4 (Any), Splash 1, Pen 2 min 3, Entrenched Physical Cover does not grant your target +Armour (normally +1), Modification: Puncture.										
Experimental Rounds	3d6 / 4d6	+0 / -2	5** / 3**	20 / 15	1 / 3	3	1 / 2*	Ranged, Firearm.	16t	4
Dual, *Splash 4 (Any), **Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Modification: Special Ammo.										
Momentum 1: Your next Attack with this Weapon gains one of the following: +2 Rng, +10 Max Rng, +2 End Dmg or +2 Hit (Stacks).										
Scrap Launcher	4d6	-2	5	10	1	2	2	Ranged, Crossbow.	16t	2
Dual, Splash 4 (Any), Poison, Modification: Low-Quality.										



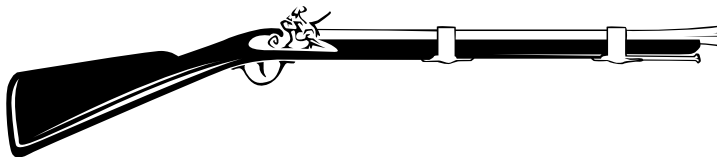
Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Fire Crystal Revolvers of Dorgtol	3d6 / 4d6	-4 / -6	4** / 2**	20 / 15	2 / 4	3	1 / 2*	Ranged, Firearm, Arc-Street, Fire.	16t, 2Kn	3
Dual, *Splash 4 (Any), **Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Energy, Burn, Dangerous 1 (Fire), Modification: Arcane-Street.										
Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).										

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Light's Judgement	3d6 / 4d6	-1 / -3	6 / 4	15 / 10	1 / 3	3	0 / 1*	Ranged. Spell, Arc-Rooftop, B Light.	16t, 2Kn	3
Dual, *Splash 4 (Any), Modification: Arcane-Rooftop. Strong Hit: Blind (Hit) All Damaged characters who use their eyes to aim have -1d6 Hit on their next Attack (Stacks to -2d6).										
Arctic Shards	3d6 / 4d6	-1 / -3	6 / 4	15 / 10	1 / 3	3	0 / 1*	Ranged. Spell, Arc-Rooftop, Frost.	16t, 2Kn	3
Dual, *Splash 4 (Any), Dangerous 3 (Ice), Reduce the Movement of all damaged characters by 1 until your next Turn (Stacks to -2), Modification: Arcane-Rooftop.										
Chain Lightning	3d6 / 4d6	-2 / -4	5 / 3	15 / 10	1 / 3	3	0 / 1*	Ranged. Spell, Arc-Rooftop, Storm.	16t, 2Kn	3
Dual, *Splash 4 (Any), Energy, Dangerous 2 (Wind), Modification: Arcane-Rooftop. Strong Hit: Shock (Hit) All damaged characters are Suppressed and Pushed 2 spaces in any direction.										
Flame Line	3d6 / 4d6	-2 / -4	4 / 2	15 / 10	2 / 4	3	0 / 1*	Ranged. Spell, Arcane-Street, Fire.	16t, 2Kn	3
Dual, *Splash 4 (Any), Energy, Burn, Dangerous 1 (Fire), Modification: Arcane-Street. Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).										
Guardian Bell	3d6 / 4d6	-1 / -3	4* / 2*	20 / 15	2 / 4	3	1 / 2**	Ranged. Firearm, Arc-Street, Law.	16t, 2Kn	4
Dual, **Splash 4 (Any), *Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Modification: Arcane-Street. Strong Hit: Enforce (Hit) If any Damaged character would Attack you or a specified ally of yours with their next Attack: you may immediately move 3.										
Pavement Slam	3d6 / 4d6	-1 / -3	4 / 2	15 / 10	3 / 5	3	0 / 1*	Ranged. Spell, Arc-Street, Stone.	16t, 2Kn	3
Dual, Splash 2 (Any), *Splash +4 (Any), Dangerous 2 (Difficult Terrain, 1 space of Difficult Terrain is always placed behind your target), Modification: Arcane-Street.										
Caustic Spray	3d6 / 4d6	-2 / -4	5 / 3	15 / 10	1 / 3	3	0 / 1*	Ranged. Spell, Arc-Sewage, Acid.	16t, 2Kn	3
Dual, *Splash 4 (Any), Dangerous 2 (Acid Pool), All Damaged characters have their Armour reduced by 1 against the next Hit on them before your next Turn (does not Stack), Modification: Arcane-Sewage.										
Summon Dire Rats	3d6 / 4d6	-1 / -3	5 / 3	15 / 10	1 / 3	3	0 / 1*	Ranged. Spell, Arc-Sewage, R S.	16t, 2Kn	3
Dual, *Splash 4 (Any), Dangerous 2 (Swarm, Crawling), After you Attack with this Weapon during Combat: move ALL Swarm Dangerous Terrain 1 space, Modification: Arcane-Sewage.										
Fiendish Vomit	3d6 / 4d6	+1 / -1	5 / 3	15 / 10	2 / 4	3	0 / 1*	Ranged. Spell, Arcane-Sewage, S.	16t, 2Kn	3
Dual, *Splash 4 (Any), Dangerous 1 (Disease Cloud), Poison, Modification: Arcane-Sewage. Strong Hit: Sickness (Hit) All damaged characters take a further 6 End Dmg if they move 3 or more spaces during their next Turn (Stacks).										
Arcane Slime	3d6 / 4d6	+0 / -2	5 / 3	15 / 10	1 / 3	3	0 / 1*	Ranged. Spell, Arcane-Sewage, S.	16t, 2Kn	3
Dual, *Splash 4 (Any), Poison, Dangerous 4 (Poison Cloud), Dangerous 2 (Difficult Terrain), Modification: Arcane-Sewage. Strong Hit: Sludged (Hit) All damaged characters have all of their Movements and Defences reduced by 2 until your next Turn (Stacks).										
Reaching Vines	3d6 / 4d6	+0 / -2	5 / 3	15 / 10	0 / 2	3	0 / 1*	Ranged. Spell, Arcane-Garden, E N.	16t, 2Kn	3
Dual, *Splash 4 (Any), Dangerous 2 (Poison Cloud), Dangerous 6 (Difficult Terrain), Modification: Arcane-Garden. Momentum 1: You place Dangerous 1 (Poison Cloud OR Difficult Terrain) around your target.										
Creeper Mark	3d6 / 4d6	+1 / -1	5 / 3	15 / 10	1 / 3	3	0 / 1*	Ranged. Spell, Arc-Garden, I S.	16t, 2Kn	3
Dual, *Splash 4 (Any), Dangerous 1d6 (Swarm, Flying), Modification: Arcane-Garden.										
Well of Rage	3d6 / 4d6	-1 / -3	5 / 3	15 / 10	-1 / 1	3	0 / 1*	Ranged. Spell, Arcane-Garden, P W.	16t, 2Kn	3
Dual, *Splash 4 (Any), Modification: Arcane-Garden. Strong Hit: Primal Wrath (Does not Req Hit) For the remainder of the Combat you gain +2 Hit and End Dmg (Stacks).										
Sap Life	3d6 / 4d6	+0 / -2	5 / 3	15 / 10	1 / 3	3	0 / 1*	Ranged. Spell, Arcane-Garden, Rot.	16t, 2Kn	3
Dual, *Splash 4 (Any), Dangerous 1 (Acid Pool), Dangerous 1 (Difficult Terrain), Modification: Arcane-Garden. Strong Hit: Rot (Hit) A Damaged character takes 1 point of Damage (no Armour) to a random (1d3) Attribute and gains a Point of Momentum.										
Clockwork Hunters Bow	4d6	-2	5	11	2	3	2	Ranged. Bow, Arcane-Alleyway, A.	16t, 3Kn	4
Dual, Splash 4 (Any), Poison, Modification: Long Shot, Arcane-Alleyway. Strong Hit: Trap (Hit) Create 2 spaces of Dangerous Terrain (Trap) in any 2 non-occupied spaces.										
Temporal Shivs	3d6 / 4d6	-2 / -4	5 / 3	13 / 8	0 / 2	3**	1 / 2*	Ranged. T Blades, A-Alleyway, B.	16t, 3Kn	4
Dual, *Splash 4 (Any), Poison (acts as Melee vs adjacent targets), Small, You may move 1 space before and after you Attack with this Weapon. **Once per Turn if you Attack a character from their rear you gain +1 Crit Dmg for that Attack, Modification: Long Shot, Arcane-Alleyway.										
Betrayal's Whisper	3d6 / 4d6	+1 / -1	5 / 3	10 / 5	1 / 3	3	0 / 1*	Ranged. Spell, Arcane-Alleyway, S.	16t, 2Kn	3
Dual, *Splash 4 (Any), All damaged characters have -1 Hit and Range (min 1) on their next Attack before your next Turn (Stacks to -3), Modification: Arcane-Alleyway.										

HEFTY RANGED WEAPONS

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Enchanted Throwing Axe	2d6*	+3	8	38	1	4	2	Ranged, Throwing Blades.	16t	3
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots. Poison (acts as Melee vs adjacent targets). Small, You may move 1 space before and after you Attack with this Weapon.										
Large Bombs	2d6*	+2	6	35	4	4	2	Ranged, Bomb.	16t	3
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots. Splash 1.										
Musket	2d6*	+1	8**	45	2	4	2	Ranged, Firearm.	16t	3
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots. **Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body).										
Longbow	2d6*	+4	10	40	2	4	2	Ranged, Bow.	16t	3
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots. Poison.										

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Fiendbane Hunter's Bow	2d6*	+4	10	40	2	4	2	Ranged, Bow.	16t	4
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots. Poison, After you Attack with this Weapon you may immediately move. Modification: Swift.										
Telescopic Rifle	2d6*	+2	8**	45	2	4	2	Ranged, Firearm.	16t	4
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots. **Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Modification: Aim.										
Strong Hit: Aim (Hit) You may add up to +/- 1 to determine what Attribute is Damaged with your Critical Hits (normally just 1d6). You may not shift damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4) (Stacks).										
Floating Sword	2d6*	+3	8	38	2	4	2	Ranged, Throwing Blades.	16t	4
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots. Poison (acts as Melee vs adjacent targets). Small, You may move 1 space before and after you Attack with this Weapon. Modification: Tricky.										
Momentum 1: Your target's Cover Step is reduced by 1 vs this Weapon (Stacks).										
Hurl Boulder	2d6*	+2	10	40	2	4	2	Ranged, Bow.	16t	4
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots. Poison, Splash +2 (Any). Modification: Spread.										
Elephant Gun	1d6*	+3	8**	45	1	4	2	Ranged, Firearm.	16t	4
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots. **Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body)., Pen 2 min 3, Entrenched Physical Cover does not grant your target +Armour (normally +1). Modification: Puncture.										
Custom Bolts	2d6*	+5	10	40	2	4	2	Ranged, Crossbow.	16t	4
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots. Poison, Modification: Special Ammo.										
Momentum 1: Your next Attack with this Weapon gains one of the following: +2 Rng, +10 Max Rng, +2 End Dmg or +2 Hit (Stacks).										
Rusty Crossbow	2d6*	+2	10	40	0	3	2	Ranged, Crossbow.	16t	2
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots. Poison, Modification: Low-Quality.										



Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Clawing Darkness	2d6*	+2	9	40	2	4	1	Ranged. Spell, Arc-Rooftop, Smoke.	16t, 2Kn	3
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Dangerous 4 (Smoke, 1 space of Smoke is always placed over your character if no Smoke is there), Modification: Arcane-Rooftop.										
Ice Spear	2d6*	+1	8	40	2	4	1	Ranged. Spell, Arc-Rooftop, Frost.	16t, 2Kn	3
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Dangerous 3 (Ice), Reduce the Movement of all damaged characters by 1 until your next Turn (Stacks to -2), Modification: Arcane-Rooftop.										
Molotov Cocktail	2d6*	-1	5	35	5	4	2	Ranged. Bomb, Arcane-Street, Fire.	16t, 2Kn	4
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Splash 1, Energy, Burn, Dangerous 1 (Fire), Modification: Arcane-Street.										
Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).										
Covering Fire	2d6*	+1	7**	45	3	4	2	Ranged. Firearm, Arc-Street, Law.	16t, 2Kn	4
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, **Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Modification: Arcane-Street.										
Strong Hit: Enforce (Hit) If any Damaged character would Attack you or a specified ally of yours with their next Attack: you may immediately move 3.										
Smash City!	2d6*	+1	7	40	4	4	1	Ranged. Spell, Arc-Street, Stone.	16t, 2Kn	3
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Splash +2 (Any), Dangerous 2 (Difficult Terrain, 1 space of Difficult Terrain is always placed behind your target), Modification: Arcane-Street.										
Curse of Rust	2d6*	+0	8	40	2	4	1	Ranged. Spell, Arc-Sewage, Acid.	16t, 2Kn	3
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Dangerous 2 (Acid Pool), All Damaged characters have their Armour reduced by 1 against the next Hit on them before your next Turn (does not Stack), Modification: Arcane-Sewage.										
Rat Horn	2d6*	+2	10	40	2	4	2	Ranged. Bow, Arcane-Sewage, R S.	16t, 2Kn	4
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2, Poison, Slots, Dangerous 2 (Swarm, Crawling), After you Attack with this Weapon during Combat: move ALL Swarm Dangerous Terrain 1 space, Modification: Arcane-Sewage.										
Nasty Potion	2d6*	+2	6	35	5	4	2	Ranged. Bomb, Arcane-Sewage, S.	16t, 2Kn	4
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Splash 1, Dangerous 1 (Disease Cloud), Poison, Modification: Arcane-Sewage.										
Strong Hit: Sickness (Hit) All damaged characters take a further 6 End Dmg if they move 3 or more spaces during their next Turn (Stacks).										
Grasping Thorns	2d6*	+2	8	40	1	4	1	Ranged. Spell, Arcane-Garden, E N.	16t, 2Kn	3
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Dangerous 2 (Poison Cloud), Dangerous 6 (Difficult Terrain), Modification: Arcane-Garden.										
Momentum 1: You place Dangerous 1 (Poison Cloud OR Difficult Terrain) around your target.										
Summon Swarm	2d6*	+3	8	40	2	4	1	Ranged. Spell, Arcane-Garden, I S.	16t, 2Kn	3
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Dangerous 1d6 (Swarm, Flying), Modification: Arcane-Garden.										
Mark of Death	2d6*	+2	8	40	2	4	1	Ranged. Spell, Arcane-Garden, Rot.	16t, 2Kn	3
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Dangerous 1 (Acid Pool), Dangerous 1 (Difficult Terrain), Modification: Arcane-Garden.										
Strong Hit: Rot (Hit) A Damaged character takes 1 point of Damage (no Armour) to a random (1d3) Attribute and gains a Point of Momentum.										
Musket & Bear Traps	2d6*	+0	8**	41	1	4	2	Ranged. Firearm, Arc-Alleyway, A.	16t, 2Kn	4
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, **Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Modification: Arcane-Alleyway.										
Strong Hit: Trap (Hit) Create 2 spaces of Dangerous Terrain (Trap) in any 2 non-occupied spaces.										
Barbed Longbow	2d6*	+1	10	37	2	4	2	Ranged. Bow, Arcane-Alleyway, S.	16t, 2Kn	4
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Poison, All damaged characters have -1 Hit and Range (min 1) on their next Attack before your next Turn (Stacks to -3), Modification: Arcane-Alleyway.										

FEAR WEAPONS (NPC +2 HIT ALLREADY ADDED IN)

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Spooky (Small Ranged)	3d6	+4 +Emp*	10	25	Emp	1	0	Ranged, Fear.	NPC	0
Small, Pen 4 min 4, Natural. Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy.										
Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Terrifying (Dual Ranged)	4d6	+2 +Emp*	8	15	3 +Emp	1	0	Ranged, Fear.	NPC	1
Dual, Splash 4 (Any), Pen 4 min 4, Natural. Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy.										
Horrific (Hefty Ranged)	2d6*	+6 +Emp**	13	45	2 +Emp	2	0	Ranged, Fear.	NPC	1
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Pen 4 min 4, Natural. Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. **Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy.										

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Bump in the Night (Small Ranged)	3d6	+6 +Emp*	10	25	Emp	1	0	Ranged, Fear.	NPC	1
Small, Pen 4 min 4, Natural. Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy. After you Attack with this Weapon you may immediately move. Modification: Swift.										
Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Nightmare (Dual Ranged)	4d6	+5 +Emp*	8	15	3 +Emp	1	0	Ranged, Fear.	NPC	2
Dual, Splash 4 (Any), Pen 4 min 4, Natural. Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy. Modification: Aim.										
Strong Hit: Aim (Hit) You may add up to +/- 1 to determine what Attribute is Damaged with your Critical Hits (normally just 1d6). You may not shift damage onto a Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4) (Stacks).										
Scream (Dual Ranged)	4d6	+Emp*	8	15	3 +Emp	1	0	Ranged, Fear.	NPC	1
Dual, Splash 6 (Any), Pen 4 min 4, Natural. Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy. Modification: Spread.										
Warp Reality (Dual Ranged)	4d6	+2 +Emp*	8	15	1 +Emp	0	0	Ranged, Fear.	NPC	0
Dual, Splash 4 (Any), Pen 4 min 4, Natural. Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy. Modification: Low-Quality.										
Flex Muscles (Hefty Ranged)	2d6*	+6 +Emp**	13	45	Emp	1	0	Ranged, Fear.	NPC	0
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Pen 4 min 4, Natural. Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. **Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy. Modification: Low-Quality.										



Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Gaze into your Soul (Dual Ranged)	4d6	Emp -3*	9	15	3 +Emp	1	0	Ranged, Fear, A-Rooftop, Storm.	NPC	3
Dual, Splash 6 (Any), Pen 4 min 4, Natural. Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3. *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy. Energy, Dangerous 2 (Cursed Ground), Modification: Arcane-Rooftop, Spread, (Cursed Ground not Wind).										
Strong Hit: Shock (Hit) All damaged characters are Suppressed and Pushed 2 spaces in any direction.										

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Extinguish Light (Small Ranged)	3d6	+5 +Emp*	11	25	Emp	1	0	Ranged, Fear, Arc-Rooftop, Smoke.	NPC	1
Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy, Dangerous 4 (Smoke, 1 space of Smoke is always placed over your character if no Smoke is there), Modification: Arcane-Rooftop.										
Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Staggering Roar (Dual Ranged)	4d6	+1 +Emp*	8	15	3 +Emp	1	0	Ranged, Fear, Arc-Rooftop, Storm.	NPC	2
Dual, Splash 4 (Any), Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy, Energy, Dangerous 2 (Wind), Modification: Arcane-Rooftop.										
Strong Hit: Shock (Hit) All damaged characters are Suppressed and Pushed 2 spaces in any direction.										
Tempt with Red Gold (Small Ranged)	3d6	+6 +Emp*	9	25	Emp	1	0	Ranged, Fear, Arcane-Street, E.	NPC	1
Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy, After you Attack with this Weapon: move yourself 2 spaces and your opponent 1 space (double this amount if you spend a Small Bag of Money), Modification: Arcane-Street.										
Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Lingering Doubts (Small Ranged)	3d6	+3 +Emp*	9	25	1 +Emp	1	0	Ranged, Fear, Arcane-Street, Fire.	NPC	1
Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy, Energy, Burn, Dangerous 1 (Cursed Ground), Modification: Arcane-Street, (Cursed Ground not Fire).										
Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at 0 Range, and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).										
Marked for Death (Small Ranged)	3d6	+3 +Emp*	10	25	Emp	1	0	Ranged, Fear, Arcane-Sewage, Acid.	NPC	1
Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy, Dangerous 2 (Cursed Ground), All Damaged characters have their Armour reduced by 1 against the next Hit on them before your next Turn (does not Stack), Modification: Arcane-Sewage, (Cursed Ground not Acid Pool).										
Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Rat Chitter (Dual Ranged)	4d6	+2 +Emp*	8	15	3 +Emp	1	0	Ranged, Fear, Arc-Sewage, R S.	NPC	2
Dual, Splash 4 (Any), Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy, Dangerous 2 (Swarm, Crawling), After you Attack with this Weapon during Combat: move ALL Swarm Dangerous Terrain 1 space, Modification: Arcane-Sewage.										
Putrid Stench (Small Ranged)	3d6	+6 +Emp*	10	25	1 +Emp	1	0	Ranged, Fear, Arcane-Sewage, S.	NPC	1
Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy, Dangerous 1 (Disease Cloud), Poison, Modification: Arcane-Sewage.										
Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Strong Hit: Sickness (Hit) All damaged characters take a further 6 End Dmg if they move 3 or more spaces during their next Turn (Stacks).										
Paralyzing Doubt (Small Ranged)	3d6	+5 +Emp*	10	25	Emp	1	0	Ranged, Fear, Arcane-Sewage, S.	NPC	1
Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy, Poison, Dangerous 4 (Cursed Ground), Dangerous 2 (Difficult Terrain), Modification: Arcane-Sewage, (Cursed Ground not Poison Cloud).										
Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Strong Hit: Sludged (Hit) All damaged characters have all of their Movements and Defences reduced by 2 until your next Turn (Stacks).										
Doubt (Small Ranged)	3d6	+5 +Emp*	10	25	Emp	1	0	Ranged, Fear, Arcane-Garden, Rot.	NPC	1
Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy, Dangerous 2 (Cursed Ground), Modification: Arcane-Garden, (Cursed Ground not Acid Pool or Difficult Terrain).										
Momentum 1: Once per Turn: make a Free Attack with this Weapon.										
Strong Hit: Rot (Hit) A Damaged character takes 1 point of Damage (no Armour) to a random (1d3) Attribute and gains a Point of Momentum.										
Crippling Anxiety (Hefty Ranged)	2d6*	+6 +Emp**	13	45	2 +Emp	2	0	Ranged, Fear, Arcane-Alleyway, S.	NPC	2
Large, **1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body), Requires 2 Slots, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, **Agility never increases To Hit, Requires 0 Slots. Henchmen & Power Body Groups have 2 Empathy, All damaged characters have -1 Hit and Range (min 1) on their next Attack before your next Turn (Stacks to -3), Modification: Arcane-Alleyway.										

ASSISTANT WEAPONS (REQUIRE THE RANGE: ASSISTANT TRAIT)



Loyal Guard Dog	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Type & Variation	Movement	Defence	Armour	Bodies	Acquire	Cost
Bite (Short)	3d6	+3	1	1	2	1*	Melee, Tooth & Claw.	6	22	2	1	14t	1

Small, Natural, Splash 1 (Any) **3 Crit Dmg vs characters at 0 Endurance.

Momentum 1: +1 Crit Dmg.

Traits/Notes: Henchmen Group. If the Loyal Guard Dog takes Attribute Damage they are wounded and should be removed from the Battle Map. Cannot be auto-killed by the Rush Action.



Undead Warriors	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Type & Variation	Movement	Defence	Armour	Bodies	Acquire	Cost
Rusty Spears (Balanced)	2d6*	+0	1*	3	2	4	Melee, Polearm.	6	22	2	3	16t	4

Your first Attack each Turn with this Weapon gains Strong Hit (5-6). **1d6 Hit per Range increment beyond the 1st (normally -2 Hit) (Stacks up to +2d6).

Traits/Notes: Henchmen Group. If the Undead Warriors takes Attribute Damage they are killed and should be removed from the Battle Map. Cannot be auto-killed by the Rush Action.



Tethered Trainee	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Type & Variation	Movement	Defence	Armour	Bodies	Acquire	Cost
Pistol (Small Ranged)	3d6	-3	5*	25	-2	2	Ranged, Firearm.	6	22	2	1	14t	1

Small, *Strong Hit +1 vs targets within your second Range increment while you're performing the Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). **Modifications:** Low-Quality.

Momentum 1: Once per Turn: make a Free Attack with this Weapon.

Traits/Notes: Henchmen Group. If the Tethered Trainee takes Attribute Damage they are wounded and should be removed from the Battle Map. Cannot be auto-killed by the Rush Action.

AGGRESSIVE STANCES

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
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Evening Dress & Heels

12

13

2

3

25

1

Attractive.

14t

0

While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +1 (+3 if you're an NPC, does not Stack) Momentum, +1 Persuasion and a City Skill, +1 Combat Order.

Primal Rage

11

15

2

3

30

1

Imposing.

14t

0

While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +1 (+3 if you're an NPC, does not Stack) Momentum, +1 Leadership and Resolve.

Assassin's Garb

11

13

2

3

25

2

Practical.

14t

0

While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +1 (+3 if you're an NPC, does not Stack) Momentum, +1 Physical, Stealth and to two different City Skills.

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
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+ Shrug it Off

11

15

2

3

32

1

Imposing.

14t

1

While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +1 (+3 if you're an NPC, does not Stack) Momentum, +1 Leadership and Resolve, Reduce all Attribute Damage you receive by 2 (after Armour) to a minimum of 2, **Modification:** Absorption.

+ Magic Eater

11

15

2

3

26

2

Practical.

14t

1

While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +1 (+3 if you're an NPC, does not Stack) Momentum, +1 Physical, Stealth and to two different City Skills, You may use Rush to kill Power Bodies instead of Henchmen Bodies, **Modification:** Arcane Protection.

+ Mighty Leap

11

15

2

3

30

1

+2

Imposing.

14t

1

While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +1 (+3 if you're an NPC, does not Stack) Momentum, +1 Leadership and Resolve, At the start of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and Fly for 6 seconds or until your next Turn, **Modification:** Flight.

+ Spectral Form

11

16

2

3

35

1

Imposing.

14t

1

While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +1 (+3 if you're an NPC, does not Stack) Momentum, +1 Leadership and Resolve, At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and become Incorporeal and gain +3 Armour and -2 non-Fear Crit Dmg for 6 seconds or until your next Turn, **Modification:** Incorporeal.

+ Ghost Form

13

13

2

3

25

1

Attractive.

14t

1

While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +1 (+3 if you're an NPC, does not Stack) Momentum, +1 Persuasion and a City Skill, +1 Combat Order, At any time during your Turn you may take 1 Dmg (no Armour) to one (two if you can't see your destination) random (1d3+3) Attribute and Teleport 6 spaces (12 metres), **Modification:** Teleport.

+ Hard Head

10

15

2*

3*

30

1

Imposing.

14t

1

While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +1 (+3 if you're an NPC, does not Stack) Momentum, +1 Leadership and Resolve, *Two predefined Attributes gain +2 Armour, **Modification:** Sectional Protection.

+ Blink

11

13

2

4

25

2

Practical.

14t

1

While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +1 (+3 if you're an NPC, does not Stack) Momentum, +1 Physical, Stealth and to two different City Skills, At any time during your Turn you may take 1 Dmg (no Armour) to one (two if you can't see your destination) random (1d3+3) Attribute and Teleport 6 spaces (12 metres), **Modification:** Teleport.



Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
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Anger Management Issues

10

15

2*

3*

32

1

Imposing.

14t

2

While you have Endurance: at the end of your Turn if you have 0 Momentum you gain +1 (+3 if you're an NPC, does not Stack) Momentum, +1 Leadership and Resolve, Reduce all Attribute Damage you receive by 2 (after Armour) to a minimum of 2, *You Conviction and Understanding Attributes gain +2 Armour, **Modification:** Absorption, Sectional Protection.

AVOIDANCE STANCES

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Trench Coat & Tricorn Hat	15*	10	1	5	15	2	+1	Attractive.	14t	0
*Once (twice if you're an Immense NPC) before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Persuasion and a City Skill, +1 Combat Order.										
Ninja Skills	14*	12	1	5	20	2	+1	Imposing.	14t	0
*Once (twice if you're an Immense NPC) before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Leadership and Resolve.										
Illusionist	14*	10	1	5	15	3	+1	Practical.	14t	0
*Once (twice if you're an Immense NPC) before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Physical, Stealth and to two different City Skills.										

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
★ + Roll with the Punches	15*	10	1	5	17	2	+1	Attractive.	14t	1
*Once (twice if you're an Immense NPC) before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Persuasion and a City Skill, +1 Combat Order. Reduce all Attribute Damage you receive by 2 (after Armour) to a minimum of 2, Modification: Absorption.										
★ + Swing	14*	10	1	5	15	3	+2	Practical.	14t	1
*Once (twice if you're an Immense NPC) before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Physical, Stealth and to two different City Skills. At the start of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and Fly for 6 seconds or until your next Turn, Modification: Flight.										
+ Chameleon Cloak	16*	10	1	5	15	2	+1	Attractive.	14t	1
*Once (twice if you're an Immense NPC) before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Persuasion and a City Skill, +1 Combat Order. At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and become Invisible (Stealthed) until your next Turn (6 seconds) or until you make a non-Fear Attack, Modification: Invisibility.										
★ + Mental Illusion	17*	9	1	5	13	2	+1	Attractive.	14t, 1Kn	1
*Once (twice if you're an Immense NPC) before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Persuasion and a City Skill, +1 Combat Order. Your clothes can change their appearance at will, Modification: Morph.										
+ Breastplate	13*	12	1*	5*	20	2	+1	Imposing.	14t	1
*Once (twice if you're an Immense NPC) before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Leadership and Resolve, *Two predefined Attributes gain +2 Armour, Modification: Sectional Protection.										
+ Shadow Jump	14*	10	1	6	15	3	+1	Practical.	14t	1
*Once (twice if you're an Immense NPC) before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Physical, Stealth and to two different City Skills. At any time during your Turn you may take 1 Dmg (no Armour) to one (two if you can't see your destination) random (1d3+3) Attribute and Teleport 6 spaces (12 metres), Modification: Teleport.										



Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Mirror Images	16*	11	1	5	18	2	+1	Imposing.	14t, 1Kn	2
*Once (twice if you're an Immense NPC) before your next Turn you may gain +1d6 Defence vs an Attack (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Leadership and Resolve. Reduce all Attribute Damage you receive by 2 (after Armour) to a minimum of 2. Your clothes can change their appearance at will, Modification: Absorption, Morph.										

BLOCK STANCES

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Blocking Rapier	14	12	1d6*	2*	30	4		Attractive.	14t	0
*While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may change your facing in response to another character's non-Fear Attack Action (before an Attack Roll is made) and gain +1 Armour vs that Attack, +1 Persuasion and a City Skill, +1 Combat Order.										
Arcane Deflection	13	14	1d6*	2*	35	4		Imposing.	14t	0
*While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may change your facing in response to another character's non-Fear Attack Action (before an Attack Roll is made) and gain +1 Armour vs that Attack, +1 Leadership and Resolve.										
Shield at the Ready	13	12	1d6*	2*	30	5		Practical.	14t	0
*While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may change your facing in response to another character's non-Fear Attack Action (before an Attack Roll is made) and gain +1 Armour vs that Attack, +1 Physical, Stealth and to two different City Skills.										

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
+ Counter Spell	13	16	1d6*	2*	36	4		Imposing.	14t	1
*While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may change your facing in response to another character's non-Fear Attack Action (before an Attack Roll is made) and gain +1 Armour vs that Attack, +1 Leadership and Resolve. You may use Rush to kill Power Bodies instead of Henchmen Bodies. Modification: Arcane Protection.										
+ Repost	13	13	1d6*	2*	30	5		Practical.	14t	1
*While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may change your facing in response to another character's non-Fear Attack Action (before an Attack Roll is made) and gain +1 Armour vs that Attack, +1 Physical, Stealth and to two different City Skills. When you take Damage from a Melee Weapon: deal 5 End Dmg to the Attacker. Modification: Backlash.										
+ Mind Games	15	12	1d6*	2*	30	4		Attractive.	14t	1
*While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may change your facing in response to another character's non-Fear Attack Action (before an Attack Roll is made) and gain +1 Armour vs that Attack, +1 Persuasion and a City Skill, +1 Combat Order. At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and become Invisible (Stealthed) until your next Turn (6 seconds) or until you make a non-Fear Attack. Modification: Invisibility.										
★ + Keep your Guard Up	11	14	1d6+1*	3*	25	4		Imposing.	14t	1
*While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may change your facing in response to another character's non-Fear Attack Action (before an Attack Roll is made) and gain +1 Armour vs that Attack, +1 Leadership and Resolve. You have -1 Armour while you have 0 Endurance. Modification: Invulnerable.										



Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Master Duelist	13	14	1d6*	2*	35	5		Practical.	14t	2
*While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may change your facing in response to another character's non-Fear Attack Action (before an Attack Roll is made) and gain +1 Armour vs that Attack, +1 Physical, Stealth and to two different City Skills. When you take Damage from a Melee Weapon: deal 5 End Dmg to the Attacker. At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and become Incorporeal and gain +3 Armour and -2 non-Fear Crit Dmg for 6 seconds or until your next Turn. Modification: Backlash, Incorporeal.										

ENDURE STANCES

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Regeneration	11	14	4	4	40	3	-1	Attractive.	14t	0
While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Persuasion and a City Skill, +1 Combat Order.										
Forcefield	10	16	4	4	45	3	-1	Imposing.	14t	0
While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Leadership and Resolve.										
Fullplate	10	14	4	4	40	4	-1	Practical.	14t	0
While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Physical, Stealth and to two different City Skills.										

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
+ Overload	10	18	4	4	46	3	-1	Imposing.	14t	1
While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Leadership and Resolve, You may use Rush to kill Power Bodies instead of Henchmen Bodies, Modification: Arcane Protection.										
+ Counterpunch	10	17	4	4	45	3	-1	Imposing.	14t	1
While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Leadership and Resolve, When you take Damage from a Melee Weapon: deal 5 End Dmg to the Attacker, Modification: Backlash.										
+ Shroud of Darkness	11	14	4	4	40	4	-1	Practical.	14t	1
While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Physical, Stealth and to two different City Skills, At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and become Invisible (Stealthed) until your next Turn (6 seconds) or until you make a non-Fear Attack, Modification: Invisibility.										
+ Immortality	8	14	5	5	30	4	-1	Practical.	14t	1
While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Physical, Stealth and to two different City Skills, You have -1 Armour while you have 0 Endurance, Modification: Invulnerable.										
+ Heavy Armour	9	16	4*	4*	45	3	-1	Imposing.	14t	1
While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Leadership and Resolve, *Two predefined Attributes gain +2 Armour, Modification: Sectional Protection.										

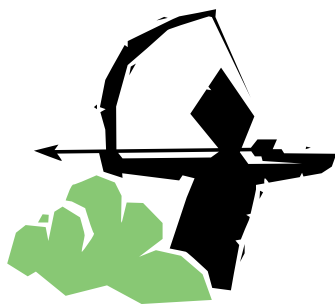


Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Titanic Leap	10	16	4	4	45	3	+1	Imposing.	14t	1
While you have Endurance: once (twice if you're an Immense NPC) before your next Turn you may redirect 1 non-Fear Attack aimed at an adjacent ally onto yourself (after an Attack Roll is made, but before Strong Hit Options are selected), +1 Leadership and Resolve, At the start of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and Fly for 6 seconds or until your next Turn, Modification: Flight.										

OUTWIT STANCES

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Monocle & Top Hat	13	11	2*	3*	20	5		Attractive.	14t	0
*While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Persuasion and a City Skill, +1 Combat Order.										
Assassin Skills	12	13	2*	3*	25	5		Imposing.	14t	0
*While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Leadership and Resolve.										
Roguish Leather Vest	12	11	2*	3*	20	6		Practical.	14t	0
*While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Physical, Stealth and to two different City Skills.										

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
+ Leech Power	12	15	2*	3*	26	5		Imposing.	14t	1
*While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Leadership and Resolve, You may use Rush to kill Power Bodies instead of Henchmen Bodies, Modification: Arcane Protection.										
+ Bat Form	13	11	2*	3*	20	5	+2	Attractive.	14t	1
*While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Persuasion and a City Skill, +1 Combat Order, At the start of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and Fly for 6 seconds or until your next Turn, Modification: Flight.										
+ Master Assassin	14	11	2*	3*	20	5		Attractive.	14t	1
*While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Persuasion and a City Skill, +1 Combat Order, At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and become Invisible (Stealthed) until your next Turn (6 seconds) or until you make a non-Fear Attack, Modification: Invisibility.										
+ Arcane Shield	10	13	3*	4*	15	5		Imposing.	14t	1
*While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Leadership and Resolve, You have -1 Armour while you have 0 Endurance, Modification: Invulnerable.										
+ Enchanted Clothes	15	10	2*	3*	18	5		Attractive.	14t, 1Kn	1
*While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Persuasion and a City Skill, +1 Combat Order, Your clothes can change their appearance at will, Modification: Morph.										
+ Reality Step	12	11	2*	4*	20	6		Practical.	14t	1
*While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Physical, Stealth and to two different City Skills, At any time during your Turn you may take 1 Dmg (no Armour) to one (two if you can't see your destination) random (1d3+3) Attribute and Teleport 6 spaces (12 metres), Modification: Teleport.										



Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Master Hunter	12	14	2*	3*	30	5	+2	Imposing.	14t	2
*While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Leadership and Resolve, At the start of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and Fly for 6 seconds or until your next Turn, At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and become Incorporeal and gain +3 Armour and -2 non-Fear Crit Dmg for 6 seconds or until your next Turn, Modification: Flight, Incorporeal.										

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