

## Fantasy Equipment

ritualistic or ceremonial events, including sacrifices of both people and animals.

**Mattock.** Similar to the pickaxe, the mattock is a versatile tool used to chop ground, and dig holes. It is designed to be swung between the wielder's legs.

**Ono.** An Eastern-style axe, this weapon is often used in depicting folk heroes. It is essentially a hatchet.

**Parashu.** A one or two-handed iron or steel battleaxe, the parashu does an additional +2 damage

when wielded two-handed. The parashu is closely associated with Hindu deities.

**Pickaxe.** The pickaxe is a tool used for digging and breaking ground. It is very effective at breaking stone.

**Sagaris.** A long-shafted axe with a small metal head, this weapon is favored by Amazons. Some say it is the precursor to the battleaxe.

**Shepherd's axe.** A long, light axe, used both as a walking tool and a weapon. Other similar axes

### MISCELLANEOUS MELEE WEAPONS

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Baton	1d6+3	Blunt	5	S	3	—
Cestus	—	Blunt	10	S	1	—
Chain, weighted	2d6+2	Blunt	7	L	9	Reach
Club	2d6	Blunt	1	M	3	—
Club, spiked	2d6+2	Piercing/Blunt	8	M	6	—
Flail, footman's (ball-and-chain)	2d6	Blunt	20	M	5	—
Flail, horseman's	2d6+4	Blunt	30	L	9	Heavy
Garrote	1d6	-	2	S	-	—
Hammer, light	2d6	Blunt	1	S	2	—
Knife/dagger	2d6	Piercing	2	T	1	Thrown (3)
Lance, heavy	4d6	Piercing	200	L	50	—
Lance, light	3d6	Piercing	120	L	30	—
Lasso	-	-	1	L	4	Trap
Mace, footman's	2d6+2	Blunt	15	M	5	—
Mace, horseman's	2d6+4	Blunt	30	M	9	—
Main gauche (parrying dagger)	1d6+4	Slashing	5	S	5	Shield
Morningstar	3d6+2	Piercing/Blunt	75	L	7	Heavy
Net	—	—	5	L	3	Trap
Pick, military	2d6+3	Piercing, Blunt	10	M	5	—
Quarterstaff	2d6	Blunt	-	L	4	—
Sap	2d6	Blunt	1	S	2	Stun
Scythe	2d6	Slashing	4	M	9	—
Sickle	2d6+4	Slashing	8	L	2	—
Spear	2d6+2	Piercing	3	M	6	Thrown (6)
Spear, longspear	3d6+2	Piercing	8	L	9	Reach
Spear, shortspear (javelin)	2d6	Piercing	2	M	3	Thrown (5)
Stake, wooden	1d6	Piercing	-	S	1	—
Warhammer (maul)	3d6	Blunt	12	M	5	—
Whip	2d6	Slashing	12	M	2	Reach, Trap
Whip, cat-o'-nine-tails	1d6	Slashing	20	M	2	Reach

include the fokos, bartka, or baltag. This axe is often overlooked as a weapon, making it easy to get past guards and the like.

**Splitting maul.** This axe has a variety of names—go-devil, sledge axe, blockbuster. It is a long-handled, heavy tool with an axe head on one side and a sledgehammer head on the reverse. It is very effective at splitting wood.

**Tomahawk.** A single-handed axe used for close-quarters combat and for throwing.

**MISCELLANEOUS MELEE WEAPON LIST**

Throughout history, nearly everything has been used as a weapon. Hammers, chains, picks, sickles, even wooden stakes have all been turned against foes in anger. The following list contains a variety of weapons, some specifically designed as such, or based on an existing tool, and others which were tools which came to be used as such. These weapons do not fall neatly into an existing category.

**Baton.** A baton, or truncheon, is a short club. It is often called a billy-club, blackjack, or nightstick, and

is used by ruffians and law-enforcement.

**Cestus.** A battle-glove, made of leather and iron. The cestus was originally devised for a particularly gladiatorial form of boxing. A cestus adds +1d6 to base unarmed damage (this does not stack with other items or effects which increase base unarmed damage).

**Chain, weighted.** A chain with blunt weights at either end, designed to reach out to 10'.

**Club.** A simple wooden or metal stick or bat. This includes baseball bats, cricket bats, tire-irons, and other crude blunt weapons.

**Club, spiked.** A club with sharp metal protrusions.

**Hammer, light.** A light hammer is heavier than a standard tool, but lighter than a sledgehammer.

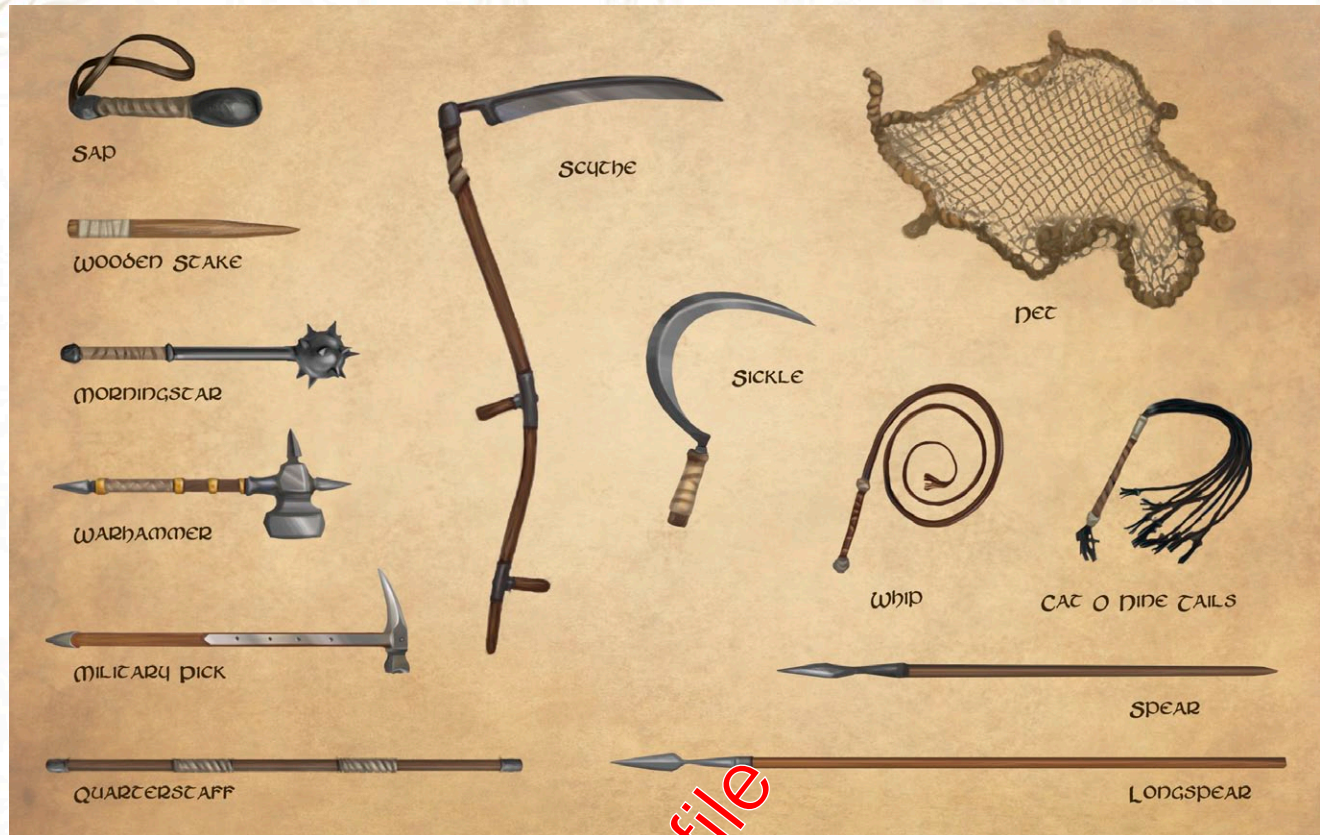
**Knife/dagger.** Knives and daggers range from kitchenware to ceremonial blades.

**Lance, heavy.** A lance is along spear designed for use by a mounted warrior referred to as a lancer. Lances are heavily associated with knighthood.

**Lance, light.** Light lances are often used for training or sport, or sometimes by footmen (in which case it is referred to as a footman's lance).



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**Lasso.** A lasso has a range increment of 3, and only has two range increments.

**Mace, footman's.** A mace is a heavy bludgeon with a head on the end of a sturdy handle. Some maces have flanges which help them to pierce plate armor, while others are knobbed and designed to cause damage without penetrating the armor.

**Mace, horseman's.** A horseman's mace is heavier than the footman's version. It has a shorter shaft, making it easier to use from horseback.

**Main-gauche.** The main-gauche is a parrying dagger. Usually used in the off-hand, it operates like a small shield.

**Morningstar.** A morningstar resembles a mace, but has a spiked head. It is a common backup weapon of the medieval knight.

**Net.** Nets are usually weighted, and are able to entangle and immobilize a foe.

**Pick, military.** A military, or horseman's pick, resembles a warhammer but has a down-curved spike on the reverse of the hammer head. The spike is designed to penetrate thick armor or mail, but can be unwieldy.

**Quarterstaff.** A quarter staff is a six-foot staff, often made of wood, but sometimes of metal.

**Sap.** A sap is a small, blunt object used to render a target unconscious. It does little damage, and that damage is non-lethal (stunning) damage, and it is a weak melee weapon, but if the target is unaware of the attack he must make a *Difficult [16]* END check or become stunned.

**Scythe.** An agricultural tool used for reaping crops. A scythe has a long wooden shaft, with a back-curving blade extending sideways from the end. The sharp edge is on the inside of the blade. Scythes are sometimes used in combat.

**Sickle.** A sickle is a one-handed tool shaped much like a scythe but with a much shorter handle.

**Spear.** A spear is a long stick with a pointed impact head that can be thrown. The shortspear, or javelin, is designed to be thrown but can be used in melee in a pinch. The longspear is about 8' in length—longer than a spear but shorter than a pike. Too large to be thrown, it is the ancestor of many polearms.

**Stake, wooden.** A wooden stake makes for a poor melee weapon; however, against vampires it instead

counts as a dagger, and is not subject to a vampire's SOAK.

**Warhammer.** A warhammer is designed especially for battle. Warhammers weigh about the same as a sledgehammer, although some designs are larger and heavier.

**Whip.** A whip is a melee weapon with a 10' reach. Skilled practitioners can perform tricks with a whip. The whip can trap an opponent by paying 2d6; if successful, the opponent is immobilized, although the whip itself cannot be used while trapping a victim. A whip can also be used to grab items and objects.

**Whip, cat-o'-nine-tails.** This whip, known as the cat, has multiple tails and is generally used for inflicting pain rather than in combat. The nine tails are knotted cord. The cat is a common military and naval punishment tool.

**POLEARM LIST**

Polearms are, in short, long sticks with an assortment of blades, hammers, and hooks at the other end. These weapons provide greater reach to the footman, greater angular momentum than shorter weapons, and are cheaper to make than swords and the like. For this reason, they are greatly favored by peasants

and militia. The wide range and variety of polearms is immense, and some weapons defy classification.

Eastern polearms such as the *naginata* and *nagamaki* are included in the Eastern Melee Weapons List.

**Bardiche.** A bardiche is similar to a halberd, but lacks the hook and spear point. A long cleaver-like blade is attached to a 5' pole, making it one of the shortest polearms; variations include the Lochaber axe and the Jeddart staff.

**Bec de corbin.** Similar to a Lucerne hammer, this polearm has a hammer head and spike atop a long pole, although the "beak" is typically used rather than the hammer head.

**Bill.** Similar to the halberd, the bill is also known as the bill hook or the bill-guisarme. It has a hooked, edged blade with pointed spikes mounted on the end of a pole; the hooked blade curves back to form a hook. A couple of variations include the 6' black (military) bill and the 8'-9' forest (civilian) bill. This weapon is ideal for fighting mounted knights with heavy stopping power in the spearhead, a powerful swing, and the hook to drag the unlucky horseman to the ground.

**Boar spear.** Used for boar hunting, this shortish spear has two lugs behind the spearhead; this stops



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### POLEARMS

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Bardiche	2d6	Slashing	4	L	4	—
Bec de corbin	2d6	Blunt, Piercing	5	L	5	Reach
Bill	3d6	Slashing, Piercing	7	L	6	Reach, Hook
Boar spear	2d6	Piercing	4	L	4	+1 MELEE DEFENSE, Set
Bohemian earspoon	2d6	Piercing	4	L	5	Reach, +1 MELEE DEFENSE
Brandistock	2d6	Piercing	4	L	4	—
Broadaxe	2d6+4	Slashing	5	L	6	Reach
Corseque	2d6	Slashing, Piercing	5	L	7	Reach
Dagger-axe	2d6	Piercing	4	L	4	Reach
Fauchard	2d6+2	Slashing	5	L	6	Reach
Glaive	2d6+4	Slashing	5	L	7	Reach
Guan dao	2d6	Slashing, Piercing	5	L	6	Reach
Guisarme	2d6	Slashing	4	L	5	Reach, Hook
Halberd	2d6	Slashing, Piercing	5	L	5	Reach, Hook
Lucerne hammer	2d6+2	Piercing, Blunt	5	L	7	Reach
Man-catcher	2d6	-	4	L	7	Reach, Trap
Military fork	2d6	Piercing	4	L	5	Reach, Set
Ox-tongue	2d6	Piercing	4	L	4	Reach, Set
Partisan	2d6	Piercing	4	L	4	Reach, +1 MELEE DEFENSE
Pike	3d6	Piercing	6	L	8	Long Reach, Set
Poleaxe	2d6	Slashing, Piercing	4	L	7	Reach
Ranseur	2d6	Piercing	4	L	6	Reach, +1 MELEE DEFENSE
Sovnya	2d6	Slashing	4	L	6	Reach
Spetum	2d6	Piercing	4	L	7	Reach
Svärdstav	2d6	Slashing	4	L	8	Reach
Trident	2d6	Piercing	4	L	6	Reach, Set
Voulge	2d6	Slashing	4	L	6	Reach
War-scythe	2d6	Slashing	4	L	6	Reach

an angry boar from working its way up the shaft after being impaled, and this trait made it very effective against a charging horse.

**Bohemian earspoon.** This unusually-named hunting weapon has a long, wide spearhead with two lugs at the head's base in a guard-like fashion.

**Brandistock.** This weapon is only about 5' long, and is often used by militia. It has a retractable blade (sometimes up to three thin blades) kept inside the hollow shaft and propelled and locked in place with a sharp thrust.

**Broadaxe.** A 5' haft with a heavy crescent-shaped axe-head on the end. Also known as a longaxe. The

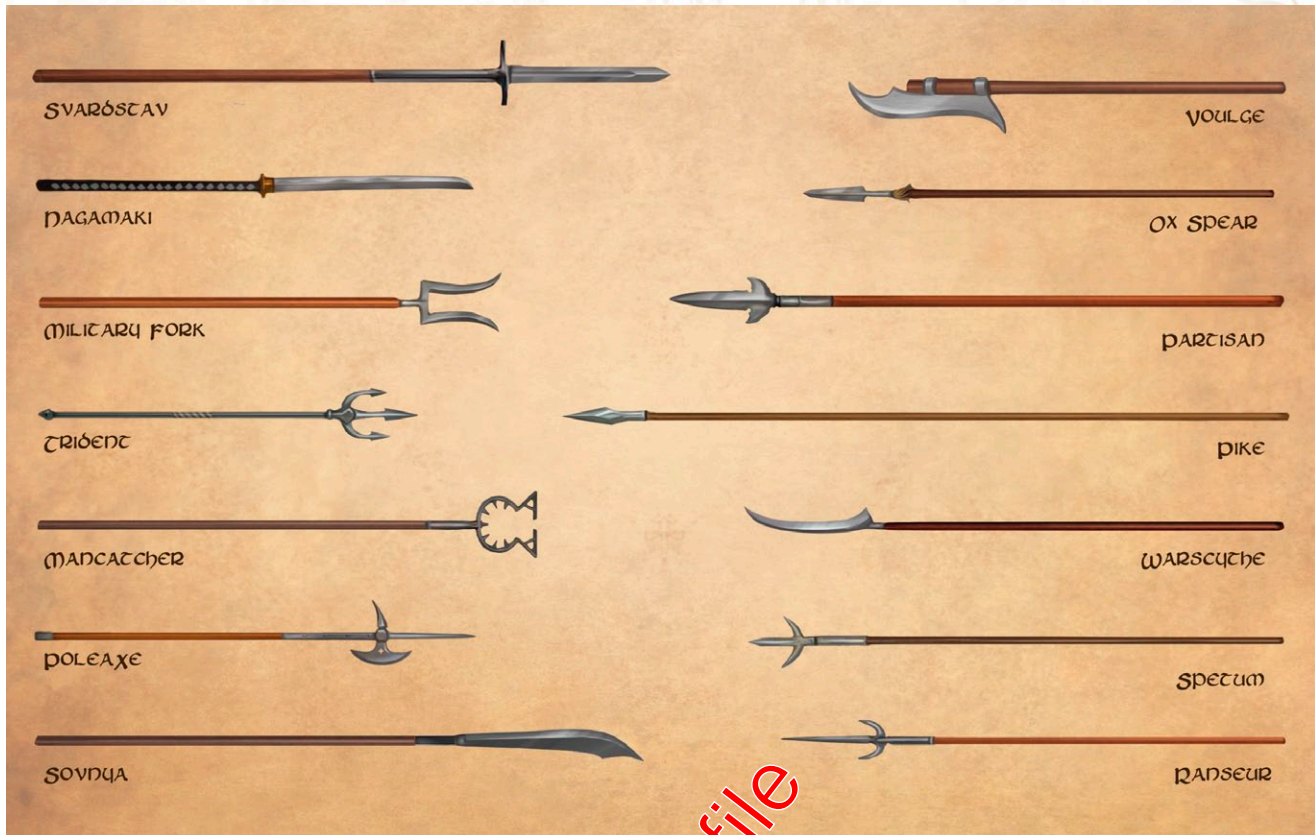
sparr axe is similar to the broadaxe; this weapon has a larger head, and the bottom part of the crescent is curved back to touch the haft.

**Corseque.** A 7' pole with a three-bladed head on the end, typically a long spike with a shorter blade on either side at 45–90 degrees.

**Dagger-axe.** This oriental weapon has a bronze or iron dagger mounted atop a wooden staff. Some ceremonial variations include two or three blades.

**Fauchard.** This polearm consists of a long pole up to 7' in length with a curved blade atop it; the sharp edge is the inside (concave) edge of the blade.

**Guan dao.** This cavalry weapon, also known as the



moon blade, has a 6' pole with a heavy curved blade counterweighted by a pointed metal spike.

**Guisarme.** This weapon was designed to dismount mounted opponents, knights in particular. It is basically a hook on a spear shaft, although some variants contain additional points or spikes.

**Glaive.** Glaives have a single-edged 18" blade on the end of a 7' pole, affixed in a manner similar to an axe-head. A variation, called the glaive-guisarme, combines the glaive and the guisarme by including a hook on the other side of the pole.

**Halberd.** The halberd is one of the most common polearms. It has an axe blade and spike atop a long shaft, with a hook on the reverse side similar to that of a guisarme.

**Lucerne hammer.** This weapon combines a bec de corbin with a warhammer—a three or four pronged head on a 7' pole, with long spikes on the reverse and the end.

**Man-catcher.** This polearm has two semicircular spring-loaded prongs able to encircle and trap a man-sized target. It was primarily used to dismount riders and then restrain them.

**Military fork.** Based on the pitchfork, this weapon has two prongs which point straight forward, parallel or close to it. It is easier to use than a sword.

**Ox-tongue.** A broad-headed double-edged spear.

**Partisan.** A spearhead on a long shaft, this weapon has side-protrusion used to parry swords.

**Pike.** A pike is a very long spear, over 10' and up to 20' in length. Its extensive reach makes it useful in massed formations to defend against charging horses.

**Poleaxe.** A weapon which came about in order to penetrate plate armor, the poleaxe is like a longaxe or broadaxe with additional spikes—one on the back, and one on the end.

**Ranseur.** The ranseur is a long spear with a crescent-shaped cross hilt, almost like a *sai* on the end of a 6' staff. It can be used to trap enemy weapons.

**Scythe.** A pole with a curved blade mounted at 90 degrees to the pole; this is primarily a farming implement, but can be tasked to combat.

**Sovnya.** This resembles a long pole with a curved sword on the end, much like a *naginata*.

**Spetum.** This 7' pole has a spearhead with two shorter single-edged prongs set at an acute angle.

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**Svärdstav.** The *svärdstav* is a double-edged sword blade attached to a 7' staff.

**Trident.** A trident is a three-pronged spear; originally designed for fishing, it was quickly adopted as a military weapon.

**Voulge.** A voulge is a primitive glaive—a long blade is attached to a pole by binding the lower half or more of it to the shaft, making it almost a long axe.

**War scythe.** Similar to a regular scythe, the blade extends upright from the pole rather than sideways.

### EASTERN MELEE WEAPONS LIST

Eastern weapons are as many and varied as any other. The following is a list of some common Eastern weapons for settings which include cultures which use such weapons. The availability of these weapons is decided by the GM—they may be freely available, they may only be available in certain regions, or they may be used exclusively by a particular culture. Many Eastern weapons are descended from agricultural tools, including sickles, staves, threshers, forks, and fans.

**Butterfly sword.** These short, single-edged swords

are usually used in pairs. About the length of a forearm, they can easily be concealed. The swords are only sharpened for half their length, enabling the user to deliver bludgeoning attacks and to parry easily.

**Gunbai.** The *gunbai*, or war fan, can be used as a blade, a shield, and signalling device. War fans are typically made of wood or metal.

**Hanbō.** The *hanbō*, or half-staff, is about 3' long. The stick is often used as a walking cane, and can be used in a variety of ways to strike, block, and achieve joint locks and throws.

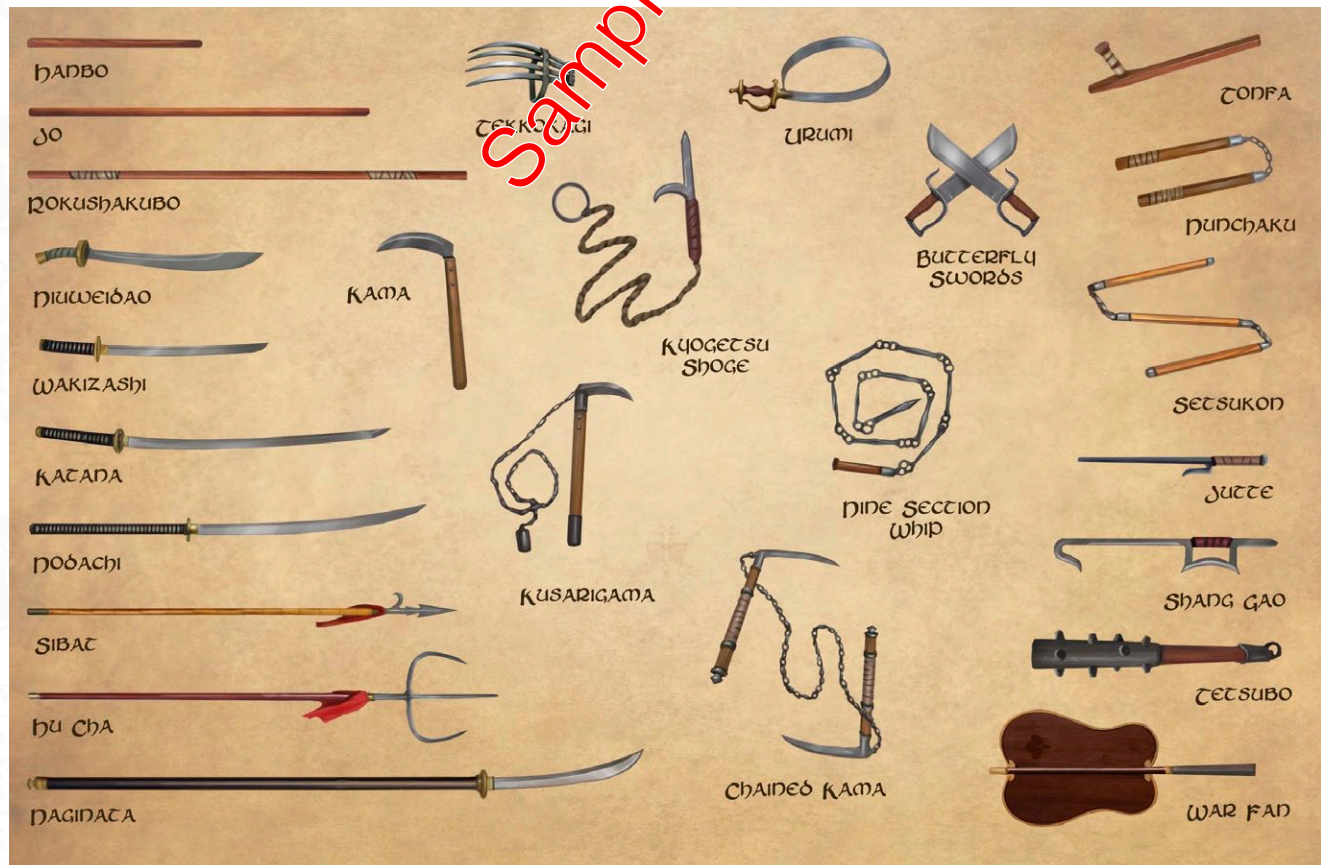
**Hu cha.** A hunting trident, this weapon is known as the “tiger fork.”

**Jō.** The *jō* is a wooden staff, shorter than the *rokushakubō*, typically around 4' in length.

**Jutte/Sai.** A weapon often used by militia, the *jutte* is used to block and parry sword attacks. Often made of heavy iron, the *jutte* can also be used to deliver very painful close-quarter strikes. The *sai* is a two-pronged variant with the same statistics.

**Kama.** The *kama* is a sickle-type weapon.

**Kama, double-chained.** The *kama* can sometimes



EASTERN MELEE WEAPONS

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Butterfly sword	2d6	Slashing/Blunt	20	M	1	+1 MELEE DEFENSE
Gunbai (war fan)	2d6	Slashing	5	S	—	Shield
Hanbō	1d6+4	Blunt	1	S	1	—
Hu cha (tiger fork)	3d6	Piercing	5	L	8	Reach
Jō	2d6	Blunt	1	M	2	—
Jutte/Sai	2d6	Blunt	8	S	1	Disarm, shield
Kama	3d6	Slashing	4	M	2	—
Kama, double-chained	2d6+2	Slashing	8	L	6	Double, reach
Katana	3d6+2	Slashing	50	M	6	—
Kusarigama (sickle and chain)	2d6+2	Blunt	12	L	3	Reach, trap
Kyogetsu-shoge	2d6	Slashing	6	S	1	Reach, trap
Nagamaki	3d6+2	Slashing	75	L	7	Reach
Naginata	3d6	Slashing	35	L	9	Reach
Niuweidao (Chinese broadsword)	3d6	Slashing	15	L	4	Heavy
Nodachi (great sword)	3d6+4	Piercing	60	L	8	—
Nunchaku	2d6	Blunt	4	M	2	Bypass
Rokushakubō (bō staff)	2d6+2	Blunt	1	L	3	Double, reach
Sansetsukon (three-piece-staff)	3d6	Blunt	8	L	3	Bypass
Shang gou (hook sword)	2d6	Slashing	6	S	1	Disarm
Sibat (spear)	2d6+1	Slashing	2	S	2	Thrown
Tekko-kagi (iron claw)	see text	Slashing	2	S	1	—
Tetsubo (war club)	2d6+4	Blunt	20	M	10	Heavy
Tonfa	2d6	Blunt	1	S	1	Shield
Urumi (curling blade)	3d6	Slashing	30	M	6	Bypass, reach
Wakizashi (side-sword)	2d6+1	Piercing	35	S	2	Close-quarters
Whip, nine-section (steel whip)	2d6+2	Blunt	8	L	3	Shield, trap

be used in pairs, with a chain linking the two weapons.

**Katana.** A katana is a curved, single-edged sword, not dissimilar in role to the longsword. It is designed for two-handed use, but, like the bastard sword, can be used with one hand.

**Kusarigama.** The chain-sickle consists of a *kama* on a *kusari-fundo*, or weighted chain. The weapon is swung in a circle over the head and then whipped forward. It can be used to both strike and trap.

**Kyogetsu-shoge.** This is a double-edged knife which has a back curving blade extending like one half of a crossguard. The device is attached to the end of about 15' of rope or chain, on the other end of

which is a metal ring. It has multiple uses, and can be used for slashing, stabbing, climbing, and entangling. The weapon counts as climbing gear when climbing.

**Nagamaki.** With a shorter staff and longer blade than the *naginata*, this weapon is considered more upper-class than the latter.

**Naginata.** The *naginata* is an Eastern polearm consisting of a pole with a curved blade at the end.

**Niuweidao.** This heavy bladed saber is sometimes called the “ox-tailed sword.”

**Nodachi.** This is a large, curved longsword, designed for two-handed use. The blade is at least three feet in length, and is worn across the back.

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**Nunchaku.** This traditional martial-arts weapon is made of two sticks connected by a short chain or rope, derived from a rice-threshing tool. The weapon can strike around shields.

**Rokushakubō.** A long hardwood staff, typically around 6' in length, the *rokushakubō* uses thrusting and swinging techniques based on movements similar to empty hand movements. The same literally translates as “six foot staff,” although it is often referred to simply as a “bō staff.”

**Sansetsukon.** This is a flail weapon made of three short staffs connected by short chains, rings, or ropes. It can be spun over or around shields.

**Shang gou.** A longsword with a hook near the tip which can be used to deflect other weapons.

**Sibat.** A *sibat* is a bamboo spear with a metal, often barbed, head. It can be used for melee or ranged combat.

**Tekko-kagi.** An Eastern cestus, this weapon has four iron “claws.” It increases unarmed damage by +1d6 and turns it into slashing damage.

**Testsubo.** The *tetsubo* is a heavy one-handed club covered in metal spikes or knobs.

**Tonfa.** A short stick with a handle one-third of the way down its length. It can be used to strike or block.

**Urumi.** This unusual weapon is a cross between a sword and a whip. The blade is thin and whip-like, and able to curl around shields. It is worn coiled around the waist like a belt.

**Wakizashi.** A short sword, often worn with a katana, the wakizashi is used as a back-up weapon or for some ceremonial uses, including executions and ritual suicide. It is often used instead of the katana when close-quarters fighting is expected.

**Whip, nine-section.** A nine-section whip, or chain whip, is made of connected metal rods. The other end often has a blade. It is sometimes simply called a “steel whip.”

### RANGED WEAPON LIST

Ranged weapons are tremendously useful. Most of the weapons listed herein have been adopted with little variation across multiple cultures down through the centuries.

**Crossbow.** Crossbows are horizontal, mechanical weapons which shoot bolts or quarrels; easier to use than a longbow, they are common with guardsmen, militia, or rank-and-file military. Hand crossbows are small, light items, easily concealed. Heavy crossbows do more damage and have a longer range. Crossbows can only be fired once per round.

**Crossbow, repeating.** A repeating crossbow uses a cunning automation system to string the bow and place the bolt, allowing it to be used much more rapidly. It mounts a “magazine” which typically holds 6 bolts, and it can be fired twice per round, rather than once like most crossbows. Reloading the magazine takes a full turn (two actions).

### RANGED WEAPONS

Bows	Damage	Type	Range Inc	Cost (gc)	Size	Weight (lbs.)	Special
Crossbow, hand	1d6	Piercing	6	130	S	3	Single
Crossbow, heavy	2d6+4	Piercing	15	60	M	10	Single
Crossbow, light	1d6+2	Piercing	10	40	S	5	Single
Crossbow, repeating	1d6	Piercing	10	750	M	12	—
Longbow	2d6+2	Piercing	18	70	L	4	—
Shortbow	1d6+2	Piercing	12	25	M	3	—

Thrown Weapons	Damage	Type	Range Inc	Cost (gc)	Size	Weight (lbs.)	Special
Dart	1	Piercing	3	1	S	1	—
Sling	1d6	Blunt	8	—	S	—	—
Spear	2d6+2	Piercing	6	2	M	6	Thrown (6)
Spear, shortspear (javelin)	2d6	Piercing	5	2	M	3	Thrown (5)



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### GUNPOWDER WEAPON LIST

More so than most, the availability of these weapons is very dependent upon the setting—especially the existence of advanced firearms such as the rifle and revolver. Some settings may exclude gunpowder weapons altogether. Firearms are AL 4 weapons. Ammunition for an archaic firearm costs one-twentieth (5%) the cost of the weapon (round up) for 20 shots (includes shot, gunpowder, and wadding). The ammunition costs are noted in parenthesis in the above table for convenience. Ammunition weights 1 lb for 20 shots.

Note that weapons with the Single trait can be fired only once per round; a separate action is not required to reload them.

**Arquebus.** A forerunner of the musket, an arquebus is a large muzzle-loaded smoothbore firearm which uses a matchlock firing action.

**Axe-pistol.** The axe-pistol is a dwarven innovation, attaching a handaxe to an extended, reinforced pistol barrel. With a simple switch of grip, which can be done as a free action, an axe-pistol can be used either as a handaxe or a pistol, albeit with a shorter range increment.

**Bayonet, pistol.** Adding a short blade to the end of the pistol allows the wielder to strike anyone who gets too close to safely shoot. This item can be added to any pistol, allowing the pistol to be used as either a dagger or a pistol.

**Blade pistol.** Similar to a pistol with a built-in bayonet, a blade pistol's cutting edge is sturdier, with the barrel of the gun built into the blade. The blade is treated as a short sword.

**Blunderbuss.** A lightweight firearm often used by cavalry which spreads shot over a wide area. A blunderbuss can attack two adjacent targets with each shot.

**Caplock pistol.** The caplock is the successor of the earlier flintlock, and uses a percussion cap struck by a hammer to ignite the gunpowder in the firing chamber. These pistols are more reliable than flintlocks, and more weather-proof.

**Dueling pistol.** The dueling pistol is a gentleman's weapon, its design heavier and slightly larger than

the standard pistol in order to give it added punch. Designed for use in duels and other forms of single combat where a single shot is the sole arbiter of success or failure, the care that's taken with crafting and balancing a dueling pistol gives it more accuracy and power. Dueling pistols are typically personalized by their owners, bearing ornate markings and decoration that show an individual aesthetic. Apart from the members of the gentry who use them to settle disputes of honor, dueling pistols often find their way into the hands of officers, royalty, particularly rich pirates and adventurers.

**Fire lance.** This is one of the earliest gunpowder weapons, also known as the fire spear. The fire lance is a bamboo tube containing gunpowder and small projectiles or darts. The weapon also incorporates a spear, and can be used as such. This weapon might be available at AL 3, depending on the campaign.

**Flintlock pistol.** This is the "default" pistol - a one-handed firearm with a flint striking mechanism. All of the pistols in this section are technically variations on the flintlock.

**Handgonne.** The handgonne (or hand cannon) is the oldest portable firearm. It requires ignition via a touch hole and fuse rather than an actual trigger, resembling more a simple barrel with a handle. It can only be fired once per round.

**Hilt pistol.** Essentially a pistol built into the hilt or cross guard of a melee weapon, the hilt-pistol allows an easy switch between melee and ranged combat. The pistol and the blade it will be attached to are forged separately, then fused in the last stages of the weapons forging. Of necessity the size of the pistol is reduced to avoid unbalancing the weapon it is being attached to, and it is often damaged by errant attacks or parries. Reduce the SOAK of the melee weapon by 2, and reduce its HEALTH by 25%.

**Hold-out pistol.** Easily tucked into the sleeve of a robe, a ladies muff, or in the folds of a sash, the hold-out pistol is a favourite among many who would prefer to be seen as unarmed. Rarely longer than seven or eight inches, the hold-out pistol sacrifices power for concealability. The reduced size means the weapon has smaller ammunition and a reduced range, but for