

retracts into the weapon's haft when not in use. The whip action, the presence of a weighted tip, and the danger of the monofilament line make wielding this weapon difficult at best. If an attacker using a monofilament whip rolls a glitch, she has either tangled the line around itself, gotten the weighted tip stuck on something, or inadvertently cut something nearby apart. If the attacker rolls a critical glitch, she has struck himself and must resist the whip's standard Damage Code.

Pole Arm: This spear-like weapon usually features an axe-head or similar blade and has become quite popular with trolls and other large individuals, even though it's not easy to handle.

Unarmed Combat

These weapons require the Unarmed Combat skill to use.

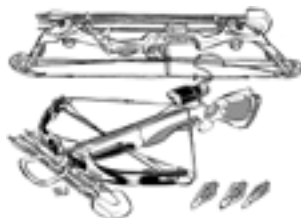
Shock Gloves: This pair of insulated plas-fabric gloves has a wire-mesh that discharges electric current when triggered by impact. The gloves deal Electricity damage (see p. 154) and have 10 charges (each); when plugged in, they recharge at a rate of one charge per 10 seconds.

PROJECTILE AND THROWING WEAPONS

These weapons are man-powered, but may use simple mechanical assistance for additional distance or speed. Rules for projectile weapons are covered on p. 144.

Bows: A traditional longbow of fiberglass or wood, or a modern compound-and-pulley bow. Reloading the bow takes one "Ready Weapon" Action (p. 137).

Bows have minimum Strength ratings that indicate the minimum Strength a character must have to use that weapon. When attacking with a bow, a character whose Strength is less than the Strength minimum suffers a -2 dice pool modifier per point below the minimum; this penalty reflects the difficulty they have in pulling the bow and nocking an arrow. The weapon's minimum Strength rating is also used to determine the weapon's range and damage.



Crossbows: Modern crossbows are equipped with automatic reloading devices to allow for faster firing rates (reloading doesn't require a Ready Weapon action, unless you happen to be using a museum piece). Crossbows also feature internal magazines (m) holding up to 4 bolts. Available in Light, Medium, and Heavy sizes.

Injection Arrows/Bolts: An injection arrow or bolt causes the same damage as a regular arrow/bolt, but an attack that inflicts at least 1 point of damage will also deliver one dose of whatever chemical substance the arrow/bolt was loaded with. This counts as an injection attack vector (see p. 244).

Shuriken: This multi-edged airfoil throwing blade is available in many different styles. A character can ready Agility ÷ 2 shuriken per Ready Weapon action.

Throwing knife: Any of a variety of slim knives or spikes. A character can ready Agility ÷ 2 throwing knives per Ready Weapon action.

FIREARMS

Firearms are primarily slug-throwers. Many weapons offer two versions, for standard loads or for caseless ammunition, though the latter is far more common in the 2070s. A weapon can fire either type of ammunition, but not both interchangeably.

A digital ammunition counter and wireless capability are standard equipment for modern firearms.

Tasers

Tasers deliver an electric charge that inflict Electricity Damage (see p. 154) to incapacitate a target. Tasers are resisted with half Impact armor (round up). Use the Pistols skill when firing a taser.

Defiance EX Shocker: The EX Shocker fires up to 4 darts that trail wires of up to 20 meters long. It also features contacts that allow it to be used as stun weapon in melee.

Yamaha Pulsar: The Pulsar fires capacitor darts at a target, eliminating the wires that trail from dart to weapon with other taser models.



Bows	Damage	AP	Availability	Cost
Bow	(STR Min +2)P	—	2	Rating x 100¥
Arrow	—	—	2	5¥
Injection Arrow	—	—	8R	50¥
Crossbows				
Light	3P	—	2	300¥
Medium	5P	—	4R	500¥
Heavy	7P	-1	8R	750¥
Bolt	—	—	2	5¥
Injection Bolt	—	—	8R	50¥
Throwing weapons				
Shuriken	(STR/2)P	—	2	30¥
Throwing knife	(STR/2 + 1)P	—	2	20¥