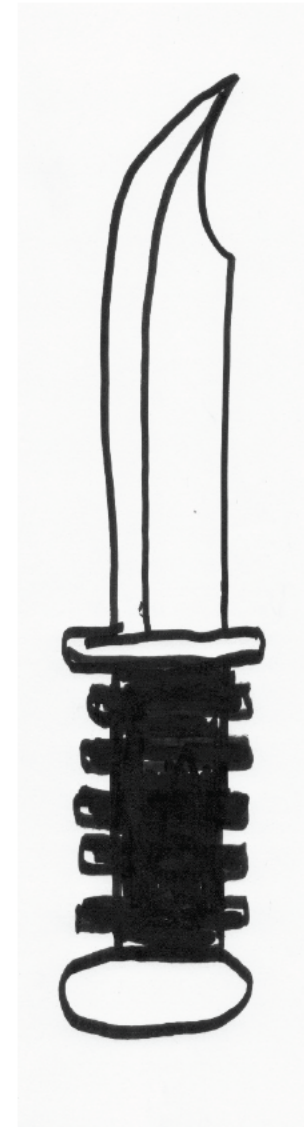




BLADES

Low-tech Blades include unpowered knives, swords, hatchets, or axes with moderately long handles. Survivors respect their usefulness in everyday chores and combat. For purposes of game mechanics, blades are single-edged or double edged portions of knives and swords with a point. Hatchets and axes have heads that are single-bitted or double-bitted. Individual features of such items will vary.

BLADES BY VALUE			
<u>Item</u>	<u>Material</u>	<u>Value*</u>	<u>Weight</u>
Knife	Bronze	50	2.0 lb/0.91 kg
	Iron	100	1.0 lb/0.45 kg
	Steel	150	0.5 lb/226.8 g
	Alloy	200	0.25 lb/113.4 g
Short sword	Bronze	200	4.0 lb/1.82 kg
	Iron	400	3.5 lb/1.59 kg
	Steel	600	3.0 lb/1.36 kg
	Alloy	800	2.5 lb/1.14 kg
Longsword	Bronze	300	6.0 lb/2.73 kg
	Iron	500	5.0 lb/2.27 kg
	Steel	700	4.0 lb/1.82 kg
	Alloy	900	3.5 lb/1.59 kg
Two-handed sword	Bronze	300	8.0 lb/3.64 kg
	Iron	600	7.0 lb/3.18 kg
	Steel	900	6.0 lb/2.73 kg
	Alloy	1000	5.0 lb/2.27 kg
Hatchet	Bronze	50	4.0 lb/1.81 kg
	Iron	100	3.5 lb/1.59 kg
	Steel	200	3.0 lb/1.36 kg
	Alloy	400	2.5 lb/1.13 kg
Axe	Bronze	100	6.0 lb/2.72 kg
	Iron	150	5.0 lb/2.27 kg
	Steel	300	4.0 lb/1.81 kg
	Alloy	500	3.5 lb/1.59 kg
*Fabricated versions are twice as valuable as manmade equivalents.			





USING BLADES

Survivors and NPCs without Background Knowledge in Low-Tech Weapon Lore can be technologically inclined to prefer firearms, or they are just unfamiliar with such things. Unless stated otherwise by a referee, Survivors or NPCs who don't have skill with blades are always limited to inflicting Hard Point Loss (HPL) only as Single Factor damage (S). They attack one time per Combat Interval with an automatic penalty of three "To Hit" vs. their opponent's Adjusted Target Profile Number (1d20 - 3 ≥ ATPN = hit).

Those who have Basic Skill in Blades can make one attack per Combat Interval without suffering the unskilled task penalties affecting untrained combatants described above. Trained fighters are always limited to Single Factor damage (S) if they hit their targets. Attackers choose HPL or Vigor Point Loss (VPL) damage before rolling 1d20 "To Hit" vs. a target's ATPN.

Anyone with Advanced Skill is proficient enough to inflict Variable Factor damage (V), meaning they decide just how many damage dice they will be allocated to opponents as HPL or VPL—in any combination that is to their advantage! Advanced combatants may allocate 1-10 of their own ASPLs per Combat Interval for bonuses "To Hit" or damage.

MATERIAL ATTRIBUTES OF BLADES

Basic Material Attributes (MATs) for blades are: a) Constructed (CON) or Fabricated (FAB); b) Composition [i.e., Adaptable Industrial Composites (AICs), Ferrous Metal Alloys (FMAs), etc.]; c) Structure Points; and d) Damage. Additional characteristics are: a) Structure Point Modifier (SPM +/-), b) Temperature Limit (TMP), c) Material Resistance (MAR), d) Penetration Modifier (PEN), and e) Damage Modifier (DAM).

Inherent DAMs or PENs are optional. They could be included to represent increased damage of bladed weapons based on the density of what they are made of (i.e., steel is "harder" than iron). Accuracy Modifiers should not normally be assigned to blades, unless referees want epic play. ACCs can be justified if superior blades are very well-balanced.

KNIVES

The most common length of a knife is 12 in/30.48 cm from tip to pommel. Knives generally inflict Low Velocity (LV) damage.

KNIVES						
Random d4	Material	Weight	TMP	SPV	(S) HPL or VPL	(V) any
1	Bronze	2.0 lb/0.91 kg	14	12	2d4	3d4
2	Iron	1.0 lb/0.45 kg	46	14	3d4	4d4
3	Steel	0.5 lb/226.8 g	45	16	4d4	5d4
4	Alloy	0.25 lb/113.4 g	50	18	5d4	6d4



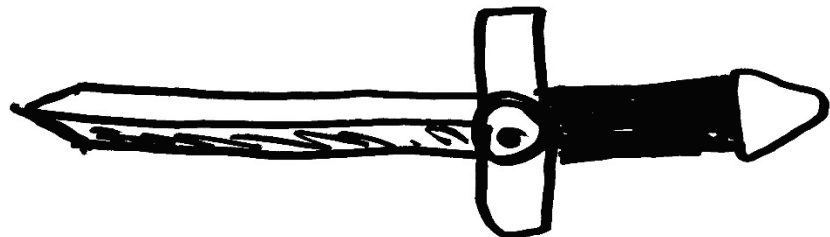
SWORDS

Swords are sharp, pointed blades that are longer than knives, described as: a) short, b) long, or c) two-handed. Unless otherwise stated, they cause LV damage. Common lengths are: 24 in/60.96 cm, 36 in/91.44 cm, and 48 in/121.92 cm.

SHORT SWORD						
<u>Random d4</u>	<u>Material</u>	<u>Weight</u>	<u>TMP</u>	<u>SPV</u>	<u>(S) HPL or VPL</u>	<u>(V) any</u>
1	Bronze	4.0 lb/1.82 kg	14	16	2d6	3d6
2	Iron	3.5 lb/1.59 kg	46	18	3d6	4d6
3	Steel	3.0 lb/1.36 kg	45	20	4d6	5d6
4	Alloy	2.5 lb/1.14 kg	50	22	5d6	6d6

LONGSWORD						
<u>Random d4</u>	<u>Material</u>	<u>Weight</u>	<u>TMP</u>	<u>SPV</u>	<u>(S) HPL or VPL</u>	<u>(V) any</u>
1	Bronze	6.0 lb/2.73 kg	14	20	2d8	3d8
2	Iron	5.0 lb/2.27 kg	46	22	3d8	4d8
3	Steel	4.0 lb/1.82 kg	45	24	4d8	5d8
4	Alloy	3.5 lb/1.59 kg	50	26	5d8	6d8

TWO-HANDED SWORD						
<u>Random d4</u>	<u>Material</u>	<u>Weight</u>	<u>TMP</u>	<u>SPV</u>	<u>(S) HPL or VPL</u>	<u>(V) any</u>
1	Bronze	8.0 lbs/3.64 kg	14	24	2d10	3d10
2	Iron	7.0 lb/3.18 kg	46	24	3d10	4d10
3	Steel	6.0 lb/2.73 kg	45	28	4d10	5d10
4	Alloy	5.0 lb/2.27 kg	50	30	5d10	6d10

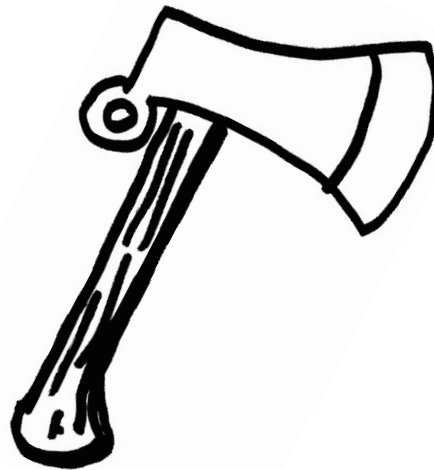




HATCHETS

Hatchets are short-handled Low Velocity (LV) weapons described as: a) single-bitted or b) double-bitted. Common length is 24 in/60.96 cm.

HATCHET						
<u>Random d4</u>	<u>Material</u>	<u>Weight</u>	<u>TMP</u>	<u>SPV</u>	<u>(S) HPL or VPL</u>	<u>(V) any</u>
1	Bronze	4.0 lb/1.81 kg	14	14	2d6	3d6
2	Iron	3.5 lb/1.59 kg	46	16	3d6	4d6
3	Steel	3.0 lb/1.36 kg	45	18	4d6	5d6
4	Alloy	2.5 lb/1.13 kg	50	20	5d6	6d6



AXES

Axes are long-handled implements described as: a) single-bitted or b) double-bitted. When used as weapons, they inflict LV damage. Common length is 36-in/91.44 cm.

AXE						
<u>Random d4</u>	<u>Material</u>	<u>Weight</u>	<u>TMP</u>	<u>SPV</u>	<u>(S) HPL or VPL</u>	<u>(V) any</u>
1	Bronze	6.0 lb/2.72 kg	14	20	2d8	3d8
2	Iron	5.0 lb/2.27 kg	46	22	3d8	4d8
3	Steel	4.0 lb/1.81 kg	45	24	4d8	5d8
4	Alloy	3.5 lb/1.59 kg	50	26	5d8	6d8