

Weapons

Engineered Weapons

Name	Prof	Paws	DMG	Traits	Rarity	TGH	Slots
Standard Grade							
Standard Issue Sword	Simple	1	+1 Ripping		Standard	2	1/2
Standard Issue Crossbow	Simple	1	+1 Ripping	Ammo (Arrow), Range (10)	Standard	2	1/2
Bigger Sword	Simple	2	+2 Ripping		Common	2	1
Pickaxe	Simple	2	+1 Crushing	Breaking (2)	Common	2	1
Splitting Axe	Advanced	2	+2 Ripping	Breaking (2)	Uncommon	3	1
Basic Warhammer	Advanced	2	+1 Crushing	Breaking (3), Heavy	Uncommon	3	1
Enforcement Grade							
Spear	Simple	2	+2 Ripping	Range (2)	Common	1	2
Heavy Crossbow	Advanced	2	+1 Ripping	Ammo (Arrow), Range (10), Breaking (2), Heavy	Uncommon	3	1
Chain Hook	Advanced	2	+2 Ripping	Chained (5)	Rare	2	1/2
Riot Master's Sword	Advanced	2	+3 Ripping	Infused (Fire), Breaking (4), Heavy	Scarce	4	2

Steam Rifle	Simple	2	+1 Ripping	Ammo (Steam Core), Range (8)	Common	3	1
Steam Repeater	Simple	1	+2 Ripping	Ammo (Steam Core), Range (4)	Common	2	1
Ruckster Rifle	Advanced	2	+3 Crushing	Ruckster (2), Range (10)	Uncommon	1	1
Combat Gauntlets	Advanced	0	+2 Crushing	+1 AR	Rare	4	1/2

Human Grade

Baseball Bat	Simple	2	+2 Crushing	Breaking (2)	Uncommon	3	1
Fire Axe	Simple	2	+2 Ripping	Breaking (2)	Uncommon	3	1
Sledge Hammer	Simple	2	+1 Crushing	Breaking (3)	Uncommon	3	1
Locked Riot Rifle	Simple	2	+3 Ripping	Ammo (Bullet), Range (20), Breaking (2)	Valuable	3	2
Pistol Boomstick	Simple	1	+2 Ripping	Ammo (Bullet), Range (20), Breaking (3)	Rare	4	1
Rifle Boomstick	Simple	2	+3 Ripping	Ammo (Bullet), Range (30), Breaking (3)	Rare	3	2
Shotgun Boomstick	Simple	2	+2 Ripping	Ammo (Bullet), Range (8), Breaking (4)	Rare	3	2
Unlocked Riot Rifle	Simple	2	+5 Ripping	Ammo (Bullet), Range (15), Breaking (2)	Scarce	3	2

Chainsaw	Advanced	2	+5 Ripping	Ammo (Oil), Piercing (4)	Scarce	4	2
Starship Rifle	Advanced	2	+5 Ripping	Ammo (Bullet), Range (40), Breaking (7)	Elusive	4	1
Starship Pistol	Advanced	1	+5 Ripping	Ammo (Bullet), Range (30), Breaking (6)	Elusive	5	2

Invented Weapons

Making weapons is done using a series of steps and modifications focused around modifying the weapons damage. A weapon's starting damage is based on it's rarity, as found in the table below. The weapon may be invented with just that amount of damage, as a 2 paw melee weapon with 2 toughness and 1 bag slot of space. However, one may find it fun to go through the various sections of the invention process to trade damage for weapon features. For instance, taking -1 damage to free up a paw in combat.

An invented weapon can have as many modifications as the creator wants, as long as the damage does not exceed 2 higher than the starting amount, and the damage does not go under 0.

Rarity	Damage
Standard	1
Common	2
Uncommon	3
Valuable	4
Rare	5
Scarce	6
Elusive	7

Basic Stats

The basic attributes of a weapon are the most important things about it, but also some of the most simple ones. Feel free to select the stats from the following sections to best fit your weapon's characteristics.

Proficiency - All weapons start with a simple proficiency. Should one desire, they may increase the proficiency to advanced and gain 1 damage.

Paws - All weapons start with a requirement of 2 paws to wield them. A weapon may be wielded with 1 paw by remove 1 damage, or it may be wielded with no paws by removing 3 damage.

Toughness - It takes some work to make an invention stand up to being bashed in by a sledge hammer. Without changes, weapons have a toughness of 2. This may be increased by removing 1 damage and gaining 1 toughness as many times as one desires.

Slots - Most engineered weapons are made to be packed well, but invented weapons can be a little bit more of a beast to carry. They start at 1 bag slot. They may be reduced to 1/2 a bag slot by removing 1 damage. They may also increase in bag slots by adding 1 damage and 1 bag slot as many times as desired.

Traits

Traits make up the core of inventing a weapon. Traits can be complex and involve several tables, or be straight forward. It depends on the complexity of weapon you're looking to build.

Ammo

Weapons using ammo means they require more upkeep. This can gain a weapon a decent amount of damage depending on how hard that ammo is to come by. Use the table below and gain that much damage, but add the requirement that the tied item is required to use the weapon.

Arrows	+1 Damage
Bolts	+2 Damage
Steam Cores	+2 Damage
Fuel	+3 Damage
Pyrotechnics	+3 Damage
Shells	+3 Damage
Bullets	+4 Damage

Range

Range is a powerful tool for a weapon to have. This can make it cut into damage for a long amount of range. For every damage sacrificed, gain 5 tiles of range.

Breaking

Weapons that can break armor are particularly useful, but also particularly hard to make. A good hammer can break a good piece of armor, but good luck finding a good hammer. For every 3 damage sacrificed, gain +1 Breaking.

Piercing

Unlike breaking, Piercing can make a single attack more powerful, but it does not permanently discount an enemies protection. This can make it easier to work with, since putting a small hole in a steel plate is easier than snapping it in half. For every 2 damage sacrificed, gain +1 Piercing.

Heavy

A powerful but heavy item can be a tide changer, but it's a real pain in the butt to haul around. Making a weapon heavy gives that weapon 3 extra damage.

Sluggish

Sluggish items are beasts to handle, but pack more of a punch for the trouble. Making a weapon sluggish gives that weapon 2 extra damage. Weapons that are not frequently equipped and unequipped should not be given sluggish.

Infused

Weapons with infusions are incredibly useful, but very very rare for a reason. To add an infusion 4 damage must be sacrificed, and the toughness of the item cannot exceed 4.

Ruckster

Ruckster weapons are notoriously unreliable. Ammo that breaks on a chance is typically considered a non-starter, but no one could look past the raw power output of a crystal that explodes. When adding Ruckster to a weapon, select a break chance ranging from 1 to 5. Add that amount of damage to the weapon.

Chained

Typically used by those trying to take prisoners, chained weapons are particularly useful for trapping enemies in the room with you. To add a chain, you can sacrifice 1 damage for every 3 tiles of chain added to the weapon.

Illegal

A weapon which can use illegal technologies, which adds 2 damage.

