

# Melee Weapons

## ADVANCED TECHNOLOGY

### MONOFILAMENT BLADE: ADVANCED

This is a taut thread, one molecule wide, affixed to the edge of a metal blade.

Damage	OCV	STUN	STR	Shots	Act	Real	Mass
		Mod	Min		Pts	Cost	(kg)
1 1/2d6K PEN	+1	+0	11/9	0 End	60	30	1.0

+2 DC per 15 STR over STR Min

### STUN BATON: ADVANCED

This is a baton with a electrically charged tip that stuns the target.

Damage	OCV	STUN	STR	Shots	Act	Real	Mass
		Mod	Min		Pts	Cost	(kg)
3d6 NND	+0	-	5	64	37	18	1.0

NND: Defense is CON Roll -3 (+1)

### VIBRO-BLADE: ADVANCED

This is a high-tech sword whose blade vibrates rapidly with a high frequency hum. When the blade senses an impact it vibrates even faster, allowing it to shear through most matter.

Damage	OCV	STUN	STR	Shots	Act	Real	Mass
		Mod	Min		Pts	Cost	(kg)
1 1/2d6K AP	+1	+0	11/9	64	60	30	1.0

+2 DC per 15 STR over STR Min

## HIGH TECHNOLOGY

### ENERGY SABER: HIGH

This is beam sword of variable length that is wielded like a katana or sabre. The beam may be adjusted in length from a wakizashi (short sword) to a no-daichi (great sword), though the weapon damage doesn't change.

Damage	OCV	STUN	STR	Shots	Act	Real	Mass
		Mod	Min		Pts	Cost	(kg)

1	1/2d6K Energy	+1	+1	11/9	64	60	30	1.0
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+2 DC per 15 STR over STR Min

SHOCK GLOVES: HIGH

The wearer of these gloves must touch the target with both hands. This creates an oscillating charge field between the two that stuns the individual.

Damage	OCV	STUN	STR	Shots	Act	Real	Mass
		Mod	Min		Pts	Cost	(kg)
1d6 HKA Energy	+0	-	5	64	22	15	0.5

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