**Melee Weapons**

| **Simple Weapons** | **Price** | **Damage** | **Bulk** | **Hands** | **Group** | **Weapon Traits** |
| --- | --- | --- | --- | --- | --- | --- |
| Bayonet | 5 sp | 1d8 P | L | 2 | Knife | Finesse, versatile S |
| Bracing Pike | 8 sp | 1d6 P | 2 | 2 | Polearm | Brace, reach |
| Brass Knuckles | 2 sp | 1d4 B | L | 1 | Brawling | Agile, backswing |
| Grappling Hook | 6 sp | 1d4 S | L | 1 | Knife | Grapple, thrown 20 ft. |
| Hook Hand | 1 gp | 1d4 S | L | 1 | Knife | Agile, disarm, finesse |

| **Martial Weapons** | **Price** | **Damage** | **Bulk** | **Hands** | **Group** | **Weapon Traits** |
| --- | --- | --- | --- | --- | --- | --- |
| Cat-o’-nine tails | 1 sp | 1d8 S | L | 1 | Flail | Disarm, nonlethal |
| Cutlass | 1 gp | 1d6 S | 1 | 1 | Sword | Forceful, sweep |
| Harpoon | 1 gp | 1d6 P | 2 | 2 | Spear | Grapple, Thrown 20 ft., two-hand d10 |

**Weapon Traits**

**Brace:** This weapon can be used to strike with more force. While wielding this weapon, if your proficiency with it is trained or better, you can spend an Interact action to position your weapon against the ground, which ends early if you move or strike with it. If a creature takes the Stride action before the start of your next turn, and your next action is to make a Strike against them, you gain a circumstance bonus to damage equal to double the number of weapon damage dice.

**Weapon Descriptions**

**Bayonet:** Designed for close-combat for ranged weapons, a bayonet fits into the muzzles of crossbows and firearms. While wielding a crossbow or firearm that requires 2 hands, and if your proficiency with it is trained or better, you can spend an Interact action to attach or detach the bayonet. While a bayonet is attached, the weapon can not be used as a ranged weapon.

**Bracing / Boarding Pike:** A long spear with a backward-pointing spike, it is used to latch onto a ship or dock, dragging a vehicle closer to the wielder.

**Brass Knuckles:** Pieces of metal shaped to fit around the knuckles and designed to be used for hand-to-hand combat.

**Cat-o'-nine-tails:** A cat-o’-nine-tails, also known as the “captain’s daughter,” is a short whip made of nine knotted thongs about 3 feet in length, designed to lacerate and inflict great pain without doing serious permanent damage.

**Cutlass:** A one-handed short sword with a slightly curved blade suitable for using in the cramp quarters of a ship. Functions as a scimitar.

**Grappling Hook:** A grappling hook is used to grapple enemy ships and drawing them close for boarding. Grappling hooks bite deeply into wood, making it hard to pry them free. Most simply cut the rope that is attached to the grappling hook.

**Harpoon:** A harpoon is a barbed spear with an attached rope 50 feet or less in length (included in price).

**Hook Hand:** This tool consists of a round wooden handle with a metal hook at a right angle to the center of the handle. While it was originally intended to be gripped in the hand, some with missing hands find it easy to strap these weapons onto their stump and strike out with them.

If you have lost a hand and attach a hook to your wrist, you can not be disarmed. While having a hook hand doesn't interfere with most routine activities, you cannot wield a two-handed weapon or wield a weapon in your hook hand. If both of your hands are hook hands, you cannot wield any weapon in them and may have trouble with routine activities. It takes 1 minute to attach or detach a hook hand.