

IMPROVISED WEAPONS

Damage Value
[Average]

Complexity

Notes

Bottle

1d6 – 1 [2]

Min

Bottle (Broken)

1d6 + 2 [5]

Min

Chain

1d10 [5]

Min

Reach

Helmet

1d6 + 2 [5]

Min

Rock

1d6 + 2 [5]

Min

Concealable

Shiv

1d10 – 1 [4]

Min

Concealable

Wrench

1d10 [5]

Min