

**MELEE  
ATTACKS**

Weapon	Ware Type	Damage Value [Average]	Complexity/ GP	Notes
Claws	BCH	2d6 [7]	Min/1	Concealable
Club	—	1d10 [5]	Min/1	Reach
Densiplast Gloves	—	Unarmed + 2 [5/9]	Min/1	Concealable
Diamond Axe	—	2d10 + 3 [14]	Min/1	Armor-Piercing, Reach, Two-Handed
Eelware	BCH	Unarmed [3/7]	Min/1	Shock, Touch-Only
Extendable Baton	—	1d10 [5]	Min/1	Concealable
Flex Cutter	—	1d10 + 3 [8]	Min/1	Concealable
Knife	—	1d10 + 2 [7]	Min/1	
Monofilament Sword	—	2d10 + 2 [13]	Min/R/1	Armor-Piercing, Reach
Monowire Garrote	—	3d10 [16]	Mod/R/2	Armor-Piercing, Fragile
Piston Spear	—	2d10 + 2* [13]	Min/R/1*	Armor-Piercing, Reach (+20), Two-Handed
Piston Spike	CH	2d10* [11]	Min/1*	Armor-Piercing, Concealable
Shock Baton	—	1d10 [7]	Min/1	Reach, Shock, Touch-Only
Shock Glove	—	Unarmed [3/7]	Min/1	Shock, Touch-Only
Spur	CH	2d6 + 3 [10]	Min/R/1	Concealable
Unarmed (Biomorph)	—	1d6 [3]		
Unarmed (Shell)	—	2d6 [7]		
Vibroblade	—	1d10 + 1d6 [9]	Min/1	Armor-Piercing/+2d10 DV when sawing
Wasp Knife	—	1d10 + 2 [7]	Min/R/1	+2d10 DV in vac/deep sea w/superior success

\* Single-use versions also act as a minigrenade; use the minigrenade's Complexity.