**Melee Weapons**

Examples: Sticks, swords, axes, rocks, claws, spears

Generally one-handed, the weapon confers the user’s strength during combat.

Psychic Weapons: Weapons that channel the wielder’s psychic energy.

Great Weapons: Large, two-handed weapons that confer a +1 modification of the Strength of the wielder during combat.

Dual Wielding: The wielder is armed with a weapon in either hand, giving a +1 modification to the Attack of the wielder during combat.

Psychic Amplifier: Doubles the Strength of the wielder.

Psychic Array: Doubles the Attack of the wielder.