**NOTE**: Damage for unarmed weapons is assumed to be ballistic unless otherwise stated.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Onehanded (2 AP)** | | | | |
| Name | Damage | Properties | Weight | Cost |
| Bare Fists | 1d4 | Finesse, Light, Versatile (1d6) | 0 | 0 |
| Bear Trap Fist | 2d6 | Special | 6 | 42 |
| Bladed Gauntlet | 3d6 | Light | 10 | 21 |
| Boxing Glove | 2d4 | Finesse, Light | 1 | 10 |
| Brass Knuckle | 2d6 | Finesse, Light | 0.5 | 16 |
| Deathclaw Gauntlet | 5d6 |  | 10 | 75 |
| Displacer Glove | 3d8 Thunder | Special | 6 | 111 |
| Industrial Hand | 6d6 | Automatic, Finesse, Light | 10 | 127 |
| Meat Hook | 1d6 | Light, Special | 2 | 23 |
| Power Fist | 4d6 |  | 4 | 100 |
| Zap Glove | 3d8 Lightning | Special | 6 | 119 |

**Critical Hit Modifier: x3**

Displacer Glove: On a hit, you push the target back 5 feet. You have advantage on shove attacks.

Bear Trap Fist: On a hit, the target is grappled. Failed attempts by the target to break the grapple deal an additional 1d6 ballistic damage to them.

Industrial Hand: This weapon consumes Fuel as ammunition in order to make attacks.

Meat Hook: On a hit, the target is grappled. This weapon is also considered a melee weapon.

Zap Glove: On a critical hit the target is stunned.