

MELEE WEAPONS

Brawling Aids	S	A	D	P	R	NOTES
Bare Fist	+0	+0	+0	+0	-	S1
Brass Knuckles	+0	+0	+1	+0	1	S1
Cestus	-3	+0	+0	+0	1	S1
Cestus (Heavy)	+0	+0	+1	+0	1	S1
Fighting Gauntlet	+0	+0	+1	+0	1	S2
Wind-Fire Wheel	+0	-2	+0	+2	2	D3, MA3
Khatar	-3	+0	+2	-1	2	S1
Khatar (Bundi)	+2	+1	+2	+1	2	S1
Kick	-3	+1	+2	-1		S1, D2
Tiger Claws	-3	+1	+2	+0	2	S2
Tiger Claws (Bagh Nakh)	+1	+0	+1	+0	2	S1
Clubs and Flails	S	A	D	P	R	NOTES
Baton	+1	+0	+1	-1	1	S1
Bokken	+1	+1	+1	-1	2	S1
Club	+1	+0	+1	-1	1	S1
Club	+0	+0	+2	-1	1	S1
Flail	+0	+1	+2	+1	2	S1, See below
Hammer	-3	+1	+4	+1	1	S2
Light Mace	+0	+1	+4	+0	1	S1
Mace	-3	+1	+5	+0	1	S2
Morningstar	+0	+1	+3	+0	2	S2, See below
Nunchaku	+1	+1	+3	+0	1	D3, MA2
Seven-Section Staff	+3	-2	+2	+2	2	D4, MA4
Sledge	-6	-1	+10	-1	2	S4
Staff	+0	+1	+2	-1	1	S1
Three-Section Staff	+0	+0	+3	+1	2	D3, MA3
Tonfa	+0	+1	+1	+1	1	S1
War Hammer	+0	+1	+3	-1	2	S1
Knives	S	A	D	P	R	NOTES
Balisong	+2	+0	+1	+0	1	S1
Bayonet	+0	+0	+2	-2	1	S1
Cinquenda	+1	+0	+2	-1	1	S1
Dagger	+1	+0	+1	-2	1	S1
Knife	+3	+0	+1	-2	1	S1
Kris	+2	+1	+2	-2	1	S1
Sai	+1	+1	+1	+1	1	S1
Stake	+0	+0	+2	-4		S1
Stiletto	+1	+0	+1	-3	1	S1, See below
Switchblade	+2	+0	+1	-3	1	S1
Axes	S	A	D	P	R	NOTES
Axe	+0	+0	+5	+0	1	S2
Battle Axe	+0	+1	+4	+0	2	S2
Battle Pick	+0	+0	+2	+0	2	S2
Great Axe	+0	+0	+7	-1	2	S2
Hand Axe	+0	+0	+2	-1	1	S1
Kama	+0	+1	+2	-2	1	S1

Swords	S	A	D	P	R	NOTES
Bastard Sword	+0	+0	+4	-1	3	S2
Broadsword	-1	+1	+3	+0	3	S2
Butterfly Sword	+1	+0	+2	+1	3	S2
Chopping Sword	+0	+1	+4	+0	3	S2
Falchion	+1	+1	+3	+0	3	S2
Great Sword	+0	+2	+6	-1	3	S3
Hook Sword	+0	+0	+3	+2	3	S2, D3, MA3
Hook Sword	+0	-1	+3	+3	3	S2, D3, MA3
Katana	+1	+1	+3	-1	3	S2
Long Sword	+0	+0	+3	+0	3	S2
Ninja-to	+1	+0	+3	+0	3	S2, See below
Rapier	+1	+1	+2	+0	2	S1
Scimitar	+1	+1	+2	+0	3	S1
Short Sword	+0	+0	+2	+0	1	S1
Short Sword	+0	+1	+2	+1	2	S1
Slashing Sword	+3	+1	+2	+1	2	S1
Straight Sword	+0	+1	+3	+1	2	S2
Two-Handed Sword	+0	+1	+5	+0	3	S2
Urumi	+0	-1	+2	+0	1	S2, See below
Wakizashi	+1	+0	+2	+0	1	S1
Spears and Polearms	S	A	D	P	R	NOTES
Kusari	+6	+1	+1	+1	1	S2
Kusarigama	+6	+1	+2	+1	1	S2
Lance	+10	+0	+4	-3	1	S2
Lance	+10	+0	+2	-3	1	S2
Lance	+10	+0	+8	-3	1	S2
Manriki-gusari	+2	+1	+1	0	1	S2
Naginata	+3	+0	+3	+0	1	S1
Light Polearm	+2	+0	+2	+0	2	S1
Poleaxe	-3	-1	+8	+0	2	S2
Shikomi-zue	+0	+0	+1	+0	3	S2, See below
Short Spear	+1	+1	+3	+0	1	S1
Spear	+3	+1	+3	+0	1	S2
Spear	+0	+0	+2	+0	1	S2
Trident	+1	+0	+3	+2	2	S2
Whips and Chains	S	A	D	P	R	NOTES
Chain	+0	+0	+1	-1	1	S2
Garrote	-3	+0	+3	-3	1	S2, See below
Steel Whip	-1	+0	+2	-2	2	S2
Whip	-1	+0	+1	-3	1	S2, See text

Key

S = Speed

A = Accuracy

D = Damage

P = Parry

R = Resources

S = Minimum Strength

D= Minimum Dexterity

MA = Minimum Martial Arts

DESCRIPTIONS

Axe: A broad-bladed weapon balanced for use in one hand, an axe is not too different from a chopping sword. Easy to manufacture and of great utility as a tool as well as a weapon, the axe is a popular armament.

Bagh Nakh: Also known simply as "tiger's claws," this weapon consists of a crossbar held in the palm of the hand, with long, sharp "claws" that protrude from between the user's fingers. It can also take the form of brass knuckles with spikes on top. This weapon's statistics can also be used for the *shuko*, a ninja weapon consisting of a metal plate that wraps around the palm and has spikes protruding out of the palm area. In addition to being weapons, *shuko* were used by ninja as climbing tools; wearing a *shuko* reduces the difficulty of any climbing attempt by 1 (or 2, if one is worn on each hand). However, wearing a *shuko* prevents the character from using that hand to grasp anything that he doesn't want to puncture.

Balisong: A Filipino folding knife with a 6" blade. When closed, the two metal handles fit around the blade, making it easy to hide the weapon in a pocket or up a sleeve. A trained user can flip the weapon around in an impressive display when opening it; this may aid Intimidation rolls. The *balisong* is popularly known as a "butterfly knife".

Bastard Sword: A "hand-and-a-half" sword popular with some medieval warriors. It can be used one-handed or two-handed; if used one-handed, use the damage statistics for the longsword.

Baton: This is any simple club, such as a policeman's nightstick, the escrima sticks used in many Filipino fighting styles, or the Japanese *hanbo* or *jo* sticks.

Battle Axe: Any of dozens of varieties of axes used for combat. They are often used two-handed, but one-handed versions are available.

Battle Pick: A piercing weapon resembling a dagger set at a 90-degree angle to a shaft. It is sometimes known as a *crowbill*.

Bokken: A wooden club in the shape of a katana, used by Japanese swordsmen in training. However, the bokken itself can be a deadly weapon in the hands of someone with training. This weapon's statistics can also be used for the *shinai*, a "sword" made of bamboo strips that is used in the sport of kendo.

Brass Knuckles: Four thick metal rings attached to a metal bar or handle of some sort, designed to be worn around the fingers of a fist so as to increase punching power. If used on its own, use the damage listed; if used with a Punch, add +1 to the maneuver's damage, which becomes Lethal damage.

Broadsword: Any of a wide variety of one-edged, often slightly curved, swords used around the world. Examples include the Chinese *darn dao*, various Western military sabers and similar weapons.

Bundi: Also known as a *khatar*, this Indian weapon is a broad, triangular knife blade attached to a crossbar handle, so that the blade protrudes from the wielder's fist. It inflicts wide, deep wounds. Because its hilt makes it helpful when blocking weapons, it adds +1 to parry attempts.

Butterfly Sword: A short, single-edged chopping blade used by some martial artists. Often used in pairs.

Cestus: The cestus is an arrangement of leather straps that fits around the hand like a fingerless glove. These straps are covered in brass or iron studs and serve to enhance the wearer's punches. Although blows delivered while wearing cesti do lethal damage, a character wearing them still cannot block lethal attacks without a stunt.

Chain: Just what it says. Like brass knuckles, it is a favored weapon of thugs, punks, and other street scum.

Chopping Sword: This weapon is a sword with a chopping blade about three-feet long. Some versions have a square or angled tip, while others sport a curve with a wicked hack clip. Unlike the slashing sword (q.v.), chopping swords are not designed for fencing and agility, but for delivering solid blows that hack through armor and bone.

Cinquenda: A broad fighting dagger; the name means it is "five fingers" broad.

Club/Staff: At its most basic, a club is little more than a billet of wood and a staff is a slightly longer version of the same weapon. A more refined model of either might have a few metal bands added to increase its heft and leather wrapped around the area where the wielder's hands rest. Clubs are popular among truly barbaric Threshold-dwellers, peasants in revolt and outlaws of a poorer sort, while travelers of various sorts favor staves. Treat

very well-constructed, banded clubs as maces. Examples include any of thousands of different smashing weapons used the world over, from the caveman's thick stick to the Indian *gada* or Zulu *knobkerrie*. In some cases spikes are added to a club (+1 damage).

Dagger: Use these statistics for most short fighting blades (6 - 20 inches). At the Storyteller's discretion, longer, larger daggers may be the equivalent of a short sword in terms of damage.

Falchion: A short, heavy sword, with an outward-curving edge, good for chopping or heaving thrusting.

Fighting Gauntlet: Fighting gauntlets are either articulated metal gloves or full-hand leather gloves covered in overlapping metal plates. Though they slow the character's blows, a character using fighting gauntlets may use her Brawl Ability to block attacks that do Lethal damage.

Flail: A wooden or metal shaft with two or more spiked balls attached to it by chains. This makes it difficult to block an attack by a flail. If a Parry Maneuver is used against one, it gets -1 on the amount it adds to the opponent's Stamina for purposes of soaking damage, and the blocking character does not get a +2 Initiative bonus the next round.

Garrote: This is anything used to strangle someone from behind. Most garrotes are simply lengths of rope or cloth. Once successfully used, it is considered a Sustained Hold. If the target takes five or more Health Levels of damage from the initial attack, he is considered to be choking. This means that he cannot speak or cry out and cannot soak the damage from the garrote on subsequent turns in the hold!! The initial damage from a garrote is Bashing damage. After the victim falls unconscious, he will take Lethal Damage if the hold is maintained. However, there are wire garrotes that do Lethal Damage initially, instead of Stun; they usually end up nearly decapitating the victim. When used in conjunction with the Choke Hold maneuver, a Garrote adds +2 to damage.

Great Axe: A narrow-bladed axe designed for use in both hands, the great axe is a fearsome weapon. These long-halted weapons are typically used for striking downward blows. Great axes are the favorite of the Realm's heavy infantry, who use them during sieges and assaults.

Great Sword: A great sword is a two-handed weapon used for hacking blows. These massive swords can be either single or double edged.

Though these weapons are slow and unsuited to fencing, a strong blow from a great sword can cut a man in half.

Hammer: Hammers are better balanced and lighter than maces, making them faster and more accurate. A smaller head concentrates the force of the hammer's blows and helps make up for the weapon's lack of mass. Many hammers have a sharp point opposite the head, for use against heavily armored opponents.

Hand Axe: An axe smaller than the battle axe, used one-handed.

Hook Sword: The hook sword is similar in appearance to a straight sword, except it ends in a J-shaped hook that curves back along the inside of the blade. These weapons are always wielded paired. Hook Swords make it easier to disarm a foe (+2) or sometimes to trip one.

Kama: A Japanese battle pick or sickle.

Katana: The Japanese "samurai sword", slightly curved with a single edge. Typically it is used two-handed, but can be wielded one-handed as well. As with the *kris*, there is an extensive body of lore and craftsmanship associated with the katana.

Khatar: The *khatar*, also known as the punch dagger, is a single-bladed knife that attaches to the character's hand with a glove-and-strap assembly similar to a *cestus*. When the knives are worn, the character's punches deliver deadly stabs. Although blows delivered while wearing *khatar* do lethal damage, these weapons cannot be used to block lethal attacks without a stunt. See also *Bundi*.

Knife: A knife is a weapon with a chopping and stabbing blade about a foot long. Most adults in the world of Exalted carry a knife. They are carried not just for personal defense, but for utility as well -- knives are used as tableware and to cut and pry, as well as for combat.

Kris: A long, wavy-bladed dagger from Indonesia that cuts easily and deeply. *Kris* are surrounded by lore and mysticism; masters of the weapon are said to be able to wield magical powers as well!! The *kris* is the traditional weapon of the Pentjak-Silat fighting style.

Kusari: A Japanese chain weapon, comprising a chain about 12 feet long with a weight on one end and a metal ring on the other. It can be used like a typical chain weapon (requiring two hands to use properly), or it can be thrown (usually with the intention of entangling a target's legs and making him fall). +1 to disarm attempts.

Kusarigama: Similar to a *Kusari*, but it has a *kama* on one end instead of a metal ring.

Lance: A difficult weapon to use, the lance is a strong-shafted spear designed to be used from horseback. Lances are typically not used against other cavalry, but to ride down individuals on the ground. On a battlefield, this means they usually come into play after an infantry formation breaks and routs. A character who uses a lance as a jabbing weapon, either overhand or underhand, does only Strength + 2 damage. However, a character who sets the lance under his arm and charges home on the target does Strength + 8, to reflect the fact that the weapon strikes with the mass of both the rider and mount behind it. The player of a character who successfully attacks with a lance must make a difficulty 1 Dexterity + Ride roll. A failed roll typically means either the character loses his lance or is unhorsed. The player of a character under the effect of the Ride Charm Flawless Partnership Meditation need not roll for his character to retain his balance.

Long Sword: Any one of the hundreds of different types of straight, double-edged swords found throughout the world. Examples include the Chinese *jien*, and dozens of different kinds of European swords.

Mace: A mace is nothing more than a heavy weight on the end of a handle. Slow but powerful, the mace delivers crushing, stunning blows to targets. In the world of Exalted, the heads of maces are often elaborately decorated. Some maces are sculpted into the shape of animal heads, while others have been cut so that, whatever angle they're viewed from, they depict a symbol important to the wielder.

Mace: A metal club with flanges at the top, designed to crack through better armor than a sword. Sometimes there is a spiked ball in place of the flanges.

Manriki-gusari: a 3-foot chain with a metal weight at either end. Similar to a *kusari* in many respects, but not as useful for disarming foes.

Morningstar: A shaft with a spiked metal ball connected to it by a chain. Works just like a flail with respect to blocks.

Naginata: A Japanese polearm; its use is frequently taught to female warriors.

Ninja-to: The sword of the ninja -- a straight, single-edged weapon, used as much as a tool as a weapon. It can be used to assist in climbing (reduce climbing difficulty by 1), for digging and for

similar jobs. The scabbard is longer than the sword and is often used to conceal messages, blinding powder, or other weapons. There is a cord wrapped around the scabbard that has many different uses.

Nunchaku: Two short (12 - 14") wooden rods, connected by a 1 - 5" rope or chain. In the hands of a trained user, these weapons can be whirled around until they build up enough force to deliver lethal blows. They are often used in pairs, one in each hand.

Polearm: Use these statistics for any of a wide variety of weapons consisting of a long shaft with a blade or tine at the end. European examples include the *awl pike*, *bardiche*, *becde corbin*, *bill*, *fauchard*, *glaive*, *guisarme*, *halberd*, *Lucern hammer*, *military fork*, *partisan*, *ranseur*, and *voulge*; Asian examples include the *chai-dao*, *dai dao*, *ghi*, *ngow*, nine-dragon trident, *tai dao*, *kwan dao*, and tiger fork.

Poleaxe: Similar to the great axe but equipped with a longer haft and heavier blade, the poleaxe is a slow but devastating weapon. While less effective than the great sword, the poleaxe is considerably cheaper and requires less strength than that mighty weapon. As a result, the poleaxe is a popular armament for heavy infantry.

Rapier: A slim, light sword, used primarily for fencing. It is almost as exclusively a thrusting weapon, rather than a slashing weapon. This weapon's statistics can also be used for other fencing swords, such as the epee, foil, and fencing saber. If the rapier comes equipped with a hilt guard, to protect the wielder's hand, it adds +1 to parry attempts.

Sai: A Japanese truncheon consisting of a thick metal tine with two broad, hilt-like prongs extending from the handle. It is not sharpened; rather, it is a smashing weapon, like a baton. It provides +1 to parry and to disarm. This weapon's statistics can also be used for the *jutte* (which has only one prong), the *nunte* (which has one prong reversed) and the Indonesian *tjabang*.

Scimitar: A slender, curved, single-edged sword developed in Arabia. Use this weapon's statistics for similar weapons (such as the Persian *shamshir* and the Indian *tulwar* and *khand*) and for other slender swords that curve frontward (such as the Ethiopian *shotel*, the Egyptian *khopesh* and some Indian swords).

Seven-Section Staff: This weapon, which can actually have from 3 to 12 sections, is made up of a number of segments of wood or metal connected

by very short lengths of chain. The weapon is wielded as a combination of staff and flail and is very difficult to master. It can be used to strike, entangle or disarm foes. Someone able to wield it effectively is a dangerous opponent. Botches with this weapon are likely to be very damaging to the wielder. See also *Three-Section Staff*.

Shikomi-zue: A special type of staff used by the ninja. It is hollow, with either a spear-blade or a chain hidden inside. When activated, the concealed weapon is released, usually surprising the ninja's opponent enough for the ninja to injure him.

Short Sword: Short swords are chopping weapons with blades about two-feet long. Some are single-edged, while others have cutting edges on both sides. They are typically carried as weapons by soldiers and as tools by barbarians. Soldiers use short swords because they make excellent formation-fighting weapons. Larger weapons are difficult to manage in close quarters. Barbarians use them as tools because they're small enough for skinning, butchering, and brush-clearing and large enough to fight with in a pinch. Short swords are also favored as backup weapons by spearmen and archers. Examples include the Roman *gladius* and some Celtic swords.

Slashing Sword: A slashing sword has a long, single-edged blade about three feet long. These swords are quick and used primarily for arcing cuts. The slashing sword is favored by cavalry; its shape and length make it suited for use from horseback.

Sledge: A two-handed mace or hammer, the sledge is slow and unwieldy, but strikes with awesome power. Like maces, many sledges are elaborately decorated. Their huge heads are often carved with elaborate battle scenes or sculpted in the shape of fabulous beasts.

Spear, Short: A short-hafted weapon used primarily for stabbing, the short spear often has a long head so that it can be used for slashing and chopping in a pinch. Short spears are versatile weapons and much-favored by warrior cultures and elite troops as a result.

Spear: One of the most versatile and simple weapons ever produced, the spear is a foot-long head attached to the end of a five- to six-foot pole. The head of the spear typically has extensions built into the sides to prevent it from going too deep into a target. Spears are inexpensive and effective and, as a result, are one of the most common armaments of soldiers everywhere.

Staff: A wooden shaft, usually 4 – 6 feet long, wielded with two hands. It is a common weapon across the world (the most popular versions are the European quarterstaff and the Japanese *bo*) and is often the first weapon taught to martial arts students.

Stake: The classic sharpened wooden stick used against vampires.

Steel Whip: Also known as a chain whip, this weapon is like a standard whip, except that it is made out of linked steel rods about 2 inches long each. It sometimes has a small slashing blade at the tip.

Stiletto: A slim steel dagger designed to punch through armor easily. For the most part, a stiletto is really just a glorified ice pick, but it does what it's meant to do very well. Reduce the Lethal Soak of any armor an opponent is wearing by half if he is attacked with a stiletto.

Straight Sword: A straight sword has a double-edged blade about three-feet long, usually with a narrow blade or one that tapers slightly toward the tip. The tip is either pointed or chisel-shaped. Straight swords are well-balanced, accurate weapons, capable of deadly thrusts as well as chopping attacks.

Switchblade: A short folding knife with a blade that springs open when a button is pushed. A common street weapon.

Three-Section Staff: A Chinese weapon consisting of three 18 - 20" rods connected by short links of chain. It can be used like a flail for longer strikes or folded up like a baton for closer combat. A skilled user gains +2 to disarm opponents and +1 to parry attempts. See also *Seven-Section Staff*.

Tiger Claws: Similar in construction to a *khatar*, tiger claws are a glove or gauntlet with three or four curved talons extending from the back. Tiger claws are most common in cultures that live close to big cats, but their intimidating appearance and the terrifying wounds they leave have spread them throughout the world of Exalted. Characters using tiger claws may use their Brawl Ability to block lethal attacks. See also *Bagh Nakh*.

Tonfa: A Japanese club-like weapon, consisting of a baton with a handle set perpendicularly to it about 1/3 down from the top. This makes it easier to use the weapon to punch or to parry (+1). A policeman's nightstick is a close cousin – practically identical.

Trident: A short, spear-like weapon with three pointed tines used for stabbing.

Two-Handed Sword: A large, straight, double-edged sword that must be wielded with two hands. Examples include the Scottish *claymore* and a variety of German swords.

Urumi: The Indian "whip-sword", consisting of two to four edged steel "ribbons" attached to a sword-hilt. When used in combat, the fighter can make one damage test for each blade the sword has; however, if he botches, he injures himself with that blade!!

Wakizashi: A curved, single-edged Japanese short sword usually paired with the Katana.

War Hammer: A refined form of a club, with a metal hammer head attached to a wooden shaft. Usually a pick-blade was set on the opposite side.

Whip: The typical 18-inch long leather bullwhip, commonly used by lion tamers, pulp heroes,

torturers, and slave drivers. It can be a very versatile weapon, allowing a skilled user to attack a foe up to 18 feet away. It can also be used to disarm (+2); at the Storyteller's discretion, it may be wrapped around an opponent's feet and used to yank them out from under him (Dexterity + Melee, difficulty 3, to accomplish this; opponent resists by rolling Dexterity+Athletics). However, the whip cannot do damage to flesh that is protected by armor.

Wind-Fire Wheel: This weapon can be as simple as an undecorated steel ring, but it typically has handles built into it and sharpened protrusions jutting from the top, bottom and front. These weapons, which are always wielded paired, are used to deliver crushing or slashing blows and to block or catch weapons for disarming.

RANGED WEAPONS

Bows	I	A	D	R	Rate	Range	NOTES
Composite Bow	+0	+0	+2	3	3	250	Max Str: 3
Crossbow	-1	+1	+2	41	1/3	200	
Crossbow, Alchemical	+0	+1	5L	2	1	125	
Long Bow	+0	+1	+2	2	3	200	Max Str: 4
Self Bow	+0	+0	+2	1	2	150	Max Str: 3
Short Bow	+0	+1	+1	1	2	100	Max Str: 2
Thrown Weapons	I	A	D	R	Rate	Range	NOTES
Boomerang	+0	+1	+1	1	3	40	
Chakram	+0	+0	+1	1	3	20	
Hatchet	+0/+0	-1/+0	+3/+2	1	2	10	P: -1, S2
Throwing Axe	+0/+0	+0/+0	+2/+1	1	2	20	P: -1, S1
Javelin	+0/+1	+1/+1	+3/+2	1	2	30	P: +0, S1
Light Javelin	+0/+1	+0/+2	+2/+1	1	2	40	P: +0, S1
Shuriken	+2	+1	+1	1	4	20	
Throwing Baton	+0/+0	+0/+0	+3B/+2B	1	2	10	P: -1, S1
Throwing Blade	+1/+3	+0/+1	+1/+0	1	3	20	P: -2, S1
Throwing Knife	+0/+2	+0/+0	+2/+1	1	3	15	P: -2, S1
War Dart	+0	+0	+1	1	3	25	
Slings	I	A	D	R	Rate	Range	NOTES
Hand	+1	+0	+2B	1	2	10	
Staff	+0	+0	+2	1	2	12	
Blown Projectiles	I	A	D	R	Rate	Range	NOTES
Blowgun	+0	+1	+0	1	1	20	
Fukimi-bari	+0	+0	+0	1	1	5	

Key

I = Initiative

A = Accuracy

D = Damage

R = Resources

Rate = Rate of Fire

Range = Range in Yards

P = Parry

S = Minimum Strength

DESCRIPTIONS

Axe, Throwing: A small axe intended for throwing.

Baton, Throwing: A short, blunt and balanced length of wood, the throwing baton is used for hunting small animals and carried by the city guards in some of the more peaceful areas. Throwing batons inflict bashing damage.

Blade, Throwing: Any small knife that is aerodynamically shaped to be thrown.

Blowgun: A wooden or metal tube through which darts are fired at an opponent by using the fighter's breath to propel them. Some ninja use a small, concealable blowgun called a *fukiya*.

Boomerang: An aerodynamically shaped wooden throwing club developed by the aborigines of Australia (some other cultures created similar weapons). If the boomerang misses its target, it will return to the other hand of its thrower (provided that the thrower has not moved before then, since the boomerang returns to the spot from which it was thrown). A character may take other actions in the turn in which he catches his boomerang (including throwing the boomerang again).

Bow, Composite: Composite bows are made of layers of different woods, often reinforced with layers of horn. The only weakness of a composite bow, other than its expense, is the fact that it is held together with glue. If it becomes wet, the glue weakens and the bow can come to pieces when pulled. As a result, most composite bows are bound in waterproof leather covers (but characters must still be careful about not immersing the weapons). A composite bow can be made for a character of any Strength, though bows for characters above Strength 5 are a Resources 4 item.

Bow, Long: Longer than a self bow, the long bow is harder to pull and offers considerably more power. Examples include the English yeoman's yew-wood longbow or the Japanese *daikyu* or *yumi*. A character can never have a Strength of higher than 4 for the purposes of determining a long bow's damage.

Bow, Self: A stout length of springy wood about three feet long. The self bow is bent along the wood's natural shape. Of simple construction, the self bow is not very powerful. A character can never have a Strength higher than 3 for the purposes of determining a self bow's damage.

Bow, Short: Any of the smaller bows used around the world, such as the Japanese *hankyu*. Short bows

are often composite (made of more than one material, for strength and flexibility, or made with special profiles (curved, recurved, four-curved and so on) to improve their power.

Chakram: A chakram is a small disc or ring of steel with sharpened outer edges. The chakram's shape allows it to fly farther than most thrown weapons, but the fact that it doesn't ramble in flight deprives it of much striking power.

Crossbow: A bow set horizontally on a stock, making it possible to carry it loaded and aim it more like a gun. Its missile is called a quarrel or a bolt. They are extremely powerful; typically a crank or other tool was used to cock them. Medieval crossbows had greater range than bows, but were much, much slower to use (about one quarrel per minute, versus 6 - 12 arrows per minute for a bow).

Fukimi-bari: Tiny needles held in the mouth by ninja and blown at nearby opponents. They are usually poisoned and cannot penetrate armor.

Hatchet: A small one-handed axe balanced tilt throwing. Hatchets have very short ranges, but their weight and tumbling motion makes them deadly weapons. Hatchets are a favored weapon of barbarians because of their utility.

Javelin: The most powerful of the thrown weapons, the javelin is a small, light spear often carried in small bundles. The javelin is superior to the hatchet as a melee weapon and has better range than the chakram. However, this comes at a price -- unlike all the other thrown weapons, javelins are large, bulky and difficult to conceal. The range can be doubled if the character uses an atlatl, or spear-thrower.

Knife, Throwing: The middle ground of thrown weapons, with more punch than the chakram and more range and concealability than the hatchet. Throwing knives in the world of Exalted are often made in a variety of fanciful shapes -- crosses, praying goddesses, warriors with their arms outstretched or elaborate abstract designs. Throwing knives are balanced for throwing, not melee combat -- don't let players convince you they should use the statistics for a normal knife.

Players should note that the damage a bow does depends as much on the arrow as the strength or the bow.

Shuriken: "Throwing stars", popular with the ninja. They come in a wide variety of shapes. They tend

to be an irritant more than a serious weapon, though a master can cause grave injuries with them, and they are sometimes poisoned. A character can throw one shuriken per turn for every dot he has in Melee.

Sling: Two cords attached to a pouch. A sling bullet (usually made of lead) or sling stone was placed in the pouch, and the entire weapon whirled around to build up force. At the right moment, one of the cords released, throwing the missile at the opponent. Some versions were attached to staffs, for added force and increased range.

Use these statistics for all average-size crossbows. For smaller crossbows, reduce the range, Initiative, and Damage proportionately.

War Dart: A heavy dart designed for use in combat.

ARROWS

Broadhead: Broadhead arrows have broad triangle- or leaf-shaped heads. The arrowhead is wide, to increase the amount of tissue damage done on a successful hit, but still tapers to allow the arrow to penetrate armor. Broadhead arrows do the firing character's Strength + 2 as their base damage.

Fowling: Fowling arrows do not have a point. Instead, they have a round wooden bulb at the tip. They're normally used to hunt birds, which would be ruined by a direct hit from a normal arrow. However, they can also be used to stun targets without killing them. Fowling arrows do the firing character's Strength + 2 as their base damage, but that damage is bashing.

Frog Crotch: Frog crotch arrows have a Y-shaped bead, with the arms of the Y facing forward, sharpened on the inside. These arrows do hideous damage to tissue but perform terribly against armor. Frog crotch arrows do the firing character's Strength + 4 as their base damage, but the lethal soak of the target's armor is doubled before applying the damage.

Target: Target arrows have no blades on their heads simply hardened steel tips. Target arrows do the firing character's Strength as their base damage, but treat the lethal soak of the target's armor as half its true value when the damage is applied.