

Rifles

Name	Value	Damage	Ammo	Requires
Anti-Material Rifle	2000	2d8	.50MG	STR 11
Assault Rifle	350	2d4	5.56mm Round	STR 10
Hunting Rifle	150	1d8	.308 Round	-
Chinese Assault Rifle	450	2d6	5.56mm Round	STR 10
Brush Gun	500	1d10	.45-70 Gov't	-
Sniper Rifle	1000	1d12	.308 Round	STR 10
Trail Carbine	200	1d8	.44 Round	-
Varmint Rifle	25	1d6	5.56mm Round	-
BB Gun	10	1	BBS	-

Shotguns

Name	Value	Damage	Ammo	Requires
Combat Shotgun	500	2d6	12 Gauge	STR 12
Double Barrel Shotgun	150	1d8	12 Gauge	STR 12
Sawed-off Shotgun	250	1d10	12 Gauge	STR 11

Big Guns

Name	Value	Damage	Ammo	Requires
Flamer	800	3d6+BRN	Flamer Fuel	STR 14
Fat Man	3500	5d12	Mini Nuke	STR 15
Minigun	850	3d8	5mm Round	STR 14
Missile Launcher	1000	2d12	Missile	STR 15

Energy Rifles

Name	Value	Damage	Ammo	Requires
Gauss Rifle	1000	2d8	MFC	STR 12
Laser Rifle	550	1d10	MFC	-
Plasma Rifle	750	1d10	MFC	-
Laser RCW	900	2d6	ECP	STR 11

Big Energy Weapons

Name	Value	Damage	Ammo	Requires
Plasma Caster	1500	4d6	MFC	STR 14
Gatling Laser	1000	3d8	ECP	STR 14
Tesla Cannon	2750	3d12	ECP	STR 15

Explosives

Name	Value	Damage
Frag Grenade	25	3d4
Plasma Grenade	100	2d6
Pulse Grenade	50	2d4 (2d8Robots)
Frag Mine	25	2d6
Pulse Mine	50	2d4 (2d8Robots)
Plasma Mine	50	2d8
Dynamite!	10	1d8

Melee Weapons

Name	Value	Damage	Requires
Axe	5	1d6 Piercing	-
Combat Knife	5	1d6 Slashing	-
Knife	2	1d4 Slashing	-
Ripper	15	1d8 Piercing	-
Samurai Sword	50	2d6 Slashing	-
Spear	10	1d6 Piercing	-
Machete	25	1d8 Slashing	-
Switchblade	8	1d4 Piercing	-
Baseball Bat	15	1d6 Bludgeoning	-
Lead Pipe	10	1d6 Bludgeoning	-
Nail Board	15	1d8 Piercing	-
Police Baton	10	1d6 Bludgeoning	-
Pool Cue	5	1d6 Bludgeoning	-
Rolling Pin	2	1d4 Bludgeoning	-
Sledge Hammer	55	1d10 Bludgeoning	STR 12
Super Sledge	450	2d8 Bludgeoning	STR 15
9 iron	75	1d8 Bludgeoning	-
Rebar Club	250	1d12 Bludgeoning	STR 14

Unarmed Weapons

Name	Value	Damage	Requires
Ballistic Fist	350	1d12	STR 12
Brass Knuckles	10	1d4	-
Spiked Knuckles	25	1d6	-
Power Fist	130	1d10	STR 10

Custom Weapons

Name	Value	Damage	Components
Bottlecap Mine	100	2d10	Bottle cap x10 Cherry bomb Lunchbox Sensor module
Dart Gun	75	1d4 + POISON	Paint gun Radscorpion poison gland Surgical tubing Toy car
Deathclaw Gauntlet	400	4d6	Deathclaw hand Leather belt Medical brace Wonderglue
Nuka-grenade	75	2d8	Abraxo cleaner Nuka-Cola Quantum Tin can Turpentine
Railway Rifle	150	1d10	Crutch Fission battery Pressure cooker Steam gauge assembly
Rock-It Launcher	500	2d8	Conductor Firehose nozzle Leaf blower Vacuum cleaner
Shishkebab	200	1d10+BRN	Lawn mower blade Motorcycle gas tank Motorcycle handbrake Pilot light

NOTES:

- The range of these weapons is purely up to the DM's discretion
- Gun rules:
 - Attack: Roll + Big/Small Guns Skill + (Proficiency Bonus)
 - Damage: Roll + (Proficiency Bonus) + (Energy Weapons Skill)
 - () = May not apply
- Energy weapons function the same as other big and small guns except that the energy weapons skill is added on to the damage roll. If the player is also proficient with energy weapons they add their proficiency bonus to both the attack and damage rolls.
- Melee/Unarmed rules:
 - Attack: Roll + Melee/Unarmed Skill
 - Damage: Roll + STR Mod/AGL Mod + (Proficiency Bonus)
 - () = May not apply
- Explosive rules:
 - Attack: Roll + Explosives Skill
 - Damage: Roll + PER Mod + (Proficiency Bonus)
 - () = May not apply