

RPG



Weapon

In the land of swords, shields, and arrows, the man with the rocket-propelled grenade is King.

Alt Attack: Conscientious Objector: You lay down your world-ender in a gesture of peace. This smug sense of superiority fully restores your Health.

Note: The RPG can only be used once. Make it count!

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Scissor-Saw Gauntlet



Weapon (Mortal)

This incredibly complex and dangerous battle glove costs an arm and a leg—but no one said they had to be yours.

Alt Attack: Throw Down: You launch the gauntlet at your opponent, and for whatever reason, they decide to catch it, taking a guaranteed 3 Damage and dropping their Weapon, if they have one.

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Robot Arm



Weapon (SciFi)

You stumbled across this thing one night after the bars closed. Since then, it's been your lucky charm, but now? It's your weapon.

You take the robot arm by its wrist and use it like its less-advanced cousin, the baseball bat.

Alt Attack: Hey, it's still working! You jab the robot arm's fingers at your opponent's eyes, reducing their next Attack roll by 3 but dealing no Damage.

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Pirate Hook



Weapon (Mortal)

Using the finest hand-replacement technology on the market, you've replaced your severed hand with a curvy iron bit. Jab it in your opponent's eyes!

Alt Attack: This is a horrible idea: You once read that there's a part of your brain that keeps you from being, like, super strong. Hmm... Roll 1d6. If you roll a 4 or higher, your opponent loses all but 1 Health; if you roll a 3 or lower, you lose all but 1 Health.

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Ray Gun



Weapon (Mortal, SciFi)

Sure, the man in the silver onesie may have been talking peace, but he was packing heat.

The gun spews high energy... photons... chloroplasm... blood? Look, you don't know how this stuff works.

Alt Attack: Reverse-engineering: You take the gun apart, study its components, and realize that it's NEUTRINOS! No Damage this turn, but future Attack rolls for this Attackener are increased by 2.

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Mace



Weapon (Mystical, Mortal)

Legend says that long ago, a space-magic-monk named himself after this weapon - but you've been around the world, and you've seen a lot of things, and you've never seen anything that makes you believe in space-magic-monks.

Alt Attack: THUMP: Chuck the mace at your opponent, confusing them - because who throws a mace?! - and reducing their next Attack roll by 1.

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Heroic Greatsword



Weapon (Mortal)

This divine blade would help you cleanse the land of all evil, provided you can bench press 2 tons.

Alt Attack: Your spirit resonates with the sword, emitting a powerful beam of concentrated light. Roll 1d6. 4 or higher, it deals no Damage, but the defending foe must discard a random card. 3 or lower, it fizzles. Lame.

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"Laser Sword"



Weapon (SciFi)

Less a photonic falcion and more a bundle of cheap laser pointers duct-taped together.

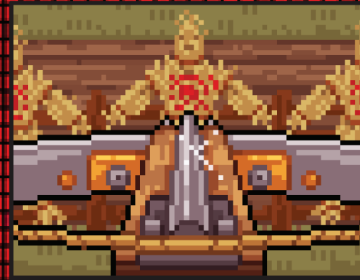
Slash! While causing no direct physical harm, your opponent laughs so hard at your feeble attempt that their sides hurt.

Alt Attack: Shine your "sword" right in your foes' eyes, scarring their retinas. Deal a guaranteed 2 Damage and reduce your opponent's next Attack roll by 1.

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Crossbow



Weapon (Mystical, Mortal)

The gears make up for your abysmal arm strength.

Alt Attack: Screw it, the crossbow's now a mace. Throw bolts to the side and use the crossbow as a bludgeoning weapon. This Attack deals 1 less Damage, but you can reroll the Attack if you get a 1 or 2.

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