

13 DAYS OF NOVEMBASS

Or, How I Learned to Stop Worrying and Study the Blade



Hello, hello! November here, master swordswoman and knife enthusiast.

I know I'm named for the month, having yet been unable to convince people that it's really the other way around, but I always struggle with this time of year.

The holidays are fast coming up and I know I'm always looking forward to them in a way that makes the month really drag. Especially if it's been a bit quiet.

So, I decided to throw together a list of my must have weapons along with some of my thoughts on them. Call it a bit of a pre-Christmas treat.

Why thirteen days? I hear you ask. Simple! That SANTA guy always does twelve, and we're going one higher! That's right, I'm raising the game! Anyway, lets get this thing going.

1) DAE "Bullfighter" Razorweave Cape. 200eb.

I love this thing. It's a cape that you can cut with! Machine-washable, waterproof, and those little serrated edges pack a punch if you get a good spin in to build up momentum first.

The DAE "Bullfighter" Razorweave Cape is an Urban Flash cape that can be used as a Medium Melee Weapon (2d6, RoF 2). It doesn't require the wearer to have a free hand to use.

2) IMI Ballistic Knife. 300eb.

While I'm uncomfortable with making any weapon designed for close combat more like a gun, a good friend of mine pointed out that really it's just stabbing things from longer away. It gets a pass.

A Medium Melee Weapon (2d6, RoF 2) that can also be fired up to 25m/yds away using the Handgun Skill and the Bows & Crossbows Range DVs. When fired, it still ignores half of the target's armor. Can be reloaded with an Action if recovered.

3) Parrying Blade. 100eb

This is a true duellist's weapon, I keep a few in reserve. While it might seem irrelevant in the age of monoblades and borg-grade rocket propelled hammers, it still holds up more often than you might think.

A Medium Melee Weapon (2d6, RoF 2). The user has +1 to Evasion Rolls made to defend against the first attack made against them by a Light, Medium, or Heavy Melee Weapon in a round. Additional Parrying Blades held in another hand can be used to grant this bonus to a single additional Evasion check each.

4) Throwing Darts. 20eb Each

I've managed to hit an eye with one of these a few times. Quiet too, plus you can poison them if you're into that sort of thing. I'm not, but I don't like to judge.

A Light Melee Weapon (1d6, RoF 1). Ignores half the target's armor when thrown.

5) Kendachi MonoNaginata. 2500eb

Now, Kendachi's swords are more my thing, but look at it! Look at it! I want one so badly, but there's an eighteen month waiting list for one through the proper channels, and PR would have me killed if Kendachi got wind of me running around with a stolen one. They've got a sponsorship deal lined up for me in Japan that they really don't want me blowing. Actually, I might see if that will get me one of these beauties.

A Very Heavy Melee Weapon (4d6, RoF 1). This weapon can strike a target up to 2m/yds away. With the correct biometric key, damage dealt by this weapon ignores the target's armor if it is lower than SP7. This effect, and the usual halving SP effect of melee weapons continues to apply when this weapon is thrown. Without the correct biometric key, this weapon interacts with armor as normal.

6) Bootknife. 100eb

A classic, and it always will be. Stamp your foot, and give them the nastiest kick you can. Good for meetings and awkward meals. I have a pair of dancing shoes with these in them. A friend has suggested that I get myself some Talon Feet to upgrade, but those go through the shoes you're wearing, and I like my shoes.

A Poor Quality Light Melee Weapon (1d6, RoF 2) installed into a shoe provided by the user. Can be noticed with a DV15 Perception check.

7) EXE.exe 500eb.

It's not a real weapon, but my bestie asked for it to be included, so I don't want to hear any complaining about this. It cuts things in the Net, and apparently, it cuts them real good, so ummm, buy it?

Anti-Program Attacker. ATK 0. Does damage to the target's REZ equal to the REZ it has already lost.
ICON: A plunging guillotine blade that appears above the target.

8) SlamDance ElectroWhip. 500eb.

I want to practice with one of these, but every single time I do I get smartasses asking if I need to borrow black leather boots. Look, I'll level with you all. Yes, most of these get sold to joytoys, but they really are effective and should make a comeback.

A Heavy Melee Weapon (3d6, RoF 2) that can hit targets up to 4m/yds away. If damage dealt by this weapon would reduce the target to 1HP, they are instead unconscious at 1HP. Damage dealt by this weapon cannot cause a Critical Injury, and doesn't ablate armor.

9) Arasaka Bladed Fan. 300eb.

Not a fan of the guys who made it, but this thing is a nice piece of work. Arasaka gives those geishas you can hire as bodyguards in Japan these. It uses this fancy interlocking mechanism to improve the structural strength when unfolded. Heard of women going from pouring tea to taking off heads in seconds. That's badass!

An Excellent Quality Medium Melee Weapon (2d6, RoF 2), concealed within a fan. Available in with traditional Japanese art decoration, or with the logo of your choice printed on it. The sharpened edge can be noticed with a DV15 Perception check, but the fan looks otherwise harmless.

10) Caltrops. 20eb.

Unfortunately, Night City is full of people who don't respect the beauty of a duel between equals and who will try to interfere or use dirty tricks. These are for them. Throw them down, cut off routes to you, make them fight you one on one. I like to mix in ball bearings too, so they go sliding about the place. I guess you could use them to set up traps, but I don't see the appeal.

A thrown weapon that covers a 3x3m area in Caltrops. Caltrops damage anyone who moves through that area, while touching the floor, as if they had just been hit by a Light Melee Weapon (1d6, halving SP).

11) Shimizu Seisakujo Twin Blades. 400eb for a two weapon set.

Now, we're getting to the really good stuff. These are produced by a small workshop in Japan, they only sell so many a year, so I recommend getting it on your Christmas list nice and early. They are made in pairs, can only be bought in pairs, and should really only be used in pairs. When you use them, you'll see why.

A Heavy Melee Weapon (3d6, RoF 2). When wielding one of these blades in both hands, the user treats the weapons as if they were excellent quality.

12) Ktech Halo. 100eb.

Officially this is a "micro-saw that employs an airfoil cross-section, allowing it to be thrown with accuracy." It's a shuriken. My guess is that they didn't want to tread on Japanese toes. Some of the corps over there get really mad when foreigners use their names for things. The name comes from the glow it puts out, Ktech packed it with a nasty phosphorus payload that ignites the target when struck. Does mean it burns up though.

A Medium Melee Weapon (2d6, RoF 2). Ignores half the target's armor when thrown. Can be set to ignite before an attack is made. If it penetrates the target's armor while ignited, the target is ignited and takes two damage at the end of each of their turns until they use an action to put out the flames. The Halo is destroyed beyond repair after the attack is resolved.

A specially designed two shot launcher is available as a popup Cyberarm Option that uses the Handgun skill and grenade launcher range DVs. (Two Option Slots, 2d6 Humanity Cost, 500eb, Clinic Install.)

13) Arasaka Ghostblade. 1000eb.

Keeping Arasaka ninjas in a job for ten years now. Made from some fancy stealth materials. Just about every casual scan won't pick it up unless you know exactly what to look for. Doesn't hurt that Arasaka made half the tech you walk past when you take a flight. On the other hand, it does have a nice sleek design. If it was a person, I'd definitely date it.

An Excellent Quality Heavy Melee Weapon (3d6, RoF 2) that can be concealed. It will pass undetected through metal detectors, and more advanced scanners will only detect it with a successful DV19 Perception check on the behalf of the operator.