



Unarmed weapons

Unarmed weapon may sound like a paradox at first glance, but contains all weapons, that are used in conjunction with the *unarmed* skill.

Boxing gloves	
Damage:	-2
Attacks:	All fist based attacks.
Costs:	50 \$
Size class:	Medium
Rarity:	Common
Minimal strength:	1
Weight:	2 pounds
Special rule:	None.
Description:	A pair of unwieldy, padded gloves for the manly art of fist fighting.



Boxing gloves with lead inlays	
Damage:	+1
Attacks:	All fist based attacks.
Costs:	150 \$
Size class:	Medium
Rarity:	Very rare
Minimal strength:	1
Weight:	3 pounds
Special rule:	None.
Description:	A pair of unwieldy, padded gloves for the manly art of fist fighting. This pair wasn't just padded with feathers, but also with neat little lead inlays. Not very sporting, but really painful.



Punch dagger




Damage:	+4
Attacks:	All fist based attacks.
Costs:	100 \$
Size class:	Very small
Rarity:	Common
Minimal strength:	1
Weight:	1 pound
Special rule:	None.
Description:	Correctly held, this is a dagger that juts out of the fist. Simultaneously punching and stabbing. A dream come true...

Powerfist




Damage:	+ 10
Attacks:	All fist based attacks.
Costs:	1000 \$
Size class:	Small
Rarity:	Rare
Minimal strength:	3
Weight:	2 pounds
Special rule:	Uses up a <i>twentieth</i> of the load of a small energy cell with each punch. If the weapon is unloaded, the damage is reduced to +2 (the damage of a knuckle duster).
Description:	Similar to the Super Sledge, the Big Frigger Powerfist by BeatCo. stores kinetic Energy, in this case in a small energy cell, and releases it upon impact. A rare weapon that does tremendous amounts of damage.

Powerfist Mk 2	
Damage:	+ 20
Attacks:	All fist based attacks.
Costs:	10000 \$
Size class:	Small
Rarity:	Very rare
Minimal strength:	4
Weight:	2 pounds
Special rule:	Uses up a <i>tenth</i> of the load of a small energy cell with each punch. If the weapon is unloaded, the damage is reduced to +2 (the damage of a knuckle duster).
Description:	Similar to the Super Sledge, the Big Frigger Powerfist by BeatCo. stores kinetic Energy, in this case in a small energy cell, and releases it upon impact. And someone thought, that has got to come in worse. The power fist mark II does twice the damage, for twice the power consumption.

Quartz sand gloves		
Damage:	+2	
Attacks:	All fist based attacks.	
Costs:	Starting at 100 \$	
Size class:	Small	
Rarity:	Rare	
Minimal strength:	1	
Weight:	1 pound.	
Special rule:	Most quartz sand gloves look like regular gloves and are easily worn concealed. How much easier a test on hiding them is, is dependent on the situation and thus subject to a master's ruling..	
Description:	Quartz sand gloves look like regular winter gloves, but instead of padding, contain small chambers with hard sand, that turn every jaw into a glass jaw upon impacting it.	

Steel capped boots	
Damage:	+4
Attacks:	All kicks.
Costs:	Starting at 100 \$
Size class:	Medium
Rarity:	Common
Minimal strength:	1
Weight:	ca. 4 pounds
Special rule:	None.
Description:	Popular with construction workers before the Great War, these boots protect the toes from falling tools. The hard steel cap has a different use, too: it hurts like hell.

Knuckle dusters	
	
Damage:	+2
Attacks:	All fist based attacks.
Costs:	50 \$
Size class:	Very small
Rarity:	Quite common
Minimal strength:	1
Weight:	1 pound
Special rule:	None.
Description:	Knuckle dusters are the painful relatives in kind of rings. You put your hand into the back in such a way, that the front hurts.

Spiked knuckle dusters




Damage:	+3
Attacks:	All fist based attacks.
Costs:	150 \$
Size class:	Very small
Rarity:	Common
Minimal strength:	1
Weight:	1 pound.
Special rule:	None.
Description:	Common knuckle dusters are rounded. A hit with those is more painful and harder than with a bare fist, but spiked knuckle dusters are nothing but mean murder weapons, especially popular with Super Mutants.

Ballistic Fist



Damage:	+2 AND the damage done by the loaded 12 gauge shell.
Attacks:	All fist based attacks.
Costs:	850 \$
Size class:	Medium
Rarity:	Very rare.
Minimal strength:	1
Weight:	1 pound.
Special rule:	Uses a 12 gauge shell with the first hit. Must be reloaded for 2 AP, if one wants the increased damage again.
Description:	An especially sick tinkerer must have come up with this weapon. Basically a glove with a pressure plate formed like a knuckle duster. If one strikes with the fist, the pressure plate releases a shot, that comes from a small barrel mounted to the back of the hand.

Heavy boots	
Damage:	+2
Attacks:	All kicks.
Costs:	Starting at 80 \$
Size class:	Medium.
Rarity:	Common.
Minimal strength:	1
Weight:	ca. 4 pounds.
Special rule:	None.
Description:	Soldiers, wanderers, construction workers, gardeners ... before the War and after the War a popular and versatile item of clothing, that was made by hundreds of factories in thousands of variations. Among other things, heavy boots give kicks a quality of their own.

Wolf Claws	
	
Damage:	+6
Attacks:	All fist based attacks.
Costs:	450 \$
Size class:	Medium.
Rarity:	Very rare.
Minimal strength:	1
Weight:	2 pounds.
Special rule:	None.
Description:	Maybe made by movie fans, this very rare melee weapon is nothing to laugh about. A fist strike, that's been augmented with the Wolf Claws does more than just a black and blue mark. More like a big red stain on the floor.