

Origin Blade Works

Conceived by [Origin Industries](#) and [Origin Defense Manufacturing](#) in [YE 39](#), Origin Blade Works is a service and division of [Origin Defense Manufacturing](#) that provides made to order melee weapons to customers and clients. Patrons are offered a diverse assortment of materials, blade types, accessories, and additions that can be utilized to customize a weapon or a series of weapons to their exact specifications. Weapons can also be designed as mockups of common melee weapon types. They can be ceremonial or practical in nature, based on specifications and the materials utilized in the design.

In [YE 45](#), Origin Blade Works became its own branch during Origin's reorganization.

Clients may also make bulk orders. However, in order to do so, clients should directly contact [Origin Industries](#) or Origin Blade Works for orders with a quantity over 100.

Base Weapon Types

The melee weapon types available to customers are listed and priced below.

Blades	Base Price
Dagger/Knife	50 KS
Two-handed Sword	200 KS
One-handed Sword	175 KS
Chakram/Ring Blade	200 KS
War/One-handed Axe	80 KS
Battle/Two-handed Axe	75 KS
Long/Heavy Polearm	100 KS
Medium Polearm	75 KS
Short/Light Polearm	50 KS
Mace	50 KS
War Hammer	100 KS
Gauntlets	50 KS

In their order, clients specify the shape and curvature of the blade, hilt, and base of the weapon at no extra charge. The classification system only aids in pricing and manufacturing. The name of the selections is intentionally vague to allow for customers to order specific melee weapon types that may fall into one or more categories.

For example, if a customer wanted to order a [katana](#), they would order their blade under the classification "One-handed Sword". After classifying the weapon, the client can customize the hilt, curvature, and specialization of the weapon via [Origin Industries' SYNC](#) page.

Materials

The blade materials available to customers are listed and priced below.

Material	Price Scale
Nerimium	4 Times to Base Price
Yama-Dura	4 Times to Base Price
Durandium Alloy	1 Times to Base Price
Yamataium	4 Times to Base Price
Zesuaum (Restricted to SAoY Personnel)	5 Times to Base Price
Boreanium Alloy	3 Times to Base Price
Superior Steel	1 Time to Base Price
ADNR (Aggregated Diamond Nanorods)	4 Times to Base Price
Steel	.5 Times to Base Price

NOTE: Skip this step if the weapon is purely-energy based.

Accessories, Enhancements, and Batteries

The weapon enhancements and accessories available to customers are listed and priced below.

Enhancement	Price
Monomolecular Edge Construction	150 KS
Hollow Construction	100 KS
Molecular Knitting System	500 KS
Retraction System	100 KS
Energy Projection System	5000 KS
Power Field Projection System	2500 KS

The weapon accessories available to customers are listed and priced below.

Accessory	Price
Firearm Mounting System	200 KS + Price of Firearm
Gravitic Drive	250 KS
Chain Blade/Engine	50 KS
Concussion Engine	50 KS
Thermal Engine	100 KS
Shock Engine	75 KS
Vibration Engine	75 KS
Nano Reconstruction System	1000 KS
Mind Linking System	25 KS
Plasma Color System	1000 KS

Accessory	Price
Poison Channeling System	500 KS
Power Armor Adapter System	250 KS

The battery types available to customers are listed and priced below.

Battery	Price
High Density Power Cell/Battery	400 KS
Medium Density Power Cell/Battery	300 KS
Low Density Power Cell/Battery	200 KS
Aether Cell/Generator	500 KS

Accessories and Enhancements Information

The blade enhancements available to customers are detailed below.

- Monomolecular Edge Construction:** Monomolecular edged weapons are a staple of modern melee weapon technology. Although expensive materials are required in order to hold the edge, weapons with a monomolecular construction can cut, slash, thrust, or penetrate hard and dense materials. The only materials that can reliably hold a monomolecular edge are [Yamataium](#), [Zesuaium](#), [Nerimum](#), [Boreanium Alloy](#), and [ADNR \(Aggregated Diamond Nanorods\)](#).
- Hollow Construction:** Melee weapons with a hollow construction are incredibly light and agile. However, this enhancement is not recommended for use on weapons that depend on their weight to deal damage (maces and war hammers) or weapons that are not made of incredibly expensive alloys or meta-materials. With the exception of [zesuaium](#) blades, hollow melee weapons are far more difficult to maintain in prime condition than traditional blades because of their lack of internal thickness.
- Molecular Knitting System:** The molecular knitting system reinforces the base construction of the blade, giving the weapon enhanced durability and longevity in combat. This system allows monomolecular blades to effectively hold their edges and granting all blades the ability to maintain shape against armor. Along with monomolecular edged blades, molecular knitting technology is also considered a staple of modern melee weapon technology. Zesuaium blades cannot utilize this enhancement.
- Retraction System:** The retraction system allows the weapon to be retracted into itself for ease of transportation and efficient storage. When installed on smaller weapons such as daggers and small chakrams, the system allows for a near-complete retraction of the blade. However, when installed on large and medium weapons, the system allows for only a partial retraction of the blade.
- Energy Projection System:** The energy projection system completely replaces the solid blade of the weapon with a blade of ionized plasma. The form and shape of the blade is sustained via a system of magnetic-field generators that are normally built into the hilt of the weapon. A battery is also typically built into the hilt of the weapon, which allows for the blade to remain active for times ranging from 5 minutes to indefinitely, depending upon the size of the blade and the grade of the battery. The color of the blade is generally blue or white, however, a client can request any color on the spectrum for an additional price. As the blade is composed *entirely* of plasma, these weapons are extremely dangerous to personnel and are exclusively wielded by power armor. Alternatively, SAoY personnel may commission *aether plasma* blades. If the energy projection

system is installed on the razors of a chain-bladed weapon, then the weapon is considered to be safe for usage by personnel.

- **Power Field Projection System:** The power field projection system sheathes the entire blade of the weapon in a field of destabilizing energy, giving the blade with a visible sheen upon activation of the power cell. The color of the field can range from blue-white to transparent, depending upon the energy source utilized. When activated, power blades are extremely dangerous and are typically wielded by power armor. However, personnel can still utilize a power blade provided that the power is deactivated or set to a lower power setting/output. Energy sources include [aether](#) and plasma, with the latter being more suited to personnel scale usage, provided the cell has a low power setting or output. The power cell is generally implanted within the hilt of the blade, which allows for the field to remain activated for 5 to 10 minutes, depending upon the size of the blade and the energy density of the cell.

The blade accessories available to customers are detailed below.

- **Firearm Mounting System:** The firearm mounting system allows clients to mount a personnel-scale firearm of their choice to the weapon. Essentially, this turns the blade into a dual function weapon.
- **Gravitic Drive:** Weapons with a gravitic drive can fly under their own power. The speed, acceleration, and turning radius of the system depend upon the size and shape of the weapon it is mounted on, with chakrams, swords, daggers, and light spears having the best performance and mobility. The gravitic drive is typically paired with a mind link, to allow for the host to control the weapon's flight pattern.
- **Chain Blade/Engine:** The chain blade system installs a series of small barbed points at the end of the blade. This gives the weapon considerably more cutting power against personnel targets, opening wounds and tearing apart armor via repeated cuts. The razors of the chain blade can also utilize the energy projection system instead of material-based razors. The engine requires a battery to function.
- **Concussion Engine:** The concussion engine is utilized exclusively in maces, war hammers, and gauntlets. The engine is typically installed within the hilt or handle of the weapon. The concussion engine works in tandem with a mind linking system, which processes user input to determine the magnitude and timing of a concussion blast. The blast amplifies the blunt force damage of the host weapon, giving the weapon better anti-armor capabilities. The concussion engine must also be installed with a mind linking system. The engine requires a battery to function.
- **Thermal Engine:** The thermal engine superheats the primary striking area of the weapon. The engine also includes a heat-resistant treatment as standard for the weapon, on materials that require it. The engine requires a battery to function.
- **Shock Engine:** Typically installed within the hilt of the weapon, the shock engine gives the weapon the ability to stun targets. The system is best suited for use against personnel scale targets, however, power armor scale targets can also be affected by it. The engine requires a battery to function. Zesuaium blades cannot utilize this accessory.
- **Vibration Engine:** Typically installed within the hilt of the weapon, the vibration engine gives the blade increased damage effect against lightly armored personnel targets, via sustained vibration. Zesuaium blades cannot utilize this accessory.
- **Nano Reconstruction System:** The nano reconstruction system is a passive weapon repair system that continually restores the condition of the blade and striking area. This system is effective in repairing monomolecular edges, dents, and cuts within the blade or the striking area of the weapon itself. Zesuaium and energy-based blades cannot utilize this accessory.

- **Mind Linking System:** Utilized primarily for weapons that utilize flight or autonomous operation, a mind linking system allows the operator of the weapon to control the flight pattern and power setting of the weapon via encrypted telepathy, digital mind transmission, or neural link.
- **Plasma Color System:** Purely a cosmetic addition, the plasma color system allows clients that order blades that utilize the energy projection system or the power field projection system to request any color on the spectrum.
- **Poison Channeling System:** Utilized primarily in a stealth or assassination role, the poison channeling system utilizes nano particles to coat the blade with a self-regenerating colony of poison.
- **Power Armor Adapter System:** The power armor adapter allows a weapon to be connected to a power armor, so that it can draw power from the power source of the host armor. Adapter systems are available for most civilian market power armors and for Yamataian power armors, provided that client is affiliated with the [Star Army of Yamatai](#).

Accessories and Enhancements Restrictions

- **Zesuaium:** Zesuaium blades cannot install or utilize the Nano Reconstruction Kit, the Vibration Engine, the Plasma Color System, the Shock Engine, the Molecular Knitting System, the Plasma Color System, the Thermal Engine, and the Energy Projection System.
- **Energy-Based:** Energy-based blades (weapons with the Energy Projection System) cannot install or utilize the Chain Blade/Engine, the Concussion Engine, the Thermal Engine, the Shock Engine, the Vibration Engine, the Nano Reconstruction Kit, the Hollow Construction System, the Monomolecular Edge Construction System, the Retraction System (Energy-based blades can retract by default), and the Molecular Knitting System.
- **Non-Energy based Weaponry:** Non-Energy based weaponry cannot install or utilize the Energy Projection System and the Plasma Color System.
- **Non-blunt Weapons:** With the exception of maces or war hammers, melee weapons cannot install or utilize the Concussion Engine.
- **Power Field Blades:** Weapons with the power field projection system installed may utilize the Plasma Color System, as long as the energy source is plasma-based.
- **Battery:** The Shock Engine, Thermal Engine, Vibration Engine, Concussion Engine, and the Chain Engine require a separate battery or power cell. Energy-based and power weapons (weapons with the Energy Projection System), come with the battery/power cell by default.

Determining Damage Rating/Purpose

After creating a weapon, it is important that players and [game masters](#) determine the [damage rating](#) of the weapon in question if the player plans to utilize it in combat. When determining the damage rating, it is important to account for the material, accessories, and enhancements utilized in the construction of the blade. However, it is also important to account for whether the blade is intended to be utilized on a personnel or power armor scale. Personnel grade melee weapons should not go above Tier 4 and power armor grade melee weapons should not go above Tier 7.

Power armor grade melee weapons should not be used by personnel, as their energy output, mass, or size may prove to be hazardous or unwieldy.

The effect of a specific enhancement or accessory on the damage rating of a melee weapon depends upon the purpose of the attachment in question. The gravitic drive, retraction kit, nano reconstruction kit, molecular knit, and firearm mounting systems are utility attachments, therefore, they have little to no effect on the damage rating of the melee weapon. However, they do effect the versatility, longevity, and application of the weapon, thereby, making the weapon more efficient for the user.

Although there is no hard limit on the amount of enhancements or accessories a client can put on a particular weapon, the addition of more enhancements and accessories will not improve the damage output of the weapon past it's intended offensive tier.

Example Weapons and Damage Ratings

Example weapons are detailed below.

Samurai Katana

The classification, construction, and appearance of the Samurai Katana is detailed below.

- Type: One-handed Sword
- Dimensions: 30 inches Long
- Blade Material: [Zesuaium](#)
- Appearance Description: The samurai katana features a slightly curved blade, with a hilt that allows the user to wield the weapon with either one or two hands. The hilt has a decorative, yet functional tsuba.
- Enhancement 1: Monomolecular Edge
- Purpose: [Tier 4](#)
- Total Cost: 1025 KS

Plasma Sword

The classification, construction, and appearance of the Plasma Sword is detailed below.

- Type: One-handed Sword
- Dimensions: 30 inches long
- Blade Material: N/A
- Appearance Description: The plasma sword has a leaf-shaped blade with a blue-white color. The hilt of the weapon is made of rubberized durandium alloy, and features a black grip.
- Enhancement 1: Energy Projection System
- Purpose: [Tier 6](#)
- Total Cost: 5175 KS

Infantry Sword

The classification, construction, and appearance of the Infantry Sword is detailed below.

- Type: One-handed Sword
- Dimensions: 28 inches long
- Blade Material: [Nerimium](#)
- Appearance Description: A standard melee sidearm for personnel scale infantry, the infantry sword has a cruciform hilt and a blade that tapers into a monomolecular edge on the tip and sides of the metal.
- Enhancement 1: Monomolecular Edge Construction
- Enhancement 2: Molecular Knitting System
- Purpose: [Tier 3](#)
- Total Cost: 1350 KS

Aether Naginata

The classification, construction, and appearance of the Aether Naginata is detailed below.

- Type: Long/Heavy Polearm
- Dimensions: 89 total inches long, 24 inch long blade
- Blade Material: [Zesuaium](#)
- Appearance Description: The pole of the aether naginata is made of durandium alloy. The blade has a radical curve, allowing for thrusting, slashing, and cutting attacks.
- Enhancement 1: Monomolecular Edge Construction
- Enhancement 2: Power Field Projection System (Aether)
- Purpose: [Tier 6](#)
- Total Cost: 3150 KS

Zealot Utility Blade

The classification, construction, and appearance of the Zealot Utility Blade is detailed below.

- Type: Knife/Dagger
- Dimensions: 4 inches wide base, 10 inch blade
- Blade Material: Superior Steel
- Appearance Description: A forearm mounted retractable blade of approximately 10 inch length, designed for field utility over combat. Broad leaf shaping with a thick steel plate, fullered to prevent warping or chipping.
- Enhancement 1: Retraction system
- Purpose: [Tier 2](#)
- Total Cost: 150 KS

OOO Notes

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