

Melee Weapons	Category ¹	Base %	STR ²	DEX	Damage	HP	ENC	Length	SR	Type ³	Cost
Axes											
Battle Axe	Axe 1H	10	13	7	1D8 + 2	8	2	0.8	3	S	20 L
Battle Axe	Axe 2H	5	9	7	1D8 + 2	8	2	0.8	3	S	20 L
Dagger-axe	Axe 2H	5	13	9	3D6	10	3	1.5-2	1	S	75 L
Great Axe	Axe 2H	5	11	7	2D6 + 2	10	2	1.2	2	S	30 L
Small Axe	Axe 1H	10	7	7	1D6 + 1	6	1	0.4	4	S	15 L

Swords & Daggers

Broadsword	Sword 1H	10	9	7	1D8 + 1	12	1	1	2	CT	50 L
Dagger	Dagger	15	—	—	1D4 + 2	6	(4)	0.2-0.3	4	CT	10 L
Dagger, parrying	Dagger	15	—	—	1D4 + 2	8	(3)	0.2-0.3	4	CT	20 L
Greatsword	Sword 2H	5	11	13	2D8	12	2	1.5	1	S	100 L
Kopis	Sword 1H	10	9	9	1D8 + 1	12	1	1	2	S	100 L
Rapier	Sword 1H	10	7	13	1D6 + 1	8	1	1.2	2	CT	50 L
Rhomphaia	Sword 2H	5	11	9	2D6 + 2	10	2	1.2	2	S	50 L
Shortsword	Sword 1H	10	—	—	1D6 + 1	12	1	0.6	3	CT	25 L
Sickle	Dagger	5	—	—	1D6 + 1	6	1	0.5	3	S	15 L
Sickle-sword	Sword 2H	5	9	9	1D10 + 1	12	1	1.2	2	S	60 L

Hammers, Maces & Clubs

Club	Mace 1H	15	7	7	1D6	4	(2)	0.4	4	C	free
Great Hammer	Hammer 2H	5	9	9	2D6 + 2	5	3	1.5	1	C	15 L
Heavy Mace	Mace 1H	15	13	7	1D8 + 2	10	2	0.8	3	C	20 L
Light Mace	Mace 1H	15	7	7	1D6 + 2	6	1	0.6	3	C	10 L
Maul	Hammer 2H	10	17	7	2D8	12	5	1.5	1	C	20 L
Quarterstaff	Quarterstaff	15	9	9	1D8	8	2	2	0	C	5 L
Singlestick	Mace 1H	15	—	9	1D6	5	(2)	0.9	4	C	1 L
Two-handed Mace	Mace 2H	10	9	7	1D8 + 2	10	2	0.8	3	C	25 L
War Hammer	Hammer 1H	10	11	9	1D6 + 2	10	1	0.8	3	C	20 L

Spears

Javelin	Spear 1H	10	9	9	1D6	8	1	1.5	2	I	35 L
Lance	Spear 1H	5	9	7	1D10 + 1	10	3	3.5+	0	I	25 L
Long Spear	Spear 2H	15	9	7	1D10 + 1	10	3	3	0	I	20 L
Pike	Spear 2H	15	11	7	2D6 + 1	12	3	3.5+	0	I	25 L
Short Spear	Spear 1H	5	9	7	1D6 + 1	10	2	1.5	2	I	15 L
Short Spear	Spear 2H	15	7	7	1D8 + 1	10	2	1.5	1	I	15 L

Pole Weapon

Pole Lasso	Lasso	5	9	13	—	4	3	3	1/MR	—	7 L
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Unarmed Attacks

Claw	Fist	25	7	9	1D4 + 1	Arm	1	0	4	CT	25 L
Fist	Fist	25	—	—	1D3	Arm	0	0	4	H	
Grapple	Grapple	25	—	—	Special	Arm	0	0	4	H	
Heavy Cestus	Fist	25	11	—	1D3 + 2	8	1	0	4	H	20 L
Kick	Kick	15	—	—	1D6	Leg	0	0	4	H	
Light Cestus	Fist	25	7	—	1D3 + 1	4	(2)	0	4	H	10 L

¹ An adventurer can use any other melee weapon in the same weapon category (such as 1H Axe, Fist, 1H Sword, etc.) at 1/2 the skill rating of the best skill the adventurer has in that category.

² An excess of STR makes up for a lack of DEX, on a 2 for 1 basis. Thus, an adventurer with a 10 STR and a 12 DEX can use a rapier (which requires a 7 STR and a 13 DEX). If both STR and DEX are below the requirements, all attacks and parries with the weapon are performed at half skill.

³ There are five types of weapons, rough categories that describe the type of damage each does: C is Crushing, CT is Cut-and-thrust, H is hand-to-hand, I is Impaling, and S is Slashing. An adventurer using a CT weapon must state which aspect of the weapon she uses. Cut does Slashing damage and Thrust does Impaling damage.

2 Weapons, Shields & Armor



Missile Weapons	Category	Base %	STR	DEX	Damage	HP	ENC	Range ¹	Rate ²	Type	Cost
Bows & Crossbows											
Arbalest	Crossbow	10	13	7	3D6 + 1	10	3	150	1/5R	I	150 L
Composite Bow	Bow	5	13	9	1D8 + 1	7	2	100	S/MR	I	150 L
Elf Bow	Bow	5	9	9	1D8 + 1	6	2	80	S/MR	I	N/A
Heavy Crossbow	Crossbow	25	11	7	2D6 + 2	10	2	120	1/3R	I	100 L
Light Crossbow	Crossbow	25	7	7	2D4 + 2	6	2	100	1/2R	I	80 L
Repeating Crossbow	Crossbow	25	7	7	2D4 + 2	6	2	100	1/MR	I	N/A
Self Bow	Bow	5	9	9	1D6 + 1	5	2	80	S/MR	I	50 L

Javelins, Spears & Darts

Atlatl	Atlatl	5	7	9	1D8 + 1	6	(2)	40	1/MR	I	10 L
Dart	Javelin	10	—	9	1D6	4	(2)	20	S/MR	I	25 L
Javelin	Javelin	10	9	9	1D10	8	1	20	1/MR	I	35 L
Short Spear	Javelin	15	9	7	1D6 + 1	10	2	20	1/MR	I	15 L

Thrown Weapons

Rock	Rock, thrown	15	—	—	1D4	—	(4)	20	S/MR	C	
Throwing Axe	Axe, throwing	10	9	9	1D6	6	1	20	S/MR	I	15 L
Throwing Dagger	Dagger, throwing	5	—	9	1D4	6	(4)	20	S/MR	I	20 L

Slings

Sling	Sling	5	—	9	1D8	—	1	80	S/MR	C	1 L
Staff Sling	Staff Sling	10	9	9	1D10	8	2	100	1/MR	C	10 L

Munitions

Atlatl Javelin							(4)				10 L
Large Quiver (with 40 arrows or bolts)							2				16 L
Medium Quiver (with 24 arrows or bolts)							1				12 L
Sling Bullet							(300)				1 B
Small Quiver (with 12 arrows or bolts)							(2)				6 L
Staff Sling Stone							(4)				free



Shield	Type	Base %	STR	Damage	HP	ENC	SR	Type	Hide	Wicker	Wood
Small	Hide or Wood	15	5+	1D3	8	1	3	C	8 C	—	4 L
Medium	Hide, Wicker or Wood	15	9+	1D4	12	2	3	C	14 C	1 L	12 L
Large	Hide, Wicker or Wood	15	12+	1D6	16	3	3	C	25 C	5 L	40 L

¹ Thrown weapons have no effective value beyond the Range shown. Missiles use full skill within the Range shown, ½-skill at medium range which is up to 1.5 × Range, and ¼-skill at long range which is up to twice the Range.

² S/MR: This rate means as many missiles as can be fired as strike rank permits, assuming 5 SR to reload. The first missile is fired at DEX SR. For example, an adventurer with an average DEX and a DEX SR of 3 can shoot two arrows in a round: shooting the first arrow at SR 3, he then spends 5 SR reloading and shoot a second arrow at SR 8. He then does not have SR enough to shoot again in this round (8+5>12). With a DEX of 13+ (SR of 1 or 2) an adventurer can fire three arrows per round.

Arms (13-15, 16-18)

Chest (12)

Abdomen & Chest (9-11, 12)

Abdomen (9-11)

Abdomen & Legs (9-11, 1-4, 5-8)

Legs (1-4, 5-8)

Greaves ²	Bronze Plate	6	2	-15	120 L
Greaves ²	Cuirboilli	3	1	0	40 L
Greaves ²	Leather ³	1	0	0	15 L

1 This shows how much the armor subtracts from an adventurer's Move Quietly skill. When several different types of armor are worn, use the noisiest as the modifier. Do not add all the different types together.

2 These are considered to cover the entire limb, although the actual armor which goes by these names only covers the area between elbow and hand (vambraces) and knee and foot (greaves).

3 Can be worn under any other armor, with a cumulative encumbrance penalty. Instead of leather, this could also be quilted or thick cloth as it has the same qualities as described.