

# SWORDS

## ARMING SWORD

The typical 'knightly' sword. A long tapering double-edged blade with a cruciform hilt.

**TYPE-** melee

**SIZE-** medium

**ADV-** none

**DIS-** plate armor

**QUALITIES-** finesse, half-sword

## LONG SWORD

An arming sword with a longer hilt which allows for two-handed use, the blade may be longer.

**TYPE-** melee

**SIZE-** medium

**ADV-** none

**DIS-** plate armor

**QUALITIES-** half-sword, versatile

## GREAT SWORD

An oversized version of a longsword as tall as the wielder.

**TYPE-** melee

**SIZE-** long

**ADV-** cloth armor

**DIS-** plate armor

**QUALITIES-** half-sword, heavy, reach, two-handed

## BROAD SWORD

A chopping sword with a short grip and a broad flat blade of a minimal taper towards the point.

**TYPE-** melee

**SIZE-** medium

**ADV-** cloth armor

**DIS-** metal armor

**QUALITIES-** none

## FENCING SWORD

A dueling sword with a protective hilt and a long thin blade.

**TYPE-** melee

**SIZE-** medium

**ADV-** cloth armor

**DIS-** plate armor

**QUALITIES-** complex gaurd, fast, finesse

## SABER

A one-handed curved sword with a thin single-edged blade.

**TYPE-** melee

**SIZE-** medium

**ADV-** cloth armor

**DIS-** metal armor

**QUALITIES-** fast, finesse

## SHORT SWORD

A double-edged sword less than the length of the wielder's arm.

**TYPE-** melee

**SIZE-** short

**ADV-** none

**DIS-** metal armor

**QUALITIES-** finesse

	MS	DAMAGE	RANGES	PARRY	SPECIAL	ATTACK	DEFENSE
TN		1d8	-/-/-	-	-	charge	-
SK		1d12	-/-/5	2	-	charge or disarm	deflect (1)
EX		2d8	-/5/10	2	-	charge or disarm (-1)	deflect (2)
MS		2d8+4	-/5/10	3	-	charge or disarm (-2)	deflect (2)
GM		2d8+8	5/10/15	4	-	charge or disarm (-4)	deflect (3)
TN		1d8+1/ 1d6+1	-/-/-	-	-	charge	-
SK		1d8+3/ 1d6+3	-/-/-	1	-	charge	deflect (1)
EX		1d10+5/ 1d6+5	-/-/5	2	-	charge	deflect (1)
MS		1d10+8/ 1d8+8	-/-/5	3	-	charge	deflect (2)
GM		1d12+10/ 1d8+10	-/5/10	4	-	charge	deflect (3)
TN		1d10	-/-/-	-	-	-	-
SK		2d6+1	-/-/-	-	-	stun	deflect (1)
EX		2d8+2	-/-/-	-	-	stun	deflect (2)
MS		3d6+3	-/-/-	-	-	stun	deflect (2)
GM		3d6+6	-/-/-	-	-	stun	deflect (3)
TN		1d8+1	-/-/-	-	-	charge	-
SK		1d12+2	-/-/5	2	-	charge or disarm	deflect (1)
EX		2d8+3	-/5/10	2	-	charge or disarm (-1)	deflect (2)
MS		2d8+4	-/5/10	3	-	charge or disarm (-2)	deflect (2)
GM		2d8+8	5/10/15	4	-	charge or disarm (-4)	deflect (3)
TN		2d4-1	-/-/-	1	-	charge or disarm	deflect (1)
SK		1d10	-/-/5	2	-	charge or disarm (-1)	deflect (2)
EX		2d10+2	-/5/10	3	-	charge or disarm (-3)	deflect (3)
MS		2d10+4	-/5/10	4	-	charge or disarm (-6)	deflect (4)
GM		2d6+8	5/10/15	5	-	charge or disarm (-8)	deflect (5)
TN		1d6	-/-/-	-	-	charge	-
SK		1d10	-/-/5	2	-	charge or disarm	deflect (1)
EX		2d6	-/5/10	3	-	charge or disarm (-1)	deflect (2)
MS		2d6+4	-/5/10	4	-	charge or disarm (-3)	deflect (3)
GM		2d6+8	5/10/15	5	-	charge or disarm (-6)	deflect (4)
TN		1d6	-/-/-	-	-	charge	-
SK		1d6+2	-/5/10	1	-	charge or disarm	deflect (1)
EX		1d6+4	5/10/20	2	-	charge or disarm (-2)	deflect (2)
MS		1d6+7	5/15/20	2	-	charge or disarm (-4)	deflect (3)
GM		1d6+9	10/20/30	3	-	charge or disarm (-6)	deflect (3)

# DAGGERS

## COMMON DAGGER

Any short double-edged blade, there are many varieties with different hilt and blade styles.

**TYPE-** melee

**SIZE-** hand

**ADV-** padded armor

**DIS-** none

**QUALITIES-** finesse

	MS	DAMAGE	RANGES	PARRY	SPECIAL	ATTACK	DEFENSE
TN		1d4	-/5/15	-	-	-	-
SK		1d6	-/10/20	1	-	-	-
EX		2d4	10/20/30	2	critical(1-2)	-	-
MS		2d4+2	15/25/40	2	critical(1-3)	-	-
GM		3d4+1	20/30/45	3	critical(1-4)	-	-

## PIERCING DAGGER

Also called the 'rondel dagger' after its rondel guard, the blade is reinforced to pierce armor.

**TYPE-** melee

**SIZE-** hand

**ADV-** any armor

**DIS-** none

**QUALITIES-** finesse

TN		1d4	-/5/15	-	-	-	-
SK		1d6	-/10/20	1	critical(1-2)	-	-
EX		2d4	10/20/30	2	critical(1-3)	-	-
MS		3d4	15/25/40	2	critical(1-4)	-	-
GM		4d4	20/30/45	3	critical(1-5)	-	-

## PARRYING DAGGER

Also called the 'main gauche' or 'left hand' dagger, a sturdy blade with a wide hilt

**TYPE-** melee

**SIZE-** hand

**ADV-** padded armor

**DIS-** none

**QUALITIES-** finesse, complex guard

## DUELING DAGGER

Also called the 'trident' dagger it has 2 hidden blades that are released by a spring mechanism.

**TYPE-** melee

**SIZE-** hand

**ADV-** padded armor

**DIS-** none

**QUALITIES-** finesse

TN		1d4	-/5/15	1	-	-	deflect(1)
SK		1d6	-/10/20	2	-	-	deflect(2)
EX		1d8	10/20/30	3	critical(1-2)	-	deflect(3)
MS		1d10	15/25/40	4	critical(1-3)	-	deflect(4)
GM		2d6	20/30/45	5	critical(1-4)	-	deflect(5)

TN		1d5	-/-/-	-	-	disarm	deflect(1)
SK		2d4	-/-/-	1	-	disarm(-1)	deflect(2)
EX		1d8+2	5/10/15	2	critical(1-2)	disarm(-2)	deflect(2)
MS		2d6+1	10/15/20	3	critical(1-3)	disarm(-3)	deflect(3)
GM		2d6+3	15/20/30	3	critical(1-4)	disarm(-4)	deflect(3)

## LONG DAGGER

A long broad dagger is almost the size of a sword. Examples include the Dirk or Cinquedeas.

**TYPE-** melee

**SIZE-** hand

**ADV-** padded armor

**DIS-** none

**QUALITIES-** finesse

TN		1d5	-/5/15	-	-	-	-
SK		1d8	-/10/20	1	-	-	-
EX		1d8+2	10/20/30	2	critical(1-2)	-	deflect(1)
MS		1d4+7	15/25/40	2	critical(1-3)	-	deflect(1)
GM		1d4+9	20/30/45	3	critical(1-4)	-	deflect(2)

## HUNTING KNIFE

A large knife used as a tool and a weapon.

**TYPE-** melee

**SIZE-** hand

**ADV-** none

**DIS-** none

**QUALITIES-** finesse

TN		1d4	-/5/15	-	-	-	-
SK		1d6	-/10/20	1	-	-	-
EX		2d4	10/20/30	2	-	-	-
MS		2d4+2	15/25/40	2	-	-	-
GM		3d4+1	20/30/45	3	-	-	-

# BLUDGEONS

	MS	DAMAGE	RANGES	PARRY	SPECIAL	ATTACK	DEFENSE
<b>CLUB OR TORCH</b> Any length of wood at least an inch in diameter and 12 inches in length. <b>TYPE-</b> melee <b>SIZE-</b> medium <b>ADV-</b> none <b>DIS-</b> any armor <b>QUALITIES-</b> blunt, or ignite	TN	1d4	-/-/-	-	-	-	-
	SK	1d6+1	5/10/15	1	-	-	deflect (1)
	EX	1d6+3	10/15/25	2	-	-	deflect (1)
	MS	1d6+5	15/20/35	3	-	-	deflect (2)
	GM	1d6+6	10/25/40	4	-	-	deflect (2)
<b>MACE</b> A club with a metal head, sometimes with spikes or flanges. <b>TYPE-</b> melee <b>SIZE-</b> medium <b>ADV-</b> any armor <b>DIS-</b> none <b>QUALITIES-</b> blunt, slow	TN	1d6	-/-/-	-	-	charge	-
	SK	2d4	-/5/10	1	-	charge	-
	EX	2d4+2	-/10/20	2	-	charge	-
	MS	2d4+4	5/15/25	3	-	charge	-
	GM	2d4+6	10/20/30	4	-	charge	-
<b>WAR HAMMER</b> A pronged metal hammer head balanced by a spike at the back on a haft up to 30 inches long. <b>TYPE-</b> melee <b>SIZE-</b> medium <b>ADV-</b> any armor <b>DIS-</b> none <b>QUALITIES-</b> blunt, slow	TN	1d6	-/-/-	-	-	charge	-
	SK	1d6+2	-/5/10	2	-	charge	-
	EX	1d8+2	-/10/20	3	-	charge	-
	MS	1d8+5	5/15/25	4	-	charge	-
	GM	1d8+7	10/20/30	5	-	charge	-
<b>QUARTERSTAFF</b> A wooden pole at least two thirds the height of the wielder. <b>TYPE-</b> melee <b>SIZE-</b> long <b>ADV-</b> none <b>DIS-</b> any armor <b>QUALITIES-</b> blunt, fast, reach, versatile	TN	1d6/ 1d4	-/-/-	-	-	-	-
	SK	1d6+2/ 1d6	-/-/-	1	-	-	deflect (1)
	EX	1d8+2/ 1d6+2	-/-/-	2	-	-	deflect (2)
	MS	1d8+5/ 1d6+4	-/-/-	3	-	-	deflect (3)
	GM	1d8+7/ 1d6+7	-/-/-	4	-	-	deflect (4)
<b>FOOTMAN'S MACE</b> A two handed spiked mace on a 4-6' haft. Also called a morningstar. <b>TYPE-</b> melee <b>SIZE-</b> long <b>ADV-</b> any armor <b>DIS-</b> none <b>QUALITIES-</b> blunt, reach, two-handed	TN	1d8	-/-/-	-	-	-	-
	SK	2d6	-/-/-	1	delay	-	-
	EX	2d6+2	-/-/-	2	delay + stun	-	deflect (1)
	MS	2d6+4	-/-/-	3	delay + stun(-1)	-	deflect (1)
	GM	2d6+6	-/-/-	4	delay + stun(-2)	-	deflect (2)
<b>MILITARY FLAIL</b> A heavy weight or bar with studs or spikes, attached to a haft by a short chain. <b>TYPE-</b> long <b>SIZE-</b> medium or long <b>ADV-</b> any armor <b>DIS-</b> none <b>QUALITIES-</b> blunt, reach, 2H(optional), ignore shield	TN	1d6+1/ 1d8+1	-/-/-	-	-	Hook	-
	SK	2d4+1/ 2d6+1	-/-/-	-	delay	Hook	-
	EX	2d4+3/ 2d6+3	-/-/-	-	delay + critical(1-2)	Hook (-1)	-
	MS	2d4+5/ 2d6+5	-/-/-	-	delay+stun+ critical(1-3)	Hook (-2)	-
	GM	2d4+7/ 2d6+7	-/-/-	-	delay+stun+ critical(1-4)	Hook (-3)	-
<b>SAP OR BLACKJACK</b> A small leather sack 4-8" long with a looped strap attached, filled with sand or metal shot. <b>TYPE-</b> melee <b>SIZE-</b> hand <b>ADV-</b> none <b>DIS-</b> any armor <b>QUALITIES-</b> blunt	TN	1d2	-/-/-	-	-	knockout (-2)	-
	SK	2d2	-/-/-	-	-	knockout (-3)	-
	EX	1d4+1	-/-/-	-	-	knockout (-4)	-
	MS	1d4+3	-/-/-	-	-	knockout (-5)	-
	GM	1d4+5	-/-/-	-	-	knockout (-6)	-

# BLUDGEONS

## WAR Mallet

A wood or lead mallet atop a long pole with a long spike at the top.

**TYPE-** melee

**SIZE-** long

**ADV-** any armor

**DIS-** none

**QUALITIES-** heavy, reach, slow, two-handed

	MS	DAMAGE	RANGES	PARRY	SPECIAL	ATTACK	DEFENSE
TN		1d10+2	-/-/-	-	-	brace	-
SK		1d10+5	-/-/-	1	-	brace	-
EX		1d10+8	-/-/-	2	critical (1-2)	brace	deflect (1)
MS		1d10+12	-/-/-	2	critical (1-3)	brace	deflect (1)
GM		1d8+18	-/-/-	3	critical (1-4)	brace	deflect (2)

# AXES

## BATTLE AXE

A single edged axe blade with curved edges up to 12" in length on a haft up to 4' long.

**TYPE-** melee

**SIZE-** medium

**ADV-** any armor

**DIS-** none

**QUALITIES-** slow, versatile

	MS	DAMAGE	RANGES	PARRY	SPECIAL	ATTACK	DEFENSE
TN		1d8/ 1d6+1	-/-/-	-	-	-	-
SK		1d8+2/ 1d8+1	-/-/5	2	delay	-	-
EX		1d8+4/ 1d8+3	-/5/10	3	delay	-	-
MS		1d8+8/ 1d8+6	-/5/10	3	delay+stun	-	-
GM		1d10+10/ 1d8+8	5/10/15	4	delay+stun	-	-

## GREAT AXE

A wide thin axe blade mounted on a haft up to 6 feet long.

**TYPE-** melee

**SIZE-** long

**ADV-** any armor

**DIS-** none

**QUALITIES-** fast, heavy, reach, two-handed

TN		1d10	-/-/-	-	-	-	-
SK		1d10+3	-/-/-	2	delay	-	-
EX		1d10+6	-/-/-	3	delay	-	-
MS		1d10+10	-/-/-	3	delay+stun	-	-
GM		1d8+16	-/-/-	4	delay+stun	-	-

## HAND AXE

A small single edge axe blade up to 4" in length on a haft of 8-12". May also be used as a tool.

**TYPE-** melee

**SIZE-** medium

**ADV-** any armor

**DIS-** none

**QUALITIES-** slow

TN		1d6	-/5/10	-	-	charge	-
SK		1d6+2	5/10/15	1	-	charge	-
EX		1d6+3	10/15/20	2	-	charge	-
MS		2d4+4	10/20/30	3	-	charge	-
GM		2d4+7	15/30/40	3	-	charge	-

## BEARDED AXE

A type of battleaxe with a hooked or 'bearded' blade.

**TYPE-** melee

**SIZE-** short

**ADV-** any armor

**DIS-** none

**QUALITIES-** slow

TN		1d6+1	-/-/-	-	-	charge or hook	-
SK		1d8+1	-/5/10	2	-	charge or hook (-1)	-
EX		1d8+3	5/10/15	3	-	charge or hook (-2)	-
MS		1d8+6	10/15/20	3	delay	charge or hook (-3)	-
GM		1d8+8	10/20/30	4	delay	charge or hook (-4)	-

## MILITARY PICK

A one handed version of the pickaxe: a 'T' shaped tool with a blunt axehead and spike.

**TYPE-** melee

**SIZE-** medium

**ADV-** any armor

**DIS-** none

**QUALITIES-** slow

TN		1d6	-/-/-	-	-	charge	-
SK		2d4	-/-/-	1	-	charge	-
EX		1d10+2	-/-/-	2	-	charge	-
MS		1d12+3	-/-/-	2	delay	charge	-
GM		1d12+6	-/-/-	3	delay	charge	-

# SPEARS

## SHORT SPEAR

A wooden pole with a point at one end, of a total length between 4 and 6 feet.

**TYPE-** melee

**SIZE-** long

**ADV-** none

**DIS-** none

**QUALITIES-** finesse, fast, reach, versatile

	MS	DAMAGE	RANGES	PARRY	SPECIAL	ATTACK	DEFENSE
TN		1d8/ 1d6	-/10/20	-	-	charge or brace	-
SK		1d10+2/ 1d6+2	10/20/30	2	-	charge or brace	-
EX		2d6+2/ 2d4+2	20/40/60	3	stun	charge or brace	deflect (1)
MS		2d6+4/ 2d4+4	40/60/75	3	stun	charge or brace	deflect (1)
GM		2d6+6/ 2d4+6	60/75/90	4	stun	charge or brace	deflect (2)

## LONG SPEAR

A wooden pole with a point at one end, of a total length between 7 and 10 feet.

**TYPE-** melee

**SIZE-** very long

**ADV-** none

**DIS-** none

**QUALITIES-** fast, reach, two-handed

TN		1d8+1	-/-/-	-	-	charge or brace	-
SK		1d8+4	-/-/-	2	-	charge or brace	deflect (1)
EX		2d6+3	-/-/-	3	stun	charge or brace	deflect (1)
MS		2d6+5	-/-/-	3	stun	charge or brace	deflect (2)
GM		2d6+8	-/-/-	4	stun	charge or brace	deflect (2)

## PIKE

An extremely long spear 12 to 20 feet long.

**TYPE-** melee

**SIZE-** extremely long

**ADV-** none

**DIS-** none

**QUALITIES-** heavy, reach, two-handed

TN		1d10	-/-/-	-	-	brace	-
SK		1d12+2	-/-/-	2	-	brace	deflect (1)
EX		1d12+5	-/-/-	2	-	brace	deflect (1)
MS		1d12+9	-/-/-	3	-	brace	deflect (2)
GM		1d10+14	-/-/-	3	-	brace	deflect (2)

## HEWING SPEAR

A broad bladed spear with two small hooks or protrusions at the base of the blade. a.k.a. partisan

**TYPE-** melee

**SIZE-** very long

**ADV-** cloth armor

**DIS-** none

**QUALITIES-** fast, reach, two-handed

TN		1d10	-/-/-	-	-	disarm or brace	-
SK		1d12+2	-/-/-	2	-	disarm or brace	deflect (1)
EX		1d12+5	-/-/-	2	-	disarm or brace	deflect (1)
MS		1d12+9	-/-/-	3	-	disarm or brace	deflect (2)
GM		1d10+14	-/-/-	3	-	disarm or brace	deflect (2)

## WINGED SPEAR

A spear with two curved blades at the base of the blade. a.k.a. spetum, corseque, ranseur

**TYPE-** melee

**SIZE-** very long

**ADV-** none

**DIS-** none

**QUALITIES-** fast, reach, finesse, versatile

TN		1d10/ 1d6	-/-/-	-	-	brace or hook	-
SK		1d10+2/ 1d8+1	-/-/-	1	-	brace or hook (-1) or disarm	-
EX		1d10+5/ 1d8+4	-/-/-	2	-	brace or hook (-2) or disarm	deflect (1)
MS		1d8+10/ 1d8+6	-/-/-	3	-	brace or hook (-3) or disarm	deflect (1)
GM		1d6+15/ 1d8+9	-/-/-	3	-	brace or hook (-4) or disarm	deflect (2)

## MILITARY FORK

A light spear with two or three prongs. The 3-three pronged version is known as the trident.

**TYPE-** melee

**SIZE-** long

**ADV-** none

**DIS-** none

**QUALITIES-** fast, reach, finesse, versatile

TN		1d10/ 1d6	10/20/30	-	-	-	-
SK		1d10+2/ 1d8+1	15/25/40	2	-	skewer (4hd)	-
EX		1d10+5/ 1d8+4	20/30/45	3	-	skewer (7hd)	deflect (1)
MS		1d8+10/ 1d8+6	25/35/50	3	-	skewer (10hd)	deflect (1)
GM		1d6+15/ 1d8+9	30/45/60	4	-	skewer (15hd)	deflect (2)

## LANCE

A long pole, tapered to the end, mounted with a small iron point. May possess a hand guard.

**TYPE-** melee

**SIZE-** very long

**ADV-** any armor

**DIS-** none

**QUALITIES-** reach, horseback

TN		1d10	-/-/-	-	-	charge	-
SK		1d10+3	-/-/-	2	-	charge	-
EX		1d10+7	-/-/-	3	-	charge	-
MS		1d8+12	-/-/-	3	-	charge	-
GM		1d8+16	-/-/-	4	-	charge	-

# POLEARMS

## POLEAXE

A pole surmounted by a top spike, and some combination of a small axe head, a backspike, or a hammer.

**TYPE-** melee

**SIZE-** long

**ADV-** any armor

**DIS-** none

**QUALITIES-** fast, reach, two-handed

## HALBARD

A polearm with a broad axe head, a spike on the top, and a hook on the back. Up to 10' in total length.

**TYPE-** melee

**SIZE-** very long

**ADV-** any armor

**DIS-** none

**QUALITIES-** fast, heavy, reach, two-handed

## BILL

A long inward curved blade on a long pole, sometimes with a spike or hook on the back.

**TYPE-** melee

**SIZE-** very long

**ADV-** none

**DIS-** none

**QUALITIES-** fast, reach, two-handed

## GLAIVE

A broad sword-like blade on a long pole. a.k.a. voulge or fouchard

**TYPE-** melee

**SIZE-** very long

**ADV-** any armor

**DIS-** none

**QUALITIES-** fast, reach, two-handed

## BARDICHE

A heavy axe blade that projects upwards to form a point, on a long pole. a.k.a. guisarme

**TYPE-** melee

**SIZE-** very long

**ADV-** any armor

**DIS-** none

**QUALITIES-** fast, heavy, reach, two-handed

## LOCHABER AXE

A large axe blade on a pole with a hook on the back.

**TYPE-** melee

**SIZE-** very long

**ADV-** any armor

**DIS-** none

**QUALITIES-** fast, heavy, reach, two-handed

## GOEDENDAG

A very long club with a short spike at the club end.

**TYPE-** melee

**SIZE-** very long

**ADV-** any armor

**DIS-** none

**QUALITIES-** fast, reach, 2H

	MS	DAMAGE	RANGES	PARRY	SPECIAL	ATTACK	DEFENSE
TN	1d10	-/-/-	-	-	-	brace	-
SK	1d10+3	-/-/-	1	-	-	brace	deflect (1)
EX	1d10+6	-/-/-	2	-	-	brace	deflect (1)
MS	1d10+10	-/-/-	2	-	-	brace	deflect (2)
GM	1d8+16	-/-/-	3	-	-	brace	deflect (2)
TN	1d10	-/-/-	-	-	-	brace or hook or disarm	-
SK	1d10+2	-/-/-	1	-	-	brace or hook (-1) or disarm	-
EX	1d10+5	-/-/-	2	-	-	brace or hook (-2) or disarm	deflect (1)
MS	1d8+10	-/-/-	2	-	-	brace or hook (-3) or disarm	deflect (2)
GM	1d6+15	-/-/-	3	-	-	brace or hook (-4) or disarm	deflect (2)
TN	1d10	-/-/-	-	-	-	brace or hook	-
SK	1d10+3	-/-/-	1	-	-	brace or hook (-1)	deflect (1)
EX	1d10+6	-/-/-	2	-	-	brace or hook (-2)	deflect (1)
MS	1d10+10	-/-/-	2	-	-	brace or hook (-3)	deflect (2)
GM	1d8+16	-/-/-	3	-	-	brace or hook (-4)	deflect (2)
TN	1d10	-/-/-	-	-	-	brace	-
SK	1d10+3	-/-/-	1	-	-	brace	deflect (1)
EX	1d10+6	-/-/-	2	critical (1-2)	-	brace	deflect (1)
MS	1d10+10	-/-/-	2	critical (1-3)	-	brace	deflect (2)
GM	1d8+16	-/-/-	3	critical (1-4)	-	brace	deflect (2)
TN	1d10	-/-/-	-	-	-	brace or hook or disarm	-
SK	1d10+2	-/-/-	1	-	-	brace or hook (-1) or disarm	deflect (1)
EX	1d10+5	-/-/-	2	-	-	brace or hook (-2) or disarm	deflect (1)
MS	1d8+10	-/-/-	2	-	-	brace or hook (-3) or disarm	deflect (2)
GM	1d6+15	-/-/-	3	-	-	brace or hook (-4) or disarm	deflect (2)
TN	1d10	-/-/-	-	-	-	disarm or hook	-
SK	1d10+2	-/-/-	1	-	-	disarm or hook (-1)	-
EX	1d10+5	-/-/-	2	-	-	disarm or hook (-2)	deflect (1)
MS	1d8+10	-/-/-	2	stun	-	disarm or hook (-3)	deflect (1)
GM	1d6+15	-/-/-	3	stun	-	disarm or hook (-4)	deflect (2)
TN	1d6	-/-/-	-	-	-	brace	-
SK	1d6+2	-/-/-	1	-	-	brace	-
EX	2d4+2	-/-/-	2	stun + critical (1-2)	-	brace	deflect (1)
MS	2d4+4	-/-/-	3	stun + critical (1-3)	-	brace	deflect (1)
GM	2d4+6	-/-/-	4	stun + critical (1-4)	-	brace	deflect (2)

# BOWS

**MS    DAMAGE    RANGES    PARRY    SPECIAL    ATTACK    DEFENSE**

## HUNTING BOW

The common self bow, made from a single length of wood.

**TYPE-** missile

**SIZE-** medium

**ADV-** none

**DIS-** none

**QUALITIES-** two-handed

TN	1d6	60/300/450	-	-	-	-
SK	1d6+2	90/330/480	1	delay(t) + rapid fire(2)	-	-
EX	1d6+4	150/390/510	1	delay(t) + rapid fire(2)	-	-
MS	1d4+6	180/390/540	2	delay(t) + rapid fire(3)	-	-
GM	1d6+7	240/420/600	2	delay(t) + rapid fire(4)	-	-

## WAR BOW

A self bow made of yew or elm as tall as the wielder, with a draw weight up to 200 pounds.

**TYPE-** missile

**SIZE-** long

**ADV-** none

**DIS-** none

**QUALITIES-** heavy, slow, two-handed

TN	1d8	90/420/630	-	-	-	-
SK	1d8+1	150/450/690	1	delay(t)	-	-
EX	1d10+2	210/510/780	2	delay(t) + rapid fire(2)	-	-
MS	3d6	270/540/840	2	delay(t) + rapid fire(2)	-	-
GM	4d4+2	330/600/900	2	delay(t) + rapid fire(3)	-	-

## COMPOSITE BOW

A recurved bow made of a composite of horn, sinew, and wood.

**TYPE-** missile

**SIZE-** medium

**ADV-** none

**DIS-** none

**QUALITIES-** two-handed, horseback (optional)

TN	1d6	90/450/810	-	-	-	-
SK	1d6+2	150/510/870	1	delay(t) + rapid fire(2)	-	-
EX	1d6+4	210/540/910	1	delay(t) + rapid fire(2)	-	-
MS	1d6+6	270/570/990	2	delay(t) + rapid fire(3)	-	-
GM	1d8+8	330/600/1050	2	delay(t) + rapid fire(4)	-	-

## ELFISH BOW

A small bow is attached to the front of a main bow to increase the strength. a.k.a. "double bow"

**TYPE-** missile

**SIZE-** medium

**ADV-** none

**DIS-** none

**QUALITIES-** two-handed, horseback (optional)

TN	1d8	90/420/750	-	-	-	-
SK	1d8+1	150/450/810	1	delay(t) + rapid fire(2)	-	-
EX	1d10+2	210/510/870	1	delay(t) + rapid fire(2)	-	-
MS	1d10+4	270/540/930	2	delay(t) + rapid fire(3)	-	-
GM	1d10+6	330/600/990	2	delay(t) + rapid fire(4)	-	-

# CROSSBOWS

**MS DAMAGE RANGES PARRY SPECIAL ATTACK DEFENSE**

## STIRRUP X-BOW

Spanned manually with the use of a stirrup at the front of the bow.

**TYPE-** missile

**SIZE-** medium

**ADV-** none

**DIS-** none

**QUALITIES-** slow, two-handed

TN	1d6	120/360/600	-	-	-	-
SK	1d6+2	150/370/600	1	stun (t)	-	-
EX	1d6+4	180/390/600	2	stun (t)	-	-
MS	1d4+6	220/400/600	2	stun (t)	-	-
GM	2d4+5	270/420/600	3	stun (t)	-	-

## HOOK X-BOW

Spanned using a hook attached to a belt or a 'goat's-foot' lever.

**TYPE-** missile

**SIZE-** medium

**ADV-** none

**DIS-** none

**QUALITIES-** two-handed, horseback (optional)

TN	1d6	120/420/660	-	-	-	-
SK	1d6+2	180/450/660	1	stun (t)	-	-
EX	1d6+4	240/480/660	2	stun (t)	-	-
MS	1d6+6	280/490/660	2	stun (t)	-	-
GM	1d8+7	330/510/660	3	stun (t)	-	-

## CRANEQUIN X-BOW

Spanned by attaching and turning a geared device known as a cranequin.

**TYPE-** missile

**SIZE-** medium

**ADV-** none

**DIS-** none

**QUALITIES-** slow, reload, horseback (optional), 2H

TN	2d4	120/450/720	-	-	-	-
SK	2d6	180/460/720	1	stun (t/1)	-	-
EX	2d6+2	240/480/720	2	stun (t/1)	-	-
MS	1d12+4	300/510/720	3	stun (t/1)	-	-
GM	1d10+6	360/540/720	3	stun (t/1)	-	-

## WINDLASS X-BOW

Spanned by attaching and turning a winch mechanism known as a windlass.

**TYPE-** missile

**SIZE-** medium

**ADV-** none

**DIS-** none

**QUALITIES-** slow, reload, two-handed

TN	2d4	120/480/780	-	-	-	-
SK	2d6	180/490/780	1	stun (t/1)	-	-
EX	2d6+2	240/510/780	2	stun (t/1)	-	-
MS	3d6+2	300/520/780	3	stun (t/1)	-	-
GM	4d4+4	390/540/780	3	stun (t/1)	-	-

## GNOMISH X-BOW

A light crossbow with a magazine attached to the stock and a mechanism that spans the bow.

**TYPE-** missile

**SIZE-** medium

**ADV-** none

**DIS-** none

**QUALITIES-** slow, reload two-handed, 12 rounds

TN	1d6	60/300/600	-	rapid fire (2)	-	-
SK	1d6+2	120/330/600	1	rapid fire (3)	-	-
EX	1d6+4	160/360/600	1	delay (t) + rapid fire (4)	-	-
MS	1d4+6	200/390/600	2	delay (t) + rapid fire (5)	-	-
GM	2d4+5	240/400/600	2	delay (t) + rapid fire (6)	-	-

## STONE BOW

A novelty hunting crossbow fitted with a sling which looses large stones.

**TYPE-** missile

**SIZE-** medium

**ADV-** none

**DIS-** none

**QUALITIES-** slow, two-handed

TN	1d4	60/120/450	-	-	-	-
SK	1d6	80/160/450	1	stun (t)	-	-
EX	2d4	100/200/450	1	stun (t)	-	-
MS	1d8+2	120/240/450	2	stun (t)	-	-
GM	1d10+2	150/300/450	2	stun (t)	-	-



# SLINGS

**MS    DAMAGE    RANGES    PARRY    SPECIAL    ATTACK    DEFENSE**

## **SHEPHERDS SLING**

A length of cord nearly as long as the wielder with a leather pouch in the center.

**TYPE-** missile

**SIZE-** short

**ADV-** none

**DIS-** plate armor

**QUALITIES-** blunt

	MS	DAMAGE	RANGES	PARRY	SPECIAL	ATTACK	DEFENSE
TN		1d4	60/240/480	-	-	-	-
SK		1d6	90/300/600	-	stun(t/1) + rapid fire(2)	-	-
EX		2d4	120/390/900	-	stun(t/1) + rapid fire(2)	-	-
MS		1d8+2	180/450/1200	-	stun(t/1) + rapid fire(3)	-	-
GM		1d10+2	240/480/1500	-	stun(t/1) + rapid fire(4)	-	-

## **STAFF SLING**

A sling attached to the end of long pole.

**TYPE-** missile

**SIZE-** long

**ADV-** none

**DIS-** plate armor

**QUALITIES-** blunt, two-handed

TN		1d4+1	65/290/640	-	-	-	-
SK		1d6+1	100/360/800	1	stun(t/1) + rapid fire(2)	-	-
EX		2d4+1	135/470/1200	2	stun(t/1) + rapid fire(2)	-	-
MS		3d4	200/540/1600	3	stun(t/1) + rapid fire(3)	-	-
GM		4d4	255/580/2000	4	stun(t/1) + rapid fire(4)	-	-

## **DART SLING**

A sling with two cords of unequal length designed to throw small winged darts.

**TYPE-** missile

**SIZE-** short

**ADV-** none

**DIS-** none

**QUALITIES-** none

TN		1d4+1	60/240/480	-	-	-	-
SK		2d4	90/300/600	-	delay(t) + rapid fire(2)	-	-
EX		2d4+2	120/390/900	-	delay(t) + rapid fire(2)	-	-
MS		2d4+4	180/450/1200	-	delay(t) + rapid fire(3)	-	-
GM		2d4+6	240/480/1500	-	delay(t) + rapid fire(4)	-	-

# THROWING WEAPONS

## TOSSSED OBJECT

A stone or stick, vial of holy water, or flask of burning oil, etc.

**TYPE-** thrown

**SIZE-** hand

**ADV-** none

**DIS-** any armor

**QUALITIES-** blunt, or splash(1d8) + ignite

## THROWING AXE

A small axe with a curved handle weighted for throwing.

**TYPE-** thrown

**SIZE-** short

**ADV-** any armor

**DIS-** none

**QUALITIES-** slow

## THROWING HAMMER

A small axe with a curved handle weighted for throwing.

**TYPE-** thrown

**SIZE-** short

**ADV-** any armor

**DIS-** none

**QUALITIES-** blunt, slow

## THROWING KNIFE

A small knife weighted for throwing.

**TYPE-** thrown

**SIZE-** hand

**ADV-** none

**DIS-** none

**QUALITIES-** finesse

## WAR DART

A feathered wooden shaft 10-18" with a large barbed head and a lead weight 3-5" from the head.

**TYPE-** thrown

**SIZE-** hand

**ADV-** any armor

**DIS-** none

**QUALITIES-** bleed

## JAVELIN

A light spear with a small, slender head, used for throwing.

**TYPE-** thrown

**SIZE-** medium

**ADV-** any armor

**DIS-** none

**QUALITIES-** none

## GLADIATOR NET

An open mesh of rope or cord with lead weights around the edges, a.k.a. iaculum

**TYPE-** thrown

**SIZE-** medium

**ADV-** ignore armor

**DIS-** none

**QUALITIES-** fast

	MS	DAMAGE	RANGES	PARRY	SPECIAL	ATTACK	DEFENSE
TN	1d3	10/30/50	-	stun (t) + rapid fire(2)	-	-	
SK	1d4	20/40/70	-	stun (t) + rapid fire(2)	-	-	
EX	1d6	30/50/80	-	stun (t) + rapid fire(3)	-	-	
MS	1d8	40/60/90	-	stun (t) + rapid fire(4)	-	-	
GM	1d10	50/70/100	-	stun (t) + rapid fire(5)	-	-	
TN	1d6	10/20/30	-	-	-	-	
SK	1d8	15/25/35	1	-	-	-	
EX	1d10	25/35/45	2	rapid fire(2)	-	-	
MS	1d10+2	30/40/50	2	rapid fire(2)	-	-	
GM	1d10+5	40/50/60	3	rapid fire(3)	-	-	
TN	1d4	10/20/30	-	-	-	-	
SK	1d4+2	15/25/35	1	stun (t/1)	-	-	
EX	1d6+2	20/30/45	2	stun (t/1) + rapid fire(2)	-	-	
MS	1d6+4	25/35/50	3	stun (t/1) + rapid fire(2)	-	-	
GM	1d6+6	30/50/60	4	stun (t/1) + rapid fire(3)	-	-	
TN	1d4	10/20/30	-	-	-	-	
SK	1d6	15/25/35	1	rapid fire(2)	-	-	
EX	2d4	20/30/45	2	rapid fire(3)	-	-	
MS	2d4+2	25/35/50	2	rapid fire(3)	-	-	
GM	3d4+1	30/50/60	3	rapid fire(4)	-	-	
TN	1d4+1	10/20/40	-	-	-	-	
SK	2d4	20/40/60	-	rapid fire(2)	-	-	
EX	2d4+2	25/50/70	-	rapid fire(3)	-	-	
MS	2d4+4	30/60/80	-	rapid fire(3)	-	-	
GM	2d4+6	30/60/90	-	rapid fire(4)	-	-	
TN	1d6	30/60/90	-	-	-	-	
SK	1d6+2	35/70/100	-	-	-	-	
EX	1d6+4	40/80/120	-	rapid fire(2)	-	-	
MS	1d6+6	45/90/130	-	rapid fire(2)	-	-	
GM	1d6+9	50/100/150	-	rapid fire(3)	-	-	
TN	-	10/20/30	1	-	entangle	-	
SK	-	15/25/35	2	-	entangle(-1)	-	
EX	-	20/30/40	4	-	entangle(-2)	-	
MS	-	25/35/45	6	-	entangle(-4)	-	
GM	-	30/40/50	8	-	entangle(-6)	-	

# UNARMED TRADITIONS

## **PUGILISM**

a.k.a. "boxing" The art of striking with the fists, often while wearing Caestii.

**TYPE-** melee

**SIZE-** hand

**ADV-** none

**DIS-** any armor

**QUALITIES-** none

MS	DAMAGE	RANGES	PARRY	SPECIAL	ATTACK	DEFENSE
TN	1d2	-/-/-	-	stun	knockout	-
SK	1d3	-/-/-	-	stun	knockout	-
EX	1d4+1	-/-/-	-	stun	knockout (-1)	-
MS	2d4	-/-/-	-	stun	knockout (-3)	-
GM	3d4	-/-/-	-	stun	knockout (-5)	-

## **PALE**

A wrestling art that focuses on throws, holds, and submissions while not falling to the ground.

**TYPE-** melee

**SIZE-** hand

**ADV-** none

**DIS-** none

**QUALITIES-** damage on takedown

TN	1	-/-/-	-	+1 DEX to stand after takedown	-	-
SK	1d2	-/-/-	-	+1 WR, +2 DEX to stand after takedown	-	-
EX	1d3	-/-/-	-	+2 WR, +4 DEX to stand after takedown	-	-
MS	1d4	-/-/-	-	+3 WR, +6 DEX to stand after takedown	-	-
GM	2d4	-/-/-	-	+4 WR, +8 DEX to stand after takedown	-	-

## **FREESTYLE WRESTLING**

A wrestling art with few rules that focuses on submissions.

**TYPE-** melee

**SIZE-** hand

**ADV-** none

**DIS-** none

**QUALITIES-** none

TN	-	-/-/-	-	-3 to pinned WR	-	-
SK	-	-/-/-	-	+1 WR, -6 to pinned WR	-	-
EX	-	-/-/-	-	+2 WR, -9 to pinned WR	-	-
MS	-	-/-/-	-	+3 WR, -12 to pinned WR	-	-
GM	-	-/-/-	-	+4 WR, -15 to pinned WR	-	-

## **PANKRATION**

This unarmed art of "total combat" employs boxing, kicks, wrestling and submissions.

**TYPE-** melee

**SIZE-** hand

**ADV-** none

**DIS-** any armor

**QUALITIES-** reach

TN	1d2	-/-/-	-	stun	knockout	-
SK	1d3	-/-/-	-	+1 WR, stun	knockout	-
EX	1d4	-/-/-	-	+2 WR, stun	knockout (-1)	-
MS	1d4+1	-/-/-	-	+3 WR, stun	knockout (-2)	-
GM	2d4+1	-/-/-	-	+4 WR, stun	knockout (-3)	-

# SHIELDS

## NORMAL SHIELD

buckler=0AC, small(2')=-1AC, medium(4')=-2AC, large(full body coverage)=-4AC

**TYPE-** melee

**SIZE-** short, or hand (buckler)

**ADV-** none

**DIS-** none

**QUALITIES-** none

MS	DAMAGE	RANGES	BLOCK	SPECIAL	ATTACK	DEFENSE
TN	1	-/-/-	1	second attack	-	-
SK	1d2	-/-/-	2	second attack	-	-
EX	2d2	-/-/-	3	second attack	-	-
MS	1d4+1	-/-/-	4	second attack	-	-
GM	1d4+3	-/-/-	5	second attack	-	-

## HORNED SHIELD

A 1' diameter small shield, strapped to the arm with a central spike, -1AC

**TYPE-** melee

**SIZE-** short

**ADV-** none

**DIS-** none

**QUALITIES-** none

TN	1d2	-/-/-	1	second attack	-	-
SK	2d2	-/-/-	1	second attack	-	-
EX	1d4+1	-/-/-	1	second attack	-	-
MS	1d4+3	-/-/-	1	second attack	-	-
GM	1d4+5	-/-/-	1	second attack	-	-

## KNIFE SHIELD

A buckler with 1 or 2 small blades projecting from the sides, 0AC bonus

**TYPE-** melee

**SIZE-** hand

**ADV-** none

**DIS-** none

**QUALITIES-** none

TN	1d4+1	-/-/-	1	second attack	-	-
SK	1d6+1	-/-/-	1	second attack	-	-
EX	2d4+1	-/-/-	2	second attack	-	-
MS	3d4	-/-/-	2	second attack	-	-
GM	4d4	-/-/-	2	second attack	-	-

## WORD SHIELD

A small shield with 1 or 2 large sword or spear blades projecting from the sides or ends, -1AC

**TYPE-** melee

**SIZE-** medium

**ADV-** none

**DIS-** metal armor

**QUALITIES-** none

TN	1d4+2	-/-/-	1	second attack, fragile	-	-
SK	1d6+3	-/-/-	1	second attack, fragile	-	-
EX	1d6+4	-/-/-	2	second attack, fragile	-	-
MS	1d6+7	-/-/-	2	second attack, fragile	-	-
GM	1d6+9	-/-/-	3	second attack, fragile	-	-

## TUSKED SHIELD

A large shield with 1-4 small blades on all sides, sometimes has a central spike, -4AC

**TYPE-** melee

**SIZE-** medium

**ADV-** none

**DIS-** none

**QUALITIES-** two-handed

TN	1d4+1	-/-/-	1	fragile	-	-
SK	1d6+2	-/-/-	2	fragile	-	-
EX	2d4+2	-/-/-	2	fragile	-	-
MS	2d4+4	-/-/-	3	fragile	-	-
GM	2d4+6	-/-/-	3	fragile	-	-