

weapons

<u>Weapon</u>	<u>Std cost</u>	<u>Damage S-M/L</u>	<u>Notes</u>	<u>ROF</u>	<u>Range</u>
Arquebus	500 gp	1d10/1d10	Unreliable. Has chance of damage multiplier	1/3	
Axe, battle	5 gp	1d8/1d8			
Axe, hand or throwing	1 gp	1d6/1d4		1	01/02/03
Axe, hatchet	2 gp	1d4+1/1d4+1			
Axe, great two handed	10 gp	1d10/2d8			
Blowgun	5 gp			2/1	
Blowgun, Barbed Dart	1 sp	1d3/1d2			
Blowgun, Needle	2 cp	1 pt			
Bow					
Composite long bow	100 gp			2/1	06/12/21
Composite short bow	75 gp			2/1	05/10/18
Long bow	75 gp			2/1	07/14/21
Short bow	30 gp			2/1	05/10/15
Arrow, flight	3sp/12	1d6/1d6			
Arrow, Sheaf	3sp/6	1d8/1d8	Range as shortbow 5/10/15		
Arrow,					
Arrow,					
Caltrop	2 sp	1/1d2	used in groups		
Club	1 sp	1d6/1d3		1	01/02/03
Crossbow, Hand	300 gp			1	02/04/06
Bolt, hand crossbow	1 gp/12	1d3/1d2			
Crossbow, Light	35 gp			1	06/12/18
Bolt, light crossbow	3sp/12	1d4+1/1d4+1			
Crossbow, Heavy	50 gp			1/2	08/16/24
Bolt, heavy crossbow	4sp/12	2d4+1/2d4+1			
Dagger	2 gp	1d4/1d3		2/1	01/02/03
Dart	5 sp	1d3/1d2		3/1	01/02/04
Flail, dwarven chain	1 gp	1d4+2/1d4+1	-4 to hit. if hit target must save vs Dex or be knocked down		
Flail, footman's	15 gp	1d6+1/2d4			
Flail, grain	3 gp	1d4+1/1d4			
Flail, horseman's	8 gp	1d4+1/1d4			
Gaff/Hook	5 cp	1d4/1d3			
Harpoon	20 gp	2d4/2d6		1	01/02/03
Ice pick	1 gp	1d3/1d2			
Javelin	5 sp	1d6/1d6		1	02/04/06
Lance, heavy	15 gp	1d8+1/3d6	double damage if charging		
Lance, medium	10 gp	1d6+1/2d6	double damage if charging		
Lance, light	6 gp	1d6/1d8	double damage if charging		

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Lance, Jousting	20 gp	1d3-1/1d2-1	double damage if charging		
Lasso	5 sp	none	hit snares target (1- LA, 2-RA, 3-5 Torso, 6 head)		
Mace, footman's	8 gp	1d6+1/1d6			
Mace, horseman's	5 gp	1d6/1d4			
Machete	30 gp	1d4+1/1d4			
Mancatcher	30 gp	none	dismounts rider on successful hit		
Morning star	10 gp	2d4/1d6+1			
Net	5 gp	none	hit covers target	1	1
Pick, footman's	8 gp	1d6+1/2d4			
Pick, horseman's	7 gp	1d4+1/1d4			
Polearm, any	10 gp	2d4/2d4			
Ritiik	10 gp	1d6+1/1d8+1	spear w/ a hook used for hunting game like bears		
Sap	1 gp	1d2/1	chance of stunning opponent		
Sickle	6 sp	1d4+1/1d4			
Sling	5 cp				
Sling Bullet	1 cp	1d4+1/1d6+1		1	05/10/20
Sling Stone	none	1d4/1d4		1	04/08/16
Spear, normal	8 sp	1d6/1d8		1	01/02/03
Spear, long two handed	5 gp	2d6/3d6			
Stiletto or knife	1 gp	1d3/1d2			
Sword					
Bastard	25 gp	2d4/2d8	treat as longsword if used one handed		
Broad	10 gp	2d4/1d6+1			
Cutlass	12 gp	1d6+1/1d8			
Falchion	17 gp	1d6+1/2d4			
Khopesh	10 gp	2d4/1d6			
Longsword	15 gp	1d8/1d12			
Rapier	15 gp	1d6+1/1d8+1			
Sabre	15 gp	1d6+1/1d8+1			
Scimitar	15 gp	1d8/1d8			
Shortsword or gladius	10 gp	1d6/1d8			
Two-handed or greatsword	30 gp	1d10/3d6			
Trident	15 gp	1d6+1/3d4			
Warhammer	2 gp	1d4+1/1d4			
Warhammer, great maul	20 gp	1d10/2d8			
Whip	1 sp	1d2/1			