Guardians of Utaemia
Weapons Book

<u>Concerning the Values of weapons</u>:
All values are considered as if a weapon is constructed of simple materials (Gage-steel, Pine-wood, Light-leather).
Weapons constructed of more durable materials will increase the value (which will be to the discretion of the G.M.).

Axe, Battle, Large

Attacks per turn: 1/1

Note: The large battle axe was designed for causing heavy damage. It was created to overwhelm an enemy quickly. Though cumbersome, many fancy this weapon due to the incredible amount of damage it can inflict upon a foe.

Range: Hand-held: 1 space (5').
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 25 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.
Value: 72 white-gold
Weapon damage: 2-D12
Weight: 75Lbs.

Axe, Battle, Small

Attacks per turn: 1/1

Note: The small battle axe was designed for causing a fair amount of damage, remaining easier to use within tighter quarters.

Range: Hand-held: 1 space (5').
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Medium

Strength to wield proficiently: 13 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.

Value: 36 white-gold

Weapon damage: 1-D12

Weight: 40 Lbs.

Ball and Chain (Blunt)

Attacks per turn: 1 per 2

Note: This weapon was devised for stunning and crushing blows.

Range: Hand-held: 3 spaces (15').
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 64 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Blunt.
Value: 594 white-gold
Weapon damage: 3-D12
Weight: 190 Lbs.

Ball and Chain (Spiked)

Attacks per turn: 1 per 2

Note: This weapon was devised for stunning and crushing blows as well as sharply cutting into an opponent.

Range: Hand-held: 3 spaces (15').
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 84 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.
Value: 623 white-gold
Weapon damage: 5-D12
Weight: 250 Lbs.

Ball and Chain (Studded)

Attacks per turn: 1 per 2

Note: This weapon was devised for stunning and crushing blows.

Range: Hand-held: 3 spaces (15').
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 74 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Blunt.

Value: 653 white-gold

Weapon damage: 4-D12

Weight: 220 Lbs.

Ballast

Attacks per turn: 1/3

Note: This weapon was devised causing massive damage to possibly multiple foes. It was designed for guarding the outer parameter walls of castles.

Range: 60 spaces (300'). There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Large

Ballast Bolts:
Barb-tipped: Large
Blunt-tipped: Large
Hunting-tipped: Large
Target-tipped: Large

Strength to wield proficiently: 1 point of strength for every 100 Lbs. of draw poundage of the Ballast. For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike.

Type: 2 handed.

Value: 2,500 white-gold

Ballast bolts:
Barb-tipped: 4 white-gold
Blunt-tipped: 2 white-gold
Hunting-tipped: 6 white-gold
Target-tipped: 3 white-gold

Weapon damage:
As the type of bolt shot from Ballast as follows:
Barb-tipped: 1-D12 x9
Blunt-tipped: 1-D12 x5 50%+ damage will break a bone unless an avoidance-roll vs. "Paralysis" is successful.
Hunting-tipped: 1-D12 x11
Target-tipped: 1-D12 x7

Special Notes:
The spring poundage of a weapon that is designed to hurl a projectile from it will increase the damage of that projectile. There will be a +1-D4 damage increase for every 30 Lbs. of a weapon's spring poundage.
   Example: A 210 Lb. Ballast gives a +7-D4 damage to any bolt shot from it. A hunting-tipped bolt shot from a 210 Lb. ballast will inflict its normal 6-D20 damage + 7-D4 for the strength of the ballast ($210 \div 30 = 7$ (+7-D4).

2. When removing a Barbed or Hunting-tipped weapon from a wound, the base damage that a Barb-tipped or Hunting-tipped weapon can inflict will be inflicted again unless the one removing such a weapon can successfully make an Avoidance-roll vs. "Dexterity" (luck cannot be used).

Weight: Ballast: 125 Lbs.

Ballast bolts:
Barb-tipped: 1 Lb.
Blunt-tipped: 2 Lbs.
Hunting-tipped: 2 Lbs.
Target-tipped: 1 Lb.

Battering Ram

Attacks per turn: 1/3
Note: None.
Range: 2 spaces (10')
Size: Large
Strength to wield proficiently: 134 This weapon cannot be wielded if there is not enough strength to lift it. No exceptions.

Type: Blunt. Special: See: "Weapon damage"
Value: 100 white-gold
Weapon damage: 1-D10 damage x the number of wielders. Minimum # that can wield a Battering Ram = 4
IMPORTANT: It is crucial to add in "Damage adjustment (for combat)" for damages caused to structures when wielding this weapon.

Weight: 400 Lbs.

Blowpipe (12")

Attacks per turn: 1 per 2

Note: The blowpipe was devised for hidden attacks. A single dart seems such a trivial thing, yet dipped in poison it is as lethal as the executioner himself.

Range: 10 spaces (50'). There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Small

Strength to wield proficiently: 5

Type: 1 handed.

Value: 10 White-gold

Weapon damage:
As the type of dart shot from Blowpipe as follows:
Barb-tipped: 1-D6 +1-D4 per 10 points of strength.
Needle-tipped: 1-D4 +1-D4 per 10 points of strength.

Note: When removing a Barbed or Hunting-tipped weapon from a wound, the base damage that a Barb-tipped or Hunting-tipped weapon can inflict will be inflicted again unless the one removing such a weapon can successfully make an Avoidance-roll vs. "Dexterity" (luck cannot be used).

Weight: 1 Lb.

Blowpipe darts:
Barb-tipped: 1/20 Lb.
Needle-tipped: 1/20 Lb.

Blowpipe (24")

Attacks per turn: 1 per 2

Note: The blowpipe was devised for hidden attacks. A single dart seems such a trivial thing, yet dipped in poison it is as lethal as the executioner himself.

Range: 15 spaces (75'). There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Medium

Strength to wield proficiently: 5

Type: 1 handed.

Value: 15 white-gold

Weapon damage:
As the type of dart shot from Blowpipe as follows:
Barb-tipped: 1-D8 +1-D4 per 10 points of strength.
Needle-tipped: 1-D6 +1-D4 per 10 points of strength.

Note: When removing a Barbed or Hunting-tipped weapon from a wound, the base damage that a Barb-tipped or
           Hunting-tipped weapon can inflict will be inflicted again unless the one removing such a weapon can
           successfully make an Avoidance-roll vs. "Dexterity" (luck cannot be used).

Weight: 2 Lbs.

Blowpipe darts:
Barb-tipped: 1/20 Lb.
Needle-tipped: 1/20 Lb.

Blowpipe (36")

Attacks per turn: 1 per 2

Note: The blowpipe was devised for hidden attacks. A single dart seems such a trivial thing, yet dipped in poison it is as lethal as the executioner himself.

Range: 20 spaces (100"). There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Large

Strength to wield proficiently: 5

Type: 1 handed.

Value: 20 white-gold

Weapon damage:

As the type of dart shot from Blowpipe as follows:

Barb-tipped: 1-D10 +1-D4 per 10 points of strength.

Needle-tipped: 1-D8 +1-D4 per 10 points of strength.

Note: When removing a Barbed or Hunting-tipped weapon from a wound, the base damage that a Barb-tipped or Hunting-tipped weapon can inflict will be inflicted again unless the one removing such a weapon can successfully make an Avoidance-roll vs. "Dexterity" (luck cannot be used).

Weight: 3 Lbs.

Blowpipe darts:

Barb-tipped: 1/20 Lb.

Needle-tipped: 1/20 Lb.

Bow (Long)

Attacks per turn: 1/1

Note: Designed to take down quarry at long distances. This weapon is also used in large scale battles, and is a strong deferent to those attempting to take a structure.

Range: 60 spaces (300'). There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Large

Strength to wield proficiently: 1 point of strength for every 3 Lbs. of draw poundage of the bow. For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike

Example: A 90 Lb. bow must be wielded by one with a 30+ strength (90 ÷ 3 = 30).

Type: 2 handed.

Value: 6 white-gold per draw-pound of bow.

Arrows:
Barb-tipped: 3 white-gold
Hunting-tipped: 6 white-gold
Target-tipped: 1 white-gold

Weapon damage:
As the type of arrow shot from Bow as follows:
Barb-tipped: 3-D8
Hunting-tipped: 3-D10
Target-tipped: 3-D6

Special Notes:
1. The spring poundage of a weapon that is designed to hurl a projectile from it will increase the damage of that projectile. There will be a +3-D6 damage increase for every 30 Lbs. of a weapon's spring poundage.

Example #1:
A 60Lb. long bow gives a +6-D6 damage to any arrow shot from it. A hunting-tipped arrow shot from a 60Lb. bow would inflict its normal 3-D10 damage + 6-D6 for the strength of the bow.

Example #2:
A weapons poundage also determines if the wielder can draw and shoot it. For every point of strength under what is needed to draw such a weapon a -10 to strike will be enforced. Such weapons cannot be used when the penalty to strike = -100.

2. When removing a Barbed or Hunting-tipped weapon from a wound, the base damage that a Barb-tipped or Hunting-tipped weapon can inflict will be inflicted again unless the one removing such a weapon can successfully make an Avoidance-roll vs. "Dexterity" (luck cannot be used).

Weight: 3 Lbs.

Arrows:
Barb-tipped: 8 = 1 Lb.
Hunting-tipped: 6 = 1 Lb.
Target-tipped: 10 = 1 Lb.

Bow (Recurve)

Attacks per turn: 1/1

Note: Designed to take down quarry at long distances. This weapon is also used in large scale battles, and is a strong deferent to those attempting to take a structure.

Range: 40 spaces (200'). There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Large

Strength to wield proficiently: 1 point of strength for every 3 Lbs. of draw poundage of the bow. For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike

Example: A 90 Lb. bow must be wielded by one with a 30+ strength (90 ÷ 3 = 30).

Type: 2 handed.

Value: 6 white-gold per draw-pound of bow.

Arrows:
Barb-tipped: 3 white-gold
Hunting-tipped: 6 white-gold
Target-tipped: 1 white-gold

Weapon damage:
As the type of arrow shot from Bow as follows:
Barb-tipped: 3-D8
Hunting-tipped: 3-D10
Target-tipped: 3-D6

Special Notes:
1. The spring poundage of a weapon that is designed to hurl a projectile from it will increase the damage of that projectile. There will be a +2-D6 damage increase for every 30 Lbs. of a weapon's spring poundage.

Example #1:
A 60Lb. long bow gives a +4-D6 damage to any arrow shot from it. A hunting-tipped arrow shot from a 60Lb. bow would inflict its normal 3-D10 damage + 4-D6 for the strength of the bow.

Example #2:
A weapons poundage also determines if the wielder can draw and shoot it. For every point of strength under what is needed to draw such a weapon a -10 to strike will be enforced. Such weapons cannot be used when the penalty to strike = -100.

2. When removing a Barbed or Hunting-tipped weapon from a wound, the base damage that a Barb-tipped or Hunting-tipped weapon can inflict will be inflicted again unless the one removing such a weapon can successfully make an Avoidance-roll vs. "Dexterity" (luck cannot be used).

Weight: 2 Lbs.

Arrows:
Barb-tipped: 8 = 1 Lb.
Hunting-tipped: 6 = 1 Lb.
Target-tipped: 10 = 1 Lb.

Bow (Short)

Attacks per turn: 1/1

Note: Designed to take down quarry at long distances. This weapon is also used in large scale battles, and is a strong deferent to those attempting to take a structure.

Range: 20 spaces (100'). There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Large

Strength to wield proficiently: 1 point of strength for every 3 Lbs. of draw poundage of the bow. For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike

Example: A 90 Lb. bow must be wielded by one with a 30+ strength (90 ÷ 3 = 30).

Type: 2 handed.

Value: 6 white-gold per draw-pound of bow.

Arrows:
Barb-tipped: 3 white-gold
Hunting-tipped: 6 white-gold
Target-tipped: 1 white-gold

Weapon damage:
As the type of arrow shot from Bow as follows:
Barb-tipped: 3-D8
Hunting-tipped: 3-D10
Target-tipped: 3-D6

Special Notes:
1. The spring poundage of a weapon that is designed to hurl a projectile from it will increase the damage of that projectile. There will be a +1-D6 damage increase for every 30 Lbs. of a weapon's spring poundage.

Example #1:
A 60Lb. long bow gives a +2-D6 damage to any arrow shot from it. A hunting-tipped arrow shot from a 60Lb. bow would inflict its normal 3-D10 damage + 2-D6 for the strength of the bow.

Example #2:
A weapons poundage also determines if the wielder can draw and shoot it. For every point of strength under what is needed to draw such a weapon a -10 to strike will be enforced. Such weapons cannot be used when the penalty to strike = -100.

2. When removing a Barbed or Hunting-tipped weapon from a wound, the base damage that a Barb-tipped or Hunting-tipped weapon can inflict will be inflicted again unless the one removing such a weapon can successfully make an Avoidance-roll vs. "Dexterity" (luck cannot be used).

Weight: 1 Lb.

Arrows:
Barb-tipped: 8 = 1 Lb.
Hunting-tipped: 6 = 1 Lb.
Target-tipped: 10 = 1 Lb.

Catapult

Attacks per turn: 1/7

Note: This devastating weapon was crafted for the sole purpose of taking down heavier battlements with as little as one strike. These machines of war are highly sought after by military to not only destroy structures, but to demoralize foes.

Range: 40 spaces (200'). There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Large

Strength to wield proficiently: 1 point of strength for every 100 Lbs. of draw poundage of the catapult. For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike.

Type: 2 handed.

Value: 7,500 white-gold

Weapon damage: Stone: Damage: 1-D12 x 12 If more than 50% damage is inflicted, roll to hit the next target back in a straight line.

Note: This is the average damage caused by a rock. The G.M. will adjust damages according to the material of the projectile used.

Weight: 2,500 Lbs.

Chain, War

Attacks per turn: 1 per 2

Note: The War Chain cannot be parried easily as it is a linked weapon, making it difficult to defend against, even with a shield. The nature of the War Chain is such that when it strikes the target, it wraps and conforms to the defender's weapon, shield, and body, thus enforcing the following penalties to defend against each strike:

Weapon parry: -20
Shield block: -10

Range: Hand-held: 2 spaces (10')
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 20 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Blunt.
Value: 50 white-gold
Weapon damage: 4-D6
Weight: 60 Lbs.

Club, Steel, Large

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5').
Thrown: Strength ÷ 4 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 65 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Blunt.
Value: 22 white-gold
Weapon damage: 3-D12
Weight: 125 Lbs.

Club, Steel, Small

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5').
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 21 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Blunt.
Value: 16 white-gold
Weapon damage: 2-D12
Weight: 63 Lbs.

Club, Wood, Large

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5').
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 17 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Blunt.
Value: 10 white-gold
Weapon damage: 2-D12
Weight: 50 Lbs.

Club, Wood, Small

Attacks per turn: 1/1

Note: None.

Range: Hand-held: 1 space (5').
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 12 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Blunt.

Value: 5 white-gold

Weapon damage: 1-D12

Weight: 35 Lbs.

Crossbow

Attacks per turn: 1 per 2
Note: Designed to take down quarry at long distances. This weapon is also used in large scale battles, and is a strong deterrent to those attempting to take a structure.

Range: 60 spaces (300'). There will be a -5 to your attack-roll for every space your target is beyond the "Range".
Size: Large
Strength to wield proficiently: 1 point of strength for every 6 Lbs. of draw poundage of the crossbow.
One cannot cock the crossbow if his or her strength is too low.
Example: A 90 Lb. crossbow must be wielded by one with a 15+ strength ($90 \div 6 = 15$).

Type: 2 handed, Blunt.
Value: 6 white-gold per draw-pound of crossbow.

<u>Bolts</u>:
Barb-tipped: 3 white-gold
Hunting-tipped: 6 white-gold
Target-tipped: 1 white-gold

Weapon damage:
<u>As the type of bolt shot from the Crossbow as follows</u>:
Barb-tipped: 4-D8
Hunting-tipped: 4-D10
Target-tipped: 4-D6

<u>Special Notes</u>:
1. The spring poundage of a weapon that is designed to hurl a projectile from it will increase the damage of that projectile. There will be a +1-D6 damage increase for every 30 Lbs. of a weapon's spring poundage.

Example:
A 120Lb. Crossbow gives a +4-D6 damage to any bolt shot from it. A hunting-tipped bolt shot from a 120 Lb. crossbow will inflict its normal 4-D10 damage + 4-D6 for the strength of the crossbow ($120 \div 30 = 4$ (+4-D6).

2. When removing a Barbed or Hunting-tipped weapon from a wound, the base damage that a Barb-tipped or Hunting-tipped weapon can inflict will be inflicted again unless the one removing such a weapon can successfully make an Avoidance-roll vs. "Dexterity" (luck cannot be used).

Weight: 15 Lbs.

<u>Bolts</u>:
Barb-tipped: 12 = 1 Lb.
Hunting-tipped: 10 = 1 Lb.
Target-tipped: 14 = 1 Lb.

Dagger

Attacks per turn: 2/1 (hand-held or thrown).
Note: None.
Range: Hand-held: 1 space (5').
Thrown: Dexterity = # of spaces.

Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 13 white-gold
Weapon damage: 1-D4 +1 If thrown, a dagger will cause an extra 1-D6 damage per 5 points of dexterity.
Weight: 1 Lb.

Dart, Throwing, Barb-tipped

Attacks per turn: 5/1

Note: None.

Range: 1 space (5') x Dexterity. There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Small

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.

Value: 1 white-gold

Weapon damage: 1-D6 +1

Note: When removing a Barb-tipped weapon from a wound, the base damage that a Barb-tipped weapon can inflict will be inflicted again unless the one removing such a weapon can successfully make an Avoidance-roll vs. "Dexterity" (luck cannot be used).

Weight: 12 = 1 Lb.

Dart, Throwing, Hunting-tipped

Attacks per turn: 4/1

Note: None.

Range: 1 space (5') x Dexterity . There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Small

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.

Value: 2 white-gold

Weapon damage: 1-D8 +1

Note: When removing a Barb-tipped weapon from a wound, the base damage that a Barb-tipped weapon can inflict will be inflicted again unless the one removing such a weapon can successfully make an Avoidance-roll vs. "Dexterity" (luck cannot be used).

Weight: 10 = 1 Lb.

Dart, Throwing, Target-tipped

Attacks per turn: 6/1

Note: None.

Range: 1 space (5') x Dexterity . There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Small

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.

Value: 1 white-gold

Weapon damage: 1-D4 +1

Weight: 14 = 1 Lb.

Elbow

Attacks per turn: 2/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: Not applicable.
Type: Blunt. Elbow. This is a body-weapon.
Value: Not applicable.
Weapon damage: 1-D6
Weight: Not applicable.

Elbow-Blade

Attacks per turn: 1/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed (strapped to one elbow), Sharp.
Value: 16 white-gold
Weapon damage: 3-D6
Weight: 2 Lbs.

Elbow-Spike

Attacks per turn: 2/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed (strapped to one elbow), Needle.
Value: 14 white-gold
Weapon damage: 1-D10
Weight: 1 lb.

Finger-Blades

Attacks per turn: 2/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 40 white-gold
Weapon damage: 5-D4 +5
Weight: 1 Lb.

Finger-Spikes

Attacks per turn: 2/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Needle.
Value: 36 white-gold
Weapon damage: 1-D12 +1
Weight: 1 Lb.

Fist

Attacks per turn: 2/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: Not applicable.
Type: Blunt, Fist. This is a body-weapon.
Value: Not applicable.
Weapon damage: 1-D4
Weight: Not applicable.

Fist-Blades

Attacks per turn: 2/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 50 white-gold
Weapon damage: 3-D4+3
Weight: 3 Lbs.

Fist-Spikes

Attacks per turn: 2/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Needle.
Value: 45 white-gold
Weapon damage: 1-D6 +1
Weight: 2 Lbs.

Flail

Attacks per turn: 1/1

Note: None.

Range: Hand-held: 2 spaces (10')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Blunt.

Value: 17 white-gold

Weapon damage: 1-D10

Weight: 7 Lbs.

Foot

Attacks per turn: 1/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: Not applicable.
Type: Blunt, Foot. This is a body-weapon.
Value: Not applicable.
Weapon damage: 1-D6
Weight: Not applicable.

Foot-Blade

Attacks per turn: 1/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed (strapped to one foot), Sharp.
Value: 14 white-gold
Weapon damage: 2-D8
Weight: 2 Lbs.

Foot-Spike

Attacks per turn: 1/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed (strapped to one foot), Needle.
Value: 12 white-gold
Weapon damage: 1-D8
Weight: 1 Lb.

Glaive

Attacks per turn: 1/1

Note: None.

Range: Hand-held: 3 spaces (15')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.

Value: 82 white-gold

Weapon damage: 2-D10

Weight: 10 Lbs.

Halberd

Attacks per turn: 1 per 2
Note: None.
Range: Hand-held: 2 spaces (10')
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 30 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.
Value: 165 white-gold
Weapon damage: 3-D12
Weight: 90 Lbs.

Hammer, Battle, Large

Attacks per turn: 1/1

Note: None.

Range: Hand-held: 1 space (5').
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 30 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Blunt.
Value: 130 white-gold
Weapon damage: 2-D12
Weight: 90 Lbs.

Hammer, Battle, Small

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5').
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Medium
Strength to wield proficiently: 15 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Blunt.
Value: 65 white-gold
Weapon damage: 1-D12
Weight: 45 Lbs.

Hatchet

Attacks per turn: 1/1 Hand-held, or 2/1 Thrown.
Note: None.
Range: Hand-held: 1 space (5').
Thrown: Strength = # of spaces.

Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 5 white-gold
Weapon damage: 1-D12 +1 If thrown, a hatchet will cause an extra 1-D8 damage per 5 points of dexterity.
Weight: 2 Lbs.

Head

Attacks per turn: 1/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: Not applicable.
Type: Blunt. Head. This is a body-weapon.
Value: Not applicable.
Weapon damage: 1-D6
Weight: Not applicable.

Javelin (Barb-tipped)

Attacks per turn: 1/1

Note: None.

Range: Hand-held: 1 space (5').
Thrown: Dexterity = # of spaces.

Size: Large

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage. See: "Range"

Type: Hand-held: 2 handed, Sharp.
Thrown: 1 handed, Sharp.

Value: 13 white-gold

Weapon damage: Hand-held: 5-D6
Thrown: 4-D10 + 1-D10 per 6 points of dexterity

Note: When removing a Barb-tipped weapon from a wound, the base damage that a Barb-tipped weapon can inflict will be inflicted again unless the one removing such a weapon can successfully make an Avoidance-roll vs. "Dexterity" (luck cannot be used).

Weight: 1 Lb.

Javelin (Common-tipped)

Attacks per turn: 1/1

Note: None.

Range: Hand-held: 1 space (5').
Thrown: Dexterity = # of spaces.

Size: Large

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage. See: "Range"

Type: Hand-held: 2 handed, Sharp.
Thrown: 1 handed, Sharp.

Value: 13 white-gold

Weapon damage: Hand-held: 4-D6
Thrown: 3-D10 + 1-D10 per 6 points of dexterity

Weight: 1 Lb.

Knee

Attacks per turn: 1/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: Not applicable.
Type: Blunt, Knee. This is a body-weapon.
Value: Not applicable.
Weapon damage: 1-D4
Weight: Not applicable.

Knee-Blade

Attacks per turn: 1/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed (strapped to one knee), Sharp.
Value: 14 white-gold
Weapon damage: 3-D6
Weight: 2 Lbs.

Knee-Spike

Attacks per turn: 1/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed (strapped to one knee), Needle.
Value: 12 white-gold
Weapon damage: 1-D10
Weight: 1 Lb.

Knife

Attacks per turn: 2/1
Note: None.
Range: Hand-held: 1 space (5').
Thrown: Dexterity = # of spaces.

Size: Small

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 8 white-gold
Weapon damage: 1-D4
Weight: 1 Lb.

Kubaton

Attacks per turn: 2/1

Note: None.

Range: Hand-held: 1 space (5').
Thrown: Dexterity = # of spaces.

Size: Small

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Blunt.

Value: 3 white-gold

Weapon damage: 1-2 (Roll 1-D4: 1-2 = 1, 3-4 = 2)

Weight: 1/4 Lb.

Lance (8')

Attacks per turn: 1/3

Note: None.

Range: Hand-held: 2 spaces (10')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 14 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: Mounted: 1 handed, Sharp. Dismounted: Used in club fashion: 1 handed, Blunt.   Used in spear fashion: 1 handed, Sharp.

Value: 15 white-gold

Weapon damage: 1-D10

While mounted, see the following adjustments for additional damages:
Dragon (ancient): [+ 6-D10]
Dragon (greater): [+5-D10]
Dragon (lesser), Giant Bird, Griffin, Pegasus, Trojan War Horse: [+ 4-D10]
Flying on your own: None.
Horse, Pony: [+ 1-D10]
Stallion, War Pony: [+ 2-D10]
War Horse (or equivalent): [+ 3-D10]

Note: Add "Damage adjustment (for combat):" for both the wielder and the mount.

Weight: 40 Lbs.

Lance (10')

Attacks per turn: 1/3
Note: None.
Range: Hand-held: 3 spaces (15')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 17 For every point below what is needed to wield this weapon
proficiently, there will be a -2 to strike / -1 damage.

Type: Mounted: 1 handed, Sharp.   Dismounted: Used in club fashion: 1 handed, Blunt.   Used in spear fashion: 1 handed, Sharp.
Value: 30 white-gold
Weapon damage: 2-D10

While mounted, see the following adjustments for additional damages:
Dragon (ancient): [+ 6-D10]
Dragon (greater): [+5-D10]
Dragon (lesser), Giant Bird, Griffin, Pegasus, Trojan War Horse: [+ 4-D10]
Flying on your own: None.
Horse, Pony: [+ 1-D10]
Stallion, War Pony: [+ 2-D10]
War Horse (or equivalent): [+ 3-D10]

Note: Add "Damage adjustment (for combat):" for both the wielder and the mount.

Weight: 50 Lbs.

Lance (12')

Attacks per turn: 1/3
Note: None.
Range: Hand-held: 3 spaces (15')
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 20 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: Mounted: 1 handed, Sharp. Dismounted: Used in club fashion: 1 handed, Blunt.   Used in spear fashion: 1 handed, Sharp.
Value: 60 white-gold
Weapon damage: 3-D10

While mounted, see the following adjustments for additional damages:
Dragon (ancient): [+ 6-D10]
Dragon (greater): [+5-D10]
Dragon (lesser), Giant Bird, Griffin, Pegasus, Trojan War Horse: [+ 4-D10]
Flying on your own: None.
Horse, Pony: [+ 1-D10]
Stallion, War Pony: [+ 2-D10]
War Horse (or equivalent): [+ 3-D10]

Note: Add "Damage adjustment (for combat):" for both the wielder and the mount.

Weight: 60 Lbs.

Lance (14')

Attacks per turn: 1/3
Note: None.
Range: Hand-held: 4 spaces (20')
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 24 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: Mounted: 1 handed, Sharp.   Dismounted: Used in club fashion: 1 handed, Blunt.   Used in spear fashion: 1 handed, Sharp.
Value: 120 white-gold
Weapon damage: 4-D10

While mounted, see the following adjustments for additional damages:
Dragon (ancient): [+ 6-D10]
Dragon (greater): [+5-D10]
Dragon (lesser), Giant Bird, Griffin, Pegasus, Trojan War Horse: [+ 4-D10]
Flying on your own: None.
Horse, Pony: [+ 1-D10]
Stallion, War Pony: [+ 2-D10]
War Horse (or equivalent): [+ 3-D10]

Note: Add "Damage adjustment (for combat):" for both the wielder and the mount.

Weight: 70 Lbs.

Lance (16')

Attacks per turn: 1/3
Note: None.
Range: Hand-held: 4 spaces (20')
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 27 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: Mounted: 1 handed, Sharp.   Dismounted: Used in club fashion: 1 handed, Blunt.   Used in spear fashion: 1 handed, Sharp.
Value: 240 white-gold
Weapon damage: 5-D10

While mounted, see the following adjustments for additional damages:
Dragon (ancient): [+ 6-D10]
Dragon (greater): [+5-D10]
Dragon (lesser), Giant Bird, Griffin, Pegasus, Trojan War Horse: [+ 4-D10]
Flying on your own: None.
Horse, Pony: [+ 1-D10]
Stallion, War Pony: [+ 2-D10]
War Horse (or equivalent): [+ 3-D10]

Note: Add "Damage adjustment (for combat):" for both the wielder and the mount.

Weight: 80 Lbs.

Mace, Blunt

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Medium
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Blunt.
Value: 26 white-gold
Weapon damage: 1-D8
Weight: 10 Lbs.

Mace, Spiked

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Medium
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 36 white-gold
Weapon damage: 1-D12
Weight: 13 Lbs.

Mace, Studded

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Medium
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Blunt.
Value: 31 white-gold
Weapon damage: 1-D10
Weight: 11 Lbs.

Morning Star, Blunt

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Medium
Strength to wield proficiently: 10 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Blunt.
Value: 56 white-gold
Weapon damage: 2-D6
Weight: 30 Lbs.

Morning Star, Spiked

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Medium
Strength to wield proficiently: 12 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 66 white-gold
Weapon damage: 2-D10
Weight: 36 Lbs.

Morning Star, Studded

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Medium
Strength to wield proficiently: 11 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Blunt.
Value: 61 white-gold
Weapon damage: 2-D8
Weight: 33 Lbs.

Pendulum and Chain

Attacks per turn: 1 per 2
Note: None.
Range: Hand-held: 3 spaces (15')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 7 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.
Value: 120 white-gold
Weapon damage: 1-D12 x4
Weight: 21 Lbs.

Pistol-Crossbow

Attacks per turn: 1 per 2

Note: Designed to take down foes at a short distances.

Range: 10 spaces (50'). There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Small

Strength to wield proficiently: 1 point of strength for every 3 Lbs. of draw poundage of the pistol-crossbow. One cannot cock the pistol-crossbow if his or her strength is too low.

Example: A 30 Lb. pistol-crossbow must be wielded by one with a 10+ strength (30 ÷ 3 = 10).

Type: 1 handed. It will take two hands to cock the pistol-crossbow.

Value: 3 white-gold per draw-pound of pistol-crossbow.

Darts:
Barb-tipped: 2 electrum
Hunting-tipped: 3 electrum
Target-tipped: 1 electrum

Weapon damage:
As the type of pistol-crossbow dart shot from pistol-crossbow as follows:
Barb-tipped: 1-D12
Hunting-tipped: 2-D8
Target-tipped: 1-D8

Special Notes:
The spring poundage of a weapon that is designed to hurl a projectile from it will increase the damage of that projectile. There will be a +1-D4 damage increase for every 30 Lbs. of a weapon's spring poundage.

Example:
A 30 Lb. Pistol-Crossbow gives a +1-D4 damage to any dart shot from it. A hunting-tipped dart shot from a 30 Lb. crossbow will inflict its normal 1-D8 damage + 1-D4 for the strength of the pistol-crossbow (30 ÷ 30 = 1 (+1-D4).

When removing a Barbed or Hunting-tipped weapon from a wound, the base damage that a Barb-tipped or Hunting-tipped weapon can inflict will be inflicted again unless the one removing such a weapon can successfully make an Avoidance-roll vs. "Dexterity" (luck cannot be used).

Weight: 2 Lbs.

Darts:
Barb-tipped: 18 = 1 Lb.
Hunting-tipped: 16 = 1 Lb.
Target-tipped: 20 = 1 Lb.

Scythe

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 2 spaces (10')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.
Value: 41 white-gold
Weapon damage: 3-D12
Weight: 10 Lbs.

Sickle

Attacks per turn: 2/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength = # of spaces.

Size: Small.
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 20 white-gold
Weapon damage: 3-D6
Weight: 3 Lbs.

Sling

Attacks per turn: 1 per 2
Note: Designed to take down foes at a short distances.
Range: Dexterity = Range . There will be a -5 to your attack-roll for every space your target is beyond the "Range".

Size: Sling: Small ... Bullet (all types): Small
Strength to wield proficiently: 5
Type: 1 handed, Blunt. It will take two hands to load a bullet projectile into a sling. If loaded using two hands it will take only 1 turn (5 seconds). Using one hand to load a sling, it will take 2 turns (10 seconds).

Value: 1 white-gold

Bullets:
Lead: 1 electrum
Rock: 1 Bronze
Steel, Gage: 6 white-gold
Steel, Shank: 12 white-gold
Steel, Krakkin: 24 white-gold
Steel, Earthen: 48 white-gold
Steel, Admontanium: 96 white-gold
Steel, Krannik: 192 white-gold
Steel, Starr: 768 white-gold
Steel, Mystical: 1,536 white-gold
Steel, Koar: 1,536 white-gold

Weapon damage:
As the type of Bullet hurled from a Sling as follows:

Lead:	2-D6	+ 1-D6 damages per 3 points of dexterity.
Rock:	1-D6	+ 1-D6 damages per 3 points of dexterity.
Steel, Gage:	3-D6	+ 1-D6 damages per 3 points of dexterity.
Steel, Shank:	4-D6	+ 1-D6 damages per 3 points of dexterity.
Steel, Krakkin:	5-D6	+ 1-D6 damages per 3 points of dexterity.
Steel, Earthen:	6-D6	+ 1-D6 damages per 3 points of dexterity.
Steel, Admontanium:	7-D6	+ 1-D6 damages per 3 points of dexterity.
Steel, Krannik:	8-D6	+ 1-D6 damages per 3 points of dexterity.
Steel, Starr:	9-D6	+ 1-D6 damages per 3 points of dexterity.
Steel, Mystical:	10-D6	+ 1-D6 damages per 3 points of dexterity.
Steel, Koar:	11-D6	+ 1-D6 damages per 3 points of dexterity.

Special: +1-D4 per 10 points of dexterity rounded down.

Weight: Sling: 1/4 Lb.

Bullets:
Lead: 1 = 2 Lbs.
Rock: 5 = 1 Lb.
Steel, Gage: 4 = 1 Lb.
Steel, Shank: 3 = 1 Lb.
Steel, Krakkin: 4 = 1 Lb.
Steel, Earthen: 3 = 1 Lb.
Steel, Admontanium: 2 = 1 Lb.
Steel, Krannik: 1 = 1 Lb.
Steel, Starr: 2 = 1 Lb.
Steel, Mystical: 3 = 1 Lb.
Steel, Koar: 2 = 3 Lbs.

Spear, Long, Broad-tipped

Attacks per turn: 1 per 2

Note: None.

Range: Hand-held: 2 spaces (10')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 15 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.

Value: 160 white-gold

Weapon damage: 3-D12 If thrown, the spear will cause an additional 1-D12 damage per 5 points of dexterity.

Weight: 45 Lbs.

Spear, Long, Narrow-tipped

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 2 spaces (10')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 10 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.
Value: 80 white-gold
Weapon damage: 3-D8 If thrown, the spear will cause an additional 1-D10 damage per 5 points of dexterity.
Weight: 30 Lbs.

Spear, Short, Broad-tipped

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Medium
Strength to wield proficiently: 10 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 80 white-gold
Weapon damage: 3-D10 If thrown, the spear will cause an additional 1-D12 damage per 5 points of dexterity.
Weight: 30 Lbs.

Spear, Short, Narrow-tipped

Attacks per turn: 1/1

Note: None.

Range: Hand-held: 1 space (5')
Thrown: Strength = # of spaces.

Size: Medium

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.

Value: 40 white-gold

Weapon damage: 3-D6 If thrown, the spear will cause an additional 1-D10 damage per 5 points of dexterity.

Weight: 15 Lbs.

Staff, Quarter

Attacks per turn: 1/1

Note: None.

Range: Hand-held: 2 spaces (10')
Thrown: Strength = # of spaces.

Size: Large

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Blunt.

Value: 4 white-gold

Weapon damage: 2-D6

Weight: 5 Lbs.

Staff, Short

Attacks per turn: 2/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength = # of spaces.

Size: Medium
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Blunt.
Value: 2 white-gold
Weapon damage: 1-D6
Weight: 2 Lbs.

Staff, Tri-Section

Attacks per turn:
Attacking with the full length: 1/1
or:
Attacking, using both ends, one in each hand: 2/1

Note: None.

Range: Attacking with the full length: 2 spaces (10')
Attacking, using both ends, one in each hand: 1 space (5').

Thrown: Strength = # of spaces.

Size: Large

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Blunt.

Value: 12 white-gold

Weapon damage:
Attacking with the full length: 3-D6
Attacking, using both ends, one in each hand: 1-D8

Weight: 4 Lbs.

Sword, Broad

Attacks per turn: 1/1

Note: None.

Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large

Strength to wield proficiently: 15 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.

Value: 100 white-gold

Weapon damage: 3-D10

Weight: 45 Lbs.

Sword, Cur

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 9 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 75 white-gold
Weapon damage: 3-D8
Weight: 35 Lbs.

Sword, Katana

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength = # of spaces.

Size: Large
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 175 white-gold
Weapon damage: 2-D8
Weight: 3 Lbs.

Sword, Long

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 2 spaces (10')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 9 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 50 white-gold
Weapon damage: 2-D8
Weight: 25 Lbs.

Sword, Mandoble

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 2 spaces (10')
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 30 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.
Value: 250 white-gold
Weapon damage: 4-D10
Weight: 90 Lbs.

Sword, Scimitar

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 3 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 24 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 80 white-gold
Weapon damage: 3-D10
Weight: 70 Lbs.

Sword, Short

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength = # of spaces.

Size: Medium
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 16 white-gold
Weapon damage: 2-D6
Weight: 4 Lbs.

Sword, Tithian

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Large
Strength to wield proficiently: 14 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.
Value: 90 white-gold
Weapon damage: 3-D8
Weight: 40 Lbs.

Sword, Toothed

Attacks per turn: 1/1

Note: None.

Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Medium

Strength to wield proficiently: 7 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.

Value: 180 white-gold

Weapon damage: 3-D6

Weight: 20 Lbs.

Sword, War

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength ÷ 2 (rounded down) = # of spaces.

Size: Medium
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 500 white-gold
Weapon damage: 3-D12
Weight: 10 Lbs.

Tonto

Attacks per turn: 2/1
Note: None.
Range: Hand-held: 1 space (5').
Thrown: Dexterity = # of spaces.

Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 300 white-gold
Weapon damage: 2-D4 +2
Weight: 1 Lb.

Trident

Attacks per turn: 1/1

Note: None.

Range: Hand-held: 1 space (5')
Thrown: Strength = # of spaces.

Size: Large

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.

Value: 122 white-gold

Weapon damage: 3-D6

Weight: 5 Lbs.

Tri-Hand-Blades

Attacks per turn: 1/1

Note: None.

Range: Hand-held: 1 space (5')
Thrown: Strength = # of spaces.

Size: Small

Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.

Value: 50 white-gold

Weapon damage: 3-D4

Weight: 3 Lbs.

Warpick

Attacks per turn: 1/1
Note: None.
Range: Hand-held: 1 space (5')
Thrown: Strength = # of spaces.

Size: Large
Strength to wield proficiently: 15 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 2 handed, Sharp.
Value: 102 white-gold
Weapon damage: 2-D12
Weight: 7 Lbs.

Whip

Attacks per turn: 2/1
Note: None.
Range: 3 spaces (15')
Size: Large
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Blunt.
Value: 10 white-gold
Weapon damage: 1-D6 +1-D4 per 5 points of dexterity
Weight: 1 Lb.

Wrist-Blade

Attacks per turn: 2/1
Note: None.
Range: 1 space (5')
Size: Small
Strength to wield proficiently: 5 For every point below what is needed to wield this weapon proficiently, there will be a -2 to strike / -1 damage.

Type: 1 handed, Sharp.
Value: 20 white-gold
Weapon damage: 1-D4
Weight: 2 = 1 Lb.