

## 2.X Weapons and Items

A character's equipment is one of the most important parts of the character. In later levels they will often have artifacts, replacing this basic equipment. Still, almost every artifact that the character wears or fights with has a mundane counterpart listed in this section. With the exception of unusual cases like brawling fighters a character's equipment will dictate the majority of both how much damage they can do as well as how much they can sustain. It would be a good idea for beginners to take, at least, a brief look over this section to understand how weapons and armor work, for they are a very fundamental part of the game. Every effort was made to make the equipment and items historically accurate. However information varies widely and many descriptions may only give one interpretation of what an item was like.

**Weapon/Item-** The name of the weapon or item. Weapons with an asterisk (\*) are double handed, meaning that they can't carry a shield or anything else while they use it.

**Type-** Polearms and small weapons are able to be used for multiple functions. If a weapon has multiple uses, use the stats in the appropriate row for its current use.

**Cost-** This is the cost of the item in gold. The sale of weapons and items are usually for half of their original price (this is less if there's little interest in them or if they're damaged).

**Durability-** This determines the longevity of the weapon, armor, or shield (items don't have this). As a character's equipment is used it wears down and eventually breaks (when the durability reaches zero). Equipment can be repaired for a fourth of its purchased price (divide this by the durability for the cost per a point of durability). This has two numbers. The first is the actual durability (how much use it can take before breaking) and the second number is its toughness (how easy it is to damage). Whenever a weapon is used, divide the damage it deals by the toughness and this is the amount of durability it loses (this doesn't apply to missile weapons). In the case of armor and shields the damage the character receives (after defense has been applied) is divided by the toughness for the durability loss. Many times to simplify the running of the game this won't be used for weapons or armor but it is of great importance to shields.

**Weight-** The ease of the item to be carried. This is mostly based off the weight but the size does have some effect. If the character is carrying many cumbersome items they have trouble moving quickly. Each item is classified as light (L), medium (M), and heavy (H). The negative effects for weight aren't concerned with light items. Medium are one point of weight and heavy items are three on the chart below. If a large number of light items are carried then add an amount of weight equal to a fourth of the number of these items. The chart's fields are:

**Points of Weight-** This is the range of points of weight the character is carrying.

**Minimum Str-** In order to carry a great deal of weight and not have it be cumbersome the character needs a certain amount of strength. Any weight the character is holding over what their strength allows for needs a physique roll of five times the number of points of weight in order to carry it. This extra weight isn't useful to the character, being held in their arms or in a backpack. If a character carrying excess weight enters combat then they will need to drop it before they can be involved (the character can't fight, cast spells, or defend themselves when carrying excess weight).

**Enemy Accuracy-** A character carrying heavy equipment is much slower in combat, giving enemies a bonus to their accuracy when attacking them (adding to their melee, missile weapons, or brawling roll).

**Stats-** When carry heavy weight the character's movement is slowed greatly. This lowers the character's agility which in turn makes them have a lower initiative in combat, have a lower dodge, and lowering all the other things associated with the skill. Heavy weight also causes the character to tire quicker when performing exhausting actions. Thus the amount listed here reduces the character's tolerance when it is used to determine their endurance. This also subtracts from the character's physique when used to run, jump, or swim.

Points of Weight	5-7	8-10	11-12	13-14	15-16	17-18	19-20	21-22	23-24	25-26
Minimum Str	1	2	3	4	5	6	7	8	9	10
Enemy Accuracy	+1	+3	+5	+7	+10	+12	+15	+17	+20	+22
Stats	-2	-5	-9	-14	-20	-27	-35	-44	-54	-65

\*For every two point of weight beyond the maximum on the chart the Minimum Str is increased by a point, the Enemy Accuracy has an additional +3, and the Stats have an additional -10.

**Min Str-** This is the minimum strength required to use the weapon, armor, or shield (this doesn't apply for items).

**Length/Range-** This is the distance between the two longest points on the weapon (this doesn't apply to armor, shields, or items), measured in inches. This as well as the character's agility subskill determine their initiative. Ranged weapons list their range here instead. The range is measured in yards, so multiply this by 36 to change it into inches for initiative (though this is so large that it rarely matters). When used for thrown weapons, the range is usually (but not necessarily) listed as a multiplier or divisor of the physique subskill (such as 'Phys x 2' or 'Phys / 3'). This means that the character rolls their physique to determine the range, using the adjusted amount in yards.

**Hit x-** When attacking divide the character's melee, missile weapons, or brawling roll by this amount (round down). This is the number of additional attacks the weapon can make that round. It is assumed that if they are accurate enough that if the hit with one strike, they hit with all of them (unless strikes are made at multiple enemies). See Multiple Damages in a

Turn for how to deal with the damage dealt. This only applies to weapons.

Many heavy weapons strike fewer times than once each round. If so, this is stated under the weapon's description, labeled as 'strike' or 'fire' (depending on if it is a missile or melee weapon). This is given as a fraction to indicate how often the weapon strikes (such as fire 1/2 to shoot once every two rounds or strike 1/4 to attack once every four). This can be negated by either having a high enough skill to make the hit x or with high strength. For every two points of strength above the minimum the strike rate is increased by one (such as 1/3 to 1/2 or 1/2 to 1) up to one strike a round. The same is true for hit x, except that the hit x can raise the strike rate above once each round.

For an example, say that a character is using a zweihander, the heaviest sword (Frequency: 1/4, Hit x: 50, Minimum strength: 7). Say that the character has the strength of ten and has a melee roll of 62. Since they have, at least, the strength of nine (two higher than seven) the strike is improved to 1/3. The melee of 62 divided by 50 (rounded down) is one, making one additional strike. Thus, the ending strike rate is 1/2 (must pause for one round after striking).

**Damage-** This is the damage the weapon does. Str stands for half the character's strength (round up) rolled in d4s. This only applies to weapons.

**Crit Range-** This is the chance that a strike of a weapon is lucky and the strike is especially effective. For every successful attack (attacks that hit the enemy) the weapon makes roll a twenty sided die. If at least this amount is rolled the weapon has its critical effect. This only applies to weapons.

**Critical Effect-** This is the special effect the weapon has upon a critical strike. This only applies to weapons.

### Weapons

Weapons are divided by their type. There are four types of melee weapons (swords, concussive, polearms, and small) and three types of ranged weapons (bows, crossbows, and throwing). The type of the weapon initially has little significance but disciplines give the various weapon types different properties. Characters should read the following descriptions and see what type of weapon would work best with their character.

**Sword-** These are fair all around weapons, coming in a variety of sizes. Lighter swords get bonuses to melee, making them especially effective at striking illusive enemies or numerous opponents. Medium weight swords are the best weapons to parry with, having fair durability and supported with the best disciplines for blocking attacks. The heaviest swords are apt at making sweeping swings, having an area of effect rather than simply striking a single opponent.

**Concussive-** These are weapons that use the mass of the head of the weapon to deal the damage. They include weapons like axes, clubs, and maces. Since they have a large amount of weight behind the weapon they deal a great deal of damage, especially for strong characters. However, they require some time after the strike to raise the weapon again and prepare for the next blow. Their cumbersome use can be negated by having high strength (see frequency under the hit x). The disciplines make use of concussive weapon's heavy weight to knock enemies back, break past shields, etc. Also, the heavier weight of weapons also means a much higher durability, making them better for especially powerful blows.

**Polearms-** With their great length polearms are first strike weapon, making attacks before others in combat. Polearms can either be used to stab or slash, the type of attack and their effects being listed under 'type'.

Stabbing attacks are usually made in the first strike and deal a great deal more damage. The drawback to stabs is that most of them don't have a hit x (only strike once a round) and can't be used at close range. It is assumed that a character is too close if they have made an attack with a weapon that's shorter than the polearm (or brawling attack).

The other type of attack is a slash which uses a blade on the side of the polearm to attack an enemy that's already close to them. Since it is difficult to use such a long weapon to strike a nearby enemy, the polearm user suffers a -15 penalty from their melee roll when they make a slashing attack against an enemy that is within the polearm's length.

**Small-** This covers small handheld weapons such as daggers, punching supplements like cestuses, and lashes. Attacks with them are closely akin to punching, either requiring close range or high dexterity (in the case of lashes). Thus, they use the brawling subskill rather than melee. All these weapons are single handed, light, and have the minimum strength requirement of one.

The small size of these weapons can be advantageous. One benefit of their size is that they are easy to conceal, using the character's hide subskill. A field called 'conceal' indicates how easy the weapon is to hide. Those listed as 'good' have the character's level added to the hide roll and can be placed within easy reach (drawing and attacking any time) such as up sleeves, in their hair, or hidden in the folds of clothes. If listed as 'fair' they can be hidden, but take a round to retrieve (such as in boots or under clothes). Those listed as 'poor' have the hide roll halved and need considerable time to retrieve, being in the heels of boots or deep in a backpack.

Small weapons are divided among three types: striking, punching, and lash. To distinguish between them, their style of attack is listed under the 'type' field. Small weapons also include a number of weapons that can be thrown. If this is the case, then it will have this listed as a type of attack with its damage, hit x, critical range, and critical effect. The 'length' field is then reserved for the range which is generally based on the character's physique.

Being essentially an extension of the hand, they don't have any durability to deal with. Punching supplements can't be used with hand protection (like gauntlets).

An important benefit that striking and punching weapons have is that their small size allows them to be easily placed in vulnerable areas, making them especially effective against unaware enemies. When striking an enemy that is flat footed roll a d20. If the roll is:

10-14 = +Level to damage                      15-19 = x2 Damage                      20 = x3 Damage

This is in addition to the normal damage and chance of a critical strike. Anything that affects critical blows effect this bonus as well.

Punching supplements simply enhance the character's brawling attacks (still roll the full strength in d4s, uses brawling disciplines, etc). All brawling supplements are purchased in pairs and there aren't benefits for using two weapons at once (brawling can't be done one handed).

Lashes deal damage that is entirely independent of the character's strength, making them most effective for those with a high brawling skill but not necessarily high strength. They aren't associated with the small weapons or brawling discipline trees. High accuracy is especially important for lashes since with high rolls they can bind characters and disarm charging enemies.

The striking handheld weapons have the small weapons disciplines associated with them. For a great deal of the small weapon disciplines a bonus is applied if small weapons are dual wielded (requiring the ambidextrous discipline as well). Like lashes strength isn't especially important with these weapons since they rely on quick, precise strikes rather than deep piercing or bludgeoning attacks. The strength bonus to the damage of these weapons is equal to the base skill (not rolled in d4s and not halved).

**Bow-** The most common of the projectile weapons, bows have evolved in most every culture all over the world. Consisting of a string under tension to launch a sharp projectile, there have been a surprising number of variations on the basic design. Bows are especially liked because, unlike crossbows, they can be shot with great frequency and, unlike throwing weapons, don't include carry cumbersome material. No durability is listed. The use of the bow doesn't wear it out at any great speed, but will certainly break if a weapon attack is made against it.

Any bow can be constructed to the character's strength (if it's higher than the minimum strength). This makes the minimum strength equal to whatever they have, and adds an amount of damage equal to three times the increase. It also adds ten times the increase (in yards) to the bow's range. However, since the character needs to strain a bit to draw the arrow, the accuracy is decreased by five times the change, and the hit x is raised by double the amount. When considering the reduction of the poor fire rate, use the bows original minimum strength (for an example, a fire 1/2 bow with the required strength of two would need the strength of four to fire every round and raising the minimum strength wouldn't change this).

**Crossbow-** Essentially a hand held ballista, they are horizontally mounted tension launchers shot like modern rifles. Much like bows in the ammo that they shoot, it otherwise is a great deal different from its counterparts. Originally developed in China during the Han Dynasty (around 200 BC), it quickly spread to Europe where it was eventually banned by the Pope due to its destructive potential. Compared to bows, the crossbow has much more force behind it and is considerably easier to use. However, the mechanics behind the device makes it painstakingly slow to reload, having little to do with dexterity or skill like a bow. Still, it is a powerful type of weapon and is generally much hated by those who face it.

**Throwing-** These are weapons specifically designed to be thrown and don't have any other use. There are many other weapons that can be thrown listed with other weapon types (especially small weapons). Weapons that are only thrown are very light, and like small weapons they are all light, have the minimum strength of one, and are easily concealed. Their use makes it so durability is unnecessary to keep track of.

#### Swords (Light/Medium/Heavy)

Weapon:	Cost:	Durability:	Weight:	Min Str:	Length:	Hit x:	Damage:	Crit Range/Effect:
Epee	2	15/25	L	---	35	8	1d10+7	10 / +5 Damage
Wakasashi	7	30/30	L	---	26	10	Str+10	16 / +5 Damage
Rapier	5	20/30	L	---	39	13	Str+12	15 / +7 Damage
Scimitar	6	35/35	L	---	30	15	Str+14	16 / +10 Damage
Butterfly Sword	4	60/60	L	---	20	18	Str+15	18 / +12 Damage
Khopesh	8	50/25	M	2	25	27	Str+18	20 / Damage x 3
Katana	250	40/30	M	2	36	22	Str+20	14 / +15 Damage
Falchion	9	40/35	M	2	35	23	Str+21	16 / Damage x 2
Gladius	10	50/50	M	2	30	20	Str+22	17 / Damage x 2
Falcatta	12	45/35	M	3	25	25	Str+25	19 / Damage x 3
Bastard Sword	14	55/45	M	4	44	30	Str+28	18 / Damage x 2
*Estoc	11	55/40	H	3	39	---	Str+36	16 / Damage x 2

*Broadsword	17	65/55	H	5	37	35	Str+34	17 / Damage x 2
*Claymore	22	70/60	H	6	41	40	Str+37	19 / Damage x 3
*Zweihander	30	90/65	H	7	66	50	Str+42	20 / Damage x 3

Epee- Also called a foil, these are thin swords that lack a cutting edge. Used for thrusting, it is only effective when facing unarmored opponents. The lightest type of sword made, it's able to strike very rapidly and precisely but is lacking in terms of durability, making it useless to parry with.

If the enemy is wearing armor, roll strength once for the whole series of attacks. If the strength roll is less than the armor, no damage is dealt by any of the strikes.

+15 Accuracy - Double melee roll on critical strikes (this only applies to the first strike when melee matters)

Wakshashi- Warn along with a katana by samurai, these are lightweight oriental short sword. It is difficult to parry with due to its light weight but it's among the easiest swords to manipulate, making quick and accurate blows with ease.

+10 Accuracy - -3 Hit x on critical strikes (this only applies to the first strike when hit x matters)

Rapier- The rapier has a long, slender blade of only about 1.25 inches. It is designed for duels, able to make quick and precise stabs. Despite being light weight, in the hands of an experienced swordsman they are able to effectively parry blows by redirecting rather than blocking them.

Historically the rapier was generally paired with the main gauche, freeing a weapon to strike while the other blocked. If ambidextrous, the character can use a small weapon in their offhand to block with. This weapon may use the melee rather than brawling subskill and has a level of the weapon block discipline equal to the character's melee parry.

+5 Accuracy - Reduce damage to the rapier from parrying by the parry roll in percentage (before toughness is applied)

+5 Melee when used to parry for each time the melee parry discipline is taken

Scimitar- These are short, light blades of Arab or Turkish design. They are distinguished by having a curved blade that provides an especially large striking surface, often making long cuts that carry a serious danger of blood loss. Due to its shape it's unable to parry attacks.

+5 Social when used for intimidation - Can't use parry discipline

**Open Wounds (Damage after defense, 2)** when attacking an unarmored area or on critical strikes

Butterfly Sword- One of the shortest swords, the butterfly sword is a thickly reinforced weapon used in kung-fu. Its thickness makes it incredibly difficult to break and excellent to parry especially heavy attacks. In terms of appearance it looks like an elongated butcher's knife with a point at the end.

Halve the loss durability from parrying or when the weapon is struck

Khopesh- An ancient Egyptian weapon, the blade has an oddly shaped blade. The first half of the sword is straight, then bends in a 'U' shape for the upper section. There's controversy as to if the cutting edge was on the inside or outside of the curve, but either way it is a slashing sword, most effective against unarmored or lightly armored enemies. Its spine is especially strong to support the blade but it is still easily damaged.

If the enemy's armor is less than the strength roll, then it's neglected. If this is the case, or if striking an unarmored enemy, the critical range is reduced to sixteen.

-10 Toughness against weapon attacks - Can't use the parry discipline

Katana- A samurai sword, often used with the smaller wakasashi. These are extremely difficult to make, including numerous folds of the metal on itself, making them very rare and something samurai guard just as well as their own lives. A quick, generally slashing weapon, they can be used in either one or two hands (having additional leverage and control when dual wielded).

+3 Accuracy - -5 Hit x on critical strikes (this only applies to the first strike when hit x matters)

If used with two hands it either get +12 accuracy or -7 hit x

Falchion- A very popular single bladed, heavy set sword. Its blade was shaped so that its impact could be focused on a small area of the cutting edge, making it especially effective against mail. However, the overall blade is also especially long and the shape has advantages against unarmored enemies as well. However, its heavier blade makes it slightly unwieldy.

If the enemy is blocking with a shield or using armor with a defense higher than the strength roll for damage, the blade halves the armor's toughness (causing it to lose more durability, not dealing more damage). Otherwise, the falchion causes **open wounds (damage after defense, 3)**.

-3 Accuracy - -7 Melee when used to parry - -10 Toughness against weapon attacks

Gladius- A common double bladed short sword used by Roman legionaries and gladiators. It lacks any advantages or disadvantages. This is a standard for short swords and there are many similar blades used throughout the world. Some names for them are arming swords, spathion, tai chi, cavalry spatha, and the grim sword.

Falcatta- Originally either used by the Alexandrian armies or the Etruscans, this is a relatively short sword with a heavy blade. Used for chopping rather than graceful slashes, it carries tremendous power behind its top heavy blade.

-5 Accuracy or melee when used to parry

There is a percentage chance of **stunning (1r)** equal to the damage (after defense is applied)

Bastard Sword- Also called the hand and a half sword, like the gladius they are of a simple design. With a long handle, they could be used in one hand but were best wielded in two. It was favored by shield fighters who could hide behind their shield until their enemy tired, then drop the shield and make a finishing blow.

-7 Accuracy - -10 Melee when used to parry

If used with two hands neglect the accuracy loss and either get +5 damage or -7 hit x

Estoc- Originally from Germany, this is a very long thrusting sword, designed to pierce armor. The blade thickens in the center, forming a diamond for additional support. It lacks a cutting edge, making it exclusively used for stabbing and only able to strike once each round (it lacks a hit x).

The blade is very narrow and light weight, making it possible to wield in a single hand. If the character has the strength of five they can either strike every round *or* use the weapon one handed with a shield (this can't be used with another weapon). With the strength of seven they can both strike very round and use a shield.

Strike 1/2 - Can't use the parry discipline - **Armor Penetration (Half of the damage before defense)**

Broadsword- Related to the cut and thrust sword, these are multi-purpose, heavy blades. Commonly double handed, they were favored by English cavalry and the Scottish, when the rest of Europe began using rapiers. As its name suggests, the broadsword has a fairly bulky blade (two inches wide), but it was actually named this to differentiate it from the lighter blades of the rest of Europe.

The broadsword is able to be used single handed, however this would be ill advisable due to its bulkyness. A character must have the minimum strength of seven to wield it single handed, and then it gets -6 damage and loses its hit x (may only strike once a round). However, if they chose to dual wield it with high strength, then attacks get +3 accuracy and +5 melee when determining hit x for each point of strength above five.

-10 Accuracy – Strike 1/2 - -15 Melee when used to parry

Claymore- Called 'great sword' in Gaelic, this is a Scottish two handed weapon used in the 15th to 16th centuries in its wars with England. They are very long and very heavy, making them difficult to use. The weapon is designed to make long, sweeping blows rather than simple slashes or stabs. The sheer force behind the blade makes it devastating to everything standing before it, crushing bone and armor alike. The strength of this weapon makes it likely that it will pass through multiple enemies before stopping. However, it takes time after each attack to gain control of the blade again and prepare it for the next stroke.

This weapon has an area effect of a single arc (where the character's striking) for the length of the blade. It deals damage from one enemy to another until either the total damage is dealt or there is no one left in the area of effect. Start with enemies on the side that the attacker's swinging from (their dominant hand).

-12 Accuracy – Strike 1/3 - Can't use parry discipline

Zweihander- Similar to its undulating (wavy bladed) counterpart the flamberg, the Zweihander is a massive two handed great sword. This sword, and its German counterpart, were very popular between the 15th and 17th centuries, especially among Swiss mercenaries. Weighing anywhere from seven to fourteen pounds, it takes a moment for the user to regain their balance after making an attack.

This weapon has an area effect of a single arc (where the character's striking) for the length of the blade.

Unlike the claymore, this harms everyone in the area of effect, not just up to its maximum damage.

-17 Accuracy - Strike 1/4 - Can't use parry discipline

#### Concussive (Edged/Bludgeoning)

Weapon:	Cost:	Durabil.:	Weight:	Min Str:	Length:	Hit x:	Damage:	Crit Range/Effect:
Hand Axe	6	35/40	L	---	18	15	(Str x 1.2)+7	16 / +13 Damage
Hand Axe (Thrown)				2	Phys / 2	20	Str+10	18 / Damage x 2
*Crowbill	8	30/60	M	3		30	(Str x 2)+13	18 / +25 Damage
*Battle Axe	22	70/90	H	5	60	40	(Str x 2.5)+8	17 / +2 x Str Damage
Bardiche	20	50/50	H	6	72	50	(Str x 2)+28	19 / Damage x 3
*Quarter Staff	5	30/50	L	---	72	12	Str+10	15 / +15 Damage
Mace	12	65/65	M	2	21	30	(Str x 1.5)+10	17 / Damage x 2
Throwing Hammer	10	30/50	M	3	Phys / 4	25	Str x 2	16 / +15 Damage
Flail	12	40/60	M	4	18	18	(Str x 1.7)+2d10	17 / +5d20 Damage
*Morning Star	24	50/65	H	6	24	---	(Str x 2.5)+4d10	18 / Str damage x 1d10
*Cudgel	6	80/50	H	4	36	35	(Str x 2)+3	18 / Damage x 2
*Cudgel (Barbed)	10	70/50	H	4	48	37	(Str x 2)+14	18 / Damage x 2
*Warhammer	18	60/100	H	6	36	28	(Str x 3)+5	20 / Damage x 3
*Maul	20	80/60	H	8	72	45	Str x 4	19 / +3 x Str Damage

Note: Many weapons, especially heavier ones, strike less than once each round. If so, this is listed under the weapon. Unlike other types, this can be

**Hand Axe-** Small single handed axes are called by several names depending on the task that they're used for. When cutting wood it's called the hatchet, while as a throwing weapon it's a tomahawk (or simply a 'throwing axe'). Weighing roughly five pounds, it's commonly kept as a backup or makeshift ranged weapon.

This is commonly used as a throwing weapon, using the alternate stats on the table. Like small weapons, the 'length' field is used for the range. This is one of the few ranged weapons that make use of a character's strength. The hit x is reduced by two for each point of strength above the minimum (down to ten).

If multiple are held, every two count as a medium item

The damage is improved to (Str x 1.3)+10 when striking if dual wielded with another hand axe

**Crowbill-** A pick used in war, generally having a heavier spike at the end than similar tools. Popular in medieval Europe during the time of expensive armor, these are excellent at piercing light plate armors, especially the joints. Mattocks, pick axes, and other tools were often used this way in times of war.

**Armor Penetration (Double the strength damage)**

Strike 1/2

**Battle Axe-** A double bladed, two handed European waraxe. With a head that's roughly seven and half pounds, the battle axe is larger and heavier than the common woodcutter's axe. This makes them more effective at chopping and crushing armor. However, they require greater strength and skill to use, and thus weren't especially common on the battlefield. Usually built of metal with socketed heads, this weapon was designed to be very difficult to damage.

If blocked by a shield, **Knockback (Half the strength damage before defense is applied)**

Halve the toughness of any solid material struck (shields, doors, spears, etc) with the exception of metal

**Armor Penetration (Third of the strength damage)**

Strike 1/3

**Bardiche-** Similar to the voulge and Danish axe, this is a medium between a polearm and an axe. This consists of a large axe blade on a five foot long shaft, making it shorter than most polearms. This length, with the twelve and a half pound head makes it a very powerful weapon. It was used a great deal in Eastern Europe and Russia during the middle ages and renaissance.

This weapon has an area effect of a single arc (where the character's striking) for the length of the blade. The user must move so that they are at least four feet from the closest enemy, but it is assumed that they do this during the attack. It deals damage from one enemy to another until either the total damage is dealt or there is no one left in the area of effect. Start with enemies on the side that the attacker's swinging from (their dominant hand).

Strike 1/4

**Quarter Staff-** A long pole of hard wood, also called a bey or jo staff (Japanese variations). Once it was held in high esteem among English, competitive bouts being held at festivals and commonly used for self-defense (where it could double as a walking stick and deterrent against brigands). They are made to the user's height, averaging around five or six feet in length. Not an impressive weapon against armor, it has a fighting style all to itself. Often used by passive characters, they are more likely to wind a character or knock them out than do serious harm. Those used primarily for combat may be tipped with metal to make them deadly weapons. If they aren't covered with metal, the tips can be wrapped with an oiled cloth (of neglectable price) that can burn for long periods of time without damaging the staff, making it useful as a reusable torch as well.

The only concussive discipline that the quarter staff can use is the concussive proficiency. However, characters can get another discipline called "Staff Mastery". This can be taken any number of times, each time adding three to melee rolls and five percent to the damage. After taking this discipline ten times, it no longer provides a bonus to melee, but rather adds two to the damage on critical strikes each time it's taken.

Reduced to 25% damage if half the strength damage is less than a defender's armor

May attack multiple enemies when striking more than once in a round (without need of a discipline)

Deals **submissive damage** unless tipped with metal (in which case the staff has +10 damage and +5 hit x)

Has a (melee - enemy's defense) percent chance of **stunning (1r)** those struck unless the damage was reduced due to armor

**Mace-** A variation on the club, either entirely or with a head made of metal. Used by cultures throughout history, it was very effective at shattering bones and, with a spiked or fanged head, pierce armor. Often thought of as a paladin or cleric's weapon, its relatively blunt shape makes it so the weapon can either be used to kill or disable an enemy. Like many blunt weapons, this also makes it especially effective against crippling undead.

May either deal **submissive** or normal damage

**Armor Penetration (Strength damage)**

Has a percent chance of **stunning (1r)** equal to the damage after defense is applied

+50% damage against most undead and other creatures especially vulnerable to bashing weapons

**Throwing Hammer-** A smaller, lighter type of warhammer made for throwing. It is very powerful when it makes contact, though weighing six to ten pounds, it doesn't travel very far. Only two feet long, it's not an especially effective if used to melee.

**Flail-** The flail is commonly compared to the mace. Both work off of the same principals: use a simple handle to strike with a heavy face. Flails, however, have a striking surface that's separate from the handle. Attached by a chain, the striking mass is whirled around to gain momentum before it strikes. These weapons are most effective if there is time to prepare, building up speed before attacking. The striking mass' flexibility makes it very hard to defend against, wrapping around parrying weapons and the edges of shields to still strike the enemy.

The first flails were, like many weapons, agricultural tools. Used to thresh grain, the threshing flail consisted of multiple lengths of wood attached by a chain. Later, they became a mainstay in warfare, used by both infantry and cavalry (riders used lighter types). Over time, several variations of the flail arose. The simplest is a metal ball, weighing four to six pounds attached by a chain to a handle. There is also the double and triple flail (also called the war flail or Goupillon flail), which have multiple balls attached (it's rare for there to be more than three). The single, double, and triple flail have the same stats except for hit x and those described below.

This weapon is dangerous and if the character mishaps and has an accuracy roll below a moderate, then they strike themselves with the full damage

The hit x for a double flail is 21 and the triple is 26

Attribute	Flail	Double Flail	Triple Flail
Chance that a defender's parry will fail	50%	75%	100%
Chance that a blocking shield will fail	50%	25%	None
Maximum time that the flail can be accelerated	2r	3r	5r
Damage bonus for each round of acceleration	x2	Str x 2	+15
<b>Armor penetration</b> for each round of acceleration	10%	15%	20%
Strike rate (can't be reduced through strength)	None	Strike 1/2	Strike 1/3

**Morning Star-** A variation on the flail, one with a single, spiked mass. This is usually much heavier than that of a normal flail. The spikes were mostly for appearance, though against an unarmored opponent they could be devastating.

This weapon is dangerous and if the character mishaps and has an accuracy roll below a moderate, then they strike themselves with the full damage

May be accelerated up to two rounds, each adding x1/2 damage and having **armor penetration (strength damage in percent)**

+25% damage against unarmored enemies (if half the strength damage is more than the armor), most undead, and other creatures especially vulnerable to bashing weapons

**Knockback (Third of the strength damage before defense is applied)**

Strike 1/2 – Single handed if the character has the strength of ten, though it then has -25 accuracy

**Cudgel-** Clubs are among the oldest and simplest of weapons, used to bash an enemy, as an improvised weapon, or as a form of discipline among slave drivers and constabulary officials. They come in a variety of materials, shapes, and sizes, including bones, large stones, stool legs, tree trunks, etc. Some makeshift clubs may require modified stats by the game master. The most common type is a carved, hardwood bat with a weighed end, either being weighted with metal bands or covered with spikes (called barbs, the weapon being commonly called a war club). The blunt (non-barbed) clubs have an interesting effect against armor, only denting the surface but able to shatter the bones beneath. Its lack of a piercing edge also makes it able to disable, rather than kill, and is especially effective against undead. Those that are barbed deal better damage but lack the other properties (knockback, armor penetration, etc), still having the same strike rate.

The weapon is simple enough that no discipline is required

May either deal **submissive** or normal damage

**Knockback (Third of the strength damage before defense is applied)**

**Armor Penetration (Half of the strength damage)**, but doesn't reduce armor durability

+50% damage against most undead and other creatures especially vulnerable to bashing weapons

Strike 1/2 – Single handed if the character has the strength of seven, though it then has -15 accuracy

**Warhammer-** Made as a response to the increasing use of metal armors in the 15<sup>th</sup> and 16<sup>th</sup> centuries, the warhammer is an exceedingly effective weapon at crushing and piercing armor. Only two to three feet long, its weight (the head was five to fifteen pounds) makes it a two handed weapon. Usually the weapon struck with its flat end, though a spike on the opposite end was very effective at piercing heavy armor.

If the spike is used, **armor penetration (strength damage)**, but the weapon is reduced to Strike 1/4

Single handed if the character has the strength of eight, though then it's reduced to (Str x 2)+7 damage and is Strike 1/3 unless the character has the strength of ten

Strike 1/3

**Maul-** Like many other weapons, this is a tool used by peasants in times of war. A wooden mallet, its striking end is usually reinforced with metal to keep it from splintering. With a head weighing fifteen to twenty pounds on the end of a five to six foot pole, this is a very heavy weapon to wield but could smash with awesome force. It was often made even more deadly by having spikes fit into its end.

If the end is spiked then it deals an additional ten damage (twenty against enemies with ten points or less of armor). The spikes have a chance of breaking equal to a fifth the damage dealt (before defense is applied). Ten points of durability are lost from the weapon if the spikes break.

**Knockback (Third of the strength damage before defense is applied)**

Strike 1/4

### Polearms

Weapon:	Type:	Cost:	Durabil.:	Weight:	Min Str:	Length:	Hit x:	Damage:	Crit Range/Effect:
*Spear	Stab	4	20/25	M	---	84	25	Str+18	17 / Damage x 2
	Thrown				3	Phys	30	Str+14	18 / Damage x 2
Naginata	Slash	14	25/45	H	2	84	28	Str+22	16 / +15 Damage
	Stab					108	35	Str+27	15 / +25 Damage
Spectrum	Slash	8	25/30	H	2	96	25	Str+24	14 / +20 Damage
*Glaive	Slash	12	30/35	H	3	102	30	Str+30	16 / Damage x 2
	Stab					---	---	Str+35	14 / Damage x 2
*Pike	Stab	7	20/35	H	3	216	---	3d10+45	12 / Damage x 2
*Halberd	Slash	14	50/40	H	4	81	35	Str+38	17 / Damage x 2
	Stab					---	---	Str+47	19 / Damage x 3
*Lance	Stab	6	10/20	H	4	144	---	5d6+52	19 / Damage x 3

Note: Stabs may only be used when an enemy is at the weapon's length or further. All attacks have a -15 accuracy penalty if made within the weapon's length.

**Spear-** A long shaft with a pointed blade for an end. They were popular during the middle ages, especially among esquires, because they are cheap and simple to make. This is one of the few polearms that can only be used to stab with. Also, unlike other polearms this is able to make multiple strikes on a stab. The spear can still make close range attacks like a slashing polearm (without the accuracy loss) except that with these attacks it lacks a hit x (may only strike once a round). Spears varied great in length, being from five to thirteen feet long. The stats listed are for a seven foot spear and anything of a different size is a customized weapon, with stats determined by the game master. Especially strong characters can throw the spear, though they are rarely carried en mass as a throwing weapon, and are unwieldy in comparison to others (-10 accuracy).

Single handed if the character has the strength of three, but the offhand can't be used for another weapon (usually the spear is used with a shield) and has -5 damage

**Naginata-** Similar to a glaive, the neginata is a pole weapon used extensively in feudal Japan. Essentially a two foot blade on a five to nine foot pole, this was used in quick attacks and required a great deal of skill and endurance to use properly. It can be gripped effectively near the blade as well as near the base, making it more useful at close range than most polearms and have a variable 'length' according to the attack. It was used extensively until the introduction of firearms, and still maintained a presence in martial arts and self defense.

Requires an tolerance (endurance) roll of double the number of rounds the naginata has been used out of the last ten rounds to continue to attack with it

Doesn't have a loss to accuracy for close proximity

**Spectrum-** A category of polearms that include a large number of designs including the corseca, corsesque, korseke, runka, rawcon, chauve souris, and trident. These are poles with multiple spikes on the end in varying patterns. The spectrum's design is a simple one: a spike on the end with two more on the sides. This made it so it could both be used to thrust as well as slash, though like the pike it is essentially useless at closer ranges. Stabs and slashes are often incorporated in a series of attacks with this weapon, making it useful against groups at long ranges.

Slash attacks can only be made when the character could usually stab

**Glaive-** Also called a couteau de breche or fauchard, the glaive is a European polearm used by heralds, to protect archers or crossbowmen, and was a popular ornate weapon. It consists of a long pole (six to seven feet) with a curved, eighteen inch blade on the end, primarily used to slash.

Strike 1/2

**Pike-** Essentially a very long spear, often with a hook as part of the blade. Unlike other polearms, this weapon can't attack at all if the enemy's within the weapon's length and is commonly dropped after the initial strike. The weapon is especially effective against riders, planting the base of the shaft in the ground to support a powerful stab or using the hook to pull them off their horse. Much of the weapon's damage depends on the speed that the enemy is moving at (especially if they are mounted). Often they are hidden in tall grass and used at the last moment, before the enemy can stop (this takes a reasonably high agility skill).

Damage is increased if those struck are coming toward the pike (around +10 for jogging, +20 for sprinting, +30 for galloping riders, and +50 for sprinting mounts)



Halberd- Developed by the Swiss and used extensively in Europe from the 13th century onward these were one of the most versatile polearms ever developed. Its side has an axe blade and it's tipped with a narrow spike for thrusting. On its back is a pick or hammer beak used to dismount riders and hold enemies to the ground. Weighing eighteen pounds and being very long, it is meant for the stout.

Strike 1/3 - May be used as a rigid grapple

Lance- Long, heavy spears used by cavalry. They were made of wood, weighing between five and twenty pounds. They are reinforcement with metal at weak points and the tip since an all metal lance would weight too much to be usable. Its design is far different from the jousting lance, which was hollow and had a blunt tip. Its power comes from the momentum of the rider, though it could be used by infantry by bracing it much like a pike (this would only be effective against riders). Due to the great force lances deal substantial damage but usually break (if broken from loss of durability it can't be repaired). Characters must be riding at a sprint for the lance to be used.

+7 damage and -1 crit range for each time that the riding proficiency discipline has been taken

#### Small (Striking/Punching Supplement/Lash)

Weapon:	Cost:	Durability:	Conceal:	Type:	Length:	Hit x:	Damage:	Crit Range/Effect:
Dagger	2	25/50	Fair	Strike	12	10	Str+10	15 / +12 Damage
				Thrown	Phys x 2	15	1d10+11	18 / Damage x 2
Main Gauche	4	35/55	Fair	Strike	14	15	Str+15	17 / +15 Damage
				Thrown	Phys	17	1d4+17	16 / +10 Damage
Stiletto	7	15/40	Good	Strike	16	30	Str+25	16 / Damage x 2
				Thrown	Phys	45	1d4+7	18 / +60 Damage
Sai	5	15/55	Poor	Strike	17	14	Str+14	13 / +15 Damage
				Thrown	Phys	20	1d8+15	19 / Damage x 3
Katar	20	30/40	Poor	Strike	19	12	Str+14	17 / Damage x 2
Sickle	12	20/50	Poor	Strike	17	15	Str+14	15 / +10 Damage
				Thrown	1/2 Phys	27	1d12+16	17 / Damage x 2
*Nunchuku	6	20/40	Poor	Strike	26	7	Str+4	16 / +10 Damage
Gunsen	16	10/30	Good	Strike	15	15	Str+11	14 / +15 Damage
Blackjack		4	7/10	Good	Strike	5	---	---
*Cestus	6	---	Good	Punch	---	---	---	---
*Punching Dagger	8	---	Fair	Punch	3	+5	+7	---
*Tiger Claw	11	---	Good	Punch	2	---	---	---
*Gaff	9	---	Poor	Punch	5	---	+20	---
Whip	10	20/20	Fair	Lash	<600	18	3d20	17 / Damage x 2
Manrikigusari	14	40/30	Poor	Lash	36	27	1d20+35	15 / Damage x 2
Cat-o-Nine Tails	18	30/20	Poor	Lash	60	20	3d10+30	18 / Double pain

Note: Strength (with the exception of punching supplements) has the base amount added, not the rolled amount.

Dagger- Most likely the simplest and shortest of weapons, daggers have been made of everything from bone to stone and steel.

This includes a variety of knives including the dirk and kris. Simple in design, the dagger consists only of a handle and short blade. Carried by most warriors as a backup weapon, it is only used as a primary means of attack by brigands and assassins who ambush rather than openly attack their enemies. A mainstay small weapon, it is fair in all regards.

-2 Hit x and +3 damage when striking if dual wielded with another dagger

Main Gauche- A dagger designed to compliment the rapier or other weapon, giving fighters a left handed weapon to parry with.

Of a sturdy design, the weapon, especially the crossguard, is difficult to break. Some were specially designed, able to break lightweight blades like rapiers. An example of this is the German main gauche which had two blades separated by a thirty degree angle. The main gauche is assumed to be of a standard dagger design (single, short blade with a crossguard) unless a special arrangement is made with the gamemaster for another design.

Add level to brawling rolls when used to block if the main gauche hasn't made an attack that round.

Neglect the durability loss when parrying.

Stiletto- First developed in Italy before moving to Europe, this is an elongated piercing dagger. Lacking a cutting edge, it's apt at puncturing light armor its blade is a distinct triangular shape that keeps blood from coagulating. It is widely used by assassins and ladies as a means of self-protection.

**Armor Penetration (Damage before defense)** upon critical strikes

**Open Wounds (Damage after defense, 3)**

Sai- A dagger like weapon, lacking a cutting edge. It is unique in having hook like guards off its sides pointing along the blade.

This makes its appearance similar to a large fork, able to catch (and by twisting, hold) weapons. Used by ninjas, this is

similar to the jitte which only has a single hook guard.

When successfully blocking weapons, the block may be designed to catch and hold rather than simply block. In this case, the sai is rendered unable to attack, but the enemy's weapon can't be used either. Each round the enemy may attempt to free their weapon by having a higher combat subskill roll (whichever is associated with the weapon) versus the blocking brawling roll. Double brawling rolls to block weapons if dual wielding sais (in this case, caught weapons require both sais to hold it).

-2 Crit Range when striking if dual wielded with another sai

**Katar-** An ancient, well known and Indian knife. The handle's peculiar design holds the blade firmly to the user's hands. These varied in length from a few inches to a few feet, often being reinforced to deal with armor. Consisting of two parallel handle bars extended into a triangular blade, the design of these weapons have been altered slightly over time. Some costly katars have three folded blades that appear as one until the handles are squeezed.

This can either be used as a punching supplement (to stab) or as a striking small weapon (to slash). Their properties are different depending on how they are used. If used to punch, they deal an additional ten damage, have the hit x raised by five, and **Armor Penetration (Damage before defense in percent)**, making it better against armor.

Otherwise, it is improved when used in pairs; the katar gets +10 brawling when blocking attacks, has -5 hit x, and +10 accuracy when striking if dual wielded with another katar.

**Sickle-** Originally an agricultural tool, the sickle is a short, curved blade that almost bends in a full circle near the handle. Its curved edge makes it an especially wicked weapon at close range, making long cuts muck like a scimitar. An oriental weapon called the negegama is essentially the same, simply with a longer handle and a rope attached to the base so that it can be retrieved. The rope is around seven feet long and, unless the rope is released, this is its maximum thrown range. The negegama is retrieved the round after thrown (they can do other things while retrieving). Its curvature and its ability to be retrieved make it a fine weapon when thrown, though it is heavier than many small weapons, having a low range.

**Open Wounds (Damage after defense, 2)** when striking an unarmored area (not when thrown)

-2 Crit Range and +5 damage on critical strikes if dual wielded with another sickle

**Nunchaku-** Two hardwood sticks connected by a rope or chain. Originally used as a farming tool to remove husk from grain, it later became heavily used in martial arts. One of the few entirely blunt weapons, it is among the few non-lethal weapons.

This weapon is dangerous and if the character mishaps and has a accuracy roll below a moderate, then they strike themselves with the full damage

Deals **submissive damage**

Has a (brawling + (3 x number of times martial arts disciplines have been taken) - enemy's defense) percent chance of **stunning (1r)** those struck

+5 Damage and +5 damage on critical strikes if the character is ambidextrous

**Gunsen-** A bladed warfan (also called a sunsen), comprising of numerous metal pieces that fit together. It's easily concealed and very deadly, it makes for an excellent backup weapon. The long, sweeping cuts it makes are often especially effective against unarmored enemies. Very delicate, its high surface area makes it excellent at blocking missile attacks, but little else.

+15 damage on critical strikes if dual wielded with another gunsen and striking an unarmored enemy – There is no durability loss for this strike

Double brawling rolls when used to block missile attacks and reduce the max durability loss to two

**Blackjack-** Also known as a sap, this is a very small sack that's especially heavy for its size. Rather than dealing damage, a blackjack is used to knock enemies unconscious by smacking them in the head. It is usually a tarred leather container, usually either filled with water, sand, or lead.

Has a (brawling + strength roll – enemy's willpower) percent chance of knocking an unaware enemy unconscious

Only works against demi-humans

**Cestus-** Initially simply leather bands to protect fighter's hands used by the Romans. Harder leathers were used, and eventually metal studs as Roman boxing became fights to the death. The cestus can come in a variety of forms and include brass knuckles and knuckle dusters.

When making a brawling attack, increases the type of dice that strength is rolled in to d8s.

**Punching Dagger-** A narrow piercing dagger with a cross bar to hold onto. It is especially effective against armor, applying the full force of a blow on a very small area.

**Armor Penetration (Damage before defense in percent)**

**Tiger Claw-** Also called the bagh nakh, this is a very old Indian weapon. A comb like weapon, it consists of a bar with three to five curved blades extending from its sides. Fingers are placed between the blades and there are often metal rings as further protection for the hands. Extremely deadly against unarmored enemies, it makes raking attacks. It is easily concealed and favored among assassins and thieves.

**Open Wounds (Damage after defense, 3)**

Double brawling damage and critical strike effects

Has no effect if an enemy's armor is higher than the character's strength

Gaff- Originally used by farmers to move bales of hay or by butchers with meat, this is a sharp hook with a handle at its base.

Though not useable for quick strikes, they can be useful against an armored enemy and can be wicked in combat.

Attacks can be made, at most, once a round - +15 physique rolls when used to climb

Upon critical strikes it grapples whatever part of the body it struck

Whip- Whips are among the oldest of weapons and implements of torture. They consist of a length of leather cord up to fifty feet long with a short handle. There is usually a sharp peace of metal or hook attached to the tip. In the hands of an experienced attacker whips can tear flesh, disarm enemies, and even break bones.

Characters who are proficient with the whip can make targeted strikes to ensnare or disarm. When used against an aware enemy this is difficult and impossible to do against larger creatures. Upon attacking the character needs to specify if the strike is to harm, disarm, or ensnare. With disarming and ensnaring attacks the whip stays wrapped around the enemy for a time, during which the character must focus on holding the whip (they can't use abilities that require concentration or use their hands). The whip can be cut or unwrapped with an agility roll that matches the attacker's level. The effects are:

Harm: Does the listed damage and inflicts an amount of pain equal to the damage (before defense is applied). This has no effect if armor is higher than the strength base roll. Generally these attacks leave a deep, lasting scar. Precision plays a great deal of impotents in the damage of the whip (most of its damage comes from where it's placed). Add a fourth of the accuracy of the whip to the damage.

Disarm: This is a targeted strike against an enemy's weapon. It requires a melee roll of three times the distance to wrap the whip around the weapon. When this is done the weapon and whip users roll their physique (unless either of them wishes to drop their weapon). If the whip user's roll is twice as high, then they can disarm their enemy. If the enemy's physique is twice as high as the whip user then the whip is pulled out of the character's hands. Otherwise, the character with the higher strength can move slowly, dragging the other with them. When used against flat footed enemies the weapon can be disarmed without a physique roll.

Ensnare: A targeted strike against an area of the body other than weapon can be designed to wrap and hold them. If the accuracy roll is at least the enemy's combat base higher than the required roll then an attack against limbs (legs or arms) cause them to be pinned. A strike against the neck will cause the character to **suffocate**. Otherwise, the strike will simply wrap around a single limb (and miss if it was targeted at the neck). This will have a **grappling (soft)** effect, tripping running characters if around the legs and possibly demounting riders. If around an arm, then that limb can't be used (each may roll their physique to drag the other).

This can be used for things other than combat. For an example, it can be used to swing across pits when there's something above to wrap the whip around. It could also be wrapped around an arm to give it some protection, used as a rope to climb down, etc.

The maximum length that a character can use is five times their physique skill (number of d6s) in feet (up to 50 feet) This can't be used in the character's off hand

They require some distance to generate enough force to harm, making them unusable within five feet.

Manrikigusari- This is an old Japanese weapon, consisting of a sturdy chain with weights on both ends. It was originally designed to disarm and subdue criminals. Similar to the whip in its ability to ensnare enemies, it deals more damage but lacks much of its finesse. Like a flail it can be swung around and sped up before striking to increase its damage.

May either deal normal or **submissive damage**

May be accelerated for a round to add twenty five damage

Strike 1/2 – Strike rate can't be changed through strength - -15 Accuracy

Cat-o-Nine Tails- A scourge that is specifically designed to inflict pain, used by slave drivers and ship masters. It consists of nine knotted ropes, each ending in barbs.

Inflicts three times the damage in pain (before defense is applied)

Has no effect if armor is higher than the strength base roll

### Bows

Weapon:	Cost:	Weight:	Min Str:	Range:	Hit x:	Damage:	Crit Range/Effect:
*Short Bow	10	M	---	85	15	2d10+8	16 / +15 Damage
*Pellet Bow				20	18	3d4+12	14 / +10 Damage
*Composite Bow	30	M	2	115	20	3d10+14	17 / Damage x 2
*Daikyu	16	H	3	140	25	5d6+20	19 / Damage x 3
*Long Bow	18	H	4	175	30	5d10+21	15 / Damage x 2

Short Bow- A ranged weapon common for most archers. These come in various forms and designs, found all throughout the world, in all ancient wars. They are constructed to a very manageable size, easy to reload and fire quickly. They were

commonly used from horseback (bows only used for this are called 'horse bows').

The pellet bow is a simple variation that can be made off of the short bow design. A pellet bow is a Japanese weapon, specifically not used by samurai. The only difference from the normal design is that a leather sling is fitted to where the arrow would go so that the bow can shoot stones, lead bullets, or whatever is available. This has the possibility of doing more harm or disabling enemies rather than killing them. The converting between this and a normal bow is simple, only taking a few rounds to change the string.

Pellet bows may either deal **submissive** or normal damage

The pellet bow's damage is determined by what is being shot. The listed damage is for rocks, and lead bullets deal double this amount

**Composite Bow**- Originally called the gong jian, this is a complicated bow of Mongolian design, thought to be among the best bows ever developed. They are made of layers of different materials used to increase the elastic properties. The construction of these bows are labor intensive, having bone and sinew layers wrapped around a wooden core. Though not especially large, the composite bow could shoot arrows farther and with greater force and take greater strength to tap into its power.

-4 Accuracy - Fire 1/2

**Daikyu**- The largest bow used, standing five to eight feet tall used throughout Japan. Practiced in Kyudo as an art, the daikyu had an emphasis of meditation in its style. Unique to this bow is that the handle is closer to the bottom, rather than being centered. This made it possible to use while on horseback, though still not especially easy.

-8 Accuracy (-20 if mounted) - Fire 1/2

**Long Bow**- In the hands of the English and Welsh this bow revolutionized large scale warfare, setting a greater range to confrontations. Constructed with its height being related to the archer, these large bows tended to be around seventy inches long. With a hundred foot pounds of pressure to draw, they required a great deal of strength to use but dealt a great deal of damage. They are made of elm or yew and strung with sinew, only slightly recurved.

-12 Accuracy - Fire 1/3 - Too large to use on horseback

### Crossbows

Weapon:	Cost:	Weight:	Min Str:	Range:	Hit x:	Damage:	Crit Range/Effect:
Hand Crossbow	10	L	---	15	---	2d6+7	14 / +7 Damage
*Crossbow	15	H	2	90	---	4d6+15	16 / Damage x 2

**Hand Crossbow**- Easily concealed, these arm mounted crossbows used specialized tiny darts. Either used as a backup weapon or a method of assassination, they lacked the strength of the heavier crossbows. However, with a coating of poison the small bolts could be just as deadly. They are very inaccurate at long ranges but a bit faster to reload.

Fire 1/2 - +5 Missile Weapons - +10 Hide when concealing the hand crossbow

**Crossbow**- Also called an arbalest, these were mechanical missile launcher. They were very strong, being loaded with a crank in order to draw a bolt with a large amount of tension. They were far easier to aim than bows since they were held tirelessly. However, they took a long time to reload, usually only shooting one bolt for every six arrows an archer shot. In addition to this drawback they weighed a great deal, had a short effective range, and were often useless in damp weather (game master determines a loss of damage when damp). Their great strength and accuracy, however, make them very deadly weapons.

Fire 1/3 - +10 Missile Weapons

### Thrown

Weapon:	Cost:	Conceal:	Range:	Hit x:	Damage:	Crit Range/Effect:
Bola	3	Fair	Phys x 2	---	---	12 / +20% Chance to Ensnare
Net	18	Poor	Phys / 5	---	---	17 / +10% Chance to Ensnare
Shuriken	1 (for 2)	Good	Phys x 3	9	2d4+10	16 / +10 Damage
Blowgun	4	---	---	30	---	17 / ---
Boomerang (Wood)	4	Poor	Phys x 2	15	Phys / 2	15 / +20% Chance to Stun
Boomerang (Metal)	9	Poor	Phys	17	(Phys / 3)+25	17 / Damage x 2
Throwing Spike	3	Good	Phys / 2	12	6d6+4	17 / -20% Enemy's defense
Sling	4	Good	Phys x 2	22	3d6	18 / Damage x 2
Chakram	10	Poor	Phys x 3	20	3d10+12	19 / Damage x 3

Note: See below for information on most blank fields (those with "---").

**Bola**- This consists of multiple heavy balls (either two or three) tied together by a length of rope. They can either be used to harm or ensnare enemies by targeting vulnerable areas of the body (such as the legs to trip or neck to choke). A round needs to be spent before throwing to begin the bola's momentum, swinging it in a circle.

Has a (missile weapons - enemy's combat roll and level) percent chance of ensnaring a character's legs on a targeted strike. Add 25% if the enemy is unaware of the bola (either if flat footed or with their back turned, such as when running). If striking someone unawares, the target can be the character's arms, pinning them to their body. Targeted strikes against the neck or head will cause the character to **suffocate** and be considered to be **stunned** as they attempt to remove the bola (this has no effect against armored areas). Any ensnared part of the body takes the attacker's level in rounds minus the struck character's combat base roll to be freed.

**Net-** Most famously used in gladiatorial battles, nets were rarely used in war, but useful in duels to ensnare an enemy. Typically they are round, have a three to eight foot diameter (depending on what is manageable for the thrower), and always made of a strong fibrous material. Edged with weights, thrown nets wrap around their intended target, holding limbs in close proximity so they usually fall to the ground. Frantic struggles usually make matters worse, rather than better, and without either discipline and a short, cutting implement or great strength, it's hard for characters to free themselves.

This has a very short range and has a percentage chance of ensnaring equal to the accuracy over what was required to hit minus the target's agility and level. If ensnared, characters are rendered helpless (unable to move, attack, cast spells, or do anything else required movement) until they are freed. This won't work on creatures larger than minotaurs. Characters can free themselves if they have a short cutting implement in hand, taking 1d4 rounds minus their accuracy with the weapon divided by fifty (round down). If using a larger cutting implement (like a sword or axe), it takes 1d20+5 rounds, minus their accuracy divided by fifty (round down). Especially strong characters can break free in 1d6 rounds if their physique roll is at least twenty (duration is reduced by a tenth of the roll over twenty, round down). Regardless of if the character cuts or breaks through the net, it is rendered useless (unable to be repaired). If the character doesn't have a way to free themselves, the game master should set a time (around twenty five rounds, less with good dexterity).

This is a heavy item, not due to its weight but because of its size

**Shuriken-** Also called the throwing star or "death star", these are small, metal disks with three to eight blades on its edges.

There's usually a hole in the center that could be used in a pinch to pull nails. With, at most, a three inch radius, many are carried at a time and individually they aren't especially effective.

+3 Damage for each other shuriken that strikes the enemy that round

Has no effect if an enemy's armor is higher than the user's strength

**Blowgun-** Though not an actual throwing weapon, it requires similar skills: high dexterity and knowledge of missile weapons.

This is a hollow tube of three to fifteen feet in length. The longer the tube, the more accurate and powerful the dart is shot. Short tubes, however, are far easier to conceal and often used in ambushes. The dart itself does very little harm. However, they can be shot with great precision and have a sharp point to pierce light armor. Thus, they are an excellent carrier for poisons or when en mass.

The damage, critical effect, ability to conceal, and accuracy all depend on the length of the weapon. The damage is equal to 1d4 times the length (in feet), the critical effect is +3 damage/foot, and the accuracy has +2/foot. The conceal is 'good' if between three and five feet, 'fair' if six to ten feet, and 'poor' if over ten feet long.

The range is half the weapon's accuracy in feet

Shots (targeted or not) have **armor penetration (accuracy over the required roll to hit)**

Fire 1/2 (can't be improved through strength)

**Boomerang-** The boomerang (also called the Rindima-bia) comes in two varieties. Both are a flat weapon with a bend in the center, that taper near the ends. Its size depended on the user, varying from twelve to thirty inches. Wooden

boomerangs weigh a bit less than a pound and were originally a tool of the Aborigines, primarily used for hunting and sport. Wooden boomerangs, especially those designed to return, were never actually used in combat. If thrown hard enough it could bruise or break bones, but wouldn't be likely to return. Metal ones, however, can have sharpened edges to be more like a spiraling blade. However, catching it on the return is difficult, dangerous, and requires thick gloves. The boomerang returns to the location from which it was thrown unless...

... there are strong winds, in which case the accuracy is also reduced by an amount depending on the wind.

... the struck character is too close (within ten feet). The boomerang also won't deal any damage.

... the thrower's accuracy is less than a moderate roll.

... the boomerang gets lodged in whatever it hits. This only occurs with metal boomerangs when they strike something (like unarmored flesh or wood) and deal at least twenty damage to it.

A wooden boomerang deals **submissive damage** and has a percentage chance of **stunning (1r)** those struck equal to the damage (after defense has been applied)

**Throwing Spike-** A light, accurate throwing weapon often used by ninjas. It comes in a variety of designs, some leaning to be more like a dart or dagger. On average it weighs half a pound and is six inches long with a triangular shaped blade to make wounds more dangerous. With an odd center of mass, they can be tossed by either the front or rear end, but mistakes including tilt will make the weapon useless. Several are often hidden, strapped to an arm or leg. Another popular method of concealment is to hide them as hair pins. Very accurate but short ranged, they are often poisoned for greater effect. Due to their light weight, they break quickly if used as a melee weapon.

Add the distance to the target (in feet) to the required roll to hit

Reduce defense (both from strength and armor) by a percent equal to the accuracy over the required amount

### **Open Wounds (Damage after defense, 2)**

**Sling-** A strap attached to a leather pocket that holds a projectile (usually a stone or lead 'bullet'). It is swung rapidly, then one end is released to fire the projectile. A simple design, it was surprisingly effective in the ancient world. Greek armies mastered it and used it a great deal in war. Their design was made so that they would throw a certain range (this could not be varied easily without changing slings).

When made or purchased, the minimum and maximum range must be specified (the difference can't be more than ten yards). Physique rolls for range that fall short of this minimum range fail and larger rolls are reduced to the maximum range. The longer the range of the weapon, the more destructive potential, for the damage is increased by the range at which the projectile is thrown (in feet). However, especially long range slings may be impractical in combat due combatants being too close.

A sling staff is a variation of the sling. Attached to the end of a six foot staff, the sling staff uses its additional length to increase its speed, and thus its velocity, range, and damage. When this form is used, the weapon is two handed to both reload and fire. It is also fire 1/3 (can't be improved through strength). However, its range is increased to Phys x 4 and its damage is 3d12.

Ammunition can be found in most places (fist sized rocks will do)

One handed to fire, but both hands are needed to reload

**Chakram-** A steel, flat disk with a sharp outer edge, thrown much like a discus. Its size varies greatly, having a diameter between five and twelve inches, with a blade that's half to a full inch wide (which is often decorated). Generally weighing between 5.5 and 10 ounces, it is much larger than most other throwing weapons yet still fairly light, able to be thrown with great force. However, their size makes them hard to carry in mass. Originally used by the Sikhs of India for hundreds of years, they were often worn on armor as a decorative weapon.

The chakram requires a great deal of skill to use to its maximum potential. If the accuracy roll is less than fifty, then the range of the weapon is reduced to double the accuracy roll in percent. If the accuracy roll is equal to the range thrown, then it is tossed with such skill as to make it return the round after (much like a boomerang). This may not be the case in situations in which it's physically impossible. If the accuracy is multiple times the range thrown (round down), then it can be deflected off than many surfaces in the toss (such as double the range would mean there could be one deflection).

This is a medium weight item

Add the number of yards that the struck enemy is within range to the damage (has no bonus if within two yards)

### Ammunition:

**Arrow-** The common wooden arrow, consisting simply of a shaft, fletchings to direct it, and a sharp arrowhead on the end. They are small enough that they shouldn't even be counted toward weight.

Cost: 1 (for 3)      Weight: L

**Bolt-** Small mettlesome projectiles used in crossbows. They are short and stubby compared with arrows. They are small enough that they shouldn't even be counted toward weight.

Cost: 1 (for 2)      Weight: L

**Armor Piercing Arrow/Bolt-** With a narrower spiked head, these manage to pierce through armor better than normal arrows or bolts. They have a heavy head of tempered steel, giving the bow **armor piercing (50%)** when shot. However, their additional weight make them fall quicker (reduce range by 30%) and be less accurate (-10 accuracy).

Cost: 1                  Weight: L

**Barbed Arrow/Bolt-** An arrow or bolt with a spiked shaft or specifically angled head so that its harmful to remove. These deal an additional 2d4+3 damage (defense isn't applied) when they are removed.

Cost: 1                  Weight: L

**Frog Crotch (Arrow/Bolt)-** The projectile's tip has a V shape, facing outward with sharp edges. They were primarily designed for hunting small game (mostly birds), but can also easily sever anything small enough to fit between its tips. This is only useful to those who are exceedingly accurate and need to sever something, such as a rope, straps holding armor together, etc. Has -7 damage if used as a normal arrow or bolt.

Cost: 1 (for 2)      Weight: L

**Humming Bulb (Arrow/Bolt)-** An oriental projectile, having a carefully curved wooden head. These arrows are not meant for combat and deal neglectable damage. Instead, when shot they make a loud whistling sound that can be heard from up to a mile away and are used for signaling. Some have an oil soaked cloth attached so they can be used to leave a line of smoke to mark the position.

Cost: 1                  Weight: L

**Incendiary Arrow/Bolt-** An oriental arrow or bolt with an explosive on the tip. They were used a great deal to burn down buildings and inspire fear among an enemy's ranks. They lack a normal arrowhead, dealing **fire damage (3d10+8)**

rather than the normal damage.

Cost: 1                      Weight: L

Leaf Head Arrow/Bolt- An oriental arrow or bolt with a wider head, often decorated to be a work of art. They are designed to cause greater injury to an unarmed enemy by making a larger, more grievous wound. This is very ineffective against armor, spreading the impact of the projectile and thus making it less likely to do any damage at all (has a percentage chance of doing no damage equal to ten times the armor). If it does damage, however, it inflicts an additional ten damage and cause **Open Wounds (Damage after defense, 3)**.

Cost: 1                      Weight: L

### Armor

All pieces of armor contribute some defense to the character's general defense. This defense is used against general, non-targeted attacks. They also provide a certain amount of defense for the area of the body that they cover (used against targeted strikes) and the protection for limbs cover all the joints and areas un. A few types of armor can be layered with others types of armor (such as chain mail and coifs). This have an asterisk (\*) by their name and usually raise the strength requirement to be warn with other armor. No more than one suit of armor with an asterisk can be warn at once (supplemental armor can't be layered). When layering armor the defense, penalties, and weight all stack.

Body Armor- This sort of armor covers all of the character except their limbs and head. It is the most important type, providing the majority of the character's defense. It is also the bulkiest. Rather than having a weight (light, medium, or heavy) it simply gives the number of points of weight.

Body Armor:	Cost:	Weight:	Min Str:	General/Body Defense:
*Padded Armor	8	---	---	2 / 3
*Leather Armor	10	1	---	4 / 7
Studded Armor	14	2	---	7 / 10
*Brigandine Armor	18	3	2	11 / 14
*Scale Mail	30	4	2	10 / 12
Cuirass	24	4	2	13 / 24
*Hauberk <sup>27</sup>	5	3	17 / 22	
Partial Plate Mail	34	5	4	22 / 10
Light Plate Mail	40	7	5	25 / 35
Full Plate Mail	50	10	7	30 / 45

Padded Armor- This is a hardened cloth armor that provides little protection. It is often warn under heavier armors to prevent chafing and have better cushioning against the shock of the blow. This doesn't add to the strength requirement when used with other armor.

Leather Armor- Also called Cuirboulli leather, this is a treated leather armor. It is made by softening the leather with water, boiling it in waxes or oils, then pressing it to the desired shape. When it dries it hardens enough to protect against all types of weapons. This adds the strength requirement of one when used with another armor.

Studded Armor- This is a hardened leather armor that has been reinforced with a small number of metal strips. With the metal it loses any flexibility it had, making it impossible to wear under other armor.

Brigandie Armor- This is a flexible armor that's made of riveted metal plates and scales. It allows a great deal of movement as well as some protection against blows. In the late middle ages brigandine armor was reduced to mostly ceremonial purposes, often being adorned with jewels and gold. At a distance the cloth coverings over the armor gave it the appearance of a normal tunic. For this reason it is also widely used among thieves. When warn with other armor it adds two to the strength requirement.

Scale Mail- Used around thw world for thousands of years, the making of scale mail was a very involved process. Early types were made by sewing metal plates and scales to a cloth tunic. Later types were made by riveting overlapping scales that provided especially good protection against the piercing effects of missile weapons. It was replaced with the development of chain mail which provided greater protection in the 14<sup>th</sup> century. When warn with other armor this increases the strength requirement by two. Since scale mail is rather bulkey the only type of armor that it can be warn with is the partial plate.

+7 to both general and body defense against missile weapons

Cuirass- Used in Greece in the 8<sup>th</sup> century BC, this was simply a breastplate with a metal backing. Since it was a single piece it was very inflexible, though not especially heavy. It provided excellent protection for the body and was usually used with other armor protecting the rest of the body.

Hauberk- Originally a lose fitting tonic with overlapping plates, this was the dress of squires. Later it became a chain mail coat. Chain mail was originally used in the middle east during the bronze age. It was then used extensively in Europe

between the 11<sup>th</sup> and 13<sup>th</sup> centuries. It was expensive to make, needing to make each of the individual links. It was far lighter than plate but more easily pierced as well. Usually it was worn with plate mail to provide supplemental defense. When worn with other armor it increases the strength requirement by three. Chain hauberks are bulky enough that they can only be worn under either light plate mail or full plate mail.

Partial Plate Mail- This is not a complete suit of armor. Instead it is a variety of very tough plates placed where the majority of blows land. Since it doesn't fully cover the body it has little effect against blows that are targeted at their body. Often this is worn with a lighter type of armor to provide further protection.

Light Plate Mail- This is a full covering of interlocking plates. It provides a great deal of protection without limiting the character's movement too greatly.

Plate Mail- This is a heavy suit of interlocking plates. In medieval times it was far too expensive for most to have, only belonging to knights and nobles. This type of armor is far too heavy for most to use in ground combat. Instead, most wore the armor while mounted, making them almost impossible to harm. However, if they are knocked from the horse they often don't last long in melee combat.

The required strength when riding is three, however if they get off the mount they can't move in the armor (unless they have the normal required strength of seven).

Arm Armor- These are gloves as well as arm armor, providing protection up to the shoulder. Heavy types of hand coverings make it difficult to have much finesse with the hands, reducing the character's agility (dexterity). Especially stiff coverings may even reduce the character's missile weapons skill (since they require a certain degree of finesse).

Arm Armor:	Cost:	Weight:	Min Str:	General Defense:	Arm Defense:	Agility Loss:	Missile Loss:
*Arm Wraps	3	L	---	1	2	1	---
*Leather Gloves	5	L	---	2	5	2	---
Vambracers	8	M	2	3	7	5	2
Chain Gloves	12	M	3	5	11	7	3
Gauntlets	15	H	4	7	15	10	5

Arm Wraps- Cloth or leather strips wrapped around the character's forearm as additional protection. This can be worn with any other arm protection, raising the required strength by one and stacking both the defense bonus and agility loss.

Leather Gloves- Heavy weight gloves that are treated to be especially hard, though still more mailable than the Cuirboulli leather of the leather armor. These aren't worn with other gloves very often but when they are they increase the required strength by two and stack both the arm defense, agility, and missile loss. They may only be worn with gauntlets.

Vambracers- A covering protecting from the wrist to the elbow. Archers often used them to protect their arms when releasing the bowstring. They were commonly used with heavier suits of armor to protect the arms.

Chain Gloves- Essentially bracers extended to cover the entire arm in mail. They were commonly sleeves attached to the body armor.

Gauntlets- A hard leather glove covered with metal plates. The gauntlet had a stiff cuff attached to overlapping plates that covered the fingers and back of the hand. This made the hand stiff and difficult to use, however it provided a great deal of defense.

Leg Armor- This type concerns boots as well as leg protection, covering the character from the hip down. These tend to be especially heavy and reduce the character's agility (speed), stealth (sneak), and physique when used to run.

Leg Armor:	Cost:	Weight:	Min Str:	General Defense:	Leg Defense:	Stat Loss:
Sandals	4	L	---	---	5	---
Boots	6	L	---	2	7	4
Cuisses	8	M	2	4	5	7
Greaves	15	H	4	7	15	14

Sandals- Light feet covering that only protects the bottoms of the character's feet. They aren't really designed to protect the character and targeted strikes against the legs don't have the leg defense applied to it (the defense only applies to things like stepping on spikes).

+10 physique when running over rough terrain

Boots- Hard soled leg covering. These are made for long treks, having a great deal of durability. They are usually water tight and usable for all types of terrain.

Cuisses- Used by European knights this was protection for the thighs. They were made of studded leather, mail, or plated.



Helmet- Head protection, these are one of the most essential pieces of armor since hits against the head lowers the character's defense so much. The heavier helmets, however, narrows the character's vision and some muffle hearing (causing lower search (spot) and hearing (listen)). The loss to these stats are listed under 'stat loss'. Lighter helmets usually have an aventail (or camail in France), flexible covering for the neck. Heavy helmets, however, have a gorget or standard which is a plate or other stiff protection. Unless stated otherwise, helmets protect the neck for the same amount that it protects the head.

Helmet:	Cost:	Weight:	Min Str:	General Defense:	Head Defense:	Stat Loss:
Leather Cap	2	L	---	1	---	1
Coif	4	L	---	3	4	3
Cabasset	7	L	---	2	9	2
Sallet	12	M	2	5	6	4
Armet	18	H	4	7	9	6
Full Helm	24	H	5	9	12	8
Heaume	30	H	6	12	15	12

Leather Cap- This is a light leather hat that provides almost no protection against direct strikes to the head, helping more against glancing blows. On the other hand it carries very few downsides. This doesn't cover the character's neck.

Coif- Chain hood covering the character's head down to their shoulders. This was often worn with heavier helms to provide a further buffer against blows. It may be worn with any other helmet though by doing so add one to the required strength of the other helmet and the stat loss stacks as well as the defense bonus. This can't be worn with a leather cap or cabasset.

Cabasset- This is a helmet stripped down to only the skull, the main covering for the head. This only covered from the forehead up, leaving much of the head exposed. Since the covering is so small this provides very little general defense though it carries few downsides and is very strong for the areas it does cover.

Sallet- Worn in the 15<sup>th</sup> century, this is a relatively simple and light weight helm. It is made of fairly light materials, having fairly little defense against direct strikes. It was a very popular helmet, providing excellent defense coverage for its weight. It had a simple visor in the front. When the visor is open the general defense and stat loss are reduced to one each.

Armet- Popular in the 15<sup>th</sup> and 16<sup>th</sup> centuries, this fully covers the wearer's head. It is slightly different in design from the close helm which has a chin guard (called a bevor) with a full visor. It has a visor that can be opened when needed. The stat loss is reduced to three and the general defense is reduced to two.

Full Helm- A rather heavy helmet leaving a 'T' shaped opening in the face. These are fairly common among stronger warriors and come in a variety of forms and styles. They are made of a solid, thick piece of steel, not having any moving parts.

Heaume- Used in the 12<sup>th</sup> century, these were the most recognizable type of great helm. They were widely used by knights for two centuries. Basically a solid cylinder of up to twenty five pounds they only had two small slits for the eyes and some holes for breathing. The heaume provided excellent protection against cuts but were of little help against the concussive blows.

-10 head defense against concussive weapons