

Master Weapons List 2.2.

Type	Str	DV	Rate	Weapon	Strk	Thrw	Rng	Imp	Reach	Bkg	Hd	Chk	BC	Avail	Wgt
P	10	-	2	Atlatl	---	d8	200	---	-	W	2	1	240	1	1
E	14	2/1	1	Bastard Sword	d10	d6	15	d12+8	M	W	2/1	2	300	3	10
E	12	2	1	Battle Axe	d12	d4	15	---	M	W	2	2	360	2	20
B	14	2	1	Battle Hammer	d10	d6	20	---	M	W	2	2	300	3	8
P	13	2	1*	Bec-de-Corbin-Chop	d12	d3	10	d8+4	10/15	W	2	3	390	4	17
P	13	2	1	Bec-de-Corbin-Thrust	d6	d3	10	d8+4	10/15	W	2	3			17
P	10	1	2	Bow	d3	d6	200	---	M	W	2	2	180	2	2
E	12	1	1	Broad Sword	d10	d4	15	d12+4	M	W	1	2	300	2	6
B	10	1	1	Buckler	1	---	---	---	M	W	1	1	30	2	4
B	8	-	1	Cestus	d4	---	---	---	M	M	1	1	120	3	2
E	11	-	1	Chakram	1	d3	40	---	M	W	1	1	90	3	.5
E	15	2	1	Claymore	d12	d6	15	d12+8	M	W	2	2	360	4	13
B	6	1	1	Club	d4	d2	10	---	M	W	1	1	120	1	3+
P	10	1	3	Crossbow	d4	d8	240	---	M	W	2	3	240	3	6
E	12	1	1	Cutlass	d8	d3	10	---	M	M	1	2	240	3	4
P	6	1	1	Dagger	d4	d3	20	d3	M	M	1	1	120	2	1
P	8	1	1	Dart	1	d4	40	1	M	W	1	1	120	2	.5
P	15	2	1	Estoc	d10	d4	15	d8+4	M	W	2	3	330	4	14
E	11	1	1	Falchion	d10	d6	10	---	M	W	1	2	300	3	6
B	4	-	1	Fist	d2	---	15	---	M	W	-	-	60		
B	10	1	1	Flail	d8	d2	15	---	M	W	1	2	240	2	5
E	16	2	1	Flamberge	d12	d6	10	d12+9	M	W	2	5	390	4	15
P	6	1	1	Foil	d2	d2	15	1	M	M	1	3	60	3	2
P	8	-	1	Gaff Hook	d3	1	20	---	M	M	1	1	90	2	1
P	13	2	2	Geleian Longbow	d4	d6	300	---	M	W	2	4	180	4	3
E	14	2	1	Glaive-Slash	d10	d8	30	d12+8	M	W	2	2	330	4	15
P	14	2	1	Glaive-Thrust	d8	d8	30	d12+8	M	W	2	2			15
P	14	1	8	Grahmshire Crossbow	d4	d12	360	---	M	W	2	5	360	5	15
B	13	2	1	Great Flail	d10	d2	10	---	M	W	2	3	300	4	20
B	15	2	1	Great Mace	d12	d3	10	---	M	W	2	3	360	4	20
E	16	2	1	Great Sword	d12	d8	10	d12+10	M	W	2	3	360	4	15
E	15	2	1*	Halberd-Chop	d12	---	---	---	M/15	W	2	3	390	4	15
P	15	2	1	Halberd-Thrust	d8	d4	10	d12+5	M/15	W	2				15
E	10	1	1	Hand Axe	d8	d4	20	---	M	W	1	2	240	1	7
P	10	1	1	Harpoon	d6	d8	80	d12+5	M	M	1	2	240	1	4
E	9	1	1	Hatchet	d6	d3	20	---	M	W	1	2	180	1	5
P	8	1	1	Javelin	d6	d6	100	d10	M	W	1	1	180	1	2
E	12	2/1	1	Katana	d10	d3	15	d8+4	M	W	2/1	5	300	5	8
B	5	-	1	Kick	d3	---	---	---	M	W	-	-			
P	14	2	2	Kieron Great Bow	d4	d8	360	---	M	W	2	5	240	5	4
P	12	1	1	Lance	d6	d4	15	d20+4	10/15	W	1*	2	360	2	10
P	12	1	5	Liston Crossbow	d4	d10	300	---	M	W	2	4	300	5	9
E	14	2	1*	Lochaber Axe	d12	d3	10	---	10/15	W	2	3	360	3	15
E	12	1	1	Long Sword	d10	d4	15	d12+5	M	W	1	2	300	3	5
B	9	1	1	Mace	d6	d3	15	---	M	W	1	2	180	3	6
E	10	1	1	Machete	d6	d4	15	d4+4	M	W	1	1	180	1	3
P	9	1	1	Main-Gauche	d3	d2	15	d3	M	M	1	3	90	4	1.5
E	8	1	1	Maroglave-Cut	d8	d3	10	---	M	M	1	2	270	4	3
P	10	1	1	Maroglave-Thrust	d6	---	---	d6	M	M	1				3
B	14	2	1	Maul	d8	d6	15	---	M	W	2	2	240	2	15
P	12	1	1	Military Pick	d8	d4	10	---	M	W	1	2	270	3	6
B	13	1	1	Morning Star	d10	d3	15	---	M	W	1	2	300	3	8
E	14	2	1	Naginata	d10	d4	15	d8+5	M	W	2	3	300	5	15

B	8	1	1	Nunchaku	d4	d2	15	---	M	W	1	1	120	5	2
E	16	2	1	No-Dachi	d12	d6	10	d8+8	M	W	2	4	360	5	15
P	8	2	1	Pick	d6	d4	15	---	M	W	2	1	180	2	12
P	14	2	1*	Pike	d6	d2	10	d12+4	15/20	W	2	2	210	2	22
B	6	3	1	Quarter Staff	d4	d2	40	d2	M	W	1	1	120	1	4
P	10	1	1	Rapier	d6	d4	15	d6+4	M	M	1	3	180	4	3
E	10	1	1	Sabre	d8	d4	15	d8+5	M	M	1	3	240	4	4
E	10	1	1	Scimitar	d8	d6	15	---	M	W	1	2	240	3	4
E	10	2	1	Scythe	d8	1	10	---	M	W	2	1	240	1	12
E	15	2	1	Shamshir	d12	d8	15	---	M	W	2	3	360	4	15
P	4	-	1	Shank	d2	1	15	1	M	W	1	1	60	1	.5
B	8	3*	1	Shield	d2	d2	10	---	M	W	1	2	60	1	15
P	8	1	1	Short Sword	d6	d3	20	d10	M	W	1	2	180	2	3
E	7	-	1	Shuriken	1	d2	20	---	M	W	1	1	60	5	.10
E	8	1	1	Sickle	d6	d3	15	---	M	W	1	1	180	1	3
B	14	2	1	Sledge Hammer	d8	d6	15	---	M	W	2	1	240	2	20
B	6	-	2	Sling-Bullet	---	1d4	70	---	M	W	1	1	120	1	.20
B	5	-	2	Sling-Stone	---	d3	40	---	M	W	1	1		1	.10
P	6	2/1	1	Spear	d6	d6	80	d20	M	W	2/1	1	180	1	5
P	6	1	1	Stiletto	d4	d4	20	d4	M	W	1	1	120	4	1
E	6	1	1	Tanto	d4	d2	20	d4	M	W	1	1	120	5	1
P	7	2/1	1	Trident	d6	d6	60	d20	M	M	2/1	2	180	3	5
E	12	1	1	Tulwar	d10	d6	15	---	M	W	1	1	300	3	4
E	10	1	1	Wakizashi	d6	d3	15	d6+2	M	W	1	1	180	5	3
E	12	1	1	War Axe	d10	d4	20	---	M	W	1	1	300	3	10
B	9	1	1	War Hammer	d4	d4	20	---	M	W	1	1	120	3	4
B	8	1	1*	Whip	d4	---	---	---	M/10	W	1	1	120	1	2

Type: The form of damage the weapon or mode delivers. B = Blunt, E = Edged, P = Piercing.

DV: This is the bonus to CDC & GDV that the weapon gives when wielded. Note: The shield only gives a bonus of 1 to GDV.

Str: The minimum strength necessary to wield the weapon.

Rate: Use rates marked with an * denote weapons, or modes, that may not be used in conjunction with the Multi-Attack option.

Strk: The damage die the weapon delivers upon a successful melee strike.

Thrw: The damage die the weapon delivers upon a successful ranged attack.

Rng: Ranges are listed in feet.

Imp: The damage die the weapon delivers upon a successful impaling attack.

Reach: M denotes the weapon may only be used within melee range, or 5 feet. Other numbers listed are in feet. For entries in the form of #/#, the first # is the minimum distance between attacker and target, where as the second # is for the maximum distance of the weapon's reach.

Bkg: The Background associated with the weapon. W is for Warriors, M is for Marines.

Hd: The number of hands necessary to employ the weapon. Entries in the format of 2/1 reflect the weapon may be used with either 2 hands or 1.

Chk: This is the die check necessary to create a given weapon.

BC: This is the base class skill cost of to purchase skill ranks with a given weapon.

Avail: This is how difficult an item is to find in normal circumstances.

1. Primitive or very common items, commonly available anywhere.
2. Available on request in small villages, commonly available in any city.

3. Commonly available in small to medium sized cities, very rare in rural areas.
4. Specialized, military, or rare items, normally available only in Medium to large cities. Rare in small cities, very rare in villages, and exceedingly rare in rural areas. Items of this availability and above are normally only made via special order.
5. Very rare items, not commonly available in any location. They may only be found and bought by GM permission in appropriate role-playing situations.
6. Found only by GM permission in very rare cases and only by role-playing situation.
7. All but impossible to find, and should only be allowed to be obtained in the rarest of situations.

Wgt: Weight of the weapon in pounds.

Weapon Descriptions

Atlatl: The Atlatl is a long, grooved, wooden lever. It is laid along the arm and allows the user to throw a shorter javelin much farther and harder than the standard javelin.

Bastard Sword: This weapon is an outgrowth of the long sword. It has a slightly longer and heavier blade, as well as a longer grip allowing either one or two hands to be used when wielding it.

Bec-de-Corbin: This polearm is an outgrowth of the military pick. It consists of a hammer's head attached to a long pole of ten or so feet in length. The forward face consists of a sharpened spike, approximately six inches in length. The rearward face of the head is another spike, though this one is smaller, and curved downwards and meant to be used for tripping and dismounting. A third spike protrudes from the top of the head and may be used for thrusting. The bec-de-corbin is highly effective against those in armor, and provides a +1 to hit against those wearing such.

Bow: Used for millennia, the bow, or self-bow, is simply a curved piece of quality wood with a grip in its center. The self bow is usually no more than three or four feet in length when unstrung. It fires a shorter arrow than either the Great or Longbows.

Broad Sword: This sword is similar in design to the traditional long sword, however the blade is heavier and not quite as long. The weapon also makes use of a basket hilt, which encompasses the hand and protects it from critical hits that damage the hand.

Cestus: These are heavy gauntlets often used by gladiators. They are made of thick straps of leather, which intertwine around the forearms up to the elbow and attach to heavy metal plates which envelope the fist. The fists are rendered immobile in the cestus, and aid is required to dawn and remove them, thus negating the use of the Quickdraw skill. The thick bands of metal over the knuckles and backs of the hands are often covered in spikes, and sometimes poisoned.

Chakram: These are small metal disks that are hollow in the middle. They vary in size, but are normally 6 to 8 inches in diameter. The outer edge of the disk is sharpened to a near razors edge. The chakram is thrown either cross-body, or under handed. Because they lack mass and a focused point of impact, the chakram has difficulty penetrating armor, and suffers a -1 to hit against foes wearing such.

Claymore: The claymore is a large sword, akin to the great sword. However, it is not as large nor unwieldy, and so requires less strength to employ.

Crossbow: The standard crossbow is a small light weapon, easily used for personal protection, hunting, and military purposes. It is commonly available in most areas. The stock and bow are constructed of wood, generally yew for the bow, and oak for the stock.

Cutlass: The cutlass is a heavy slashing weapon. It is made of a short curved blade and basket hilt that covers the hand and protects it from critical hits that would damage the hand. Marines traditionally use the cutlass, and the wounds it makes are deep and quite bloody.

Dart: The dart is not the one used in bar games. It is a heavy iron throwing spike, sometimes fitted with flights. The weapon is traditionally a dwarven one as it is easily used in underground tunnels where arcing throws are not possible.

Estoc: The estoc is a straight bladed two-handed thrusting sword whose blade is triangular and fairly heavy. The sword is over five feet in length and designed for penetrating armor, giving it a +1 to hit against such.

Falchion: The falchion is a heavy hacking weapon that is very similar to the cutlass though the falchion is both heavier and longer. The blade is thick and curved, and the weapon has a basket hilt that envelops the hand, protecting it from hand damaging criticals.

Foil: The foil is made of a long, very thin and flexible piece of steel, however it provides no material bonus. The weapon is primarily used in fencing matches in which the death of the combatants is not desired. On a critical hit, the blade snaps, but inflicts no critical hit.

Flamberge: This weapon is simply a redesigned great sword. It is identical to the standard great sword in most ways, but the blade is serpentine in design. This undulating form gives the weapon a +1 to hit against foes wearing armor.

Gaff Hook: This is primarily a tool, but may be used as a weapon. It consists of a metal rod, approximately a quarter inch in diameter and a foot and a half in length. The last 8 inches of the rod are curled into a hook and sharpened. A wooden crosspiece set at 90degrees from the rod serves as the handle. It is not an elegant weapon, but in a desperate situation will serve well. The Gaff may also be used in grappling attacks, though no bonuses or damage are provided, but the wielder does not have to drop the weapon to make the attack.

Geleian Longbow: This huge bow is the standard military bow used in the island of Geleia, but it is exceptionally rare outside of that region. The bow is made of stout yew, and its grip is placed in the center of the bow. Each bow must be custom made to the owner so that when unstrung it is

two hands taller than its owner. The Geleian Longbow also uses a special yard long arrow. Because of the larger size and mass, these arrows are unusable by the standard bow and double the price.

Glaive: The glaive is basically a quarter staff with the blade of a short sword attached to one end. The weapon is wielded much like a quarter staff, but the blade is used for thrusting and slashing attacks. Further the weapon may also make blunt attacks using the non-bladed end as a quarter staff.

Grahmshire Crossbow: The Grahmshire crossbow is the largest personal crossbow, short of a ballista, known. The bow is made of a thick piece of specially treated and laminated wood, and it is very difficult to construct. While a few of those outside the Grahmshire region of Geleia know the secrets of its construction, it is only truly produced in any numbers there, and the residents are very loathe to export the weapon. The power of the crossbow is incredible, but it is also a very slow weapon to use, and so a crank must be used to cock the bow, or a 6d6 strength check may be made to reduce the reloading time to 3. The Grahmshire crossbow uses special heavier bolts that cost double the normal price of standard crossbow ammunition. This ammunition is unusable in either the Liston or Standard crossbows.

Halberd: The halberd is one of the more versatile weapons in existence. It consists of an eight to ten foot long shaft atop of which is mounted a modified axe blade. The blade has a long cutting edge that is often angled, a spike protruding from the top and used for thrusting, and on the back is a thick spike used for tripping and pulling horsemen down.

Kieron Great Bow: This huge bow is incredibly difficult to make and only done so by the master fletchers of the city of Kieron's Watch on the Island of Geleia. The weapon is almost never sold to outsiders and further each bow must be custom made for the user. Finally the bow uses the same longer arrow as the Geleian Longbow, which are larger than that of the standard bow.

Liston Crossbow: The Liston crossbow is a more robust and rugged version of the standard crossbow. It is of approximately the same size but it uses a metal bow to give it greater range and impact. This however necessitates the uses of a crank for cocking the bow. With a 5d6 strength check, the user may cock the bow using brute strength and reduce the rate of fire to 3.

Lochaber Axe: This polearm is simply a long axe blade that has been mounted on the end of a ten to twelve foot pole. The blade is simple and extends only six or so inches out from the shaft, but runs the length of the last foot and a half of the shaft, then curling up and over the end, making thrusting ineffective.

Main-Gauche: This is a long bladed dagger that has large quillions and a basket hilt and designed primarily for defensive combat. The basket hilt protects the hand from damage from critical hits, and the long quillions are made for parrying. The weapon is used primarily in the left hand, with a Rapier in the right. The Main-gauche is a fencing weapon.

Maul: The Maul is simply a large wooden sledgehammer. It is very heavy and quite difficult to wield in combat as it is intended to be a tool.

Military Pick: The military pick is a shortened version of the digging tool. It consists of a long thick bar of metal attached to a two foot handle. The weapon very easily penetrates armor, and so gives a +1 to hit against those wearing such.

Morning Star: The morning star is made of a short, two foot wooden haft that has attached a length of chain and then a spiked ball. The ball weighs several pounds and is used to crush opponents despite the addition of the spikes.

Naginata: This weapon is an alternative version of the glaive with a wakizashi blade attached.

Pike: The pike is the dominant military weapon for foot soldiers in Geleia. It is an eighteen to twenty-two foot long pole onto which a spearhead has been attached. The weapon is only useful when employed by large numbers of men in disciplined and layered formation as it is very easy to get inside the reach of a single wielder. However when deployed properly, as many as 9 pikemen are able to attack a single target as they approach the formation.

Rapier: The rapier is a heavier and deadlier version of the foil. The blade is long and straight, and traditionally only sharpened at the final few inches of the blade. The weapon is primarily a thrusting weapon, but cuts are also easily made as well. Rapiers also possess basket hilts which protects the wielder's hand from damage caused by critical hits. The rapier is a fencing weapon.

Sabre: The saber is a long slightly curved blade that is sharpened along the leading edge and ends in a sharp tip, and designed for both slashing and thrusting. Several forms of fencing teach the uses of the weapon, and it is traditionally used alone without shield, buckler or another weapon. The saber also possesses a basket hilt to protect the wielder's hand from damage and critical hits. The Sabre is a fencing weapon.

Shamshir: The shamshir is a much larger scimitar on the scale of a great sword. It has a long and quite heavy curved blade.

Shank: The shank is any short, smaller than a dagger, sharpened metal rod that is used for stabbing.

Shuriken: The shuriken is pieces of metal cut into star patterns, or small spikes, that are thrown. The shuriken is designed mainly for speed of delivery, and so several are often thrown at a time.

Sling, Bullet and Stone: The sling is a length of cord or leather strap with a cup in its center. It is employed by swinging it in a circular motion and then releasing one end to hurl an object at a target. Either stones or lead bullets may be employed, though the stones do lesser amounts of damage.

Stiletto: The Stiletto consists of a foot and a half long blade that is either triangular or quadrangular in shape.

Tulwar: The tulwar is a curved sword, very similar to but larger than a scimitar and possessing a basket hilt that protects the wielder's hand from the damage caused by critical hits.

War Axe: The war axe is a single-handed combat axe. It is approximately three to four feet in length and used one handed. Normally it has a single head, though double headed versions are popular with orcs.