

# Refined weapons and weapon qualities

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Refined weapons table

Weapons	Type	Subtype*	Hands	Damage	Range	STR**	Qualities	Cost
Bastard sword	Melee	S / P	1 or 2	2D+2	-	60	Adaptable, Martial, Parry 1	20gp
Battleaxe	Melee	S	1 or 2	2D+2	-	65	Adaptable, Martial, Piercing 1	10gp
Club	Melee	C	1 or 2	1D+2	-	-	Adaptable	1gp
Crossbow	Ranged	P	2	2D+3	80	50	Piercing 2, Reload 2	15gp
Dagger	Melee or Ranged	P	1	1D	10	-	Quick	2gp
Flail	Melee	C	1	2D+1	-	50	Martial, Unpredictable	4gp
Glaive	Melee	S	2	2D+5	-	55	Unwieldy	5gp
Greataxe	Melee	S	2	2D+6	-	70	Slow, Piercing 2, Unwieldy	40gp
Halberd	Melee	S / P	2	2D+4	-	60	Martial, Reach, Unwieldy	12gp
Hand crossbow	Ranged	P	1	1D+4	30	-	Reload 1, Piercing 1	10gp
Handaxe	Melee or Ranged	S	1	1D+3	15	-	-	2gp
Heavy crossbow	Ranged	P	2	2D+5	80	65	Martial, Piercing 3, Reload 3, Unwieldy	50gp
Javelin	Ranged	P	1	2D	30	45	Piercing 1	2gp
Longbow	Ranged	P	2	2D+2	100	60	Martial, Piercing 1, Unwieldy	35gp
Longsword	Melee	S / P	1	2D+2	-	50	Parry 1	15gp
Mace	Melee	C	1	1D+3	-	45	Dazing, Piercing 1	8gp
Maul	Melee	C	2	2D+5	-	65	Dazing, Slow, Unwieldy	12gp
Morningstar	Melee	C	1	2D+2	-	50	Dazing	8gp
Pollaxe	Melee	C / S	2	2D+4	-	60	Martial, Piercing 1, Parry 1	20gp
Quarterstaff	Melee	C	2	1D+4	-	-	Parry 1	4gp
Rapier	Melee	P	1	2D	-	45	Quick	30gp
Recurved bow	Ranged	P	2	2D+1	80	60	Martial, Piercing 1	30gp
Scimitar	Melee	S	1	2D	-	45	-	10gp
Shortbow	Ranged	P	2	2D	60	50	-	12gp
Shortsword	Melee	S / P	1	1D+3	-	-	Parry 1	8gp
Sling	Ranged	C	2	1D+2	40	-	-	2gp
Spear	Melee or Ranged	P	1 or 2	2D+1	20	50	Adaptable, Reach	10gp
Trident	Melee or Ranged	P	2	2D+2	20	50	-	10gp
Two-handed sword	Melee	S	2	2D+6	-	65	Martial, Parry 1, Unwieldy	40gp
Unarmed	Melee	C	1	1D/2	-	-	-	-
Warhammer/ Flanged Mace	Melee	C	1	2D+1	-	60	Martial, Dazing, Piercing 2	15gp
Whip	Melee	S	1	1D+2	-	-	Unpredictable	3gp

\* Subtypes - Crushing / Piercing / Slashing

\*\* Damage reduced by 1D if minimum STR not met.

## Weapon qualities table

Qualities	Description
Adaptable	Can be used with either 1 or 2 hands. Add +2 to damage when used with 2 hands.
Dazing	If the attack wounds and the target fails a STR resistance check (does not count as an action) the target becomes dazed (-10 on all actions) for the rest of this and the next turn.
Martial	A weapon that requires special training. If the wielder does not have at least one rank in Warrior all attacks are made with a -20% penalty. (Longbow and Recurved bow requires one rank in Warrior OR Scout).
Parry	For each rank in parry, add +5% to your dodge/parry check. Only applies for melee attacks when the wielder is not surprised.
Piercing	For each rank in piercing, remove one DR from the target.
Quick	The wielder will get a 10% discount on the next attack directly after the first one. (-10% instead of -20% on the second attack with this weapon).
Reach	Add 1D to initiative for the first turn of attacking with this weapon.
Reload	For each rank in reload the wielder must spend one action to reload the weapon (no roll required) This incurs a -20% multi-action penalty per action. For example, to load and shoot a crossbow in the same turn you will get a -40% to your attack.
Slow	Subtract 1D (to a minimum of 1D) from initiative when using this weapon.
Unpredictable	The weapon is hard to anticipate, targets subtract 10% from dodge/parry checks.
Unwieldy	The wielder suffers -20% to all attacks with the weapon in tight spaces and on horseback (or in other similar conditions).