

# Chart Sheet Five

## Selected Common Weapons List

Weapon Category	Weapon	Damage	STR/DEX	ENC	Base Skill	AP's	SR	
Axe, 1H	Battleaxe	1d8+2	13/9	1.0	10	8	2	
	Hatchet	1d6+1	7/9	0.5	10	6	2	
	Masakari	1d8+2	13/9	1.0	10	8	2	
Axe, 2H	Battleaxe	1d8+2	9/9	1.0	05	8	2	
	Great Axe	2d6+2	11/9	2.0	05	10	1	
	Halberd @\$	3d6	13/9	3.0	05	10	1	
	Poleaxe	3d6	11/9	2.5	05	10	1	
	Masakari	1d8+2	9/9	1.0	05	8	2	
	Ono	2d6+2	11/9	2.0	05	10	1	
Chain <sup>3</sup>	0.5m <sup>4</sup>	1d6	7/9	0.5	05	2/8	2	
	1.5m <sup>4</sup>	1d6	7/11	1.0	05	2/8	1	
	2.5m <sup>4</sup>	1d6	7/13	1.5	05	2/8	0	
Dagger	Dagger @@	1d4+2	-/-	0.5	15	6	3	
	Knife	1d3+1	-/-	0.2	15	4	3	
	Main Gauche	1d4+2	-/9	0.5	10	10	3	
	Sai <sup>5</sup> @	1d6	-/11	1.0	10	10	2	
	Tanto @@	1d4+2	-/-	0.5	15	6	3	
	Jitte <sup>5</sup>	1d6	-/11	1.0	10	10	2	
Fist	Cestus, Heavy	1d3+2	11/-	1.5	15	8	3	
	Cestus, Light	1d3+1	7/-	1.0	15	4	3	
	Fighting Claw	1d4+1	7/9	0.1	15	-	3	
Flail, 1H <sup>3,9</sup>	Ball and Chain	1d10+1	11/7	2.0	05	8	2	
	Grain	1d6	9/-	1.0	10	6	2	
	Three Chain	1d6+2	9/13	2.0	05	10	2	
	1H Nunchaku	1d6	9/-	1.0	10	6	2	
Flail, 2H <sup>3,9</sup>	Military	2d6+2	9/-	2.5	05	10	1	
Gani	Gani <sup>5</sup>	3d3	-/12	0.5	05	20	3	
Hammer, 1H	Warhammer @	1d6+2	11/9	2.0	10	8	2	
Hammer, 2H	Great Hammer @	2d6+2	9/9	2.5	05	10	1	
Kenjutsu	Katana @	1d10+1	11/11	1.5	05	14	2	
	Ninjato @	1d8+1	11/11	1.3	05	10	2	
	Nodachi	2d8	11/13	3.5	05	12	1	
	Wakizashi	1d6+1	7/9	1.0	05	12	2	
	Heavy Mace	1d10	13/7	2.5	15	10	2	
	Light Mace	1d8	7/7	1.0	15	6	2	
	Singlestick	1d6	7/9	0.5	15	5	2	
	Wooden Club	1d6	-/7	0.5	15	4	2	
	Jo Stick	1d6	7/9	1.0	15	5	2	
	Kiseru	1d8	7/7	1.0	15	6	3	
Mace, 1H <sup>9</sup>	Tessen	1d6	7/9	0.5	05	8	3	
	Tonfa <sup>6</sup>	1d6	7/7	1.0	10	5	2	
	Maul, 2H <sup>9</sup>	Heavy Mace	1d10	9/7	2.5	10	10	2
		Troll Maul	2d8	17/7	5.5	10	16	1
		War Maul	1d10+2	11/7	2.5	10	12	1
	Work Maul	2d6+2	13/7	4.0	10	12	2	
	Sodegarami <sup>7</sup>	1d8	9/11	3.0	05	8	1	
	Tetsubo	2d8	15/7	4.5	05	14	1	
	Big Stick	1d8	9/9	1.5	10	8	1	
	Net <sup>10</sup>	Combat Net	1d4	12/10	3.0	05	6	1
Polearms <sup>11</sup>	Halberd @\$	3d6	13/9	3.0	05	10	1	
	Bardiche	2d6+3	12/10	2.5	05	10	1	
	Glaive	2d6	12/10	3.0	05	9	0	
	Guisarme	1d12	12/10	3.0	05	10	1	
	Voulge	1d8+1	10/9	2.0	05	8	1	

Rapier	Rapier @ ***	1d6+1	7/13	1.0	10	10	2
Shortsword	Gladius @	1d6+1	-/-	1.0	10	10	2
	Kukri	1d4+3	-/11	0.5	10	8	3
Shield **	Wakizashi @	1d6+1	7/9	1.0	05	12	2
	Buckler	1d4	-/9	1.0	05	8	3
	Heater/Target	1d6	9/-	3.0	15	12	3
	Hoplite	1d6	12/-	7.0	15	18	3
	Kite	1d6	11/-	5.0	15	16	3
	Viking Round	1d6	9/7	4.0	15	10	2
Sickle, 1H	Sickle	2d6	11/9	2.5	10	8	1
	Kama @	1d6	-/-	0.5	05	6	3
Spear, 1H @@	Javelin	1d6+1	7/7	1.5	05	8	2
	Lance (mntd)	1d10+1	7/7	3.5	05*	10	sp
	Pilum	1d6+1	9/7	2.0	05	10	2
	Short Spear	1d8+1	7/7	2.0	05	10	2
Spear, 2H @@	Trident	1d6+1	9/7	2.0	05	9	2
	Long Spear	1d10+1	9/7	2.0	15	10	1
	Naginata ****	2d6+2	7/11	2.0	05	10	1
	Pike	2d6+2	11/7	3.5	15	12	0
	Short Spear	1d8+1	-/7	2.0	15	10	2
	Nagamaki ****	1d8+2	-/11	1.5	05	8	2
	Yari	1d8+1	-/9	2.0	15	10	1
	Yari-nage	1d6+1	-/7	1.5	15	8	2
Staff <sup>8</sup>	Quarterstaff	1d8	9/9	1.5	10	8	1
	Bo Stick	1d8	9/9	1.5	10	8	1
Sword, 1H	Bastard Sword	1d10+1	13/9	2.0	10	12	2
	Broadsword @	1d8+1	9/7	1.5	10	10	2
	Scimitar @	1d6+2	7/11	1.5	10	10	2
	Katana @	1d10+1	11/11	1.5	05	14	2
	Ninjato @	1d8+1	11/11	1.3	05	10	2
	Klanth	1d10+1	13/9	2.0	10	12/18	2
Sword, 2H	Greatsword	2d8	11/13	3.5	05	12	1
	Bastard Sword	1d10+1	9/9	2.0	05	12	2
	Katana @	1d10+1	11/11	1.5	05	14	2
	Ninjato	1d8+1	11/11	1.3	05	10	2
	Nodachi	2d8	11/13	3.5	05	12	1
	Klanth	1d10+1	9/9	2.0	05	12/18	2
Tools <sup>2</sup>	Hoe (2H)	1d6	7/7	2.0	10	8	1
	Scythe <sup>1</sup>	2d6	11/9	2.5	10	8	1
	Spade (2H)	1d6+2	7/7	1.5	05	8	2
Utuma	Utuma	1d6+1	-/-	1.0	05	8/12	2

\* Lance cannot parry when used from horseback

\*\* Percentage is for parry only. Attack percentage is 05%

\*\*\* Impaling damage with a Rapier is 3d6+3

\*\*\*\* The Naginata and Nagamaki do *not* impale

@ This weapon can be used as either a cutting or slashing weapon. Mode of attack *should* be declared before use, otherwise it is immediately defaulted to an impale.

@@ All special hits with these weapons are impales.

\$ Impales with a Halberd is 4d6 damage not 6d6.

<sup>1</sup> Generally have straightened blades for war

<sup>2</sup> Unlike the other categories, expertise with one tool does not increase your expertise in another. Attack and parries in the tools must advance separately.

<sup>3</sup> These weapons act as Flails. They have special rules to do with missing, parrying and fumbles. See **Combat** for more information.

<sup>4</sup> This weapon, called a manrikigusari in Vormain, is basically a chain with a small weight on one or both ends. It is a flexible weapon and can be used to either entangle like a lasso or whip (causing no damage) or to strike with the weight for the given damage. It cannot be used to parry. It may be rope (ap 2) or chain (ap 8). Some chains have a second weapon attached to one end, this weapon requires normal skill to use. The user gains the benefits of two weapons in either hand. The most common weapon on the other end is a dagger, sickle, sai or jitte.

<sup>5</sup> This weapon possess a swordbreaker function.

<sup>6</sup> May be used as a club, or to augment users fist attack and parry. If so, then it acts as a Fist weapon, adding one to damage.

<sup>7</sup> This is a long pole with many barbs at one end for entangling the clothes of the target. A successful attack may used to either damage or to entangle a clothed (only) target.

<sup>8</sup> These weapons gain the riposte benefit of being a staff, as described in **Combat**.

<sup>9</sup> These weapons have special effects against soft armours. See **Combat**.

<sup>10</sup> Refer to **Combat** for details on Nets.

<sup>11</sup> These weapons are polearms, and inflict polearm damage for severing limbs when used in their slashing modes. When polearms are used, they may attack only once per round at maximum. See **Combat**.