

Skill	Weapon	Cost	Weight (lbs)	Table	Modifiers	Reach	Acc	Rate of Fire	Ammo/Reload	Ranges	Break	Str	Fmbl
Blow Guns	Blowpipe	2 gp	1.00	Blowpipe	-	-	+10	1	1/2	10' +0, 25' -20	1	80	1-4
Bows	Bow, Composite	100 gp	3.00	Composite Bow	-	-	+10	1	1/2	10' +25, 100' +0, 200' -35, 300' -60	Auto	66	1-4
	Bow, Long	75 gp	3.00	Long Bow	-	-	+10	1	1/2	10' +20, 100' +0, 200' -30, 300' -40, 400' -50	Auto	66	1-5
	Bow, Short	30 gp	2.00	Short Bow	-	-	+10	1	1/2	10' +10, 100' +0, 180' -40, 240' -70	Auto	66	1-4
Chains	Aklys	5 gp	1.00	Aklys	-	1	+0	Thrown	-	10' +0, 25' -10	1-5	50(s)	1-5
	Ball & Chain	8 gp	5.00	Ball & Chain	-	1	-	-	-	None	1-7	70	1-5
	Flail, Horseman's	8 gp	5.00	Horseman's Flail	-	1	-	-	-	None	1-7	65	1-5
	Morning Star	8 gp	6.00	Morning Star	-	1	-	-	-	None	1-7	75(w)	1-8
	Nunchaku	2 gp	2.50	Nunchaku	-	1	-	-	-	None	1-7	50(w)	1-7
	Shangkana	8 gp	4.00	Shangkana	-	1	-	-	-	None	1-5	60	1-7
Clubs	Blackjack	1 gp	0.50	Club	-10 vs all ATs	1, C	-	-	-	None	1-8	50(s)	1
	Club	1 cp	5.00	Club	-	1	+0	Thrown	-	10' -40	1-8	50(w)	1-4
	Cudgel	1 cp	3.00	Cudgel	-	1	+0	Thrown	-	10' -10, 20' -20, 40' -40	1-8	50(w)	1-3
	Jitte	1 gp	2.50	Jitte	-	1	+0	Thrown	-	10' -20	1-7	80	1-3
	Tonfa	1 gp	2.00	Club	+10 vs all ATs	1	-	-	-	None	1-7	50(w)	1-4
	War Fan	5 gp	3.00	War Fan	-	1	+0	Thrown	-	10' -20, 25' -40	1-7	80	1-3
Crossbows	Crossbow, Hand	100 gp	3.00	Hand Crossbow	-	-	+15	1	1/2	10' +10, 30' +0, 60' -20, 90' -50	Auto	66	1-5
	Crossbow, Heavy	50 gp	12.00	Heavy Crossbow	-	-	+20	1	1/4	20' +30, 100' +0, 200' -25, 300' -40, 360' -55	Auto	66	1-5
	Crossbow, Light	35 gp	6.00	Light Crossbow	-	-	+20	1	1/3	10' +15, 100' +0, 200' -35, 300' -50, 360' -75	Auto	66	1-5
	Crossbow, Repeating	300 gp	8.00	Light Crossbow	-	-	+20	2 (-30)	6/3	10' +15, 100' +0, 200' -35, 300' -50, 360' -75	Auto	66	1-8
Great Blades	Claymore	50 gp	7.00	Two-Handed Sword	+5 AT 1-8, -5 AT 9-20	1	-	-	-	None	1-8	75	1-4
	Irgaak	80 gp	6.00	Irgaak	-	1	-	-	-	None	1-8	80	1-3
	Katana	50 gp	5.00	Katana	-	1	-	-	-	None	1-7	85	1-4
	Ninjato	60 gp	4.00	Ninjato	-	1	-	-	-	None	1-6	75	1-3
	No Dachi	60 gp	8.00	No Dachi	-	1	-	-	-	None	1-7	75	1-7
	Scimitar, Long	75 gp	6.00	Long Scimitar	-	1	-	-	-	None	1-7	70	1-5
	Sword, Great	50 gp	12.00	Great Sword	-	1	-	-	-	None	1-8	80	1-6
	Sword, Two-Handed	45 gp	10.00	Two-Handed Sword	-	1	-	-	-	None	1-8	80	1-5
	Yarkbalka	75 gp	5.00	Yarkbalka	-	1	-	-	-	None	1-7	80	1-6
Great Chains	Comet Hammer	10 gp	6.00	Comet Hammer	-	1	+0	Thrown	-	10' -30, 25' -40	1-7	60	1-7
	Flail	15 gp	8.00	Flail	-	1	-	-	-	None	1-7	70(w)	1-8
	Flail, Footman's	20 gp	8.00	Footman's Flail	-	1	-	-	-	None	1-7	70(w)	1-6
	Flail, Great	15 gp	18.00	Great Flail	-	1	-	-	-	None	1-8	80	1-8(+20)
	Kyotetsu-Shoge	15 gp	5.00	Kyotetsu-shoge	-	1, 2	+0	Thrown	-	10' +0, 25' -10	1-5	50(s)	1-7
Long Double-Edged Blades	Dag	30 gp	6.00	Dag	-	1	-	-	-	None	1-7	80	1-6
	Sword, Bastard	35 gp	7.00	Bastard Sword	-	1	-	-	-	None	1-8	75	1-4
	Sword, Broad	16 gp	4.00	Broadsword	-	1	-	-	-	None	1-7	80	1-3
	Sword, Long	15 gp	4.00	Longsword	-	1	-	-	-	None	1-6	70	1-3
Lines	Bola (2 handed)	5 gp	5.00	Bola	-	-	+5	Thrown	-	50' +0, 100' -20, 150' -40	1-6	50(s)	1-7
	Ge	8 gp	5.00	Ge	-	-	+5	Thrown	-	50' +0, 100' -20, 150' -40	1-6	50(s)	1-8
	Typh	6 gp	5.00	Typh	-	-	+5	Thrown	-	25' +0, 50' -10	1-7	70	1-6
Long Axes	Axe, Bastard	12 gp	7.00	Bastard Axe	-	1	+0	Thrown	-	10' -30	1-8	70(w)	1-5
	Axe, Battle	20 gp	8.00	Battle Axe	-	1	-	-	-	None	1-8	75(w)	1-5
	Axe, Woodsman's	8 gp	5.00	Handaxe	-5 vs all ATs	1	+0	Thrown	-	10' -30	1-7	60(w)	1-4
Long Spikes	Earthbreaker	40 gp	14.00	Earthbreaker	-	1	-	-	-	None	1-6	85	1-6
	Mace, Footman's	12 gp	10.00	Footman's Mace	-	1	-	-	-	None	1-8	85(w)	1-3
	Ogre Hook	24 gp	10.00	Ogre Hook	-	1	-	-	-	None	1-6	65	1-6
	Pick	8 gp	5.00	War Mattock	-10 vs all ATs	1	-	-	-	None	1-8	50(w)	1-6
	War Mattock	15 gp	8.00	War Mattock	-	1	-	-	-	None	1-8	70(w)	1-6
Long Single-Edged Blades	Cutlass	15 gp	3.00	Cutlass	-	1	+0	Thrown	-	10' -20, 20' -40, 40' -60	1-6	80	1-3
	Falchion	20 gp	4.00	Falchion	-	1	-	-	-	None	1-7	80	1-5
	Sabre	18 gp	3.00	Scimitar	+5 vs AT 13-20	1	-	-	-	None	1-5	70	1-3
	Saren	25 gp	3.00	Saren	-	1	-	-	-	None	1-4	40	1-3
	Scimitar	15 gp	4.00	Scimitar	-	1	-	-	-	None	1-5	60	1-4
	Wakazashi	35 gp	3.00	Wakazashi	-	1	+0	Thrown	-	10' -20	1-6	80	1-2
Mounted Pole Arms	Lance	10 gp	12.00	Lance	-	1, 2, 3	-	-	-	None	1-8	70(w)	1-7
Pole Arms	Axe, Beaked	15 gp	10.00	Beaked Axe	-	1, 2	-	-	-	None	1-7	70(w)	1-7
	Axe, Pole	15 gp	18.00	Pole Axe	-	1, 2	-	-	-	None	1-7	70(w)	1-7
	Bardiche	13 gp	12.00	Bardiche	-	1, 2	-	-	-	None	1-7	70(w)	1-6
	Bec de Corbin	15 gp	8.00	Bec de Corbin	-	1, 2	-	-	-	None	1-7	70(w)	1-6
	Fauchard	15 gp	8.00	Fauchard	-	1, 2	-	-	-	None	1-7	70(w)	1-6
	Glaive	8 gp	10.00	Glaive	-	1, 2	-	-	-	None	1-7	70(w)	1-6
	Guisarme	9 gp	9.00	Guisarme	-	1, 2	-	-	-	None	1-7	70(w)	1-6
	Hammer, Lucern	15 gp	10.00	Lucerne Hammer	-	1, 2	-	-	-	None	1-7	70(w)	1-7
	Harpoon	5 gp	6.00	Harpoon	-	1, 2	+10	Thrown	-	10' +0, 25' -10, 50' -30	1-6	70(w)	1-4
	Javelin	1 gp	3.00	Javelin	-	1, 2	+15	Thrown	-	10' +0, 50' -20, 100' -40	1-5	40(w)	1-4
	Man Catcher	15 gp	8.00	Man Catcher	-	1, 2	-	-	-	None	1-7	70(w)	1-6
	Military Fork	15 gp	7.00	Military Fork	-	1, 2	-	-	-	None	1-7	70(w)	1-6
	Nagamaki	15 gp	9.00	Nagamaki	-	1, 2	-	-	-	None	1-7	75(w)	1-7
	Naginata	35 gp	6.00	Naginata	-	1, 2	-	-	-	None	1-7	70(w)	1-5
	Partisan	15 gp	8.00	Partisan	-	1, 2	-	-	-	None	1-7	70(w)	1-6
	Pike	20 gp	10.00	Pike	-	1, 2, 3	-	-	-	None	1-5	60(w)	1-6
	Ranseur	10 gp	6.00	Ranseur	-	1, 2	-	-	-	None	1-6	70(w)	1-5
	Spear	2 gp	5.00	Spear	-	1, 2	+10	Thrown	-	10' -10, 25' -20, 50' -30	1-5	50(w)	1-5
	Spear, Heavy	6 gp	10.00	Heavy Spear	-	1, 2	-	-	-	None	1-5	65(w)	1-6
	Spear, Boar	5 gp	6.00	Spear	+5 vs AT 13-20, -5 vs AT 1-4	1, 2	+5	Thrown	-	10' -15, 25' -30	1-5	50(w)	1-5
	Staff, Three Section	15 gp	6.00	Three Section Staff	-	1, 2	-	-	-	None	1-7	70(w)	1-7
Trident	15 gp	6.00	Trident	-	1, 2	+10	Thrown	-	10' -30, 25' -50	1-6	40(w)	1-6	
Ropes	Lasso	1 sp	5.00	Lasso	-	-	+10	Thrown	-	10' +0, 25' -10, 50' -30	1-4	50(s)	1-7
	Net (fishing)	10 gp	3.00	Grapple	-5 vs all ATs	-	+5	Thrown	-	10' -5	1-5	60(s)	1-8
	Net, Gladiator	20 gp	8.00	Gladiator's Net	-	-	+5	Thrown	-	10' +0, 25' -20	1-8	60(s)	1-6
Short Axes	Axe, Hand	6 gp	5.00	Handaxe	-	1	+10	Thrown	-	10' -15, 25' -30, 50' -45	1-7	70(w)	1-4
	Cabis	8 gp	3.00	Cabis	-	1	+5	Thrown	-	10' -15, 25' -30, 50' -45	1-7	75(w)	1-4
	Hatchet	5 gp	2.00	Hatchet	-	1	+10	Thrown	-	20' -10, 40' -20, 60' -30, 80' -50	1-7	50(w)	1-2
	Tomahawk	3 gp	2.00	Handaxe	-10 vs all ATs	1	+10	Thrown	-	10' -5, 25' -15, 50' -30	1-7	50(w)	1-2
Short Blades	Dagger	2 gp	0.75	Dagger	-	1, C	+5	Thrown	-	10' -10, 25' -20, 50' -30	1-6	80	1
	Dirk	2 gp	0.50	Dagger	+5 AT 13-20, -5 AT 1-8	1, C	+5	Thrown	-	10' -15, 25' -30, 50' -40	1-6	80	1
	Dogslicer	8 gp	1.00	Dogslicer	-	1	-	-	-	None	1-9	60	1-3
	Main Gauche	8 gp	1.00	Main Gauche	-	1, C	+0	Thrown	-	10' -15	1-6	70	1-2
	Sai	8 gp	3.00	Sai	-	1, C	+0	Thrown	-	10' -20, 25' -40	1-5	70	1-4
	Sword, Short	10 gp	3.00	Short Sword	-	1	+0	Thrown	-	10' -30	1-6	80	1-2
	Tiger Claw	5 gp	1.50	Tiger Claw	-	1, C	-	-	-	None	1-6	60	1-2
	War Razor		0.50	War Razor	-	1, C	-	-	-	None	1-6	65	1-5
Short Spikes	Baw	15 gp	5.00	Baw	-	1	-	-	-	None	1-7	75(w)	1-5
	Mace	5 gp	5.00	Mace	-	1	+0	Thrown	-	10' -35	1-8	80(w)	1-2
	Pick, Horseman's	5 gp	4.00	Horseman's Pick	-	1	-	-	-	None	1-7	60(w)	1-4
	Hammer, War	12 gp	6.00	War Hammer	-	1	+0	Thrown	-	10' -20, 25' -40, 50' -60	1-8	80(w)	1-4
Slings	Sling	1 cp	0.50	Sling	-	-	+5	1	1				

Skill	Weapon	Cost	Weight (lbs)	Table	Modifiers	Reach	Acc	Rate of Fire	Ammo/Reload	Ranges	Break	Str	Fmbl
Staves	Jo Staff	1 cp	2.50	Quarterstaff	-	1	-	-	-	None	1-6	50(w)	1-5
	Quarterstaff	1 cp	4.00	Quarterstaff	-	1	-	-	-	None	1-7	75(w)	1-3
Thrown	Atlatl (Javelin)	2 gp	2.00	Atlatl	-	1	+10	Thrown	-	25' +0, 50' -10, 100' -30	1	80	1-6
	Boomerang	3 gp	2.00	Boomerang	-	-	+5	Thrown	-	25' +0, 50' -20, 100' -40	1-7	50(w)	1-4
	Chakram	1 gp	1.00	Chakram	-	1	+10	Thrown	-	10' +10, 25' +0, 50' -10, 100' -20, 150' -30	1-6	85	1-4
	Chegain	5 gp	5.00	Chegain	-	-	+10	Thrown	-	50' +0, 100' -5, 150' -10	1-7	75(w)	1-4
	Dart	5 sp	0.50	Dart	-	-	+10	Thrown x2 (-10)	-	25' +0, 50' -10, 100' -30	1-6	40(w)	1-2
	Ikasha	5 gp	2.00	Ikasha	-	-	+5	Thrown	-	10' +15, 25' +5, 50' +0, 100' -30, 150' -75	1-6	50(s)	1-5
	Shuriken	2 sp	0.25	Shuriken	-	-	+5	Thrown x3 (-10, -20)	-	10' +0, 50' -10, 100' -30	1-5	60	1-2
Thrusting Blades	Foil	20 gp	2.50	Foil	-	1	-	-	-	None	1-3	30	1-3
	Klar	12 gp	6.00	Klar	-	1	-	-	-	None	1-5	75	1-4
	Knife	1 gp	0.50	Knife	-	1, C	+0	Thrown	-	10' -10, 25' -20, 50' -30	1-5	70	1
	Knife, Long	2 gp	2.00	Long Knife	-	1, C	+0	Thrown	-	10' +0, 25' -10, 50' -25	1-4	40	1-2
	Kynac	5 gp	1.50	Kynac	-	1, C	+10	Thrown	-	50' +0, 100' -25, 150' -40	1-4	40	1-2
	Kynac, Long	8 gp	2.00	Long Kynac	-	1	+10	Thrown	-	50' -20, 100' -50	1-4	40	1-3
	Rapier	20 gp	2.00	Rapier	-	1	-	-	-	None	1-4	40	1-4
	Starknife	24 gp	1.50	Star Knife	-	1, C	+10	Thrown	-	20' +0, 40' -10, 60' -20	1-4	85	1-2
	Tiger Hook	15 gp	5.00	Tiger Hook	-	1	-	-	-	None	1-6	70	1-5
Whips	Bladed Scarf	5 gp	4.00	Bladed Scarf	-	1, 2	-	-	-	5' +0, 10' -10	1-7	40(s)	1-9
	Cat-o'-nine tails	8 gp	3.00	Cat 'o' nine Tails	-	1	-	-	-	None	1-5	60(s)	1-7
	Dart, Rope	1 gp	1.00	Rope Dart	-	-	+0	1	1/0	10' +0, 25' -10	1-5	50(s)	1-7
	Whip	1 gp	2.00	Whip	-	1, 2	-	-	-	None	1-4	75(s)	1-6
	Whip, Steel	25 gp	3.00	Steel Whip	-	1, 2	-	-	-	None	1-7	60	1-7

Skill	Character Attack skill category used
Weapon	Weapon Title
Cost	In-game base value
Weight (lbs)	Weight, in pounds
Table	Attack Table used
Modifiers	Modifiers as needed to base Attack Table
Reach	Melee Combat Reach definition
Acc	Ranged Combat Accuracy
Rate of Fire	Ranged Combat Maximum Attacks (modifier provided for multiple attacks)
Ammo/Reload	Number of "charges" contained, and the number of Move actions required to reload
Ranges	Range limitations, and Skill Modifiers at each range
Break	Breakage value for the weapon
Str	Strength value for the weapon
Fmbl	Fumble rating for the weapon