TL	Weapon AXF/N	Damage IACE (DX-5, Flail				Weight		Notes	[1] Can be thrown. See Muscle-Powered Ranged Weapon Table (MA231-232).
0	Axe	sw+2 cut	1	0U	50	4	11		<ul><li>[2] May get stuck; see Picks (B405).</li><li>[3] Hook enables the Hook technique (MA74), which also</li></ul>
0	Hatchet	sw cut	1	0	40	2	8	[1]	damages the victim.
			1	0U			11		[4] This attack receives Brawling or Karate damage
0	Throwing Axe	sw+2 cut			60	4		[1]	bonuses.
2	Mace	sw+3 cr	1	0U	50	5	12	[1]	[5] Gives the hand (only) DR. A myrmex gives DR 1, a cestus gives DR 4, and a sap glove gives DR 2; all are
2	Small Mace	sw+2 cr	1	0U	35	3	10	[1]	gloves of a sort and mutually exclusive with other gloves.
3	Pick	sw+1 imp	1	0U	70	3	10	[2]	For other weapons, this indicates a metal hilt that pro-
0	Knobbed Club	sw+1 cr	1	0	20	2	8		vides DR 4, cumulative with glove DR – although the hilt
0	Round Mace	sw+2 cr	1	0U	35	5	12	[1]	is too cramped to accommodate metal gauntlets. Deer antlers, hook swords, katars, qian kun ri yue dao, and
0	Small Axe	sw+1 cut	1	0U	45	3	10		wheels don't enclose the hand completely; DR applies
0	Small Round Mace	sw+1 cr	1	0U	25	3	10	[1]	only on a roll of 1-3 on 1d.
0	Small Throwing Axe	sw+1 cut	1	0U	50	3	10	[1]	<ul><li>[6] Reduce penalty for targeting chinks in armor (B400) by -2.</li></ul>
1	Sickle	sw cut	1	0	40	2	8		[7] Can strike to disarm (B401) without -2 to hit for using
	or	sw imp	1	0U	_	_	8	[2]	a non-fencing weapon.
	or	thr-2 cut	1	0U	_	_	8	Hook [3]	[8] Attempts to parry flails and kusaris are at -4; fencing
		BOXING, BRAV	VLING		E or D	<		[0]	weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the
_	Punch	thr-1 cr	C	0	-	_	_	[3]	bolaperdida, bolas, life-preserver, and weighted scarf.
1	Brass Knuckles	thr cr	C	0	10	0.25	-	[3]	[9] Counts as a rope garrote; see Garrotes (B405).
	Brado Midelles	BRAWLIN				0.20		[0]	[10] Gets +2 to disarm when wielded with Jitte/Sai skill; see B208, B401.
	Viels							[2 4]	[11] Use Brawling or Karate parry if better than usual
-	Kick	thr cr	C,1	No	-	-	-	[3,4]	weapon parry.
-	Kick w. Boots	thr+1 cr	C,1	No	-	-	-	[3,4]	[12] Can only lash the target for damage; none of the
1	Myrmex	thr cr	С	0	20	0.25	-	[4,5]	special whip rules apply. [13] Specify maximum reach (1-4 yards) when bought.
2	Cestus	thr cr	С	0	50	1	-	[4,5]	Damage is swing, +1 per yard of maximum reach. Cost
3	Bladed Hand	sw-2 cut	С	0	100	1	6	[4]	and weight are per yard. ST is 8, +1 per yard.
	or	thr imp	С	0	-	-	6	[4]	[14] When swinging the kama on the end of the chain,
3	Combat Fan	thr cr	С	0	40	1	7	[4]	the kusarigama can't disarm or entangle like a regular kusari (B406).
	or	thr-2 cut	С	0	-	-	6	-2 to hit	[15] Broad, edged head gives +1 to Tip Slash (p. 113)
3	Hook Sword	thr-1 cut	С	0	200	3	-	Hilt Punch [4,5]	damage.
3	Qian Kun Ri Yue Dao	thr-1 cut	С	0	250	3	-	Hilt Punch [4,5]	[16] Target at -1 to Dodge, +1 to Block or Parry.
3	Shuriken	thr-2 cut	C	0	3	0.1	-	Used to claw [4]	[17] Use these statistics when using both ends for a Dual-Weapon Attack.
3	Tonfa	thr cr	C	0	40	1.5	_	Butt jab [4]	Dual-Weapon Attack.
			C	0	550	3			
4	Backsword	thr cr					-	Hilt punch [4,5]	
5	Mensurschläger	thr cr	С	0	500	3	-	Hilt punch [4,5]	
6	Sap Glove	thr cr	С	0	30	0.5	-	[4,5]	
			WLING (						
-	Blunt Teeth	thr-1 cr	С	No	-	-	-	[3]	
-	Fangs	thr-1 imp	С	No	-	-	-	[3]	
-	Sharp Beak	thr-1 pi+	С	No	-	-	-	[3]	
_	Sharp Teeth	thr-1 cut	С	No	-	-	-	[3]	<b>Mundane Weapon Powerups</b>
	Ctrileon								Midildalic Weapoll I Owelabs
-	Striker	var	var	var	-	-	-	B88	Balanced: +1 to skill with any melee weapon or projectile
1				var 0		1			Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow.
1 8	Blackjack or Sap	thr cr	С	0	20	- 1 1	7	[3]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow.  All weapons except sticks and improvised weapons:
1 8	Blackjack or Sap Stun Gun	thr cr HT-3{0.5) aff	C C,1	0 No	20 100	1	7 2	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF
	Blackjack or Sap	thr cr HT-3{0.5) aff Force Sword-4, F	C C,1 Rapier-4	0 No I, Sabe	20 100	1	7 2	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow.  All weapons except sticks and improvised weapons:
8	Blackjack or Sap Stun Gun BROADSWORD (DX-5,	thr cr HT-3{0.5) aff Force Sword-4, F	C C,1	0 No I, Sabe	20 100 r-4, Sho	1 ortsword-	7 2 <b>2 or T</b>	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming
8	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club	thr cr HT-3{0.5) aff Force Sword-4, F S sw+1 cr	C C,1 Rapier-4 Sword-4	0 No I <b>, Sabe</b> ) 0	20 100	1 ortsword-	7 2 <b>2 or T</b> 10	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced
0	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or	thr cr HT-3{0.5) aff Force Sword-4, F sw+1 cr thr+1 cr	C C,1 Rapier-4 Sword-4 1	0 No I, Sabe ) 0 0	20 100 <b>r-4, Sho</b> 5	1 ortsword- 3	7 2 <b>2 or T</b> 10 10	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming
8	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword	thr cr HT-3{0.5) aff Force Sword-4, F sw+1 cr thr+1 cr sw+1 cut	C C,1 Rapier-4 Sword-4 1 1	0 No I, Sabe ) 0 0	20 100 <b>r-4, Sho</b>	1 ortsword- 3 - 3	7 2 <b>2 or T</b> 10 10 10	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow.
0 2	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or	thr cr HT-3{0.5) aff Force Sword-4, F Sw+1 cr thr+1 cr sw+1 cut thr+1 cr	C C,1 Rapier-4 Sword-4 1 1	0 No I, Sabe ) 0 0 0	20 100 <b>r-4, Sho</b> 5 - 500	1 ortsword- 3 - 3	7 2 <b>2 or T</b> 10 10 10	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF.
0	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or Thrusting Broadsword	thr cr HT-3{0.5) aff Force Sword-4, F S sw+1 cr thr+1 cr sw+1 cut thr+1 cr sw+1 cut	C C,1 Rapier-4 Sword-4 1 1 1	0 No No I, Sabe I) 0 0 0 0	20 100 <b>r-4, Sho</b> 5	1 ortsword- 3 - 3 - 3	7 2 <b>2 or T</b> 10 10 10 10	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for
0 2 2	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or Thrusting Broadsword or	thr cr HT-3{0.5) aff Force Sword-4, F S sw+1 cr thr+1 cr sw+1 cut thr+1 cr sw+1 cut thr+2 imp	C C,1 Rapier-4 Sword-4 1 1 1 1	0 No No No No No 0 0 0 0 0	20 100 <b>r-4, Sho</b> 5 - 500 - 600	1 prtsword- 3 - 3 - 3	7 2 <b>2 or T</b> 10 10 10 10 10	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF.
0 2	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or Thrusting Broadsword or Bastard Sword	thr cr HT-3{0.5) aff Force Sword-4, F S sw+1 cr thr+1 cr sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut	C C,1 Rapier-4 Sword-4 1 1 1 1 1 1 1 1,2	0 No No No No O 0 0 0 0 0 0	20 100 <b>r-4, Sho</b> 5 - 500	1 prtsword- 3 - 3 - 3 - 5	7 2 <b>2 or T</b> 10 10 10 10 10 10	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown
<ul><li>8</li><li>0</li><li>2</li><li>2</li><li>3</li></ul>	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or	thr cr HT-3{0.5) aff Force Sword-4, F S sw+1 cr thr+1 cr sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 cr	C C,1 Rapier-4 Sword-4 1 1 1 1 1 1 1 1 1,2 2	0 No No No No O 0 0 0 0 0 0 0 0	20 100 <b>r-4, Sho</b> 5 - 500 - 600 - 650	1 ortsword- 3 - 3 - 3 - 5 -	7 2 2 or T 10 10 10 10 10 10 11 11	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes,
0 2 2	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana	thr cr HT-3{0.5) aff Force Sword-4, F S sw+1 cr thr+1 cr sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 cr sw+1 cut	C C,1 Rapier-4 1 1 1 1 1 1 1 1,2 2 1,2	0 No No No No No O O O O O O O O O O O O	20 100 <b>r-4, Sho</b> 5 - 500 - 600	1 prtsword- 3 - 3 - 3 - 5	7 2 2 or T 10 10 10 10 10 10 11 11 11	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/
<ul><li>8</li><li>0</li><li>2</li><li>2</li><li>3</li><li>3</li></ul>	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or	thr cr HT-3{0.5) aff Force Sword-4, F S sw+1 cr thr+1 cr sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 cr sw+1 inp	C C,1 Rapier-4 1 1 1 1 1 1 1 1,2 2 1,2	0 No No No No No 0 0 0 0 0 0 0 0 0 0 0 0	20 100 <b>r-4, Sho</b> 5 - 500 - 600 - 650 -	1 ortsword- 3 - 3 - 3 - 5 - 5	7 2 2 or T 10 10 10 10 10 11 11 11 11 11	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage.
<ul><li>8</li><li>0</li><li>2</li><li>2</li><li>3</li></ul>	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana	thr cr HT-3{0.5) aff Force Sword-4, F S sw+1 cr thr+1 cr sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 cr sw+1 cut thr+1 imp sw+1 cut	C C,1 Rapier-4 1 1 1 1 1 1 1 1,2 2 1,2 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 <b>r-4, Sho</b> 5 - 500 - 600 - 650	1 ortsword- 3 - 3 - 3 - 5 - 5	7 2 2 or T 10 10 10 10 10 11 11 11 11 11	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF.
<ul><li>8</li><li>0</li><li>2</li><li>2</li><li>3</li><li>3</li></ul>	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or	thr cr HT-3{0.5) aff Force Sword-4, F S sw+1 cr thr+1 cr sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 cr sw+1 inp	C C,1 Rapier-4 1 1 1 1 1 1 1 1,2 2 1,2	0 No No No No No 0 0 0 0 0 0 0 0 0 0 0 0	20 100 <b>r-4, Sho</b> 5 - 500 - 600 - 650 -	1 ortsword- 3 - 3 - 3 - 5 - 5	7 2 2 or T 10 10 10 10 10 11 11 11 11 11	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse
<ul><li>8</li><li>0</li><li>2</li><li>2</li><li>3</li><li>3</li></ul>	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword	thr cr HT-3{0.5) aff Force Sword-4, F S sw+1 cr thr+1 cr sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 cr sw+1 cut thr+1 imp sw+1 cut	C C,1 Rapier-4 1 1 1 1 1 1 1 1,2 2 1,2 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 <b>r-4, Sho</b> 5 - 500 - 600 - 650 -	1 ortsword- 3 - 3 - 3 - 5 - 5 - 5	7 2 2 or T 10 10 10 10 10 11 11 11 11 11	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop
<ul><li>8</li><li>0</li><li>2</li><li>3</li><li>3</li></ul>	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or	thr cr HT-3{0.5) aff Force Sword-4, F S sw+1 cr thr+1 cr sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 cr sw+1 tut thr+1 imp sw+1 cut thr+1 imp	C C,1 Rapier-4 1 1 1 1 1 1 1 1,2 2 1,2 1 1,2 2	0 No No S, Sabe 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 <b>r-4, Sho</b> 5 - 500 - 650 - 650 - 750	1 ortsword- 3 - 3 - 3 - 5 - 5 - 5	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 11 11	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-
<ul><li>8</li><li>0</li><li>2</li><li>3</li><li>3</li></ul>	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber	thr cr HT-3{0.5) aff Force Sword-4, F sw+1 cr thr+1 cr sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 cr sw+1 thr+1 imp sw+1 cut thr+2 imp sw+1 cut	C C,1 Rapier-4 1 1 1 1 1 1 1 1,2 2 1,2 1 1,2 1	0 No No S, Sabe 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 <b>r-4, Sho</b> 5 - 500 - 650 - 650 - 750	1 ortsword- 3 - 3 - 5 - 5 - 5 - 5	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon:
8 0 2 2 3 3 3 4	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cr thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+2 imp	C C,1 Rapier-4 1 1 1 1 1 1 1,2 2 1,2 1 1,2 1 1,2	0 No No No No No No No No No No No No No	20 100 <b>r-4, Sho</b> 5 - 500 - 650 - 650 - 750 - 500	1 ortsword- 3 - 3 - 3 - 5 - 5 - 5 - 5	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10 10 9	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF.
<ul><li>8</li><li>0</li><li>2</li><li>3</li><li>3</li><li>4</li><li>0</li></ul>	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cr thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 cr sw+1 thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+2 imp sw+1 cut thr+2 imp	C C,1 Rapier-4 Sword-4 1 1 1 1 1 1,2 2 1 1,2 1 1,2 1 1,2 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 <b>r-4, Sho</b> 5 - 500 - 650 - 750 - 500 -	1 ortsword- 3 - 3 - 3 - 5 - 5 - 5 - 5 - 3	7 2 2 or T 10 10 10 10 10 10 11 11 11 11 11 10 10	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nono-
8 0 2 2 3 3 3 4	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cr thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 tut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut	C C,1 Rapier-4 Sword-4 1 1 1 1 1 1,2 2 1,2 1 1,2 1 1,2 2	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 <b>r-4, Sho</b> 5 - 500 - 650 - 650 - 750 - 500	1 ortsword- 3 - 3 - 3 - 5 - 5 - 5 - 5 - 3 - 3	7 2 2 or T 10 10 10 10 10 10 11 11 11 11 11 10 10	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Crichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon:
8 0 2 2 3 3 3 4 0	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cr thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 tut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp	C C,1 Rapier-4 1 1 1 1 1 1 1,2 2 1,2 1 1,2 1 1 1,2 2	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 750 - 10 - 40	1 ortsword- 3 - 3 - 5 - 5 - 5 - 5 - 3 - 3 - 3 -	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10 10 9 9 10 10 10	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF.
<ul><li>8</li><li>0</li><li>2</li><li>3</li><li>3</li><li>4</li><li>0</li></ul>	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Dao	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+2 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw-1 cut thr+1 imp	C C,1 Rapier-4 1 1 1 1 1 1 1,2 2 1,2 1 1,2 1 1 1 1 1 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 750 - 10 - 40 - 700	1 ortsword- 3 - 3 - 3 - 5 - 5 - 5 - 5 - 5 - 5 - 5	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10 10 9 9 10 10 11	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Weteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buy-
8 0 2 2 3 3 4 0 3 3	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Dao or	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 cr sw+1 thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw-1 cut thr+1 imp	C C,1 Rapier-4 1 1 1 1 1 1 1,2 2 1,2 1 1,2 1 1 1 1 1 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 650 - 10 - 40 - 700	1 ortsword- 3 - 3 - 5 - 5 - 5 - 3 - 5 - 5 - 5 - 5	7 2 2 or T 10 10 10 10 10 11 11 11 11 10 10 9 9 10 10 11 11 11 11 11 11 11 11 11 11 11	[3] [5] Fwo Handed	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF.
8 0 2 2 3 3 3 4 0	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Dao or Estoc	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw-1 cut thr+1 imp	C C,1 Rapier-4 1 1 1 1 1 1 1,2 2 1,2 1 1,2 2 1 1,2 1 1 1 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 750 - 10 - 40 - 700	1 ortsword- 3 - 3 - 3 - 5 - 5 - 5 - 5 - 3 - 3 - 3	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10 10 9 9 9 10 10 11 11 11 11 11 11 11 11 11 11 11	[3] [5]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.
8 0 2 3 3 4 0 3 3 3	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Dao or Estoc or	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cut thr+1 cr sw+2 cut thr imp thr+2 imp sw+1 cr	C C,1 Rapier-4 1 1 1 1 1 1 1,2 2 1,2 1 1,2 1 1 1 1 1 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 650 - 10 - 40 - 700 -	1 prtsword- 3 - 3 - 3 - 5 - 5 - 5 - 3 - 2 - 3 - 3 - 5 - 3 - 1	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10 10 10	[3] [5] Two Handed	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Eliven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.
8 0 2 2 3 3 4 0 3 3	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Dao or Estoc or Hook Sword	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cr thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 cr sw+1 thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw-1 cr thr+1 cr sw+2 cut thr imp thr+2 imp sw+1 cr sw+1 cr sw+1 cr sw+1 cr sw+1 cr	C C,1 Rapier-4 1 1 1 1 1 1 1 1,2 2 1,2 1 1,2 1 1 1 1 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 650 - 10 - 40 - 700	1 ortsword- 3 - 3 - 3 - 5 - 5 - 5 - 3 - 2 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10 10 10	[3] [5] Fwo Handed	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, guillible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.
8 0 2 3 3 4 0 3 3 3	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Dao or Estoc or Hook Sword or	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cr thr+1 cr sw+2 cut thr imp thr+2 imp sw+1 cr thr+1 cr sw+1 cr thr+1 cr sw+1 cr thr+1 cr	C C,1 Rapier-4 1 1 1 1 1 1 1 1,2 2 1,2 1 1,2 1 1 1 1 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 650 - 10 - 40 - 700 -	1 prtsword- 3 - 3 - 3 - 5 - 5 - 5 - 3 - 2 - 3 - 3 - 5 - 3 - 1	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10 10 9 9 9 10 10 10 10 10 10 10 10 10 10 10 10 10	[3] [5] Two Handed	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Eliven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.
8 0 2 3 3 4 0 3 3	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Dao or Estoc or Hook Sword	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cr thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 cr sw+1 thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw-1 cr thr+1 cr sw+2 cut thr imp thr+2 imp sw+1 cr sw+1 cr sw+1 cr sw+1 cr sw+1 cr	C C,1 Rapier-4 1 1 1 1 1 1 1 1,2 2 1,2 1 1,2 1 1 1 1 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 650 - 10 - 40 - 700 -	1 ortsword- 3 - 3 - 3 - 5 - 5 - 5 - 3 - 2 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10 10 10	[3] [5] Two Handed	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.
8 0 2 3 3 4 0 3 3	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Dao or Estoc or Hook Sword or	thr cr HT-3{0.5) aff Force Sword-4, F sw+1 cr thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cut thr+1 cr sw+1 cr thr+1 cr sw+1 cr thr-1 cr sw+1 cr thr-2 imp sw+1 cr thr-2 imp sw+1 cr thr-2 cut sw cut	C C,1 Rapier-4 1 1 1 1 1 1 1 1,2 2 1,2 1 1,2 1 1 1 1 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 650 - 10 - 40 - 700 -	1 ortsword- 3 - 3 - 3 - 5 - 5 - 5 - 3 - 2 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10 10 9 9 9 10 10 10 10 10 10 10 10 10 10 10 10 10	[3] [5] Two Handed	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver*coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF.
8 0 2 3 3 4 0 3 3 3 3	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Dao or Estoc or Hook Sword or or	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cr thr+1 cr sw+2 cut thr imp thr+2 imp sw+1 cr thr+1 cr sw+1 cr thr+1 cr sw+2 cut thr imp thr+2 imp sw+1 cr thr+1 cr thr+1 cr thr+1 cr thr-2 cut	C C,1 Rapier-4 1 1 1 1 1 1 1 1 1,2 2 1,2 1 1 1 1 1 1 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 750 - 10 - 40 - 700 - 200	1 prtsword- 3 - 3 - 5 - 5 - 5 - 3 - 3 - 3 3	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10 10 9 9 9 10 10 10 10 10 10 10 10 10 10 10 10 10	[3] [5] Two Handed	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteorict: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum; Orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF. *Fine, very fine, and solid silver are mutually
8 0 2 3 3 4 0 3 3 3 3	Blackjack or Sap Stun Gun BROADSWORD (DX-5, Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Dao or Estoc or Hook Sword or or Jian	thr cr HT-3{0.5) aff Force Sword-4, F sw+1 cr thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cut thr+1 cr sw+1 cr thr+1 cr sw+1 cr thr-1 cr sw+1 cr thr-2 imp sw+1 cr thr-2 imp sw+1 cr thr-2 cut sw cut	C C,1 Rapier-4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 750 - 10 - 40 - 700 - 200	1 prtsword- 3 - 3 - 3 - 5 - 5 - 5 - 3 - 2 - 3 - 3 - 3 - 3 - 3 - 3	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10 10 9 9 9 10 10 10 10 10 10 10 10 10 10 10 10 10	[3] [5] Two Handed	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver*coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF.
8 0 2 3 3 4 0 3 3 3 3 3	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Cator C	thr cr HT-3{0.5) aff Force Sword-4, F sw+1 cr thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw-1 cut thr+1 cr sw+1 cr thr+1 cr thr+2 imp sw+1 cr thr+2 imp sw+1 cr thr+1 imp	C C,1 Rapier-4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 No No No No No No No No No No No No No	20 100 r-4, Sho 5 - 500 - 650 - 750 - 10 - 700 - 200 - 700	1 prtsword- 3 - 3 - 5 - 5 - 5 - 3 - 2 - 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 10 10 10	[3] [5] Two Handed	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver**: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver** of the province
8 0 2 3 3 4 0 3 3 3 3 3	Blackjack or Sap Stun Gun  BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Catology Boken or Dao or Estoc or Hook Sword or or Jian or Large Falchion or	thr cr HT-3{0.5) aff Force Sword-4, F sw+1 cr thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw-1 cr thr+1 cr thr+1 cr thr+1 imp sw+1 cr thr+1 imp sw+1 cr thr+1 imp sw+1 cr thr+1 cr thr+1 cr thr+1 cr thr+1 cr thr+2 cut sw cut thr+1 imp	C C,1 Rapier-4 Sword-4 1 1 1 1 1 1 1,2 2 1 1,2 1 1,2 1 1 1 1 1	0 No No I, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 750 - 10 - 700 - 200 - 700	1 prtsword- 3 - 3 - 5 - 5 - 5 - 3 - 2 - 3 - 3 - 4.5	7 2 2 or T 10 10 10 10 10 10 10 10 10 10 10 10 10	[3] [5] Two Handed	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF. * Fine, ever fine, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be silver-coated.
8 0 2 2 3 3 4 0 3 3 3 3 3 3 3	Blackjack or Sap Stun Gun BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Castor Cayalry Saber or Juan or Large Falchion or Langsword	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cr thr+1 cr sw+2 cut thr imp thr+2 imp sw+1 cr thr+1 imp sw+1 cr thr-1 cr	C C,1 Rapier-4 Sword-4 1 1 1 1 1 1 1 1 1,2 2 1 1 1 1 1 1 1 1 1	0 No No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 750 - 10 - 40 - 700 - 200 - 700 - 625	1 ortsword- 3 - 3 - 3 - 5 - 5 - 5 - 3 - 2 - 3 - 5 - 3 - 4.5 3 - 4.5 4.5	7 2 2 or T 10 10 10 10 10 10 11 11 11 11 11 11 11	[3] [5] Two Handed	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF. * Fine, very fine, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum
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8 0 2 2 3 3 4 0 3 3 3 3 3 3 3	Blackjack or Sap Stun Gun  BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Dao or Estoc or Hook Sword or Jian or Large Falchion or Longsword or Backsword	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw cr thr cr sw+1 cr thr+1 cr sw+2 cut thr imp thr+2 imp sw+1 cr thr+1 cr thr+1 cr sw+2 cut thr imp sw+1 cr thr+1 cr thr+2 imp sw+1 cr thr+1 cr thr+2 imp sw+1 cr thr+1 cr thr+2 imp sw+1 cr thr+1 imp	C C,1 Rapier-4 Sword-4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 No No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 750 - 10 - 40 - 700 - 200 - 700 - 625	1 ortsword- 3 - 3 - 3 - 5 - 5 - 3 - 2 - 3 - 5 - 3 - 4.5 - 4	7 2 2 or T 10 10 10 10 10 10 10 10 10 10 10 10 10	[3] [5] Two Handed	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver**; Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF. * Fine, very fine, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be silver-coated.  Example: A fine, balan
8 0 2 2 3 3 4 0 3 3 3 3 3 3 3 3 3 3 3	Blackjack or Sap Stun Gun  BROADSWORD (DX-5,  Light Club or Broadsword or Thrusting Broadsword or Bastard Sword or Katana or Thrusting Bastard Sword or Cavalry Saber or Jo or Bokken or Dao or Estoc or Hook Sword or or Large Falchion or Longsword or	thr cr HT-3{0.5) aff Force Sword-4, Force Sword-4, Force Sword-4, Force Sword-4, Force Sw+1 cut thr+1 cr sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+1 imp sw+1 cut thr+2 imp sw+1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cut thr+1 imp sw-1 cr thr+1 cr sw+2 cut thr imp thr+2 imp sw+1 cr thr-1 cr	C C,1 Rapier-4 Sword-4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 No No No S, Sabe ) 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	20 100 r-4, Sho 5 - 500 - 650 - 750 - 10 - 40 - 700 - 200 - 700 - 625 - 700	1 prtsword- 3 - 3 - 3 - 5 - 5 - 5 - 3 - 2 - 3 - 3 - 3 - 4.5 - 4 - 3	7 2 2 or T 10 10 10 10 10 11 11 11 11 11 11 11 11	[3] [5] [wo Handed [6] [5] Hook [3,7]	Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF Dwarven: Changes a Parry of OU to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF. Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: 9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Weteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF. * Fine, very fine, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be silver-coated.  Example: A fine, balance

4 Edge-Rapher	TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes	[1] Can be thrown. See Muscle-Powered Ranged
A company of the co	4	Edged Rapier		1,2	0		3			Weapon Table (MA231-232). [2] May get stuck; see Picks (B405).
Weighted Scard   Section				,		-				[3] Hook enables the Hook technique (MA74), which also
6 Mensunchilager or this critical 1 0 500 3 10 [5] critical critical properties of the critical critical properties of the criti	4			-		550				
Second	5			-		500			[5]	
Morningstar	Ü			-		-			[~]	cestus gives DR 4, and a sap glove gives DR 2; all are
3 Monchaku sw+1 or 1 0U 80 6 12 [6] whote PA curvature will get off — although test or 1 0U 80 20 2 7 [8] whote PA curvature will get off — although test or 1 0 2U 10 1 6 [1.8] whote part of 1 2U 5 0 5 5 [8] or 1 2U 5 0 5 5 [8] whote part of 1 2U 5 0 5 5 [8] or 1 2U 10 1 6 [8] whote part of 1 2U 5 0 5 5 [8] or 1 2U 10 1 6 [8] whote part of 1 2U 5 0 5 5 [8] or 1 2U 10 1 6 [8] white part of 1 2U 5 0 5 5 [8] or 1 2U 10 1 6 [8] whote part of 1 2U 10 1 6 [		FL	AIL (DX-6, Axe/M	axe-4 or	Two-H	anded l	Flail-3)			
S Numbried Saver   1	3	Morningstar	sw+3 cr	1	0U	80	6	12	[6]	vides DR 4, cumulative with glove DR – although the hilt
0 Boles	3	Nunchaku	sw+1 cr	1	0U	20	2	7	[6]	
Belies	0	Bola Perdida	sw cr	1	-2U	10	1	6	[1 8]	
Use-Preserver										[6] Reduce penalty for targeting chinks in armor (B400)
Weighted Scard   war				•						
FORCE SWORD (DX. 5 or any sword skill at -3)	0		sw-1 cr	Ť			0.5			a non-fencing weapon.
Proce Sword	0	Weighted Scard	sw rc	1	-2U	10	1	6	[8]	
Carrier   Supplementary   Carrier		F	ORCE SWORD (D	X-5 or a	ny swo	rd skill	at -3)			
O Weighted Scard   Spec   C   No   2   neg   -	٨	Force Sword	8d(5) burn	1,2	0	10000	2	3	[7]	[9] Counts as a rope garrote; see Garrotes (B405).
0 Garrole spec C No 2 neg - [8]			GAF	RROTE (	DX-4)					
Second   S	0		spec		No	2	neg	-		[11] Use Brawling or Karate parry if better than usual
3   Suttle	0	Weighted Scard	spec	С	No	10	1	-	[9]	
3 Julte		JITTE/SAI (I	DX-5, Force Swo	rd-4, Mai	n-Gau	che-4 o	Shortsw	ord-3	)	
Sai	3			•					[10]	Damage is swing, +1 per yard of maximum reach. Cost
Second   S	2			•					[4 40]	
Makute   Spec   C	3			1		-	1.5		[1,10]	the kusarigama can't disarm or entangle like a regular
Kakute				STLING	-	STLING	or DX	,		
Name   Color	3							-	+1 vs break	
Description									free	[17] Use these statistics when using both ends for a
0 Small Knife	0									Dual-Weapon Attack.
0 Small Kniffe or thir1 limp C -1 -1 - 0 - 5	U	_							[1]	
Or	0		•						ניו	
0 Wooden Stake thr(0.5) imp C							-		[1]	
0 Short Baton   Sw-1 cr   C,1   -1   10   0.5   5   5   cr   cr   cr   cr   cr   cr	0	Wooden Stake	thr(0.5) imp	С	-1	4	0.5			
0 Short Baton   Sw-1 cr   C,1   -1   10   0.5   5   5   cr   cr   cr   cr   cr   cr	1	Dagger	thr-1 imp	С	-1	20	0.25	5	[1]	
Or	0			C 1	_1	10	0.5			
2 Katar	U						-			Mundana Waanan Bawaruna
2 Kukiri sw-1 cut C,1 0 50 1.5 7 cor thr-1 imp C 0 0 7 cor thr-1 imp C 1 - 1 50 0.5 5 + 1 Holdout cor thr-1 imp C 1 - 1 50 0.5 5 + 1 Holdout cor thr-1 imp C 1 - 1 5 0 0.5 5 + 1 Holdout cor thr-1 imp C 1 - 1 5 0 0.5 5 + 1 Holdout cor thr-1 imp C 1 - 1 5 0 0.5 5 5 (5.7) and the correction of thr-1 imp C 1 - 1 5 0 0.5 5 5 (5.7) and the correction of thr-1 imp C 1 0 5 5 (5.7) and thr-1 imp C 1 0 5 5 (5.7) and thr-1 imp C 1 1 40 1 6 (6) cor thr-1 imp C 1 1 40 1 6 (6) cor thr-1 imp C 1 1 40 1 6 (6) cor thr-1 imp C 1 1 20 0.25 5 (6) cor thr-1 imp C 1 1 20 0.25 5 (6) cor thr-1 imp C 1 1 20 0.25 5 (6) cor thr-1 imp C 1 1 20 0.25 5 (6) cor thr-1 imp C 1 1 20 0.25 5 (6) cor thr-1 imp C 1 1 20 0.25 5 (6) cor thr-1 imp C 1 1 20 0.25 5 (6) cor thr-1 imp C 1 1 20 0.25 5 (6) cor thr-1 imp C 2 1 20 0.25 5 (6) cor thr-1 imp C 3 1 2 5 (6) cor thr-1	2			C,1	-1	50	1		[5,6,11]	Balanced: +1 to skill with any melee weapon or projectile
Value			•			-	-			
2	2					50	1.5			+4CF
Salisong   Say   Say   Sut   C, 1   -1   50   0.5   5   +1   Holdout   Say   Sut   C, 1   -1   50   0.5   5   +1   Holdout   Say   Sut   C, 1   -1   50   0.5   5   +1   Holdout   Say   Surface   Say   Sur	2					120	1.5			
Separate	_					-	-			just that. Doesn't prevent the weapon from becoming
3   Deer Antlers	3	Balisong			-1	50	0.5	5	+1 Holdout	
Now fine-Wheel						-	-			
Third imp	3	Deer Antlers	thr+1 cut	С	0	75	1.5	5	[5,7]	Any bow (not crossbow): +16 CF.
or thr-1 imp C 0 5 blowpipe, bow, or crossbow. Projectiles (arrows, bolts, and control or control control or control control control control control control control control control	3	Knife-Wheel				75	1.5		[5]	
Salsahing Wheel	•								ro1	blowpipe, bow, or crossbow. Projectiles (arrows, bolts,
Stiletto   Strict	3	• • • • • • • • • • • • • • • • • • • •	thr imp		-1	40	1	6	[6]	
3 Stiletto thr-1 imp C -1 20 0.25 5 [6]	3	Slashing Wheel	thr+1 cut	С	0	60	1	5	[5]	
4 Main-Gauche or thr imp         SW-3 cut         C,1         0         50         1.25         6         [5]         Meteoric†: Meteoric iron is immune to magic – Reverse or thr imp         C         0         -         -         6         Missiles, Steelwarith, Tum Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Or course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: or conclude the party orichalcum spells, or magical repairs. Any metal weapon: 140 CF.         -         11 GP.         Orichalcum†: Orichalcum weapons won't break. Nononichalcum†: Orichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +20 CF.         -	3	Stiletto	thr-1 imp	С	-1	20	0.25	5	[6]	Very Fine*: -2 to odds of breakage and +2 to damage.
or thr imp C 0 6 Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF.  Rope Dart sw-1 cr 1-4 - 2U 30 0.5 5† [8,12] or thr-1 imp 1-4 - 2U 5† [8,12] parrying heavy orichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum seapons have +2 to odds of breakage when parrying heavy orichalcum seapons were supported by the standard or sw+2 cr 1,2* -2U 80 4.5 10† [8] Cornet: Jewels, gold, etc. Modifies reactions from buyers, guillible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for the sweapons and thrown weapons can be made of solid silver to exploit more seapons and thrown weapons can be made of solid silver are mutually exclusive.  LANCE (DX-5 or Spear-3)  LANCE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, Saber-3 or Smallsword-3)  Deer Antlers thr+1 cut C OF 75 1.5 5 [5]  MAIN-GAUCHE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, Saber-3 or Smallsword-3)  Jutte sw cr 1 OF 40 1 6 silver-coated.  Example: A fine, balanced dwarven axe has +9 CF for fine (other cutting weapons), +4 CF for balanced, and or thr-1 imp C OF - 5 5 5 [5]  Rondel Dagger thr imp C OF 40 1 6 [6]	4	Main-Gauche	sw-3 cut	C,1	0	50	1.25	6	[5]	
Straight Razor   Chain   Cha					0	-	-	6		Missiles, Steelwraith, Turn Blade, and so on won't stop
Sample   S	5	Straight Razor	thr-2 cut	С	No	30	0.1	4		
3   Kusari		KUSARI (D	X-6, Monowire W	hip-3, T	vo-Har	ded Fla	il-4 or W	hip-3)		enhancing spells, or magical repairs. Any metal weapon:
2 Rope Dart or thr-1 imp 1-4 -2U 30 0.5 5† [8,12] parrying heavy orichalcum ones. Any metal weapon: +29 CF.  3 Chain Whip sw+(1-4) cr 1-4* -2U 50/yd 3/yd var† [8,13] parrying heavy orichalcum ones. Any metal weapon: +29 CF.  3 Kusarigama sw+2 cr 1,2* -2U 80 4.5 10† [8] CF, 2 for +4 CF, and +3 for +9 CF.  3 Kusarijutte sw+2 cr 1,2* -2U 80 3.5 8† [8] parrying heavy orichalcum ones. Any metal weapon: +29 CF.  4 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  5 CF, 2 for +4 CF, and +3 for +9 CF.  6 CF, 2 for +4 CF, and +3 for +9 CF.  7 Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage:  6 CF, 2 for +4 CF, and +3 for +9 CF.  7 Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage:  8 CF, 2 for +4 CF, and +3 for +9 CF.  9 CF, 2 for +4 CF, and +3 for +9 CF.  9 CF, 2 for +4 CF, and +3 for +9 CF.  9 CF, 2 for +4 CF, and +3 for +9 CF.  9 CF, 2 for +4 CF, and +3 for +9 CF.  9 CF, 2 for +4 CF, and +3 for +9 CF.  9 CF, 2 for +4 CF, and +3 for +9 CF.  9 CF, 2 for +4 CF, and +3 for +9 CF.  10 CF, 2 for +4 CF, and +3 for +9 CF.  11 CF, 2 for +4 CF, and +3 for +9 CF.  12 for the seven on the	3									Orichalcum†: Orichalcum weapons won't break. Nono-
or thr-1 imp 1-4 -2U 5† [8,12] +29 °CF.  3 Chain Whip sw+(1-4) cr 1-4* -2U 50/yd 3/yd var† [8,13] ers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 °CF, +2 for +4 °CF, and +3 for +9 °CF.  3 Kusarijutte sw+2 cr 1,2* -2U 80 3.5 8† [8] throw weapons, projectiles, and sticks: +1 to reactions for +1 °CF, +2 for +4 °CF, and +3 for +9 °CF.  4 LANCE (DX-5 or Spear-3)  2 Lance thr+3 imp 4 No 60 6 12 [9]  MAIN-GAUCHE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, Saber-3 or Smallsword-3)  3 Deer Antlers thr+1 cut C 0F 75 1.5 5 [5,7]  3 Jutte sw cr 1 0F 40 1 6 silver-coating for threse weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 °CF.  4 Meteoric, orichalcum, and solid silver are mutually exclusive. The Meteoric orichalcum weapons can be silver-coated.  5 Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5] fine ("other cutting weapons"), +4 °CF for balanced, and or thr-1 imp C 0F 40 1 6 [6]  8 Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5] fine ("other cutting weapons"), +4 °CF for dwarven, for a total +17 °CF. This multiplies cost by (11 +17) = 18. An axe is \$50, so this axe costs \$900. It gets -1 to break, +1 to damage and skill, and	2	Rope Dart	sw-1 cr	1-4	-2U	30	0.5	5†	[8,12]	
Schall Whilp Sw+(1-4) Cl 1-4 -20 Su/yd S/yd Val   [8,15] ers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver coating for these weapons, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver coating for these weapons, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver coating for these weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF. Fine, very fine, and solid silver are mutually exclusive. +6 MAIN-GAUCHE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, Saber-3 or Smallsword-3) and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF. Fine, very fine, and solid silver are mutually exclusive. +6 Meteoric, orichalcum, and solid silver are mutually exclusive although meteoric and orichalcum weapons can be silver-coated.  3 Knife-Wheel thr-1 cut C OF 75 1.5 5 [5]  3 Knife-Wheel thr+1 cut C OF 75 1.5 5 [5]  4 CF, +2 for +4 CF, and +3 for +9 CF. OF, +2 for +9 CF. Silver coating for these weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. OF, +2 for +4 CF, and +3 for +9 CF. Silver coating for these weapons can be breakage: +19 CF. Silver coating for these weapons can be breakage: +19 CF. Silver coating for these weapons can be breakage but isn't as effective (see p. B275): +2 CF. *Fine, very fine, and solid silver are mutually exclusive. + Meteoric, orichalcum, and solid silver are mutually exclusive. + Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and +4 CF for dwarven, for a total +17 CF. This multiplies cost by (1 + 17) = 18. An		or	thr-1 imp	1-4		-	-			+29 CF.
3 Kusarigama         sw+2 cr         1,2*         -2U         80         4.5         10†         [8]         weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.           3 Kusarijutte         sw+2 cr         1,2*         -2U         80         3.5         8†         [8]         thrown weapons, projectiles, and sticks: +1 to reactions for +1 CF, and +3 for +9 CF.           2 Lance         LANCE (DX-5 or Spear-3)         LANCE (DX-5 or Spear-3)         +19 CF. Silver roating for these weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275: +2 CF.           MAIN-GAUCHE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, Saber-3 or Smallsword-3)         1.5         5 [5,7]         *Fine, very fine, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be silver-coated.           3 Jutte or thr cr         1 OF 40 1 6         5 [5,7]         exclusive – although meteoric and orichalcum weapons can be silver-coated.           3 Knife-Wheel or thr-1 cut	3	Chain Whip	sw+(1-4) cr	1-4*	-2U	50/yd	3/yd	var†	[8,13]	ers, gullible hirelings, etc. All weapons except improvised
or sw+2 cut 1,2* -2U 11† [8,14] Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF. Fine, very fine, and solid silver are mutually exclusive. + Meteoric, orichalcum weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF. Fine, very fine, and solid silver are mutually exclusive. + Meteoric, orichalcum, and solid silver are mutually exclusive although meteoric and orichalcum weapons can be silver-coated.  3 Jutte sw cr 1 0F 40 1 6 silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF. Fine, very fine, and solid silver are mutually exclusive although meteoric and orichalcum weapons can be silver-coated.  5 Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5] Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and or thr-1 imp C 0F - 5 +4 CF for downer, for a total +17 CF. This multiplies cost by (1 + 17) = 18. An axe is \$50, so this axe costs \$900. It gets -1 to break, +1 to damage and skill, and	3	Kusarigama		,		80	4.5	10†	[8]	weapons, projectiles, and sticks: +1 to reactions for +1
LANCE (DX-5 or Spear-3)  2 Lance thr+3 imp 4 No 60 6 12 [9] breakage but isn't as effective (see p. B275): +2 CF.  MAIN-GAUCHE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, Saber-3 or Smallsword-3)  3 Deer Antlers thr+1 cut C 0F 75 1.5 5 [5,7]  3 Jutte sw cr 1 0F 40 1 6 silver-coated.  3 Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5]  3 Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5]  3 Rondel Dagger thr imp C 0F 40 1 6 [6]  monster Vulnerability, but have +2 to odds of breakage: h19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF.  * Fine, very fine, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be silver-coated.  Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and +4 CF for dwarven, for a total +17 CF. This multiplies cost by (1 + 17) = 18. An axe is \$50, so this axe costs \$900. It gets -1 to break, +1 to damage and skill, and										Silver*†: Metal arrows, bolts, melee weapons, and
LANCE (DX-5 or Spear-3)  2 Lance thr+3 imp 4 No 60 6 12 [9] breakage but isn't as effective (see p. B275): +2 CF.  MAIN-GAUCHE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, Saber-3 or Smallsword-3)  3 Deer Antlers thr+1 cut C 0F 75 1.5 5 [5,7] exclusive – although meteoric and orichalcum weapons can be  3 Jutte sw cr 1 0F 40 1 6 silver-coated.  3 Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5] Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and or thr-1 imp C 0F - 5 +4 CF for damage and skill, and	3	Kusarijutte	sw+2 cr	1,2*	-2U	80	3.5	8†	[8]	
MAIN-GAUCHE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, Saber-3 or Smallsword-3)  Deer Antlers thr+1 cut C 0F 75 1.5 5 [5,7]  Jutte sw cr 1 0F 40 1 6 silver-coated.  Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5]  Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5]  Rondel Dagger thr imp C 0F 40 1 6 [6]  *Fine, very fine, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually exclusive. † Meteoric, ori										+19 CF. Silver coating for these weapons doesn't worsen
MAIN-GAUCHE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, Saber-3 or Smallsword-3)  3 Deer Antlers thr+1 cut C 0F 75 1.5 5 [5,7]  3 Jutte sw cr 1 0F 40 1 6 silver-coated.  3 Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5]  3 Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5]  4 CF for dwarven, for a total +17 CF. This multiplies cost by (1+17) = 18. An axe is \$50, so this custs \$500. It gets -1 to break, +1 to damage and skill, and	2									* Fine, very fine, and solid silver are mutually exclusive.
3 Jutte sw cr 1 0F 40 1 6 silver-coated.  or thr cr 1 0F 6  3 Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5] Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and or thr-1 imp C 0F - 5 +4 CF for balanced, and +4 CF for balanced, and coated thrimp C 0F - 5 +4 CF for balanced, and thrimp C 0F - 5 +4 CF for balanced, and coated thrimp C 0F - 5 +4 CF for balanced, and thrimp C 0F - 5 +4 CF for balanced, and coated thrimp C 0F 5 +4 CF for balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and thrimp coated thrimp C 0F 5 +4 CF for balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and thrimp coated thrimp	2									† Meteoric, orichalcum, and solid silver are mutually
or thr cr 1 0F 6  3 Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5] Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and or thr-1 imp C 0F 5 +4 CF for dwarven, for a total +17 CF. This multiplies cost by (1+17) = 18. An axe is \$50, so this axe costs \$900. It gets -1 to break, +1 to damage and skill, and	3								[3,7]	can be
3 Knife-Wheel thr+1 cut C 0F 75 1.5 5 [5] Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and or thr-1 imp C 0F - 5 +4 CF for dwarven, for a total +17 CF. This multiplies cost by (1 + 17) = 18. An axe is \$50, so this axe costs \$900. It gets -1 to break, +1 to damage and skill, and	3			-			1			silver-coated.
or thr-1 imp C 0F 5 +4 CF for dwarven, for a total +17 CF. This multiplies cost by (1 + 17) = 18. An axe is \$50, so this axe costs \$900. It gets -1 to break, +1 to damage and skill, and	3						1.5		[5]	
3 Rondel Dagger thr imp C 0F 40 1 6 [6] cost by (1 + 17) = 18. An axe is \$50, so this axe costs \$900. It gets -1 to break, +1 to damage and skill, and	3						-		[0]	
\$\$\text{\$\tex{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\text{\$\texititt{\$\text{\$\texitt{\$\exitiex{\$\text{\$\texititt{\$\text{\$\text{\$\texittit{\$\text{\$\texit	3						1		[6]	cost by (1 + 17) = 18. An axe is \$50, so this axe costs

TL	Weapon	Damage	Reach	Parrv	Cost	Weight	ST	Notes	[1] Can be thrown. See Mus
3	Sai	sw cr	1	0F	60	1.5	7	[1]	Weapon Table (MA231-232
	or	thr imp	1	0F	-	-	7		[2] May get stuck; see Picks [3] Hook enables the Hook
3	Slashing Wheel	thr+1 cut	С	0F	60	1	5	[5]	damages the victim.
3	Stiletto	thr-1 imp	С	0F	20	0.25	5	[6]	[4] This attack receives Brabonuses.
4	Main-Gauche	sw-3 cut	C,1	0F	50	1.25	6	[5]	[5] Gives the hand (only) Di
	or	thr imp	C,1	0F	- 2 \A/b	- 	6		cestus gives DR 4, and a sa gloves of a sort and mutual
٨		ONOWIRE WHIP					5		For other weapons, this ind
,,	Monowire Whip	sw+1d-2(10) cut <b>// (DX-5, Spear-4</b> ,		-2U	900	0.5			vides DR 4, cumulative with is too cramped to accommo
1	Glaive	sw+3 cut	2,3*	OU	-nanuet 100	8	11‡		antlers, hook swords, katars
	or	thr+3 imp	2,3 1-3*	0U	-	-	11†		wheels don't enclose the had only on a roll of 1-3 on 1d.
2	Naginata	sw+2 cut	1,2*	0U	100	6	9†		[6] Reduce penalty for targe
	or	thr+3 imp	2	0	-	-	9 <del>†</del>		by -2. [7] Can strike to disarm (B4)
3	Halberd	sw+5 cut	2,3*	0U	150	12	13‡		a non-fencing weapon.
	or	sw+4 imp	2,3*	0U	-	-	13‡	[2]	[8] Attempts to parry flails as weapons ("F" parry) can't pa
0	or	thr+3 imp	1-3*	0U	-	-	12†		such weapons are at -2. Ha
3	Poleaxe	sw+4 cut	2,3* 2,3*	0U 0U	120 -	10	12‡		bolaperdida, bolas, life-pres [9] Counts as a rope garrote
0	or Eku	sw+4 cr sw+3 cr	2,3 1,2*	0U	40	8	12‡ 12‡		[10] Gets +2 to disarm when
3	Bill	sw+3 cut	2,3*	0U	125	8	11‡		see B208, B401. [11] Use Brawling or Karate
J	or	thr+3 imp	1-3*	0U	-	-	11†		weapon parry.
	or	thr-1 cut	1-3*	0U	_	-	11†	Hook [3,7]	[12] Can only lash the targe special whip rules apply.
3	Dueling Bill	sw+2 cut	1,2*	0U	100	6	9†		[13] Specify maximum reac
	or	thr+3 imp	1,2*	0	-	-	9†		Damage is swing, +1 per ya and weight are per yard. ST
	or	thr-1 cut	1,2*	0U	-	-	9†	Hook [3,7]	[14] When swinging the kan
3	Dueling Glaive	sw+2 cut	1,2*	0U	80	6	9†		the kusarigama can't disarn kusari (B406).
	or	thr+3 imp	1,2*	0	-	-	9†		[15] Broad, edged head give
3	Dueling Halberd	sw+4 cut	1,2*	0U	120	10	12†	[0]	damage. [16] Target at -1 to Dodge, +
	or	sw+3 imp thr+3 imp	1,2* 1,2*	0U 0	-	-	12† 11†	[2]	[17] Use these statistics who
3	or Dueling Pollaxe	sw+3 cut	1,2*	0U	100	8	11†		Dual-Weapon Attack.
J	or	sw+3 cr	1,2*	0U	-	-	11†		
3	Heavy Horse-Cutter	sw+5 cut	2,3*	0U	150	12	13‡		
	or	sw+3 cr	1-3*	0U	-	-	12†		
3	Lajatang	sw+2 cut	1,2*	0U	100	7	10†		
	or	thr+2 cut	1,2*	0	-	-	10†		
3	Light Horse-Cutter	sw+4 cut	1,2*	0U	120	8	11‡		
2	Or Mankin Canada	thr+3 imp	1,2*	0U	100	-	11†		
3	Monk's Spade	sw+1 cut sw+2 cr	1,2* 1,2*	0U 0U	100	6	9† 9†		Mundane Weap
	or or	thr+2 cut	1,2*	0	_	_	9†		Balanced: +1 to skill with an
		Broadsword-4, N		-	Saber-	3 or Sma		rd-3)	(arrow, bolt) or +1 Acc with All weapons except sticks a
4	Rapier	thr+1 imp	1,2	0F	500	2.75	9	,	+4CF
3	Jian	sw cut	1	0F	700	3	10		Dwarven: Changes a Parry that can't normally parry and
J	or	thr+1 imp	1,2	0F	-	-	10		just that. Doesn't prevent th unready after attacking (‡ o
4	Edged Rapier	sw cut	1,2	0F	1000	3	10		weapon: +4 CF.
	or	thr+1 imp	1,2	0F	-	-	10		Elven: Lets a bow shoot at
4	Light Rapier	thr+1 imp	1	0F	400	2	8		age purposes; e.g., a ST 11 Any bow (not crossbow): +1
4	Light Edged Rapier	sw-1 cut	1	0F	700	2.25	8		Fine*: -1 to odds of breakag
	or	thr+1 imp	1	0F	-	-	8		any cutting or impaling wea blowpipe, bow, or crossbow
	SABER (DX-5, Broads)		ıche-3, F					nallsword-3)	etc.), and crushing-or impal
4	Saber	sw-1 cut thr+1 imp	1	0F 0F	700	2	8		weapons: +2 CF. Fencing w bows, and crossbows: +3 C
	or		1 IIELD (D		-	-	0		thrown weapons: +9 CF.
Ο	Shield Bash	thr cr	1	No	var	var	_		Very Fine*: -2 to odds of bre Fencing weapons and swor
1	Shield Bash	thr+1 cr	1	No	+20	+5	_		Meteoric†: Meteoric iron is i
	SHORTSWORD (DX-5, E						4, Sa	ber-4, Smalls-	Missiles, Steelwraith, Turn E it, and Shape Metal, Shatte
	( -,		I-4 or To			,	,	,	Of course, it can't benefit fro
0	Baton	sw cr	1	0	20	1	6		enhancing spells, or magica +19 CF.
	or	thr cr	1	0	-	-	6		Orichalcum†: Orichalcum w
2	Shortsword	sw cut	1	0	400	2	8		richalcum weapons have +2 parrying heavy orichalcum of
	or	thr imp	1	0	-	-	8		+29 CF.
4	Cutlass	sw cut	1	0	300	2	8	[10]	Ornate: Jewels, gold, etc. N ers, gullible hirelings, etc. A
7	Or Cottle Dred	thr imp	1	0	-	-	8		weapons, projectiles, and st
1	Cattle Prod	1d-3 burn	1	0	50	2	3	[6]	CF, +2 for +4 CF, and +3 for
0	Short Baton	HT-3(0.5) aff sw-1 cr	- C,1	- -1	10	0.5	5	[5]	Silver*†: Metal arrows, bolts thrown weapons can be ma
U	or	thr cr	C, I	-1 -1	-	-	5		monster Vulnerability, but ha
2	Dusack	sw cr	1	0	30	1.5	7		+19 CF. Silver coating for the breakage but isn't as effection
	or	thr cr	1	0	-	-	7		* Fine, very fine, and solid s
2	Falchion	sw+1 cut	1	0	400	3	10		† Meteoric, orichalcum, and exclusive – although meteo
	or	thr-2 imp	1	0	-	-	10		can be
0	Large Katar	sw-1 cut	1	0	400	2	8	[5,6,11]	silver-coated.
2		thr+1 imp	1	0	-	-	8		Example: A fine, balanced of
	or	•			400	4 =	_		fine ("other auti
	Long Knife	sw-1 cut	1	0	120	1.5	7		fine ("other cutting weapons +4 CF for dwarven, for a tot
		•			120 -	1.5 -	7 7		

- [4] Can ba th See Muscle-Powered Ranged
- -,. ks (B405).
- technique (MA74), which also
- awling or Karate damage

DR. A myrmex gives DR 1, a sap glove gives DR 2; all are ally exclusive with other gloves. dicates a metal hilt that proth glove DR – although the hilt nodate metal gauntlets. Deer ars, qian kun ri yue dao, and nand completely; DR applies

geting chinks in armor (B400)

401) without -2 to hit for using

and kusaris are at -4; fencing parry at all! Attempts to block lalve these penalties for the eserver, and weighted scarf. te; see Garrotes (B405).

en wielded with Jitte/Sai skill;

e parry if better than usual

get for damage; none of the

ch (1-4 yards) when bought. ard of maximum reach. Cost T is 8, +1 per yard. ama on the end of the chain,

m or entangle like a regular

ves +1 to Tip Slash (p. 113)

+1 to Block or Parry. hen using both ends for a

## pon Powerups

any melee weapon or projectile vith a blowpipe, bow, crossbow. and improvised weapons:

y of 0U to 0, letting a weapon nd attack on the same turn do the weapon from becoming on ST). Any unbalanced

+2 to ST for range and dam-1 elf could draw a ST 13 bow.

age, and +1 to damage for apon, or +20% to range for a w. Projectiles (arrows, bolts, aling-only melee or thrown weapons, swords, blowpipes, CF. Other cutting melee/

oreakage and +2 to damage. ords only: +19 CF. s immune to magic – Reverse

Blade, and so on won't stop er, and the like can't destroy it. rom enchantments, weaponcal repairs. Any metal weapon:

weapons won't break. Nono-+2 to odds of breakage when ones. Any metal weapon:

Modifies reactions from buv-All weapons except improvised sticks: +1 to reactions for +1 or +9 CF.

lts, melee weapons, and nade of solid silver to exploit nave +2 to odds of breakage: these weapons doesn't worsen tive (see p. B275): +2 CF. silver are mutually exclusive

nd solid silver are mutually oric and orichalcum weapons

dwarven axe has +9 CF for ns"), +4 CF for balanced, and otal +17 CF. This multiplies ixe is \$50, so this axe costs -1 to damage and skill, and Parry 0 instead of 0U.

TI	Weapon	Damage	Reach	Darry	Cost	Weight	СT.	Notes	[1] Can be thrown. See Muscle-Powered Ranged
	•	sw cut	1	0	200	2	8	Notes	Weapon Table (MA231-232).
	or	thr-2 imp	1	0	-	-	8		[2] May get stuck; see Picks (B405). [3] Hook enables the Hook technique (MA74), which also
	SMALLSWORD (	· · · · · ·			•			ord-4)	damages the victim.  [4] This attack receives Brawling or Karate damage
0	Short Staff or	sw cr	1	0F 0F	20	1	6 6		bonuses.
4	Smallsword	thr cr thr+1 imp	1	0F	400	1.5	5		[5] Gives the hand (only) DR. A myrmex gives DR 1, a cestus gives DR 4, and a sap glove gives DR 2; all are
4	Dress Smallsword	thr imp	C,1	0F	300	1	5		gloves of a sort and mutually exclusive with other gloves For other weapons, this indicates a metal hilt that pro-
		STAFF (DX-5	Polear	n-4 or	Staff-2)				vides DR 4, cumulative with glove DR - although the hilt
0	Spear	thr+2 imp	1*	0	40	4	9	[1]	is too cramped to accommodate metal gauntlets. Deer antlers, hook swords, katars, gian kun ri yue dao, and
1	two hands Javelin	thr+3 imp thr+1 imp	1,2* 1	0	30	2	9† 6	[1]	wheels don't enclose the hand completely; DR applies only on a roll of 1-3 on 1d.
	Long Spear	thr+2 imp	2,3*	0U	60	5	10	[1]	[6] Reduce penalty for targeting chinks in armor (B400)
_	two hands	thr+3 imp	2,3*	0	-	-	10†		by -2. [7] Can strike to disarm (B401) without -2 to hit for using
1	Heavy Spear	thr+4 imp	2,3*	0U	90	6	11†	[15]	a non-fencing weapon.
1	Short Spear	thr+1 imp	1	0	30	2	6	[15]	[8] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block
2	Trident	thr+3(0.5) imp	1* 1,2*	0U 0	80	5	11 10†	-2 to hit [7,16]	such weapons are at -2. Halve these penalties for the bolaperdida, bolas, life-preserver, and weighted scarf.
	two hands	thr+4(0.5) imp STAFF (DX-5,	-				101	-2 to hit [7,16]	[9] Counts as a rope garrote; see Garrotes (B405).
0	Quarterstaff	sw+2 cr	1,2	+2	10	4	7†		[10] Gets +2 to disarm when wielded with Jitte/Sai skill; see B208, B401.
	or	thr+2 cr	1,2	+2	-	-	7†		[11] Use Brawling or Karate parry if better than usual
2	Naginata	sw+2 cr	1,2	0U	100	6	9†	Blunt end	weapon parry. [12] Can only lash the target for damage; none of the
0	or	thr+2 cr	1,2	0	-	-	9†		special whip rules apply. [13] Specify maximum reach (1-4 yards) when bought.
0	Jo or	sw+1 cr thr+1 cr	1	+2 +2	10	2	6† 6†		Damage is swing, +1 per yard of maximum reach. Cost
0	Long Staff	sw+2	2,3	+2	15	5	10†		and weight are per yard. ST is 8, +1 per yard. [14] When swinging the kama on the end of the chain,
	or	thr+2 cr	2,3	+2	-	-	10†		the kusarigama can't disarm or entangle like a regular
3	Dueling Bill	sw+2 cr	1,2	0U	100	6	9†	Blunt pole	kusari (B406). [15] Broad, edged head gives +1 to Tip Slash (p. 113)
0	Or Dualing Halband	thr+2 cr	1,2	0	-	-	9†	Blunt tip	damage. [16] Target at -1 to Dodge, +1 to Block or Parry.
3	Dueling Halberd	sw+2 cr thr+2 cr	1,2 1,2	0U 0	120	10	12† 11†	Blunt pole Blunt tip	[17] Use these statistics when using both ends for a
3	or Dueling Pollaxe	sw+2 cr	1,2	0U	100	8	11†	Blunt pole	Dual-Weapon Attack.
	or	thr+2 cr	1,2	0	-	-	11†	Blunt tip	
3	Light Horse-Cutter	sw+2 cr	1,2	0U	120	8	11†	Blunt pole	
_	or	thr+2 cr	1,2	0	-	-	11†	Blunt tip	
3	Qian Kun Ri Yue Dao or	sw+1 cut thr+1 imp	1	+2 +2	250	3	7† 7†	-1 to hit [5] -1 to hit	
	or	thr cut	1	+2	_	-	7   7†	-1 to filt -1 to hit [17]	
3	Sodegarami	sw+2 cr	1,2	0	100	4	7†		
	or	thr+2 cr	1,2	0	-	-	7†		Mundane Weapon Powerups
	or	thr-1 cut	1,2	0U	-	-	7†	Hook [3]	Balanced: +1 to skill with any melee weapon or projectile
2	Tonfo	TONFA (DX				1 5	7	[44]	(arrow, bolt) or +1 Acc with a blowpipe, bow, crossbow All weapons except sticks and improvised weapons:
3	Tonfa or	sw cr thr cr	1 C,1	0	40	1.5	7 7	[11]	+4CF
	TWO-HANDED AXE				earm-4	or Two-H	•	d Flail-4)	<ul> <li>Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do</li> </ul>
0	Maul	sw+4 cr	1,2*	0U	80	12	13‡		just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced
1	Great Axe	sw+3 cut	1,2*	0U	100	8			
1	Scythe						12‡		weapon: +4 CF.
		sw+2 cut	1	0U	15	5	11‡	[0]	Elven: Lets a bow shoot at +2 to ST for range and dam-
3	or	sw imp	1 1	0U 0U	15 -	5 -	11‡ 11‡	[2]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF.
3			1	0U	15	5	11‡ 11‡ 12‡	[2]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow.
	or Warhammer	sw imp sw+3 imp	1 1 1,2*	0U 0U 0U	15 - 100	5 - 7	11‡ 11‡ 12‡ 10‡ 16‡		Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts,
6	or Warhammer Chainsaw Gada or	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr	1 1,2* 1 1,2* 1*	0U 0U 0U No 0U 0	15 - 100 150 100	5 - 7 13 15	11‡ 11‡ 12‡ 10‡ 16‡ 15†	[2]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes,
6	or Warhammer Chainsaw Gada or Tetsubo	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr	1 1,2* 1 1,2* 1* 1,2*	0U 0U 0U No 0U 0	15 - 100 150 100 - 100	5 - 7 13 15 - 10	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡	[2]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown
6	or Warhammer Chainsaw Gada or Tetsubo or	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr	1 1,2* 1 1,2* 1* 1,2* 1,2*	0U 0U 0U No 0U 0	15 - 100 150 100 - 100	5 - 7 13 15 - 10	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12†	[2] [11]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage.
6	or Warhammer Chainsaw Gada or Tetsubo	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr	1 1,2* 1 1,2* 1* 1,2* 1,2*	0U 0U 0U No 0U 0	15 - 100 150 100 - 100	5 - 7 13 15 - 10	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12†	[2] [11]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse
2	or Warhammer Chainsaw Gada or Tetsubo or	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai	1 1,2* 1 1,2* 1* 1,2* 1,2* 1,2*	0U 0U 0U No 0U 0 0U 0 ou 0	15 - 100 150 100 - 100 - Two-H	5 - 7 13 15 - 10 - anded Ax	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† (ce/Ma	[2] [11]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop
2	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr	1 1,2* 1 1,2* 1* 1,2* 1,2* 1,2* 1,2* 1,2	0U 0U 0U No 0U 0 0U 0 0ari-4 or 0U 0U	15 - 100 150 100 - 100 - <b>Two-H</b> : 100 60	5 - 7 13 15 - 10 - anded Ax	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† (e/Ma 13† 11†	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weapon-
6 1 2 2 2	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX	1 1,2* 1 1,2* 1* 1,2* 1,2* 1-3, Kus 1,2* 1-3 1 1-5, Broa	0U 0U 0U No 0U 0 0 0U 0 0 ari-4 or 0U 0U 0U 0U 0U 0U 0U 0U 0U 0U 0U 0U 0U	15 - 100 150 100 - 100 - Two-H	5 - 7 13 15 - 10 - anded Ax 8 5 - orce Swe	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† ce/Ma 13† 11† ord-4)	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it
2	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr	1 1,2* 1,2* 1* 1,2* 1,2* 1-3, Kus: 1,2* 1-3, Broa 1,2	0U 0U 0U 0 0U 0 0U 0U 0U 0U 0U 0U 0U 0U	15 - 100 150 100 - 100 - <b>Two-H</b> : 100 60	5 - 7 13 15 - 10 - anded Ax 8 5 - orce Swe	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† ce/Ma 13† 11† ord-4) 9†	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nono-
6 1 2 2 2	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND Quarterstaff or	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr thr+1 cr	1 1,2* 1,2* 1* 1,2* 1,2* 1-3, Kus: 1,2* 1-5, Broa 1,2	0U 0U 0U No 0U 0 0 0U 0 0 0U 0U 0U 0U 0U 0U 0U 0U 0	15 - 100 150 100 - 100 - TWo-H 100 60 - d-4 or F	5 - 7 13 15 - 10 - anded Ax 8 5 - orce Swe 4	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† ce/Ma 13† 11† 11† ord-4) 9†	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weaponents
6 1 2 2 2	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr	1 1,2* 1,2* 1* 1,2* 1,2* 1-3, Kus: 1,2* 1-3, Broa 1,2	0U 0U 0U 0 0U 0 0U 0U 0U 0U 0U 0U 0U 0U	15 - 100 150 100 - 100 - Two-H	5 - 7 13 15 - 10 - anded Ax 8 5 - orce Swe	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† ce/Ma 13† 11† ord-4) 9†	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF.
6 1 2 2 2	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND Quarterstaff or Naginata	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr thr+1 cr sw+3 cut	1 1 1,2* 1 1,2* 1* 1,2* 1-3, Kus: 1,2* 1-3 1 2-5, Broad 1,2 2	0U 0U 0U 0U 0 0 0 0 0 0 0 0 0 0 0 0 0 0	15 - 100 150 100 - 100 - TWo-H 100 60 - d-4 or F	5 - 7 13 15 - 10 - anded Ax 8 5 - orce Swe 4 - 6	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† (ce/Ma 13† 11† 11† (ord-4) 9† 9† 9† 10†	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: 43 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Weteorict: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised.
6 1 2 2 2 2 2 3	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND Quarterstaff or Naginata or Bastard Sword or	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr thr+1 cr sw+3 cut thr+3 imp sw+2 cut thr+2 cr	1 1,2* 1,2* 1,2* 1,2* 1,2* 1,2* 1,2* 1,2	0U 0U 0U 0 0U	15 - 100 150 100 - 100 - 100 60 - 100 - 100 - 100 - 100 - 100 - 100 -	5 - 7 13 15 - 10 - anded Ax 8 5 - orce Swe 4 - 6 - 5 -	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† xe/Ma 13† 11† 11† 9† 9† 9† 10† 10†	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1
6 1 2 2 2 2 2	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND Quarterstaff or Naginata or Bastard Sword or Greatsword	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr thr+1 cr sw+3 cut thr+3 imp sw+2 cut thr+2 cr sw+3 cut	1 1,2* 1,2* 1,2* 1,2* 1,2* 1-3, Kus. 1,2* 1-5, Broa 1,2 2 2 2 1,2	0U 0U 0U 0 0U	15 - 100 150 100 - 100 60 - 10	5 -7 13 15 - 10 - anded Ax 8 5 - orce Swe 4 - 6 - 5 - 7	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† 2e/Ma 13† 11† 11† 9† 9† 10† 10† 12†	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Weteorict: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bolts, melee weapons, and
6 1 2 2 2 2 2 3 3	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND Quarterstaff or Naginata or Bastard Sword or Greatsword or	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr thr+1 cr sw+3 cut thr+3 imp sw+2 cut thr+2 cr sw+3 cut	1 1,2* 1,2* 1,2* 1,2* 1,2* 1-3, Kus. 1,2* 1-5, Broa 1,2 2 2 1,2 2 1,2	0U 0U 0U 0 0U	15 - 100 150 100 - 100 60 - 100 - 100 60 - 100 - 800 -	5 - 7 13 15 - 10 - anded Ax 8 5 - orce Swe 4 - 6 - 5 - 7 -	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† 2e/Ma 13† 11† 11† 9† 9† 10† 10† 12† 12†	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ormate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvises weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.
6 1 2 2 2 2 2 3	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND Quarterstaff or Naginata or Bastard Sword or Greatsword or Katana	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr thr+1 cr sw+3 cut thr+3 imp sw+2 cut thr+2 cr sw+3 cut thr+2 cr sw+3 cut	1 1,2* 1,2* 1,2* 1,2* 1,2* 1-3, Kus. 1,2* 1-5, Broa 1,2 2 2 2 1,2	0U 0U 0U 0 0U	15 - 100 150 100 - 100 - 100 60 - 100 - 100 - 100 - 100 - 100 - 100 -	5 -7 13 15 - 10 - anded Ax 8 5 - orce Swe 4 - 6 - 5 - 7	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† 2e/Ma 13† 11† 11† 11† 10† 12† 10† 12† 10† 12† 10†	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Wety Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Weteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worset
6 1 2 2 2 2 2 3 3 3	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND Quarterstaff or Naginata or Bastard Sword or Greatsword or	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr thr+1 cr sw+3 cut thr+3 imp sw+2 cut thr+2 cr sw+3 cut thr+2 cr sw+3 cut thr+2 cr sw+3 cut	1 1,2* 1 1,2* 1* 1,2* 1,2* 1-3, Kus. 1,2* 1-5, Broa 1,2 2 2 2 1,2 2 1,2 2 1,2	0U 0U 0U 0 0U	15 - 100 150 100 - 100 60 - 100 - 100 60 - 100 - 800 -	5 - 7 13 15 - 10 - anded Ax 8 5 - orce Swe 4 - 6 - 5 - 7 - 5	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† 2e/Ma 13† 11† 11† 9† 9† 10† 10† 12† 12†	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improviser weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bobts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage:
6 1 2 2 2 2 2 3 3 3	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND Quarterstaff or Naginata or Bastard Sword or Greatsword or Katana or	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr thr+1 cr sw+3 cut thr+3 imp sw+2 cut thr+2 cr sw+3 cut thr+2 cr sw+3 cut thr+2 cr sw+3 cut	1 1,2* 1,2* 1* 1,2* 1,2* 1-3, Kus. 1,2* 1-5, Broa 1,2 2 2 2 1,2 2 1,2 2 1,2 2 1,2 2	0U 0U 0U 0 0U	15 - 100 150 100 - 100 60 - 100 - 100 - 100 - 650 - 800 -	5 - 7 13 15 - 10 - anded Ax 8 5 - orce Swe 4 - 6 - 5 - 7 - 5	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† 11† 11† 11† 11† 11† 11† 11† 11† 10† 12† 10† 10† 10† 10† 10†	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worset breakage but isn't as effective (see p. B275): +2 CF. **Fine, very fine, and solid silver are mutually
6 1 2 2 2 2 2 3 3 3 3	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or Quarterstaff or Naginata or Bastard Sword or Greatsword or Katana or Thrusting Bastard Sword or Thrusting Greatsword	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr thr+1 cr sw+3 cut thr+3 imp sw+2 cr sw+2 cut thr+1 imp sw+2 cut thr+3 imp sw+2 cut thr+3 imp	1 1,2* 1 1,2* 1* 1,2* 1,2* 1-3, Kus. 1,2* 1-5, Broa 1,2 2 2 2 1,2 2 1,2 2 1,2 2 1,2 2 1,2	0U 0	15 - 100 150 100 - 100 60 - 100 - 100 - 100 - 650 - 800 -	5 - 7 13 15 - 10 - 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† 11† 11† 11† 11† 11† 11† 11† 10† 10† 10	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Weteoric†: Meteoric iron is immune to magic — Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ormate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worse breakage but isn't as effective (see p. B275): +2 CF.  * Fine, very fine, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be
6 1 2 2 2 2 3 3 3 3 3	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND Quarterstaff or Naginata or Bastard Sword or Greatsword or Katana or Thrusting Bastard Sword or Thrusting Greatsword or	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr thr+1 cr sw+3 cut thr+3 imp sw+2 cut thr+4 imp sw+2 cut thr+1 imp sw+2 cut thr+1 imp sw+2 cut thr+1 imp sw+2 cut thr+1 imp	1 1,2* 1,2* 1,2* 1,2* 1,3, Kus. 1,2* 1-3, Broa 1,2 2 2 2 1,2 2 1,2 2 1,2 2 1,2 2 1,2 2 1,2 2 1,2 2	0U 0	15 - 100 150 100 - 100 - 100 60 - 10	5 - 7 13 15 - 10 - 2	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† 2e/Ma 13† 11† 11† 10† 10† 10† 10† 10† 10† 10† 10	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Weteorict: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worse breakage but isn't as effective (see p. B275): +2 CF.  * Fine, very fine, and solid silver are mutually exclusive. † Meteoric, orichalcum, and solid silver are mutually
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6 1 2 2 2 2 3 3 3 3 3 0	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND Quarterstaff or Naginata or Bastard Sword or Greatsword or Katana or Thrusting Bastard Sword or Thrusting Greatsword or	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr thr+1 cr sw+3 cut thr+3 imp sw+2 cut thr+4 imp sw+2 cut thr+1 imp sw+2 cut thr+1 imp sw+2 cut thr+1 imp sw+2 cut thr+1 imp	1 1,2* 1,2* 1,2* 1,2* 1,3, Kus 1,2* 1-3, Broa 1,2 2 2 1,2 2 1,2 2 1,2 2 1,2 2 1,2 2 1,2 1,	0U 0	15 - 100 150 100 - 100 - 100 60 - 10	5 - 7 13 15 - 10 - 2	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† 2e/Ma 13† 11† 11† 10† 10† 10† 10† 10† 10† 10† 10	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Weteorict*: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weaponenhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worser breakage but isn't as effective (see p. 8275): +2 CF. * Fine, very fine, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be silver-coated.  Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and +4 CF for dwarven, for a total +17 CF. This multiplies
6 1 2 2 2 2 3 3 3 3 3 0	or Warhammer Chainsaw Gada or Tetsubo or TWO-HANDED F Flail Three-Part Staff or TWO-HAND Quarterstaff or Naginata or Bastard Sword or Greatsword or Katana or Thrusting Bastard Sword or Thrusting Greatsword or Jo or	sw imp sw+3 imp sw+1d cut sw+5 cr thr+2 cr sw+4 cr thr+2 cr FLAIL (DX-6, Flai sw+4 cr sw+3 cr sw+1 cr DED SWORD (DX sw+2 cr thr+1 cr sw+3 cut thr+2 cr sw+3 cut thr+2 imp sw+2 cut thr+1 imp	1 1,2* 1,2* 1,2* 1,2* 1,3, Kus. 1,2* 1-3, 1 (-5, Broa 1,2 2 2 1,2 2 1,2 2 1,2 2 1,2 2 1,2 2 1,2	0U 0	15 - 100 150 100 - 100 - 100 60 - 100 - 100 - 650 - 800 - 650 - 750 - 900 -	5 - 7 13 15 - 10 - anded Ax 8 5 - corce Swe 4 - 6 - 5 - 7 - 5 - 7 - 5 - 7 - 2 - 2 - 0 - 10 - 10 - 10 - 10 - 10 -	11‡ 11‡ 12‡ 10‡ 16‡ 15† 13‡ 12† 11† 11† 11† 11† 10† 10† 10† 10† 10† 10	[2] [11]  ce-4)  -1 to hit [8] -1 to hit [8,17]	Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF. Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF. Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF. Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF. Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF. Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF. Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worser breakage but isn't as effective (see p. B275): +2 CF. **Fine, very fine, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be silver-coated.  Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes		
3	Bokken	sw+2 cr	1	0	40	3	9†			
	or	thr+1 cr	1	0	-	-	9†			
3	Longsword	sw+1 cut	1	0	700	4	9†			
	or	thr+3 imp	1,2	0	-	-	9†			
4	Late Katana	sw+2 cut	1	0	550	3	9†			
	or	thr+1 imp	1	0	-	-	9†			
WHIP (DX-5, Kusari-3 or Monowire Whip-3)										
1	Whip	sw-2(0.5) cr	1-7*	-2U	20	2	var	[12]		
3	Urumi	sw-1 cr	1-3	-2U	400	4	8	[12]		
	or	sw-1(0.5) cut	1-3	-2U	-	-	8	[12]		

TL	Shield	DB	Cost	Weight	Notes
0	Parrying Buckler	1	50	8	[1]
0	Small Shield	1	40	8	
0	Small Shield, Light	1	30	3	
0	Comanche Shield	2	100	16	[2]
1	Medium Shield	2	60	15	
0	Medium Shield, Light	2	45	7	
0	Large Shield, Light	3	68	10	
0	Mycenaean Shield	3	58	9	[3]
1	Small Shield, Heavy	1	40	6	
1	Homeric Buckler, Medium	2	100	16	
1	Medium Shield, Heavy	2	60	14	
1	Homeric Buckler, Large	3	150	20	
1	Large Shield, Heavy	3	90	20	
2	Argive Shield	2	120	15	[4]
2	Roman Scutum, Medium	2	140	16	[5]
2	Roman Scutum, Large	3	200	22	[5]
3	Dueling Buckler	0	25	2	[1]
3	Heater Shield	2	75	13	
3	Kite Shield	3	120	18	
4	Dueling Long Shield	3	200	16	[6]
Not	tos [1] +1 to Block [2] Fragila (Combustible): see n. B136 [3] Contr	ollod	cololy by	nock etra	

Notes [1] +1 to Block. [2] Fragile (Combustible); see p. B136. [3] Controlled solely by neck strap; see Shield Grips (MA113-114). [4] +1 DB when used in shield wall. [5] Laminated wood (+20% HP).

## **Mundane Shield Powerups**

Balanced: +1 to Shield skill. +4 CF.

Dwarven\*†: Made of hefty iron. When ignoring shield damage, the primary effect is to give +1 to shield-bash damage

(cumulative with +1 for spikes, if any). Doubles weight! +4 CF. Fine†: Shield has the same DB, but only 3/4 its usual weight: +9 CF.

Meteoric\*†: Resists magic as for the weapon modifier (above), gives +1 to shield-bash damage (cumulative with +1 for spikes, if any), and doubles weight, +99 CF

Mirrored: Polished or silvered to reflect gaze attacks. A successful Block against a Vision-Based attack allows an immediate Shield roll to redirect the curse onto anyone within its usual range. Rolls to resist reflected gazes are at +3. Dwarven, meteoric, or orichalcum shields:

Orichalcum\*†: Shield offers the same DB, but has only 2/3 its usual weight and gives non-orichalcum weapons +2 to odds of breakage when parrying a shield bash. +149 CF.

Ornate: Impresses plebes exactly as for the weapon modifier (p. 26): +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.

Dwarven, meteoric, and orichalcum are mutually exclusive

† Weight effects multiply together. A fine dwarven or fine meteoric shield has 1.5 times usual weight; a fine orichalcum one is half usual weight.

[1] Can be thrown. See Muscle-Powered Ranged Weapon Table (MA231-232).

[2] May get stuck: see Picks (B405).

[3] Hook enables the Hook technique (MA74), which also damages the victim.
[4] This attack receives Brawling or Karate damage

[5] Gives the hand (only) DR. A myrmex gives DR 1, a cestus gives DR 4, and a sap glove gives DR 2; all are gloves of a sort and mutually exclusive with other gloves. For other weapons, this indicates a metal hilt that provides DR 4, cumulative with glove DR – although the hilt is too cramped to accommodate metal gauntlets. Deer antlers, hook swords, katars, qian kun ri yue dao, and wheels don't enclose the hand completely: DR applies only on a roll of 1-3 on 1d.

[6] Reduce penalty for targeting chinks in armor (B400)

[7] Can strike to disarm (B401) without -2 to hit for using a non-fencing weapon.

[8] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bolaperdida, bolas, life-preserver, and weighted scarf. [9] Counts as a rope garrote; see Garrotes (B405).

[10] Gets +2 to disarm when wielded with Jitte/Sai skill; see B208, B401.

[11] Use Brawling or Karate parry if better than usual weapon parry.

[12] Can only lash the target for damage; none of the special whip rules apply.
[13] Specify maximum reach (1-4 yards) when bought.

Damage is swing, +1 per yard of maximum reach. Cost and weight are per yard. ST is 8, +1 per yard. [14] When swinging the kama on the end of the chain, the kusarigama can't disarm or entangle like a regular

kusari (B406). [15] Broad, edged head gives +1 to Tip Slash (p. 113)

[16] Target at -1 to Dodge, +1 to Block or Parry [17] Use these statistics when using both ends for a Dual-Weapon Attack.

## **Mundane Weapon Powerups**

Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt...) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF

Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF.

Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow):  $\pm$ 16 CF.

Fine\*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting meleen thrown weapons: +9 CF.

Very Fine\*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF.

Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon enhancing spells, or magical repairs. Any metal weapon: +19 CF

Orichalcum†: Orichalcum weapons won't break. Nonorichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon:

Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.

Silver\*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF. Fine, very fine, and solid silver are mutually exclusive † Meteoric, orichalcum, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be

silver-coated.

Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and +4 CF for dwarven, for a total +17 CF. This multiplies cost by (1 + 17) = 18. An axe is \$50, so this axe costs \$900. It gets -1 to break, +1 to damage and skill, and Parry 0 instead of 0U.