

# Randomly Generated CF=6 Weapon Table

**Cost:** In gold pieces (gp).

**Weight:** In pounds (lbs).

**Size:** A weapon's size category is keyed to the size of the intended wielder.

**#Att:** Base number of attacks. The number before the "/" is the number of attack.

The number after the "/" is the number of P actions the first number occurs in. So, "1/2" is 1 attack per 2 P actions.

**Size -M:** Damage to Size M and smaller targets. "e" dice are open-ended (if you roll max, roll again and add that to result).

"m" dice are multiplicative (multiply both results together).

**Critical:** Critical range / multiplier. If none is given, assume 20/x2.

Weapon	gp	lbs.	Size	#Att	Size -M	Critical	Notes
Barong, Crude Iron	1	2	S	1/1	1d4	20+/x2	
Wuwei Bronze Cannon, Wood	1	2	S	1/1	1d4	20+/x2	
Shikomizue, Bronze	1	2	S	1/1	1d4	20+/x2	
Pistol Sword, Worked Iron	1	4	S	1/1	1d4	20+/x2	
Claidheamh Da Laimh, Bronze	1	2	S	1/1	1d4	20+/x2	
Mace Wheellock, Worked Iron	1	3	S	1/1	1d4	20+/x2	
War Scythe, Bone	1	2	T	1/1	1e2	20+/x2	
Deflex Bow, Wood	1	1	T	1/1	1d2	20+/x2	
Zhua, Pig Iron	1	4	S	1/1	1d4	20+/x2	
Cat O' Nine Tails, Bone	1	2	T	1/1	1d2	20+/x4	
Palintonon Catapult, Pig Iron	1	2	S	1/2	1d4	20+/x2	
Migration Period Spear, Silver	1	4	S	1/1	1d4	20+/x2	
Barong, Copper	1	3	S	1/1	1d4	20+/x4	
Pinuti, Pig Iron	1	1	T	1/1	1d2	20+/x2	
Pot De Fer Cannon, Crude Iron	1	4	S	1/1	1d4	20+/x2	
Shashka, Crude Iron	1	3	S	1/1	1d4	19+/x2	
Ballista Elephant, Copper	1	2	T	2/1	1d2	20+/x2	
Snaplock, Bronze	1	4	S	1/1	1d4	20+/x2	
Ninjato, Pig Iron	1	2	T	2/1	1d2	20+/x2	
Pot De Fer Cannon, Crude Iron	1	1	T	1/1	1d2	20+/x2	
Oxybeles, Crude Iron	1	2	T	2/1	1d2	20+/x4	
Lela, Obsidian	1	4	S	1/1	1d4	20+/x2	
Blunderbuss, Steel	1	3	S	1/1	1d4	20+/x2	
Skane Lockbow, Bronze	1	5	S	1/1	1d4	20+/x2	
Suburito, Bronze	1	1	T	2/1	1d2	20+/x2	
Carbine Axe, Bronze	1	2	T	2/1	1d2	20+/x2	
Woomera, Wood	1	2	S	2/1	1d4	20+/x2	
Talwar, Obsidian	1	2	S	1/1	1d4	20+/x2	
Spada Da Lato, Bone	1	2	T	1/1	1d2	17+/x2	
Aklys, Crude Iron	1	1	T	2/2	1d2	20+/x3	
Deer Horn Knives, Obsidian	1	3	S	1/1	1d4	20+/x2	
Cannon, Worked Iron	1	4	S	1/1	1d4	20+/x2	
Pulwar, Obsidian	1	2	S	1/1	1d4	19+/x2	
Cetbang Cannon, Bronze	1	4	S	1/1	1d4	20+/x2	
Swiss Dagger, Steel	1	1	T	2/2	1d2	20+/x3	
Broadaxe, Worked Iron	1	2	T	1/1	1d2	20+/x2	
Arming Sword, Worked Iron	1	2	T	1/1	1d2	20+/x2	
Falconet, Bronze	1	1	T	4/1	1d2	20+/x2	
Saintie, Pig Iron	1	2	T	1/1	1d2	20+/x2	
Swiss Arrow, Pig Iron	1	4	S	1/1	1d4	20+/x2	
Boar Spear, Bronze	1	2	T	1/1	1d2	20+/x2	
Nimcha, Bone	1	4	S	1/1	1d4	20+/x2	
Menaulion, Steel	1	3	S	1/1	1d4	20+/x2	
Firangi, Bronze	1	1	T	2/1	1d2	20+/x2	
Pata, Bronze	1	4	S	1/1	1d4	20+/x2	
War Hammer, Wood	1	1	T	4/1	1d2	20+/x2	
Golok, Bone	1	3	S	1/1	1d4	20+/x2	
Pulwar, Obsidian	1	3	S	1/1	1d4	20+/x2	

Mattock, Crude Iron	1	2	T	2/1	1d2	20+/x5	
Catapulta, Pig Iron	1	4	S	1/1	1d4	20+/x2	
Ninjato, Pig Iron	1	2	T	1/1	1e2	20+/x2	
Ekku, Pig Iron	1	1	T	1/1	1d2	20+/x2	
Lochaber Axe, Obsidian	1	2	S	1/1	1d4	20+/x2	
Push Dagger, Steel	1	4	S	1/1	1d4	20+/x2	
Tongi, Steel	1	4	S	1/1	1d4	20+/x2	
Throwing Knife, Bronze	1	3	S	1/2	1d4	20+/x2	
Harpoon, Steel	1	3	S	1/1	1d4	18+/x2	
Luwuk, Wood	1	2	S	1/1	1d4	20+/x2	
Yanmaodao, Steel	1	2	T	2/1	1d2	20+/x6	
Mameluke Sword, Copper	1	4	S	1/1	1d4	20+/x3	
Liuyedao, Copper	1	1	T	2/2	1d2	20+/x2	
Harpe, Crude Iron	1	2	T	1/1	1d2	20+/x2	
Cat O' Nine Tails, Steel	1	2	S	2/1	1d4	20+/x2	
Miao Dao, Obsidian	1	1	T	2/1	1d2	19+/x2	
Maduvu, Obsidian	2	2	S	2/1	1d4	20+/x2	
Jawbone War Club, Steel	2	2	S	2/1	1d4	20+/x2	
Three-Section Staff, Pig Iron	2	5	M	1/1	1d6	20+/x2	
Japanese Sword, Wood	2	4	S	1/1	1d4	20+/x6	
War Hammer Wheellock, Wood	2	8	M	1/1	1d6	20+/x2	
Voulge, Wood	2	3	S	1/1	1d4	20+/x2	CF=6: dmg is 10d8
Tongi, Obsidian	2	4	S	2/1	1d4	20+/x2	
Lasso, Bone	2	5	S	1/1	1d4	20+/x4	
Krabi, Wood	2	7	M	1/1	1d6	20+/x2	
Falx, Worked Iron	2	2	S	1/1	1d4	20+/x2	x3 dmg if mounted
Longsword, Wood	2	3	S	1/1	1d4	20+/x2	Behind: Stun 1s (PPD save; Unc. if miss by 10)
Small Sword, Bronze	2	5	M	1/1	1d6	20+/x2	
Flintlock, Worked Iron	2	5	M	1/1	1d6	20+/x2	
Mandau, Wood	2	5	M	1/2	1d6	20+/x2	
Hand Cannon, Steel	2	1	T	2/1	1d2	20+/x2	+ [x4] to Backstab multiplier (you have times that much if you didn't have BS)
Abus Gun, Wood	2	2	T	2/1	1d2	16+/x2	
Canne De Combat, Obsidian	2	2	S	1/1	1d4	14+/x2	
Maduvu, Bone	2	8	M	1/1	1d6	20+/x2	
Flying Guillotine, Worked Iron	2	2	S	1/1	1d4	20+/x2	Behind: Stun 1s (PPD save; Unc. if miss by 10)
Hand Axe, Pig Iron	2	3	S	2/1	1d4	20+/x2	
Khanjali, Steel	2	1	T	1/1	1d2	20+/x2	x3 dmg if mounted
Three-Section Staff, Bone	2	5	M	1/2	1d6	20+/x2	
Byzantine Rocket Launcher, Silver	2	4	S	1/1	1d4	20+/x2	Made of byeshk for purposes of ignoring DR
Ono, Obsidian	2	2	T	2/1	1d2	20+/x2	Autohits a group, or roll to hit 1 target 2d10 times.
Naginata, Worked Iron	2	4	S	1/1	1d4	20+/x2	Does a Stinking Cloud (DC = AC you hit) on target
Firangi, Bronze	2	3	S	2/2	1d4	20+/x2	
Nandaka, Worked Iron	2	2	S	2/1	1d4	20+/x2	
Self Bow, Bronze	2	4	S	2/1	1d4	20+/x2	
Tongi, Silver	2	5	S	1/1	1d4	20+/x2	
Mongol Bow, Bronze	2	4	S	2/1	1d4	20+/x2	
Bill, Bronze	2	2	S	2/1	1d4	20+/x2	x3 dmg if mounted
Jedwart Stave, Copper	2	2	S	1/2	1d4	20+/x2	x3 dmg vs. Plant(s).
Indian Parrying Weapon, Bone	2	2	S	2/1	1d4	20+/x2	
Bajozutsu Pistol, Bronze	2	3	S	2/1	1d4	20+/x2	
Parade Sword, Crude Iron	3	8	M	1/1	1d6	20+/x2	
Falx, Copper	3	10	M	1/1	1d6	20+/x2	
Klewang, Worked Iron	3	5	S	2/2	1d4	20+/x2	
Snaplock, Wood	3	5	S	2/1	1d4	20+/x2	
Suburito, Obsidian	3	10	M	1/1	1d6	20+/x2	
Mesangylon, Obsidian	3	5	M	1/1	1d6	20+/x2	
Lasso, Worked Iron	3	2	S	1/2	1e4	20+/x2	
Ox Tongue Spear, Bronze	3	2	S	1/1	1e4	20+/x2	

Veuglaire Cannon, Bronze	3	4	S	2/1	1d4	20+/x2	
Hatchet, Obsidian	3	5	M	1/1	1d6	20+/x2	
Toradar, Steel	3	8	M	1/1	1d6	20+/x2	
Plumbata, Silver	3	7	M	1/1	1d6	20+/x2	
Estoc, Pig Iron	3	11	M	1/1	1d6	20+/x2	
Masakari, Steel	3	4	S	2/1	1d4	20+/x2	
Cumberjung, Bone	3	2	S	3/1	1d4	20+/x2	
Khanda, Steel	3	4	S	2/1	1d4	20+/x2	
Fauconneau Cannon, Bronze	3	4	S	2/1	1d4	20+/x4	
Kudi, Copper	3	4	S	2/1	1d4	20+/x2	
Snaplock, Bone	3	5	M	1/2	1d6	20+/x2	
Cossack Dagger, Steel	3	3	S	2/1	1d4	20+/x2	
Claidheamh Da Laimh, Worked Iron	3	3	S	1/1	1d4	16+/x2	
Janbiya, Bone	3	4	S	2/1	1d4	20+/x2	
Khanjali, Wood	3	6	M	1/1	1d6	20+/x2	
Jawbone War Club, Crude Iron	4	4	S	2/2	1d4	20+/x2	
Stone War Club, Silver	4	3	S	2/1	1d4	20+/x2	Gets +3 attacks on first P action of each combat.
Karabela, Bronze	4	5	S	1/1	1e4	20+/x2	
Morning Star, Pig Iron	4	3	S	2/2	1d4	20+/x2	Behind: Stun 1s (PPD save; Unc. if miss by 10)
Gauntlet, Silver	4	4	S	2/1	1d4	20+/x2	
Ox Tongue Spear, Worked Iron	4	3	S	2/1	1d4	20+/x2	Melee weapon, gets Wis (dmg only) and Chr (TH).
Makhaira, Worked Iron	4	4	S	2/1	1d4	20+/x2	
Falcata, Bone	4	10	M	1/1	1d6	20+/x2	
Knobkierrie, Pig Iron	4	2	S	1/1	1m4	20+/x2	
Scimitar, Crude Iron	4	3	S	2/1	1d4	20+/x2	Crit is improved (+[-5] /+[x1]). +2 Parting Shots.
Rapier, Silver	4	9	M	1/1	1d6	20+/x2	
Guisarme, Wood	4	2	S	2/1	1d4	20+/x2	1Z: Polymorph this into any Size <= Huge weapon of its gp or less
Broadaxe, Bone	4	6	M	1/1	1d6	20+/x2	Gets +3 attacks on first P action of each combat.
Three Barrel Hand Cannon, Bone	4	4	S	2/1	1d4	20+/x2	
Naginata, Worked Iron	4	3	S	2/1	1d4	20+/x4	
Gurz, Obsidian	4	9	M	1/2	1d6	20+/x2	
Bilbo, Obsidian	4	3	S	1/1	1d4	14+/x2	
Cheiroballistra, Silver	4	1	T	2/1	1e2	14+/x2	
Mace Wheellock, Pig Iron	4	4	S	2/1	1d4	20+/x2	Get an extra set of Dex bonus to dmg
Chigiriki, Bone	4	7	M	1/1	1d6	20+/x2	
Congolese Axe, Copper	4	2	S	1/1	1d4	15+/x2	Autohits a group, or roll to hit 1 target 2d10 times.
Hu Dun Pao, Silver	4	11	M	1/1	1d6	20+/x2	
Ax Match And Wheellock, Bone	4	8	M	1/1	1d6	20+/x2	
Crowbill, Steel	4	9	M	1/1	1d6	20+/x2	
Pinuti, Silver	4	3	S	2/1	1d4	20+/x3	
Khopesh, Worked Iron	5	10	M	1/1	1d6	20+/x2	
Pitchfork, Wood	5	10	M	1/1	1d6	20+/x2	
Mughal, Worked Iron	5	12	M	1/1	1d6	20+/x2	
Vel, Obsidian	5	8	M	1/1	1d6	20+/x2	
Istingar, Copper	5	8	M	1/2	1d6	20+/x2	
Toradar, Pig Iron	5	3	S	2/1	1d4	20+/x6	
Horseman'S Pick, Copper	5	4	S	3/1	1d4	20+/x2	
Huo Chong Hand Cannon, Obsidian	5	6	M	2/1	1d6	20+/x2	
Dōtanuki, Bronze	5	2	S	2/1	1e4	20+/x2	
Glaive, Obsidian	5	3	S	1/1	1d4	17+/x4	
Misericorde, Obsidian	5	9	M	1/1	1d6	20+/x2	
Crowbill, Bone	6	5	M	1/1	1d6	16+/x2	
Uchigatana, Silver	6	4	S	1/1	1e4	20+/x2	x5 TH/dmg vs. acid-based/-using/-dwelling. +25% Linguistics checks.
Sickle, Pig Iron	6	12	M	1/1	1d6	20+/x2	
Faule Mette Bombard, Worked Iron	6	6	M	1/1	1d6	20+/x2	1Z: Polymorph this into any Size <= Huge weapon of its gp or less
Throwing Knife, Worked Iron	6	4	S	3/1	1d4	20+/x2	

Kama, Bronze	6	7	M	2/1	1d6	20+/x2	
Chúi, Worked Iron	6	5	M	1/1	1d6	20+/x2	1V: Dig
Petronel Hand Cannon, Wood	6	5	M	1/1	1d6	18+/x2	
Bajozutsu Pistol, Worked Iron	6	3	S	3/1	1d4	20+/x2	1e2 attacks (different targets in same group) for each ranged shot
Blunderbuss, Silver	6	3	S	2/1	1d4	17+/x2	
Canne De Combat, Bone	6	9	M	1/1	1d6	20+/x2	CF=6: dmg is 10d8
Snaplock, Bone	6	4	S	2/2	1d4	20+/x3	
Swiss Arrow, Obsidian	6	11	M	1/1	1d6	20+/x2	
Musketoon, Pig Iron	6	5	S	2/1	1d4	18+/x2	
Ayudha Katti, Obsidian	6	7	M	2/1	1d6	20+/x2	
Mortar, Pig Iron	6	8	M	1/1	1d6	20+/x2	1V: Dig
Tongi, Bronze	6	6	M	1/1	1d6	20+/x2	Blindness (RSW save)
Kunai, Obsidian	7	6	M	2/1	1d6	20+/x2	
Sagaris, Pig Iron	7	12	M	1/1	1d6	20+/x4	
Backsword, Pig Iron	7	3	S	1/2	1d4	15+/x3	
Meteor Hammer, Steel	7	11	M	1/1	1d6	20+/x6	
Dōtanuki, Silver	7	5	M	2/2	1d6	20+/x2	
Bakatwa, Copper	7	5	M	2/1	1d6	20+/x2	
Sabre, Crude Iron	7	12	M	1/1	1d6	20+/x2	
Byzantine Bombard, Bronze	8	11	M	1/1	1d6	20+/x2	CF=6: dmg is 10d8
Wankou Chong Cannon, Bone	8	12	M	1/1	1d6	20+/x2	Ignores +ed weapon to hit
Crop, Worked Iron	8	7	M	2/1	1d6	20+/x2	
Guan Dao, Bone	8	2	S	3/2	1d4	20+/x2	x5 TH/dmg vs. acid-based/-using/-dwelling. +25% Linguistics checks.
Larim Fighting Bracelet, Obsidian	8	6	M	1/1	1d6	20+/x3	1Z: Polymorph this into any Size <= Huge weapon of its gp or less
Five Barrel Revolver Musket, Steel	8	3	S	1/1	1d4	16+/x2	Ignores +ed weapon to hit
Mangonel, Copper	8	3	S	2/1	1d4	20+/x3	Crit is improved (+[-5] /+[x1]. +2 Parting Shots.
Chokutō, Steel	8	4	S	3/1	1d4	20+/x2	
Saker, Wood	9	11	M	2/1	1d6	20+/x2	
Surujin, Wood	9	10	M	1/1	1d6	16+/x2	
Ngao, Pig Iron	9	2	S	2/1	1d4	14+/x3	
Gladius, Pig Iron	9	7	M	2/1	1d6	20+/x2	
Falcata, Bone	9	5	S	2/1	1d4	20+/x4	
Military Fork, Obsidian	9	5	M	2/1	1d6	20+/x2	
Francisca, Silver	9	7	M	2/1	1d6	20+/x3	
Macana, Bronze	9	6	M	2/1	1d6	20+/x2	
Messer, Worked Iron	9	5	M	2/1	1d6	20+/x2	
Pistol, Crude Iron	10	10	M	2/1	1d6	20+/x2	
Onager, Pig Iron	10	10	M	1/1	1d6	20+/x6	
Chongtong Cannon, Pig Iron	10	10	M	1/1	1d6	20+/x2	Poison: Death/60 (Will save, DC=10)
Pen Huo Qi, Pig Iron	10	9	M	2/1	1d6	20+/x2	
Pinuti, Copper	11	5	M	2/1	1d6	20+/x2	
Dory, Bronze	11	10	M	1/1	1e6	20+/x2	
Sibat, Worked Iron	11	4	S	2/1	1d4	18+/x2	
Yatagan, Wood	12	3	S	2/1	1d4	19+/x2	AC +6 (can't use while attacking, no shield prof.)
Ayudha Katti, Wood	12	7	M	2/1	1d6	20+/x3	
Hand Axe, Wood	12	7	M	2/1	1d6	20+/x2	
Congolese Axe, Wood	12	12	M	2/2	1d6	20+/x2	
Masakari, Pig Iron	13	8	M	1/1	1e6	20+/x2	
Dangpa, Copper	13	14	L	1/1	2d8	20+/x2	
Snaphance, Wood	13	4	S	3/1	1d4	20+/x4	
Polybolos, Bronze	13	12	M	2/1	1d6	20+/x2	
Spada Da Lato, Copper	15	11	M	2/1	1d6	20+/x2	
Glaive, Worked Iron	15	10	M	2/1	1d6	20+/x2	
Yanmaodao, Silver	15	7	M	2/1	1d6	20+/x2	
Monkey'S Fist, Silver	15	5	M	1/1	1d6	18+/x5	
Longsword, Wood	15	10	M	2/1	1d6	20+/x2	

Spetum, Worked Iron	15	7	M	2/1	1d6	20+/x2	
Monkey'S Fist, Steel	16	8	M	2/1	1d6	20+/x2	1Z: Polymorph this into any Size <= Huge weapon of its gp or less
Sibat, Worked Iron	16	11	M	1/1	1e6	20+/x2	
Hand Cannon, Crude Iron	16	11	M	1/1	1d6	15+/x2	
Soliferrum, Silver	16	4	S	2/1	1d4	20+/x5	CF=6: dmg is 10d8
Wooden War Club, Bone	17	13	L	1/1	2d8	20+/x2	
Nandao, Steel	17	4	S	2/1	1e4	20+/x2	
Kyoketsu-Shoge, Copper	17	21	L	1/1	2d8	20+/x2	
Hurlbat, Wood	17	11	M	1/1	1e6	20+/x2	
Morning Star, Steel	17	11	M	1/1	1e6	20+/x2	
Eku, Obsidian	18	10	M	2/1	1d6	20+/x2	Poison: Death/60 (Will save, DC=10)
Swordstaff, Pig Iron	18	5	M	4/1	1d6	20+/x2	
Menaulion, Bronze	18	12	M	2/1	1d6	20+/x2	
Fire Arrow, Steel	18	10	M	2/1	1d6	20+/x2	Gets +3 attacks on first P action of each combat.
Lantaka, Pig Iron	19	11	M	1/1	1e6	20+/x2	
Dagger-Axe, Crude Iron	19	10	M	2/1	1d6	20+/x2	
Cutlass, Bronze	19	5	S	2/1	1d4	14+/x2	
Swiss Arrow, Bone	20	12	L	1/1	2d8	20+/x3	
Sjambok, Silver	20	7	M	1/1	1d6	14+/x2	
Flintlock, Silver	21	21	L	1/1	2d8	20+/x2	
Dulle Griet Bombard, Worked Iron	21	9	M	3/1	1d6	20+/x2	
Ballista Elephant, Steel	21	8	M	1/1	1d6	14+/x2	
Throwing Knife, Wood	22	5	S	1/2	1d4	16+/x5	Melee weapon, gets Wis (dmg only) and Chr (TH).
Kestros, Pig Iron	22	6	M	2/1	1d6	17+/x2	
Akrafena, Crude Iron	22	6	M	2/1	1d6	20+/x5	x3 dmg vs. Plant(s).
Falcata, Bone	23	11	M	2/1	1d6	20+/x2	
Yanmaodao, Bone	23	6	M	1/1	1d6	17+/x6	
Cat O' Nine Tails, Steel	24	11	M	2/1	1d6	20+/x2	
Tekko, Steel	24	12	M	2/1	1d6	20+/x2	1e2 attacks (different targets in same group) for each ranged shot
Boar Sword, Bone	25	17	L	1/1	2d8	20+/x4	
Trishula, Pig Iron	25	5	M	1/1	1e6	20+/x4	
Gauntlet, Crude Iron	25	12	M	1/1	1e6	20+/x2	
Faule Mette Bombard, Bronze	26	3	S	2/1	1e4	20+/x2	Get an extra set of Dex bonus to dmg
Jutte, Silver	26	5	S	2/1	1d4	14+/x2	
Kampilan, Wood	27	31	L	1/1	2d8	20+/x2	
Toradar, Bronze	27	3	S	2/1	1e4	20+/x4	
Tarasnice Cannon, Bronze	28	4	S	2/1	1d4	15+/x5	
Kestros, Bronze	28	3	S	3/1	1d4	16+/x2	
Cat O' Nine Tails, Bone	28	15	L	1/1	2d8	20+/x2	x3 dmg vs. Plant(s).
Dagger-Axe, Wood	28	23	L	1/1	2d8	20+/x2	
Nagyka, Bronze	30	5	M	2/1	1d6	20+/x3	Entangled 3s (Spell save), Slow 1s (BW save)
Bakatwa, Bronze	30	10	M	4/1	1d6	20+/x2	
Stockwhip, Obsidian	32	24	L	1/1	2d8	20+/x2	
Kodachi, Steel	33	25	L	1/2	2d8	20+/x2	
Kopis, Wood	33	9	M	2/1	1d6	19+/x2	
Stone Bow, Crude Iron	33	10	M	2/1	1d6	20+/x5	
Tachi, Copper	33	20	L	1/1	2d8	20+/x2	
Veuglaire Cannon, Bone	34	22	L	1/1	2d8	20+/x2	
Falx, Copper	34	5	S	4/2	1e4	20+/x2	
Tepoztopilli, Silver	35	4	S	4/1	1d4	20+/x6	
Surujin, Bone	36	10	M	1/1	1d6	17+/x2	Gets +5 TH and dmg. x2 dmg vs. Lycanthropes
Kudi, Pig Iron	36	11	M	2/1	1d6	20+/x2	Blindness (RSW save)
Assamese Dao, Bronze	37	4	S	4/1	1d4	20+/x5	
Pitchfork, Bronze	37	5	M	4/2	1d6	20+/x2	
Turkish Bow, Silver	40	12	M	2/1	1d6	20+/x2	x5 TH/dmg vs. acid-based/-using/-dwelling. +25% Linguistics checks.
Abus Gun, Silver	40	13	L	2/1	2d8	20+/x2	

Francisca, Crude Iron	41	28	L	1/1	2d8	20+/x2	
Congolese Axe, Bone	41	10	M	2/1	1d6	19+/x2	
Boar Sword, Worked Iron	41	32	L	1/2	2d8	20+/x2	
Aklys, Pig Iron	42	11	M	2/1	1d6	20+/x5	Half of the dmg dice are splash (whole group)
Tomahawk, Silver	43	27	L	1/1	2d8	20+/x2	
Wheellock, Pig Iron	44	7	M	3/1	1d6	20+/x2	Hits whole group, moves with group and splashes for 7s.
Yari, Crude Iron	44	12	M	2/1	1d6	20+/x6	
Shamshir, Steel	44	33	L	1/1	2d8	20+/x2	
Carroballista, Bronze	47	28	L	1/1	2d8	20+/x2	
Chokutō, Obsidian	48	31	L	1/2	2d8	20+/x2	
Arbalest, Silver	48	11	M	2/1	1d6	20+/x2	x3 dmg vs. Plant(s).
Cetbang Cannon, Bronze	48	5	M	3/1	1d6	17+/x2	
Horseman'S Pick, Bone	50	4	S	3/1	1d4	15+/x2	
Nodachi, Worked Iron	52	12	L	2/2	2d8	20+/x3	
Shashka, Crude Iron	53	5	M	2/1	1d6	15+/x2	
Hasta, Copper	53	15	L	2/2	2d8	20+/x2	
Northern Spear, Obsidian	53	12	M	2/1	1d6	20+/x5	
Pinuti, Crude Iron	54	6	M	2/2	1d6	15+/x2	Entangled 3s (Spell save), Slow 1s (BW save)
Wooden War Club, Pig Iron	58	6	M	2/1	1d6	16+/x2	
Mortar, Crude Iron	59	24	L	1/1	2d8	18+/x2	
Hakapik, Copper	64	7	M	2/1	1d6	18+/x2	+ [x4] to Backstab multiplier (you have times that much if you didn't have BS)
Small Sword, Pig Iron	66	3	S	4/1	1d4	17+/x2	Blindness (RSW save)
Tsukubō, Worked Iron	66	4	S	4/1	1d4	15+/x2	
Baton A Feu Hand Cannon, Obsidian	69	10	M	2/2	1e6	20+/x2	
Xiphos, Wood	71	23	L	1/1	2d8	19+/x2	
Aklys, Crude Iron	72	14	L	1/1	2d8	20+/x4	Does a Stinking Cloud (DC = AC you hit) on target
Oxybeles, Copper	73	12	L	1/1	2e8	20+/x2	
Whip, Steel	74	9	M	2/1	1d6	15+/x2	
Dussack, Steel	77	23	L	2/1	2d8	20+/x2	
Falchion, Silver	79	20	L	2/1	2d8	20+/x2	
Ōtsuchi, Crude Iron	80	24	L	1/1	2d8	20+/x2	Gets +5 TH and dmg. x2 dmg vs. Lycanthropes
Jō, Bronze	85	13	L	1/1	2d8	16+/x2	
Veuglaire Cannon, Wood	88	24	L	1/1	2d8	20+/x4	
Javelin, Copper	88	34	L	1/1	2d8	18+/x2	
Épée, Pig Iron	90	48	H	1/1	3d10	20+/x2	
Tabak-Toyok, Steel	90	3	S	3/2	1d4	14+/x2	Behind: Stun 1s (PPD save; Unc. if miss by 10)
Bill, Worked Iron	90	15	L	2/1	2d8	20+/x2	
Singijeon, Obsidian	97	19	L	1/1	2d8	15+/x2	
Hunga Munga, Bronze	98	15	L	1/1	2d8	20+/x5	Half of the dmg dice are splash (whole group)
Vel, Pig Iron	105	19	L	1/1	2d8	18+/x2	
Ballista Elephant, Silver	112	11	M	1/1	1d6	16+/x4	Entangled 3s (Spell save), Slow 1s (BW save)
Krabi, Obsidian	114	4	S	4/1	1d4	16+/x2	x3 dmg if mounted
Masakari, Steel	117	28	L	1/1	2e8	20+/x2	
Zhua, Obsidian	120	33	L	1/1	2d8	20+/x2	Does a Stinking Cloud (DC = AC you hit) on target
Menaulion, Silver	122	18	L	2/1	2d8	20+/x2	
Makhaira, Obsidian	123	17	L	2/1	2d8	20+/x2	
Crossbow, Bone	124	10	M	4/1	1d6	20+/x2	Natural 19: Paralyzed unless save vs. PPD.
Assegai, Bronze	125	24	L	1/1	2d8	20+/x6	
Lantaka, Bone	127	34	L	1/1	2e8	20+/x2	
Korean Sword, Wood	127	18	L	3/1	2d8	20+/x2	
Sudanese Sickle Knife, Wood	128	26	L	2/1	2d8	20+/x2	
Bhuj, Copper	128	19	L	2/1	2d8	20+/x2	
Tewhatewha, Silver	134	30	L	2/1	2d8	20+/x2	
Rebar, Steel	137	19	L	2/1	2d8	20+/x2	
Hu Dun Pao, Pig Iron	143	5	M	4/2	1e6	20+/x2	
Kukri, Worked Iron	143	31	L	2/1	2d8	20+/x2	
Elephant Goad, Silver	146	19	L	2/1	2d8	20+/x6	

Catapulta, Steel	151	12	M	2/1	1m6	20+/x2	
Francisca, Pig Iron	152	26	L	2/2	2d8	20+/x4	
Trishula, Crude Iron	155	34	L	2/1	2d8	20+/x2	
Wankou Chong Cannon, Crude Iron	156	11	M	2/1	1e6	20+/x2	+ [x4] to Backstab multiplier (you have times that much if you didn't have BS)
Emeici, Obsidian	158	7	M	3/2	1d6	20+/x5	Natural 19: Stunned (Size Colossal or smaller only)
Halberd, Copper	158	56	H	1/1	3d10	20+/x2	
Tepoztopilli, Steel	160	22	L	2/1	2d8	20+/x2	
Surik, Wood	161	55	H	1/1	3d10	20+/x2	
Cutlass, Bronze	172	9	M	2/1	1d6	15+/x2	Half of the dmg dice are splash (whole group)
Japanese War Fan, Bone	173	62	H	1/1	3d10	20+/x2	
Rope Dart, Bronze	178	11	M	4/1	1d6	20+/x2	Behind: Stun 1s (PPD save; Unc. if miss by 10)
Kastane, Worked Iron	178	12	M	3/1	1d6	20+/x4	Can be used as an AC +4 buckler instead of a weapon
Faule Grete Bombard, Crude Iron	186	31	L	2/1	2d8	20+/x2	x5 TH/dmg vs. acid-based/-using/-dwelling. +25% Linguistics checks.
Crop, Crude Iron	187	32	L	2/1	2d8	20+/x2	
Hand Cannon, Copper	189	31	L	2/1	2d8	20+/x2	
Tlaximaltepoztlitli, Bone	190	5	S	4/1	1e4	20+/x4	Hits whole group, moves with group and splashes for 7s.
Suburito, Crude Iron	194	30	L	1/1	2d8	20+/x6	Gets +3 attacks on first P action of each combat.
Colichemarde, Silver	208	64	H	1/1	3d10	20+/x2	
Doloire, Obsidian	218	31	L	2/1	2d8	20+/x2	
Parang Nabur, Steel	225	52	H	1/1	3d10	20+/x2	
Saintie, Bone	226	30	L	2/1	2d8	20+/x2	
Wheellock, Steel	228	17	L	3/1	2d8	20+/x2	
Bo-Hiya Rocket Arrow, Worked Iron	228	38	H	1/1	3d10	20+/x3	
Whip, Wood	232	27	L	1/1	2e8	20+/x2	
Shashka, Wood	240	33	L	3/2	2d8	20+/x2	
War Scythe, Obsidian	243	33	L	1/1	2d8	14+/x2	
Che Dian Chong Musket, Copper	247	33	L	2/1	2d8	20+/x2	
Quauhōllitli, Steel	250	32	L	2/1	2d8	20+/x2	Half of the dmg dice are splash (whole group)
Francisca, Crude Iron	266	66	H	1/1	3d10	20+/x2	
Dagger-Axe, Silver	273	13	L	3/1	2d8	20+/x4	
Lantaka, Bronze	281	31	L	2/1	2d8	20+/x3	
Byzantine Fire Tube, Pig Iron	290	30	L	2/1	2d8	20+/x2	x5 TH/dmg vs. acid-based/-using/-dwelling. +25% Linguistics checks.
Tambo, Pig Iron	291	85	H	1/1	3d10	20+/x2	
Zanbatō, Crude Iron	299	10	M	1/1	1m6	15+/x2	
Ōtsuchi, Copper	312	19	L	4/1	2d8	20+/x2	
Pistol, Bone	329	16	L	1/2	2e8	18+/x2	
Brass Knuckles, Crude Iron	330	41	H	2/1	3d10	20+/x2	
Petronel Hand Cannon, Crude Iron	330	79	H	1/1	3d10	20+/x2	
Falcata, Wood	334	25	L	2/2	2d8	20+/x2	Can be used as an AC +4 buckler instead of a weapon
Rope Dart, Crude Iron	336	24	L	2/1	2d8	20+/x2	x3 dmg if mounted
Saintie, Bronze	348	14	L	2/2	2e8	20+/x2	
Petronel Hand Cannon, Silver	355	82	H	1/1	3d10	20+/x2	
Ssangsudo, Obsidian	363	21	L	3/1	2d8	20+/x2	
Bisento, Bone	364	53	H	1/1	3d10	20+/x2	x3 dmg if mounted
Huo Chong Hand Cannon, Obsidian	388	33	L	3/1	2d8	20+/x2	
Vechevoral, Copper	391	113	G	1/1	4d12	20+/x2	
Pudao, Steel	392	33	L	4/1	2d8	20+/x2	
Messer, Bone	400	24	L	2/1	2d8	20+/x4	CF=6: dmg is 10d8
Crowbill, Bone	409	94	H	1/1	3d10	20+/x2	
Bill, Copper	416	63	H	2/1	3d10	20+/x2	
Bolas, Copper	418	47	H	2/2	3d10	20+/x2	
Khopesh, Wood	439	10	M	2/1	1e6	14+/x2	
Sabre, Obsidian	448	24	L	4/1	2d8	20+/x2	
Jō, Wood	462	31	L	2/1	2d8	20+/x2	x3 dmg if mounted
Khopesh, Obsidian	480	62	H	1/1	3d10	20+/x2	Natural 19: Stunned (Size Colossal or smaller only)

Pumhart Von Steyr Bombard, Coppe	514	33	L	4/1	2d8	20+/x2	
Boomerang, Silver	525	92	H	1/1	3d10	20+/x4	
Pilum, Worked Iron	540	13	L	3/1	2d8	16+/x2	
Voulge, Bronze	544	26	L	2/1	2d8	20+/x6	
Wall Gun, Crude Iron	555	77	H	2/1	3d10	20+/x2	
Kama, Obsidian	590	42	H	2/1	3d10	20+/x2	
Celurit, Bone	596	14	L	2/1	2d8	16+/x2	If you throw and miss, returns at end of segment.
Ono, Steel	596	73	H	2/1	3d10	20+/x2	
Slungshot, Steel	605	12	L	4/1	2d8	20+/x4	
Mughal, Wood	610	24	L	3/1	2d8	20+/x2	Blindness (RSW save)
Sosun Pattah, Wood	655	47	H	2/1	3d10	20+/x2	
Rebar, Bone	663	162	G	1/2	4d12	20+/x2	
Liuyedao, Pig Iron	719	24	L	3/1	2d8	20+/x5	
Tsurugi, Steel	726	57	H	2/1	3d10	20+/x2	
Fukiya, Pig Iron	733	120	G	1/2	4d12	20+/x2	
Wuwei Bronze Cannon, Worked Iron	750	34	L	2/1	2d8	20+/x5	Half of the dmg dice are splash (whole group)
Blowgun, Silver	775	27	L	2/1	2d8	17+/x2	
Bisento, Silver	791	146	G	1/1	4d12	20+/x2	
Hunga Munga, Steel	824	59	H	1/1	3e10	20+/x2	
Gungdo, Steel	825	79	H	2/1	3d10	20+/x2	
Cat O' Nine Tails, Steel	952	55	H	2/1	3d10	20+/x2	Blindness (RSW save)
Harpe, Bronze	1,037	125	G	1/1	4d12	20+/x2	
Fighting Stick, Steel	1,096	40	H	2/2	3d10	20+/x2	1V: Dig
Baselard, Bone	1,098	127	G	1/2	4d12	20+/x2	
Vettukathi, Copper	1,116	75	H	2/1	3d10	20+/x2	
Kaskara, Pig Iron	1,132	177	G	1/2	4d12	20+/x3	
Hand Cannon, Pig Iron	1,177	86	H	2/2	3d10	20+/x2	
Jutte, Worked Iron	1,208	47	H	2/1	3d10	20+/x2	Poison: Death/60 (Will save, DC=10)
Stone Bow, Crude Iron	1,223	62	H	3/1	3d10	20+/x2	
Baton A Feu Hand Cannon, Silver	1,265	24	L	2/2	2d8	14+/x2	
Rungu, Bone	1,406	64	H	2/1	3d10	18+/x2	
Atgeir, Worked Iron	1,469	90	H	2/1	3d10	20+/x2	
Chigiriki, Copper	1,507	86	H	2/2	3d10	20+/x2	
Arbalest, Steel	1,555	95	G	2/1	4d12	20+/x2	
Nimcha, Steel	1,717	21	L	4/1	2d8	20+/x6	
Aruval, Copper	1,892	27	L	2/2	2d8	15+/x2	Gets +5 TH and dmg. x2 dmg vs. Lycanthropes
Bill, Obsidian	1,963	58	H	2/1	3d10	18+/x2	
Dussack, Bone	1,972	62	H	2/1	3d10	20+/x5	
Pudao, Copper	2,161	113	G	2/1	4d12	20+/x2	
Shikomizue, Crude Iron	2,186	253	G	1/1	4d12	20+/x2	
Swiss Dagger, Worked Iron	2,457	91	H	3/1	3d10	20+/x2	
Tibetan Jian, Silver	2,489	200	G	2/1	4d12	20+/x2	
Self Bow, Crude Iron	2,528	159	G	2/2	4d12	20+/x2	
Shamshir, Crude Iron	2,546	130	G	2/1	4d12	20+/x2	
Congolese Axe, Bone	2,728	18	L	4/1	2d8	16+/x2	
Pumhart Von Steyr Bombard, Worked Iron	2,904	55	H	4/1	3d10	20+/x2	
Arquebus, Bronze	2,970	29	L	4/1	2e8	20+/x2	
Eskrima, Obsidian	2,993	43	H	4/1	3d10	20+/x2	
Crossbow, Pig Iron	3,364	49	H	4/1	3d10	20+/x2	
Three Barrel Hand Cannon, Worked Iron	3,491	202	G	2/1	4d12	20+/x2	
Byzantine Fire Tube, Silver	3,495	65	H	4/1	3d10	20+/x2	
Saintie, Worked Iron	3,774	260	G	2/1	4d12	20+/x2	
Blowgun, Worked Iron	3,958	21	L	4/1	2e8	20+/x2	Crit is improved (+[-5] /+[x1]). +2 Parting Shots.
Ôtsuchi, Pig Iron	4,121	37	H	4/1	3d10	19+/x2	
Throwing Knife, Wood	4,473	71	H	2/2	3d10	16+/x2	
Labrys, Bronze	4,609	177	G	2/1	4d12	20+/x2	
Dart, Silver	4,874	95	H	2/1	3e10	20+/x3	
Nzappa Zap, Pig Iron	4,883	16	L	4/1	2e8	19+/x2	
Adze, Bone	5,008	161	G	3/1	4d12	20+/x2	



Congolese Axe, Wood	6,039	182	G	2/1	4d12	20+/x2	
Tewhatewha, Crude Iron	6,440	78	H	4/1	3d10	20+/x2	AC +6 (can't use while attacking, no shield prof.)
Colichemarde, Obsidian	6,605	43	H	4/2	3e10	20+/x2	
Zhua, Copper	6,711	219	G	2/1	4d12	20+/x2	
Woomera, Bone	8,049	123	G	4/1	4d12	20+/x2	
Istinggar, Wood	8,878	179	G	1/1	4d12	14+/x2	
Kris, Wood	10,096	134	G	2/1	4d12	20+/x6	
Miao Dao, Pig Iron	10,933	260	G	2/1	4d12	20+/x5	
Vel, Wood	15,153	61	H	2/1	3d10	15+/x6	
Seax, Crude Iron	16,650	235	G	2/1	4d12	20+/x5	
Voulge, Obsidian	26,784	60	H	4/1	3m10	20+/x2	
Abus Gun, Wood	28,192	266	G	4/1	4d12	20+/x2	
Composite Bow, Obsidian	39,141	248	G	2/1	4e12	20+/x2	