

Table PHB 9T (pg 118-119) and CG 6i: Weapons

Item	Cost	Weight (lbs.)	Size	Dmg Type	Speed Factor	Damage vs.						Base Availability		
						T	S	M	L	H	G	Hi	Med	Low
Battle axe	5 gp	7	M	H	2	2d4	2d4	2d4	2d4	2d4	2d4	90	85	80
Blowgun	5 gp	2	L	-	-	-	-	-	-	-	-	90	85	80
Barbed dart	1 sp	*	S	P	-	1d6-1	1d6-1	1d6-2	1d6-4	1	1	95	90	85
needle	2 cp	*	S	P	-	1	1	1	1	1	1	95	90	85
Bola	2 gp	0.5-3	M	C	4	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4	1	45	24	1
Bow	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Composite long bow	100 gp	3	L	-	-	-	-	-	-	-	-	85	80	75
Composite short bow	75 gp	2	M	-	-	-	-	-	-	-	-	70	75	70
Daikyu	125 gp	3	L	-	4	-	-	-	-	-	-	15	9	2
Daikyu arrow	1 sp	1/6	M	P	-	1d10	2d4	1d8	1d6	1d6-1	1d4	18	12	3
Great long bow (elven)	800 gp	.4	L	-	-	-	-	-	-	-	-	20	10	5
Long bow	75 gp	3	L	-	-	-	-	-	-	-	-	90	85	80
Short bow	30 gp	2	M	-	-	-	-	-	-	-	-	90	85	80
Arrow, flight	3 sp/12	*	S	P	-	1d6	1d6	1d6	1d6	1d6	1d6	90	85	80
Arrow, sheaf	3 sp/6	*	S	P	-	1d8	1d8	1d8	1d8	1d8	1d8	85	80	75
Flare arrow	3 sp	**	S	P	--	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	50	30	10
Club	-	3	M	C	-1	1d10	1d8	1d6	1d6-2	1d6-4	1	95	90	85
Crossbow	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hand crossbow	300 gp	3	S	-	-	-	-	-	-	-	-	75	70	65
Quarrel, hand	1 gp	*	S	P	-	1d6	1d6-1	1d6-3	1d6-4	1	1	90	85	80
Quarrel, hard silver jack**	50 gp	*	S	P	-	+1	+1	+1	+1	+1	+1	50	30	15
Heavy crossbow	50 gp	14	M	-	-	-	-	-	-	-	-	85	80	75
Quarrel, heavy	2 sp	*	S	P	-	1d6	1d8	2d4+1	3d4	3d4+1	4d4	90	85	80
Light crossbow	35 gp	7	M	-	-	-	-	-	-	-	-	80	75	70
Quarrel, light	1 sp	*	S	P	-	1d4	1d6	1d8	2d4+1	3d4	3d4+1	90	85	80
Peashooter crossbow	350 gp	1/2	S	-	-	-	-	-	-	-	-	55	40	25
Quarrel, peashooter	10 sp	*	S	P	-	1d6-2	1d6-3	1d6-4	1	1	1	90	85	80
Quarrel, silver jacketed	25 gp	*	S	P	-	-	-	-	-	-	-	60	40	30
Dagger or dirk	2 gp	1	S	P	-3	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Dart	5 sp	1/2	S	P	-	1d6	1d6-1	1d6-2	1d6-4	1	1	90	85	80
Footman's flail	15 gp	15	M	C	2	1d4+1	1d6	1d6+1	2d4	2d4+1	1d10	90	85	80
Footman's mace	8 gp	10	M	C	2	1d8+1	1d8	1d6+1	1d6	1d4+1	1d4	90	85	80
Footman's pick	8 gp	6	M	P	2	1d4+1	1d6	1d6+1	2d4	1d8+1	2d4+1	95	90	85
Hand or throwing axe	1 gp	5	M	H	-1	1d10	1d8	1d6	1d6-1	1d6-2	1d6-3	95	90	85
Harpoon	20 gp	6	L	P	2	1d4	1d6	2d4	2d6	2d6	2d6	95	90	85
Horseman's flail	8 gp	5	M	C	1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	90	85	80
Horseman's mace	5 gp	6	M	C	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	90	85	80
Horseman's pick	7 gp	4	M	P	0	1d6	1d6	1d6-1	1d6-2	1d6-3	1d6-4	90	85	80
Hurled rock	--	0.1	T/S	C	1	1d6-1	1d6-2	1d6-3	1d6-3	1d8-5	1d8-7	95	85	75
Hurled tankard, full	-	3	S	C	-	1d6+1	1d6	1d6-1	1d6-2	1d6-2	1d6-3	90	85	80
Hurled tankard, empty	-	2	S	C	-	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-4	90	85	80
Javelin	5 sp	2	M	P	-	1d6	1d6	1d6	1d6	1d6	1d6	95	90	85
Knife	5 sp	1/2	S	P/H	-3	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-5	95	90	85
Lance	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Heavy horse lance	15 gp	15	L	P	3	1d6-1	1d6	1d8+1	3d6	2d10	2d12	85	80	75
Light horse lance	6 gp	5	L	P	1	1d6-2	1d6-1	1d6	1d8	1d10	1d12	85	80	75
Jousting lance	20 gp	20	L	P	5	1d6-2	1d6-3	1d6-2	1d6-4	1d6-4	1d6-5	85	80	75
Medium horse lance	10 gp	10	L	P	2	1d4	1d4+1	1d6+1	2d6	2d8	2d10	85	80	75
Main-gauche***	4 gp	2	S	H	-1	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	60	30	15
Mancatcher	30 gp	8	L	-	2	-	-	-	-	-	-	95	90	85
Metal gauntlet†	2 gp	2	S	C	0	1d6	1d6-1	1d6-2	1d4-1	1d6-3	1d6-4	75	60	45
Morning star	10 gp	12	M	C	2	3d4	2d4+1	2d4	1d6+1	1d6	1d4	85	80	75
Polearm	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Awl pike	5 gp	12	L	P	8	1d3	1d4	1d6	1d12	1d12	1d12	90	85	80
Bardiche	7 gp	12	L	H	4	1d4	1d6	2d4	2d6	3d4	2d8	95	90	85
Bec de corbin	8 gp	10	L	P/C	4	1d12	1d10	1d8	1d6	1d4	1d3	95	90	85
Bill-guisarme	7 gp	15	L	P/H	5	1d8	1d8	2d4	1d10	1d10	1d8	95	90	85
Fauchard	5 gp	7	L	P/H	3	1d3	1d4	1d6	1d8	1d8	1d10	90	85	80
Fauchard-fork	8 gp	9	L	P/H	3	1d6-1	1d6	1d8	1d10	1d12	2d6	95	90	85

Item	Cost	Weight		Dmg Type	Speed Factor	Damage vs.						Base Availability		
		(lbs.)	Size			T	S	M	L	H	G	Hi	Med	Low
Polearm	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Glaive	6 gp	8	L	H	3	1d4-1	1d4	1d6	1d10	2d6	2d8	95	90	85
Glaive-guisarme	10 gp	10	L	P/H	4	1d6	1d6	2d4	2d6	2d6	1d10	85	80	75
Guisarme	5 gp	8	L	H	3	1d10	1d10	2d4	1d8	1d8	1d8	90	85	80
Guisarme-voulge	8 gp	15	L	P/H	5	2d4	2d4	2d4	2d4	2d4	2d4	95	90	85
Halberd	10 gp	15	L	P/H	4	1d8	1d8	1d10	2d6	2d6	2d6	85	80	75
Hook fauchard	10 gp	8	L	P/H	4	1d4	1d4	1d4	1d4	1d4	1d4	85	80	75
Lucern hammer	7 gp	15	L	P/C	4	2d6	2d6	2d4	1d6	1d6	1d6	90	85	80
Military fork	5 gp	7	L	P	2	1d6	1d6	1d8	2d4	2d4	2d4	95	90	85
Partisan	10 gp	8	L	P	4	1d4	1d4	1d6	1d6+1	1d6+1	1d6	85	80	75
Ranseur	6 gp	7	L	P	3	2d4	2d4	2d4	2d4	2d4	2d4	90	85	80
Spetum	5 gp	7	L	P	3	1d4	1d4+1	1d6+1	2d6	2d6	2d4	95	90	85
Voulge	5 gp	12	L	H	5	2d4	2d4	2d4	2d4	2d4	2d4	90	85	80
Quarterstaff	-	4	L	C	-1	1d6	1d6	1d6	1d6	1d4	1d3	95	90	85
Rapier ***	16 gp	4	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	70	50	25
Sabre ***	20 gp	5	L	H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	65	45	20
Sewing needle	5 sp	**	S	P	-4	.25 pts	.25 pts	.25 pts	.25 pts	.125 pts	.0125 pts	95	90	85
Scourge	1 gp	2	S	-	0	1d6+1	1d6	1d6-2	1d6-4	1d6-4	1d6-5	95	90	85
Sickle	6 sp	3	S	H	-1	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Sling	5 cp	*	S	-	-	-	-	-	-	-	-	95	90	85
sling bullet	1 cp	0.5	S	C	-	1d6-1	1d6-1	1d6	1d6+1	1d6+1	1d6	95	95	95
sling stone	-	0.5	S	C	-	1d6-1	1d6-1	1d6-1	1d6-1	1d6-2	1d6-3	95	95	95
sling bullet, war	3 cp	.75	S	C	--	1d6	1d6+1	1d6+2	1d8+1	1d8	1d6+1	75	50	20
Spear	8 sp	5	M	P	1	1d6-1	1d6-1	1d6	1d8	1d8	1d6	90	85	80
Spear, Great	1 gp	8	L	P	3	1d6	1d6	1d8	1d10	1d10	1d8	90	85	80
Staff sling	2 sp	2	M	-	-	-	-	-	-	-	-	85	80	75
Stiletto ***	5 sp	1/2	S	P	-1	1d4	1d4	1d4-1	1d4-2	1d4-2	1d4-3	80	55	25
Stilleto, Bloodthorn	12 gp	1/2	S	P	-4	1d6-1	1d6-2	1d6-2	1d6-2	1d6-2	1d6-3	75	70	65
Sword	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Bastard sword	25 gp	10	10	H	-	-	-	-	-	-	-	-	-	-
One-handed	-	-	-	-	1	1d6-1	1d6	1d8	1d12	2d6	2d8	85	80	75
Two-handed	-	-	-	-	3	1d4-1	1d4	2d4	2d8	3d6	2d10	85	80	75
Broad sword	10 gp	4	M	H	0	1d10	1d10	2d4	1d6+1	1d6	1d4	90	85	80
Katana (1-H)	120 gp	5	M	H/P	1	1d6	1d8	1d10	1d12	1d12	1d10	12	6	1
Katana (2-H)	120 gp	5	M	H/P	1	2d6	2d6	2d6	2d6	2d6	2d6	12	6	1
Khopesh	10 gp	7	M	H	4	1d10	1d10+1	2d4	1d6	1d6	1d4	95	90	85
Long sword	15 gp	4	M	H	0	1d6	1d6	1d8	1d12	2d6	2d8	90	85	80
Rapier, Petite	15 gp	1/2	S	P	-4	1d6-3	1d6-2	1d6-1	1d6	1d6-1	1d6-2	80	75	70
Scimitar	15 gp	4	M	H	0	1d8	1d8	1d8	1d8	1d8	1d8	95	90	85
Short sword	10 gp	3	S	P	-2	1d6-2	1d6-1	1d6	1d8	1d8	1d6	90	85	80
Two-handed sword	50 gp	15	L	H	5	1d4	1d6-1	1d10	3d6	2d10	2d12	85	80	75
Sword-breaker (1-H)	36 gp	4	M	P	4	1d6-2	1d6-2	1d6-3	1d6-4	1d6-4	1d6-5	65	45	15
Sword-breaker (2-H)	36 gp	4	M	P	3	1d6-2	1d6-2	1d6-3	1d6-4	1d6-4	1d6-5	65	45	15
Taichi/no-daichi	140 gp	6	L	H	4	1d8	1d8	1d12	3d6	2d8	2d6	10	4	1
Tanto	5 gp	1/2	S	H/P	-3	1d6	1d6	1d6	1d6-1	1d6-2	1d6-3	20	10	2
Trident	15 gp	5	L	P	2	1d4	1d4	1d6+1	3d4	3d4	2d4+1	90	85	80
Unconscious pixie fairy	--	varies	M	C	3	1d12-11	1d20-19	1	0	0	0	Varies	Varies	Varies
Unconscious halfling	--	varies	L	C	5	1d6	1d6-1	1d6-2	1d6-3	1d6-4	1d8-6	Varies	Varies	Varies
Unconscious human	--	varies	H	C	7	1d8	1d6	1d6-1	1d6-2	1d6-3	1d6-4	Varies	Varies	Varies
Unconscious half-ogre	--	varies	G	C	9	1d12	1d10	1d8	1d6	1d5	1d5-1	Varies	Varies	Varies
Wakizashi	65 gp	3	M	H/P	0	1d8	1d8	1d8	1d8	1d8	1d6	9	3	1
Warhammer	2 gp	6	M	C	-1	1d8	1d8	1d6	1d4	1d4	1d3	95	90	85
Whip	1 sp	2	M	-	3	1d6-3	1d6-2	1d6-4	1	1	1	95	90	85

* These items weigh little individually. Ten weigh one pound.

** Hard silver jack adds +1 damage to the standard missile weapon damage

*** These weapons can only be used one handed.

§ Cestus, brass knuckles, etc.