

The Big Book of Arms

A collection and expansion of weapons of all kinds for the Unofficial Elder Scrolls RPG, 3e. Unofficial content, created by Discord: LeonAdrian17.

Across time and the many lands of Tamriel, countless kinds of weapons can be found across noble knights, ruthless rouges and honourable warriors. They all come in many shapes and sizes, and possess certain traits that would give a warrior an edge in battle, allowing them to leave the battle behind victorious. In this book, the reader will get an insight in the endless variety of weaponry and art of close combat, so that they may choose one of them to face the dangers awaiting them at last.

The following weapons are sorted in 3 major categories: Melee Weapons, Throwable Weapons and Ranged Weapons. Since a few are able to be used in more than one way after all, some kind of weapons will be found multiple times, for each category they belong to.

Melee Weapons:

Type	Dam	H	Reach	Qualities	ENC	Price
Great sword	1d12	2H	3m	Slashing, Concussive, Unwieldy	4	300
Longsword	1d8 (1d10)	1.5H	2m	Slashing	2	175
Broadsword	1d8	1H	2m	Slashing	1	100
Claymore	1d10	2H	3m	Slashing, Shield Spiltter, Impaling, Unwieldy	3	250
Flamberge	1d10	2H	2-4m	Slashing(X+2), Imapling, Unwieldy	4	300
Sabre	1d8	1H	2m	Slashing, Dueling Weapon	1	125
Shortsword	1d6	1H	1m	Slashing, Exploit Weakness	1	75
Dagger	1d4	1H	1m	Slashing, Exploit Weakness, Thrown (5/10/15), Small	1	45
Parrying Dagger	1d4	1H	1m	Slashing(2), Exploit Weakness, Dueling Weapon, Small	1	50
Rapier	1d6	1H	2m	Slashing, Dueling Weapon, Exlploit Weakness	1	105
Harpe	1d6	1H	2m	Slashing, Dueling Weapon, Hooked	1	100
Armorbreaker	1d10	2H	3m	Slashing, Crushing(2), Shield Splitter, Unwieldy	4	280
Scimitar	1d8	1H	2m	Slashing, Concussive, Unwieldy	3	135
Khopesh	1d6	1h	2m	Slashing, Splitting(1), Dueling Weapon	1	100
Hooksword	1d6	1H	1m	Slashing(2), Dueling Weapon, Hooked	1	85
Katana	1d6(1d8)	1.5H	2m	Slashing, Exploit Weakness	2	200
Dai-Katana	1d10	2H	3m	Slashing	4	325
Wakizashi	1d4(1d6)	1.5H	1m	Slashing, Exploit Weakness	1	90
Tanto	1d4	1H	1m	Slashing, Exploit Weakness, Dueling Weapon, Small	1	65
Bladed Fan	1d4	1H	1m	Slashing, Hand to Hand, Small	1	100

Sickle	1d4	1H	1m	Slashing, Dueling Weapon	1	40
Scythe (sigh)	1d4(1d6)	1.5H	3m	Slashing, Hooked, Unwieldy	1	70
Macuahuitl	1d4	1H	1m	Crushing, Slashing(4)	2	100
Great Axe	1d12	2H	3m	Splitting, Unwieldy, Shield Splitter, Concussive	4	250
Battle Axe	1d8(1d10)	1.5H	2m	Splitting, Unwieldy	2	125
War Axe	1d8	1H	2m	Splitting, Unwieldy	1	100
Hand Axe	1d6	1H	1m	Splitting, Thrown (5/10/15), Small	1	40
Hatchet	1d4	1h	1m	Splitting, Exploit Weakness, Thrown (5/10/20), Small	1	30
Ring Blade	1d4	1h	1m	Slashing, Hand to Hand, Small	1	70
Cleaver	1d8	1h	1m	Splitting, Unwieldy, Thrown (5/8/12)	2	80
Bill-Hook	1d10	2H	2-3m	Splitting, Hooked, Unwieldy	3	150
Great Flail	1d12	2H	3m	Crushing, Flail, Shield Splitter, Concussive	3	300
Flail	1d8	1H	2m	Crushing, Flail	1	180
Maul	1d12	2H	2m	Crushing, Unwieldy, Shield Splitter, Concussive	4	250
Mace	1d8	1H	2m	Crushing, Unwieldy	1	120
Long Mace	1d10	2H	3m	Crushing, Unwieldy, Concussive	3	225
Warhammer	1d8(1d10)	1.5H	2m	Crushing, Unwieldy	2	175
Great Club	1d10	2H	3m	Crushing, Concussive, Item Quality -1	3	140
Mallet	1d6	1H	1m	Crushing, Thrown (5/10/15), Unwieldy	1	80
War Pick	1d6	1H	1m	Crushing, Shield Splitter	1	90
Escrima	1d6	1H	1m	Crushing, Hand to Hand, Dueling Weapon	0	60
Nunchucks	1d4	2H	2m	Crushing, Hand to Hand, Dueling Weapon	1	140
Halberd	1d12	2H	2-3m	Splitting, Impaling, Unwieldy	3	175
Glaive	1d10	2H	2-3m	Slashing, Exploit Weakness, Impaling, Unwieldy	2	130
Spear	1d8(1d10)	1.5H	2-3m	Impaling, Unwieldy	2	40
Pike	1d12	2H	2-4m	Impaling, Unwieldy	4	80
Lance	1d12	1H	2-3m	Splitting, Crushing(3), Mounted, Unwieldy	3	140
Trident	1d6(1d8)	1.5H	2m	Impaling, Unwieldy	3	75
Javelin	1d8	1H	2m	Thrown (5/15/25), Unwieldy	2	40
Quarterstaff	1d6(1d8)	1.5H	2m	Concussive, Arcane	2	35
Cestus	*	1H	1m	Crushing(1), Hand to Hand, Small	1	45
Spiked Knuckles	*	1H	1m	Splitting(1), Hand to Hand, Small	1	55
Punch Dagger	*	1H	1m	Slashing(1), Hand to Hand, Small	1	55
Whip	1d4	1h	2-5m	Slashing, Hand to Hand	1	80

Sai	1d4	1h	1m	Crushing, Dueling Weapon, Small	0	60
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(*) Base damage is wielders Natural Weapon as per Hand to Hand Quality.

Throwable Weapons:

Type	Dam	H	Range	Qualities	ENC	Price
Dagger	1d4	1H	1m	Slashing, Exploit Weakness, Thrown (5/10/15), Small	1	45
Hand Axe	1d6	1H	1m	Splitting, Thrown (5/10/15), Small	1	40
Hatchet	1d4	1h	1m	Splitting, Exploit Weakness, Thrown (5/10/20), Small	1	30
Throwing Dart	1d4	1H	5/10/15	Thrown, Small	0	10
Throwing Star	1d4	1H	5/10/15	Thrown, Small	0	10
Mallet	1d6	1H	1m	Crushing, Thrown (5/10/15), Unwieldy	1	80
Bola	-	1H	-	Thrown(5/10/15), Snare	0	
Net	-	1H	2m	Entangling, Thrown (3/4/5)	1	10

Ranged Weapons:

Type	Dam	H	Range	Qualities	ENC	Price
Sling	1d4	1H	5/25/50	Reload(1), Small	0	15
Blowgun	1d4	2h	5/15/20	Reload(0), Unwieldy, (requires revealed mouth)	2	20
Crossbow	1d10	2H	20/100/250	Complex, Reload (2, min 1), Crushing(4)	1	500
Arbalest	1d12	2H	20/150/300	Complex, Reload (4, min 1), Crushing(6)	2	700
Shortbow	1d6	2H	20/100/200	Reload (1)	1	100
Longbow	1d8	2H	10/250/350	Reload (2), Unwieldy	2	200

Of course, the material of the weapon is just as important as the shape after all, thus here is a list of all materials given by the creators of UESRPG 3e and their respective modifiers. Note that Slings use a different system.

Material List for **Melee** and **Thrown** Weapons:

Name	Dam Mod	Qualities	ENC	Enchant Lvl	Price Mod
Chitin	-	-	-	1	0.8 x Price
Iron	-	-	-	1	0.8 x Price
Silver	+1	Silvered	-	2	1.3 x Price
Steel	+1	-	-	2	1.0 x Price
Dwemer	+2	Magic	+1	3	4.0 x Price
Moonstone	+2	Magic	-	3	5.0 x Price
Welkynd Elven	+2	Magic, Welkynd**	-	-	13.0 x Price
Orichalcum	+2	-	-	2	3.0 x Price
Adamantium	+3	-	-	4	8.0 x Price

Malachite	+3	Magic	-	2	7.0 x Price
Stalrhim	+3	Magic	-	4	12.0 x Price
Daedric	+4	Magic	+1	5	15.0 x Price
Ebony	+4	Magic	+1	4	10.0 x Price
Dragonbone	+5	Magic	+1	5	30.0 x Price

Special Melee Weapon Materials:

- Wood (0.5 x price, 100 EL): No modifier for Quarterstaves and Maces. Halves damage of all other weapons.
- Bone (0.5 x price, 0 EL): Weapon deals half damage.

Special Melee and Thrown Weapon Qualities:

- Runed (+20% Price): Gains Magic. Only found among Dawnguard or specialized Skyrim Blacksmiths.
- Silvered (+30% Price): Gains Magic, counts as silver for damage purposes.
- Spell Focus (+50% Price): Gains Focus.

Material List for **Ranged** Weapons:

Name	Range Mod	Qualities	ENC	Enchant Lvl	Price Mod
Wood	-	-	-	1	1.0 x Price
Bonemold	+5m all ranges	-	-	2	1.5 x Price
Chitin	+5m all ranges	-	-	1	1.25 x Price
Dwemer	+5m all ranges	-	+1	3	4.0 x Price
Orichalcum	+5m all ranges	-	-	2	3.0 x Price
Moonstone	+10m all ranges	-	-	3	5.0 x Price
Welkynd Elven	+10m all ranges	Welkynd**	-	-	13.0 x Price
Daedric	+15m all ranges	-	+1	5	15.0 x Price
Ebony	+15m all ranges	-	+1	4	10.0 x Price
Malachite	+15m all ranges	-	-	2	7.0 x Price
Dragonbone	+20m all ranges	-	+1	5	30.0 x Price

(**) Gains the Focus quality. For every 4 hours under the night sky, the weapon gains a charge of Starlight, to a total amount of 3 charges. Spells casted through the Weapon can use a single charge and the following Spellcasting Test gains a +20 modifier. Welkynd weapons can be used to cast Light in a 10m radius for free as a free action, anytime and anywhere. Welkynd weapons cannot be enchanted.

Material List for **Slings**:

Name	Range Mod	Enchant Lvl	Price Mod
Cloth	-	50	1.0 x Price
Hemp	+1	100	2.0 x Price
Leather Straps	+2	150	3.0 x Price
Netch Leather Straps	+3	200	5.0 x Price
Silk	+4	250	10.0 x Price
Dreugh Hide	+5	300	15.0 x Price

Special Ranged Weapon Qualities:

- Spell Focus (100 drakes): Gains Focus

Material List for **Ammunition**:

Name	Dam Mod		Qualities	Enchant Lvl	Price per 10 Shots
Chitin	-	-		1	16
Iron	-	-		1	16
Silver	+1		Silvered	2	20
Steel	+1	-		2	20
Dwemer	+2		Magic	3	90
Moonstone	+2		Magic	3	100
Orichalcum	+2	-		2	80
Adamantium	+3	-		4	160
Malachite	+3		Magic	2	140
Stalrhim	+3		Magic	4	240
Daedric	+4		Magic	5	300
Ebony	+4		Magic	4	200
Dragonbone	+5		Magic	5	600

Arrow Types (not for bolts):

- Broad-Head: gains Splitting.
- Bodkin: gains Slashing.

Slingshot Bullets:

- Always Crushing(1). Amunition Materials increase damage as normal, but the Price per 10 Shot value is halved.

Blowgun Munition:

- Bullet: gains Crushing, based on the Characters Constitution Bonus.
- Dart: gains Splitting, based on the Characters Constitution Bonus.