

## WEAPONS

Here is a list of weapons most Hunters can be found using. Combat Weapons are more traditional Hand weapons found on most soldiers or warriors, where Hunting Weapons are more focused on Ranged or utility uses. Weapon selection will vary depending on the region and town but a good Metric to use is:

- **Small:** 20 Coins (Dagger, Hatchet, Sling, etc)
- **Medium:** 30 Coins (Long Sword, Flail, Bow, etc)
- **Large:** 40 Coins (Great Sword, Pike, Heavy Bow, etc)
- **Makeshift:** 10 Coins (Baton, Shovel, Hand Saw, etc)

### COMBAT WEAPONS

**Saber** - d6, hand, intimate, precise

**Small Sword** - d6, hand, accurate, awkward

**Long Sword** - d8, versatile, hand, precise

**Great Sword** - d10, martial, reach, precise, heavy

**Hatchet** - d6, hand, close, tool

**War Axe** - d8, martial, hand, serrated, pierce, tool

**Great Axe** - d10, martial, hand, serrated, pierce, heavy

**Pole Axe** - d10, martial, reach, serrated, forceful, clunky, heavy

**Mace** - d8, hand, awkward, pierce, heavy

**Flail** - d8, hand, pierce, area, heavy, awkward

**War Hammer** - d8, hand, pierce, forceful, heavy, awkward

**War Club** - d8, martial, hand, pierce, forceful, heavy

**Great Hammer** - d10, martial, hand, puncture, forceful, clunky, heavy, awkward

**Pole Hammer** - d10, martial, reach, pierce, forceful, clunky, heavy

**Quarterstaff** - d6, martial, reach, forceful

**Javelin** - d8, versatile, hand, close, projectile

**Trident** - d8, versatile, reach, serrated, clunky

**Spear** - d8, versatile, reach, forceful, clunky

**Lance** - d10, martial, reach, forceful, clunky, heavy

**Pike** - d12, martial, reach, forceful, clunky, heavy

\*Note: You can create custom Weapons with the GM's permission as long as the appropriate **Tags** and die make sense. Use the Weapon **Tags** to the right to consider what a Weapon might have.

In general, no Weapon does less than d6 since that is unarmed Harm, military or capable Weapons use d8, powerful Weapons d10, and only on rare occasions does a Weapon deal d12.

## HUNTING WEAPONS

**Sling** - d6, far, precise, projectile, awkward

**Bow** - d8, martial, snipe, precise, projectile, awkward

**Heavy Bow** - d10, martial, snipe, accurate, projectile, heavy, clunky

**Hand Crossbow** - d6, close, pierce, precise, projectile, reload, awkward

**Crossbow** - d8, martial, far, pierce, precise, projectile, reload, clunky

**Heavy Crossbow** - d10, martial, far, precise, puncture, projectile, reload, heavy, clunky

**Knives** - d6, discreet, intimate, close, projectile, awkward

**Dagger** - d6, discreet, intimate, tool, fast, awkward

**Blade & Chain** - d6, reach, serrated, restricting, tied, awkward

**Bladed Disk** - d6, projectile, close, chaining, awkward

**Baton** - d6, discreet, hand

**Whip** - d6, reach, line, restricting, awkward

**Hammer** - d6, hand, tool, pierce, awkward

**Sickle** - d6, hand, tool, awkward

**Scythe** - d8, martial, hand, serrated, tool, clunky, heavy

**Shovel** - d6, martial, hand, tool, clunky

**Big Stick** - d6, martial, hand, clunky, heavy

**Hand Saw** - d6, hand, tool, serrated, awkward

**Pitchfork** - d8, martial, reach, tool, clunky

**Pickaxe** - d8, martial, hand, tool, puncture, clunky, heavy

\*Note: Weapons that have both a melee tag and ranged tag can use either, but not at the same time.

Additionally, many Weapons have the 'Tool' **Tag** which means it has uses outside of combat, what this is should be determined by the GM, ask them where you can use such Weapons.

### REGIONAL VARIATIONS OF WEAPONS

For some of the listed weapons, the Hunters or the GM are welcome to contextualize the type of weapon they're using to best fit their character image or to fit the region. For example, a long sword could be replaced with a katana or khopesh, or a pole ax with a naginata or halberd.