# 3PT Weapons: Regular One-Handed

When used defensively (to Deflect): these weapons only add +20 to Weapon Art, instead of +50.

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| --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon Name | Type | Primary Attack Info | | Secondary Attack Info | | Cost/WE | |
| Arrow/Bolt/Dart (x5) | Polearm/Axe  Missile/Throw | | Melee: PU-DG-WK /3 (6H+1d20S) | | Thrown: PU-DG-WK /3 (6H+1d20S) +5 Range | | +1bp |
| Dart Tube | Missile/Throw  1-H Blunt | Missile: PU/4 (6H+1d20S) Does not add attacker’s ZQ, 3PT to load, 1PT to fire, may remain loaded for free, requires Dart ammo, Range: 5+Toughness/5 | | Melee: SM-WK/3 (1d20+60S) | | | +12bp |
| Boomerang | 1-H Blunt  Exotic - Throw | Melee: SM/3 (1d20+60S) | | Thrown: SM/3 (1d20+60S) +5 Range, Special: 50% chance return to user if dodged or misses. | | | +2sp |
| Chain  (Metal Only) | Exotic | Melee: SM-FL-UB/3 (1d20+75S) | | Melee: GR-FL-UB/3 (1d20+15S) Follow-up: WR-KN/3 | | | +24bp |
| Cudgel | 1-H Blunt | Melee: SM/3 (1d20+60S) | |  | | | +6bp |
| Dagger/Shank | 1-H Sword Missile/Throw | Melee: PU-DG/3 (6H+1d20S) Optional: DG-DG | | Thrown: PU-DG/3 (6H+1d20S) +5 Range | | | +1bp |
| Hammer | 1-H Blunt | Melee: SM-UB/3 (1d20+75S) | | Melee: SM/3 (1d20+60S) | | | +3sp  **+.5WE** |
| Hatchet  (Metal Only) | Polearm/Axe  Missile/Throw | Melee: CH-DG/3 (3H+1d20+30S) | | Thrown : CH-DG/3 (3H+1d20+30S) +5 Range | | | +23bp  **+.5WE** |
| Knife  (Metal Only) | 1-H Sword Missile/Throw | Melee: SL-WK/3 (3H+1d20+30S) | | Thrown: PU-DG-WK/3 (6H+1d20S) +5 Range | | | +5bp |
| Knuckles (Metal Only) | Hand to Hand | Melee: SM/3 (1d20+60) | |  | | | +9bp |
| Nunchaku | Exotic | Melee: SM-FL/3 (1d20+60S) | |  | | | +3sp |
| Shortsword  (Metal Only) | 1-H Sword | Melee: SL/3 (3H+1d20+30S) | | Melee: PU-DG/3 (6H+1d20S) | | | +4sp |
| Spiked Knuckles (Metal Only) | Hand to Hand | Melee: ML/3 (3H+1d20S+30S) | |  | | | +28bp |
| Stick (Wood Only) | 1-H Blunt | Melee: SM-WK/3 (1d20+60S) | |  | | | +1bp |
| Stone/Ball | 1-H Blunt Missile/Throw | Melee: SM-WK /3 (1d20+60S) | | Thrown: SM-WK /3 (1d20+60S) +5 Range | | | +1bp |

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| Material | DUR | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +200 DUR = +1WE, Cost: +250gp  (Only Includes: Pyron, Light Pyron, and Heavy Pyron)  +150 DUR = +1.5WE, Cost: +50gp  (Only Includes: Grandfather Cypress, Dwarven Amalgam, Pyron,  Light Pyron, and Heavy Pyron)  +100 DUR = +2WE, Cost: +5gp  (Excludes: Woods worse than Cypress, Tin/Rock/Stone, Copper,  Bronze)  +50 DUR = +1.5WE, Cost: +1gp  (Excludes: Woods, Tin/Rock/Stone, Copper, Bronze)  +40 DUR = +1WE, Cost: +5gp  (Excludes: Balsa, Tin/Rock/Stone)  +30 DUR = +.5WE, Cost: +10gp  (Excludes: Balsa)  +25 DUR = +0WE, Cost: +20gp  (Excludes: Balsa)  *Lightened*: (May only have one)  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Toughened*: (May only have one)  Note: Up to +1 Die could convert into +1 Health Damage  +1 Die to Stamina Damage = +1gp  +2 Dice to Stamina Damage = +5gp  +3 Dice to Stamina Damage = +20gp  +4 Dice to Stamina Damage = +60gp  +5 Dice to Stamina Damage = +120gp  *Balanced*: (May only have one)  +5 Bonus = +10gp  +10 Bonus = +40gp  +15 Bonus = +120gp  +20 Bonus = +240gp |
| *Woods:* |  |  |  |  |
| Balsa | **15** | N/A | **.5** | 5bp |
| Regular Woods | **35** | N/A | **1** | 5bp |
| Bamboo/Yew | **45** | N/A | **1** | 3sp |
| Mahog/Pine/Fir | **50** | N/A | **1.5** | 1gp |
| Cedar/Oak | **60** | N/A | **1.5** | 15sp |
| Cypress | **75** | +3 to Mag R | **1** | 12gp |
| Entwood Core | **110** | N/A | **1.5** | 45gp |
| Grandf. Cypress | **175** | +5 to Mag R, +2 to Author. | **2** | 150gp |
| *Metals:* |  |  |  |  |
| Tin/Rock/Stone | **55** | N/A | **2** | 15bp |
| Copper | **70** | N/A | **2.5** | 3sp |
| Bronze | **80** | N/A | **2.5** | 6sp |
| Iron | **95** | N/A | **3** | 15sp |
| Young Amalgam | **105** | N/A | **2** | 45sp |
| Steel | **115** | N/A | **2.5** | 6gp |
| Stainless Steel | **130** | N/A | **2.5** | 75sp |
| Aged Amalgam | **150** | N/A | **1.5** | 12gp |
| Silver | **85** | N/A | **2.5** | 75sp |
| Sterling Silver | **95** | N/A | **2.5** | 9gp |
| Gold | **75** | +1 to Charisma | **3** | 27gp |
| Platinum | **75** | +1 to Charisma | **3** | 31gp |
| Dwar. Amalgam | **175** | +1 to Authority | **1** | 110gp |
| Pyron | **225** | +2 to Authority | **3** | 225gp |
| Light Pyron | **190** | +3 to Charisma | **1.5** | 360gp |
| Heavy Pyron | **275** | +4 to Authority | **4.5** | 600gp |

# 4PT Weapons: Large One-Handed

When used defensively (to Deflect): these weapons only add +30 to Weapon Art, instead of +50.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon Name | Type | Primary Attack Info | Secondary Attack Info | Cost/WE | |
| Broad/Longsword  (Metal Only) | 1-H Sword | Melee: SL/4 (4H+2d20+50S) | Melee: PU-DG/4 (8H+2d20+10S) Optional: DG-DG | | +5sp  **+.5WE** |
| Club | 1-H Blunt | Melee: SM/4 (2d20+90S) |  | | +16bp |
| Discus/Shotput | Missile/Throw 1-H Blunt | Thrown: SM/4 (2d20+90S) | Melee: SM/4 (2d20+90S) | | +34bp |
| Flail  (Metal Only) | Exotic | Melee: ML-FL-UB/4 (4H+2d20+70S) | Melee: SM/4 (2d20+90S) | | +8sp  **+1WE** |
| Flanged Flail  (Metal Only) | Exotic | Melee: CH-FL-UB/4 (4H+2d20+70S) | Melee: SM/4 (2d20+90S) | | +8sp  **+1WE** |
| Hand Crossbow | Missile/Throw  1-H Blunt | Missile: PU/4 (8H+2d20+80S) Does not add attacker’s ZQ, 4PT to load and draw, 3PT to aim and fire, may remain loaded and drawn, requires Dart ammunition, Range: 20 | Melee: SM-WK/4 (2d20+90S) | | +22sp |
| War-Axe  (Metal Only) | Polearm/Axe | Melee: CH-DG-UB/4 (4H+2d20+70S) | Melee: PU-DG-UB/4 (8H+2d20+10S) | | +4sp  **+1WE** |
| Hand-Claw/Katar | Hand to Hand | Melee: SL/4 (4H+2d20+50S) | Melee: PU-DG/4 (8H+2d20+10S) | | +5sp |
| Long Chain  (Metal Only) | Exotic | Melee: SM-FL-UB/4 (2d20+110S) | Melee: GR-FL-UB/4 (2d20+10S) Follow-up: WR-KN/4 | | +5sp  **+1WE** |
| Mace  (Metal Only) | 1-H Blunt | Melee: CH-UB/4 (4H+2d20+70S) | Melee: SM/4 (2d20+90S) | | +6sp  **+1WE** |
| Morning Star  (Metal Only) | 1-H Blunt | Melee: ML-UB/4 (4H+2d20+70S) | Melee: SM/4 (2d20+90S) | | +6sp  **+1WE** |
| Shortbow  (Wood Only) | Missile/Throw  1-H Blunt | Missile: PU/4 (8H+2d20+80S) Does not add attacker’s ZQ, 3PT to load, 4PT to draw, aim, and fire, may remain loaded, requires Arrow ammunition, Range: 25 | Melee: SM-WK/4 (2d20+80S) | | +6sp |
| Small Spear | Polearm/Axe Missile/Throw | Melee: PU-DG/4 (8H+2d20+10S) | Thrown: PU-DG/4 (8H+2d20+10S) +5 Range | | +2sp |
| Staff | Polearm/Axe | Melee: SM/4 (2d20+90S) |  | | +18bp |
| Tonfa | Hand to Hand | Melee: SM/4 (2d20+90S) |  | | +15bp |
| War Hammer | 1-H Blunt | Melee: SM-UB/4 (2d20+110S) | Melee: SM/4 (2d20+90S) | | +4sp  **+1WE** |

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| Material | DUR | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +200 DUR = +1.5WE, Cost: +375gp  (Only Includes: Pyron, Light Pyron, and Heavy Pyron)  +150 DUR = +2.25WE, Cost: +75gp  (Only Includes: Grandfather Cypress, Dwarven Amalgam, Pyron,  Light Pyron, and Heavy Pyron)  +100 DUR = +3WE, Cost: +75sp  (Excludes: Woods worse than Cypress, Tin/Rock/Stone, Copper,  Bronze)  +50 DUR = +2.25WE, Cost: +15sp  (Excludes: Woods, Tin/Rock/Stone, Copper, Bronze)  +40 DUR = +1.5WE, Cost: +75sp  (Excludes: Balsa, Tin/Rock/Stone)  +30 DUR = +.75WE, Cost: +15gp  (Excludes: Balsa)  +25 DUR = +0WE, Cost: +30gp  (Excludes: Balsa)  *Lightened*: (May only have one)  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Toughened*: (May only have one)  Note: Up to +2 Dice could convert into +2 Health Damage  +2 Dice to Stamina Damage = +15sp  +3 Dice to Stamina Damage = +75sp  +4 Dice to Stamina Damage = +30gp  +5 Dice to Stamina Damage = +90gp  +6 Dice to Stamina Damage = +180gp  *Balanced*: (May only have one)  +5 Bonus = +15gp  +10 Bonus = +60gp  +15 Bonus = +180gp  +20 Bonus = +360gp |
| *Woods:* |  |  |  |  |
| Balsa | **15** | N/A | **.75** | 8bp |
| Regular Woods | **35** | N/A | **1.5** | 8bp |
| Bamboo/Yew | **45** | N/A | **1.5** | 45bp |
| Mahog/Pine/Fir | **50** | N/A | **2.25** | 15sp |
| Cedar/Oak | **60** | N/A | **2.25** | 23sp |
| Cypress | **75** | +4.5 to Mag R | **1.5** | 18gp |
| Entwood Core | **110** | N/A | **2.25** | 68gp |
| Grandf. Cypress | **175** | +7.5 to Mag R, +3 to Author. | **3** | 225gp |
| *Metals:* |  |  |  |  |
| Tin/Rock/Stone | **55** | N/A | **3** | 23bp |
| Copper | **70** | N/A | **3.75** | 45bp |
| Bronze | **80** | N/A | **3.75** | 9sp |
| Iron | **95** | N/A | **4.5** | 23sp |
| Young Amalgam | **105** | N/A | **3** | 68sp |
| Steel | **115** | N/A | **3.75** | 9gp |
| Stainless Steel | **130** | N/A | **3.75** | 113sp |
| Aged Amalgam | **150** | N/A | **2.25** | 18gp |
| Silver | **85** | N/A | **3.75** | 113sp |
| Sterling Silver | **95** | N/A | **3.75** | 135sp |
| Gold | **75** | +1.5 to Charisma | **4.5** | 41gp |
| Platinum | **75** | +1.5 to Charisma | **4.5** | 46gp |
| Dwar. Amalgam | **175** | +1.5 to Authority | **1.5** | 165gp |
| Pyron | **225** | +3 to Authority | **4.5** | 338gp |
| Light Pyron | **190** | +4.5 to Charisma | **2.25** | 540gp |
| Heavy Pyron | **275** | +6 to Authority | **6.75** | 900gp |

# 5PT Weapons: Regular Two-Handed

When used defensively (to Deflect): these weapons only add +40 to Weapon Art, instead of +50.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon Name | Type | Primary Attack Info | Secondary Attack Info | Cost/WE | |
| Axe/Poleaxe  (Metal Only) | Polearm/Axe | Melee: CH-DG/5 (5H+3d20+70S) | Melee: SM/5 (3d20+120S) | | +7sp  **+2WE** |
| Bo Staff | Polearm/Axe | Melee: SM/5 (3d20+120S) |  | | +25bp  **+1WE** |
| Club/Maul | 2-H Blunt | Melee: SM-UB/5 (3d20+145S) | Melee: SM/5 (3d20+120S) | | +25bp  **+2WE** |
| Crossbow | Missile/Throw  2-H Blunt | Missile: PU/5 (10H+3d20+75S) Does not add attacker’s ZQ, 5PT to load and draw, 3PT to aim and fire, may remain loaded and drawn, requires Bolt ammunition, Range: 25 | Melee: SM-WK/5 (3d20+120S) | | +26sp  **+1WE** |
| Great-Star  (Metal Only) | 2-H Blunt | Melee: ML-UB/5 (5H+3d20+95S) | Melee: SM-WK/5 (3d20+120S) | | +1gp  **+2WE** |
| Great-Mace  (Metal Only) | 2-H Blunt | Melee: CH-UB/5 (5H+3d20+95S) | Melee: SM-WK/5 (3d20+120S) | | +1gp  **+2WE** |
| Huge Chain  (Metal Only) | Exotic | Melee: SM-FL-UB/5 (1d20+125S) +1 Melee Range | Melee: GR-FL-UB/5 (1d20S) +1 Melee Range,  Follow-up: WR-KN/5 | | +7sp  **+2WE** |
| Recurve Bow  (Wood Only) | Missile/Throw | Missile: PU/5 (10H+3d20+75S) Does not add attacker’s ZQ, 3PT to load, 5PT to draw, aim, and fire, may remain loaded, requires Arrow ammunition, Range: 30 | Melee: SM-WK/5 (3d20+120S) | | +11sp |
| Spear | Polearm/Axe Missile/Throw | Melee: PU-DG/5 (10H+1d20S) +1 Melee Range | Thrown: PU-DG/5 (10H+3d20+20S), +5 Range | | +3sp |
| Sword  (Metal Only) | 2-H Sword | Melee: SL/5 (5H+3d20+70S) | Melee: PU-DG/5 (10H+3d20+20S) | | +9sp  **+1WE** |

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| Material | DUR | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +200 DUR = +2WE, Cost: +500gp  (Only Includes: Pyron, Light Pyron, and Heavy Pyron)  +150 DUR = +3WE, Cost: +100gp  (Only Includes: Grandfather Cypress, Dwarven Amalgam, Pyron,  Light Pyron, and Heavy Pyron)  +100 DUR = +4WE, Cost: +10gp  (Excludes: Woods worse than Cypress, Tin/Rock/Stone, Copper,  Bronze)  +50 DUR = +3WE, Cost: +2gp  (Excludes: Woods, Tin/Rock/Stone, Copper, Bronze)  +40 DUR = +2WE, Cost: +10gp  (Excludes: Balsa, Tin/Rock/Stone)  +30 DUR = +1WE, Cost: +20gp  (Excludes: Balsa)  +25 DUR = +0WE, Cost: +40gp  (Excludes: Balsa)  *Lightened*: (May only have one)  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Toughened*: (May only have one)  Note: Up to +3 Dice could convert into +3 Health Damage  +3 Dice to Stamina Damage = +2gp  +4 Dice to Stamina Damage = +10gp  +5 Dice to Stamina D amage = +40gp  +6 Dice to Stamina Damage = +120gp  +7 Dice to Stamina Damage = +240gp  *Balanced*: (May only have one)  +5 Bonus = +20gp  +10 Bonus = +80gp  +15 Bonus = +240gp  +20 Bonus = +480gp |
| *Woods:* |  |  |  |  |
| Balsa | **15** | N/A | **1** | 1sp |
| Regular Woods | **35** | N/A | **2** | 1sp |
| Bamboo/Yew | **45** | N/A | **2** | 6sp |
| Mahog/Pine/Fir | **50** | N/A | **3** | 2gp |
| Cedar/Oak | **60** | N/A | **3** | 3gp |
| Cypress | **75** | +6 to Mag R | **2** | 24gp |
| Entwood Core | **110** | N/A | **3** | 90gp |
| Grandf. Cypress | **175** | +10 to Mag R, +4 to Author. | **4** | 300gp |
| *Metals:* |  |  |  |  |
| Tin/Rock/Stone | **55** | N/A | **4** | 3sp |
| Copper | **70** | N/A | **5** | 6sp |
| Bronze | **80** | N/A | **5** | 12sp |
| Iron | **95** | N/A | **6** | 3gp |
| Young Amalgam | **105** | N/A | **4** | 9gp |
| Steel | **115** | N/A | **5** | 12gp |
| Stainless Steel | **130** | N/A | **5** | 15gp |
| Aged Amalgam | **150** | N/A | **3** | 24gp |
| Silver | **85** | N/A | **5** | 15gp |
| Sterling Silver | **95** | N/A | **5** | 18gp |
| Gold | **75** | +2 to Charisma | **6** | 54gp |
| Platinum | **75** | +2 to Charisma | **6** | 62gp |
| Dwar. Amalgam | **175** | +2 to Authority | **2** | 220gp |
| Pyron | **225** | +4 to Authority | **6** | 250gp |
| Light Pyron | **190** | +6 to Charisma | **3** | 720gp |
| Heavy Pyron | **275** | +8 to Authority | **9** | 1200g |

# 6PT Weapons: Large Two-Handed

When used defensively (to Deflect): these weapons add +50, like a normal defense.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon Name | Type | Primary Attack Info | Secondary Attack Info | Cost/WE | |
| Ball and Chain  (Metal Only) | Exotic | Melee: SM-FL-UB/6 (2d20+110S) +1 Melee Range |  | | +11sp  **+4WE** |
| Giant Axe  (Metal Only) | Polearm/Axe | Melee: CH-UB/6 (6H+4d20+120S) | Melee: SM/6 (3d20+150) | | +11sp  **+3WE** |
| Greatsword  (Metal Only) | 2-H Sword | Melee: SL-UB/6 (6H+4d20+120S) | Melee: PU-DG/6 (12H+4d20+30S) | | +1gp  **+2WE** |
| Halberd/Pike  (Metal Only) | Polearm/Axe | Melee: CH-UB/6 (6H+2d20+100S) +1 Melee Range | Melee: PU-DG/6 (12H+2d20+10S) +1 Melee Range | | +1gp  **+2WE** |
| Heavy Crossbow | Missile/Throw  2-H Blunt | Missile: PU/6 (12H+4d20+70S) Does not add attacker’s ZQ, 6PT to load and draw, 3PT to aim and fire, may remain loaded and drawn, requires Bolt ammunition, Range: 30 | Melee: SM-WK/6 (4d20+150S) | | +32sp  **+2WE** |
| Lance/Long Spear | Polearm/Axe Missile/Throw | Melee: PU-DG/6 (12H+2d20+10) +1 Melee Range | Thrown: PU-DG/6 (12H+4d20+30S) +5 Range | | +9sp  **+1WE** |
| Longbow  (Wood Only) | Missile/Throw  2-H Blunt | Missile: PU/6 (12H+4d20+70S) Does not add attacker’s ZQ, 3PT to load, 6PT to draw, aim, and fire, may remain loaded, requires Arrow ammunition, Range: 35 | Melee: SM-WK/6 (4d20+150S) | | +14sp |
| Mighty Flail  (Metal Only) | Exotic | Melee: ML-FL-UB/6 (6H+4d20+120S) | Melee: SM/6 (3d20+150) | | +13sp  **+4WE** |
| Mighty Flanged Flail (Metal Only) | Exotic | Melee: CH-FL-UB/6 (6H+4d20+120S) | Melee: SM/6 (3d20+150) | | +13sp  **+4WE** |
| Spiked Chain  (Metal Only) | Exotic | Melee: ML-FL-UB/6 (6H+2d20+100S) +1 Melee Range | Melee: GR-FL-UB/6 (2H+1d20S) +1 Melee Range, Follow-up: WR-KN for 6PT | | +12sp  **+3WE** |
| War Maul | 2-H Blunt | Melee: SM-UB/6 (4d20+180S) | Melee: SM/6 (4d20+150S) | | +1gp  **+4WE** |

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| --- | --- | --- | --- | --- | --- |
| Materials | DUR | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +200 DUR = +3WE, Cost: +750gp  (Only Includes: Pyron, Light Pyron, and Heavy Pyron)  +150 DUR = +4.5WE, Cost: +150gp  (Only Includes: Grandfather Cypress, Dwarven Amalgam, Pyron,  Light Pyron, and Heavy Pyron)  +100 DUR = +6WE, Cost: +15gp  (Excludes: Woods worse than Cypress, Tin/Rock/Stone, Copper,  Bronze)  +50 DUR = +4.5WE, Cost: +3gp  (Excludes: Woods, Tin/Rock/Stone, Copper, Bronze)  +40 DUR = +3WE, Cost: +15gp  (Excludes: Balsa, Tin/Rock/Stone)  +30 DUR = +1.5WE, Cost: +30gp  (Excludes: Balsa)  +25 DUR = +0WE, Cost: +60gp  (Excludes: Balsa)  *Lightened*: (May only have one)  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Toughened*: (May only have one)  Note: Up to +4 Dice could convert into +4 Health Damage  +4 Dice to Stamina Damage = +3gp  +5 Dice to Stamina Damage = +15gp  +6 Dice to Stamina Damage = +60gp  +7 Dice to Stamina Damage = +180gp  +8 Dice to Stamina Damage = +360gp  *Balanced*: (May only have one)  +5 Bonus = +30gp  +10 Bonus = +120gp  +15 Bonus = +360gp  +20 Bonus = +720gp |
| *Woods:* |  |  |  |  |
| Balsa | **15** | N/A | **1.5** | 15bp |
| Regular Woods | **35** | N/A | **3** | 15bp |
| Bamboo/Yew | **45** | N/A | **3** | 9sp |
| Mahog/Pine/Fir | **50** | N/A | **4.5** | 3gp |
| Cedar/Oak | **60** | N/A | **4.5** | 45sp |
| Cypress | **75** | +9 to Mag R | **3** | 36gp |
| Entwood Core | **110** | N/A | **4.5** | 135gp |
| Grandf. Cypress | **175** | +15 to Mag R, +6 to Author. | **6** | 450gp |
| *Metals:* |  |  |  |  |
| Tin/Rock/Stone | **55** | N/A | **6** | 45bp |
| Copper | **70** | N/A | **7.5** | 9sp |
| Bronze | **80** | N/A | **7.5** | 18sp |
| Iron | **95** | N/A | **9** | 45sp |
| Young Amalgam | **105** | N/A | **6** | 135sp |
| Steel | **115** | N/A | **7.5** | 18gp |
| Stainless Steel | **130** | N/A | **7.5** | 225sp |
| Aged Amalgam | **150** | N/A | **4.5** | 36gp |
| Silver | **85** | N/A | **7.5** | 225sp |
| Sterling Silver | **95** | N/A | **7.5** | 27gp |
| Gold | **75** | +3 to Charisma | **9** | 81gp |
| Platinum | **75** | +3 to Charisma | **9** | 93gp |
| Dwar. Amalgam | **175** | +3 to Authority | **3** | 330gp |
| Pyron | **225** | +6 to Authority | **9** | 675gp |
| Light Pyron | **190** | +9 to Charisma | **4.5** | 1080g |
| Heavy Pyron | **275** | +12 to Authority | **13.5** | 1800g |

# Exotic (Leather Only) Weapons

When used defensively (to Deflect): these weapons only add +30 to Weapon Art, instead of +50.

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| Weapon Name | Type | Primary Attack Info | Secondary Attack Info | Cost/WE | |
| Bola/Bola Net | Exotic - Throw  Exotic | Thrown: GR-FL-UB/4 (2d20+10S) +5 Range | Melee: SM-FL-UB/4 (2d20+90S) | | +3sp |
| Sling | Missile/Throw  Exotic | Missile: SM/4 (2d20+90S) 3PT to load, 4PT to swing and fire, may remain loaded, may use melee attack once loaded (see Secondary Attack), requires Stone ammo, Range: 5 + Arm Muscle/5 | Melee: SM-FL/4 (2d20+90S), Must be loaded | | +5bp |
| Whip | Exotic | Melee: SL-FL/4 (4H+1d20+20S) +1 Melee Range | Melee: GR-FL/4 (1d20S), Optional: WR-KN/4 | | +4sp |

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| Materials | DUR | Special Effects | WE | Cost | Enhancements:  *Hardened*: (May choose up to three)  +150 DUR = +1.5WE, Cost: +50gp  (Only Includes: Dragon-Hide)  +100 DUR = +2WE, Cost: +5gp  Excludes: Leathers worse than Demonskin  +40 DUR = +1.5WE, Cost: +75sp  (Excludes: Regular Leather)  +30 DUR = +.75WE, Cost: +15gp  +25 DUR = +0WE, Cost: +30gp  *Lightened*: (May only have one)  75% to Total WE = x5 Total Cost  50% to Total WE = x15 Total Cost  *Toughened*: (May only have one)  Note: Up to +2 Die could convert into +2 Health Damage  +2 Die to Stamina Damage = +15sp  +3 Dice to Stamina Damage = +75sp  +4 Dice to Stamina Damage = +30gp  +5 Dice to Stamina Damage = +90gp  +6 Dice to Stamina Damage = +180gp  *Balanced*: (May only have one)  +5 Bonus = +15gp  +10 Bonus = +60gp  +15 Bonus = +180gp  +20 Bonus = +360gp |
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| Regular Leather | **25** | N/A | **.5** | 15bp |
| Hard Leather | **30** | N/A | **.5** | 45bp |
| Hawd. Leather | **40** | N/A | **.2** | 33sp |
| Grollskin | **55** | +3 to Magic Resist | **.6** | 135sp |
| Demonskin | **100** | +3 to Authority | **.5** | 53gp |
| Dragon-Hide | **145** | +4.5 to Authority | **.6** | 180gp |
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