

Advanced Swords & Sorcery Weapon Class

Melee Weapons

Type	Class	Cost	Weight	Length	Space	Speed	Parry	Range	Damage One-Handed	Damage Two-Handed
No Weapon	1	0	0 lbs.	0 ft.	0	1	0	n/a	0	0
Dagger	2	100	1 lbs.	1 ft.	0	1	1	30/60/90	1d4	1d6
Short Hafted	3	100	2 lbs.	2 ft.	1	2	1	30/60/90	1d6	1d8
Short Bladed	3	200	2 lbs.	2 ft.	1	2	2	n/a	1d6	1d8
Long Hafted	4	200	3 lbs.	3 ft.	2	3	2	n/a	1d8	1d10
Long Bladed	4	300	3 lbs.	3 ft.	2	3	3	n/a	1d8	1d10
Short Pole-Axe	5	300	4 lbs.	5 ft.	3	4	3	n/a	1d10	1d12+1
Two-Handed Blade	5	400	4 lbs.	5 ft.	3	4	3	n/a	1d10	1d12+1
Short Spear	6	100	3 lbs.	6 ft.	1	2	2	30/60/90	1d6	1d8
Long Pole-Axe	7	350	5 lbs.	9 ft.	3	4	1	n/a	1d8	1d10+1
Long Spear	8	150	4 lbs.	9 ft.	1	3	1	n/a	1d6	1d8
Two-Handed Spear	9	200	5 lbs.	12 ft.	1	4	1	n/a	1d6	1d8+1
Pike	10	300	7 lbs.	18 ft.	1	5	0	n/a	1d6	1d8

Notes

Type: Weapon nomenclature is imprecise and unsteady field, so the method here has been to assemble a list of broad weapon types and treat all those within a certain class as more or less equivalent for the basic purposes of the game. For example, the “short hafted” designation encompasses axes, maces, picks, flails, hammers, and any other impact weapons mounted on a relatively short haft, often somewhat questionably referred to as “horseman’s such-and-such” in swords & sorcery adventure games, whilst “short bladed” refers to swords of all types with a blade length in the range of around twelve to twenty-four inches or so. The pole-axe category entails the halberd, bec-de-corbin, bill, lucern hammer, and so on, whilst spear refers equally to the javelin, lance, partisan, spetum, ranseur, *etcetera*. Of course, players and game masters are still encouraged to write down the precise weapon wielded by a given character, the above provides only their basic statistics in the game.

Class: This is a number classifying the weapon for the purposes of the game; generally speaking, the higher the classification the larger the weapon.

Cost: This is the common value of the weapon in silver coins. They are somewhat generalised and their relative cost is more a reflection of game conceits than a realistic. Obviously, these prices are not fixed, they are only intended to be guidelines.

Weight: This is the common weight of weapon in pounds. Many examples of extant historical weapons can no doubt be found that are significantly heavier or somewhat lighter, but each is a reasonable estimate.

Length: This is the common length of the weapon in feet. In the case of the shorter weapons the variance is less than that of the larger weapons, which is to say a long sword is probably going to be somewhere between thirty and forty-two inches in total length, whilst a pike might get as long as twenty-four feet. However, there is unlikely to be any overlap between classes.

Space: This is a relative indication of the space required to wield a weapon effectively, though the minimum space a man-sized combatant requires is three, some weapons require more space when paired with a shield or second weapon.

Speed: This is a relative indication of the speed of the weapon, with lower being faster; it may affect initiative at the discretion of the game master.

Parry: This number suggests the relative speed and effectiveness with which a parry may be attempted with a given weapon, the value is usually increased by one when wielded in two hands.

Range: These are the effective range categories in feet of the weapon when thrown; longer ranges are possible, but the attack would be very indirect and extremely difficult to successfully aim at man-sized targets.

Damage: This is the damage die used when a hit is successfully scored with a given weapon. Weapons of classes 5, 7, and 9 are particularly deadly when wielded two-handed.

Missile Weapons

Type	Class	Cost	Weight	Range	Shooting Rate	Damage
Rock	1	0	½ lbs.	30/60/90	2/1	0
Dart	2	100	1 lbs.	30/60/90	2/1	1d4
Sling	3	50	½ lbs.	60/120/180	1/1	1d6
Short Bow	4	200	2 lbs.	60/120/180	2/1	1d6
Light Crossbow	5	200	4 lbs.	70/140/210	1/1	1d6+1
Long Bow	6	300	3 lbs.	70/140/210	2/1	1d6+1
Heavy Crossbow	7	300	5 lbs.	80/160/240	1/2	1d6+2
Great Bow	8	400	4 lbs.	80/160/240	2/1	1d6+2
Great Crossbow	9	400	6 lbs.	90/180/270	1/3	1d6+3

Additional Notes

Shooting Rate: This is the maximum rate at which a weapon may be shot under normal conditions; however, in order to shoot faster than 1/1 a character must have the capacity to make multiple attacks.

Damage: In the case of bows other than crossbows the bonus damage beyond the die applies only if the character has sufficient strength bonus damage. Such characters may also apply their strength bonus to hit up to that number instead of using their dexterity bonus, though penalties are always applied. In the case of thrown weapons, the same applies, but without upper limit. At the discretion of the game master bows suitable for higher strength ratings may be available. Characters employing crossbows may use the damage bonus as a to hit modifier in lieu of their dexterity bonus.

Weapon Quality

Very High: A very high quality weapon costs at least ten times the listed price and is extremely difficult to find. However, it is so well balanced and finely made that it has a +8 bonus to saving throws and when wielded it grants the user a +1 bonus to hit and damage.

High: A high quality weapon costs about twice the listed price and is difficult to find. Quality shows through, though, as such a weapon is so well made that it has a +4 bonus to saving throws and when wielded it grants the user a +1 bonus to damage.

Average: An average quality weapon costs the listed price and is reasonably easily available. It has no saving throw bonus and grants no bonus to hit or damage.

Low: Adventurers must beware of low quality weapons that are sold by unscrupulous merchants as though they are not. Such weapons may be purchased openly for half the listed price, have a -4 penalty to saving throws and when wielded cause the user to suffer a -1 penalty to damage.

Very Low: Whether through ages of neglect or incompetent craftsmanship, very low quality weapons are shunned by all but the most desperate individuals. Such weapons are rarely purchased openly and almost never for more than one tenth of the listed price; they have a -8 penalty to saving throws and when wielded they cause the user to suffer a -1 penalty to hit and damage.