

Name	1H/2H	STR/DEX	Damage	Average Damage	Base %	HP	Parry	Weapon Type	Similar Skill (2/3 skill)	Cost	Notes
Stone Knife	1H	4/5	1d3	2.5	25	10	No	dagger	unarmed, sword		
Small Knife	1H	2/5	1d3+1	2.5	25	10	No	dagger	unarmed, sword		
Dirk/Stiletto	1H	3/4	1D4+1+db	3.5	25	15	Yes	dagger	unarmed, sword		
Butcher Knife	1H	5/5	1d6+db	3.5	25	12	Yes	dagger	unarmed, sword		
Dagger/Jambiya	1H	4/4	1D4+2+db	4.5	25	15	Yes	dagger	unarmed, sword		
Sword Cane	1H	7/11	1d6+db	3.5	15	12	Yes	sword	dagger		
Rapier	1H	7/13	1D6+1+db	3.5	15	15	Yes	sword	dagger		
Shortsword	1H	5/5	1D6+1+db	4.5	15	20	Yes	sword	dagger		
Longsword/Sabre/Cutlass	1H	7/7	1D8+db	4.5	15	20	Yes	sword	dagger		
Scimitar	1H	8/9	1D8+1+db	5.5	15	20	Yes	sword	dagger		
Broadsword	1H	9/7	1D8+1+db	5.5	15	20	Yes	sword	dagger		
Bastard Sword	1H	13/9	1d10+1+db	6.5	15	20	Yes	sword	dagger		
Longsword/Sabre/Cutlass	2H	5/7	1D8+db	4.5	15	20	Yes	sword	dagger		
Scimitar	2H	6/9	1D8+1+db	5.5	15	20	Yes	sword	dagger		
Broadsword	2H	7/7	1D8+1+db	5.5	15	20	Yes	sword	dagger		
Bastard Sword	2H	9/9	1d10+1+db	6.5	15	20	Yes	sword	dagger		
Great Sword	2H	11/13	2D8+db	9	15	20	Yes	sword	dagger		
Cleaver	1H	4/5	1d6+db	3.5	15	10	No	axe	hammer, mace		
Stone Axe	1H	9/9	1D8+db	4.5	15	10	Yes	axe	hammer, mace		
Hatchet/Hand Axe	1H	6/5	1D6+1+db	4.5	15	15	Yes	axe	hammer, mace		
Timber Axe/Wood Axe	1H	11/7	1D8+1+db	5.5	15	15	No	axe	hammer, mace		
Light Axe	1H	10/7	1D6+2+db	5.5	15	15	Yes	axe	hammer, mace		
Battle Axe	1H	13/9	1D8+2+db	6.5	15	15	Yes	axe	hammer, mace		
Hatchet/Hand Axe	2H	4/5	1D6+1+db	4.5	15	15	Yes	axe	hammer, mace		
Timber Axe/Wood Axe	2H	8/7	1D8+1+db	5.5	15	20	No	axe	hammer, mace		
Light Axe	2H	7/7	1D6+2+db	5.5	15	15	Yes	axe	hammer, mace		
Battle Axe	2H	9/9	1D8+2+db	6.5	15	15	Yes	axe	hammer, mace		
Great Axe	2H	11/11	2D6+2+db	9	15	15	Yes	axe	hammer, mace		
Walking Stick	1H	4/5	1d4	2.5	25	10	No	mace	axe, flail, hammer, sword		
Lighted Torch	1H	6/9	1d6+fire	3.5	25	10	No	mace	axe, flail, hammer, sword		
Light Club	1H	7/7	1d6	3.5	25	10	Yes	mace	axe, flail, hammer, sword		
Bludgeon	1H	7/7	1D6+1+db	4.5	25	20	Yes	mace	axe, flail, hammer, sword		
Wooden Staff/Crook	1H	9/9	1d8	4.5	25	10	Yes	mace	axe, flail, hammer, sword		
Heavy Club	1H	11/7	1d8	4.5	25	10	Yes	mace	axe, flail, hammer, sword		
Light Mace	1H	11/7	1D6+2+db	5.5	25	20	Yes	mace	axe, flail, hammer, sword		
Heavy Mace	1H	14/7	1D8+2+db	6.5	25	20	Yes	mace	axe, flail, hammer, sword		

Lighted Torch	2H	3/9	1d6+fire	3.5	25	10	No	mace	axe, flail, hammer, sword	
Light Club	2H	4/7	1d6	3.5	25	10	Yes	mace	axe, flail, hammer, sword	
Bludgeon	2H	4/7	1D6+1+db	4.5	25	20	Yes	mace	axe, flail, hammer, sword	
Wooden Staff/Crook	2H	6/9	1d8	4.5	25	10	Yes	mace	axe, flail, hammer, sword	
Heavy Club	2H	7/7	1d8	4.5	25	10	Yes	mace	axe, flail, hammer, sword	
Light Mace	2H	7/7	1D6+2+db	5.5	25	20	Yes	mace	axe, flail, hammer, sword	
Heavy Mace	2H	10/7	1D8+2+db	6.5	25	20	Yes	mace	axe, flail, hammer, sword	
Maul	2H	13/7	2d8	9	25	20	No	mace	axe, flail, hammer, sword	
Masonry/Carpentry Hammer	1H	4/6	1D4+db	2.5	25	12	No	hammer	axe, mace	
Blacksmith Hammer	1H	8/7	1D6+db	3.5	25	12	No	hammer	axe, mace	
Light Warhammer	1H	7/6	1D6+db*	3.5*	25	20	Yes	hammer	axe, mace	1/2 armor protection
Warhammer	1H	13/8	1D8+db*	4.5*	25	20	Yes	hammer	axe, mace	1/2 armor protection
Blacksmith Hammer	2H	5/7	1D6+db	3.5	25	12	No	hammer	axe, mace	
Light Warhammer	2H	4/6	1D6+db*	3.5*	25	20	Yes	hammer	axe, mace	1/2 armor protection
Warhammer	2H	9/8	1D8+db*	4.5*	25	20	Yes	hammer	axe, mace	1/2 armor protection
Great Warhammer/Bec de Corbin	2H	11/8	1D10+1+db*	6.5*	25	20	Yes	hammer	axe, mace	1/2 armor protection
Sledgehammer	2H	11/7	2D6+db	7	25	12	No	hammer	axe, mace	
Mining Pick	2H	10/9	1D8+db*	4.5*	25	12	No	hammer	axe, mace	1/2 armor protection
Grain Flail	1H	5/6	1D6+1+db	4.5	10	12	No	flail	mace	No parry
War Flail/Three Chain Flail	1H	8/8	1D6+2+db	5.5	10	12	No	flail	mace	No parry
Morningstar Flail	1H	12/10	1D10+1+db	6.5	10	12	No	flail	mace	No parry, 1/2 parry against
Grain Flail	2H	3/6	1D6+1+db	4.5	10	12	No	flail	mace	No parry
War Flail/Three Chain Flail	2H	5/8	1D6+2+db	5.5	10	12	No	flail	mace	No parry
Morningstar Flail	2H	8/10	1D10+1+db	6.5	10	12	No	flail	mace	No parry, 1/2 parry against
Military Flail	2H	10/12	2d6+2	9	10	12	No	flail	mace	No parry, 1/2 parry against
Javelin	1H	6/6	1D6+db	3.5	15	15	Yes	pole weapon		
Short Spear	1H	9/7	1D6+1+db	4.5	15	15	Yes	pole weapon		
Light Trident	1H	10/8	1D8+db	4.5	15	15	Yes	pole weapon		
Cavalry Lance	1H	9/8	1D8+1+db*	5.5*	15	15	Yes	pole weapon		Mounted only, damage bonus of mount
Javelin	2H	4/6	1D6+1+db	4.5	15	15	Yes	pole weapon		
Short Spear	2H	7/7	1D8+1+db	5.5	15	15	Yes	pole weapon		
Light Trident	2H	8/8	1d10+db	5.5	15	15	Yes	pole weapon		
Heavy Trident	2H	11/9	1D10+1+db	6.5	15	15	Yes	pole weapon		
Runka/Partisan	2H	10/10	2D6+db	7	15	15	Yes	pole weapon	axe	
Halberd/Glaive	2H	11/10	2D6+1+db	8	15	15	Yes	pole weapon	axe	
Brawl	1H	-	1D3+db		20	-	No	unarmed		
Wrestle	2h	-	Special5		25	-	No	unarmed		
Iron Claw	1H	9/9	1D4+1+db		25	10	Yes	unarmed		