

Name	1H/2H	STR/DEX	Damage	Base %	HP	Range	Attacks	Weapon Type	Secondary Weapon Type (2/3 skill)	Cost	Notes
Self Bow/Hunting Bow	2H	9/9	1D6+1	15	6	80	1	Bow	Crossbow, Firearm	100	
Composite Bow/Recurved Bow	2H	11/9	1D8+1	15	10	120	1	Bow	Crossbow, Firearm	250	
Long Bow	2H	13/9	1D8+1	15	12	100	1	Bow	Crossbow, Firearm	200	
Elf Bow	2H	9/9	1D8+1	15	12	80	1	Bow	Crossbow, Firearm	-	Elves only
Hand Crossbow	1H	7/7	1D4+2	25	10	40	1/2	Crossbow	Bow, Firearm	200	If 2 ready, second attack at -30%
Light Crossbow	2H	9/7	1D6+2	25	10	60	1/2	Crossbow	Bow, Firearm	250	
Medium Crossbow	2H	11/7	2D4+2	25	10	80	1/2	Crossbow	Bow, Firearm	300	
Heavy Crossbow	2H	13/7	2D6+2	25	10	100	1/2	Crossbow	Bow, Firearm	400	Str 11 and 1/3 attacks with cranequin
Arbalest	2H	15/7	2D6+4	25	10	120	1/2	Crossbow	Bow, Firearm	500	Str 11 and 1/3 attacks with cranequin
Wheellock Pistol	1H	9/9	2D4+1*	25	10	20	1/3	Firearm	Bow, Crossbow	5,000	Amor 1/2 protection, if 2 ready, second attack at -30%
Wheellock Musket	2H	10/8	2D6+1*	25	15	100	1/3	Firearm	Bow, Crossbow	10,000	Amor 1/2 protection
Sling	1H	7/11	1D6	5	0	40	1	Sling		10	
Thrown Dirk/Stiletto	1H	6/11	1D4+1+1/2db	10	15	10	1	Thrown Dagger	Thrown X, Throwing	25	If 2 ready, second attack at -30%
Thrown Dagger	1H	7/11	1D4+2+1/2db	10	15	10	1	Thrown Dagger	Thrown X, Throwing	50	If 2 ready, second attack at -30%
Thrown Hatchet/Hand Axe	1H	9/11	1D6+1+1/2db	20	15	20	1	Thrown Axe	Thrown X, Throwing	75	If 2 ready, second attack at -30%
Thrown Light Axe	1H	13/11	1D6+2+1/2db	20	15	20	1	Thrown Axe	Thrown X, Throwing	150	If 2 ready, second attack at -30%
Thrown Javelin	1H	9/9	1D6+1/2db	15	15	60	1	Thrown Spear	Thrown X, Throwing	50	
Thrown Spear	1H	12/10	1D6+1+1/2db	15	15	40	1	Thrown Spear	Thrown X, Throwing	100	
Thrown Light Trident	1H	13/11	1D8+1/2db	15	15	20	1	Thrown Spear	Thrown X, Throwing	150	
Hunting Bola	1H	9/13	-	25	0	20	1	Throwing	Thrown X	10	entangles
War Bola	1H	9/13	1D4	25	0	20	1	Throwing	Thrown X	25	entangles
Net	1H	9/12	-	25	0	5	1	Throwing	Thrown X	50	entangles
Dart	1H	6/8	1D4+1/2db	25	0	20	1	Throwing	Thrown X	20	If 2 ready, second attack at -30%
Small Rock	1H	5/5	1D3+1/2db	25	0	20	1	Throwing	Thrown X	-	If 2 ready, second attack at -30%
Medium Rock	1H	9/5	1D3+1+1/2db	25	0	20	1	Throwing	Thrown X	-	If 2 ready, second attack at -30%
Large Rock	1H	13/5	2D3+1/2db	25	0	20	1	Throwing	Thrown X	-	If 2 ready, second attack at -30%
Huge Rock	1H	17/5	2D4+1/2db	25	0	20	1	Throwing	Thrown X	-	If 2 ready, second attack at -30%