



## MELEE WEAPON CHART

\* Nonlethal damage

\*\* Small weapon

Weapon	Type	Cost	Weight	Attack	Defense	Damage
Brawling						
Punch**	Brawl	-	-	0	0	1d4*
Kick	Brawl	-	-	-2	-2	1d6*
Elbow**	Brawl	-	-	-2	-2	1d6*
Hook/pick**	Hook/pick	10d	0	0	-3	1d4+1
Icepick**	Hook/pick	15d	0	0	-2	1d4+1
Captain's hook**	Hook/pick	50d	0	0	-1	1d6+1
Grappling hook**	Hook/pick	20d	1	0	1	1d4
Bottle**	Improvised	-	1	-1	-	1d6*
Broken bottle**	Improvised	-	0	0	-	1d4
Light mug	Improvised	-	1	0	0	2d4*
Heavy stein	Improvised	-	2	1	2	2d6*
Pistol	Improvised	-	2	1	0	1d4+1*
Pistol bayonet	Improvised/ Knife	-	2	1	0	1d4
Punch dagger**	Knife	2d4p	0	0	-4	1d4
Kitchen knife**	Knife	5d	0	0	-3	1d4
Dagger**	Knife	10d	0	0	-2	1d4
Kriss**	Knife	30d	0	2	-1	1d6
Gully**	Knife	30d	1	1	0	1d4+1
Meat cleaver**	Knife	20d	1	0	0	1d6
Sword						
Boucan**	Shortsword	20d	1	0	0	1d4+1
Pigsticker**	Shortsword	15d	1	0	-1	1d4+1
Main gauche**	Shortsword	30d	1	0	2	1d6
Flambard Shortsword**	Shortsword	200d	1	1	3	1d6+1
Machete**	Shortsword	15d	1	1	1	1d6
Cutlass	Cutlass	40d	2	1	1	2d4
Ragged cutlass	Cutlass	40d	2	1	0	2d4+1
Saber	Saber	50d	1	1	2	1d6+1
Rapier	Rapier	70d	1	2	2	1d8
Heavy cutlass	Cutlass	100d	3	2	2	2d6
Soldier's saber	Saber	270d	2	2	3	2d6
Captain's saber	Saber	550d	2	3	4	2d6+1
Flambard rapier	Rapier	300d	2	2	4	1d8+1
Epée	Rapier	300d	2	3	3	2d8
Captain's epée	Rapier	600d	2	4	4	2d8
Shiavona	Rapier	450d	2	3	5	1d8+1
Basket-hilt claymore	Rapier	600d	4	5	3	2d8
Masterwork cutlass	Cutlass	450d	2	4	4	2d6+1



Weapon	Type	Cost	Weight	Attack	Defense	Damage
Weighted						
Boarding axe**	Axe	10d	1	0	0	1d6
Hatchet**	Axe	15d	1	0	0	1d6+1
Bearded axe	Axe	50d	2	0	2	1d6+1
Cudgel	Club	5p	1	1	1	1d6*
Heavy cudgel	Club	1d2p	2	1	1	1d8+1*
Mallet**	Club	3d4p	2	1	1	2d6*
Blackjack** (Stun damage only)	Club	10d	1	1	0	2d4*
Sap** (Stun damage only)	Club	15d	2	2	0	2d6*
Pickaxe	Hammer/pick	30d	2	1	1	1d6+1
Climbing pick**	Hammer/pick	20d	1	0	0	1d4+1
Hammer	Hammer/pick	5d	1	1	0	2d6*
Grappling hook**	Anchor	20d	1	0	1	1d4
Small anchor	Anchor	30d	1	0	1	1d4+1
Ship's anchor	Anchor	80d	3	1	2	2d6
Large anchor	Anchor	120d	5	1	2	3d8
Table leg	Improvised	-	1	1	1	1d6*
Chair leg	Improvised	-	2	1	1	1d8*
Frying pan	Improvised	-	2	1	3	1d6+1*
Chair	Improvised	-	4	0	3	2d8*
Table	Improvised	-	6	0	6	3d8*
Polearm						
Staff	Staff	6p	1	1	1	1d4+1*
Heavy staff	Staff	5d	2	1	1	1d6+1*
Quarterstaff	Staff	10d	2	2	2	1d6+1*
Harpoon	Spear	10d	2	0	1	1d6
Native's spear	Spear	4p	1	0	0	1d4
Guard's spear	Spear	30d	2	1	2	1d8
Halberd	Long axe	10d	2	0	1	1d6
Guard's axe	Long axe	50d	2	1	2	2d6
Long hook	Gaffe	7d4p	1	0	1	1d4
Gaffe	Gaffe	10d	2	1	2	1d8+1
Rifle	Rifle	-	3	0	3	1d6*
Bayonet	Rifle	-	3	2	3	1d6



## RANGED WEAPON CHART

Weapon	Type	Cost	Reload	Range	Attack	Damage
Gun						
Holdout pistol**	Pistol	50d	13	1	2	1d4+1
Double barreled holdout	Pistol	75d	13(*2)	1	2	2d4+2
Early model holdout revolver(4 shots)**	Pistol	450d	11(*4)	1	2	1d4+1
Duckbilled pistol (x shots)	Pistol	-	11(*x)	1	0	1d4+2
<p>The duckbilled pistol is a unique weapon. It is a pistol with three to five barrels, each pointing slightly outward. The cost of the pistol is a base of 60d, with an extra 30 for each barrel. The bonus to this weapon is twofold. Since there are multiple barrels, it is easier to get a critical success at close range. If the target is within 5 feet, the difficulty for a critical hit is equal to 10-x, x being the number of barrels. Secondly, for each critical success you will not only roll another die, but also add in another +2 since the critical success is a second bullet striking the target. Between 5 and 10 feet away, there's still a chance to hit with a number of bullets equal to x-2. So a 3 barreled pistol will only be able to hit with one bullet, but a four or five barreled one can hit with more. The difficulty for the critical at this range is the normal 10, but the damage for each bullet will be treated just like it is within the first five feet. Anything after ten feet, and it is too far away to hit a target with more than one bullet. After all bullets have hit, the rules for a critical hit go back to the normal rules.</p> <p>If the pistol is fired directly against a target's skin, or close enough that the GM decides that there is no chance for a miss, then the damage is rolled x times. In this case, it will generally be an instant kill shot, much like a modern shotgun blast at close range.</p>						
Flintlock pistol**	Pistol	70d	11	3	0	1d6+2
Short muzzled pistol**	Pistol	50d	10	1	0	1d6+2
Long pistol	Pistol	100d	10	4	1	1d6+2
Double barreled pistol	Pistol	150d	10(*2)	3	0	1d6+2
Admiral's pistol	Pistol	600d	9	5	2	1d6+2
Scattergun	Rifle	120d	11	1	0	2d6+2
<p>The scattergun is an early version of the shotgun, and as such it has a cone-shaped blast. This lowers the difficulty for a critical hit to 7, like a 3 barreled duckbilled pistol. However, the difficulty goes up by 1 for every 5 feet away from the shooter the target is. In addition, the damage goes down by 2 for every five feet away, since the cone is spreading farther.</p>						
Blunderbuss	Rifle	60d	11	4	1	1d6+2
Musket	Rifle	100d	10	5	2	1d6+3
Admiral's musket	Rifle	600d	9	6	4	1d6+3
Long gun	Rifle	200d	11	7	2	1d8+2
Assassin's rifle	Rifle	800d	10	7	4	1d8+3
Bow						
Wrist crossbow**	Crossbow	30d	8	3	0	1d4
Wooden crossbow	Crossbow	70d	6	4	1	1d4+1
Arbalast	Crossbow	150d	6	5	1	1d6+1
Native bow	Bow	-	5	3	0	1d4
Shortbow	Bow	30d	6	4	0	1d6
Longbow	Bow	80d	6	6	1	1d8
Hunting bow	Bow	100d	6	6	2	1d8+2
Light harpoon gun	Harpoon	50d	7	3	1	1d4+2
Harpoon crossbow	Harpoon	90d	7	4	2	1d6+2
Small harpoon gun	Harpoon	120d	8	5	1	1d8+3





Weapon	Type	Cost	Reload	Range	Attack	Damage
Thrown						
Throwing blade**	Knife	2d4p	5	2	0	1d4
Throwing knife**	Knife	5d	5	3	0	1d4+1
Throwing dagger**	Knife	30d	5	4	1	1d6+Brawn
Meat cleaver	Knife	20d	6	3	0	1d6+Brawn
Native's spear	Spear	4p	7	2	2	1d4+Brawn
Javelin	Spear	7d	8	3	2	1d4+Brawn
Harpoon	Spear	10d	8	3	1	1d8+Brawn
Boarding axe**	Axe	5d	8	2	0	1d6+Brawn
Hatchet**	Axe	10d	8	3	0	1d6+Brawn
Smoke grenade	Grenade	15d	6	2	1	-
Fragmentation grenade	Grenade	30d	6	2	1	4d4 (-1d4 for every 5 feet away from target)
Explosive grenade	Grenade	80d	6	2	1	4d6(-1d6 for every 5 feet away from target)
Potion flask	Grenade	-	6	2	0	-
Bottle**	Improvised	-	6	2	1	1d6+Brawn*
Rock	Improvised	-	6	2	0	1dx+Brawn* (x Is a number to be determined by the GM based on the size of the rock.)
Frying pan	Improvised	-	5	2	0	1d6+1+Brawn*
Fork	Improvised	-	5	2	0	1d2

### SHIPBOARD WEAPONS

Weapon	Type	Cost	Reload	Range	Attack	Damage
Cannons						
Railside gun	Cannon	100d	4	2	3	1d4
Heavy railside gun	Cannon	200d	6	3	2	2d4
Light broadside cannon	Cannon	200d	8	3	0	1d6+1
Broadside cannon	Cannon	350d	8	3	0	2d6
Heavy broadside cannon	Cannon	800d	8	3	0	3d6
Long gun	Cannon	400d	10	5	2	1d8
Heavy long gun	Cannon	900d	10	6	1	2d8
Ship's harpoon gun	Harpoon	150d	6	3	3	1d4+1
Large harpoon gun	Harpoon	200d	8	3	1	1d6+1





## ARMOR CHART

Armor	Cost	Weight	Clothing type	Coverage	DR
Light gloves	1d	0	Gloves	1	0
Heavy gloves	5d	0	Gloves	1	1
Cloth bracers	2d	0	Bracers	2	0
Leather bracers	8d	1	Bracers	2	1
Heavy bracers	15d	2	Bracers	2	2
Steel bracers	50d	4	Bracers	2	4
Leather boots	30d	1	Boots	2	0
Heavy boots	70d	2	Boots	2	1
Studded leather boots	120d	3	Boots	2	2
Heavy leggings	50d	2	Pants	3	1
Leather pants	80d	1	Pants	3	1
Heavy vest	20d	1	Vest	3	0
Leather vest	50d	2	Vest	3	1
Leather cuirass	80d	2	Vest	3	2
Steel cuirass	120d	4	Vest	3	4
Heavy cuirass	150d	6	Vest	3	5
Jack of plates	220d	3	Vest	3	4
Heavy cloth corset	80d	1	Vest	3	0
Light leather corset	120d	2	Vest	3	1
Heavy leather corset	150d	3	Vest	3	2
Coats cover both the vest and bracer areas, and therefore if the character wears a coat, the character cannot be wearing a vest or a bracer along with it without GM permission. Some kinds of vest armor, like corsets are made to wear under a coat and should be permitted. Some coats may be tailored to have removable sleeves. This will lower the coat's coverage by 2, but will allow bracers to be worn.					
Heavy jacket	30d	1	Coat	5	0
Leather jacket	70d	2	Coat	5	1
Brigand's jacket	100d	3	Coat	5	1d4
The brigand's jacket gets its name both from the scoundrels who wear it, and from the armor it is based on: brigandine. Brigandine was a kind of armor made of overlapping plates of steel or hardened leather attached to a lighter cloth or leather. The brigand's jacket has strategically placed bits of metal and hardened leather underneath, hidden from view. This makes it much heavier than most jackets, but it means that any strike may hit one of the hidden plates, allowing the jacket to absorb from one to four points of damage randomly with each hit. The main advantage of this jacket is not just the armor, but also the fact that the armor cannot be seen. This coat can be worn to any occasion without raising suspicion.					
Heavy coat	50d	1	Coat	5/7	0
Leather coat	100d	2	Coat	5/7	1
Brigand's coat	200d	4	Coat	5/7	1d4+1
A full sized coat, unlike a jacket, continues down below the waist so from the sides and from behind it overlaps with the pants by 2 coverage units. This gives extra protection to attacks that are not directly from the front, making a coat well worth the extra cost.					
Leather hat	50d	1	Hat	1	0
Metal helm	100d	3	Hat	1	4

