

Rampage Amid the Ruins V2: Quick Reference Sheets

COMBAT CHEAT SHEET

<p style="text-align: center;"><u>TURN SEQUENCE</u></p> <p>Roll Surprise (1d6) 1-2 = surprised for 1 round</p> <p>Roll Initiative (1d6) 1-3: Bad Guys go first 4-6: Players go first</p> <p>Natural 20: Max Damage +2</p> <p>Natural 1: Save or Fumble (bow string breaks, weapon damage or fall down).</p>	<p style="text-align: center;"><u>SAVING THROWS</u></p> <p>1d20 + level/HD* + class bonus= 20+ to pass**</p> <p>Clerics: +2 to all saves Fighters: +2 vs Breath Weapons, Energy Drain Attacks, Fumbles, Weapon Effects & Paralysis Magic-User: +2 vs spells, spell-like effects, magic traps & devices Jacks: +2 vs Poison and Diseases</p> <p><i>*Max Level/HD is 12 for Saves. **Nat 20 always passes, Nat 1-2 always fails.</i></p>
<p style="text-align: center;"><u>WEAPON CODE EFFECTS</u></p> <p>FD: Fast Draw: weapon can be drawn from a scabbard without taking an action. DA: Disarm: can be used w/ Disarm Training UH: Unhorse: can be used w/ Unhorse Training CB: Charge Bonus: can be used w/ the Lancer Training H: Hurlled: can be thrown as a missile weapon in addition to melee use RC: Receive Charge: does double damage dice against charging enemy w/ Spear Fighting Training R1: Reach 1: special features with Spear Fighting or Reach For It Training. R2: Reach 2: special features with Spear Fighting or Reach For It Training. AM: Anti-Mail: special features with Crack The Shell Training. AP: Anti-Plate: special features with Crack The Shell Training. SS: Split Shield: special features with Split/Hook Shield Training Heavy Crossbow: +3 to hit at Short Range against any target wearing Lamellar, Scale, Chain, Brigandine or Plate. It also does an additional 1d4 damage against all targets at Short range.</p>	<p style="text-align: center;"><u>COMBAT TACTICAL MODIFIERS SUMMARY</u></p> <p>Gang Up: +2 to hit for all attackers if 4 or more Melee vs. Prone Target: +3 Missiles vs. Prone Target: -3 Sword or Dagger vs. Prone in Plate: additional +2 to hit Melee attack while yourself prone: -4 to hit Missile attacks from prone position: only crossbows, but no penalty Surprise Attacks: +2 to hit, double damage Charge: +1 to hit, +2 damage, up to double move Parry: give up attack: +3 AC (<i>see Defensive Fighting for improvement</i>) Using a melee weapon from horse: -1 (<i>except w/ Horseman training</i>) Using a missile weapon from horse: -4 (<i>except w/ Horse Archer training</i>) Attacking with height advantage: (including mounted vs foot): +2 Attacking with a height disadvantage: (including foot vs mounted): -2 Berserk Rage: +2 damage Lance Charge: warhorse, lance, +2 to hit, double damage total (<i>w/ Lance Training</i>) Mighty Blow: -4 to hit, Add STR to damage, 1/10 minutes (<i>w/ Mighty Blow Training</i>) Spear/Pike vs Charge: double rolled weapon damage (<i>w/ Spear-Fighting Training</i>) Short Range Missile: +1 to hit, Long Range Missile: -1 to hit Using a weapon not in your class: -4 to hit Partial Cover: +4 AC Heavy Cover: +7 AC Full Cover: +10 AC</p>
<p style="text-align: center;"><u>NON-TRAINED COMBAT MANUEVERS</u></p> <p style="text-align: center;"><i>(Anyone can use)</i></p> <p>Charge: +1 to hit, +2 damage, double move Desperate Cast: Pass d20 DEX & d20 WIS check to move 5' and cast spell Fighting Withdraw: avoid extra attacks Parry: +3 AC if give up attack</p>	

CHARACTER STATS

STRENGTH (STR)

Direct Score, all characters; each point of strength is 1 item that can be carried. **15-17, all characters;** +1 damage with melee and hurled weapons. **18+, all characters;** +2 damage with melee and hurled weapons. **Fighters;** +1 combat training if 15+.

INTELLIGENCE: (INT)

Direct Score, all characters: each point of INT over 9 means 1 bonus language. **15-17, all characters;** +1 damage with bows, slings and crossbows. **18+, all characters;** +2 damage with bows, slings and crossbows. Magic-Users: one bonus level 1 spell at first level if INT is 15+

WISDOM (WIS)

Direct Score, all characters; starting cash = Wisdom x10 gold pieces, and each 30 days, reduce maintenance costs, for PC only, by a number of gp equal to Wisdom Score x level (before housing). **15-17, all characters;** +1 to hit with melee weapons. **18+, all characters;** +2 to hit with melee weapons. **Clerics;** if 15+ gains a bonus level 1 spell.

DEXTERITY (DEX)

Direct Score; +1 AC for every 2 full points of DEX over 10 when not in heavy armor, and not surprised. **15-17, all characters;** +1 to hit will all missile weapons. **18+, all characters;** +2 to hit with all missile weapons. **Jacks;** if 15+, +1 Jack skill at first level.

CONSTITUTION (CON)

Direct Score, all characters; score = the number of hit points below 0 before dying. **15-17, all characters;** +1 hit point per hit die. **18+, all characters;** +2 hit points per hit die

CHARISMA (CHA)

Direct Score, all characters; 1 bonus henchman per point over 8 (added to base of 1 for all characters), also you can directly lead up to 1 soldier or subordinate ally per point of Charisma (or 10 whichever is higher). **15+, all characters;** +1 to all saving throws. **18+, all characters;** +2 to all saving throws.

MORTAL SPECIES

Species	Apeling	Badgermon	Bugbear	Catter
Classes	F, J, C	C, F, J	F, J	M, J
Size/HD	M, 1d6	M, 1d6	L, 1d8	M, 1d6
Move	25'	25'	35'	35'
Stat Mod	+1 ST, -1 INT, -1 CHA	+1 WIS, CON -1 INT, DEX	+1 DEX, -1 WIS, -1 CHA	+1 INT, DEX, -1 STR, WIS
Vision	Normal	Poor	Dark Vision	Dark Vision
Special Ad	Climb Walls	Track by Scent	Move Silently	Claw/Claw/Bite
Special Ad 2	--	Berserk Rage	--	--
Species	Changeling	Dogger	Dwarf	Elf, High
Classes	C, M, J	C, F, J	C, F, J	C, F, M
Size/HD	M, 1d6	M, 1d6	M, 1d6	M, 1d6
Move	30'	30'	25'	30'
Stat Mod	+1 CHA, -1 STR	+1 WIS, CON -1 INT, CHA	+1 CON, -1 CHA	+1 INT, -2 CON
Vision	Dark Vision	Normal	Dark Vision	Dark Vision
Special Ad	+2 save magic	Track by Scent	+2 save mag/poi	Observer Skill
Special Ad 2	--	--	Stonework skill	+2 v Enchant
Species	Elf, Wood	Gnoll	Gnome	Goblin
Classes	F, M, J	F, C	F, M, J	F, J, C
Size/HD	M, 1d6	L, 1d8	S, 1d4	S, 1d4
Move	30'	30'	25'	25'
Stat Mod	+1 DEX, -2 CON	+1 STR, -2 INT	+1 INT, -1 WIS	+1 DEX, -1 INT, -1 CHA
Vision	Dark Vision	Dark Vision	Dark Vision	Dark Vision, Sun sensitive
Special Ad	Move Silently	Track by Scent	+2 saves, Stone W	+1 rear attack
Special Ad 2	+2 vs Enchant	--	Det Mag 1/day	Tracking
Species	Half-Elf	Half-Ogre	Halfling	Hobgoblin, Hoborg
Classes	C,F,M,J	F, C	F, C, J	F, M, C, J
Size/HD	M, 1d6	L, 1d8	S, 1d4	M, 1d6
Move	30'	30'	25'	30'
Stat Mod	+1 CHA, -2 CON	+2 STR, +1 CON, -2 INT, CHA, -1 DEX	+1 DEX, -1 STR	+1 WIS, -2 CHA
Vision	Normal	Normal	Normal	Dark Vision
Special Ad	Observer Skill	Buster Skill	+2 missile attack	Hear Noise (hgob)
Special Ad 2	+2 vs Enchant	--	Move S/Hide F	Hide in SH (hborg)
Species	Human	Kobold	Lizardo	Ogre
Classes	C, F, M, J	J, M	C, F	F
Size/HD	M, 1d6	S, 1d4	M, 1d6	L, 1d8
Move	30'	25'	30'	30'
Stat Mod	None	+1 DEX, -1 CON, -1 CHA	+1 CON, -1 INT	+3 STR, +2 CON, -3 INT, CHA, -1 DEX
Vision	Normal	Dark Vision	Normal	Dark Vision
Special Ad	+1 Skill/Training	Searcher	Hide in Forest	Buster
Special Ad 2	--	Quick Draw	--	--
Species	Orc (Half Orc)	Ratter	Sprite	Trollson
Classes	C, F, J	J	M, J	F, M
Size/HD	M, d6	S, 1d4	S, 1d4	L, 1d8
Move	30'	35'	25'	30'
Stat Mod	+1 STR, -1 INT, -1 CHA	+1 DEX, WIS -1 CON, -1 CHA	+2 DEX, CHA, -2 STR, CON	+1 CON, -1 WIS -1 DEX
Vision	Darkvision, sun sensitive*	Dark Vision	Normal	Normal
Special Ad	+2 pois/dis save	+4 pois/dis save	Invisible 1/day	See through Illu.
Special Ad 2	Searcher Skill*	--	--	Immune to Cold

GREYHAWK GODS

GOD	Ability	Align	Spell Type	GOD	Ability	Align	Spell Type	GOD	Ability	Align	Spell Type
Heironeus (chivalry)	STR	Lawful	Combat	Obad-Hai (nature)	CON	Neutral	Protection	luz (oppression)	INT	Chaos	Divine Will
Pelor (sun)	CHA	Lawful	Healing	Istus (fate)	WIS	Neutral	Divine Will	Erythnul (slaughter)	STR	Chaos	Combat
Pholtus (resolution)	CON	Lawful	Blessing	Celestian (stars)	DEX	Neutral	Practical	Hextor (war)	WIS	Chaos	Protection
Delleb (reason)	INT	Lawful	Divine Will	Kord (Strength)	STR	Neutral	Combat	Ralishaz (madness)	CHA	Chaos	Cursing
St. Cuthbert (honesty)	WIS	Lawful	Law	Boccob (magic)	INT	Neutral	Neutrality	Nerul (death)	CON	Chaos	Chaos
Beorry (Oerth Mother)	DEX	Lawful	Protection	Olidammara (music)	CHA	Neutral	Healing	Wastri (bigotry)	DEX	Chaos	Practical

CLERIC SPELL LIST

Level 1 1--Law: Detect Chaos 1--Chaos: Detect Law 1--Neutral: Detect Illusion 2--Healing: Heal Wounded--P 3--Blessing: Bless Food and Water 4--Cursing: Stun Blasphemer 5--Protection: Divine Circle 6--Will: Detect Magic--P 7--Practical: Light/Darkness 8--Combat: Encourage 9--Special: Scripture 10--Special: Sanctify Potion	Level 2 1--Law: Protection from Chaos--P 1--Chaos: Protection from Law--P 1--Neutral: Speak with Animals--P 2--Healing: Neutralize Poison--P 3--Blessing: Chant 4--Cursing: Accursed Ranting 5--Protection: Sanctuary 6--Will: Augury 7--Practical: Find Traps 8--Combat: Hold Person	Level 3 1--Law: Stand the Fallen 1--Chaos: Slay the Fallen 1--Neutral: Personal Ward 2--Healing: Cure Disease--P 3--Blessing: Blessed Weapon 4--Cursing: Example 5--Protection: Remove Curse 6--Will: Locate Object--P 7--Practical: Continual Light 8--Combat: Dispel Magic	Level 4 1--Law: Protection from Chaos 10' radius 1--Chaos: Protection from Law 10' radius 1--Neutral: Animal Friendship 2--Healing: Heal the Wounded 10' radius 3--Blessing: Heroic Anointment 4--Cursing: Damnation 5--Protection: Glyph of Warding 6--Will: Speak with Dead 7--Practical: Create Food 8--Combat: Hold Monster 9--Special: Sanctify Talisman
Level 5 1--Law: Exorcism 1--Chaos: Finger of Death 1--Neutral: Dispel Elemental 2--Healing: Raise Dead--PD 3--Blessing: Blessed Immunity 4--Cursing: Quest 5--Protection: Divine Armor 6--Will: Commune 7--Practical: Hero's Feast 8--Combat: Flame Strike	Level 6 1--Law: Summon Faithful 1--Chaos: Animate Dead 1--Neutral: Summon Animal 2--Healing: Regeneration--PD 3--Blessing: Great Feat--PD 4--Cursing: Boils 5--Protection: Word of Recall 6--Will: True Seeing 7--Practical: Part or Lower Water 8--Combat: Blade Barrier 9--Special: Sanctify Permanent Magic Item	Level 7 1--Law: Holy Word 1--Chaos: Unholy Word 1--Neutral: Control Weather 2--Healing: Restoration--PD 3--Blessing: Mighty Blessing--PD 4--Cursing: Curse of Transformation--PD 5--Protection: Symbol 6--Will: Gate 7--Practical: Wind Walk 8--Combat: Earthquake 9--Special: Permanent	

FIGHTER COMBAT TRAININGS

Aim Alert Reaction Ambush 3 Berserk Rage Brawler Buckler Expert Buster Captain Crack the Shell Defensive Fighter Disarm Fast Weapon Fighter	First Aid Forager Flurry of Blows Hack on the Run Hide in the Forest Horse Archer Horseman Kick 'Em When they're Down Lancer Mighty Blow Mighty War Cry	Move Silently Not So Fast Observer On Guard Over watch Quick Draw Rally the Troops Rampage Rapid Chucker Reach for It Recruitment Scooper	Shield Sacrifice Shield Wall Siege Engineer Skirmisher Smash 'Em Down Spear-Fighting Split-Fire Split/Hook Shield Stand and Fight Storm of Arrows Stunning Blow Sweep Low	Tactical Reposition Too Stubborn to Die Unarmored
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Bold trainings have prerequisites.

JACK SKILLS

<p>Abject Flight Alchemy, Basic Alchemy, Advanced Alert Reaction Ambush 3,4,5 Arrow Master Battle Medic Battle Trained Bibliophile Blackjack Brew Master of the Mysteries Buckler Expert Buckler Master Bushwhacker Buster Cache Camp Master Careful Aim Chef of the Mysteries Climb Walls Cloaked Obscurement Cloak in Your Face</p>	<p>Cloak Trick Dagger Danger Dagger Master Dagger Surprise Dancing Machine Detect and Treat Disease Detect and Treat Poison Disguise Distracting Banter Double Dagger Enchanting Music Enchanting Song Escape Artist First Aid Forager Game Hunter Glorious Song Grenadier Healing Master Hear Noise Herbalism Hide in the Forest</p>	<p>Hide in the Shadows Holy Barrier Hunt Master Jockey Knot Expert Lock Master Make Poison Master Craftsman Master Creator Mesmerizing Song Militia Trained Monster Hunter Monster Lore Mortal Lore Move Silently Mummery Music Master New Language Observer Occupation Path Finder Open Lock Pack Hauler</p>	<p>Pick Pockets Piercing Arrow Pimp Slap Pit Master Potion Maker Razzle-Dazzle Read Languages Read Scroll Recruitment Repairman Rope Thrower Salt in the Eyes Searcher Secret Door Expert Shadow Master Sling Stun Split-Fire Stab and Run Stab Them When They're Down Stonework Supernatural Lore Swapper</p>	<p>Target Guidance Terrible Song Tracking Trap work Treat Critical Injury Use Wand Walking Stick</p>
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Bold skills have prerequisites.

MAGIC USER SPELL LIST

<p>Level 1 Magical Art: Read Magic; Circle of Protection Grip Spell: Shocking Grip 1-Structure: Hold Portal 2-Protection: Protection from Chaos/Law—P 3-Perception: Detect Magic—P 4-Knowledge: Read Languages 5-Earth: Stone Missile 6-Air: Air Shield 7-Fire: Flames 8-Water: Concealing Fog 9-Enchantment: Sleep 10-Summoning: Invisible Chuggins 11-Illusion: Disguise—P 12-Necromancy: Fear</p>	<p>Level 2 Magical Art: Mind Reading—P, Brew Potions Grip Spell: Grip of Fear 1-Structure: Knock 2-Protection: Protection from Normal Missiles-- P 3-Perception: Detect Invisible—P 4-Knowledge: Locate Object—P 5-Earth: Dirt Pile 6-Air: Levitate—P 7-Fire: Continual Light 8-Water: Ice Bolt 9-Enchantment: Charm Person 10-Summoning: Summon Spirits 11-Illusion: Invisibility—P 12-Necromancy: Paralysis</p>	<p>Level 3 Magical Art: Dispel Magic, Prepare Spell Book Grip Spell: Grip of Pain 1-Structure: Wizard Lock 2-Protection: Protection from Law/Chaos 10' 3-Perception: See in Darkness—P 4-Knowledge: Scry 5-Earth: Earth Shift 6-Air: Lightning Bolt 7-Fire: Fireball 8-Water: Water Breathing—P 9-Enchantment: Hold Person 10-Summoning: Summon Monster I 11-Illusion: Invisibility 10' 12-Necromancy: Slow/Haste—P</p>
<p>Level 4 Magical Art: Remove Curse, Create Wands Grip Spell: Grip of Submission 1-Structure: Dimension Door 2-Protection: Polymorph Self—P 3-Perception: Wizard Eye 4-Knowledge: Confusion 5-Earth: Boulders 6-Air: Fly—P 7-Fire: Wall of Fire 8-Water: Wall of Ice 9-Enchantment: Hypnotic Pattern 10-Summoning: Summon Monster II 11-Illusion: Hallucinatory Terrain 12-Necromancy: Polymorph Other</p>	<p>Level 5 Magical Art: Create Permanent Magic Items Grip Spell: Grip of Power 1-Structure: Pass-Wall 2-Protection: Spell Shield 3-Perception: Reveal Lies 4-Knowledge: Contact Higher Plane 5-Earth: Rock to Mud/Mud to Rock 6-Air: Cloud Kill 7-Fire: Fire Shield 8-Water: Ice Storm 9-Enchantment: Hold Monster 10-Summoning: Conjure Elemental 11-Illusion: Phantom Killer 12-Necromancy: Animate Dead</p>	<p>Level 6 Magical Art: Reincarnation--PD Grip Spell: Grip of Death 1-Structure: Stone to Flesh/Flesh to Stone 2-Protection: Anti-magic Shell 3-Perception: True Seeing 4-Knowledge: Legend Lore 5-Earth: Move Earth 6-Air: Control Weather 7-Fire: Disintegrate 8-Water: Part/Lower Water 9-Enchantment: Geas 10-Summoning: Invisible Stalker 11-Illusion: Projected Image 12-Necromancy: Death Spell</p>
<p>Level 7 Magical Art: Power Word Stun Grip Spell: Grip of Transformation 1-Structure: Phase Door 2-Protection: Banishment 3-Perception: Grand Locator 4-Knowledge: Limited Wish--PD 5-Earth: Avalanche 6-Air: Whirlwind 7-Fire: Delayed Blast Fireball 8-Water: Inundation 9-Enchantment: Mass Charm 10-Summoning: Summon Demon 11-Illusion: Mass Invisibility 12-Necromancy: Control Undead</p>	<p>Level 8 Magical Art: Power Word Blind, Permanent Grip Spell: Grip of Domination 1-Structure: Deep Shelter 2-Protection: Spell Immunity 3-Perception: Vision 4-Knowledge: Scry Shield 5-Earth: Earth Trap 6-Air: Hurricane 7-Fire: Incendiary Cloud 8-Water: Ice Fortress 9-Enchantment: Mass Hold 10-Summoning: Greater Monster Summoning 11-Illusion: Phantom Prison 12-Necromancy: Undeath</p>	<p>Level 9 Magical Art: Power Word Kill, Symbol Grip Spell: Grip of Destruction 1-Structure: Imprisonment 2-Protection: Immunity 3-Perception: Astral Projection 4-Knowledge: Wish--PD 5-Earth: Crushing Boulders 6-Air: Vacuum 7-Fire: Meteor Swarm 8-Water: Refreshment 9-Enchantment: Domination 10-Summoning: Gate 11-Illusion: Glamorous Surroundings 12-Necromancy: Army of the Dead</p>

ARMOR

ARMOR	AC BONUS	MOVE	Enc. Items	PRICE	CLASSES
Clothes	+0	Standard	0	1gp+	All
Hides	+1	Standard	1	5gp	C,F,J
Leather	+2	Standard	1	10gp	C,F,J
Gambeson	+2	Standard	1	10gp	C,F,J
Lamellar	+3	Standard	1	50gp	C,F,J
Scale Armor	+4	Armored	1	65gp	C,F
Chain Mail	+5	Armored	1	75gp	C,F
Brigandine	+6	Armored	1	150gp	C,F
Plate Armor	+7	Armored	1	300gp	C,F
Buckler	+1	---	1	5gp	C, F, J
Shield	+2	---	1	10gp	C,F
Pavis	+4 vs Missiles	Encumbered	big	25gp	special

MISSILE WEAPONS

Weapon	Price	Damage	Hands	Size	Class	ROF	Range
Rock	0	1d3	1	S	F J M L	1	10/20/30
Dagger	3gp	1d4	1	S	F J N X S M	1	10/20/30
Knife	1gp	1d4	1	S	F J M X S	1	10/20/30
Club	0	1d4	1	M	F J M L S	1	10/20/30
Hatchet	2gp	1d4	1	S	F J X	1	10/20/30
Hammer, L	3gp	1d4	1	S	F J L	1	10/20/30
Hand Axe	3gp	1d6	1	M	F J X	1	10/20/30
Torch	2sp	1d4	1	M	All	1	5/15/25
Dart	5sp	1d4	1	S	F J M N	2	20/40/60
Spear	2gp	1d6	1	M	F J N	1	10/20/30
Javelin	1gp	1d6	1	M	F J N	1	20/40/80
Flask	Var.	Var.	1	S	All	1	10/20/50
Short Bow	25gp	1d6	2	M	F J N	2	50/100/150
Horse Bow	30gp	1d6	2	M	F N	2	60/120/210
Long Bow	40gp	1d6	2	M	F N	2	70/140/210
Comp. Bow	50gp	1d6	2	M	F N	2	80/160/240
Sling (Stones)	1gp	1d4	1	S	F J L	1	40/80/160
Sling (Bullets)	1gp	1d6	1	S	F J L	1	40/80/160
Lt. Crossbow*	15gp	1d8	2	L	F J N	1	60/120/180
Hvy Crossbow**	25gp	2d4*	2	L	F J N	1/2	80/160/240

*Light crossbow takes a Move action to reload.

**Heavy Crossbow gets, at Short Range, a +3 to hit targets in any armor lamellar (+3) or better and an additional 1d4 damage against all targets. It takes a Move and Attack to reload.

AMMUNITION

A quiver, pouch or case with a set of arrows/quarrels/stones/bullets count as 1 item for encumbrance.

Arrows x20	5gp	Quarrels x30	5gp	Sling Stones x30	1gp
Back Quiver (20)	5gp	Belt Case (10)	2gp	Sling Bullets x30	5gp
Belt Quiver (10)	3gp	Back Case (30)	5gp	Pouch	1gp
Silver Arrow	5gp	Silver Quarrel	5gp	Silver Sling Bullet	5gp

WEAPON FEATURES: BY CODE:

FD: Fast Draw: weapon can be drawn from a scabbard without taking an action.

DA: Disarm: weapon can be used for the *Disarm* Combat Training

UH: Unhorse: weapon can be used for the *Unhorse* Combat Training **CB: Charge Bonus:** weapon can be used for the *Lancer* Combat Training

H: Hurlled: weapon can be thrown as a missile weapon in addition to melee use

RC: Receive Charge: weapon does double damage against charging enemy with *Spear Fighting* Combat

R1: Reach 1: special features with *Spear Fighting* or *Reach For It* Combat Training.

R2: Reach 2: special features with *Spear Fighting* or *Reach For It* Combat Training.

AM: Anti-Mail; AP: Anti-Plate: special features with *Crack The Shell* Combat Training.

SS: Split Shield: special features with *Split/Hook Shield* Combat Training

Class Codes: F=Fighter, M=Magic-User, J=Jack, S=Cleric-Spiritual, L=Lawful Militant, N=Neutral Militant, X=Chaotic Militant. C=all militant clerics.

MELEE WEAPONS

Weapon	Price	Dmg	Hands	Size	Class	Features
Fist	0	1	1	S	All	FD
Kick	0	1-2	0	S	All	FD
Baton	1sp	1d4	1	S	F J M S L	
Club-1	0	1d4	1	M	F J M S L	H
Club-2	0	1d6	2	M	F J M S L	
Torch	2sp	1d4	1	M	All	Fire, H
Staff	1sp	1d6	2	M	F J M S L	DA
Blackjack	1gp	1d4	1	S	F, J (skilled)	Stun/KO
Hammer, Light	3gp	1d4	1	S	F J L	AP, H
Mace	5gp	1d6	1	M	F L	AP
Flail	8gp	1d8	2	L	F L	AP
Warhammer-1	7gp	1d6	1	M	F L	AP
Warhammer-2	7gp	1d8	2	M	F L	AP
War Pick	5gp	1d8	2	L	F N	AP
Morningstar	6gp	1d8	2	L	F	AM
Maul	10gp	2d4	2	L	F J L	
Knife	1gp	1d4	1	S	F J X M S	FD, H
Dagger	3gp	1d4	1	S	F J N X S M	FD, AM, H
Silver Dagger	25gp	1d4	1	S	F J N X S M	FD, AM, H
Short Sword	7gp	1d6	1	S	F J N X	FD
Arming Sword	10gp	1d6	1	M	F X	FD, DA
Bastard Sword-1	15gp	1d6	1	M	F X	FD, DA
Bastard Sword-2	15gp	1d8	2	M	F X	FD, DA
Two-H Sword	20gp	1d8+1	2	L	F X	
Hatchet	2gp	1d4	1	S	F J X	H
Hand Axe	3gp	1d6	1	M	F J X	SS
Battle-Axe-1	7gp	1d6	1	M	F X	SS
Battle-Axe-2	7gp	1d8	2	M	F X	SS
Great Axe	10gp	2d4	2	L	F X	SS
Spear-1	2gp	1d6	1	M	F J N	H, AM, R1, RC
Spear-2	2gp	1d8	2	M	F J N	R1, RC, AM
Pike	5gp	1d8	2	L	F N	R2, RC
Halberd	7gp	1d8	2	L	F X	R1, SS, AP
Bill	7gp	1d8	2	L	F X	R1, UH, DA
Lance, med.	4gp	1d8	1	L	F N	R1, CB, UH
Lance, hvy	4gp	1d10	1	L	F N	R1, CB, UH
Lance, joust	1gp	1d3	1	L	F, N	R1, DM
Lance, on foot	4gp	1d8	2	L	F N	R1