

# SUNDERED EPOCH: GENERATIONS

## *Arms & Armour of the Known Realms v5.0*

January 2025



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## Legal

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## Introduction

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Fair thee well, my friends. And unto you I bring this, a tome of arms and armours from all of the known kingdoms of men – and even some from beyond! Or something like that...

The following are statistics using the Sundered Epoch: d20 RPG System (SE:20) armor creation rules. We tried to

organize the armors based on their appearance through history and region. Thus, you will find European armors together and Asian armors together, etc.

This document assumes you are using the SE:20 Core Rules SRD, which is available for free from [SunderedEpoch.org](http://SunderedEpoch.org).

## Armor

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The armor system below can be used in any RPG to create piece-meal armor for fantasy, science fiction, or modern games. You can adapt this system to any RPG simply by changing the Base Armor Rating to match the materials that you are using in your game.

## Bronze Age/Iron Age (3300 BC - 600 AD)

This early time period ranges from thousands of years of human development. Much of the foundation for all armors began during this time.

### Asia

#### ❖ *China*

##### Shang Dynasty (1500-1066 BC)

Garment	BAR	KG	Location
Iron Helmet	7	2.5	Head
Hardened Leather Breastplate	5	3.6	Chest, Abdomen
Thick Cloth	2	3.5	Torso, Full Arms, Thighs
<b>Sum:</b>	<b>9.6</b>		

Location	Material	BAR
Head	Iron	7
Face	None	--
Chest	Hardened Leather/Thick Cloth	6
Abdomen	Hardened Leather/Thick Cloth	6
Arms	Thick Cloth	2/2
Forearms	Thick Cloth	2/2
Thighs	Thick Cloth	2/2
Shins	None	0
<b>Sum:</b>		<b>31</b>
<b>Total AR:</b>		<b>3</b>



##### Zhou Dynasty (1066-771 BC)

Material	BAR	KG	Location
Iron Helmet	7	2.5	Head
Iron Lamellar Breastplate	6	10	Chest, Abdomen
Thick Cloth Robe	2	5	Torso, Full Arms, Full Legs
<b>Sum:</b>	<b>12.5</b>		

Location	Material	BAR
Head	Iron Plate/Thick Cloth	8
Face	None	--
Chest	Iron Lamellar/Thick Cloth	7
Abdomen	Iron Lamellar/Thick Cloth	7
Arms	Thick Cloth	2/2
Forearms	Thick Cloth	2/2
Thighs	Thick Cloth	2/2
Shins	Thick Cloth	2/2
<b>Sum:</b>		<b>38</b>
<b>Total AR:</b>		<b>4</b>



## Warring States Period (476-221 BC)

Material	BAR	KG	Location
Iron Helmet	7	2.5	Head
Iron Brigandine Breastplate	7	10	Chest, Abdomen
Iron Brigandine Arms	7	2.5	Arms
Soft Thick Leather Vambraces	4	1.2	Forearms
Padded Coif	4	1.2	Head
Thick Cloth Shirt/Pants	2	5	Torso, Full Arms, Full Legs
Iron Lamellar Boots	6	2.4	Shins
<b>Sum:</b>	<b>24.8</b>		

Location	Material	BAR
<b>Head</b>	Iron Plate/Thick Cloth	9
<b>Face</b>	None	--
<b>Chest</b>	Iron Lamellar/Thick Cloth	8
<b>Abdomen</b>	Iron Lamellar/Thick Cloth	8
<b>Arms</b>	Soft Leather/Thick Cloth	8/8
<b>Forearms</b>	Thick Cloth	5/5
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Iron Brigandine/Thick Cloth	8/8
	<b>Sum:</b>	<b>71</b>
	<b>Total AR:</b>	<b>7</b>



## Qin Dynasty (221-206 BC)

Material	BAR	KG	Location
Iron Brigandine Breastplate	7	10	Chest, Abdomen
Iron Brigandine Arms	7	2.5	Arms
Thick Cloth Tunic/Pants	2	5	Torso, Full Arms, Full Legs
<b>Sum:</b>	<b>17.5</b>		

Location	Material	BAR
<b>Head</b>	None	--
<b>Face</b>	None	--
<b>Chest</b>	Iron Lamellar/Thick Cloth	8
<b>Abdomen</b>	Iron Lamellar/Thick Cloth	8
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	Thick Cloth	2/2
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Thick Cloth	2/2
	<b>Sum:</b>	<b>32</b>
	<b>Total AR:</b>	<b>3</b>



## Han Dynasty (206 BC – 220 AD)

Material	BAR	KG	Location
Padded Coif	4	1.2	Head
Iron Brigandine Breastplate	7	10	Chest, Abdomen
Iron Brigandine Arms	7	2.5	Arms
Thick Cloth Tunic/Pants	2	5	Torso, Full Arms, Full Legs
<b>Sum:</b>	<b>18.7</b>		

Location	Material	BAR
<b>Head</b>	Padded	4
<b>Face</b>	None	--
<b>Chest</b>	Iron Lamellar/Thick Cloth	8
<b>Abdomen</b>	Iron Lamellar/Thick Cloth	8
<b>Arms</b>	Iron Lamellar/Thick Cloth	8/8
<b>Forearms</b>	Thick Cloth	2/2
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Thick Cloth	2/2
	<b>Sum:</b>	<b>48</b>
	<b>Total AR:</b>	<b>5</b>



## Assyria

❖ *Warrior*

Material	BAR	KG	Location
Bronze Helmet	7	2.5	Head
Iron Lamellar Breastplate	7	10	Chest, Abdomen
Iron Brigandine Arms	7	2.5	Arms
Thick Cloth Shirt/Pants	2	5	Torso, Arms, Full Legs
Iron Scale Leggings	5	10	Full Legs
<b>Sum:</b>	<b>30</b>		

Location	Material	BAR
<b>Head</b>	Bronze Plate	7
<b>Face</b>	None	--
<b>Chest</b>	Bronze Lamellar/Thick Cloth	8
<b>Abdomen</b>	Bronze Lamellar/Thick Cloth	8
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	None	--
<b>Thighs</b>	Bronze Scale/Thick Cloth	6/6
<b>Shins</b>	Bronze Scale/Thick Cloth	6/6
	<b>Sum:</b>	<b>51</b>
	<b>Total AR:</b>	<b>5</b>



❖ Spearman

Material	BAR	KG	Location
Bronze Helmet	7	2.5	Head
Thick Cloth Shirt/Pants	2	5	Torso, Arms, Full Legs
<b>Sum:</b>		30	

Location	Material	BAR
<b>Head</b>	Bronze Plate	7
<b>Face</b>	None	--
<b>Chest</b>	Thick Cloth	2
<b>Abdomen</b>	Thick Cloth	2
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	None	--
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Thick Cloth	2/2
<b>Sum:</b>		23
<b>Total AR:</b>		2

Celt (450-200 BC)❖ Warrior

Material	BAR	KG	Location
Bronze Helmet	7	2.5	Head
Thick Cloth Shirt/Pants	2	5	Torso, Arms, Full Legs
<b>Sum:</b>		30	

Location	Material	BAR
<b>Head</b>	Bronze Plate	7
<b>Face</b>	None	--
<b>Chest</b>	Thick Cloth	2
<b>Abdomen</b>	Thick Cloth	2
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	None	--
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Thick Cloth	2/2
<b>Sum:</b>		23
<b>Total AR:</b>		2



❖ *Huntsman*

Material	BAR	KG	Location
Bronze Helmet	7	2.5	Head
Thick Cloth Vest/Pants	2	5	Torso, Arms, Full Legs
<b>Sum:</b>		30	

Location	Material	BAR
<b>Head</b>	Bronze Plate	7
<b>Face</b>	None	--
<b>Chest</b>	Thick Cloth	2
<b>Abdomen</b>	Thick Cloth	2
<b>Arms</b>	None	--
<b>Forearms</b>	None	--
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Thick Cloth	2/2
<b>Sum:</b>		19
<b>Total AR:</b>		2

❖ *Berserk*

Material	BAR	KG	Location
Thick Cloth Cloak	2	2	Torso
Thick Cloth Pants	2	2	Full Legs
<b>Sum:</b>		4	

Location	Material	BAR
<b>Head</b>	None	--
<b>Face</b>	None	--
<b>Chest</b>	Thick Cloth	2
<b>Abdomen</b>	Thick Cloth	2
<b>Arms</b>	None	--
<b>Forearms</b>	None	--
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Thick Cloth	2/2
<b>Sum:</b>		12
<b>Total AR:</b>		1



❖ *Chieftain*

Material	BAR	KG	Location
Iron Helmet	7	2.5	Head
Brigandine Cuirass	6	15	Torso, Thighs
Thick Cloth Tunic & Pants	2	5	Torso, Full Legs
<b>Sum:</b>		2	

Location	Material	BAR
<b>Head</b>	Iron Plate	7
<b>Face</b>	None	--
<b>Chest</b>	Brigandine/Thick Cloth	7
<b>Abdomen</b>	Brigandine/Thick Cloth	7
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	Thick Cloth	2/2
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Thick Cloth	2/2
<b>Sum:</b>		37
<b>Total AR:</b>		4



## Egypt

❖ *Cloth Armor*

Material	BAR	KG	Location
Padded Hood	4	1.2	Head
Padded Vest	4	2.4	Torso,
Thick Cloth Skirt	2	1.2	Thighs
<b>Sum:</b>		4.8	

Location	Material	BAR
<b>Head</b>	Padded	4
<b>Face</b>	None	--
<b>Chest</b>	Padded	4
<b>Abdomen</b>	Padded	4
<b>Arms</b>	None	--
<b>Forearms</b>	None	--
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	None	--
<b>Sum:</b>		16
<b>Total AR:</b>		2





❖ *Imperial Armor*

Material	BAR	KG	Location
Bronze Helmet	7	2.5	Head
Bronze Scale Shirt	6	7.5	Torso, Arms
Bronze Vambraces	7	2.5	Forearms
Bronze Tassets	4	2.5	Thighs
Thick Cloth Skirt	2	1.2	Thighs
<b>Sum:</b>	<b>16.2</b>		

Location	Material	BAR
<b>Head</b>	Bronze Plate/Thick Cloth	8
<b>Face</b>	None	--
<b>Chest</b>	Bronze Scale/Thick Cloth	8
<b>Abdomen</b>	Bronze Scale/Thick Cloth	8
<b>Arms</b>	Bronze Scale/Thick Cloth	8
<b>Forearms</b>	Bronze Plate	7
<b>Thighs</b>	Bronze Tassets/Thick Cloth	5/5
<b>Shins</b>	None	--
	<b>Sum:</b>	<b>49</b>
	<b>Total AR:</b>	<b>5</b>



## Greece

❖ *Dendra Panoply (1200 BC)*

Material	BAR	KG	Location
Bone & Bronze Helmet	5	2.5	Head
Bronze Plate	7	12.5	Torso, Arms, Thighs
Bronze Vambraces	7	2.5	Forearms
Bronze Greaves	7	5	Shins
<b>Sum:</b>	<b>22.5</b>		

Location	Material	BAR
<b>Head</b>	Bronze & Bone	5
<b>Face</b>	None	--
<b>Chest</b>	Bronze Plate	7
<b>Abdomen</b>	Bronze Plate	7
<b>Arms</b>	Bronze Plate	7/7
<b>Forearms</b>	Bronze Plate	7/7
<b>Thighs</b>	Bronze Plate	7/7
<b>Shins</b>	Bronze Plate	7/7
	<b>Sum:</b>	<b>75</b>
	<b>Total AR:</b>	<b>8</b>



❖ *Hoplite (500 BC-200 AD)*

Material	BAR	KG	Location
Bronze Helmet	7	5	Full Head
Laminated Cloth Linothorax	6	4.8	Torso
Thick Cloth Cloak	2	2	Torso
Bronze Greeves	7	5	Shins
<b>Sum:</b>	<b>14.8</b>		

Location	Material	BAR
<b>Head</b>	Bronze Plate	7
<b>Face</b>	Bronze Plate	7
<b>Chest</b>	Laminated Cloth/Thick Cloth	7
<b>Abdomen</b>	Laminated Cloth/Thick Cloth	7
<b>Arms</b>	None	--
<b>Forearms</b>	None	--
<b>Thighs</b>	None	--
<b>Shins</b>	Bronze Plate	7/7
	<b>Sum:</b>	<b>42</b>
	<b>Total AR:</b>	<b>4</b>

❖ *Hoplite (500 BC-200 AD)*

Material	BAR	KG	Location
Bronze Helmet	7	5	Full Head
Bronze Cuirass	7	10	Torso
Thick Cloth Tunic	2	3	Torso, Thighs
Bronze Greeves	7	5	Shins
<b>Sum:</b>	<b>23</b>		

Location	Material	BAR
<b>Head</b>	Bronze Plate	7
<b>Face</b>	Bronze Plate	7
<b>Chest</b>	Bronze Plate/Thick Cloth	8
<b>Abdomen</b>	Bronze Plate/Thick Cloth	8
<b>Arms</b>	None	--
<b>Forearms</b>	None	--
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Bronze Plate	7/7
	<b>Sum:</b>	<b>48</b>
	<b>Total AR:</b>	<b>5</b>

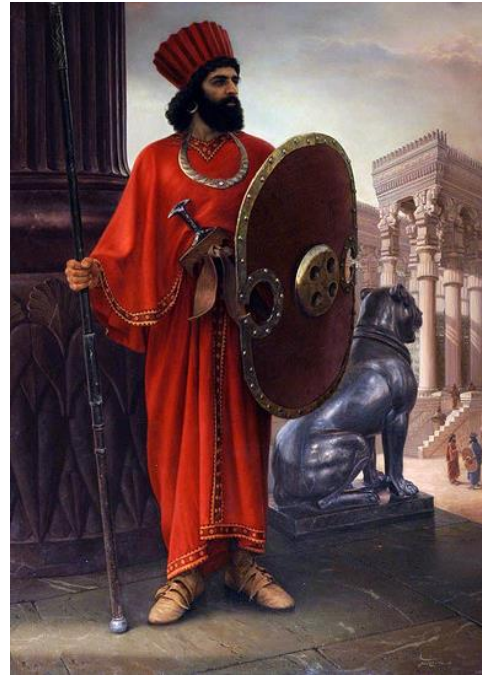


## Persian Empire

❖ *Imperial Guard (600-300 BC)*

Material	BAR	KG	Location
Thick Cloth Hat	2	1	Head
Thick Cloth Robe	2	5	Torso, Full Arms, Full Legs
<b>Sum:</b>		6	

Location	Material	BAR
<b>Head</b>	Thick Cloth	2
<b>Face</b>	None	--
<b>Chest</b>	Thick Cloth	2
<b>Abdomen</b>	Thick Cloth	2
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	Thick Cloth	2/2
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Thick Cloth	2/2
<b>Sum:</b>		22
<b>Total AR:</b>		2

❖ *Cavalry (300 BC)*

Material	BAR	KG	Location
Bronze Helmet	7	2.5	Head
Bronze Scale Cuirass	6	10	Torso
Bronze Scale Leggings	6	10	Full Legs
Thick Cloth Tunic/Pants	2	6	Torso, Full Arms, Full Legs
<b>Sum:</b>		28.5	

Location	Material	BAR
<b>Head</b>	Bronze Plate	7
<b>Face</b>	None	--
<b>Chest</b>	Bronze Scale/Thick Cloth	7
<b>Abdomen</b>	Bronze Scale/Thick Cloth	7
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	Thick Cloth	2/2
<b>Thighs</b>	Bronze Scale/Thick Cloth	7/7
<b>Shins</b>	Bronze Scale/Thick Cloth	7/7
<b>Sum:</b>		57
<b>Total AR:</b>		6



❖ *Infantry (400 BC)*

Material	BAR	KG	Location
Thick Cloth Turbin	2	0.5	Head
Thick Cloth Tunic	2	4	Torso, Full Arms, Thighs
Thick Cloth Pants	2	2	Full Legs
<b>Sum:</b>		6.5	

Location	Material	BAR
<b>Head</b>	Thick Cloth	2
<b>Face</b>	None	--
<b>Chest</b>	Thick Cloth	2
<b>Abdomen</b>	Thick Cloth	2
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	Thick Cloth	2/2
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Thick Cloth	2/2
<b>Sum:</b>		22
<b>Total AR:</b>		2

❖ *Immortals (500 BC)*

Material	BAR	KG	Location
Thick Cloth Turbin	2	0.5	Head
Bronze Scale Vest	5	10	Torso
Thick Cloth Tunic	2	4	Torso, Full Arms, Thighs
Thick Cloth Pants	2	2	Full Legs
<b>Sum:</b>		6.5	

Location	Material	BAR
<b>Head</b>	Thick Cloth	2
<b>Face</b>	None	--
<b>Chest</b>	Bronze Scale/Thick Cloth	6
<b>Abdomen</b>	Bronze Scale/Thick Cloth	6
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	Thick Cloth	2/2
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Thick Cloth	2/2
<b>Sum:</b>		30
<b>Total AR:</b>		3

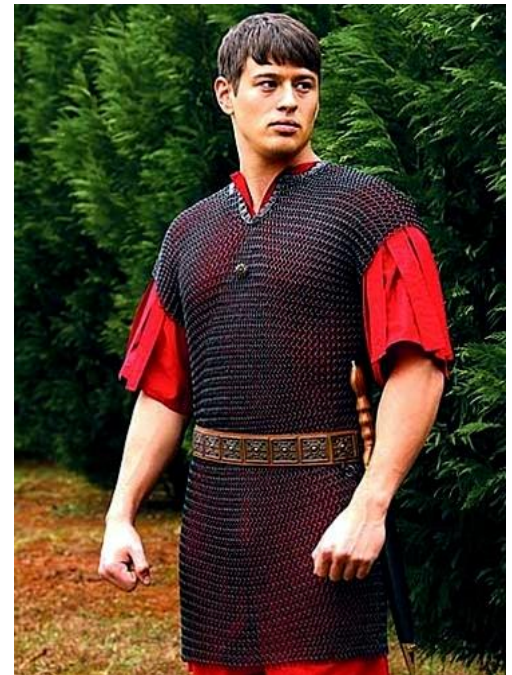


## Roman Era (30 BC - 400 AD)

### ❖ Chainmail (300 BC - 700 AD)

Material	BAR	KG	Location
Iron Chainmail Shirt	5	15	Torso, Thighs
Thick Cloth Tunic	2	3.5	Torso, Arms, Thighs
<b>Sum:</b>		18.5	

Location	Material	BAR
<b>Head</b>	None	--
<b>Face</b>	None	--
<b>Chest</b>	Iron Chainmail/Thick Cloth	6
<b>Abdomen</b>	Iron Chainmail/Thick Cloth	6
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	None	--
<b>Thighs</b>	Iron Chainmail/Thick Cloth	6/6
<b>Shins</b>	Thick Cloth	2/2
<b>Sum:</b>		32
<b>Total AR:</b>		3

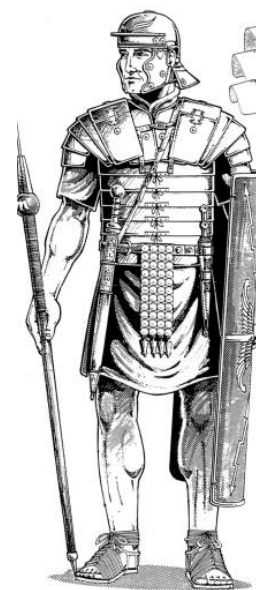


### ❖ Lorica Segmentata (100-400 AD)

Material	BAR	KG	Location
Iron Helmet	7	2.5	Head
Thick Cloth Coif	2	0.5	Head
Iron Segmentata	7	12.5	Torso, Arms
Thick Cloth Tunic	2	3.5	Torso, Arms, Thighs
Leather & Brass Tassets	4	2	Thighs
<b>Sum:</b>		19	

Location	Material	BAR
<b>Head</b>	Iron Plate/Thick Cloth	8
<b>Face</b>	None	--
<b>Chest</b>	Iron Plate/Thick Cloth	8
<b>Abdomen</b>	Iron Plate/Thick Cloth	8
<b>Arms</b>	None	--
<b>Forearms</b>	Thick Cloth	2/2
<b>Thighs</b>	Leather & Brass/Thick Cloth	5/5
<b>Shins</b>	None	--
<b>Sum:</b>		38
<b>Total AR:</b>		4

Roman Legionnaire  
c. 50-250 A.D.



❖ *Lorica Squamata (300 BC – 700 AD)*

Material	BAR	KG	Location
Bronze Helmet	7	2.5	Full Head
Thick Cloth Coif	2	0.5	Head
Bronze Scale	5	15	Torso, Thighs
Thick Cloth Tunic	2	3.5	Torso, Arms, Thighs
Soft Leather Skirt	4	2.4	Thighs
Bronze Greaves	7	5	Thighs
<b>Sum:</b>		28.9	

Location	Material	BAR
<b>Head</b>	Bronze Plate/Thick Cloth	8
<b>Face</b>	Bronze Plate	7
<b>Chest</b>	Bronze Scale/Thick Cloth	6
<b>Abdomen</b>	Bronze Scale/Thick Cloth	6
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	Thick Cloth	2/2
<b>Thighs</b>	Soft Leather/Thick Cloth	5/5
<b>Shins</b>	Bronze Scale/Thick Cloth	6/6
<b>Sum:</b>		47
<b>Total AR:</b>		5

❖ *Gladiators*

Material	BAR	KG	Location
Soft Leather Clothing	2	2	Torso, Thighs
Iron Pauldron (1)	7	1.25	Arm (1)
Thick Cloth Tunic	2	2	Torso, Thighs
Soft Leather Girdle	4	2.4	Abdomen
<b>Sum:</b>		7.65	

Location	Material	BAR
<b>Head</b>	None	--
<b>Face</b>	None	--
<b>Chest</b>	Soft Leather/Thick Cloth	3
<b>Abdomen</b>	Soft Leather/Thick Cloth	3
<b>Arms</b>	Iron Pauldron (L)	7/0
<b>Forearms</b>	None	--
<b>Thighs</b>	Soft Leather/Thick Cloth	3/3
<b>Shins</b>	None	--
<b>Sum:</b>		19
<b>Total AR:</b>		2



## Middle Ages (400-1500 AD)

### Asia

#### ❖ *Japan*

Material	BAR	KG	Location
Steel Helmet & Mask	8	5	Full Face
Steel Kabuto	8	17.5	Torso, Arms, Thighs
Steel Splinted Vambraces	7	2.5	Forearms
Padded Coif	4	1.3	Head
Thick Cloth Tunic	2	3	Torso, Full Arms
Thick Cloth Pants	2	2	Full Legs
Steel Plate Greaves	8	5	Shins
<b>Sum:</b>	<b>36.3</b>		



Location	Material	BAR
<b>Head</b>	Steel Plate/Padded	10
<b>Face</b>	Steel Plate	8
<b>Chest</b>	Steel Plate/Thick Cloth	9
<b>Abdomen</b>	Steel Plate/Thick Cloth	9
<b>Arms</b>	Steel Plate/Thick Cloth	9/9
<b>Forearms</b>	Steel Splinted/Thick Cloth	8
<b>Thighs</b>	Steel Plate/Thick Cloth	9/9
<b>Shins</b>	Steel Plate/Thick Cloth	9/9
	<b>Sum:</b>	<b>98</b>
	<b>Total AR:</b>	<b>10</b>

#### ❖ *Mongolia*

Material	BAR	KG	Location
Steel Plate Helmet	8	5	Head
Padded Coif	4	1.2	Head
Steel Lamellar Armor	7	17.5	Torso, Arms, Thighs
Thick Cloth Shirt	2	3	Torso, Full Arms
Thick Cloth Pants	2	2	Full Legs
Soft Leather Boots	2	1	Shins
<b>Sum:</b>	<b>29.7</b>		

Location	Material	BAR
<b>Head</b>	Steel Plate/Padded	10
<b>Face</b>	None	--
<b>Chest</b>	Steel Lamellar/Thick Cloth	8
<b>Abdomen</b>	Steel Lamellar/Thick Cloth	8
<b>Arms</b>	Steel Lamellar/Thick Cloth	8/8
<b>Forearms</b>	Thick Cloth	2/2
<b>Thighs</b>	Steel Lamellar/Thick Cloth	8/8
<b>Shins</b>	Soft Leather/Thick Cloth	3/3
	<b>Sum:</b>	<b>68</b>
	<b>Total AR:</b>	<b>7</b>



Material	BAR	KG	Location
Steel Helmet	8	2.5	Head
Padded Coif	4	1.2	Head
Thick Cloth Tunic	2	3	Torso, Full Arms
Soft Leather Vest	2	2	Torso
Thick Cloth Pants	2	2	Full Legs
Soft Leather Boots	2	1	Shins
<b>Sum:</b>			

Location	Material	BAR
<b>Head</b>	Steel Plate/Padded	10
<b>Face</b>	None	--
<b>Chest</b>	Soft Leather/Thick Cloth	3
<b>Abdomen</b>	Soft Leather/Thick Cloth	3
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	Thick Cloth	2/2
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	Soft Leather/Thick Cloth	3/3
<b>Sum:</b>		34
<b>Total AR:</b>		3



## Europe

### ❖ *Vikings (700-1000 AD)*

Material	BAR	KG	Location
Steel Helmet	8	2.5	Head
Steel Chainmail Coif	6	2.5	Head
Steel Chainmail Hauberk	6	17.5	Torso, Arms, Thighs
Thick Cloth Tunic	2	3	Torso, Full Arms, Thighs
Thick Cloth Pants	2	2	Full Legs
<b>Sum:</b>		27.5	

Location	Material	BAR
<b>Head</b>	Steel Plate/Steel Chainmail	11
<b>Face</b>	None	--
<b>Chest</b>	Steel Chainmail/Thick Cloth	7
<b>Abdomen</b>	Steel Chainmail/Thick Cloth	7
<b>Arms</b>	Steel Chainmail/Thick Cloth	7/7
<b>Forearms</b>	Thick Cloth	2/2
<b>Thighs</b>	Steel Chainmail/Thick Cloth	7/7
<b>Shins</b>	Thick Cloth	2/2
<b>Sum:</b>		61
<b>Total AR:</b>		6





❖ *Norman Knight (900-1300 AD)*

Material	BAR	KG	Location
Steel Helmet	8	2.5	Head
Steel Chainmail Hooded Hauberk	6	22.5	Head, Torso, Full Arms, Thighs
Steel Chainmail Chausses	6	10	Full Legs
Thick Cloth Robe	2	5	Torso, Full Arms, Full Legs
<b>Sum:</b>		40	

Location	Material	BAR
<b>Head</b>	Steel Plate/Chainmail	11
<b>Face</b>	None	--
<b>Chest</b>	Steel Chainmail/Thick Cloth	7
<b>Abdomen</b>	Steel Chainmail/Thick Cloth	7
<b>Arms</b>	Steel Chainmail/Thick Cloth	7/7
<b>Forearms</b>	Steel Chainmail/Thick Cloth	7/7
<b>Thighs</b>	Steel Chainmail (Doubled)	9/9
<b>Shins</b>	Steel Chainmail/Thick Cloth	7/7
<b>Sum:</b>		85
<b>Total AR:</b>		9

❖ *Crusades (1000-1300)*

Material	BAR	KG	Location
Padded Gambeson	4	7.2	Torso, Full Arms, Thighs
Thick Cloth Pants	2	2	Full Legs
<b>Sum:</b>		9.2	

Location	Material	BAR
<b>Head</b>	None	--
<b>Face</b>	None	--
<b>Chest</b>	Padded Cloth	4
<b>Abdomen</b>	Padded Cloth	4
<b>Arms</b>	Padded Cloth	4/4
<b>Forearms</b>	Padded Cloth	4/4
<b>Thighs</b>	Padded Cloth/Thick Cloth	5/5
<b>Shins</b>	Thick Cloth	2/2
<b>Sum:</b>		38
<b>Total AR:</b>		4



Material	BAR	KG	Location
Steel Helmet	8	5	Full Head
Steel Chainmail Hooded Hauberk	6	22.5	Head, Torso, Full Arms, Thighs
Thick Cloth Tabard	2	3	Torso, Thighs
Padded Gambeson	4	7.2	Torso, Full Arms, Thighs
Padded Leggings	4	4.8	Full Legs
<b>Sum:</b>		42.5	

Location	Material	BAR
<b>Head</b>	Steel Plate/Chainmail	11
<b>Face</b>	Steel Plate	8
<b>Chest</b>	Steel Chainmail/Padded	8
<b>Abdomen</b>	Steel Chainmail/Padded	8
<b>Arms</b>	Steel Chainmail/Padded	8/8
<b>Forearms</b>	Steel Chainmail/Padded	8/8
<b>Thighs</b>	Steel Chainmail (Doubled)	9/9
<b>Shins</b>	Steel Chainmail/Padded	8/8
<b>Sum:</b>		101
<b>Total AR:</b>		10



Material	BAR	KG	Location
Steel Helmet	8	5	Full Head
Steel Chainmail Hooded Hauberk	6	22.5	Head, Torso, Full Arms, Thighs
Thick Cloth Tabard	2	2	Torso, Thighs
Padded Gambeson	4	7.2	Torso, Full Arms, Thighs
Padded Leggings	4	4.8	Full Legs
Steel Pauldrons	8	2.5	Arms
Steel Splinted Vambraces	7	2.5	Forearms
<b>Sum:</b>		45.5	

Location	Material	BAR
<b>Head</b>	Steel Plate/Chainmail	11
<b>Face</b>	Steel Plate	8
<b>Chest</b>	Steel Chainmail/Padded	8
<b>Abdomen</b>	Steel Chainmail/Padded	8
<b>Arms</b>	Steel Plate/Chainmail	11/11
<b>Forearms</b>	Steel Splinted/Chainmail	10/10
<b>Thighs</b>	Chainmail (Doubled)	9/9
<b>Shins</b>	Steel Chainmail/Padded	8/8
<b>Sum:</b>		111
<b>Total AR:</b>		11



❖ *Scotland (1300s)*

Material	BAR	KG	Location
Steel Brigandine Cuirass	7	10	Torso
Thick Cloth Tunic	2	3	Torso, Arms, Thighs
Hardened Leather Vambraces	5	1.2	Forearms
Thick Cloth Kilt	2	3	Torso, Thighs
<b>Sum:</b>	17.2		



Location	Material	BAR
<b>Head</b>	None	--
<b>Face</b>	None	--
<b>Chest</b>	Steel Brigandine/Thick Cloth	8
<b>Abdomen</b>	Steel Brigandine/Thick Cloth	8
<b>Arms</b>	Thick Cloth	2/2
<b>Forearms</b>	Hardened Leather	5/5
<b>Thighs</b>	Thick Cloth	2/2
<b>Shins</b>	None	--
<b>Sum:</b>		34
<b>Total AR:</b>		3

❖ *Crossbowman (1300s)*

Material	BAR	KG	Location
Reinforced Soft Leather Cuirass	5	7.5	Torso, Thighs
Steel Pauldrons & Elbows	8	2.5	Arms
Steel Splinted Vambraces	7	2.5	Forearms
Padded Gambeson	4	7.2	Torso, Full Arms, Thighs
Thick Cloth Pants	2	2	Full Legs
Steel Splinted Cuisses & Knees	7	5	Thighs
<b>Sum:</b>	26.7		



Location	Material	BAR
<b>Head</b>	None	--
<b>Face</b>	None	--
<b>Chest</b>	Reinforced Leather/Padded	7
<b>Abdomen</b>	Reinforced Leather/Padded	7
<b>Arms</b>	Steel Plate/Padded	10/10
<b>Forearms</b>	Splinted Steel/Padded	9/9
<b>Thighs</b>	Splinted Steel/Padded	9/9
<b>Shins</b>	Thick Cloth	2/2
<b>Sum:</b>		74
<b>Total AR:</b>		7

❖ 1400 AD

Material	BAR	KG	Location
Steel Plate Helmet	8	5	Full Head
Padded Coif	4	1.2	Head
Steel Plate Suit	8	25	Torso, Full Arms, Full Legs
Steel Chainmail Hauberk	6	17.5	Torso, Arms, Thighs
Padded Gambeson	4	3	Torso, Full Arms
Steel Plate Full Legs	8	10	Full Legs
Padded Leggings	4	2	Full Legs
<b>Sum:</b>	<b>63.7</b>		

Location	Material	BAR
<b>Head</b>	Steel Plate/Padded	10
<b>Face</b>	Steel Plate	8
<b>Chest</b>	Steel Plate/Chainmail	11
<b>Abdomen</b>	Steel Plate/Chainmail	11
<b>Arms</b>	Steel Plate/Chainmail	11/11
<b>Forearms</b>	Steel Plate/Padded	10/10
<b>Thighs</b>	Steel Plate/Chainmail	11/11
<b>Shins</b>	Steel Plate/Padded	10/10
<b>Sum:</b>		<b>124</b>
<b>Total AR:</b>		<b>12</b>

Material	BAR	KG	Location
Steel Plate Helmet	8	5	Full Head
Padded Coif	4	1.2	Head
Steel Plate Suit	8	25	Torso, Full Arms, Full Legs
Padded Gambeson	4	3	Torso, Full Arms
Steel Plate Full Legs	8	10	Full Legs
Padded Leggings	4	2	Full Legs
<b>Sum:</b>	<b>46.2</b>		

Location	Material	BAR
<b>Head</b>	Steel Plate/Padded	10
<b>Face</b>	Steel Plate	8
<b>Chest</b>	Steel Plate/Padded	10
<b>Abdomen</b>	Steel Plate/Padded	10
<b>Arms</b>	Steel Plate/Padded	10/10
<b>Forearms</b>	Steel Plate/Padded	10/10
<b>Thighs</b>	Steel Plate/Padded	10/10
<b>Shins</b>	Steel Plate/Padded	10/10
<b>Sum:</b>		<b>118</b>
<b>Total AR:</b>		<b>12</b>



Material	BAR	KG	Location
Steel Plate Helmet	8	5	Full Head
Padded Coif	4	1.2	Head
Steel Brigandine Cuirass	7	10	Torso
Steel Plate Full Arms	8	2.5	Full Arms
Padded Gambeson	4	3	Torso, Full Arms
Steel Plate Full Legs	8	10	Full Legs
Padded Leggings	4	2	Full Legs
<b>Sum:</b>		33.7	



Location	Material	BAR
<b>Head</b>	Steel Plate/Padded	10
<b>Face</b>	Steel Plate	8
<b>Chest</b>	Steel Brigandine/Padded	9
<b>Abdomen</b>	Steel Brigandine/Padded	9
<b>Arms</b>	Steel Plate/Padded	10/10
<b>Forearms</b>	Steel Plate/Padded	10/10
<b>Thighs</b>	Steel Plate/Padded	10/10
<b>Shins</b>	Steel Plate/Padded	10/10
<b>Sum:</b>		116
<b>Total AR:</b>		12

❖ 1500 AD

Material	BAR	KG	Location
Steel Plate Helmet	8	5	Full Head
Padded Coif	4	1.2	Head
Steel Plate Cuirass	7	10	Torso
Steel Plate Full Arms	8	2.5	Full Arms
Padded Gambeson	4	3	Torso, Full Arms
Steel Plate Full Legs	8	10	Full Legs
Padded Leggings	4	2	Full Legs
<b>Sum:</b>		33.7	



Location	Material	BAR
<b>Head</b>	Steel Plate/Padded	10
<b>Face</b>	Steel Plate	8
<b>Chest</b>	Steel Plate/Padded	10
<b>Abdomen</b>	Steel Plate/Padded	10
<b>Arms</b>	Steel Plate/Padded	10/10
<b>Forearms</b>	Steel Plate/Padded	10/10
<b>Thighs</b>	Steel Plate/Padded	10/10
<b>Shins</b>	Steel Plate/Padded	10/10
<b>Sum:</b>		118
<b>Total AR:</b>		12

❖ 1600 AD

Material	BAR	KG	Location
Steel Plate Helmet	8	5	Full Head
Padded Coif	4	1.2	Head
Steel Plate Cuirass	7	10	Torso
Steel Plate Full Arms	8	2.5	Full Arms
Padded Gambeson	4	3	Torso, Full Arms
Steel Plate Full Legs	8	10	Full Legs
Padded Leggings	4	2	Full Legs
<b>Sum:</b>	<b>33.7</b>		



Location	Material	BAR
<b>Head</b>	Steel Plate/Padded	10
<b>Face</b>	Steel Plate	8
<b>Chest</b>	Steel Plate/Padded	10
<b>Abdomen</b>	Steel Plate/Padded	10
<b>Arms</b>	Steel Plate/Padded	10/10
<b>Forearms</b>	Steel Plate/Padded	10/10
<b>Thighs</b>	Steel Plate/Padded	10/10
<b>Shins</b>	Steel Plate/Padded	10/10
<b>Sum:</b>		<b>118</b>
<b>Total AR:</b>		<b>12</b>

Material	BAR	KG	Location
Steel Plate Helmet	8	5	Full Head
Padded Coif	4	1.2	Head
Steel Plate Cuirass	7	10	Torso
Steel Plate Full Arms	8	2.5	Full Arms
Padded Gambeson	4	3	Torso, Full Arms
Steel Plate Full Legs	8	10	Full Legs
Padded Leggings	4	2	Full Legs
<b>Sum:</b>	<b>33.7</b>		




Location	Material	BAR
<b>Head</b>	Steel Plate/Padded	10
<b>Face</b>	Steel Plate	8
<b>Chest</b>	Steel Plate/Padded	10
<b>Abdomen</b>	Steel Plate/Padded	10
<b>Arms</b>	Steel Plate/Padded	10/10
<b>Forearms</b>	Steel Plate/Padded	10/10
<b>Thighs</b>	Steel Plate/Padded	10/10
<b>Shins</b>	Steel Plate/Padded	10/10
<b>Sum:</b>		<b>118</b>
<b>Total AR:</b>		<b>12</b>

## Weapons


Almost any object can be used as a weapon. As a result the SE:20 Core Rules includes guides to help you design weapons for your game.

### Tiny Weapons


#### Bagh Nakh (Tiger Claw)

	Single-Handed	Length: 0.1m	Weight: 0.1kg
	Slash	Accuracy: 0s	Glance: 1d6s
	<b>Notes:</b> <b>Finesse (fn)</b> – Finesse weapons use either Agility or the Physique Attribute to determine the Shot Accuracy, whichever is higher.		

#### Brass Knuckles


	Single-Handed	Length: 0.1m	Weight: 0.1kg
	Crush	Accuracy: 0c	Glance: 1d6c +1 Temporary
	<b>Notes:</b> <b>Crush (c)</b> – If a crushing weapon rolls 6 on any Glance die, the target must roll a Stun Check, even if it did not receive damage.		

#### Shuriken


	One-Handed	Length: 0.2m	Weight: 0.1kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 1d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Finesse (fn)</b> – Finesse weapons use either Agility or the Physique Attribute to determine the Shot Accuracy, whichever is higher.		

## Small Weapons


### Butcher Knife

	Single-Handed	Length: 0.4m	Weight: 0.3kg
	Slash/Pierce	Accuracy: 0s/-2s	Glance: 2d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Finesse (fn)</b> – Finesse weapons use either Agility or the Physique Attribute to determine the Shot Accuracy, whichever is higher.		


### Cleaver

	Single-Handed	Length: 0.3m	Weight: 1.3kg
	Slash	Accuracy: 0s	Glance: 2d6s
	<b>Notes:</b> <b>Finesse (fn)</b> – Finesse weapons use either Agility or the Physique Attribute to determine the Shot Accuracy, whichever is higher.		

### Dagger


	Single-Handed	Length: 0.3m	Weight: 0.4kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 2d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Finesse (fn)</b> – Finesse weapons use either Agility or the Physique Attribute to determine the Shot Accuracy, whichever is higher.		

### Dirk


	Single-Handed	Length: 0.3m	Weight: 0.4kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 2d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Finesse (fn)</b> – Finesse weapons use either Agility or the Physique Attribute to determine the Shot Accuracy, whichever is higher.		




## Hand Axe

	One-Handed	Length: 0.5m	Weight: 1.6kg
	Crush/Slash	Accuracy: 0c/0s	Glance: 1d6c/2d6s
	<b>Notes:</b> <b>Crush (c)</b> – If a crushing weapon rolls 6 on any Glance die, the target must roll a Stun Check, even if it did not receive damage.		


## Hurlbat

	One-Handed	Length: 0.4m	Weight: 1.0kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 2d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.		


## Kama

	Single-Handed	Length: 0.5m	Weight: 1.0kg
	Crush/Slash/Pierce	Accuracy: 0cs/-2p	Glance: 1d6c/2d6sp
	<b>Notes:</b> <b>Crush (c)</b> – If a crushing weapon rolls 6 on any Glance die, the target must roll a Stun Check, even if it did not receive damage. <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Entanglement (en)</b> – Entanglement weapons can be used to entangle an opponent instead of causing damage. See <a href="#">Entangling &amp; Wrestling</a> in the Core Rules SRD.		


## Main Gauche

	Single-Handed	Length: 0.5m	Weight: 0.6kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 2d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. Finesse		


## Meat Hook

	Single-Handed	Length: 0.4m	Weight: 0.6kg
	Pierce	Accuracy: -2p	Glance: 2d6p
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Entanglement (en)</b> – Entanglement weapons can be used to entangle an opponent instead of causing damage. See <a href="#">Entangling &amp; Wrestling</a> in the Core Rules SRD.		


## Sickle

	One-Handed	Length: 0.3m	Weight: 0.3kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 2d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Entanglement (en)</b> – Entanglement weapons can be used to entangle an opponent instead of causing damage. See <a href="#">Entangling &amp; Wrestling</a> in the Core Rules SRD.		


## Stiletto

	One-Handed	Length: 0.3m	Weight: 0.3kg
	Pierce	Accuracy: -2p	Glance: 2d6p
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Finesse (fn)</b> – Finesse weapons use either Agility or the Physique Attribute to determine the Shot Accuracy, whichever is higher.		


## Tanto

	Single-Handed	Length: 0.3m	Weight: 0.6kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 2d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Finesse (fn)</b> – Finesse weapons use either Agility or the Physique Attribute to determine the Shot Accuracy, whichever is higher.		

## Triple Dagger


	Single-Handed	Length: 1.0m	Weight: 0.8kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 3d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Finesse (fn)</b> – Finesse weapons use either Agility or the Physique Attribute to determine the Shot Accuracy, whichever is higher.		

## Wakizashi


	Single-Handed	Length: 0.6m	Weight: 0.8kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 2d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Finesse (fn)</b> – Finesse weapons use either Agility or the Physique Attribute to determine the Shot Accuracy, whichever is higher.		

## Medium Weapons


### Bastard Sword

	One or Two-Handed	Length: 1.0m	Weight: 2.1kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 3d6sp +1
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.		


### Broadsword

	Single-Handed	Length: 0.8m	Weight: 1.6kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 3d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.		


### Chinese Hook Swords

	Single-Handed	Length: 1.0m	Weight: 1.2kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 3d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Entanglement (en)</b> – Entanglement weapons can be used to entangle an opponent instead of causing damage. See <a href="#">Entangling &amp; Wrestling</a> in the Core Rules SRD.		


## Club, Spiked

	Single-Handed	Length: 0.8m	Weight: 1.8kg
	Combination	Accuracy: 0cbo	Glance: 2d6cbo
	<b>Notes:</b> <b>Combination (cbo)</b> – A weapon cause both crushing and piercing damage. If a combination weapon rolls 6 on any Glance die, the target must roll a Stun Check, even if it did not receive damage. Additionally, if the attack causes damage, then it gains a bonus +1d6 Physical Damage.		


## Flail

	Single-Handed	Length: 0.8m	Weight: 2.0kg
	Combination	Accuracy: 0cbo	Glance: 2d6cbo +1
	<b>Notes:</b> <b>Combination (cbo)</b> – A weapon cause both crushing and piercing damage. If a combination weapon rolls 6 on any Glance die, the target must roll a Stun Check, even if it did not receive damage. Additionally, if the attack causes damage, then it gains a bonus +1d6 Physical Damage. <b>Entanglement (en)</b> – Entanglement weapons can be used to entangle an opponent instead of causing damage. See <a href="#">Entangling &amp; Wrestling</a> in the Core Rules SRD. Finesse <b>Flail (fl)</b> – A flail is flexible and can wrap over shields and around weapons. These weapons gain a +1 Shot Accuracy bonus against any character using a shield. Many flails also gain Entanglement.		


## Flanged Mace

	Single-Handed	Length: 0.8m	Weight: 2kg
	Combination	Accuracy: 0cbo	Glance: 2d6cbo +1
	<b>Notes:</b> <b>Combination (cbo)</b> – A weapon cause both crushing and piercing damage. If a combination weapon rolls 6 on any Glance die, the target must roll a Stun Check, even if it did not receive damage. Additionally, if the attack causes damage, then it gains a bonus +1d6 Physical Damage.		


## Katana

	One or Two Handed	Length: 1.0m	Weight: 1.4kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 3d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.		


## Longsword

	Single-Handed	Length: 1.0m	Weight: 1.5kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 3d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.		


## Machete

	One-Handed	Length: 0.8m	Weight: 1.0kg
	Slash	Accuracy: 0s	Glance: 3d6s
	<b>Notes:</b>		


## Rapier

	Single-Handed	Length: 1.0m	Weight: 0.8kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 3d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Finesse (fn)</b> – Finesse weapons use either Agility or the Physique Attribute to determine the Shot Accuracy, whichever is higher.		

## Sabre


	Single-Handed	Length: 0.9m	Weight: 1.4kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 3d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.		

## Scimitar


	Single-Handed	Length: 0.9m	Weight: 1.4kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 3d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.		

## Large Weapons


### Boar Spear

	Two-Handed	Length: 2.0m	Weight: 2.1kg
	Crush/Slash/Pierce	Accuracy: 0cs/-2p	Glance: 3d6c/4d6sp
	<p><b>Notes:</b> Crushing causes Stun Roll if Glance is greater than target's Resilience <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.</p>		


### Claymore

	Two-Handed	Length: 1.2m	Weight: 2.9kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 4d6sp +1
	<p><b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.</p>		


### Flamberge

	Two-Handed	Length: 1.3m	Weight: 3.4kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 4d6sp +1
	<p><b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.</p>		


## Glaive

	Two-Handed	Length: 2.3m	Weight: 4.0kg
	Crush/Slash/Pierce	Accuracy: 0cs/-2p	Glance: 3d6c/4d6sp +2
	<b>Notes:</b> <b>Crush (c)</b> – If a crushing weapon rolls 6 on any Glance die, the target must roll a Stun Check, even if it did not receive damage. <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.		


## Halberd

	Two-Handed	Length: 2.3m	Weight: 4.0kg
	Crush/Slash/Pierce	Accuracy: 0cs/-2p	Glance: 3d6c/4d6sp +2
	<b>Notes:</b> <b>Crush (c)</b> – If a crushing weapon rolls 6 on any Glance die, the target must roll a Stun Check, even if it did not receive damage. <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Entanglement (en)</b> – Entanglement weapons can be used to entangle an opponent instead of causing damage. See <a href="#">Entangling &amp; Wrestling</a> in the Core Rules SRD.		

## Military Flail


	Single-Handed	Length: 1.6m	Weight: 2.5kg
	Crush	Accuracy: 0c	Glance: 2d6c +1
	<b>Notes:</b> <b>Crush (c)</b> – If a crushing weapon rolls 6 on any Glance die, the target must roll a Stun Check, even if it did not receive damage. <b>Entanglement (en)</b> – Entanglement weapons can be used to entangle an opponent instead of causing damage. See <a href="#">Entangling &amp; Wrestling</a> in the Core Rules SRD. <b>Flail (fl)</b> – A flail is flexible and can wrap over shields and around weapons. These weapons gain a +1 Shot Accuracy bonus against any character using a shield. Many flails also gain Entanglement.		

## No-Dachi

	Two-Handed	Length: 1.9m	Weight: 4.0kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 4d6sp +2
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.		




## Zweihander


	Two-Handed	Length: 2m	Weight: 6.3kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 4d6sp +3
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.		

## Special Weapons

### Bullwhip


	Single-Handed	Length: 2.0m	Weight: 1.0kg
	Slash	Accuracy: 0	Glance: 1d6
	<b>Notes:</b> <b>Entanglement (en)</b> – Entanglement weapons can be used to entangle an opponent instead of causing damage. See <a href="#">Entangling &amp; Wrestling</a> in the Core Rules SRD. <b>Flail (fl)</b> – A flail is flexible and can wrap over shields and around weapons. These weapons gain a +1 Shot Accuracy bonus against any character using a shield. Many flails also gain Entanglement.		

### Kusarigama


	Two-Handed	Length: 0.5m/2.2m	Weight: 1.6kg
	Slash/Pierce	Accuracy: 0s/-2p	Glance: 2d6sp
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage. <b>Entanglement (en)</b> – Entanglement weapons can be used to entangle an opponent instead of causing damage. See <a href="#">Entangling &amp; Wrestling</a> in the Core Rules SRD. <b>Flail (fl)</b> – A flail is flexible and can wrap over shields and around weapons. These weapons gain a +1 Shot Accuracy bonus against any character using a shield. Many flails also gain Entanglement.		

## Thrown Weapons


### Bolas

	Thrown Weapon	Length: 0.2m	Weight: 0.2kg
	Pierce	Accuracy: 0	Glance: 1d6 Temporary
	<b>Notes:</b> <b>Crush (c)</b> – If a crushing weapon rolls 6 on any Glance die, the target must roll a Stun Check, even if it did not receive damage. Flail <b>Entanglement (en)</b> – Entanglement weapons can be used to entangle an opponent instead of causing damage. See <a href="#">Entangling &amp; Wrestling</a> in the Core Rules SRD.		

### Shuriken, Knife

	Thrown Weapon	Length: 0.25m	Weight: 0.2kg
	Pierce	Accuracy: -2	Glance: 1d6
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.		

### Shuriken, Star

	Thrown Weapon	Length: 0.2m	Weight: 0.2kg
	Pierce	Accuracy: -2	Glance: 1d6
	<b>Notes:</b> <b>Pierce (p)</b> – Piercing weapons suffer a -2 penalty to the Shot Accuracy since they are easier to deflect. If a piercing weapon hits and causes damage, then it gains a bonus +1d6 physical damage.		