

Savage Worlds

Arms and Equipment List

Weapons

Name	Damage	Range	Lb	Gp Cost	Special
Blades					
Dagger	Str + d4	6/12/24	1	25	
Dagger, silvered	Str + d4	6/12/24	1	50	
Short Sword	Str + d6		4	200	Includes cavalry sabers
Longsword	Str + d8		8	300	Includes scimitars
Greatsword	Str + d10		12	400	Parry -1, 2 hands
Swordbreaker	Str + d4		4	300	+2 to disarm attempts
Rapier	Str + d4		3	150	Parry +1
Broad Sword	Str + d6 + 2		6	1000	AP 2, includes katana
Bastard Sword	Str + d8		10	350	Parry -1, can be wielded in two hands for +1 damage
Double Sword	Str + d6		12	1500	Parry +1, 2 hands, second attack at -2
Axes					
Axe	Str + d6		2	100	
Battle Axe	Str + d8		10	200	
Great Axe	Str + d10		15	400	AP 1, Parry -1, 2 hands
Hafted Axe	Str + d6 + 2		10	1000	AP 2
Combat Axe	Str + d8		12	350	Parry -1, can be wielded in two hands for +1 damage
Axe Chain	Str + d6		15	500	Reach 1, Parry -1, 2 hands, can be used as a weapon in each hand without reach, ignores shield Parry and Cover bonus
Throwing Axe	Str + d6	6/12/24	2	75	
Hammers					
Warhammer	Str + d6		8	250	AP 1 vs. leather and chain armor, includes light maces
Maul	Str + d8		20	400	AP 2 vs. leather and chain armor, Parry -1, 2 hands, includes heavy maces
Picks					

Name	Damage	Range	Lb	Gp Cost	Special
Light Picks	Str + d6		6	300	AP 1 vs. scale and plate mail
Great Picks	Str + d8		14	500	AP 2 vs. scale and plate armor, Parry -1, 2 hands
Flails					
Flail	Str + d6		8	200	Ignores shield/weapon Parry and Cover bonus
Heavy Flail	Str + d8		12	300	Ignores shield/weapon Parry and Cover bonus, Parry -1, 2 hands
Pole Arms					
Halberd	Str + d8		15	250	Reach 1, 2 hands
Lance	Str + d8		10	300	AP 2 when charging, Reach 2 only usable mounted
Pike	Str + d8		25	400	Reach 2, 2 hands
Staff	Str + d4		8	10	Parry +1, 2 hands, second attack at -2 or Reach 1
Spear	Str + d6	6/12/24	5	100	Parry +1, Reach 1, 2 hands
Guisarme	Str + d6		18	400	Parry -1, 2 hands, +2 to Trip attempts, second attack at -2 or Reach 1
Various melee					
Whip	Str + 1		2	20	Reach 2, +1 to Trip and Disarm attempts, wielder count as Unarmed Attacker
Sap	Str + d4		5	50	If used on a Drop, victim must succeed a Vigor roll opposed by the damage or become incapacitated, wielder count as Unarmed Attacker
Bows					
Longbow	2d6	24/48/96	3	200	
—Arrows, 20	-	-	4	5	
—Arrow, silvered	-	-	0,5	1	
—Arrow, dire	-	-	0,5	1	AP 2, half range
—Arrow, woodspike	-	-	0,5	1	
English Longbow	2d6	30/60/120	5	500	Min. Str d6
—Arrows, 20	-	-	6	8	
—Arrow, silvered	-	-	0,5	1	
—Arrow, dire	-	-	0,5	1	AP 2, half range
—Arrow, woodspike	-	-	0,5	1	
Composite Bow	Str + d6	30/60/120	7	800	Min. Str d8
—Arrows, 20	-	-	5	6	
—Arrow, silvered	-	-	0,5	1	

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—Arrow, dire	-	-	0,5	1	AP 2, half range
—Arrow, woodspike	-	-	0,5	1	
Crossbows					
Hand Crossbow	2d4	12/24/49	3	200	AP 1
—Bolts, 10	-	-	2	5	
—Bolt, silvered	-	-	0,5	1	
Light Crossbow	2d6	24/48/96	10	500	AP 2, 1 action to reload, min. Str d6
—Bolts, 10	-	-	4	6	
—Bolt, silvered	-	-	0,5	1	
—Bolt, woodspike	-	-	0,5	1	
Heavy Crossbow	2d6	30/60/120	20	1000	AP 4, 2 actions to reload, min. Str d8
—Bolts, 10	-	-	6	8	
—Bolt, silvered	-	-	0,5	1	
—Bolt, woodspike	-	-	0,5	1	
Various ranged					
Sling	Str + d4	8/16/32	1	10	
Shuriken	Str+1	5/10/20	1	30	Two attacks at no penalty
Bolas	None	5/10/20	6	100	Ranged trip, Throwing as Str, raise equals Shaken

Armors

Name	Armor Bonus	Skill Penalty	Pace Penalty	Running Penalty	Lb	Gp Cost	Notes
Leather Armor							
Leather Torso	+1	0	0	0	10	50	Double weight when wet
Leather Arms	+1	0	0	0	5	20	Double weight when wet
Leather Legs	+1	0	0	0	8	30	Double weight when wet
Leather Helmet	+1	0	0	0	4	20	50% vs. head shot, double weight when wet
Studded Leather Armor							
Studded Torso	+2(+1)	0	0	0	15	100	1 Armor bypassed on a raise, double weight when wet

Name	Armor Bonus	Skill Penalty	Pace Penalty	Running Penalty	Lb	Gp Cost	Notes
Studded Arms	+2(+1)	0	0	0	8	50	1 Armor bypassed on a raise, double weight when wet
Studded Legs	+2(+1)	0	0	0	10	70	1 Armor bypassed on a raise, double weight when wet
Studded Helmet	+2(+1)	0	0	0	6	40	1 Armor bypassed on a raise, double weight when wet, 50% vs. head shot
Chainmail Armor							
Chain Shirt	+2	-2	0	-1	20	200	Covers torso
Chain Hauberk	+2	-2	0	-1	30	300	Covers torso and arms
Chainmail Skirt	+2	-1	0	-1	15	200	Covers legs
Chainmail Helmet	+2	-1	0	0	6	150	50% vs. head shot
Scale Mail Armor							
Scale Shirt	+3(+2)	-2	0	-1	25	300	Covers torso, 1 Armor bypassed on a raise
Scale Hauberk	+3(+2)	-2	0	-1	40	400	Covers torso and arms, 1 Armor bypassed on a raise
Scale Skirt	+3(+2)	-1	0	-1	20	300	Covers legs, 1 Armor bypassed on a raise
Scale Helmet	+3(+2)	-1	0	0	10	250	50% vs. head shot, 1 Armor bypassed on a raise
Plate and Mail Armor							
Breastplate	+3	-4	-1	-2	50	600	Covers torso
Vambraces	+3	-2	0	0	10	200	Covers arms
Greaves	+3	-3	-1	-1	30	350	Covers legs
Helmet	+3	-2	0	0	10	200	50% vs. head shot
Closed Helmet	+3	-3	0	0	15	300	Covers head
Plate and Scale Armor							
Breastplate	+4(+3)	-4	-1	-2	55	800	Covers torso, 1 Armor bypassed on a raise
Vambraces	+4(+3)	-2	0	0	12	300	Covers arms, 1 Armor bypassed on a raise
Greaves	+4(+3)	-3	-1	-1	35	400	Covers legs, 1 Armor bypassed on a raise
Helmet	+4(+3)	-2	0	0	12	250	50% vs. head shot, 1 Armor bypassed on a raise
Closed Helmet	+4(+3)	-3	0	0	18	400	Covers head, 1 Armor bypassed on a raise
Full Plate Armor							

Name	Armor Bonus	Skill Penalty	Pace Penalty	Running Penalty	Lb	Gp Cost	Notes
Plate Corselet	+4	-6	-2	-3	50	1000	Covers torso
Vambraces	+4	-4	0	-1	15	350	Covers arms
Greaves	+4	-5	-2	-2	30	500	Covers legs
Helmet	+4	-2	0	0	12	300	50% vs. head shot
Closed Helmet	+4	-4	0	-1	18	500	Covers head
Armor Spikes	-	-	-	-1	6	100	Str + d4, works while grappling, chance of pinning one self to wooden surfaces
Shields							
Buckler	-	-1	0	0	5	50	Parry +1
Medium Shield	-	-2	0	-1	16	100	Parry +1, Ranged Armor +2
Large Shield	-	-4	-1	-2	24	400	Parry +2, Ranged Armor +2
Shield Spikes	-	-	-	-	4	50	Str + d4 + Shield size, on Shield Bash
Barding							
Leather	+1	0	0	0	50	500	
Studded Leather	+2(+1)	0	0	0	70	700	1 Armor bypassed on a raise
Chainmail	+2	-1	0	-1	120	800	
Scale Mail	+3(+2)	-1	0	-1	150	1000	1 Armor bypassed on a raise
Plate and Mail	+3	-2	-1	-2	200	1250	
Plate and Scale	+4(+3)	-2	-1	-2	250	1500	1 Armor bypassed on a raise
Full Plate	+4	-4	-2	-3	400	2500	