

Savage Worlds Medieval Weapons And Armor

Type	Armor	Min Str	Weight	Cost
LIGHT TEXTILE				
Light leather, thick clothing, thin gambeson				
Barding (horse)	+1	d6	15	60
Jacket (torso, arms)	+1	d4	5	20
Robes (torso, arms, legs)	+1	d4	8	30
Leggings (legs)	+1	d4	5	20
Cap	+1	d4	1	5
HEAVY TEXTILE				
Boiled leather, thick gambeson, buff coat, Rawhide				
Barding (horse)	+2	d8	30	280
Hardened leather cuirass (torso)	+2	d6	15	80
Jacket (torso, arms)	+2	d6	8	80
Gambeson (torso, arms, legs)	+2	d6	10	100
Buff Coat (Torso, arms, legs)	+2	d6	6	100
Leggings (legs)	+2	d6	7	40
Cap	+2	d4	1	20
FLEXIBLE METAL				
Mail, scale, lamellar, samurai armor				
Barding (horse)	+3	d10	75	800
Shirt (torso, arms)	+3	d8	15	300
Byrnies (torso, legs)	+3	d8	15	300
Hauberk (torso, arms, legs)	+3	d8	25	400
Sleeves (arms)	+3	d8	8	150
Leggings (legs)	+3	d8	10	150
Lamellar helmet (head)	+3	d6	5	25
Mail Coif (head)	+2	d6	4	25
LIGHT PLATE				
Armor of small steel plates				
Barding (horse)	+4	d10	75	1200
Brigandine (Torso, legs)	+4	d6	15	350
Vambraces (arms)	+4	d6	15	175
Greaves (legs)	+4	d6	10	175
Cap	+3	d6	3	25
Helmet	+4	d6	4	50
Closed Helmet	+4	d6	6	100
HEAVY PLATE				
Armor of large steel plates				
Full Plate Barding	+5	d10	125	2000
Corselet (torso)	+5	d8	30	500
Plate Vambraces (arms)	+5	d8	10	200
Plate Greaves (legs)	+5	d8	10	200
Heavy Helm (head)	+5	d8	4	100

Heavy Helm, Enclosed (head)	+5	d8	7	200
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Shields

Buckler	+1	d4	4	50
Medium (heater, round, oval)	+2	d6	8	100
Large (pavise, kite)	+3	d8	12	200

Parry

Melee Weapons

New quality: Off-hand - A weapon with this quality still provides a bonus to parry when used as a second

Type	Damage	Min Str	Weight	Cost
Axe, Hand	Str+d6	d6	2	50
Axe, Battle	Str+d8	d8	3	75
Axe, Great (Berdish, Dane axe)	Str+d10	d8	5	100
Club, Light	Str+d4	d4	2	10
Club, Heavy	Str+d6	d6	3	20
Dagger/Knife	Str+d4	d4	1	25
Fighting Dagger/Knife (Main Gauche, Parrying Dagger)	Str+d4	d4	1	50
Flail	Str+d6	d6	3	200
Halberd	Str+d10	d8	6	250
Lance	Str+d8	d8	6	300
Mace	Str+d6	d8	4	100
Mace, Two-Handed	Str+d8	d8	6	250
Maul	Str+d10	d10	10	400
Pike	Str+d8	d8	10	150
Spear	Str+d6	d6	3	50
Staff	Str+d4	d4	2	20
Sword, Short (Light Saber, Cutlass, Gladius, Seax)	Str+d6	d6	2	150
Sword (Arming Sword, Heavy Saber, Broadsword)	Str+d8	d8	3	200
Sword, Long (Bastard, Katana, Kriegmesser)	Str+d10	d6/d8	4	300
Sword, Great (Zweihander, Montante, Spadone, Odachi)	Str+d10	d8	5	500
Sword, Rapier	Str+d6	d6	3	300
Warhammer, One-Handed	Str+d6	d8	2	250
Warhammer, Two-Handed	Str+d8	d8	3	400

Ranged Weapons

	Damage	Min Str	Weight	Cost
Axe, Throwing	Str+d6	d6	2	50
Bow	2d6	d6	3	250
Composite Bow	Str+d6	Special	3	300
Dagger, Throwing	Str+d4	d4	1	25
Hand Crossbow	2d4	d4	3	200
Crossbow, Medium	2d6	d6	5	250
Crossbow, Heavy	2d8	d6	8	400
Longbow	Str+d8	Special	3	300
Sling (Athletics (Throwing))	Str+d4	d6	1	10
Javelin	Str+d6	d6	3	50

