

Weapon Speed Factor in Action Points

Every character has a limited amount of action points per round in which they can spend conducting actions. Some characters are faster than others. Yet also, certain weapons or actions also consume more time than others.

These rules are meant to gauge the time used in terms of action points. These rules are still in experimental stages and is still incomplete.

WEAPON DICE	ONE HANDED	TWO HANDED	TWO WEAPON
d4	3	--	4 /2 = 8 ea.
d6	4	(3)	5 /2 = 10 ea.
d8	5	4	6 /2 = 12 ea.
d10	6	5	7 /2 = 14 ea.
d12	7	6	8 /2 = 16 ea.

Dex	ACTION POINTS BY LEVEL										
	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
10	5	6	7	8	9	10	11	12	13	14	15
12	6	7	8	9	10	11	12	13	14	15	16
14	7	8	9	10	11	12	13	14	15	16	17
16	8	9	10	11	12	13	14	15	16	17	18
18	9	10	11	12	13	14	15	16	17	18	19
20	10	11	12	13	14	15	16	17	18	19	20

WEAPON	COST	WEIGHT	RANGE	Speed in AP	TYPE	DAMAGE
DAGGERS						
Bone Knife	--	1	M	3	P	1-3
Dagger	20s	1	M	3	P, S	1d4
Hunting Knife	15s	1	M	3	P, S	1d4+1
Katar	25s	2	M	3	P, B	1d4+1
Kris	45s	1	M	3	P	1d4
Main-Gauche	50s	1	M	3	P	1d4
Sickle	60s	1	M	3	P	1d4+1
Stiletto	35s	1	M	3	P	1d4
SWORDS						
Bastard Sword	650s	6	M	6	S	1d10
Broad Sword	350s	5	M	5	S	2d4+1
Claymore	550s	8	2	7	S	2d6
Cutlass	250s	3	M	5	S	1d8
Falchion	450s	4	M	4	S	1d6+1
Gladius	350s	2	M	4	S	1d6
Great Sword	1000s	10	2	7	S	1d12
Long Sword	500s	4	M	5	S	1d8
Rapier	200s	2	M	4	S, P	1d6
Sabre	150s	3	M	4	S	1d6+1
Scimitar	200s	4	M	4	S	1d6+1
Short Sword	250s	2	M	4	S	1d6
AXES						
Battle Axe	250s	6	M	5	S	1d8
Dwarven War Axe	500s	9	M	6	S	1d10
Great Axe	375s	12	2	7	S	1d12
Hand Axe	100s	3	M	4	S	1d6
BLUNTS						
Sapper	10s	1	M	4	B	1d4
Baton, One Handed	--	1	M	4	B	1
Baton, Two Handed	--	2	M	4	B	1-2
Quarter Staff	10s	2	M	4	B	1d6
Light Mace	50s	3	M	4	B, S	1d6
Heavy Mace	150s	6	M	5	B, S	1d8
Morning Star	80s	7	M	5	B, P	1d8+1
Light Flail	50s	4	M	5	B, P	1d8
Heavy Flail	150s	10	M	7	B, P	3d4
Light Hammer	125s	4	M	3	B	1d4
War Hammer	200s	8	M	5	B	1d8
Sledge Hammer	350s	12	M	6	B	1d10

WEAPON	COST	WEIGHT	RANGE	Speed in AP	TYPE	DAMAGE
War Maul	500s	15	2	7	B	2d6
POLEARMS						
Light Pick	15s	3	M	3	P	1d4
Heavy Pick	50s	8	M	5	P	1d8
Short Spear	50s	5	M	4	P	1d6
Long Spear	100s	12	2	6	P	1d10
Trident	150s	10	M	7	P	3d4
Ranseur	140s	10	2	5	S, P	1d8
Glaive	175s	12	2	5	S, P	1d8+1
Guisarme	200s	10	2	5	P	1d6
Halberd	250s	12	2	6	S, P	1d10
Pike	350s	15	2	7	P	1d12
Jousting Lance	150s	8	2	7	P	1d4
Light Horse Lance	250s	12	2	7	P	1d8
Heavy Horse Lance	375s	15	2	7	P	1d12
BOWS						
Short Bow	300s	2	30ft - 10	4	--	1d6
Composite Short	750s	3	40ft - 10	5	--	1d8
Long Bow	750s	3	50ft - 10	5	--	1d8
Composite Long	1'000s	4	60ft - 10	6	--	1d10
Light Crossbow	350s	4	40ft - 10	5	--	1d8
Heavy Crossbow	500s	8	60ft - 10	6	--	1d10
Repeating Crossbow	2'500s	6	30ft - 10	4	--	1d6
Arbalest	3'750s	12	40ft - 10	7	--	1d12
Hand Crossbow	5'000s	1	5ft - 5	3	--	1d4
Arrows, Bone	--	--	-5 ft		P	
Arrows, Broad	5/10s	--	--		P	--
Arrows, Flight	5/5s	--	+10 ft		P	--
Arrows, Sheaf	5/30s	--	--		P	+1
Arrows, Stonebiter	5/50s	--	-10 ft		P	+2
PROJECTILES						
Dart	5s	--	10 ft - 5	3	P	1-3
Chakram	50s	1	5 ft - 5	4	S	1d6
Blowgun	25s	--	15 ft - 5	3	P	1-2
Shuriken	75s	--	10 ft - 5	3	S, P	1d4
Throwing Dagger	15s	--	10 ft - 5	3	P	1d4
Throwing Axe	35s	2	10 ft - 5	3	S	1d4
Bolas	100s	1	10 ft - 5	7	--	--
Sling	10s	--	25 ft - 10	3	B	1d4
Staff Sling	15s	4	35 ft - 10	4	B	1d6
Stone	--	--	--		B	--

WEAPON	COST	WEIGHT	RANGE	Speed in AP	TYPE	DAMAGE
Bullet	5s	--	--		B	+1
Harpoon	75s	4	25 ft - 5	5	P	1d8
Javelin	45s	3	35 ft - 5	4	P	1d6
Javelin, Stone	--	3	35 ft - 5	3	P	1d4
Rock	--	5	10 ft - 5	3	B	1d4
MISC WEAPONS						
Chain	--	6	2	4	B	1d6
Rope	--	4	M	7	--	1-3
Whip	--	2	2	7	S	1-3
Lasso	--	4	3	7	--	1-3
Bottle	--	2	5ft - 5	3	B	1d4
Glass	--	1	M	3	S	1-3
Chair	--	8	5ft - 5	5	B	1d4
Door	--	15	M	7	B	1d8
Table	--	12	M	6	B	1d6
Pole	--	4	M	5	B	1d4+1
Frying Pan	--	10	5ft - 5	5	B	1d6+1
Pot	--	8	5ft - 5	6	B	1d6
Shovel	--	8	M	6	S, B	1d6+1
Spade	--	10	M	6	S, B	1d6+1
Hook	--	2	M	4	P	1d4
Dish/Palte	--	3	5ft - 5	3	B	1-2
Mug	--	2	5ft - 5	3	B	1-2
Metal Plate	--	4	M	4	B	1d4