

Savage Worlds Weapons

Time for some weapons for Savage Worlds.

I'm all sorts of hyped for Savage Worlds Adventure Edition, but thinking about it all just leads me to remember all the elements of Savage Worlds I felt could have used improvement. Part of that included the weaponry section.

One of the most common complaints I heard about the weapons was that the stats often didn't make a lot of sense, or the cost of the weapons in the list didn't make a lot of sense. An example being the maul causing 400 monies vs a longsword costing 300. Or various things like a Rapier dealing the same damage as a Dagger. Etc etc.

So to deal with costs we'll be using my world's money system. Essentially there's 1 main currency and 2 denominations. Sil, or bits of silver, and Silver, often called a Piece. 1000 Sil to 1 Silver Piece. That's all.

Melee Weaponry

Melee						
	Range	DMG	Weight	Cost	Notes	
Dagger	3/6/12	Str+d4	1 lbs	5sil	throwing, fragile, hidden	
Light Blade		Str+d6	2 lbs	20sil		
Longsword		Str+d8	4 lbs	50sil	versatile	
Greatsword		Str+d10	7 lbs	70sil	-1 parry, two handed	
Rapier		Str+d6	2 lbs	50sil	parrying	
Battleaxe	3/6/12	Str+d8	3 lbs	45sil	throwing	
Greataxe		Str+d10	8 lbs	110sil	AP 1, -1 parry, two handed	
Flail		Str+d6	3 lbs	50sil	Ignores shield parry/cover	
Warhammer		Str+d6	5 lbs	80sil	AP 2 vs metal, versatile	
Spear	3/6/12	Str+d6*	4 lbs	55sil	reach 1, throwing, versatile	
Glaive		Str+d8	6 lbs	60sil	reach 1, two handed	
Lance		Str+d8	12 lbs	220sil	AP 4, reach 2, mounted only	
Staff		Str+d4*	2 lbs	5sil	parrying, two-handed, fragile	

Ranged Weaponry

Ranged							
	Range	DMG	Weight	Cost	Notes		
Shortbow	12/24/48	2d6	2 lbs	40sil	min d6 str		
Longbow	15/30/60	2d6	3 lbs	75sil	min d8 str		
Greatbow	15/30/60	2d8	7 lbs	100sil	min d10 str, cannot be used mounted		
Crossbow, Hand	6/12/24	2d6	1 lbs	60sil	AP 1, 1 action reload,		
Crossbow	12/24/48	2d6	3 lbs	110sil	AP 2, 1 action reload		
Sling	4/8/16	Str+d4	1 lbs	20sil			
Potions* [Alch]	3/6/12	Str+d4	*	*			
Pistol	6/12/24	3d4	3 lbs	170sil	1 action reload		
Musket	12/24/48	5d4	5 lbs	350sil	1 action reload		

Ammo

Ammo						
			Weight	Cost	Notes	
Arrows (5)			1 / 4 lbs	1sil	Free 20 arrows buying a bow	
Silver Arrows (5)			1 / 2 lbs	10sil	AP 2 against werewolves	
Cold Arrows (5)			1 / 2 lbs	15sil	+2 to hit fey	
Fire Arrows (5)			1 / 2 lbs	20sil	+2 fire damage	
Bullet (5)			1 lbs	5sil	Free 20 bullets buying a gun	
Shredding (5)			1 lbs	20sil	Ap 1 on a raise	
Magnetic (5)			1 1/2 lbs	30sil	+2 to hit metal objects	
Scrap (1)			1 lbs	*special	cone atk, -1 dmg, gather w/action, nat 1 jams gun	

Quick note on Scrap ammo, you're able to gather it for use with an action, but reloading is still an action. So with 2 actions you can gather things and reload your weapon. It feels relatively fair but hey, I'll get that kinked out in playtesting.

Good luck.