

Greatbow

325 gp



COR +4

CAP 3

Item

Two handed weapon. Minimum STR+COR of 8 to use. May not be fired when user is engaged in melee combat. Range: 360 feet.

Item 217 Art © Susan Van Camp Set 407

Greatbow

Longbow

250 gp



COR +3

CAP 2

Item

Two handed weapon. Minimum STR+COR of 5 to use. May not be fired when user is engaged in melee combat. Range: 300 feet.

Item 218 Art © Susan Van Camp Set 407

Longbow

Shortbow

180 gp



COR +2

CAP 1

Item

Two handed weapon. Minimum STR+COR of 2 to use. May not be fired when user is engaged in melee combat. Range: 250 feet.

Item 219 Art © Susan Van Camp Set 407

Shortbow

Militia Sling

20 gp



COR +1

CAP 5

Item

One handed weapon. Range: 200 feet

Item 220 Art © Susan Van Camp Set 407

Militia Sling

Crossbow

200 gp



COR +6

CAP 2

Item

It requires three IND to reload a crossbow. Range: 300 feet.

Item 221 Art © Susan Van Camp Set 407

Crossbow

Arbalest

400 gp



COR +12

CAP 4

Item

It requires one Action to reload a crossbow. Range: 360 feet.

Item 222 Art © Susan Van Camp Set 407

Arbalest

War Javelin

40 gp



STR +2
COR +6

CAP 1

Item

One handed throwing weapon frequently used as a one handed stabbing weapon as well. Range: 150 feet.

Item 223 Art © Susan Van Camp Set 407

War Javelin

Javelin Rack

30 gp



CAP 1

Item

Attaches to a shield. It carries three War Javelins at no additional CAP.

Item 224 Art © Susan Van Camp Set 407

Javelin Rack

Bow Case

30 gp



CAP 5

Item

Attaches to a shield, belt or backpack. Sometimes carried over the back. It cuts the CAP of the carried bow by 50%.

Item 225 Art © Susan Van Camp Set 407

Bow Case