

Appendix – Mostly Useless but Nevertheless Probably Fun Stuff

What you find in this appendix is not for everyone. In fact, I mostly included this because I had fun creating it. Use with care!

Pole Arms

In my youth, RPGs typically had a large collection of different pole arms. This is probably completely useless in a narrative game, potentially unbalanced, and overly

complicated. However, if you are *that guy or gal*, here is the largest collection of pole arms for Genesys, ready for you to use! For more information on these weapons, visit this informative web site:

<http://medieval.stormthecastle.com/armorypages/medieval-polearms.htm>

Ahlspeiß: A 5 foot thrusting weapon whose blade has a square cross-section to improve its armor-piercing quality.

Bardiche: A 5 foot pole with a 2 foot axe-blade at the top. The weapon is rather difficult to use in enclosed spaces.

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Halbard	Melee [heavy]	+3	3	Engaged	5	250	3	Defensive 1, Pierce 3
Ahlspeiß	Melee [heavy]	+2	3	Engaged	5	200	3	Defensive 1, Pierce 4
Bardiche	Melee [heavy]	+3	3	Engaged	5	175	3	Defensive 1, Cumbersome 3, Vicious 1
Bec de Corbin	Melee [heavy]	+1	4	Engaged	5	250	4	Pierce 6, Unwieldy 3
Bill Hook	Melee [heavy]	+2	3	Engaged	5	300	1	Defensive 1, Knockdown
Boar Spear	Melee [heavy]	+3	3	Engaged	5	325	3	Defensive 1, Ensnare 1
Glaive	Melee [heavy]	+3	3	Engaged	5	350	3	Defensive 1, Knockdown
Guisarme	Melee [heavy]	+3	4	Engaged	5	400	3	Defensive 1, Knockdown, Ensnare 1
Lucerne Hammer	Melee [heavy]	+3	3	Engaged	5	200	5	Disorient 1, Pierce 3, Unwieldy 2
Partisan	Melee [heavy]	+4	3	Engaged	5	175	2	Defensive 1, Cumbersome 3
Pike	Melee [heavy]	+5	3	Engaged	6	500	2	Prepare 1, Pierce 2, Cumbersome 3, Inaccurate 1
Ranseur	Melee [heavy]	+3	3	Engaged	5	400	3	Defensive 1, Pierce 1, Sunder
Scythe	Melee [heavy]	+2	3	Engaged	5	75	1	Defensive 1, Unwieldy 3
Sword Staff	Melee [heavy]	+4	2	Engaged	5	300	3	Defensive 1
Voulge	Melee [heavy]	+4	2	Engaged	5	225	4	Cumbersome 3, Vicious 2

Bec de Corbin: The crow's beak is a polearm with a curved spike and a small hammer as a counter-weight. Its main strength is its ability to pierce armor.

Bill Hook: This weapon is actually a farm implement. It can be used for swing attacks, stabs, or as a hook to cause people to fall.

Boar Spear: This spear has two prongs on the side of the main blade to keep an impaled boar from advancing further towards the wielder.

Glaive: The glaive is a long pole with a curved blade on top that also has a small hook on the opposite side.

Guisarme: A long spear with a hook incorporated into the blade. Its main purpose is to dismount riders.

Lucerne Hammer: This pole-arm of Swiss origin has a beak, a hammer, as well as a stabbing point at the other end of the pole. It can be used to penetrate armor with the beak as well as to stun opponents with the hammer.

Partisan: An 8 foot pole with a spearhead that incorporates a curved section for parrying enemy blades.

Pike: A pike is up to 20 feet long and has a simple spear point at the top. This weapon was mainly used by large groups and is not very effective for the typical combat situations encountered in a dungeon.

Ranseur: A 6 foot pole with a three pronged blade that makes it look a bit like a curved trident. The ranseur can be used for stabbing but also to break the weapons of an attacker.

Scythe: A farmer's implement that can be used as a weapon in case of need.

Sword Staff: The Svardstav or sword staff is a pole arm with two short swords at its ends.

Voulge: An 8 foot pole arm with a rather long blade on top. It was made for hacking at enemies.