

WEAPON DESCRIPTIONS

Simple Weapons	Cost (gp)	Dmg (M)	Critical	Range	Weight	Type	Special	Finesse?
<i>Unarmed Attacks</i>								
Gauntlet	2 gp	1d3	x2	—	1 lb.	B		Y
Unarmed strike	—	1d3 ³	x2	—	—	B		Y
<i>Light Melee Weapons</i>								
Dagger	2 gp	1d4	19–20/x2	10 ft.	1 lb.	P or S	P Accuracy: 1	Y
Dagger, punching	2 gp	1d4	19-20/x3	—	1 lb.	P		Y
Gauntlet, spiked	5 gp	1d4	x2	—	1 lb.	P/B		Y
Mace, light	5 gp	1d6	x2	—	4 lb.	B	Crush 0	Y
Sickle	6 gp	1d6	x2	—	2 lb.	S		Y
<i>One-Handed Melee Weapons</i>								
Club	—	1d6	x2	—	4 lb.	B		2-H
Bo Stick	2 gp	1d6	x2	—	3 lb.	B		Y
Mace, heavy	12 gp	1d8	x2	—	8 lb.	B	Crush: 1	
Morningstar	8 gp	1d8	x2	—	6 lb.	B/P		
Shortspear	1 gp	1d6	19-20 x2	20 ft.	3 lb.	P		Y
<i>Two-Handed Melee Weapons</i>								
Longspear ⁴	5 gp	1d8	x3	—	9 lb.	P	Penetration: 2, Reach	
Quarterstaff ⁵	—	1d6/1d6	x2	—	4 lb.	B	Double weapon, Defense: 2	Y
Spear	2 gp	1d8	x3	15 ft	6 lb.	P	Penetration:1	Y
<i>Ranged Weapons</i>								
Crossbow, light	35 gp +	1d8	18–20/x2	40 ft	4 lb.	P	Strength: 12	
Bolts, crossbow (10)	1 gp	—	—	—	1 lb.	—		
Dart	5 sp	1d4	x2	20 ft.	1/2 lb.	P		
Javelin	1 gp	1d6	19-20/x2	30 ft.	2 lb.	P		
Sling	—	1d4	x2	30 ft.	0 lb.	P	No Str Penalty	
Bullets, sling (10)	1 sp	—	—	—	5 lb.	—		
Martial Weapons								
<i>Light Melee Weapons</i>								
Axe, throwing	8 gp	1d6	x2	15 ft.	2 lb.	S		Y
Hammer, light	2 gp	1d6	x2	10 ft.	2 lb.	B		
Handaxe	6 gp	1d6	x3	10 ft.	3 lb.	S	Ranged weapon at -2 to hit	Y
Kukri	8 gp	1d4	18–20/x2	—	2 lb.	S		Y
Pick, light	4 gp	1d4	x4	—	3 lb.	P	Penetration: 1	
Sap	1 gp	1d6 ³	x2	—	2 lb.	B	Nonlethal damage.	Y
Shield, light	special	1d3	x2	—	special	B		
Spiked armor	special	1d6	x2	—	special	P/S		Y
Spiked shield, light	special	1d4	x2	—	special	P/B		
Sword, short	10 gp	1d6	19–20/x2	—	2 lb.	P	Penetration: 1, PA as M	Y

One-Handed Melee Weapons

Battleaxe	10 gp	1d8	x3	—	6 lb.	S		
Flail	8 gp	1d8	x2	—	5 lb.	B	Ignore Shield: 1, Crush: 0, Acc: -1	
Longsword	15 gp	1d8	19–20/x2	—	4 lb.	S		
Pick, heavy	8 gp	1d6	x4	—	6 lb.	P	Penetration: 2	
Rapier	20 gp	1d6	18–20/x2	—	2 lb.	P	Accuracy: 1, Defense: 1	Y
Scimitar	15 gp	1d6	18–20/x2	—	3 lb.	S		Y
Shield, heavy	special	1d4	x2	—	special	B		
Spiked shield, heavy	special	1d6	x2	—	special	B/P		
Trident	15 gp	1d8	x3	10 ft.	4 lb.	P		
Warhammer	12 gp	1d8	x3	—	5 lb.	B	Accuracy: -2, Crush: 2	

Two-Handed Melee Weapons

Falchion	75 gp	2d4	18–20/x2	—	8 lb.	S		
Glaive ⁴	8 gp	1d10	x3	—	10 lb.	S	Reach	
Greataxe	20 gp	1d12	x3	—	12 lb.	S	Penetration: 1, Accuracy: -1, Crush: 0	
Greatclub	5 gp	1d10	x2	—	8 lb.	B	Crush: 1	
Flail, heavy	15 gp	1d10	x3	—	10 lb.	B	Ignore Shield: 2, Crush: 1, Accuracy: -2	
Greatsword	50 gp	2d6	19–20/x2	—	8 lb.	S	Penetration: 1, Accuracy: -1, Crush: 0	
Guisarme ⁴	9 gp	2d4	x3	—	12 lb.	S	Reach	
Halberd	10 gp	1d10	x3	—	12 lb.	P or S		
Lance ⁴	10 gp	1d8	x3	—	10 lb.	P	Reach, Charge, Penetration: 2	
Ranseur ⁴	10 gp	2d4	x3	—	12 lb.	P	Reach, Penetration: 1	
Scythe	18 gp	2d4	x4	—	10 lb.	P or S		

Ranged Weapons

Crossbow, heavy	50 gp	1d10	18–20/x2	60 ft.	8 lb.	P	Strength: 16, Penetration: 1	
Bolts, crossbow (10)	1 gp	—	—	—	1 lb.	—		
Shortbow	20 gp	1d8	18-20/x2	40 ft	2 lb.	P		
Arrows (20)	1 gp	—	—	—	3 lb.	—		
Shortbow, composite	40 gp	1d8	18-20/x2	35 ft.	2 lb.	P		
Arrows (20)	1 gp	—	—	—	3 lb.	—		

Exotic Weapons

Light Melee Weapons

	Cost (gp)	Dmg (M)	Critical	Range	Weight	Type	Special	Finesse?
Kama	2 gp	1d6	x2	—	2 lb.	S		Y
Nunchaku	2 gp	1d6	x2	—	2 lb.	B		Y
Sai	1 gp	1d4	x2	10 ft.	1 lb.	B	+2 to disarm & Sunder	Y
Siangham	3 gp	1d6	19-20/x2	—	1 lb.	P		Y

One-Handed Melee Weapons

Sword, bastard	35 gp	1d10	19–20/x2	—	6 lb.	S		
Waraxe, dwarven	30 gp	1d10	x3	—	8 lb.	S		
Whip ⁴	1 gp	1d3 ³	x2	—	2 lb.	S		Y

Two-Handed Melee Weapons

Axe, orc double ⁵	30 gp	1d8/1d8	x3	—	15 lb.	S	
Chain, spiked ⁴	25 gp	2d4	x2	—	10 lb.	S/P/B	Y
Flail, dire ⁵	30 gp	1d8/1d8	x2	—	10 lb.	B	Ignore Shield: 1, Crush: 0, Acc: -1
Hammer, gnome hooked	20 gp	1d8/1d6	x3/x4	—	6 lb.	B and P	See Battle Axe & Light Pick
Sword, two-bladed ⁵	40 gp	1d8/1d8	19–20/x2	—	10 lb.	S	
Urgrosh, dwarven ⁵	35 gp	1d8/1d6	x3	—	12 lb.	S or P	See Warhammer & Shortspear
<i>Ranged Weapons</i>							
Bolas	5 gp	1d4 ³	x2	10 ft.	2 lb.	B	
Crossbow, hand	50 gp	1d4	18–20/x2	20 ft.	2 lb.	P	Strength: 10
Bolts (10)	1 gp	—	—	—	1 lb.	—	
Crossbow, repeating heavy	60 gp	1d10	19–20/x2	60 ft.	12 lb.	P	
Bolts (5)	1 gp	—	—	1 lb.	—	—	
Crossbow, repeating light	45 gp	1d8	19–20/x2	40 ft.	6 lb.	P	
Bolts (5)	1 gp	—	—	1 lb.	—	—	
Longbow	30 gp	1d12	18-20/x2	50 ft.	3 lb.	P	
Arrows (20)	1 gp	—	—	—	3 lb.	—	
Longbow, composite	50 gp	1d12	18-20/x2	55 ft.	3 lb.	P	
Arrows (20)	1 gp	—	—	—	3 lb.	—	
Net	10 gp	—	10 ft.	6 lb.	—	—	
Shuriken (5)	1 gp	1d2	x2	10 ft.	1/2 lb.	P	

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as

2 When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of

3 The weapon deals nonlethal damage rather than lethal damage.

4 Reach weapon.

5 Double weapon.