



WEAPONS

	Cost	(S)	(M)	Critical	Inc	Type
Unarmed Attacks						
Gauntlet	2 gp	1d2	1d3	x2	—	B
Unarmed strike	—	1d2 ³	1d3 ³	x2	—	B
Light Melee Weapons						
Baton (Collapsing)	12 gp	1d4	1d6	x2	—	B
Bayonet	8gp	1d4	1d6	x3	—	P
Dagger	2 gp	1d3	1d4	19–20	10'	P/S
Dagger (punching)	2 gp	1d3	1d4	x3	—	P
Dirk (Cryxian)	10 gp	1d3	1d4	18–20	10'	P
Gauntlet (spiked)	5 gp	1d3	1d4	x2	—	P
Mace, light	5 gp	1d4	1d6	x2	—	B
Sickle	6 gp	1d4	1d6	x2	—	S
One-Handed Melee Weapons						
Club	—	1d4	1d6	x2	10'	B
Mace, heavy	12 gp	1d6	1d8	x2	—	B
Morningstar	8 gp	1d6	1d8	x2	—	B/P
Shortspear	1 gp	1d4	1d6	x2	20'	P
Two-Handed Melee Weapons						
Longspear ⁴	5 gp	1d6	1d8	x3	—	P
Quarterstaff ⁵	—	1d4/1d4	1d6/1d6	x2	—	B
Stave of Authority ⁵	—	—	1d8/1d6	x2	—	B
Spear	2 gp	1d6	1d8	x3	20'	P
Ranged Weapons						
Crossbow, heavy	50 gp	1d8	1d10	19–20	120'	P
Bolts, XBow (10)	1 gp	—	—	—	—	
Crossbow, light	35 gp	1d6	1d8	19–20	80'	P
Bolts, XBow (10)	1 gp	—	—	—	—	
Dart	5 sp	1d3	1d4	x2	20'	P
Grenade (explosive)	—	—	2d10	x2	10'	P
Grenade (incendiary)	—	—	1d10	—	10'	—
Javelin	1 gp	1d4	1d6	x2	30'	P
Sling	—	1d3	1d4	x2	50'	B
Bullets, sling (10)	1 sp	—	—	—	—	—
Marital Weapons						
Light Melee Weapons						
Axe, throwing	8 gp	1d4	1d6	x2	10'	S
Chain (light)	—	1d3	1d4	x2	—	B
Hammer, light	1 gp	1d3	1d4	x2	20'	B
Handaxe	6 gp	1d4	1d6	x3	—	S
Kukri	8 gp	1d3	1d4	18–20	—	S
Pick, light	4 gp	1d3	1d4	x4	—	P
Sap	1 gp	1d4 ³	1d6 ³	x2	—	B
Shield, light	special	1d2	1d3	x2	—	B
Spiked armor	special	1d4	1d6	x2	—	P
Spiked shield lt	special	1d3	1d4	x2	—	P
Sword short	10 gp	1d4	1d6	19–20	—	P
One-Handed Melee Weapons						
Battleaxe	10 gp	1d6	1d8	x3	—	S
Battleblade(Caspian)	22 gp	—	2d4	X3	—	S
Flail	8 gp	1d6	1d8	x2	—	B
Longsword	15 gp	1d6	1d8	19–20	—	S
Pick, heavy	8 gp	1d4	1d6	x4	—	P
Rapier	20 gp	1d4	1d6	18–20	—	P
Scimitar	15 gp	1d4	1d6	18–20	—	S
Shield, heavy	special	1d3	1d4	x2	—	B
Spiked shield, heavy	special	1d4	1d6	x2	—	P
Trident	15 gp	1d6	1d8	x2	10'	P
Warhammer	12 gp	1d6	1d8	x3	—	B

2 *XX* means both types, *X-X* means either type

3 *The weapon deals nonlethal damage rather than lethal damage.*

4 *Reach weapon.*

5 *Double weapon.*

2 X/X means both types, X-X means either type
3 The weapon deals nonlethal damage rather than lethal damage.
4 Reach weapon.
5 Double weapon.

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	Cost	Dmg (S)	Dmg (M)	Critical Critical	Range Inc	Type ²
Two-Handed Melee Weapons						
Falchion	75 gp	1d6	2d4	18–20	—	S
Flail, heavy	15 gp	1d8	1d10	19–20	—	B
Glave ⁴	8 gp	1d8	1d10	x3	—	S
Greataxe	20 gp	1d10	1d12	x3	—	S
Greatclub	5 gp	1d8	1d10	x2	—	B
Greatsword	50 gp	1d10	2d6	19–20	—	S
Greatsword (cleft)	350 gp	—	2d6	18-20	—	S
Guisarme ⁴	9 gp	1d6	2d4	x3	—	S
Halberd	10 gp	1d8	1d10	x3	—	P-S
Lance ⁴	10 gp	1d6	1d8	x3	—	P
Ranseur ⁴	10 gp	1d6	2d4	x3	—	P
Scythe	18 gp	1d6	2d4	x4	—	P-S
Spear (cleft) ⁴	302 gp	—	1d8/1d8	19-20	20'	P
Spear (Khardic) ⁴	12 gp	—	1d6	x3	20'	P
Ranged Weapons						
Arrows (20)	1 gp	—	—	—	—	—
Longbow	75 gp	1d6	1d8	x3	100'	P
Longbow, comp	100 gp	1d6	1d8	x3	110'	P
Net Launcher	175 gp	—	—	x2	25'	B
Shortbow	30 gp	1d4	1d6	x3	60'	P
Shortbow, comp	75 gp	1d4	1d6	x3	70'	P
Shortbow (Khardic)	150 gp	—	1d6	x3	70'	P
Exotic Weapons						
Light Melee Weapons						
Kama	2 gp	1d4	1d6	x2	—	S
Katrina's Hook ⁵	15 gp	—	1d6/1d6	x3	—	S-P
Nunchaku	2 gp	1d4	1d6	x2	—	B
Sai	1 gp	1d3	1d4	x2	10'	B
Siangham	3 gp	1d4	1d6	x2	—	P
One-Handed Melee Weapons						
Axe (Lgt Horseman)	36 gp	1d6	2d4	x3	—	S
Mechanoflail (light)	—	1d6	1d8	19-20	—	B
Sword, bastard	35 gp	1d8	1d10	19–20	—	S
Waraxe, dwarven	30 gp	1d8	1d10	x3	—	S
Whip ⁴	1 gp	1d23	1d33	x2	—	S
Two-Handed Melee Weapons						
Axe (Hvy Horseman)	50 gp	—	2d6	x3	—	S
Axe, orc double ³	60 gp	1d6/1d6	1d8/1d8	x3	—	S
Battleglave	46 gp	3d4	x3	x3	—	S
Chain (alders) ³	25 gp	—	1d6/1d6	x3/x2	—	B-P
Chain (spiked) ⁴	25 gp	1d6	2d4	x2	—	P
Claymore (Nyss)	—	—	2d6	19-20	—	S
Flail, dire ³	90 gp	1d6/1d6	1d8/1d8	x2	—	B
Hammer (gnm hiko) ⁵	20 gp	1d6/1d4	1d8/1d6	x3/x4	—	B/P
Sword, 2-bladed ³	100 gp	1d6/1d6	1d8/1d8	19–20	—	S
Staff (pincer)	—	1d6	2d4	x3	—	P
Urgrosh, dwar ³	50 gp	1d6/1d4	1d8/1d6	x3	—	S-P
Waraxe (Umbrean)	38 gp	—	2d8/1d6	x3	—	S-P
Ranged Weapons						
Bolas	5 gp	1d33	1d43	x2	10'	B
Bolts (5)	1 gp	—	—	—	—	—
Crossbow, hand	100 gp	1d3	1d4	19–20/x2	30'	P
XBow, repeat hvy	400 gp	1d8	1d10	19–20/x2	120'	P
XBow, repeat lt	250 gp	1d6	1d8	19–20/x2	80'	P
Net	20 gp	—	—	—	10'	—
Blastbuckler	235 gp	—	2d4-2	19-20x3	5'	P
Blunderbuss	150 gp	—	4d4	x3	30'	B/P
Carbine (military)	600 gp	—	2d8	19-20x3	150'	P
Musket	400 gp	—	1d12	x2	100'	P
Pistol (pepperbox)	325 gp	—	2d4-2	19-20x3	20'	P

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Pistol (pinlock)	150 gp	—	2d3	x2	30'	P
Pistol (military)	300 gp	—	2d6	19-20x3	80'	P
Pistol (musket)	175 gp	—	1d8	x2	20'	P
Pistol (small)	200 gp	—	2d4	19-20x3	40'	P
Pistol (quad iron)	375 gp	—	4d4	19-20x3	20'	P
Pistol (Rhyinnish)	225 gp	—	2d4-2	19-20x3	20'	P
Rifle (2 shot)	625 gp	—	2d6-2	19-20x3	140'	P
Rifle (long)	500 gp	—	2d6	19-20x3	160'	P
Rifle (pinlock)	350 gp	—	2d4	x2	140'	P
Rifle (military)	600 gp	—	2d8	19-20x2	200'	P
Rifle (revolving)	900 gp	—	2d6-2	19-20x3	120'	P
Shield gun (lgt)	260 gp	—	2d4	19-20x3	10'	P
Sheild (warcapt)	375 gp	—	2d6	19-20x3	20'	P
Rifle (Vavar Lib)	725 gp	—	2d8+2	19-20x3	240'	P
Rifle (Vislovski)	600 gp	—	2d6+2	19-20x3	180'	P
Walking Stick (Rynn)	375 gp	—	2d4-2	19-20x3	20'	P
Large Weapons						
Mechanoflail (hvy)	—	—	2d8	19-20	—	B
Warcleaver (Ogrun)	35 gp	—	—	—	—	—
Ammunition						
Arrow (cleft)	7 gp	—	—	19-20x3	—	P
Arrow (explosive)	5 gp	+1d4	+1d4	19-20x3	1/2	P
Arrow (flaming)	5 sp	+1d4fire	+1d4fire	x2	1/2	P
Arrow (message)	3 sp	—	—	x3	—	P
Arrow (rope cutter)	2 sp	—	—	x2	—	P
Arrow (screaming)	2 sp	—	—	x2	1/2	P
Rounds (Incendiary)	+6 gp	—	—	+1d6fire	—	P
Rounds (Precision)	+5 gp	—	—	—	—	P
ARMOR						
	Cost	Bonus	Dex	Check Penalty	Spell Failure	Speed 30' 20'
Padded ^L	5 gp	+1	8	0	5%	30' 20'
Armored Apron ^L	30 gp	+2	4	-2	15%	30' 20'
Leather ^L	10 gp	+2	6	0	10%	30' 20'
Std leather ^L	25 gp	+3	5	-1	15%	30' 20'
Chain shirt ^L	100 gp	+4	4	-2	20%	30' 20'
Hide ^M	15 gp	+3	4	-3	20%	20' 15'
Scale mail ^M	50 gp	+4	3	-4	25%	20' 15'
Chainmail ^M	150 gp	+5	2	-5	30%	20' 15'
Breastplate ^M	200 gp	+5	3	-4	25%	20' 15'
Splint mail ^H	200 gp	+6	0	-7	40%	20' ² 15' ²
Banded mail ^H	250 gp	+6	1	-6	35%	20' ² 15' ²
Half-plate ^H	600 gp	+7	0	-7	40%	20' ² 15' ²
Full plate ^H	1,500 gp	+8	1	-6	35%	20' ² 15' ²
Buckler	15 gp	+1	—	-1	5%	—
Bulwark (riflemann)	40 gp	+4	—	-10	50%	—
Shield (blastbcklr)	235 gp	+1	—	-1	5%	—
Shield Gun (light)	260 gp	+1	—	-2	10%	—
Shield (light)	9 gp	+1	—	-1	5%	—
Shield (heavy)	20 gp	+2	—	-2	15%	—
Shield (tower)	30 gp	+4 ³	2	-10	50%	—
Shield (warcaptain)	375 gp	+2	—	-3	20%	—
Armor spikes	+50 gp	—	—	—	—	—
Gauntlet (locked)	8 gp	—	—	Special	4	—
Shield spikes	+10 gp	—	—	—	—	—
Greatcoat	20 gp	+1	—	0	—	—
Greatcoat (armor)	75 gp	+2	6	-1	5%	30' 20'
Greatcoat (rein ^f)	35 gp	+1	8	0	—	30' 20'
Iron Mantle	—	+2	4	-3	15%	30' 20'
Attitude						
Attitude	Means	Possible Actions				
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee				
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch, insult				
Indifferent	Doesn't much care	Socially expected interaction				
Friendly	Wishes you well	Chat, advise, offer limited help, advocate				
Helpful	Will take risks to help you	Protect, back up, heal, aid				

2 When running in heavy armor, you move only triple your speed, not quadruple.
3 If the object is being held, carried, or worn by a creature, yes. If not, no.
4 W/BAB of +1, combine with regular move. w/2 Fighting, draw two weapons.
5 May be taken as a standard action if limited to taking only a single action.
6 Unless the component is an extremely large or awkward item.
7 These attack forms substitute for a melee attack, not an action.

Armor Class Modifiers

Behind cover	+4	+4
Blinded	-2 ¹	-2 ¹
Concealed or invisible	See Concealment	
Cowering	-2 ¹	-2 ¹
Entangled	+0 ²	+0 ²
Flat-footed (such as surprised, balancing, climbing)	+0 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ^{1,3}
Helpless (such as paralyzed, sleeping, or bound)	-4 ⁴	+0 ⁴
Kneeling or sitting	-2	+2
Pinned	-4 ⁴	+0 ⁴
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 ¹	-2 ¹

1 The defender loses any Dexterity bonus to AC.

2 An entangled character takes a -4 penalty to Dexterity.

3 Roll randomly to see who you strike. They lose any Dexterity bonus to AC.

4 Defender's Dex 0 (-5 mod). Can sneak attack helpless or pinned defenders.

Attack Roll Modifiers

Attacker is . . .	Melee	Ranged
Aided (by another)	+2	—
Charging	+2	—
Dazzled	-1	-1
Entangled	-2 ¹	-2 ¹
Flanking defender	+2	—
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Prone	-4	—
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

1 Entangled character also takes a -4 penalty to Dex, which may affect attack rolls.

2 Defender loses Dex bonus to AC. Doesn't apply if the target is blinded.

Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Both	-2	-2

Turning Undead

	Most Powerful Undead Affected
0 or lower	Cleric's level - 4
1-3	Cleric's level - 3
4-6	Cleric's level - 2
7-9	Cleric's level - 1
10-12	Cleric's level
13-15	Cleric's level + 1
16-18	Cleric's level + 2
19-21	Cleric's level + 3
22 or higher	Cleric's level + 4

Influencing NPC Attitudes

Init Att	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch, insult
Indifferent	Doesn't much care	Socially expected limited help
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid