
EN'HEDU Equipment

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Armor & Shield

Types of Armor

Flexible Armor

Flexible armor can typically be worn by anyone, and is roughly equivalent to very heavy clothing (sometimes *very* heavy). Mail is the ultimate expression (and heaviest) of pre-modern flexible armor, but is generally too heavy for consideration by most spellcasters, rogues and bards.

Rigid Armor

Rigid armor provides maximized protection at the expense of clothing-like flexibility. A lot of agility is given up in return for hard defense and complete coverage, from protected joints to reinforcing structure.

Shields

Shields are a special case, and have set stats based on their size.

Using These Types

Barbarians, bards, rogues and others limited to "light" armor for certain special abilities are now limited to "flexible" armor. Characters limited to "medium" armor can not wear heavy or maximum rigid armor.

Armor is also broken into sub-classifications of **light**, **medium** and **heavy**. This has no impact on proficiency, however, it is simply a measure of the armor design - light armor is designed for minimum interference with movement (within the limitations of its type, flexible or rigid), at the expense of actual protection; heavy armor is designed for maximum weight an protection within the limitations of its type, and consequently sacrifices some mobility.

Basic Stats

Armor Check Penalty

This applies to all of the normal things.

Arcane Spell Failure

The arcane spell failure percentage is equal to 10% per check penalty. So a check penalty of -3 results in a spell failure 30%.

DEX Modifier

This is a measure of how much the armor impacts the character's ability to dodge. Use the following chart to determine how much the DEX bonus to AC is impacted:

<u>Weight</u>	<u>Flexible</u>	<u>Rigid</u>
Minimal	no effect	–
Light	no effect	no effect
Medium	no effect	bonus x $\frac{1}{2}$
Heavy	bonus x $\frac{1}{2}$	bonus x $\frac{1}{4}$
Maximum	–	bonus x $\frac{1}{8}$

Round fractions of a bonus *down*. Thus for a 16 DEX while wearing Heavy Flexible armor (x1/2), the normal +3 Dex bonus to AC changes to a +1 Dex bonus.

Movement

Armor which provides a DEX Modifier of $\frac{1}{2}$ or worse also limits your ability to move quickly. At $\frac{1}{2}$ DEX, the character's movement is reduced to $\frac{2}{3}$ normal (30 ft becomes 20 ft). At $\frac{1}{4}$, the character loses the ability to run (although double moves are still possible).

Basic Armors

The chart below shows the basic classifications for armor. Generally, I plan to just eyeball or guesstimate what type an armor is, and use those stats.

Armor	Type	AC	DR	CHK	DEX	Wiz	Wt	Silver ²
Minimal Armor	Flex	+1	0/-	+0	same	0%	10	10
Light Flexible	Flex	+1	1/-	-1	same	10%	20	50
Medium Flexible	Flex	+2	1/-	-1	same	10%	30	150
Light Rigid	Rigid	+2	2/-	-2	same	20%	30	250
Heavy Flexible	Flex	+3	2/-	-2	$\frac{1}{2}$	20%	40	400
Medium Rigid	Rigid	+3	3/-	-3	$\frac{1}{2}$	30%	40	600
Heavy Rigid	Rigid	+4	3/-	-4	$\frac{1}{4}$	40%	50	800
Maximum Armor	Rigid	+4	4/-	-4	$\frac{1}{4}$	40%	65	2000
Buckler ¹	N/A	+1	0/-	-1	same	+5%	5	150
Light Shield	N/A	+1	0/-	-1	same	+5%	5	50
Heavy Shield	N/A	+2	0/-	-2	same	+10%	15	150
Tower Shield ²	N/A	+4	0/-	-4	1/2*	+20%	40	400

¹ Bucklers are a particularly small shield strapped to the forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for

fighting with two weapons. In any case, if you use a weapon in your off hand, you don't get the buckler's AC bonus for the rest of the round.

You can't bash someone with a buckler.

² This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.

³ The pricing above assumes a reasonably skilled crafter who works on the armor for the amount of time indicated in the core rulebooks (using the core rulebook prices); and an amount of raw materials as indicated by the armor's weight (rather than the "half sale value" equation). This is the minimum sale price that would still be profitable to the artisan in a sensible economy, rather than the actual price an adventurer might expect to pay. King's Taxes on sales, merchant markup, guild-controlled profit rates (and quality!), import costs for distant armorers, can all add up to higher prices. Maximum Armor, in particular, can be driven to sky high prices by the competitive desires of the nobility, as well as the travel costs to make sure it is appropriately fitted to the noble for whom it is made.

However, this may all be more complicated than one might prefer. As an alternative, here are prices which are game-balanced in accordance with the core rulebooks, rather than economically derived:

Minimal Armor: 50 silver
 Light Flexible: 100 silver
 Medium Flexible: 150 silver
 Light Rigid: 400 silver
 Heavy Flexible: 500 silver
 Medium Rigid: 1500 silver
 Heavy Rigid: 2500 silver
 Maximum Armor: 6000 silver
 Light Shield: 100 silver
 Heavy Shield: 250 silver
 Tower Shield: 500 silver

Mundane Modifications

Partial Rigid

Flexible armors can be enhanced with small plates, studs, interlaced bands of metal (or wood) and so on. In general, this does not improve its ability to absorb impact significantly enough for a system effect, but it does improve the ability of the armor to cause a glancing blow to miss. This adds +1 AC, adds +5 lbs of weight, and costs +5 gp. The armor is still considered flexible.

Spiked

Spikes can be added to any armor. Spikes reduce armor AC by -1, add +10 lbs, and cost +200 silver.

Spikes can also be added to a shield. Spikes reduce shield AC by -1, add +5 lbs, and cost +100 silver.

An enhancement bonus on a spiked armor or shield does not improve the effectiveness of attacks made with the spikes, but the spikes can be made into a magic weapon in their own right.

Fitted

Armor can be fitted to a character, to better suit his movements. Fitted armor only counts as fitted for the person it was fitted for, but this can be changed by a competent armorer with one day per base AC bonus. Fitted armor costs 10 silver per day required to "fit" it, and reduces the final armor check penalty by 1 point. It has no effect on the DEX modifier, but it does impact arcane spell failure.

Shields can not be fitted.

Masterwork

Masterwork armor is maximized in efficiency and grace of design; the maker has crafted it with utmost attention to each detail of armor design. Treat as fitted for anyone that can wear the armor, reduce the DEX modifier by one step (so $x\frac{1}{4}$ becomes $x\frac{1}{2}$, and $x\frac{1}{2}$ becomes "no effect"), and triple the final cost.

Shields can be masterwork.

Size

Each size smaller than Medium quarters weight and cost. Each size larger than Medium quadruples weight and cost. Note that a Large Masterwork armor is a total of $x12$ cost (the multipliers are applied separately).

This is applied to shields as well.

Torso Only

Armor which only covers the torso reduces AC by -1, and halves weight and cost. This reduces the armor check penalty by 1, and reduces the DEX modifier by one step (so $x\frac{1}{4}$ becomes $x\frac{1}{2}$, and $x\frac{1}{2}$ becomes "no effect").

Plated

Metal armors can be plated in another metal, usually tin, silver or gold, to make them more attractive and flashy. Tin plating costs 250 silver; silver plating costs 1000 silver; gold plating costs 10,000 silver. This cost is affected normally by size, torso only and no helmet modifiers, but is not affected by any other modifications.

Plating a shield costs $\frac{1}{8}$ this amount for a buckler or light shield, $\frac{1}{4}$ this amount for a heavy shield, and $\frac{1}{2}$ this amount for a tower shield.

Special Materials

Generic Exceptional Materials: This is a "universal" modifier; individual campaigns may have specific exceptional materials which vary from this formula. By default, however, exceptional materials halve the weight of the armor (and thus reduces the armor check penalty) and multiplies the final price by $x5$. A Large Masterwork armor made of exceptional materials will cost $x60$ (the multipliers are applied separately). For example, mithral, masterwork maximum armor would have these stats: (Rigid, AC +4, DR 4/-, 35 lbs, 3,000 GP) (CHK -2, Arcane 20%, DEX $x\frac{1}{2}$). This can be applied to any armor (silk for cloth armor, basilisk skin for 'studded' soft leather, and so on).

Fire Silk: Fire silk is made from the cocoons of a silkwyrm (a Large burrowing insect vaguely resembling a caterpillar with a triceratops skull) found only in the Burning Desert. The silk is difficult to acquire, but highly valued. Aside from being used in the dresses of court, it can also be used as part of the padded cloth worn under virtually all armor types. It can be added, aftermarket, to any armor - it costs 2,000 GP, reduces the armor's weight by 5 lbs, and provides Fire Resistance 10.

Poor Materials: Often due to a lack of better raw materials, lower technology, religious issues, etc., an area might use sub-optimal armor materials, such as iron, bronze, wood, horse leather, etc. This can be represented by reducing DR (for fragile or easily pierced materials), reducing AC (for rough or poorly hewn materials), or increasing weight/armor check penalties (for soft metals and similar).

Weapons

Basic Rules

AC Penalty

Some weapons are so heavy or unbalanced that they reduce the character's ability to evade blows in combat. Most of these are polearms, although others exist. Most give a -2 to AC when in use.

Disarm

A weapon with “disarm” listed in the notes provides a +2 bonus on disarm checks.

Finessable

A weapon with “finessable” listed in the notes can be used in conjunction with the Weapon Finesse feat.

Ranged Only

A weapon which is ranged only can not be used to make melee attacks, and is always treated as a missile weapon. A character using the Thrown weapon group always treats his weapons as ranged only.

Reach

A reach weapon can attack foes which are up to twice the character's normal reach, but *can not* attack foes who are within the normal reach. Thus, a character with a 10 ft reach who uses a reach weapon, can attack foes who are 11-20 ft away with it, but not foes who are 1-10 ft away.

Reload

Crossbows and firearms normally must be reloaded each time they are fired. In the notes, this is marked as “reload X”, where “X” is a number of full round actions (which prompt an attack of opportunity) required to reload them.

Trip

A weapon with “trip” listed in the notes can be used to trip a foe, whether the character has the Weapon Trip feat or not. If the character is tripped in return during his trip attempt, he may drop the weapon to avoid being tripped.

Weapon Groups

Some groups have an exotic weapons group as a sub-category. If a character has Weapon Proficiency in the larger group, the penalty for using the weapons in the Exotic Weapon sub-category is reduced to -4. A separate Weapon Proficiency must be taken in the sub-category in order to completely eliminate the penalty, however.

Axe

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Cleaver	1d4 S	20/x3	-	Light		1	10
Light Axe	1d6 S	20/x3	-	1H		2	10
Throwing Axe	1d4 S	20/x3	10 ft	Light		2	15
Heavy Axe	1d8 S	20/x3	-	2H		4	20
Chopping Polearm	1d10 S	20/x3	-	2H	-2 AC, Reach	12	90
Waraxe	1d10 S	20/x3	-	2H	-2 AC	8	80

The cleaver and light axe are Simple weapons; the rest are Martial weapons.

Cleaver: A small, top-heavy knife that can be wielded like a very lightweight axe. Cleavers are reasonably common in kitchens. They are not usually considered a proper weapon.

Light Axe: Hatchets and machetes both qualify. Both are commonly owned and used by wilderness scouts, woodcutters, and crafters of all sorts.

Throwing Axe: Very common to barbaric tribes, the throwing axe does not see much use elsewhere. As a flexible tool and weapon, it fits well the need to travel lightly, but there are better tools and weapons for each of the jobs it does.

Heavy Axe: The poor kid brother to the waraxe, the heavy axe is not quite the largest possible axe, but not quite small enough to be as generally useful as the light axe. Still, some warriors favor it, and those who train their grip to wield it one-handed can be terrifying.

Chopping Polearm: The most damaging polearm available, axe wielders who need reach for some reason tend to favor it. For that matter, anyone who needs a polearm tends to favor it, and although longswords can be seen in the ranks of a warfront (to prevent charges), they are swiftly replaced with the rise and fall of the chopping polearm as soon as the charge is no longer a threat.

Waraxe: The biggest axe it is possible to wield without the bracing of a polearm, the waraxe is a favorite of some of the less civilized regions of the deep North.

Heavy Axe, 1-Handed (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Heavy Axe	1d8 S	20/x3	-	1H		4	20

Prereq Weapon Proficiency (Axe). With difficult training, the heavy axe can be wielded with one hand.

Using the heavy axe with one hand is an Exotic weapon.

Heavy Axe, 1-handed: Although the heavy axe is sometimes seen as the poor kid brother to the waraxe, it is better balanced, and its lighter weight allows it (with difficult training) to be wielded one-handed. Which in turn allows two axe fighting... considered one of the deadliest fighting styles, though the difficulty of training for it makes it uncommon.

Axepick (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Axepick	1d6 S/1d6 P	20/x3 20/x4	-	Dual		10	75

Prereq Weapon Proficiency (Axe and Pick). An axepick has a chopping blade on one end and a pick on the other, and is used as a dual weapon.

The axepick is an Exotic weapon.

Axepick: It takes a lot of training to master the axepick, and once it is mastered, it doesn't actually do that much. Still, some martial enthusiasts and historical enthusiasts insist on training in its use. Most real warriors, if they want to use an axe and a pick, use a light axe and pick.

Ball & Chain

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Light B & C	1d3 B	20/x2	-	Light	Trip/Disarm	2	20
Heavy B & C	1d4 B	20/x2	-	1H	Trip/Disarm, Finessable	4	40
Great B & C	1d8 B	20/x2	-	2H	Trip/Disarm, Finessable	8	80
Spiked B & C	1d6 P	20/x2	-	1H	Trip/Disarm, Finessable	6	60

All ball & chain weapons are Martial weapons.

Essentially a weight chain which is used to bludgeon a foe to death, the ball and chain nonetheless requires some subtlety in use. The chain must be kept swinging, and the momentum is sometimes used to maneuver one's own weight as well.

Light Ball & Chain: A slender chain with a one pound weight on the end, and designed to be swung one-handed, this weight makes a good pendulum, but is too light to be a serious weapon except in the hands of the exceptionally skilled. Still, it is slender enough to be stylish as a belt, and for those concerned about appearances, that may all that's necessary.

Heavy Ball & Chain: This ball & chain is about as large as can be wielded in one hand, and the ball on the end weighs as much as some swords. A graceful smashing weapon, there are some warriors, particularly women, who prefer this over the mace.

Great Ball & Chain: With a ball that more resembles a hammer, and a chain that is large enough that it requires two hands to control, the great ball & chain is a monstrous weapon, designed solely for smashing through defenses.

Spiked Ball & Chain: A heavy ball & chain with a set of nasty spikes on the ball part, this slightly heavier version is rarely actually used.

Bench (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Bench	1d6 B	20/x2	-	2H	Trip/Disarm, +1 shield AC	10	50
Bench, Iron	1d8 B	20/x2	-	2H	Trip/Disarm, +1 shield AC	20	250

All benches are Exotic weapons.

Bench fighting provides a +1 shield bonus to AC, even when used to attack, and this improves to +2 when fighting defensively.

Bench: This is a style primarily practiced in the Empire, where carrying weapons openly is illegal. A monk carrying a bench to sit on, however, does not appear to threaten anyone...

Bench, Iron: Where the bench-fighting techniques have been exported, the bench is usually formalized into an abstracted bench shape made of iron, to maximize its use in attacks. An iron bench is still illegal in the Empire, however.

Blowgun (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Needle Blowgun	1 P	20/x2	40	2H	Ranged only, reload 1	2	10
Dart Blowgun	1d3 P	20/x3	80	2H	Ranged only, reload 1	4	20
Light Dart (1)	-	-	-	-	Ammo	*	1
Heavy Dart (1)	-	-	-	-	Ammo	½	5

All blowguns are Exotic weapons. Strength bonus is not added to blowgun damage. A poisoned needle or dart still injects the poison if *innate* DR (from hide, fur, thick skin and the like) reduces the damage, but the victim gets to add the DR to their Fortitude save.

The needle blowgun requires ammo (light dart). The dart blowgun requires ammo (heavy dart).

Needle Blowgun: A lightweight and concealable blowgun designed to fling light darts a considerable distance. Needle blowguns are almost useless without poison.

Dart Blowgun: This blowgun is fairly sizable, and not particularly concealable, although some areas of the Empire have developed a version which can be broken apart and put together in less than a minute. Although not as useless without poison, it is still commonly combined with poisons.

Bow

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Shortbow	1d6 P	20/x3	60	2H	Ranged only	2	20
- Composite	1d6 P	20/x3	70	2H	Ranged only	2	40
Horse Longbow	1d8 P	20/x3	100	2H	Ranged only, -2 AC	3	60
- Composite	1d8 P	20/x3	120	2H	Ranged only, -2 AC	3	80
Longbow	1d8 P	20/x3	100	2H	Ranged only	3	100
- Composite	1d8 P	20/x3	120	2H	Ranged only	3	120
Arrows (20)	-	-	-	-	Ammo	2	10

All bow weapons are Martial weapons. All bows require ammo (arrows).

The longbow can not be used from horseback.

Composite: A composite bow is more difficult and time consuming to make, but has slightly better power and range.

Shortbow: The standard soldier's weapon, the shortbow is cheap to manufacture and light enough that it can be part of a fairly average soldier's kit. For self-funded warriors, however, it is simply not powerful enough.

Horse Longbow: This awkward bow is designed to maximize draw power without getting in the way of horse riding. Unfortunately, it's one-sided length causes it to get in the way of almost anything else... as long as the enemy isn't able to fire back, however, it is a fine weapon.

Longbow: The longbow is maximized for draw power, and is superior in nearly every way to the shortbow. It can not be fired from horseback, however, and is more expensive, and so is not as commonly used.

Chain (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Long Chain	1d6 B	20/x2	-	2H	Trip/Disarm, Finessable, Reach	10	100
Weighted Chain	1d6 B	20/x2	-	2H	Trip/Disarm, Finessable	6	60
Weighted Chain, 1d4/1d4 dual	1d4/1d4 B	20/x2	-	Dual	Trip/Disarm, Finessable	6	60
Spiked Chain	1d8 P	20/x2	-	2H	Trip/Disarm, Finessable	10	100

All chains are Exotic weapons.

On any natural one when attacking with a chain weapon, there is the possibility of a critical failure. Roll to hit again with the same bonus and against the same AC: if the character succeeds, there is no critical failure; if he fails, he hits himself with the chain.

The long chain can be "shortened" to function as a weighted chain with a move action; and returned to its full length as a

free action. While shortened, it behaves exactly the same as a weighted chain (and can be used as a two-handed or dual weapon).

For pure flexibility, there are few weapons as useful as the chain.

Long Chain: This is a sturdy chain, roughly eight feet in length, which can be used in all of the chain configurations (long chain, weighted chain, and dual-wielded weighted chain). As such, it is more commonly used than any of the others.

Weighted Chain: Despite the name, a weighted chain does not have weights on the end – the "weighted" refers to the heaviness of the links that make it up. A weighted chain is about four feet long, and designed to maximize impact within a small area. It is not as popular as the long chain.

Spiked Chain: A variant of the weighted chain which has barbs along each of the links of one end of the chain (about two feet of the chain). It can not be safely dual-wielded, and is primarily a weapon for use by those who wish to look particularly vicious.

Cloak (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Cloak	-	-	-	Light	Trip/Disarm, Blinding Attack	2	25

The cloak is an Exotic weapon.

A blinding attack is made as a touch attack. Success disarms the character (he has thrown the cloak over his opponent's head) and the opponent must make a Reflex save (DC equal to the touch attack roll) or be blind until he removes the cloak. Removing the cloak is a standard action which prompts an attack of opportunity.

Cloak: Popular among the effete of the aristocracy, cloak-fighting is rarely more than an adjunct to swordplay.

Crossbow

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Hand	1d6 P	19/x2	60	1H	Ranged only, reload 1	2	15
Repeating	1d6 P	19/x2	60	2H	Ranged only	8	40
Light	1d8 P	19/x2	80	2H	Ranged only, reload 1	4	30
Heavy Repeating	1d8 P	19/x2	80	2H	Ranged only	16	240
Heavy	1d10 P	19/x2	120	2H	Ranged only, reload 2	8	60
Bolts (20)	-	-	-	-	Ammo	2	20

The hand, repeating, and light crossbows are Simple weapons; and the heavy repeating and heavy crossbows are Martial weapons. All crossbows require ammo (bolts). Strength bonus is not added to crossbow damage.

Repeating crossbows carry 10 bolts at a time, and load the bolts into place as soon as the crossbow is fired. When the crossbow runs out of bolts, it takes one full minute to reload.

Hand Crossbow: A lightweight crossbow, usually pre-loaded, this weapon has been losing popularity to the shortarm among the aristocracy and dwarves.

Light Crossbow: Although heavier than the hand crossbow, and requiring two hands to operate, the light crossbow is almost as easy to load as the hand crossbow, and packs enough punch to be useful in real combat. The repeating crossbow is a slightly more bulky version, although it lacks the punch of the non-repeating light crossbow.

Heavy Crossbow: Although slow to operate, the heavy crossbow hits hard enough and far enough that many armies use them for the first wave of missile fire. The repeating version is almost as beefy, and despite the expense, is popular among those willing to haul around its 16 lbs, plus ammo.

Double Mace (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Double Mace	1d8/1d8 B	20/x2	-	Dual		8	120

Prereq Weapon Proficiency (Staff). The double mace is an Exotic weapon.

Double Mace: Composed of a three foot iron bar with a flanged, weighted head at each end, the double mace is the centerpiece of an unusual style in the Empire. Most dismiss it as an inefficient way to fight.

Firearms

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Shortarm	1d8 B	18/x3	20	1H	Ranged only, fail 6, reload 3	4	400
Longarm	2d6 B	18/x3	40	2H	Ranged only, fail 4, reload 5	8	800
Powder Bullet (1)	-	-	-	-	Ammo	*	20

* less than an ounce. Assume that 20 powder bullets make up a pound.

The shortarm is a Simple weapon; and the longarm is a Martial weapon. All firearms require ammo (powder bullets). Strength bonus is not added to firearm damage.

If the player rolls equal to or less than the Fail number on his attack roll, the gun jams and becomes useless until a full round action (which prompts an attack of opportunity) is spent cleaning it out.

Firearms are inaccurate (hence their range increment), but can throw a bullet a surprisingly long distance. A firearm can fire up to 20 range increments away, although the chances of hitting at that range are almost nil.

Firearms use blue powder, a mithril derivative common in Mornelith. Most warriors who can afford to do so, carry a shortarm at their side, but very few rely on them.

Shortarm: A slender, foot-long steel pipe with a wooden grip and a slender crossbow trigger arranged along its side, most shortarms are fancy in design. When the trigger is squeezed against the side of the pipe, flint and steel grind against each other within the back of the tube, and the bullet fires. It is unfortunately very common for the bullet to catch fire without actually *firing*, however, necessitating the removal of the bullet and a quick cleaning of the tube.

Longarm: A three foot steel pipe wrapped in a wooden stock designed to make carrying, aiming, and holding it easier, the longarm is otherwise just a scaled up version of the shortarm. The larger size, however, does allow for a more thorough lockpiece around the back of the bullet, and longarms fail to fire with slightly less frequency.

Flail

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Light Flail	1d8 B	19/x2	-	1H	-2 AC	5	50
Heavy Flail	1d10 B	19/x2	-	2H	-4 AC	10	100
Nunchaku	1d6 B	19/x2	-	Light		2	15
War Flail	1d10 B	19/x2	-	2H	Reach, -4 AC	15	150

All flails are Martial weapons.

Originally a threshing instrument, the flail has been adapted into one of the more effective bashing weapons. Unfortunately, they are rotten for defense and parrying, and combined with the topheavy nature of the heavier flails, can be a serious detriment to survival.

Grain Cutting

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Sickle	1d6 S	20/x2	-	Light		2	15
Heavy Sickle	1d8 S	20/x2	-	1H	Finessable	5	40
Scythe	1d10 S	20/x2	-	2H	Finessable	10	75

All grain cutting weapons are Simple weapons.

A variety of similarly designed tools used for cutting down large swathes of fibrous plants, when tuned for war these make some of the more frightening weapons available.

Hammer

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Light Hammer	1d4 B	20/x2	20	Light		1	10
Heavy Hammer	1d6 B	20/x2	10	1H		2	20
Warhammer	1d8 B	20/x2	5	2H		4	50
Long Maul	1d10 B	20/x2	-	2H	Reach, -2 AC	12	120
Maul	1d10 B	20/x2	5	2H	-2 AC	8	80

The light hammer is a Simple weapon. All other hammers are Martial weapons.

The hammer is a long-respected method for pounding people inside armor, but it can also serve as a all-purpose tool, a thrown weapon, and a reasonable parrying instrument. A flexible, powerful tool in the right hands.

Knife

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Curved Dagger	1d3 S	18/x2	-	Light		1	10
Throwing Dagger	1d3 P	20/x2	20	Light		1	15
Cleaver	1d4 S	20/x3	-	Light		1	10
Club (Iron Bar)	1d4 B	20/x2	-	Light		1	5
Dagger	1d4 S	19/x2	10	Light		1	10
Punching Dagger	1d4 P	20/x3	-	Light		1	10

All knife weapons are Simple weapons.

Useful as a last ditch weapon, and common in areas where more visible weapons in general are outlawed.

Lance (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Lance	1d8 P	20/x3	-	2H	Reach, Mounted Charge	12	100

The lance is an Exotic weapon.

The lance is normally used two-handed, but when used with couching gear and from horseback, it can be used one-handed (freeing up the other hand for a shield).

When mounted and charging with a lance, use the mount's Strength score in place of your own *or* add +4 to your Strength score, whichever is better, for purposes of attack and damage rolls with the lance.

The lance is normally used from horseback, as it is not as effective on the ground.

Lantern (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Lantern	1d4 B	20/x2	5	Light	Splash Oil	3	30
Pole Lantern	1d6 B	20/x2	-	2H	Reach, Splash Oil	8	80

All lanterns are Exotic weapons.

In addition to normal fighting, a lantern can be maneuvered to splash hot oil (1d4 fire) on opponents. This is a touch attack and has a range of twice the character's basic reach. Splashing hot oil on opponents does not provoke an attack of opportunity, and an unlit lantern does 0 damage.

Fighting with a lantern is not exactly a common art, but light bearers often learn it as a means of self-defense.

Mace

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Sap	1d4 B	20/x2	-	Light	Nonlethal	2	1
Light Mace	1d6 B	20/x2	-	Light		2	20
Heavy Mace	1d8 B	20/x2	-	1H		3	30
Warmace	1d10 B	20/x2	-	2H		6	60

All maces are Martial weapons.

A sap allows the character to use Sneak Attack dice for nonlethal damage.

Spikes can be added to a mace (a morningstar mace) for +10 silver and +1 pound. This changes the damage to Piercing, but has no other effect.

Pick

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Light Pick	1d4 P	20/x4	-	Light		3	15
Heavy Pick	1d6 P	20/x4	-	1H		5	25
Pole Spike	1d8 P	20/x4	-	2H	Reach, -2 AC	8	40

A light or heavy pick is a Simple weapon; a pole spike is a Martial weapon.

A miner's tool, repurposed for war.

Polearm

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Chopping Polearm	1d10 S	20/x3	-	2H	Reach	12	90
Chopping Polearm, L	1d8 S	20/x3	-	2H	Reach x2	14	100
Chopping Polearm, VL	1d6 S	20/x3	-	2H	Reach x3	16	110
Long Maul	1d10 B	20/x2	-	2H	Reach, -2 AC	12	120
Longspear	1d8 P	20/x3	-	2H	Reach	9	60
Longspear, L	1d6 P	20/x3	-	2H	Reach x2	11	60
Longspear, VL	1d4 P	20/x3	-	2H	Reach x3	13	60
Pole Spike	1d8 P	20/x4	-	2H	Reach, -2 AC	8	40
Pole Spike, L	1d6 P	20/x4	-	2H	Reach x2, -2 AC	10	45
Pole Spike, VL	1d4 P	20/x4	-	2H	Reach x3, -2 AC	12	50

All polearm weapons are Martial.

Reach x2 means the reach is one increment further out (and can not attack adjacent or at normal "Reach"). Reach x3 is one increment beyond even that.

Dual Polearm (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Chopping Polearm, dual	1d8 S/ 1d6 B	20/x3 20/x2	-	Dual	-2 AC	12	90
Long Maul, dual	1d8/1d6 B	20/x2	-	Dual	-2 AC	12	120
Pole Spike, dual	1d6 P/ 1d6 B	20/x4 20/x2	-	Dual	-2 AC	8	40
Longspear, dual	1d6 S/ 1d6 B	20/x2	-	Dual		9	60

Prereq Weapon Proficiency (Polearm). With exceptional training, most polearms can be used as a dual weapon, with the butt end used as a blunt staff tip.

Dual-wielding a polearm is an Exotic weapon.

Shield

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Light Shield	1d4 B	20/x2	-	1H	No AC benefit	2	25
Lt Spiked	1d4 P	20/x2	-	1H	No AC benefit	7	125
Heavy Shield	1d6 B	20/x2	-	1H	No AC benefit	7	75
Hvy Spiked	1d6 P	20/x2	-	1H	No AC benefit	12	175

Using a shield as a bashing weapon is a Martial weapon.

When you attack with a shield, you lose the AC benefit it normally provides.

Shield rushes and bashes are normal parts of training for anyone doing sword-and-board fighting.

Sling

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Sling	1d4 B	20/x2	60	1H	Ranged only	1	5
Staffsling	1d6 B	20/x2	80	2H	Ranged only	4	25
Bullet (5)	-	-	-	-	Ammo	½	1

All slings are Martial weapons. All slings require ammo (bullets).

Spear

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Light Spear	1d4 P	20/x3	20	Light		1	8
Shortspear	1d6 P	20/x3	20	1H	Finessable	3	22
Halfspear	1d8 P	20/x3	20	2H	Finessable	6	45
Longspear	1d8 P	20/x3	-	2H	Reach	9	60

The light spear, shortspear and halfspear are Simple weapons. The longspear is a Martial weapon.

Spear Thrower (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Spear Thrower	-	-	Special	2H	See text	6	10

Prereq Weapon Proficiency (Spear or Thrown). A spear thrower is a curved stick used to effectively lengthen the thrower's arm, vastly increasing the distance and damage possible. Despite the name, it can be used with darts and spears (whichever the character is proficient with).

The spear thrower is an Exotic weapon.

When used, treat the character as one size larger for purposes of distance, and able to use darts or spears of his own size or one size larger without penalty.

Staff

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Shortstaff	1d6 B	20/x2	-	1H	Finessable	2	10
Quarterstaff	1d6/1d6 B	20/x2	-	Dual	Finessable	4	20
Staffsling	1d3/1d3 B	20/x2	-	Dual	Finessable	4	25
Halfspear, dual	1d6 S/ 1d4 B	20/x2	-	Dual	Finessable	6	45

Staff weapons are Simple weapons.

Staff-fighting is considered a peasant sport in most places, not worth pursuing for the real masters of war.

Bladestaff (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Bladestaff	1d6/1d6 S	20/x2	-	Dual	Finessable	6	45

Prereq Weapon Proficiency (Staff). The bladestaff is an Exotic weapon.

Swordbreaker

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Swordbreaker	1d4 B	20/x2	5	Light	See text	1	10

The swordbreaker is an Exotic weapon.

When added to another weapon, the swordbreaker can not be thrown. Also note that if added to a 1H or 2H weapon, it is no longer Finessable as a Light weapon.

When used to sunder, a swordbreaker deals 1d6 bludgeoning and gives a +2 to the sunder check.

When used to disarm, a swordbreaker gives a +2 to the sunder check.

Swordbreaker: A swordbreaker is a hook or projection designed to catch and disarm or break an opponent's weapon. It can be added to another weapon for the same cost and weight as owning it separately.

Sword, Curved

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Curved Dagger	1d3 S	18/x2	-	Light		1	10
Curved Shortsword	1d4 S	18/x2	-	Light		2	30
Curved Longsword	1d6 S	18/x2	-	1H		4	60
Curved Greatsword	1d8 S	18/x2	-	2H		6	90

Curved swords are Martial weapons.

Curved swords are designed to be slightly top-heavy, and to maximize the leading edge. The result is a weapon which does a reasonable amount of damage, but has an easy-to-achieve sweet spot when chopping. Curved swords are often used as executioner's weapons.

Sword, Hack

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Club (Iron Bar)	1d4 B	20/x2	-	Light		1	5
Broadsword	1d6 S	19/x2	-	Light		2	30
Longsword	1d8 S	19/x2	-	1H		4	60
Staffsling	1d4 B	20/x2	-	2H		4	25
Quarterstaff	1d8 B	20/x2	-	2H		4	20
Greatsword	1d10 S	19/x2	-	2H		6	90

Hack swords are Martial weapons.

Greatsword, 1-Handed (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Greatsword	1d10 S	19/x2	-	1H		6	90

Prereq Weapon Proficiency (Hack Sword). With difficult training, the greatsword can be wielded with one hand.

Using the greatsword with one hand is an Exotic weapon.

Sword, Light

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Club (Iron Bar)	1d4 B	20/x2	-	Light		1	5
Shortsword	1d6 P	20/x3	-	Light		2	30
Shortstaff	1d6 B	20/x2	-	1H	Finessable	2	10
Rapier	1d8 P	20/x3	-	1H	Finessable	3	45

Light swords are Martial weapons.

A style of fighting which focuses on impaling attacks, so that the sword can be lighter weight and less strong.

Sword, Ribbon (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Ribbon Sword	1d6 S	20/x2	5	Light	Ranged Only (max 1 increment), Trip/Disarm	2	250

The ribbon sword is an Exotic weapon.

The ribbon sword is a light, ranged weapon which has a maximum range of 1 increment. The character does not lose the weapon when it is "thrown". It does not prompt an attack of opportunity when it is used.

Strength bonus is not added to crossbow damage.

Ribbon Sword: The ribbon sword is sometimes called an urumi. It is a flexible, sharp piece of extremely thin metal which is wielded like a performer's ribbons, except that it cuts deep.

Thrown

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Light Dart	1 P	20/x2	10	Light	Ranged only	*	1
Throwing Dagger	1d3 P	20/x2	20	Light	Ranged only	1	15
Dagger	1d4 S	19/x2	10	Light	Ranged only	1	10
Light Hammer	1d4 B	20/x2	20	Light	Ranged only	1	10
Heavy Dart	1d3 P	20/x3	20	Light	Ranged only	½	5
Light Spear	1d4 P	20/x3	20	1H	Ranged only	1	8
Shortspear	1d6 P	20/x3	20	1H	Ranged only	3	22
Grenade	1d8 B	-	10	1H	Ranged only, 5 ft radius	3	100
Halfspear	1d8 P	20/x3	20	2H	Ranged only	6	45
Bullet (5)	1d4 B	20/x2	20	Light	Ranged only	½	1
Throwing Axe	1d4 S	20/x3	10	Light	Ranged only	2	15
Heavy Bullet	1d6 B	20/x2	10	1H	Ranged only	1	2
Heavy Hammer	1d6 B	20/x2	10	1H	Ranged only	2	20
Warhammer	1d8 B	20/x2	5	2H	Ranged only	4	50
Maul	1d10 B	20/x2	5	2H	Ranged only, -2 AC	8	80

Most thrown weapons are Simple weapons. The bullet, heavy bullet, throwing axe, heavy hammer, and maul are Martial weapons.

Grenades are destroyed by use, and do their damage to a small radius (5 ft).

Bolas (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Bolas	1d4 B	20/x2	20	1H	Ranged only, Trip, Nonlethal	2	10

Prereq Weapon Proficiency (Thrown). The bolas must be trained in separately.

The bolas are an Exotic weapon.

When using bolas to trip, the character can not be tripped in return.

Net (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Net	-	-	10	2H	See text	6	12

Prereq Weapon Proficiency (Thrown). The net is an Exotic weapon.

A net deals no damage. When the character throws a net, he makes a ranged touch attack against the target. If he hits, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If the character controls the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures up to one size larger or two sizes smaller (thus, a Medium character can only use a net effectively on a Tiny, Small, Medium or Large creature).

A net must be folded to be thrown effectively. The first time he throws the net in a fight, he makes a normal ranged touch attack roll. After the net is unfolded, he takes a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a non-proficient one to do so.

Shotput (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Shotput	1d8 B	20/x2	5	1H	Ranged only	10	5

Prereq Weapon Proficiency (Thrown). A shotput is a heavy ball of iron which requires great strength and skill to use accurately. It does damage comparable to melee weapons, at a surprising distance.

The shotput is an Exotic weapon.

Shuriken (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Shuriken (5)	1d2	20/x2	10	Light	Manyshot	½	20

Prereq Weapon Proficiency (Thrown). Shuriken are small blades carefully designed for throwing.

Shuriken are Exotic weapons.

Shuriken can be used in conjunction with the Manyshot and Improved Manyshot feat, allowing multiple shuriken to be thrown at a target as part of a single, standard action.

Throwing Stick (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Throwing Stick	1d4 B	20/x2	40	Light		2	10

Prereq Weapon Proficiency (Thrown). A throwing stick is a light, ranged (thrown) weapon. It requires special skill to hit targets accurately, but otherwise has no special rules.

The throwing stick is an Exotic weapon.

Triple Flail (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Triple Flail	1d8/1d8 B	19/x2	-	Dual	-2 AC	10	100

The triple flail is an Exotic weapon.

Unarmed

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Gauntlet	1d3 B	20/x2	-	Light		1	20
Punch	1d3 B	20/x2	-	Light	Nonlethal	-	-
Kick	1d4 B	20/x2	-	Light	Nonlethal, -2 AC	-	-

All characters are automatically proficient in normal unarmed weapons.

Armor Spikes (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Armor Spikes	1d6 P	20/x2	-	Light		10	200

Prereq Armor Proficiency (Rigid), Armor Proficiency (Flexible). Armor spikes are an Exotic weapon.

Armor spikes can be used in grappling without “drawing” the weapon.

War Fan (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
War Fan	1d3 S	20/x2	5	Light	See text	2	50
War Fan (Club)	1d4 B	20/x2	-	Light		2	50
War Wheel	1d6 S	20/x2	-	1H		4	80

All war fans are Exotic weapons.

The war fan can be spread out to slash, or folded to use as a club. While folded, it functions in all ways as a club, and can be used by someone proficient in the knife, hack sword, or light sword weapon groups.

War Fan: A war fan is a handheld fan made from lacquered wood and with metal edges. Folded up, it can be used as a reasonably effective club, and spread out, it can be used as a lightweight and concealable slashing weapon.

War Wheel: A war wheel is a larger, non-concealable weapon which uses the same fighting technique as a spread out war fan. It can not be thrown, but does better damage.

Whip (Exotic)

Weapon	Damage	Crit	Range	Type	Notes	Wt	Silver
Light Whip	1d2 S	20/x2	5	Light	Ranged Only (max 1 increment), Trip/Disarm, Nonlethal	1	5
Heavy Whip	1d3 S	20/x2	5	1H	Ranged Only (max 3 increments), Trip/Disarm, Finessable	2	10
Great Whip	1d4 S	20/x2	5	1H	Ranged Only, Trip/Disarm, -2 AC, Finessable	4	20

All whips are Exotic weapons. Strength bonus is not added to whip damage.

The character does not lose the whip when it is “thrown”.

Unlike the other two whip types, a light whip does not prompt an attack of opportunity when it is used.