

Rob's World! Weapons listing

Simple Weapons	Cost	(S)	(M)	(L)	Crit.	Rng.	Wt.	Type	Parry	M.Str	M.Dex	Fumble	Notes	Reference
<i>Unarmed attacks</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Gauntlet, common	2 gp	1d2	1d3	1d4	x2	—	1	B	-4	n/a	n/a	16	o	3.5 PHB
Strike, unarmed	—	1d2	1d3	1d4	x2	—	n/a	B	n/a	n/a	n/a	16	n	3.5 PHB
<i>Light Melee Weapons</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Adze	3 sp	1d3	1d4	1d5	x2	—	4	S/P	—	6	5	18		RW
Belaying pin	1 sp	1d2	1d3	1d4	x2	—	2	B	-1	3	3	18	o	RW
Bhuj	2 gp	1d4	1d6	1d7	18—20/x2	20 ft.	3	S	—	4	4(6)	18		RW
Calltrop	5 sp	1	1	1	x2	—	0.2	P	-5	3	3	16		RW
Dagger, bone	1 sp	1	1d2	1d3	x2	20 ft.	1	P	-1	3	4(6)	18	b	RW
Dagger, common	2 gp	1d3	1d4	1d5	19—20/x2	10 ft.	1	P/S	—	3	3(6)	18		3.5 PHB
Dagger, punching (Katar)	2 gp	1d3	1d4	1d4	x3	—	1	P	—	3	5	17		3.5 PHB
Dagger, stiletto	8 sp	1	1d3	1d4	x2	20 ft.	0.5	P	-2	3	3(5)	18		RW
Dagger, stone	5 sp	1	1d3	1d4	19—20/x2	20 ft.	1	S	-2	3	4(6)	18	b	RW
Gauntlet, bladed	8 gp	1d4	1d6	1d7	19—20/x2	—	2	S	-4	4	6	16		A&EG/RW
Gauntlet, spiked	5 gp	1d3	1d4	1d5	x2	—	1	P	-4	3	5	16	o	3.5 PHB
Knife, common	5 sp	1	1d3	1d4	19—20/x3	20 ft.	0.5	S/P	—	3	3(6)	18		RW
Knife, bone	3 sp	1	1d2	1d3	19—20/x2	20 ft.	0.5	P/S	—	3	3(6)	18	b	RW
Knife, stone	2 sp	1	1d2	1d4	19—20/x2	20 ft.	0.5	P/S	—	3	3(6)	18	b	RW
Mace, light	5 gp	1d4	1d6	1d8	x2	—	4	B	—	6	5	18	o	3.5 PHB
Rock	—	1	1d3	1d4	x2	10 ft.	1	B	-4	3	3(5)	17	b	RW
Sickle	6 gp	1d4	1d6	1d7	x2	—	2	S	-3	3	5	16		3.5 PHB
Torch	1 cp	1d2	1d4	1d5	x2	20 ft.	1	B	—	3	3(5)	20	b	RW
<i>One-Handed Melee Weapon</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Aspergillum, heavy	100 gp	1d6	1d8	1d10	x2	—	12	B	-1	11	6	19	d	ROF
Bo stick	5 sp	1d4	1d6	1d8	x2	—	4	B	—	6	4	18		RW
Club, common	—	1d4	1d6	1d8	x2	10 ft.	3	B	—	5	5(7)	19	o	3.5 PHB
Flail, grain	5 sp	1d2	1d4	1d6	x2	—	3	B	—	5	5	19		RW
Gaff/Hook	5 sp	1d2	1d4	1d6	x2	—	2	P	+3	3	3	19	t	RW
Holy symbol/Bludgeon	25 gp	1d4	1d6	1d8	x2	—	4	B	-2	5	5	20		RW
Mace, heavy	12 gp	1d6	1d8	1d10	x2	—	8	B	+1	10	6	18	o	3.5 PHB
Morningstar	8 gp	1d6	1d8	1d10	x2	—	6	B+P	-2	7	8	19		3.5 PHB
Pick, farming tool	4 gp	1d4	1d6	1d8	x2	—	8	P	-2	9	7	19		RW
Pitchfork	8 sp	1d4	1d6	1d8	19—20/x3	—	6	P	—	7	9	18		RW
Prybar/Crowbar	2 gp	1d4	1d6	1d8	x2	—	5	B	-3	6	5	16	o	RW
Spear, gouge	4 gp	1d6	1d8	1d10	18—20/x2	10 ft.	5	S	-3	6	8(10)	18	c	RW
Spear, short	1 gp	1d4	1d6	1d8	x2	20 ft.	3	P	-2	8	8(9)	18		3.5 PHB
<i>Two-Handed Melee Weapons</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Spade (Shovel)	1 gp	1d2	1d4	1d6	x2	—	5	S/B	-2	6	4	17		RW
Spear, long	5 gp	1d6	1d8	1d10	x3	—	9	P	-4	10	12	17	acmr	3.5 PHB/RW
Quarterstaff	—	1d4/1d4	1d6/1d6	1d8/1d8	x2	—	4	B	-1	6	7	16	fs	3.5 PHB
Spear, common	2 gp	1d6	1d8	1d10	x3	20 ft.	6	P	-2	7	9(11)	18	c	3.5 PHB
<i>Ranged Weapons</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Crossbow, grapple-firing	70 gp					120 ft.	12		-2	10	7		h	S&S
w/Grapple bolt	10 gp	1d2	1d3	1d4	—	120 ft.	8	B				18		S&S/RW
Crossbow, heavy	50 gp					120 ft.	8		-2	9	7		h	3.5 PHB
w/Heavy bolt	4 sp	1d8	1d8+1	1d10	x3	120 ft.	0.2	B				18		3.5 PHB
w/Heavy quarrel	4 sp	1d8	1d10	1d12	19—20/x2	120 ft.	0.2	P				18		3.5 PHB
Crossbow, light	35 gp					80 ft.	4		-2	7	7		h	3.5 PHB
w/Light bolt	2 sp	1d6	1d7	1d8	x3	80 ft.	0.1	B				18		3.5 PHB

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w/Light quarrel	2 sp	1d6	1d8	1d10	19—20/x2	80 ft.	0.1	P					18		3.5 PHB
Dart, acid	20 gp	1d3+	1d4+	1d5+	x2	20 ft.	1	P	- 4	4	7	18	d		ROF
Dart, barbed	1 gp	1d3	1d4	1d5	18—20/x2	20 ft.	5	P	- 2	5	7	18	d		ROF
Dart, common	5 sp	1d3	1d4	1d5	x2	20 ft.	0.5	P	- 4	3	7	18	d		3.5 PHB
Dart, stun	40 gp	1d3+	1d4+	1d5+	x2	20 ft.	0.5	P	- 4	3	7	18	d		ROF
Javelin, common	1 gp	1d4	1d6	1d8	x2	30 ft.	2	P	- 2	5	6(8)	19			3.5 PHB
Javelin, stone	5 sp	1d2	1d4	1d6	x2	25 ft.	2	P	- 2	5	6(8)	19	b		RW
Sling	5 cp						0.25		- 5	4	4	19			3.5 PHB
w/Bullet	5 cp	1d3	1d4	1d5	x2	50 ft.	0.1	B							3.5 PHB/RW
w/Stone	—	1d2	1d3	1d5	x2	40 ft.	0.1	B							3.5 PHB/RW

Martial Weapons	Cost	(S)	(M)	(L)	Crit.	Rng.	Wt.	Type	Parry	M.Str	M.Dex	Fumble	Notes	Reference
<i>Light Melee Weapons</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Axe, hand (hatchet)	6 gp	1d4	1d6	1d8	x3	—	3	S	- 2	3	4	18		3.5 PHB
Axe, throwing	8 gp	1d4	1d6	1d8	x2	10 ft.	2	S	—	5	3(5)	17		3.5 PHB
Bayonet	5 gp	1d3	1d4	1d5	19—20/x2	—	2	P	+ 1	4	5	16	c	S&S
Brass knuckles	10 sp	1d2	1d3	1d4	x2	—	0.5	B	- 5	3	3	16	o	RW
Dagger, Jambiya	4 gp	1d3	1d4	1d5	18—20/x2	—	2	S	+ 1	4	7	18		ROF
Hammer, light	1 gp	1d3	1d4	1d5	x2	20 ft.	2	B	- 1	4	5(6)	18	o	3.5 PHB
Helmet, horned	25 gp	1d3	1d4	1d5	x2	—	4	P	- 5	4	5	19		ROF
Helmet, spiked	10 gp	1d2	1d3	1d5	x2	—	3	P	- 5	3	5	19		ROF
Kukri	8 gp	1d3	1d4	1d5	18—20/x2	—	2	S	—	5	3(6)	19		3.5 PHB
Pick, light (horseman's)	4 gp	1d3	1d4	1d5	x4	—	3	P	- 2	6	4	18		3.5 PHB/RW
Sap	1 gp	1d4	1d6	1d8	x2	—	2	B	- 4	4	5	16	n	3.5 PHB/RW
Shield, light	special	1d2	1d3	1d4	x2	—	special	B	+ 4	6	4	16		3.5 PHB
Shield, light, spiked	special	1d3	1d4	1d5	x2	—	special	P	+ 4	6	5	16		3.5 PHB
Slasher	8 gp	1d3	1d5	1d7	x3	—	0.5	S/P	+ 1	3	5	18	s	RW
Spiked armor	special	1d4	1d6	1d8	x2	—	special	P	n/a	n/a	n/a	n/a		3.5 PHB
Sword, short	10 gp	1d4	1d6	1d8	19—20/x2	—	2	P	+ 1	7	4	16		3.5 PHB
Sword, wakizashi	300 gp	1d4	1d6	1d8	19—20/x2	—	3	S	+ 1	5	4	17		OA
<i>One-Handed Melee Weapon</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Ati-atl	1 gp	—	—		—	—	1	—	- 1	3+	8	20	a	RW
Axe, battle (battleaxe)	10 gp	1d6	1d8	1d10	x3	—	6	S	+ 1	9	6	18		3.5 PHB
Axe, ice	25 gp	1d3	1d4	1d5	x4	—	5	P+S	+ 1	6	5	18		ROF
Axe, stone	5 sp	1d4	1d6	1d8	19—20/x2	—	6	B/S	- 1	9	6	17	b	RW
Brandistock	15 gp	1d4	1d6	1d8	18—20/x3	—	5	P	- 1	9	6	19		RW
Club, war	7 gp	1d5	1d7	2d4	19—20/x3	20 ft.	8	B/S	- 1	10	5(8)	18	o	RW
Flail, light (horseman's)	8 gp	1d6	1d8	1d10	x2	—	5	B	+ 2	8	10	18	pt	3.5 PHB/RW
Grapple	5 gp	1d2	1d4	1d6	x2	20 ft.	3	P	+ 3	5	7(9)	17	t	RW
Hammer, war	12 gp	1d6	1d8	1d10	x3	—	5	B	- 2	6	5	19	o	3.5 PHB
Lance, flight	6 gp	1d6	1d8	1d10	x3	30 ft.	5	P	—	6	5(7)	19		ROF
Lantern	var	1d2	1d3	1d4	x2	20 ft.	var	B	- 4	4	5(7)	20	d	RW
Mace-axe	12 gp	1d6	2d4	1d10	19—20/x3	—	9	B+S	—	10	8	19		RW
Machete (Parang)	8 gp	1d6	1d8	1d10	19—20/x3	—	5	S	—	6	5	18		RW
Military fork	5 gp	1d6	1d8	1d10	18—20/x2	—	7	P	- 4	9	7	17	cr	RW
Pick, heavy (footman's)	8 gp	1d4	1d6	1d8	x4	—	6	P	- 3	9	6	18		3.5 PHB/RW
Shield, heavy	special	1d3	1d4	1d5	x2	—	special	B	+ 4	8	5	16		3.5 PHB
Shield, heavy, spiked	special	1d4	1d6	1d8	x2	—	special	P	+ 4	8	5	16		3.5 PHB
Steelsword, Chondathan	315 gp	1d6	1d8	1d10	19—20/x2	—	5	S	+ 1	7	6	17		ROF
Sword, broad	30 gp	1d6	2d4	1d10	18—20/x2	—	4	S	+ 1	6	6	18		RW

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Sword, cutlass	15 gp	1d4	1d6	1d8	19—20/x2	—	3	S+P	—	5	5	16		FRCS
Sword, estoc	14 gp	1d4	1d6	1d8	18—20/x2	—	5	P	—	6	6	17		RW
Sword, long	15 gp	1d6	1d8	1d10	19—20/x2	—	4	S	—	7	5	18		3.5 PHB
Sword, rapier	20 gp	1d4	1d6	1d8	18—20/x2	—	2	P	+1	6	6	16		3.5 PHB
Sword, saber	20 gp	1d6	1d8	1d10	19—20/x2	—	4	S+P	—	7	5	17		FRCS
Sword, scimitar	15 gp	1d4	1d6	1d8	18—20/x2	—	4	S	—	7	5	19		3.5 PHB
Sword, tulwar	17 gp	1d5	1d7	2d4	17—20/x2	—	8	S	—	9	7	18		RW
Tetsubo	4 gp	1d6	1d8	1d10	19—20/x2	10 ft.	8	B	-2	9	5(7)	18		RW
Trident	15 gp	1d6	1d8	1d10	x2	10 ft.	4	P	-2	6	6(8)	18	c	3.5 PHB
Truncheon	2 gp	1d6	1d8	2d6	x2	—	12	B	-4	10	7	18	no	BOED
<i>Two-Handed Melee Weapons</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Awl pike	5 gp	1d6	1d8	2d4	18—20/x2	—	12	P	-5	10	7	19	cr	RW
Axe, great (greataxe/two-handed)	20 gp	1d10	1d12	2d7	x3	—	12	S	-2	13	7	18		3.5 PHB
Bardiche	8 gp	1d7	2d4	1d10	18—20/x2	—	12	S	-5	12	6	19	cr	RW
Bec de Corbin	20 gp	1d6	1d8	1d10	x3	—	13	P/B	-5	10	7	19	cr	RW
Bill-guisarme	7 gp	1d6	2d4	1d10	18—20/x2	—	15	P/S	-5	14	9	19	rt	RW
Club, great	5 gp	1d8	1d10	1d12	x2	—	8	B	-2	10	5	19		3.5 PHB
Fauchard	7 gp	1d6	1d8	1d10	x3	—	10	S	-4	10	8	18	r	RW
Flail, heavy (footman's)	15 gp	1d8	1d10	1d12	19—20/x2	—	10	B	+2	10	9	19	pt	3.5 PHB
Glaive	8 gp	1d8	1d10	1d12	x3	—	10	S	-4	10	9	18	ar	3.5 PHB
Goblin stick	5 gp	1d4/1d4	1d6/1d6	1d8/1d8	19—20/x2	—	8	P	+2	10	6	20	ft	ROF
Guisarme	9 gp	1d6	2d4	1d10	x3	—	12	S	-4	10	7	18	rt	3.5 PHB
Halberd	10 gp	1d8	1d10	1d12	x3	—	12	P/S	-4	14	6	19	crt	3.5 PHB
Hammer, lucern	12 gp	1d6	2d4	1d10	x4	—	10	P	-4	11	5	17	r	A&EG/RW
Kumade (Rake)	4 gp	1d4	1d6	1d8	19—20/x2	—	9	P/S	-4	10	6	19	r	RW
Lance, common (medium)	10 gp	1d6	1d8	1d10	x3	—	10	P	-5	11	10	19	amr	3.5 PHB
Lance, heavy	15 gp	1d8	1d10	1d12	19—20/x3	—	15	P	-5	12	11	19	amr	RW
Lance, jousting	20 gp	1d2	1d4	1d6	x2	—	20	B	-3	15	11	20	anmr	RW
Lance, light	6 gp	1d4	1d6	1d8	19—20/x3	—	5	P	-3	8	10	19	amr	RW
Maul	15 gp	1d8	1d10	1d12	x3	—	20	B	-2	15	6	19		CW
Nagamaki	8 gp	1d6	2d4	1d10	x3	—	10	S	-4	10	8	17	cm	OA
Naginata	10 gp	1d8	1d10	1d12	x3	—	15	S	-4	12	9	18	acmr	OA
Partisan	10 gp	1d4	1d6	1d8	18—20/x2	—	8	P	-4	10	8	18	acr	RW
Ranseur	10 gp	1d6	2d4	1d10	x3	—	12	P	-4	9	10	18	acpr	3.5 PHB/RW
Scythe	18 gp	1d6	2d4	1d10	x4	—	10	P/S	-2	8	10	18	t	3.5 PHB
Sledge hammer	2 gp	1d5	1d7	2d4	x2	—	10	B	-3	10	5	18		RW
Spetum	5 gp	1d5	1d7	2d4	18—20/x2	—	7	P	-4	9	8	17	act	RW
Staff sling	5 sp	1d4/1d4	1d6/1d6	1d8/1d8	x2	70 ft.	4	B	-1	6	7(9)	17	afs	RW
w/Bullet	5 cp	1d4	1d6	1d8	19—20/x3	70 ft.	0.1	B				19		RW
w/Skiprock	3 gp	1d4	1d6	1d8	x4	50 ft.	0.25	B				18		ROW
w/Stinkpot	1 sp	1	1d3	1d4	19—20/x2	50 ft.	1	B				20	d	RW
w/Stone	—	1d3	1d5	1d7	19—20/x3	60 ft.	0.1	B				19		RW
Sword, bastard	35 gp	1d8	1d10	1d12	19—20/x2	—	6	S	-2	10	6	18		3.5 PHB/RW
Sword, falchion	75 GP	1d6	2d4	1d10	18—20/x2	—	8	S	—	10	5	17		3.5 PHB
Sword, great	50 gp	1d10	2d6	2d7	19—20/x2	—	8	S	-2	10	7	19		3.5 PHB
Sword, katana	400 gp	1d8	1d10	1d12	19—20/x2	—	6	S	+1	10	7	18		OA
Sword, two-handed	50 gp	1d8	1d10	1d12	19—20/x2	—	15	S	-3	12	9	20		RW
<i>Ranged Weapons</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Bow, long	75 gp					100 ft.	3		-5	5	6		h	3.5 PHB
w/Arrow, blunt	1 sp	1d6	1d8	1d10	x2	50 ft.	0.15	B				19	n	ROW

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w/Arrow, dragonsbreath	3 ep	1d4	1d6	1d8	x3	100 ft.	0.15	P				19	d	ROW
w/Arrow, flight	1 bp	1d5	1d6	1d7	x2	120 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, pile	1 sp	1d6	1d8	1d10	x3	80 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, serpentstongue	3 sp	1d6	1d8	1d10	x3	100 ft.	0.15	P+S				19		ROW
w/Arrow, sheaf	1 sp	1d6	1d8	1d10	x3	100 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, stone	4 cp	1d3	1d4	1d5	x2	90 ft.	0.2	P				19		3.5 PHB/RW
w/Arrow, swiftwing	1 gp	1d4	1d6	1d8	x3	100 ft.	0.2	P				18		ROW
Bow, long, aquatic	400 gp					100 ft.	3		- 5	5	6		h	ROF
w/Arrow, flight	1 bp	1d5	1d6	1d7	x2	120 ft.	0.2	P				18		ROF/RW
w/Arrow, pile	1 sp	1d6	1d8	1d10	x3	80 ft.	0.2	P				18		ROF/RW
Arrow, sea	7 gp	1d6	1d8	1d10	x3	60 ft.	0.2	P				18		ROF
w/Arrow, serpentstongue	3 sp	1d6	1d8	1d10	x3	100 ft.	0.15	P+S				19		ROW
w/Arrow, sheaf	1 sp	1d6	1d8	1d10	x3	100 ft.	0.2	P				18		ROF/RW
w/Arrow, stone	4 cp	1d3	1d4	1d5	x2	90 ft.	0.2	P				19	b	ROF/RW
Bow, long, composite	100 gp					110 ft.	3		- 4	8	8		h	3.5 PHB
w/Arrow, blunt	1 sp	1d6	1d8	1d10	x2	60 ft.	0.15	B				19	n	ROW
w/Arrow, dragonsbreath	3 ep	1d4	1d6	1d8	x3	110 ft.	0.15	P				19	d	ROW
w/Arrow, flight	1 bp	1d5	1d6	1d7	x2	130 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, pile	1 sp	1d6	1d8	1d10	x3	90 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, serpentstongue	3 sp	1d6	1d8	1d10	x3	100 ft.	0.15	P+S				19		ROW
w/Arrow, sheaf	1 sp	1d6	1d8	1d10	x3	110 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, stone	4 cp	1d3	1d4	1d5	x2	100 ft.	0.2	P				19	b	3.5 PHB/RW
w/Arrow, swiftwing	1 gp	1d4	1d6	1d8	x3	110 ft.	0.2	P				18		ROW
Bow, short	30 gp					60 ft.	2		- 5	5	6		h	3.5 PHB
w/Arrow, blunt	1 sp	1d6	1d8	1d10	x2	30 ft.	0.15	B				19	n	ROW
w/Arrow, dragonsbreath	3 ep	1d4	1d6	1d8	x3	60 ft.	0.15	P				19	d	ROW
w/Arrow, flight	1 bp	1d4	1d6	1d8	x3	80 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, pile	1 sp	1d6	1d8	1d10	x3	40 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, serpentstongue	3 sp	1d6	1d8	1d10	x3	60 ft.	0.15	P+S				19		ROW
w/Arrow, sheaf	1 sp	1d6	1d8	1d10	x3	60 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, stone	4 cp	1d3	1d4	1d5	x2	50 ft.	0.2	P				19	b	3.5 PHB/RW
w/Arrow, swiftwing	1 gp	1d4	1d6	1d8	x3	60 ft.	0.2	P				18		ROW
Bow, short, composite	75 gp					70 ft.	2		- 4	8	8		h	3.5 PHB
w/Arrow, blunt	1 sp	1d6	1d8	1d10	x2	40 ft.	0.15	B				19	n	ROW
w/Arrow, dragonsbreath	3 ep	1d4	1d6	1d8	x3	70 ft.	0.15	P				19	d	ROW
w/Arrow, flight	1 bp	1d4	1d6	1d8	x3	90 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, pile	1 sp	1d6	1d8	1d10	x3	50 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, serpentstongue	3 sp	1d6	1d8	1d10	x3	70 ft.	0.15	P+S				19		ROW
w/Arrow, sheaf	1 sp	1d6	1d8	1d10	x3	70 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, stone	4 cp	1d3	1d4	1d5	x2	60 ft.	0.2	P				19	b	3.5 PHB/RW
w/Arrow, swiftwing	1 gp	1d4	1d6	1d8	x3	70 ft.	0.2	P				18		ROW
Knife, throwing	5 gp	1d6	2d4	1d10	18—20/x2	20 ft.	4	P/S	- 1	8	6(8)	19		RW
Exotic Weapons	Cost	(S)	(M)	(L)	Crit.	Rng.	Wt.	Type	Parry	M.Str	M.Dex	Fumble	Notes	Reference
<i>Unarmed attacks</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Ward cestus	10 gp	special	special	special	special	—	4	B	+ 1	5	5	16	no	A&EG/RW
<i>Light Melee Weapons</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Blade boot	15 gp	1d3	1d4	1d5	19—20/x2	—	1	P	- 5	3	3	18		FRCS
Bracer, claw	30 gp	1d3	1d4	1d5	19—20/x2	—	2	P	+ 3	4	6	16	p	A&EG
Buckler-Axe, Dwarven	20 gp	1d4	1d6	1d8	x3	—	4	S	+ 5	7	5	18		ROS

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Dagger, barbed	35 gp	1d3	1d4	1d5	19–20/x2	—	1	P	+2	3	6	18		CAD
Dagger, haladie	5 gp	1d3	1d5	1d7	19–20/x2	—	1	S	+1	3	6	17		RW
Dagger, sword breaker	10 gp	1d2	1d4	1d6	x2	—	1.5	S	+4	5	5	19		RW
Dagger, triple (parrying)	10 gp	1d3	1d4	1d5	19–20/x2	—	1	P	+5	4	9	17	p	A&EG/RW
Foot spike	8 gp	1d3	1d4	1d5	x3	—	1	P	-3	3	5	16		ROW
Forearm blade	15 gp	1d4	1d5	1d7	19-20/x2	—	2	B+S	+4	4	9	18	os	RW
Hammer, throwing	30 gp	1d4	1d6	1d8	x2	20 ft.	2	B	-1	4	5(6)	18	o	ROS
Jitte	5 sp	1d3	1d4	1d5	x2	—	2	B	+4	5	7	18	p	OA
Kama	2 gp	1d4	1d6	1d8	x2	—	2	S	+3	4	7	16	st	3.5 PHB/RW
Knife, stump	8 gp	1d3	1d4	1d5	19–20/x2	—	2	P	-2	4	5	16		A&EG
Nunchaku	2 gp	1d4	1d6	1d8	x2	—	2	B	+1	5	11	17	ops	3.5 PHB/RW
Panther claw	75 gp	1d3	1d4	1d5	x3	—	3	P/S	+2	5	10	17	p	A&EG
Quickrazor, Gnome	45 gp	1d3	1d4	1d6	19–20/x2	—	1	S	-3	3	4	18		ROS
Sai	1 gp	1d3	1d4	1d5	x2	10 ft.	1	B	+5	3	5(7)	16	s	3.5 PHB/RW
Siangham	3 gp	1d4	1d6	1d8	x2	—	1	P	—	3	5	16	s	3.5 PHB
Sleeve, weighted	5 sp	1d4	1d6	1d8	—	—	2.5	B	-5	4	5	16		S&S
Sword cane	8 gp	1d2	1d4	1d6	17–20/x2	—	1	P	—	4	5	16		RW
Sword, Elven, lightblade	50 gp	1d4	1d6	1d8	18–20/x2	—	1	P	-1	3	5	17		CW
Sword, short, broadblade	75 gp	1d4	1d6	1d8	19–20/x2	—	3	P	+2	4	5	16	g	CAD
Tail spikes, rattling	1 gp	1d3	1d4	1d5	x2	—	0.5	P	-5	3	8	16		OA
Tiger claws (Bagh-nakh)	5 gp	1d3	1d4	1d5	x2	—	2	P	+4	4	5	16	s	A&EG/RW
Tortoise blade, Gnome	10 gp	1d4	1d6	1d8	19–20/x2	—	3	P	+2	3	4	19		ROS
<i>One-Handed Melee Weapons</i>	<i>Cost</i>	<i>(S)</i>	<i>(M)</i>	<i>(L)</i>	<i>Crit.</i>	<i>Rng.</i>	<i>Wt.</i>	<i>Type</i>	<i>Parry</i>	<i>M.Str</i>	<i>M.Dex</i>	<i>Fumble</i>	<i>Notes</i>	<i>Reference</i>
Ankus	15 gp	1d6	2d4	1d10	x2	—	15	B	-1	13	6	19	nr	MOTW
Axe, war, Dwarven	30 gp	1d8	1d10	1d12	x3	—	8	S	-2	10	7	18		3.5 PHB
Chain-and-dagger	4 gp	1d3	1d4	1d5	19–20/x2	—	4	P	-1	6	8	18	pt	A&EG
Dagger, kris	350 gp	1d3	1d5	1d7	x2	10 ft.	5	P	-1	8	4(6)	18		RW
Dagger, main-gauche	5 gp	1d2	1d4	1d6	19–20/x3	—	2	S	+2	4	6	16	p	RW
Flail, flind bar	7 gp	1d3	1d5	1d7	18–20/x2	—	10	B	+3	11	10	20	pt	RW
Grapplers	8 gp	1d6	1d8	1d10	x3	—	7	P	+2	10	9	19	pt	RW
Kau sin ke	15 gp	1d6	1d8	1d10	x2	—	4	B	+1	6	9	18	t	OA
Nagaika	25 gp	1d4	1d6	1d8	x3	—	4	S	-3	6	14	19	prt	MOTW
Pick, dire	30 gp	1d6	1d8	1d10	x4	—	12	P	-3	12	8	18	h	CW
Rapier, quickblade	75 gp	1d4	1d6	1d8	18–20/x2	—	3	P	+1	4	5	17	p	CAD
Scourge	20 gp	1d6	1d8	1d10	x2	—	2	S	-3	4	4	16	dpt	CW
Sword, bastard	35 gp	1d8	1d10	1d12	19–20/x2	—	6	S	-2	10	6	18		3.5 PHB/RW
Sword, butterfly	10 gp	1d4	1d6	1d8	19–20/x2	—	2	S	—	5	5	17	s	A&EG
Sword, Elven, thinblade	100 gp	1d6	1d8	1d10	18–20/x2	—	3	P	+2	5	7	18		ROW
Sword, katana	400 gp	1d8	1d10	1d12	19–20/x2	—	6	S	+1	10	7	18		OA
Sword, khopesh	20 gp	1d6	1d8	1d10	19–20/x2	—	12	S	-1	12	10	19	t	A&EG
Sword, long, mercurial	400 gp	1d6	1d8	1d10	x4	—	6	S	—	10	7	19		A&EG
Sword, ninja-to	10 gp	1d4	1d6	1d8	19–20/x2	—	3	S	+1	5	5	17		OA
Sword, slasher	25 gp	1d6	1d8	1d10	18–20/x2	—	6	S	+2	9	9	18		RW
Sword, swain	25 gp	1d6	2d4	1d10	19–20/x2	—	6	S	+3	8	6	18	p	RW
Sword, terbutje	8 gp	1d6	2d4	1d10	18–20/x2	—	4	S	+2	6	7	18		RW
Swordcatcher, Gnome	35 gp	1d4	1d6	1d8	19–20/x2	—	5	S	+5	8	9	18	p	ROS
Tonfa	2 sp	1d4	1d6	1d8	x2	—	2	B	+3	6	6	16	so	A&EG/RW
War fan (gunsen)	30 gp	1d4	1d6	1d8	x3	—	3	S	+3	5	8	18		A&EG
Warmace	25 gp	1d10	1d12	2d7	x2	—	10	B	-1	11	6	17		CW
Whip	1 gp	1d2	1d3	1d4	x2	—	2	S	-3	6	14	19	nppt	3.5 PHB

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Whip-dagger	25 gp	1d4	1d6	1d8	19–20/x2	—	3	S	-3	6	14	19	prt	A&EG	
Two-Handed Melee Weapons		Cost	(S)	(M)	(L)	Crit.	Rng.	Wt.	Type	Parry	M.Str	M.Dex	Fumble	Notes	Reference
Axe, double, Orcish	60 gp	1d6/1d6	1d8/1d8	1d10/1d10	x3	—	15	S	-1	14	10	19	f	3.5 PHB	
Bear paws	15 gp	1d3/1d3	1d4/1d4	1d6/1d6	x2	20 ft.	8	S	+2	9	8(13)	20	fprt	RW	
Bullova	15 gp	2d5	3d4	2d8	19–20/x2	—	10	S	+4	10	14	19	p	RW	
Caber	10 gp	1d10	2d6	2d8	x2	10 ft.	100	B	-5	18	8	20		MOTW	
Chain (Manriki-gusari)	5 gp	1d4/1d4	1d6/1d6	1d8/1d8	x2	—	5	B	-3	6	12	19	fprt	OA	
Chain, spiked (Vekshwami)	25 gp	1d6	2d4	1d10	x2	—	10	P	-4	9	14	20	prt	3.5 PHB	
Chijiriki	8 gp	1d4/1d3	1d6/1d4	1d8/1d5	x2	—	6	P/B	+1	9	8	18	f	OA	
Duom	20 gp	1d6	1d8	1d10	x3	—	8	P	+1	10	10	18	r	A&EG/RW	
Entangling pole (Sodegarami)	4 gp	1d3	1d4	1d5	x2	—	5	P	+1	8	8	18	r	BOED/RW	
Flail, dire	90 gp	1d6/1d6	1d8/1d8	1d10/1d10	x2	—	10	B	+2	10	14	20	fpt	3.5 PHB	
Garotte, cord	1 sp	1d4	1d6	1d8	19–20/x2	—	0.1	B	-5	3	4	16		S&S	
Garotte, locking	100 gp	1d6	1d8	1d10	18–20/x2	—	3	S	-5	4	4	18		S&S	
Garotte, wire	10 gp	1d6	1d8	1d10	18–20/x2	—	1	S	-5	3	4	17		S&S	
Mancatcher (Sasumata/Grasping pole)	15 gp	1d3	1d4	1d5	x2	—	8	B	-4	10	9	18	nr	CW/RW	
Greathammer, Goliath	30 gp	1d10	1d12	3d6	x4	—	30	B	-4	17	6	18		ROS	
Greatspear	25 gp	1d10	2d6	2d7	x3	10 ft.	9	P	-2	9	6	18	mr	CW	
Hammer, double	70 gp	1d6/1d6	1d8/1d8	1d10/1d10	x3	—	18	B	-3	16	10	19	f	CW	
Hammer, hooked, Gnomish	20 gp	1d6/1d4	1d8/1d6	1d10/1d8	x3/x4	—	6	B+P	-1	9	6	18	ft	3.5 PHB	
Kawanaga	10 gp	1d2/1d2	1d3/1d3	1d4/1d4	x2	—	1	S/B	+1	5	10	19	fprt	OA	
Koda-maki-chu	50 gp	1d6	1d8	1d19	18–20/x2	—	8	S	+2	12	12	20	hpt	RW	
Kusari-gama	10 gp	1d4/1d3	1d6/1d4	1d8/1d5	x2	—	3	S/B	+1	7	10	20	fpr	OA	
Lajatang	90 gp	1d6/1d6	1d8/1d8	1d10/1d10	x2	—	7	S	-3	8	13	18	fs	CW	
Longaxe	35 gp	1d10	1d12	2d7	x3	—	15	S	-4	14	9	18	cr	CAD	
Longstaff	15 gp	1d4/1d4	1d6/1d6	1d8/1d8	x2	—	6	B	+1	9	8	17	fgrs	CAD	
Lynxpaw	30 gp	1d4/1d3	1d6/1d4	1d8/1d5	18–20/x2	—	4	P/S	-2	7	12	20	fpt	ROW	
					or 20/x3										
Mace, double	125 gp	1d6/1d6	1d8/1d8	1d10/1d10	19–20/x2	—	25	B	-2	16	10	20	f	A&EG	
Manti	15 gp	1d6	1d8	1d10	x3	—	9	P	-3	10	8	20		A&EG	
Poleaxe, heavy	20 gp	1d10	2d6	2d7	x3	—	15	P/S	-5	14	9	19	cr	CW	
Ritiik	5 gp	1d6	1d8	1d10	x3	—	6	P	-4	7	10	18	t	DgM	
Sang kauw	95 gp	1d6/1d6	1d8/1d8	1d10/1d10	x3	—	10	P	+1	9	14	18	f	OA	
Shikomi-zue	12 gp	1d4/1d6	1d6/1d8	1d8/1d10	x3	—	5	B/P	-1	7	8	16	f	OA/RW	
Spear, Dwarven double	115 gp	1d6/1d6	1d8/1d8	2d6/2d6	x3	—	15	S/P	-1	14	8	18	cf	ROS	
Strangle noose	5 gp	1d6	2d4	1d10	x2	—	8	S	-5	9	9	20	r	RW	
Sword, Elven, courtblade	150 gp	1d8	1d10	1d12	18–20/x2	—	6	P/S	-4	8	8	19		ROW	
Sword, flamberge	100 gp	1d8	1d10	1d12	19–20/x2	—	17	S	-3	15	9	20		RW	
Sword, fullblade	100 gp	2d6	2d8	3d6	19–20/x2	—	23	S	-2	17	12	20		A&EG	
Sword, great, mercurial	600 gp	1d10	2d6	2d7	x4	—	17	S	-2	15	8	19		A&EG	
Sword, scimitar, double	125 gp	1d4/1d4	1d6/1d6	1d8/1d8	18–20/x2	—	15	S	+2	14	12	19	f	A&EG	
Sword, scimitar, great	100 gp	2d4	2d5	2d6	18–20/x2	—	16	S	-2	14	8	20		RW	
Sword, two-bladed	100 gp	1d6/1d6	1d8/1d8	1d10/1d10	19–20/x2	—	10	S	-2	12	10	17	f	3.5 PHB	
Three-section-staff	4 gp	1d6	1d8	1d10	x3	—	8	B	+1	9	11	19	s	A&EG	
Uncinated stave	10 gp	1d5	1d7	2d4	x2	—	10	P	-4	12	10	19	art	RW	
Urgrosh, Dwarven	50 gp	1d6/1d4	1d8/1d6	1d10/1d8	x3	—	12	S/P	-3	13	8	18	cf	3.5 PHB/RW	
Voulge	5 gp	1d6	2d4	1d10	18–20/x2	—	12	S	-5	13	10	18	ar	RW	
Warpike, Dwarven	45 gp	1d8	2d6	3d6	x3	—	15	S/P	-5	14	10	18	act	ROS	
Ranged Weapons		Cost	(S)	(M)	(L)	Crit.	Rng.	Wt.	Type	Parry	M.Str	M.Dex	Fumble	Notes	Reference
Blowgun, common	1 gp						10 ft.	2		-5	5	8		OA	

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w/Blowgun dart, needle	1 sp	1	1	1	x2	10 ft.	0.1	P				20	d	OA/RW
Blowgun, greater	2 gp					10 ft.	2		- 5	5	8			CW
w/Blowgun dart, barbed	2 sp	1d2	1d3	1d4	x2	10 ft.	0.2	P				20	dh	CW/RW
Bolas	5 gp	1d3	1d4	1d5	x2	10 ft.	2	B	- 5	5	11	19	nt	3.5 PHB
Bolas, barbed	10 gp	1d3	1d5	1d5	x2	10 ft.	3	P	- 5	5	12	19	t	CW
Boomerang	10 gp	1d3	1d4	1d5	x2	20 ft.	2	B	- 2	4	13	20	g	CW
Bottle	10 sp	1	1d2	1d3	x2	20 ft.	3	B	- 4	4	4	19	b	RW
Calculus, Gnomish	50 gp					50 ft.	2		- 5	5	11		h	A&EG
w/Bullet	5 cp	1d3	1d4	1d5	x2	50 ft.	0.1	B				18		3.5 PHB/RW
w/Flask, full	var	var	var	var	var	50 ft.	1	B				19		3.5 PHB
w/Skiprock	3 gp	1d4	1d6	1d8	x4	50 ft.	0.25	B				18		ROW
w/Stinkpot	1 sp	1	1d3	1d4	19–20/x2	50 ft.	1	B				18	d	RW
w/Stone	—	1d2	1d3	1d4	x2	40 ft.	0.1	B				18		3.5 PHB/RW
Chakram	15 gp	1d3	1d4	1d5	x3	30 ft.	2	S	- 4	5	11	19		A&EG
Crossbow, arbalest	200 gp					150 ft.	20		- 3	15	8		h	RW
w/Siege bolt	5 sp	2d6	2d8	3d6	19–20/x2	150 ft.	0.5	B				18		RW
w/Siege quarrel	5 sp	2d6	2d8	3d6	19–20/x2	150 ft.	0.5	P				18		RW
Crossbow, cho-ku-no	300 gp					50 ft.	15		- 2	14	8		h	RW
w/Light bolt	2 sp	1d4	1d6	1d8	19–20/x2	50 ft.	0.1	B				18		RW
w/Light quarrel	2 sp	1d4	1d6	1d8	19–20/x2	50 ft.	0.1	P				18		RW
Crossbow, cranequin	400 gp					150 ft.	25		- 3	17	10		h	RW
w/Siege bolt	5 sp	1d16	1d20	2d12	19–20/x2	150 ft.	0.5	B				18		RW
w/Siege quarrel	5 sp	1d16	1d20	2d12	19–20/x2	150 ft.	0.5	P				18		RW
Crossbow, great	150 gp					120 ft.	14		- 3	12	11		h	ROS
w/Siege bolt	5 sp	2d6	2d8	3d8	18–20/x2	120 ft.	0.5	B				18		RW
w/Siege quarrel	5 sp	2d6	2d8	3d8	18–20/x2	120 ft.	0.5	P				18		RW
Crossbow, hand	100 gp					30 ft.	2		- 2	5	6			3.5 PHB
w/Hand bolt	2 sp	1d2	1d4	1d6	19–20/x2	30 ft.	0.1	B				19		RW
w/Hand quarrel	2 sp	1d3	1d4	1d6	19–20/x2	30 ft.	0.1	P				19		3.5 PHB/RW
Crossbow, hand, covered	125 gp					30 ft.	4		- 2	6	6			S&S
w/Hand bolt	2 sp	1d2	1d4	1d6	19–20/x2	30 ft.	0.1	B				19		RW
w/Hand quarrel	2 sp	1d3	1d4	1d6	19–20/x2	30 ft.	0.1	P				18		3.5 PHB/RW
Crossbow, heavy, repeating	400 gp					120 ft.	12		- 3	15	9		h	3.5 PHB
w/Heavy bolt	4 sp	1d8	1d10	1d12	19–20/x2	120 ft.	0.2	B				18		3.5 PHB
w/Heavy quarrel	4 sp	1d8	1d10	1d12	19–20/x2	120 ft.	0.2	P				18		3.5 PHB
Crossbow, light, repeating	250 gp					80 ft.	6		- 3	10	9		h	3.5 PHB
w/Light bolt	2 sp	1d6	1d8	1d10	19–20/x2	80 ft.	0.1	B				18		3.5 PHB
w/Light quarrel	2 sp	1d6	1d8	1d10	19–20/x2	80 ft.	0.1	P				18		3.5 PHB
Crossbow, one-handed, vial-bolt	100 gp					60 ft.	3		- 2	6	6			RW
w/Vial bolt	5 sp	special	special	special	19–20/x2	60 ft.	0.3	var				19		RW
Crossbow, quadratic interval	300 gp					80 ft.	20		- 3	16	9		h	RW
w/Heavy bolt	4 sp	1d6	2d4	1d10	19–20/x2	80 ft.	0.2	B				18		RW
w/Heavy quarrel	4 sp	1d6	2d4	1d10	19–20/x2	80 ft.	0.2	P				18		RW
Crossbow, winch	75 gp					50 ft.	10		- 2	10	7		h	MOTW
w/Winch bolt	10 sp	1d6	1d8	1d10	19–20/x2	50 ft.	0.5	P				19		MOTW/RW
Footbow	150 gp					110 ft.	3		- 4	8	8		h	ROW
w/Arrow, blunt	1 sp	1d6	1d8	1d10	x2	60 ft.	0.15	B				19	n	ROW
w/Arrow, dragonsbreath	3 ep	1d4	1d6	1d8	x3	110 ft.	0.15	P				19	d	ROW
w/Arrow, flight	1 bp	1d5	1d6	1d7	x2	130 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, pile	1 sp	1d6	1d8	1d10	x3	90 ft.	0.2	P				18		3.5 PHB/RW

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w/Arrow, serpentstongue	3 sp	1d6	1d8	1d10	x3	100 ft.	0.15	P+S				19		ROW
w/Arrow, sheaf	1 sp	1d6	1d8	1d10	x3	110 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, stone	4 cp	1d3	1d4	1d5	x2	100 ft.	0.2	P				19	b	3.5 PHB/RW
w/Arrow, swiftwing	1 gp	1d4	1d6	1d8	x3	110 ft.	0.2	P				18		ROW
Fukimi-bari (mouth darts)	1 gp	1	1	1	x2	5 ft.	0.1	P	- 5	3	7	20		A&EG
Gauntlet, spring-loaded	200 gp					20 ft.	4		- 3	6	9			A&EG
w/Gauntlet bolt	4 sp	1d2	1d4	1d6	x2	20 ft.	0.05	B				18		RW
w/Gauntlet quarrel	4 sp	1d3	1d4	1d5	x2	20 ft.	0.05	P				18		A&EG/RW
Greatbow	150 gp					120 ft.	6		- 5	10	8		h	CW
w/Arrow, blunt	1 sp	1d6	1d8	1d10	x2	80 ft.	0.15	B				19	n	ROW
w/Arrow, dragonsbreath	3 ep	1d4	1d6	1d8	x3	130 ft.	0.15	P				19	d	ROW
w/Arrow, flight	1 bp	1d6	1d8	1d10	x2	150 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, pile	1 sp	1d6	1d10	1d12	x3	120 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, serpentstongue	3 sp	1d6	1d8	1d10	x3	120 ft.	0.15	P+S				19		ROW
w/Arrow, sheaf	1 sp	1d8	1d10	1d12	x3	120 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, stone	4 cp	1d4	1d5	1d6	x2	110 ft.	0.2	P				19	b	3.5 PHB/RW
w/Arrow, swiftwing	1 gp	1d4	1d6	1d8	x3	130 ft.	0.2	P				18		ROW
Greatbow, composite	200 gp					130 ft.	6		- 5	10	8		h	CW
w/Arrow, blunt	1 sp	1d6	1d8	1d10	x2	80 ft.	0.15	B				19	n	ROW
w/Arrow, dragonsbreath	3 ep	1d4	1d6	1d8	x3	130 ft.	0.15	P				19	d	ROW
w/Arrow, flight	1 bp	1d6	1d8	1d10	x2	160 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, pile	1 sp	1d6	1d10	1d12	x3	130 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, serpentstongue	3 sp	1d6	1d8	1d10	x3	120 ft.	0.15	P+S				19		ROW
w/Arrow, sheaf	1 sp	1d8	1d10	1d12	x3	130 ft.	0.2	P				18		3.5 PHB/RW
w/Arrow, stone	4 cp	1d4	1d5	1d6	x2	120 ft.	0.2	P				19	b	3.5 PHB/RW
w/Arrow, swiftwing	1 gp	1d4	1d6	1d8	x3	130 ft.	0.2	P				18		ROW
Harpoon, arctic	20 gp	1d6	1d8	1d10	x2	20 ft.	7	P	- 2	8	9(11)	20	ht	ROF/RW
Harpoon, bone	5 gp	1d4	1d6	1d8	x2	20 ft.	5	P	- 2	7	9(11)	19	bht	RW
Harpoon, common	15 gp	1d8	1d10	1d12	x2	30 ft.	10	P	- 2	9	9(11)	20	ht	A&EG
Javelin, spinning	2 gp	1d6	1d8	1d10	19—20/x2	50 ft.	2	P	- 3	4	7(9)	17		A&EG
Lasso (Lariat)	1 gp	—	—	—	—	10 ft.	3	—	- 3	5	10	19	ht	BOED
Net	20 gp	—	—	—	—	10 ft.	6	—	+ 1	8	12	20	h	3.5 PHB
Pellet bow	50 gp					120 ft.	5		- 2	8	8		h	RW
w/Bullet	5 cp	1d3	1d5	1d7	19—20/x3	120 ft.	0.1	B				20		RW
w/Stone	—	1d2	1d4	1d6	19—20/x3	100 ft.	0.1	B				20		RW
Shotput, Orcish	10 gp	1d10	2d6	2d7	19—20/x3	10 ft.	15	B	- 5	10	11	20		A&EG
Shuriken	4 sp	1	1d2	1d3	x2	10 ft.	0.5	P	- 5	3	9	16	s	3.5 PHB/RW
Skiprock	3 gp	1d4	1d6	1d8	x2	15 ft.	0.25	B	- 5	3	9	17		ROW
War sling	5 gp					50 ft.	1		- 4	3	9		h	ROW
w/Bullet	5 cp	1d4	1d6	1d8	x2	50 ft.	0.1	B				18		3.5 PHB/RW
w/Skiprock	3 gp	1d6	1d8	1d10	x4	50 ft.	0.25	B				18		ROW
w/Stinkpot	1 sp	1	1d3	1d4	19—20/x2	50 ft.	1	B				18	d	RW
w/Stone	—	1d2	1d3	1d4	x2	40 ft.	0.1	B				18		3.5 PHB/RW