

Name	Type	Roll Modifier	Cost
Hand Weapons			
Axe	Slash	0	6 gp
Rapier	Slash	0	6 gp
Sabre	Slash	0	6 gp
Spear	Slash	0	6 gp
Sword	Slash	0	6 gp
Hammer	Crush	0	6 gp
Mace	Crush	0	6 gp
Flail	Crush	0	6 gp
Metal Rod	Crush	0	6 gp
Light Hand Weapons			
Dagger	Slash	-1	5 gp
Knife	Slash	-1	5 gp
Short Sword	Slash	-1	5 gp
Club	Crush	-1	5 gp
Cudgel	Crush	-1	5 gp
Jo Stick	Crush	-1	5 gp
Nunchaku	Crush	-1	5 gp
Shillelagh	Crush	-1	5 gp
Staff	Crush	-1	5 gp
Walking Stick	Crush	-1	5 gp
Wizard's Staff	Crush	-1	5 gp
Heavy Weapons (all require two hands)			
Glaive	Slash	+1	15 gp
Halberd	Slash	+1	15 gp
Long Spear (1)	Slash	+1	15 gp
Naginata	Slash	+1	15 gp
Pike (1)	Slash	+1	15 gp
Two Handed Sword	Slash	+1	15 gp
Huge Warclub	Crush	+1	15 gp
Maul	Crush	+1	15 gp
Quarterstaff	Crush	+1	15 gp
War Hammer	Crush	+1	15 gp
Notes			

Unarmed attacks are at -2

(1) May be used by a character in the rear to attack over a friend's shoulder at -1 UNLESS the friend is taller (humans and elves are taller than dwarves, halflings and gnomes)

This weapon table will be expanded as new weapons are published in supplements

Name	Type	Roll Modifier	Cost
Ranged Weapons			
Bow	Slash	0	15 gp
Crossbow (1)	Slash	+1	20 gp
Javelin (2)(3)(4)	Slash	0	6 gp
Sling	Crush	-1	4 gp
Throwing Axe (2)(3)(5)	Slash	0	8gp
Throwing Stick	Crush	-1	4 gp
Arquebus (6)(8)(9)	Slash	+3	100 gp
Handgun (7)(9)	Slash	+2	50 gp
Notes			

- (1) After each shot, it takes one action (forfeit one attack) to reload a crossbow
- (2) You may swap to a hand weapon as a free action after weapon is thrown
- (3) The weapon is lost if the party runs from combat
- (4) A thrown Javelin breaks on an attack roll of 1 or 2, EVEN IF the attack is successful
- (5) This weapon is one handed and can be used with a shield
- (6) May be fired only once per encounter. Usable only by swashbucklers, dwarves, and warriors. On a roll of 1, the gun explodes inflicting d3 damage upon the user
- (7) May be fired only once per encounter. Usable only by dwarves and warriors. Must use both hands to fire. On a roll of 1, the gun explodes inflicting d3 damage upon the user
- (8) may be used as a club (crush, -1) in melee
- (9) Weapon is loud. For every shot roll for wandering monsters (1 or 2 on d6) whenever used in a dungeon. Monsters will arrive after combat. User can reload before monsters arrive

Outdoor adventuring rules will expand ranged combat