

# MISSILE WEAPONS

Weapon	Damage	Rate of Fire*	Range**	Weight (pounds)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10ft	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	2 gp
Bow, long	See Arrows	2	70ft	5	60 gp
Bow, short	See Arrows	2	50ft	5	15 gp
Crossbow, heavy	See Bolts, heavy	1/2	80ft	5	20 gp
Crossbow, light	See Bolts, light	1	60ft	5	12 gp
Dart	1d3	3	15ft	1	0.2 gp
Javelin	1d6	1	20ft	5	0.5 gp
Sling	See Stones, sling	1	40ft	1	0.2 gp
Spear	1d6	1	20ft	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

\*Rate of fire is the number of times that a missile weapon can be fired during a single combat round. Some bows, such as a short bow, can be fired two times during a combat round, while a heavy crossbow can only be fired once in a round and must then be reloaded for a full round before it can be fired again.

\*\*Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

# CRITICAL HITS

Die Roll	Critical Effect	Die Roll	Critical Effect
1	Exploding weapon damage die (reroll 1's)	7	Double damage of all dice rolled.
2	Maximum damage	8	Exploding weapon damage die (reroll 1's & 2's)
3	Additional 1d4 Damage	9	Bleeding Wound: +1d6 damage each round
4	Additional 1d6 Damage	10	Weapon arm (attacking appendage) severed if damage is more than half remaining HP. Otherwise, +2d6 damage.
5	Additional 1d6 Damage	11	Head severed if damage is more than half remaining HP. Enemy killed. Otherwise, +2d6 Exploding Dice.
6	Additional 1d8 Damage	12	Roll twice on this list. The result is applied in the order in which it appears on the chart.*

Roll on the above chart when a PC rolls a natural 20 (or a modified 20 for a fighter.)

# MELEE WEAPONS

Weapon	Damage	Weight (pounds)	Cost
Axe, battle <sup>1,2</sup>	1d8	15	5 gp
Axe, hand <sup>3</sup>	1d6	5	1 gp
Club	1d4	10	0 gp
Dagger <sup>3</sup>	1d4	2	2 gp
Flail (two-handed)	1d8	10	8 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6	10	10 gp
Polearm, two-handed	1d8+1	15	10 gp
Spear <sup>1,2,3</sup>	1d6	10	1 gp
Staff (two-handed)	1d6	10	0 gp
Sword, bastard <sup>1,2</sup>	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

<sup>1</sup> Weapon can be used either one- or two-handed

<sup>2</sup> When wielded two-handed, gain +1 damage bonus

<sup>3</sup> Can be used as both a melee and a missile weapon

