



Weapon creation system

Players can customize a weapon to fit a particular fighting style and vision. Building a weapon requires tradeoffs of strengths and weaknesses built upon a simple framework.

First choose the size of the weapon (light, one-handed, two-handed, or ranged) and an overall complexity. If a weapon has an overall complexity of zero or lower, the weapon may be improvised (assuming available materials) as a minor action.

Weapon points by complexity	
Complexity	Max points
Improvisable	0
Simple	1
Martial	3
Exotic	5

Universal weapon attributes

The following attributes are available for all weapons:

- **+2 points:** Increase proficiency bonus to +3. Martial or higher required.
- **+2 points:** Increase damage die (see table). Increasing damage die two steps requires martial; increasing damage die three steps requires exotic.
- **-1 point:** Sunderable
- **-1 point:** Slowdrawn
- **-2 points:** Decrease damage die (see table). Cannot decrease more than two steps.

Light weapons

Light weapons begin with a base damage die of -1 (or d6). The following attributes are available:

- **+1 points:** Brutal. Martial or higher required.
- **+1 points:** Heavy thrown
- **+1 points:** Lethal. Martial or higher required.

- **+1 points:** Quickdrawn
- **+1 points:** Ranged 5/10
- **+2 points:** Range 10/20

One-handed weapons

One-handed weapons begin with a base damage die of d8. The following attributes are available:

- **+1 points:** Brutal. Martial or higher required.
- **+1 points:** Heavy thrown
- **+1 points:** Lethal. Martial or higher required.
- **+1 points:** Versatile
- **+1 points:** Ranged 5/10
- **+2 points:** Ranged 10/20

Two-handed weapons

Two-handed weapons begin with the base damage die of +1 (or 2d4 for simple and 2d4 or d10 for military/superior weapons). The following attributes are available:

- **+1 points:** Brutal. Martial or higher required.
- **+1 points:** Lethal. Martial or higher required.
- **+1 points:** Increase d12 to 2d6
- **+3 points:** Reach

Ranged weapons

Ranged weapons begin with the base damage die of -1 (or d6), a range of 10/20, and load free. Ranged weapons cannot be improvised. The following attributes are available:

- **+1 points:** Brutal. Martial or higher required.
- **+1 points:** Lethal. Martial or higher required.
- **+1 points:** Quickdrawn

Weapon damage die schedule

Damage step	-3	-2	-1	base	+1	+2	+3
Imp., Simple	d3	d4	d6	d8	2d4	1d10	1d12
Martial, Exotic	d3	d4	d6	d8	2d4 or d10	1d12	2d8



- **+2 points:** Ranged 20/40
- **-1 points:** Ranged 5/10
- **-2 points:** Load minor
- **-4 points:** Load move
- **-6 points:** Load standard

Attribute definitions

- **Brutal.** Brutal weapons tend to deal more damage. Reroll any weapon damage die that isn't higher than the given brutal number. (Note, only Brutal 1 was used.)
- **Heavy thrown.** When used in a ranged attack, use strength instead of dexterity for attack and damage rolls. This attribute requires you to also purchase a range x/2x attribute.
- **Lethal.** A lethal weapon does more damage on a critical hit. Deal an additional set of weapon damage dice.
- **Load [action].** Loading a weapon requires both hands even if you only use one hand to attack. The act of loading requires expenditure of an action of the described type.
- **Quickdrawn.** This weapon may be drawn free as part of an attack action.
- **Range x/2x.** Attacks made against a target within x squares are made without penalty. Attacks made against farther away than x but within 2x

squares are made with a -2 penalty. You may not target squares farther away than 2x.

- **Reach.** You may make melee attacks against targets that are either adjacent or within two squares of you. You can still only make opportunity attacks against adjacent enemies.
- **Slowdrawn.** This weapon is cumbersome to draw or properly equip. It requires a standard action before it is equipped and while equipped you incur a -2 to all skill checks requiring hands.
- **Sunderable.** This weapon is vulnerable to breaking. If you roll a 1 on an attack roll with the weapon or an enemy scores a critical hit against you, the weapon breaks.
- **Versatile.** A versatile weapon deals an extra point of damage when wielded with two hands.

Sample (admittedly quirky) weapons						
Weapon	Prof.	Dmg	Rng	Size	Complexity	Attributes
Bannister	+2	2d4	—	Two-handed	Improvise	
Bar stool	+2	1d8	—	One-handed	Improvise	
Bladed gauntlet	+3	1d10	—	One-handed	Exotic	Brutal, lethal, slowdrawn
Blowgun	+2	1d6	10/20	Ranged	Simple	Load free, quickdrawn
Crossbow turret	+2	2d6	20/40	Ranged	Martial	Load standard, brutal, lethal
Dragonarm Pistol	+2	1d10	5/10	Ranged	Simple	Load minor
Dragonarm Rifle	+2	1d10	20/40	Ranged	Martial	Load minor
Giantbone club	+2	2d8	—	Two-handed	Martial	Sunderable
Ironoak Sawblade	+3	1d12	—	Two-handed	Exotic	Lethal
Rock (Hammish's)	+2	1d6	5/10	One-handed	Improvise	Heavy thrown
Rock (William's)	+2	1d6	10/20	One-handed	Improvise	
Sai	+2	1d6	—	Light	Simple	Quickdrawn
Shepherd's crook	+2	2d4	—	Two-handed	Simple	Reach, sunderable, slowdrawn
Tankard	+2	1d6	—	Light	Improvise	