

Weapon system

There are four types of weapons: light, one-handed, two-handed, and ranged weapons. Light weapons are light enough to be used in your off-hand and can often be thrown. One-handed weapons are larger and may only be used in your primary hand. Fewer one-handed weapons are able to be thrown. Two-handed weapons require both hands to wield (although they may be

held in a single hand) and cannot (by default) be effectively thrown. Ranged weapons are outside the scope of this draft.

Light weapons							
Weapon and base attributes				Prof	Dmg	Range	Properties
Club				+2	1d6	—	Improvise
Group	Type	Wt.	Cost	+2	1d6	—	Improvise
Smash	Bashing	3 lb	0 gp	+2	1d6	—	Improvise
Dagger				+3	1d4	5/10	
Group	Type	Wt.	Cost	+3	1d4	5/10	Lethal
Stab	Piercing	1 lb	1 gp	+3	1d6	5/10	Lethal
Handaxe				+2	1d6	5/10	Heavy thrown
Group	Type	Wt.	Cost	+2	1d6	5/10	Heavy thrown, cutting
Chop	Slashing	3 lb	5 gp	+2	1d8	5/10	Heavy thrown, cutting
Halfspear				+2	1d6	5/10	
Group	Type	Wt.	Cost	+2	1d6	10/20	
Thrust	Piercing	3 lb	3 gp	+2	1d8	10/20	
Shortblade				+2	1d6	—	
Group	Type	Wt.	Cost	+3	1d6	—	
Stab	Piercing	2 lb	10 gp	+3	1d8	—	
Sickle				+2	1d6	—	
Group	Type	Wt.	Cost	+2	1d6	—	Cutting
Stab	Slashing	2 lb	2 gp	+2	1d8	—	Cutting
Throwing hammer				+2	1d6	5/10	Heavy thrown
Group	Type	Wt.	Cost	+2	1d6	5/10	Heavy thrown, brutal
Smash	Bashing	2 lb	5 gp	+2	1d8	5/10	Heavy thrown, brutal

Weapons fall into one of six groups depending on how they are wielded. The groups are Chop, Cut, Shoot, Smash, Stab, and Thrust.

In addition, weapons deal one of three types of damage: Bashing, Piercing, or Slashing.

Each weapon has three entries that detail the weapon's proficiency modifier, base damage, range (if any), and weapon properties. The first entry is the default entry for anyone picking up the weapon. The second entry is for characters with the martial weapon training feat. If a character has martial weapon training, he or she has it for all

One-handed weapons							
Weapon and base attributes				Prof	Dmg	Range	Properties
Battleaxe				+2	1d8	—	Cutting
Group	Type	Wt.	Cost	+2	1d10	—	Cutting
Chop	Slashing	6 lb	15 gp	+3	1d10	—	Cutting
Flail				+2	1d8	—	Brutal
Group	Type	Wt.	Cost	+3	1d8	—	Brutal
Smash	Bashing	5 lb	10 gp	+3	1d10	—	Brutal
Javelin				+2	1d6	10/20	Heavy thrown
Group	Type	Wt.	Cost	+3	1d6	10/20	Heavy thrown
Thrust	Piercing	2 lb	5 gp	+3	1d8	10/20	Heavy thrown
Longblade				+3	1d6	—	Versatile
Group	Type	Wt.	Cost	+3	1d8	—	Versatile
Cut	Slashing	4 lb	15 gp	+3	1d10	—	Versatile
Mace				+2	1d8	—	Versatile
Group	Type	Wt.	Cost	+3	1d8	—	Versatile
Smash	Bashing	6 lb	5 gp	+3	1d10	—	Versatile
Spear				+2	1d8	5/10	
Group	Type	Wt.	Cost	+2	1d10	5/10	
Thrust	Piercing	6 lb	5 gp	+3	1d10	5/10	
Warpick				+2	1d6	—	Lethal, versatile
Group	Type	Wt.	Cost	+2	1d8	—	Lethal, versatile
Chop	Piercing	6 lb	15 gp	+3	1d8	—	Lethal, versatile
Warhammer				+2	1d8	—	Versatile
Group	Type	Wt.	Cost	+2	1d10	—	Versatile
Smash	Bashing	5 lb	15 gp	+3	1d10	—	Versatile

weapons. The third entry is for characters with the superior weapon training feat. Superior weapon training is acquired for a group of weapons. For example, a character may have martial training for all weapons and superior training for the Stab weapon group.

The following weapon properties are used in this draft. Each is detailed below.

- **Brutal.** Brutal weapons have a higher minimum damage. Reroll any weapon damage die until it is above 1.
- **Cutting.** Cutting weapons have a higher maximum damage. Reroll any weapon damage die that is the highest value possible for that die and add the result to the total. For instance, a 6 on a d6 would be rerolled and added to the total. Continue rerolling (and adding) until the value on the die is not the highest possible.
- **Duelist.** When used as a double weapon, gain a +1 bonus to Reflex defense.
- **Heavy thrown.** Heavy thrown weapons use strength instead of dexterity when thrown.
- **Improvise.** Improvise weapons are simple weapons that may be improvised from common materials

Two-handed weapons							
Weapon and base attributes				Prof	Dmg	Range	Properties
Fullblade				+2	1d10	—	Versatile
Group	Type	Wt.	Cost	+3	1d10	—	Versatile
Cut	Slashing	8 lb	30 gp	+3	1d12	—	Versatile
Great flail				+1	2d6	—	
Group	Type	Wt.	Cost	+2	2d6	—	
Smash	Bashing	10 lb	25 gp	+3	2d6	—	
Greataxe				+2	1d10	—	Cutting
Group	Type	Wt.	Cost	+2	1d12	—	Cutting
Chop	Slashing	12 lb	30 gp	+3	1d12	—	Cutting
Longspear				+1	1d10	—	Reach
Group	Type	Wt.	Cost	+2	1d10	—	Reach
Thrust	Piercing	9 lb	10 gp	+3	1d10	—	Reach
Maul				+2	1d10	—	
Group	Type	Wt.	Cost	+2	2d6	—	
Smash	Bashing	12 lb	25 gp	+2	2d6	—	Brutal, lethal
Polearm				+2	1d8	—	Reach
Group	Type	Wt.	Cost	+2	1d10	—	Reach
Thrust	Piercing	12 lb	25 gp	+2	1d10	—	Cutting, lethal, reach
Quarterstaff				+2	2d4	—	Brutal, improvise
Group	Type	Wt.	Cost	+3	2d4	—	Brutal, improvise
Smash	Bashing	4 lb	5 gp	+3	2d4	—	Brutal, duelist, impro.
Scythe				+2	2d4	—	
Group	Type	Wt.	Cost	+2	2d6	—	
Cut	Slashing	10 lb	5 gp	+3	2d6	—	

(assuming they are available) as a minor action.

- **Lethal.** Lethal weapons deal additional damage on a critical hit. Roll an additional set of weapon damage dice and add the result to the total.
- **Reach.** Reach weapons allow you to strike targets farther away. 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.
- **Versatile.** Versatile weapons deal an extra point of damage when wielded with two hands.