

Standard Melee Weapons

Basic Weapons

Name	Cost	Weight	Damage and Types	Properties
Club	1 sp	2 lb.	1d4 bludgeoning	Light
Dagger	2 gp	1 lb.	1d4 piercing, 1d2 bludgeoning, 1d2 slashing	Finesse, Light
Greatclub	2 sp	10 lb.	1d8 bludgeoning	Two-handed
Handaxe	3 gp	2 lb.	1d6 slashing, 1d3 bludgeoning	Light, Thrown 20/60
Javelin	5 sp	2 lb.	1d6 piercing	Thrown 30/120
Light Hammer	2 gp	2 lb.	1d4 bludgeoning	Light, Thrown 20/60
Mace	5 gp	8 lb.	1d6 bludgeoning	-
Morningstar	12 gp	4 lb.	1d8 bludgeoning, 1d4 piercing	Two-handed
Quarterstaff	2 sp	4 lb.	1d6 bludgeoning	Versatile
Sickle	1 gp	2 lb.	1d4 slashing, 1d3 piercing, 1d2 bludgeoning	Finesse, Light
Spear	3 gp	6 lb.	1d6 piercing, 1d3 bludgeoning	Thrown 20/60 (piercing), Versatile
Unarmed Strike	-	-	1 bludgeoning	Light

Martial Weapons

Bastard Sword	35 gp	7 lb.	1d8 slashing, 1d6 piercing, 1d4 bludgeoning	Heavy, Longhaft
Two-hands	-	-	1d10 slashing, 1d8 piercing, 1d6 bludgeoning	-
Battleaxe	10 gp	7 lb.	1d8 slashing, 1d6 bludgeoning	Versatile
Broadsword	20 gp	7 lb.	1d8 slashing, 1d6 bludgeoning, 1d4 piercing	Versatile
Craghammer	8 gp	7 lb.	1d8 bludgeoning	Heavy, Longhaft
Two-hands	-	-	1d10 bludgeoning	-
Cutlass	18 gp	3 lb.	1d6 slashing, 1d4 piercing, 1d3 bludgeoning	Finesse, Light
Dire Flail	12 gp	20 lb.	1d12 bludgeoning	Heavy, Two-handed
Falchion	18 gp	8 lb.	1d8 slashing, 1d6 bludgeoning	Heavy, Longhaft
Two-hands	-	-	1d10 slashing, 1d8 bludgeoning	-
Flail	6 gp	5 lb.	1d8 bludgeoning	Versatile
Glaive	12 gp	11 lb.	1d10 slashing, 1d8 piercing, 1d6 bludgeoning	Heavy, Reach, Two-handed
Greataxe	20 gp	20 lb.	1d12 slashing, 1d10 bludgeoning	Heavy, Two-handed
Greathammer	25 gp	12 lb.	2d6 bludgeoning, 1d10 piercing	Heavy, Two-handed
Greatspear	14 gp	12 lb.	1d10 piercing, 1d6 bludgeoning, 1d6 slashing	Heavy, Reach, Two-handed
Greatstaff	10 gp	25 lb.	2d6 bludgeoning	Heavy, Two-handed
Greatsword	50 gp	15 lb.	2d6 slashing, 1d10 piercing, 1d8 bludgeoning	Heavy, Two-handed
Halberd	25 gp	15 lb.	1d10 slashing, 1d8 piercing, 1d8 bludgeoning	Heavy, Reach, Two-handed
Headsmen's Axe	15 gp	9 lb.	1d8 slashing, 1d6 bludgeoning	Heavy, Longhaft
Two-hands	-	-	1d10 slashing, 1d8 bludgeoning	-
Lance	8 gp	9 lb.	1d12 piercing, 1d6 bludgeoning	Reach, Special
Longhammer	20 gp	9 lb.	1d8 bludgeoning, 1d6 piercing	Heavy, Longhaft
Two-hands	-	-	1d10 bludgeoning, 1d8 piercing	-
Longspear	6 gp	4 lb.	1d6 piercing, 1d4 bludgeoning	Reach, Two-handed
Longsword	15 gp	5 lb.	1d8 slashing, 1d6 piercing, 1d4 bludgeoning	Versatile
Maul	10 gp	25 lb.	2d6 bludgeoning	Heavy, Two-handed
Polehammer	18 gp	13 lb.	1d10 bludgeoning, 1d8 piercing	Heavy, Reach, Two-handed
Rapier	20 gp	2 lb.	1d8 piercing, 1d3 bludgeoning, 1d2 slashing	Finesse
Sabre	10 gp	2 lb.	1d6 slashing, 1d3 bludgeoning, 1d3 piercing	Finesse, Light
Scimitar	15 gp	4 lb.	1d8 slashing, 1d4 bludgeoning	Finesse
Scourge	5 gp	3 lb.	1d4 slashing	Disarm, Trip
Shortsword	10 gp	3 lb.	1d6 piercing, 1d3 bludgeoning, 1d3 slashing	Finesse, Light
Three-headed flail	16 gp	8 lb.	1d8 bludgeoning	Disarm, Heavy, Longhaft
Two-hands	-	-	1d10 bludgeoning	Disarm
Throwing Dagger	1 gp	1 lb.	1d4 piercing	Finesse, Light, Thrown 20/60
Trident	15 gp	5 lb.	1d8 piercing, 1d4 bludgeoning	Range 20/40/80, Versatile
Warhammer	10 gp	7 lb.	1d8 bludgeoning, 1d6 piercing	Versatile
Whip	2 gp	3 lb.	1 slashing	Disarm, Finesse, Reach, Trip

Standard Ranged Weapons

Simple Missile Weapons

Name	Cost	Weight	Damage and Types	Properties
Crossbow	35 gp	6 lb.	1d8 piercing	Ammo 80/320, Loading, Two-handed
Crossbow, Repeating	50 gp	10 lb.	1d6 piercing	Ammo 50/200, Two-handed
<i>Martial Missile Weapons</i>				
Crossbow, Hand	50 gp	3 lb.	1d6 piercing	Light, Loading, Ammo 50/200
Crossbow, Heavy	50 gp	20 lb.	1d10 piercing	Loading, Ammo 100/400, Heavy, Two-handed
Longbow	100 gp	3 lb.	1d8 piercing	Ammo 150/600, Heavy, Two-handed
Shortbow	50 gp	2 lb.	1d6 piercing	Ammo 100/400, Two-handed
Sling	5 sp	1/2 lb.	1d6 bludgeoning	Ammo 30/120, Light, Special

Exotic Melee Weapons

Martial Weapons

Name	Cost	Weight	Damage and Types	Properties
Fullblade	70 gp	20 lb.	2d6 slashing, 1d10 bludgeoning, 1d8 piercing	Heavy, Two-handed
Gladius	6 gp	2 lb.	1d4 bludgeoning, 1d4 piercing, 1d4 slashing	Finesse, Light
Katana	150 gp	3 lb.	1d8 piercing, 1d8 slashing, 1d2 bludgeoning	Finesse, Longhaft
Two-hands	-	-	1d10 piercing, 1d10 slashing, 1d3 bludgeoning	-
Khopesh	12 gp	9 lb.	1d6 piercing, 1d6 slashing, 1d4 bludgeoning	Trip, Versatile
Tulwar	10 gp	5 lb.	1d8 slashing, 1d4 bludgeoning, 1d4 piercing	Versatile
Wakasashi	50 gp	3 lb.	1d6 piercing, 1d6 slashing	Finesse, Light

Exotic Ranged Weapons

Martial Missile Weapons

Name	Cost	Weight	Damage and type	Properties
Composite Shortbow	150 gp	3 lb.	1d6 piercing	Ammo 150/600, Mighty, Two-handed
Composite Longbow	200 gp	4 lb.	1d8 piercing	Ammo 200/800, Heavy, Mighty, Two-handed