Master Weapons List
(Preface)

The tables that follow include all of the following weapon statistics. The weapons listed here have been culled from various official D&D® rules, as well as from the DM's own campaign/House Rules. The list that follows is the official weapons list for use in the Rob's World! campaign. There are many differences between this list and the rules promulgated by Wizards of The Coast. In all circumstances, players should use these house rules as opposed to the listings produced by the games publisher.

WEAPON CATEGORIES

Weapons are grouped in'to several in'terlocking sets of categories. These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness in standard combat (melee) or at a distance (ranged, which includes both thrown and projectile), it's relative encumbrance (light, one-handed, or two handed), and its size (small mediume or large).

Simple, Martial, and Exotic Weapons:

Anybody but a Druid, Monk, Rogue, or Wizard is proficient with all simple weapons. Barbarians, Fighters, Paladins, and Rangers are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly also some martial or even exotic weapons. A character who uses a weapon with which he or she is not proficient takes a penalty on attack rolls (see below for non-proficiency penalties).

Melee and Ranged Weapons:

Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons

Glaives, guisarmes, lances, longspears, ranseurs, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that arent adjacent to him or her. Most reach double the wielders natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Double Weapons

Dire flails, Dwarven urgroshes, Gnomish hooked hammers, Orcish double axes, quarterstaffs, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon. The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon, only one end of the weapon can be used in any given round.

Thrown Weapons

Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on the Weapons list), but a character who does so takes a penalty on the attack roll (see below for non-proficiency penalties). Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action.

Projectile Weapons

Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless its a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

Ammunition

Projectile weapons use ammunition: arrows (for bows), bolts or quarrels (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, regardless of whether any ammunition hits or misses its target, any ammunition fired has a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons), and what happens to them after they are thrown.

Light, One-Handed, and Two-Handed Melee Weapons:
This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapons size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

Light
A light weapon is easier to use in ones off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielders Strength bonus (if any) to damage rolls for melee attacks with a light weapon if its used in the primary hand, or one-half the wielders Strength bonus if its used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielders primary hand only.

An unarmed strike is always considered a light weapon.

One-Handed
A one-handed weapon can be used in either the primary hand or the off hand. Add the wielders Strength bonus to damage rolls for melee attacks with a one-handed weapon if its used in the primary hand, or 1/2 his or her Strength bonus if its used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times the characters Strength bonus to damage rolls.

Two-Handed
Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 times the characters Strength bonus to damage rolls for melee attacks with such a weapon.

Weapon Size:
Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed. Most weapons are consided Medium sized, unless otherwise noted.

A weapons size category isn't the same as it's size as an object. Instead, a weapons size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons
A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative -2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon a non-proficiency penalty also applies (see below for non-proficiency penalties).

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielders size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

Improvised Weapons:
Sometimes objects not crafted to be weapons see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be non-proficient with it and takes a penalty on attack rolls made with that object (see below for non-proficiency penalties). To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

WEAPON STATISTICS
The weapon you use says something about who you are. You probably wan't both a melee weapon and a ranged weapon. If you can't afford both your melee weapn of choice and your ranged weapon of choice, decide which is more important't to you. Or, compromise and choose a weapon that can be used in melee and ranged combat.

The size of weapon you choose determines how you may wield it (with one or two hands) and how much damage you deal with it. A two-handed weapon deals more damage than a one-handed weapon, but it keeps you from using a shield, so that's a trade-off. If you are Small, you need to choose smaller weapons.

Depending on your class, you are proficient with more or fewer weapons. If you see a weapon that you wan't to use, but with which you're not proficient, you can become proficient with it by selecting the right feat. See Exotic Weapon Proficiency (3.5 PHB pg. 94), Martial Weapon Proficiency (3.5 PHB pg. 97), and Simple Weapon Proficiency (3.5 PHB pg. 100).

A better weapon is usually more expensive than an inferior one, but more expensive doesn't always mean better. For instance, a rapier is more expensive than a longsword. For a dexterous rogue with the Weapon Finesse feat, a rapier is a terrific weapon. For a typical Fighter, a longsword is better.

To chose your weapons, keep in mind the following statistics/factors; as given in column headings on the weapons listing which follows.

Cost: This is the standard cost of the weapon, or ammunition in this campaign. The cost includes small miscellaneous gear that goes with the weapon, such as a scabard for a sword, or a quiver for arrows. GP = Gold Pieces, CP = Copper Pieces, SP = Silver Pieces, S = Silver Pieces. A — indicates that no cost is associated with the weapon, and 'special' indicates that the cost must be found elsewhere. This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit. The column labeled Dmg(S) is for Small weapons. The column labeled Dmg(M) is for Medium weapons. The column labeled Dmg(L) is for Large weapons. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapons extra attack. See the DMG pg 28 for damage categories beyond Small and Medium. *Note: The damage dealt by large weapons is significantly different in these house rules than the damage listed in the 'official' D&D rules.*

Critical: The entry in this column notes how the weapon is used with the rules for critical hits (Threat range and critical multiplier). When your character scores a critical hit, multiply the weapons damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), then add any applicable multipliers (Strength bonus, Fighting skills/feats, Magical bonus(es).

x2 : The weapon deals double damage on a critical hit.

x3 : The weapon deals triple damage on a critical hit.

x3/x4 : One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

x4 : The weapon deals quadruple damage on a critical hit.

19-20/x2 : The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19-20.)

18-20/x2 : The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18-20.)

Range Increment: Missile range/Range increment. Listed in feet. Keep in mind that combat squares are 5' across. Any attack at less than this distance is not penalized for range, so an arrow from a shortbow (range increment 100 feet) can strike at enemies at up to 100 feet away with no penalty. However, each time a full range increment is exceeded causes a cumulative -2 penalty to the attack roll. A shortbow archer firing at a target 310 feet away suffers a -6 attack penalty (because 310 feet is at least three range increments but not four increments). Thrown weapons, such as throwing axes, have a maimum range of five range increments. Projectile weapons, such as bows, can shoot up to ten inccremen'ts. Short range is any range up to the weapons listed range increment. Medium range is any range from listed range increment, to twice the listed range increment. Long range is any range beyond twice the listed range increment.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Type: Weapons are classified according to types: Bludgeoning, Piercing, and Slashing. This describes the weapon's primary method of creating injuries, and may be used to determine what kind of critical hits the weapon inflicts. In addition,

some monsters may be partially or wholly resistan't to the effects of certain weapon types; for example, skeletons only take half damage from slashing weapons, and no damage from piercing weapons.

Some weapons deal damage of multiple types. (i.e. S+P) If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage (i.e. S/P). In a situation when the damage type is significan't, the wielder can choose which type of damage to deal with such a weapon.

Parry: The number in this column is a bonus or penalty applied to your melee/parry attack role while using a parry feat. This number either adds to your roll, or detracts from it, depending on the weapon used for parrying. Note that some weapons are more effective to parry with than others, while some weapons aren't worth parrying with at all. (see house rules for Parry feat details)

M.Str: Minimum Strength is the minimum strength a character must possess in order to wield the weapon without penalty. If you meet the size and STR requirements to wield a two-handed weapon with one hand, you can. (The required STR for a two-handed weapon to be used one-handed is 2 points higher than what is given for that weapon. Otherwise, the rules for using a two-handed weapon with one hand are the same as those listed above).

M.Dex: Minimum Dexterity is the minimum dexterity a character must possess in order to become proficient with this weapon. Additionally If a character wishes to throw this weapon or use it in a ranged attack, then the minimum dexterity rating in parenthesis must also be met.

Fumble: This is the Difficulty Class for you to avoid a Fumble with that weapon. Whenever an attack roll results in a natural "1", you not only automatically miss, but you must also check for a Fumble by making a DC 10 dexterity check. Characters and monsters may avoid fumble damage (not the other effects of the fumble) by making a *dexterity check vs the weapons listed Fumble DC* (see weapons list). Add your base attack bonus, and dexterity modifier to the roll for this check.

Notes: These notes refer to any specific limitations or special characteristics a weapon may possess. These notes are detailed in the weapons text descriptions.

Special: Some weapons have special features. See the weapon descriptions for details.

Thrown weapons can only be thrown one-handed. You can throw a thrown weapon with one hand even if it would be two-handed for you due to size (such as a gnome throwing a javelin), but doing so coun'ts as a full-round action because the weapon is bulkier and harder to handle than most thrown weapons. You receive your STR bonus to damage.

You can use a two-handed projectile weapon (such as a bow or a crossbow) effectively in two hands. If you have a penalty for low STR, apply it to damage rolls when you use a bow or a sling. You get no STR bonus to damage with a projectile weapon unless it's a mighty composite shortbow or longbow (See 3.5 PHB pg's 119-121).

Too Large to use: If the weapon's size category is two or more steps larger than your own (such as a gnome trying to use a greatsword), the weapon is too large for you to use.

Unarmed Strikes: An unarmed strike is two size categories smaller than the character using it.

WEAPON NON-PROFICIENCY PENALTIES:
Each character class has a 'Weapon & Armor proficiency' category/paragraph under that particular classes list of class features. If a character uses a weapon outside that list of permitted weapons, they suffer a combat penalty. That penalty depends on the characters class as follows:

Character class	non-prof. penalty
Barbarian, Fighter, Paladin, Ranger	- 2
Bard, Cleric, Druid, Monk, Rogue	- 4
Wizard, Sorcerer	- 6

(These non-proficiency penalties apply when a character is using a weapon that she/he is not proficient with.)