

Weapon Table

Simple Weapons

- **Unarmed Attacks**
 - Gauntlet: 2
 - Unarmed strike: 2
- **Light Melee Weapons**
 - Dagger: 3
 - Dagger, punching: 3
 - Gauntlet, spiked: 2
 - Mace, light: 4
 - Sickle: 4
- **One-Handed Melee Weapons**
 - Club: 5
 - Mace, heavy: 6
 - Morningstar: 6
 - Shortspear: 5
- **Two-Handed Melee Weapons**
 - Longspear: 5
 - Quarterstaff: 5
 - Spear: 5
- **Ranged Weapons**
 - Crossbow, heavy: 3
 - Crossbow, light: 3
 - Dart: 3
 - Javelin: 5
 - Sling: 5

Martial Weapons

- **Light Melee Weapons**
 - Axe, throwing: 6
 - Hammer, light: 4
 - Handaxe: 4
 - Kukri: 3
 - Pick, light: 4
 - Sap: 8
 - Shield, light: 7
 - Spiked shield, light: 8
 - Sword, short: 3
- **One-Handed Melee Weapons**
 - Battleaxe: 7
 - Flail: 5
 - Longsword: 4
 - Pick, heavy: 7
 - Rapier: 3

- Scimitar: 4
- Shield, heavy: 10
- Spiked shield, heavy: 10
- Trident: 4
- Warhammer: 6
- **Two-Handed Melee Weapons**
 - Falchion: 4
 - Glaive: 6
 - Greataxe: 6
 - Greatclub: 6
 - Flail, heavy: 7
 - Greatsword: 6
 - Guisarme: 5
 - Halberd: 7
 - Lance: 7
 - Ranseur: 6
 - Scythe: 6
- **Ranged Weapons**
 - Longbow: 3
 - Longbow, composite: 3
 - Shortbow: 3
 - Shortbow, composite: 2

Exotic Weapons

- **Light Melee Weapons**
 - Kama: 3
 - Nunchaku: 3
 - Sai: 3
 - Siangham: 4
- **One-Handed Melee Weapons**
 - Sword, bastard: 5
 - Waraxe, dwarven: 5
 - Whip: 3
- **Two-Handed Melee Weapons**
 - Axe, orc double: 6
 - Chain, spiked: 5
 - Flail, dire: 5
 - Hammer, gnome hooked: 5
 - Sword, two-bladed: 4
 - Urgrosh, dwarven: 5
- **Ranged Weapons**
 - Bolas: 7
 - Crossbow, hand: 3
 - Crossbow, repeating heavy: 7
 - Crossbow, repeating light: 5
 - Net: 25
 - Shuriken (5): 2

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