

Arrow

Arrows may be used with any type of bow. An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals 1d4 damage. Arrows typically come in packs of 20, enough to fill a normal leather quiver. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Arrow, barbed

Barbed arrows deal an extra +2 damage on a successful strike. They otherwise follow the rules of normal arrows.

Arrow, flight

Flight arrows increase the range increment of their bow by 50%. They otherwise follow the rules of normal arrows.

Arrow, lance

Lance arrows negate up to 3 points of Defense from armor or natural armor on the target. No other types of Defense modifiers are removed. They otherwise follow the rules of normal arrows.

Arrow, sheaf

Sheaf arrows have a +1 to hit. They otherwise follow the rules of normal arrows.

Axe, double

A double axe is a shaft with an axehead on either end. You may wield a double axe in one hand, but may not use it as a double weapon when doing so.

Axe, throwing

Throwing axes are lightweight and specially designed to be thrown. They can be used in melee at no penalty.

Bagh nakh

Also known as "tiger claws," a bagh nakh is a small set of claws that fits over the knuckles, and is generally concealed in the palm of the hand. It is used with a cat-like clawing motion, and has between two and four claws. Bagh naks are often designed to mimic wounds inflicted by wild animals, and are usually used in pairs, one on each hand. This deals damage equal to your unarmed strike, but increased by one size category (so 1d2 becomes 1d3, 1d3 becomes 1d4, etc.).

You cannot use a bagh nakh that is not sized for you.

Battleaxe

Hundreds of variations on the battleaxe exist. Generally, any heavy axe that can be used one-handed or two-handed falls into this category. (If an axe can only be used two-handed, it's a greataxe.) Battleaxes often have a spike, hammer, or smaller blade backing the primary blade. In some cases, both blades are equal in size and weight and can be used interchangeably.

Bolas

You can use this weapon to make a ranged trip attack against an opponent.

Bolt

A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals 1d4 damage. Bolts typically come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bolt, barbed

Barbed bolts deal an extra +2 damage on a successful strike. They otherwise follow the rules of normal bolts.

Bolt, flight

Flight bolts increase the range increment of their bow by 50%. They otherwise follow the rules of normal bolts.

Bolt, lance

Lance bolts negate up to 3 points of Defense from armor or natural armor on the target. No other types of Defense modifiers are removed. They otherwise follow the rules of normal bolts.

Bolt, sheaf

Sheaf bolts have a +1 to hit. They otherwise follow the rules of normal bolts.

Boomerang

A normal boomerang that hits its target will be stopped in its tracks, while one that misses will fly off to the side. A proficient wielder in an open space may make a Dexterity check (DC 15) in order to have the boomerang return in the event of a miss. A boomerang that is thrown to return will arrive in the same square from which it was thrown after 4 TC (1d3+2 TC if you are using randomized speeds). The boomerang makes a Reflex attack +0 against anyone in the square that it lands in. Success indicates that it falls to the ground in that square. Failure indicates that the target may catch the boomerang if he chooses.

Brandistock

The brandistock is an iron-shod walking staff that conceals three blades. When deployed, the blades form a small trident. In situations where the enemy isn't expecting a character to be so armed, the DM can assign a +1 surprise or initiative bonus. A character wielding the brandistock in one hand may not use it as a double weapon.

Broadsword

Broadswords are usually shorter swords with two- to three-inch wide blades. They are generally about 2½ feet long, with a single-handed haft.

Cestus

The cestus is an armored gauntlet equipped with spikes, blades, and other such things. It is worn over the fist and used for punching an opponent. An attack with a cestus is considered an armed attack.

Chain, spiked (Kau sin ke)

A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

You can make trip attacks with the chain.

When using a spiked chain, you get a +2 on your rolls to disarm an opponent.

Chakram

The chakram is a throwing quoit or disk with a sharpened outer edge, anywhere from five inches to a foot in diameter. It is thrown frisbee-style, with a rapid spin. Some chakrams are designed to create a whistling or humming sound when thrown.

Claymore

An extremely large and heavy sword, with a broad blade. Most of the force comes from the weight of the blade itself, rather than from the wielder.

Club

Mankind's oldest weapon exists in thousands of varieties. Clubs range from something as simple as an animal's thigh bone to a well-balanced work of art. Not all clubs can be thrown effectively, but throwing weapons are common enough that a PC can obtain one as easily as a melee-only weapon. Clubs are effectively free, but if a PC wants to get one that is recognized as a warrior's weapon it may cost anywhere from 5 sp to 10 gp.

Crossbow, hand

You can draw a hand crossbow back by hand.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Crossbow, heavy

You draw a heavy crossbow back by turning a small winch.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, light

You draw a light crossbow back by pulling a lever.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, repeating heavy

The repeating crossbow holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a standard action (1d6+7 if using random speeds).

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Crossbow, repeating light

The repeating crossbow holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a standard action (1d6+7 if using random speeds).

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Cutlass

A large, flat, curved blade, usually with two points at the end. It is used with a basic chopping motion and is generally less refined than most other swords.

Dagger

You get a +2 bonus on Stealth checks made to conceal a dagger on your body (see the Stealth discipline).

Dagger, main-gauche

The main-gauche is designed to be used in the off hand of a swordsman armed with a rapier or sabre. Its heavy guards and quillons give the user a special +2 bonus to defense when parrying with the weapon.

Dagger, punching (Katar)

The katar is a dagger with an "H" handle, designed to be held in a closed fist with the blade projecting out over the knuckles. It is used with a punching motion.

You get a +2 bonus on Stealth checks made to conceal a dagger on your body (see the Stealth discipline).

Dagger, stiletto

The stiletto is a long, thin blade designed solely for piercing. It can punch through armor or slip between the links of chainmail. This allows a proficient user to negate 2 points total of armor and natural armor bonuses to Defense.

Dart

These weapons are much larger and heavier than their modern sporting counterparts. Darts are usually as large as a typical arrow, with a weighted head. They were popular among ancient peoples and eastern cultures, and were used as small javelins by skirmishers and light cavalry.

Falchion

The falchion is a slashing weapon with a slightly curved blade and a squared-off point. It is nearly useless for thrusting, but its blade design concentrates the weight of the blade near the end for excellent chopping power.

Flail

With a flail, you get a +2 bonus on attempts to disarm an enemy. You can also use this weapon to make trip attacks.

Flail, dire

A dire flail is a double weapon. A creature wielding a dire flail in one hand can't use it as a double weapon.

With a flail, you get a +2 bonus on attempts to disarm an enemy. You can also use this weapon to make trip attacks.

Flail, heavy

With a flail, you get a +2 bonus on attempts to disarm an enemy. You can also use this weapon to make trip attacks.

Gauntlet

This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Heavy armors come with gauntlets.

Gauntlet, spiked

Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Gladius

The gladius is a short sword with a wide, flat blade. They typically have very small crossbars or none at all, and are used primarily for thrusting and bludgeoning, because the edges tend to dull very quickly in combat.

Glaive

Glaives are simple polearms that consist of a single long, curving blade used for both slashing and thrusting. They lack the cutting power or strong straight point of poleaxes or spearlike weapons, and are generally not as effective as the previous weapons. Glaives include the glaive (naturally), the fauchard, and the oriental nagimaki and naginata. As a side note, the nagimaki is actually a horseman's weapon.

A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Great scimitar

One of the most distinctive swords is the scimitar, a gracefully curved weapon favored by many Arabian cultures. The scimitar was carried by Muslim warriors from Spain to India and became a symbol of the strength and subtlety of Islam.

The great scimitar, a two-handed version of the normal blade, was a weapon reserved for ceremonial guards and elite palace troops.

Greataxe

These heavy and powerful axes are essentially larger versions of the more common battleaxe. As with other great weapons, they are often artistically crafted or jeweled.

Greatclub

The greatclub is simply a two-handed version of the regular club. It is often equipped with nails, spikes, or bands of iron. Its greater size and mass gives it a better damage potential than its smaller forebear.

Greatsword

These can be heavy swords of nearly any variety. They are generally 5 to 6 feet long (or longer), with a wide blade. As with other great weapons, they are often artistically crafted or jeweled. Many such swords feature scalloped or serrated blades.

Guisarme

Guisarmes are multi-function polearms that include a cutting surface, a spearlike spike, and hooks or curved blades on the back for dismounting riders. A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. You can use a guisarme to make trip attacks.

Gunsen

This deceptive weapon resembles an oriental fan. It is both a parrying device and an effective bludgeon. The paper fan contained in a gunsen is used to distract and confuse an opponent, and is often decorated with beautiful designs. A character proficient in the gunsen's use gains a special +2 bonus to any parry maneuvers she makes with the fan.

Halberd

If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character. You can use a halberd to make trip attacks.

Hammer, gnome hooked

A gnome hooked hammer is a double weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage. Its hook is a piercing weapon that deals 1d4 points of damage. You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon - only one end of the weapon can be used in any given attack.

You can use a gnome hooked hammer to make trip attacks.

Hammer, light

Hammers, although not originally intended for combat, have seen use as weapons. A light hammer may be a simple wooden mallet, or it can be a smaller metal tool designed for combat.

Handaxe

Handaxes are lightweight, but not designed to be thrown. They can be thrown as an improvised weapon (-4 penalty to hit).

Javelin

Since it is not designed for melee, a javelin used in melee is treated as an improvised weapon (-4 penalty to hit).

Kama

A kama is essentially a small sickle. You can use a kama to make trip attacks.

Kawanaga

This weapon consists of a grapple with a weighted rope attached. Either the hook or weight can be used to strike at opponents, and the grapple is handy for climbing as well.

The kawanaga can be used to trip, and adds a +4 bonus to do so.

Kukri

The kukri is a heavy, curved knife used as both a tool and a weapon.

Kusari-gama

The kusari-gama consists of a kama, or sickle, with an attached length of chain. It is extremely versatile and can be employed in a number of ways. The kusari-gama can be used to trip, and adds a +4 bonus to do so.

Lance

A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

Lasso

The lasso, or lariat, is commonly associated with nomadic cultures. Native Americans and Central Asians commonly used the lasso on animals, and it was only rarely used against an enemy. Lassoes are only effective when used in conjunction with a called shot attack; they cannot be used for normal attacks.

If the attacker succeeds with a called shot against his opponent's legs, he gets the lasso to settle low enough on his opponent's body that he can trip his enemy. He gains a special +4 bonus to the trip check. If the attacker is mounted and has the lasso made fast to his saddle, he is considered to be the size of his mount, so a rider on horseback is Large for purposes of the trip check, for a total of a +8 bonus.

If the attacker succeeds with a called shot against his opponent's arms, he can trap his enemy's weapon, shield, or both by pinning his arms to his body. The lasso user makes an opposed attack roll against the target. If the attacker wins the roll, one arm (randomly determined) of the defender is trapped. If he beats him by 4 or more, both arms are trapped. In addition, if the attacker is mounted and the lasso is tied off to the saddle, he can perform a trip next action without an attack roll simply by spurring his horse.

Last but not least, a lasso can unhorse a rider by succeeding in a called shot. If the rider is moving and the lasso is tied off to something solid (like a tree), he is automatically unhorsed. If the rider isn't moving or the lasso isn't tied off, an opposed Strength check is used to determine whether or not the rider is unhorsed.

Longbow

You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

Proficiency in longbows also counts as proficiency in composite longbows.

Longbow, composite

You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength score to use with proficiency). If your Strength is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength of 0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost, and 2 to its craft DC.

For purposes of weapon proficiency, a composite longbow is treated as if it were a longbow.

Longspear

The longspear is nothing more than a heavier spear with a longer reach. A normal spear ranges from 5-8 feet in length, but a longspear is about 10-12 feet long.

A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Longsword

The long sword is any of a variety of medium-length straight bladed swords designed for both slashing and thrusting.

Mace, heavy

The mace is a hafted weapon with a heavy iron or bronze head. The head can be spherical or flanged, and may feature spikes or knobs.

Mace, light

The mace is a hafted weapon with a heavy iron or bronze head. The head can be spherical or flanged, and may feature spikes or knobs.

Machete

The machete is regarded as a tool by some cultures, and as a weapon of war by others. It consists of a short, heavy, slightly curved blade designed for slashing. Many varieties of tribal swords or fighting knives fall into the category of machetes, and may be elaborately decorated blades of superior construction and balance. In eastern lands, these blades are known as parangs.

Mancatcher

The mancatcher is a short pole-arm with two curving, fork-like prongs at the business end. The prongs are hinged so that they can be pushed tightly closed around the intended captive. The mancatcher only works against creatures the same size as the weapon. On a successful Celerity attack, the victim is caught in the prongs. Each action, the mancatcher's user can push and pull the victim about for an automatic 1d2 points of damage, and can try to trip his victim.

Once caught, the victim uses his Passive defense. He can escape by hacking through the weapon's haft (Defense 16, 10 hp, hardness 5); making an Acrobatics check (DC 22); or by making a Strength check (DC 22), which causes an additional 1d2 damage.

Mancatchers are used by town watches and gendarmes to capture armed criminals.

Maul

The maul is a military sledgehammer designed for two-handed use. It is about three to four feet in length with a heavy square head. It receives a +1 bonus to attacks against opponents in heavy armors. Traditionally, the maul was carried by lightly armored troops such as archers for use against dismounted knights.

Morningstar

Also known as the godentag or holy water sprinkler, the morningstar is a hafted weapon three to five feet in length with a heavy, spiked head. It is designed for two-handed use and often features a polearm-like spike at its end. Like the maul, the morningstar was built to penetrate a knight's armor. It receives a +1 bonus to attack rolls against any type of plate armor.

Net

A net is used to entangle enemies. When you throw a net, you make a Celerity attack at your normal ranged attack bonus against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Arcana (Con) check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Acrobatics (Dex) check as a swift action (1d4+2 TC). The net has 5 hit points and can be burst with a DC 25 Strength check as a swift action (1d4+2 TC).

A net is useful only against creatures within one size category of itself.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes a slow action (3d6 TC) for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Nunchaku

With a nunchaku, you get a +2 bonus on attempts to disarm an enemy.

Pick, heavy

This simple mining tool was not originally intended for combat, but some versions have been made into formal weaponry. Heavy picks as weapons are slightly more common than light picks.

Pick, light

This simple mining tool was not originally intended for combat, but some versions have been made into formal weaponry.

Pike

The pike is a very long weapon with a small iron head, very much like a spear, but considerably longer. A typical pike is about 10 to 14 feet in length.

Because of its exceptional length, the pike can hit anyone 10 or 15 feet away, but cannot target creatures within 5 feet.

Pilum

The famous javelin of the Roman legionaries, the pilum is forged with a long, soft iron head. When a pilum misses a shielded opponent by no more than his or her shield bonus to Defense, it sticks in the shield. The weapon's weight bends the soft iron head and makes the shield unusable until the pilum is removed - a process that requires 3d6 TC minus your strength modifier. Magical shields have a 50% chance of ignoring the pilum's effects.

Quarterstaff

A quarterstaff is a double weapon. You may use a quarterstaff one-handed, but can't use it as a double weapon without both hands.

Ranseur

A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

With a ranseur, you get a +2 bonus on attempts to disarm an opponent.

Rapier

Rapiers are light blades designed for speed and precision and have very long, thin blades that are meant to be used primarily for thrusting.

Rock

Weapons of necessity rather than choice, rocks are available just about anywhere. Any similar object can also use these statistics.

Sai

The sai is a parrying weapon with a large crossguard. It resembles a dagger, but the "blade" is round with no edges. It is normally used for bludgeoning attacks.

The sai's crossguard provides a +2 bonus to defense while parrying.

With a sai, you get a +4 bonus on attempts to disarm an enemy.

Sap

The sap is a leather bag filled with sand or lead shot. It is used to render an unsuspecting victim unconscious. To go for an instant knockout, the user must make a called shot to the target's head. If he hits, he makes a followup Vigor attack at a bonus of 5 less than the damage dealt. If successful, the victim falls unconscious for 1d6 minutes. A target wearing a helm of any kind provides the attacker with an additional -4 penalty to hit on both attacks in addition to the called shot penalty. A creature of size Large or greater cannot be knocked out this way.

Scimitar

One of the most distinctive swords is the scimitar, a gracefully curved weapon favored by many Arabian cultures. The scimitar was carried by Muslim warriors from Spain to India and became a symbol of the strength and subtlety of Islam.

Scythe

A farming tool with a large, curved blade, and an S-shaped handle with two grips. Having the sharpened part of the blade pointing towards the wielder makes the weapon somewhat less effective than it might seem.

Shield, heavy

You can bash with a shield instead of using it for defense. If you do, you lose any Defense bonus normally granted by the shield until your next action. Keep in mind that this is generally made as an off-hand attack.

Shield, light

You can bash with a shield instead of using it for defense. If you do, you lose any Defense bonus normally granted by the shield until your next action. Keep in mind that this is generally made as an off-hand attack.

Shortbow

You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

Proficiency in shortbows also counts as proficiency in composite shortbows.

Shortbow, composite

You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength skill level to use with proficiency). If your Strength is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite shortbow requires a Strength skill of 0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost, and 2 to its craft DC.

For purposes of weapon proficiency, a composite shortbow is treated as if it were a shortbow.

Shortspear

A shortspear is small enough to wield one-handed. It may also be thrown.

Shuriken

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

The wielder's strength bonus does apply to shuriken damage.

Siangham

A siangham (or siangkam) is a type of melee thrusting weapon. It resembles an arrow with a handle on the end, and is usually about 1½ feet long.

Sickle

A sickle can be used to make trip attacks.

Sling

One of the most common missile weapons is the humble sling. This is a weapon that can hurl small stones or lead bullets with lethal force. The sling is a simple length of cord or cloth with a cup in the center. The projectile is placed in the cup, and the sling is whirled rapidly in a sidearm or overhead motion. Slings can be improvised from many materials, and are among the cheapest of weapons.

Slingstones can be found in any rocky landscape. Normally, small round rocks are best, such as the type found in streambeds. Sling bullets are made of lead, bronze, or iron, much like the bullets for a firearm.

Your Strength modifier may apply to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling requires a rapid action, and you cannot use the hand holding it for anything else when loaded.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls.

Sling bullets

Bullets generally come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Spear

The spear is one of mankind's oldest weapons. Literally thousands of variations exist, but they all feature a head designed for stabbing or thrusting. Throughout the Bronze Age and the years of the Roman Empire, the spear was the most common weapon on the battlefield. In primitive settings, stone-headed spears are common.

Spiked armor, heavy

You can outfit your armor with spikes, which can deal damage in wrestling, on an opponent's attack, or as a separate attack.

Spiked armor, moderate

You can outfit your armor with spikes, which can deal damage in wrestling, on an opponent's attack, or as a separate attack.

Spiked armor, small

You can outfit your armor with spikes, which can deal damage in wrestling, on an opponent's attack, or as a separate attack.

Spiked shield, heavy

You can bash with a spiked shield instead of using it for defense. This is usually an off-hand attack, and you lose the shield's Defense bonus until your next action.

Spiked shield, light

You can bash with a spiked shield instead of using it for defense. This is usually an off-hand attack, and you lose the shield's Defense bonus until your next action.

Sword, bastard

A bastard sword is too large to use in one hand without special training. A character may use a bastard sword two-handed normally. To be able to use it one-handed, you must spend an extra proficiency point after gaining proficiency.

Sword, short

By far the most common blade is the humble short sword. Thousands of varieties have been created. Regardless of the setting, some equivalent to the standard short sword can be found. The short sword is primarily a thrusting weapon, ranging from 1½ to 2½ feet in length.

Sword, two-bladed

A two-bladed sword is a double weapon. You may wield a two-bladed sword in one hand but can't use it as a double weapon when doing so.

Trident

This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Unarmed strike

An unarmed strike applies a -2 circumstance penalty to your Defense until your next turn unless you have the Unarmed Strike skill. You may attempt an unarmed strike even while your hands are restricted, but doing so imposes a -4 penalty to the attack roll. You may attack twice when unarmed as if attacking with two light weapons, provided that you have at least two appendages free.

Lyorae have natural weapons instead of an unarmed strike, but can use their feet to perform normal unarmed strikes if their hands are unavailable.

Urgrosh, dwarven

A dwarven urgrosh is a double weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon.

If you use a ready action to set an urgrosh's spear head against a charge, you deal double damage if you score a hit against a charging character.

Waraxe, dwarven

A dwarven waraxe is too large to use in one hand without special training. A character may use a dwarven waraxe two-handed normally. To be able to use it one-handed, you must spend an extra proficiency point after gaining proficiency.

A dwarf can use a dwarven waraxe one-handed without special training.

Warhammer

A warhammer is typically 3 to 4 feet long, with a 6 to 12 inch wide head. Many have sharpened tips that can supposedly be used for thrusting, but the actual utility of this spike in combat is questionable.

Whip

A proficient user can make a whip deal nonlethal damage without taking the normal -4 penalty to do so. The whip is treated as a melee weapon with 15-foot reach, except you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip gives you a -2 penalty to defense against melee attacks until your next action.

You can make trip attacks with a whip.

When using a whip, you get a +2 bonus on attempts to disarm an opponent.