Lemmy's
Custom Weapon Generation System
for Pathfinder RPG

Summary

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Creating Your Own Weapon

The goal of this homebrew is to allow players and GMs to quickly create weapons that fit their characters' concept without having to go through an endless list of weapons in which most choices are equal in all but name, and only a few are worth actually considering.

To create your own custom weapon, follow these simple steps:

1- Imagine what kind of weapon you want. A mighty hammer? A deadly saber? A devious dagger? Think about what best fits your character, setting or story and go for it!

2- Decide if you want your weapon to be a melee weapon or a ranged one.

3- Decide what type of weapon you want to create. There are three types of weapons:

- **Bludgeoning:** Known for consistently dealing more damage.
- **Slashing:** Have an easier time finding weak spots.
- **Piercing:** Deal devastating damage with a well-placed strike.

4- Decide how easy it is to master your weapon. **Simple** weapons can be used by most people with basic combat training, but they aren't very impressive. **Martial** weapons require deeper martial training and often have additional qualities. **Exotic** weapons are very rare and require specialized training, but they reward this dedication with a variety of special properties.

Once those decisions are made, head over to the appropriate weapon table and choose the weapon template that best fits your concept. Click on one of the following links to find the template you want.

Weapon Templates		
1.01 - Simple Melee Weapons	1.02 - Martial Melee Weapons	1.03 - Exotic Melee Weapons
2.01 - Simple Ranged Weapons	2.02 - Martial Ranged Weapons	2.03 - Exotic Ranged Weapons

5- Last but not least, decide what modifications you want to add to your weapon. Weapon Modifications are special abilities that you can add to your weapon. Each one of them costs a certain number of "craft points". How many craft points can be used on a given weapon depends on what type of weapon it is, but you don't need to spend all (or any) of the weapon's craft points if you do not wish to do so.

Simple weapons can hold up to **2** points worth of weapon modifications.
Martial weapons can hold up to **4** points worth of weapon modifications.
Exotic weapons can hold up to **6** points worth of weapon modifications.

6- Extra: Decide what weapon group your new weapon belongs to. There's no hard rule for this. The choice should be based on the weapon's shape and properties. Pick the one you think best fits your new weapon.

All done! You now have your very own custom-made weapon! **SUCCESS!**
(And if you want you can still use special materials and/or the Weapon Flaws optional rule to further customize your weapons).

All these weapons properties are chosen by the weapon's creator at the moment the weapon is created. So it's not the warrior, but the blacksmith who decides if his next piece of metal will be a humble dagger (a simple melee piercing weapon) or a beautifully crafted katana (an exotic melee slashing weapon).

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Melee Weapon Templates

(**Obs:** These tables assume weapons fit for Medium-sized creatures)

Table 1.01 - Simple Melee Weapons

Weapon Type	Bludgeoning		Slashing		Piercing	
	Damage Die	Critical	Damage Die	Critical	Damage Die	Critical
Light	1d4	20/x2	1d3	19-20/x2	1d3	20/x3
One-Handed	1d6	20/x2	1d4	19-20/x2	1d4	20/x3
Two-Handed	1d8 or 2d4	20/x2	1d6	19-20/x2	1d6	20/x3

Table 1.02 - Martial Melee Weapons

Weapon Type	Bludgeoning		Slashing		Piercing	
	Damage Die	Critical	Damage Die	Critical	Damage Die	Critical
Light	1d6	20/x2	1d4	19-20/x2	1d4	20/x3
One-Handed	1d8 or 2d4	20/x2	1d6	19-20/x2	1d6	20/x3
Two-Handed	1d12 or 2d6	20/x2	1d8 or 2d4	19-20/x2	1d8 or 2d4	20/x3

Table 1.03 - Exotic Melee Weapons

Weapon Type	Bludgeoning		Slashing		Piercing	
	Damage Die	Critical	Damage Die	Critical	Damage Die	Critical
Light	1d6	20/x2	1d4	19-20/x2	1d4	20/x3
One-Handed	1d8 or 2d4	20/x2	1d6	19-20/x2	1d6	20/x3
Two-Handed	1d12 or 2d6	20/x2	1d8 or 2d4	19-20/x2	1d8 or 2d4	20/x3

You can create all their weapons! In fact, two of them can already be seen as sample unique weapons!

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Ranged Weapon Templates

(**Obs:** These tables assume weapons fit for Medium-sized creatures)

All ranged weapons have an initial critical threat range and multiplier of 20/x2.

Table 2.01 - Simple Ranged Weapons					
Weapon Type	**Bludgeoning**		**Piercing or Slashing**		**Reload Action**
	Damage Die	**Range**	**Damage Die**	**Range**	
Thrown	1d3* or 1d4	10 ft.	1d2* or 1d3	20 ft.	None
Light	1d6	20 ft.	1d4	30 ft.	Standard
One-Handed	1d8	30 ft.	1d6	60 ft.	Standard
Two-Handed	1d10	60 ft.	1d8	90 ft.	Full-Round

*base damage die of ammo-like thrown weapons, such as darts and shurikens.

Table 2.02 - Martial Ranged Weapons					
Weapon Type	**Bludgeoning**		**Piercing or Slashing**		**Reload Action**
	Damage Die	**Range**	**Damage Die**	**Range**	
Thrown	1d3* or 1d4	20 ft.	1d2* or 1d3	30 ft.	None
Light	1d6	30 ft.	1d4	60 ft.	Standard
One-Handed	1d8	60 ft.	1d6	90 ft.	Standard
Two-Handed	1d10	90 ft.	1d8	120 ft.	Full-Round

*base damage die of ammo-like thrown weapons, such as darts and shurikens.

Table 2.03 - Exotic Ranged Weapons					
Weapon Type	**Bludgeoning**		**Piercing or Slashing**		**Reload Action**
	Damage Die	**Range**	**Damage Die**	**Range**	
Thrown	1d3* or 1d4	20 ft.	1d2* or 1d3	30 ft.	None
Light	1d6	30 ft.	1d4	60 ft.	Move
One-Handed	1d8	60 ft.	1d6	90 ft.	Move
Two-Handed	1d10	90 ft.	1d8	120 ft.	Standard

*base damage die of ammo-like thrown weapons, such as darts and shurikens.

Range Increments

Most ranged weapons have 10 range increments. Thrown weapons and early firearms usually have only 5. As per the GM's discretion, certain modifications (such as Elemental Damage) may increase or reduce a weapon's total range increments.

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Weapon Advancement Progression

Table 3.01 - Weapon Damage Progression										
Light or 1-Handed:	1	1d2	1d3	1d4	1d6	1d8	1d10	1d12	3d6	+1d6 per increase
2-Handed:	1d3	1d4	1d6	1d8 or 2d4	1d10	1d12 or 2d6	2d8	2d10	2d12 or 4d6	+1d12 or +2d6 per increase

Table 3.02 - Weapon Range Progression Table								
Melee	10 ft.	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.	200 ft.	+100 ft. per increase

Table 3.03 - Reload Speed Progression					
Action Required to Reload:	None	Free	Move	Standard	Full Round

Table 3.04 - Ammo Capacity Progression							
1	2 or 3*	6	10	25	50	100	+100 per Increase

*: Exact number depends on available technology and method of ammo storage.
Obs: Ammo capacities of 25 or higher are usually restricted to advanced weapons.

Zero Cost Modification
*Some modifications have a cost of **0** craft points. However, if three or more such modifications are added to the same weapon, all but the first two of them have their cost increased to **1** craft point.*

Modification Categories
*Some modifications belong to a specific category, such as "Handle" or "Propulsion". This means they determine how a certain aspect of the weapon's functionality works (**e.g.:** how they propel their projectiles). No single weapon can have more than **1** modification of a particular category.
A modification category is noted between brackets next to its name.*

Pricing Your Weapon
While this tends to be irrelevant in most campaigns, use the following math to calculate the cost of a weapon. Keep in mind that some modifications, such as String Weapon, can alter this price.

Simple Weapons	Martial Weapons	Exotic Weapons
2gp (+1gp per modification)	6gp (+2gp per modification)	10gp (+4gp per modification)

Special: Common blunt objects (such as wooden sticks and rocks), can be used as simple blunt weapons with no modifications. The material and "category" of such weapons depend on what is available in the area. Generally speaking, it should be easy to find a wooden stick or similar object lying around and use it as a melee simple light bludgeoning weapon (1d4 / 20x2/ B / Melee).

Technology & Weapon Modifications
Some weapon modifications (such as Firearm and Crank (Automatic)) may require a higher level of technological advancement than what is present in certain settings. As such, these modifications may be restricted to exotic weapons, make the weapon far more expensive, only be known to certain people or even not exist at all. On the other hand, in sufficiently technologically advanced settings, some modifications may be commonplace, making them cheaper or even freely given to certain weapons (e.g.: modern firearms should generally be given Improved Ammo Capacity for free once or twice).
The GM is always the final arbiter of what modifications, flaws and special materials are available and what are their effects on a weapon's price and availability.

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Weapon Modifications

Adaptive: As a move action, the wielder of an adaptive weapon can activate a different aspect of the weapon, giving it an additional modification in exchange for gaining a weapon flaw of equal or greater cp value. Both modification and flaw are selected at the time of the weapon's creation, and cannot be changed without completely reshaping it. The weapon must fulfill all the requirements for both the adaptation and flaw, including modification category limitations.
Requirements: None. **Craft Points:** 1 + Modification cost (maximum total of +3).
Designer's Note: While not a hard rule, GMs might want to rule that both the modification and flaw gained from Adaptive must be relevant in the same situation. **e.g.:** Disallow things like the weapon gaining extra damage for reduced reload speed then switch it back when it's time to reload.

Additional Damage Type: Attacks made by a weapon with this modification deal one additional type of physical damage (bludgeoning, slashing or piercing) with every hit.
Special: This modification can be taken twice, adding a third type of physical damage.
Requirements: None. **Craft Points:** 1

Alternate Damage Type: This weapon can strike with a different part of its blade, dealing a different type of damage. Unlike a Double weapon, there is only one weapon end, it can simply be used in two different ways, so all enhancements and modifications that affect the weapon apply to both types of attack, unless it requires a specific type of damage to work (**e.g.:** A weapon that can alternate between Bludgeoning and Slashing damage would only benefit from the Vorpal enhancement when attacking with its slashing end). Unlike a weapon with the Additional Damage Type modification, the weapon can only deal one type of damage per attack and the chosen alternate type of damage is disconsidered for the purpose of deciding what modifications may be added to the weapon (**e.g.:** A slashing weapon with Alternate Damage [Piercing] does not qualify for the Syringe modification).
Special: This modification can be taken twice, but the second time has its price increased by **+1** cp.
Requirements: None. **Craft Points:** 0* (**1** cp the second time it's added to the weapon).

Arc: Attacks made with this weapon bypass up to 2 points of cover bonus to AC.
Special: This property may be added twice, allowing a total of up to 4 points of cover bonus to be ignored.
Requirements: None. **Craft Points:** 2

Attached: This weapon is attached either to your armor or to one of your limbs. Either way, it can't be disarmed or thrown. A weapon attached to your limb (**e.g.:** spiked gauntlet) occupies one of your hands, while one attached to your armor or other object (**e.g.:** armor spikes) does not, but may be attached to something that does (**e.g.:** shield spikes) and can't be removed without removing the piece of armor to which it's attached. A weapon attached to your foot, wing or any other limb used for locomotion doesn't require a free hand to be used, but reduces the speed for which that limb is used by half.
Special: For a Double weapon to benefit from this modification, both ends must buy it.
Requirements: Light Weapon. **Craft Points:** 1 (Limb, shield or held object) or 2 (Armor or helmet)

Barbed: A weapon with this modification has a particularly vicious edge. Whenever the wielder confirms a critical hit or damages the same creature twice in the same turn with a barbed weapon, the target starts bleeding, therefore suffering **1d4** bleed damage at the start of their every turn. This bleeding can be stopped by a successful Heal check (DC 20) or by any effect that heals hp damage.
Requirements: Melee Weapon. **Craft Points:** 2

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Bayonet: A bayonet is a light weapon that can be attached to the end of a larger weapon. When attached, the bayonet and weapon effectively work as a [Double](#) weapon (as if both had the [Splitting](#) modification). Bayonets can be attached to any weapon with similar shape to the weapon for which the bayonet was designed. **Requirements:** Light Weapon. **Craft Points:** 1

Blaster: A weapon with this modification releases extra kinetic force at the moment of impact by blasting explosive ammo. On a successful hit, the wielder can activate this modification as a free action. This causes the attack to deal **2d6** force damage in addition to its normal damage. This does not deplete the weapon's normal ammo reserves (if any). Instead, the weapon gains a separate ammo reserve (capacity of 1) that is specifically and solely depleted when this modification is activated. Reloading this modification requires a standard action. Despite using ammo, this modification does not turn a melee weapon into a ranged one.
Special: When the [Improved Reload Speed](#) or [Improved Ammo Capacity](#) modification are added to a weapon with this modification, they apply to either the base weapon or to the Blaster modification. Not both.
Requirements: None. **Craft Points:** 3

Blocking: When you use this weapon to fight defensively, you gain a **+1** [shield bonus](#) to AC.
Requirements: None. **Craft Points:** 1

Brace: If you use a readied action to set a brace weapon against a charge, you deal double damage on a successful hit against a charging creature.
Requirements: None. **Craft Points:** 0*

Branched: The attacker makes a [trip](#) attempt. If successful, the victim doesn't fall [prone](#), but instead is snagged and stumbles forward, leaving the victim [flat-footed](#) for **1** round or until the target uses a move action to regain their footing, whichever happens first.
Requirements: Melee Weapon, [Monk](#), [Trip](#). **Craft Points:** 2

Burst Fire: A weapon with this modification can shoot multiple projectiles in rapid succession. As a standard action, the wielder can make a shot that spends 1 additional ammo unit. If this shot hits its target, it deals additional damage equal to the weapon's base damage die plus its enhancement bonuses. This extra damage is not multiplied on a critical hit nor by abilities such as the [Vital Strike](#) feat. It's not possible to use this modification if the weapon is not loaded with enough ammo to spend.
Special: This modification can be taken multiple times. Each time it's taken, the damage die is added one more time, but the ammo expenditure increases by **+1** projectile per shot as well.
Special: Subject to GM's discretion, this modification might have its price reduced or its effect improved for particularly advanced weapons with large ammo capacity.
Requirements: Ammo Capacity 2 or higher. **Craft Points:** 2

Coating Device: This weapon is able to hold and apply coating (such as poison and magic oils) to itself (or its projectiles). It has a single compartment that holds the desired substance. Activating the device is a swift action. Refilling the compartment is a full-round action that provokes attacks of opportunity. Finding the compartment without being familiar with the weapon requires close inspection and succeeding on a Perception check (DC 20).
Special: This modification can be taken multiple times in order to gain additional storage compartments. It increases the weapon's cost by +500 gp each time it's taken, including the first. The weapon's user can choose what stored substance is applied to the weapon when activating the device, but can only activate it once per turn.
Requirements: None. **Craft Points:** 2

Chop: This weapon has a smaller, heavier blade than other slashing weapons, trading versatility and reach for increased impact force. It gains the [Improved Damage Die](#) modification and its critical multiplier increases by **+1**, but its critical threat range is reduced by **1** increment.
Requirements: Melee Weapon, Slashing Template. **Craft Points:** 2

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Concealable: This weapon is easily concealed, granting a **+4** bonus on Sleight of Hand checks to conceal it.
Special: For a Double weapon to benefit from this modification, both ends must have it.
Requirements: None. **Craft Points:** 0* for Light and One-Handed Weapons. 1 for Two-Handed weapons.

Crank (Manual) [Propulsion]: A weapon with this modification uses a mechanical crank to draw and hold the string, which can then be released with the pull of a trigger.
The crank transfers and maximizes the energy provided by the shooter's muscles. Therefore, a weapon with this modification can add the shooter's Strength modifier to damage rolls and has its range extended by **1** step, but also has its reload action slowed by **1** step (If this pushes the reload time beyond a full-round action, the reload time is not changed, but the cost of the first addition of the Improved Reload modification to the weapon increases by +**1** craft point). Reloading a crank weapon requires a free hand, but shooting it can be done with one hand (at **-4** penalty, if it's a two-handed weapon).
Each point of Strength bonus granted by the weapon adds 100 gp to its cost.
Requirements: Ranged Weapon. **Craft Points:** 0*

Crank (Automatic) [Propulsion]: This ability functions exactly like the Crank (Manual) modification, but the "cranking" and reload of the weapon is done automatically. The bonus to damage is not affected by the shooter's Strength. Instead, the weapon has its own pre-established modifier added to damage rolls, however this bonus is limited by the user's skill, and won't surpass [2 + (user's BAB)/3] (rounded down). Each point of damage bonus granted by the weapon adds 100 gp to its cost.
Requirements: Ranged Weapon. **Craft Points:** 0*

Deadly: When you use this weapon to deliver a coup de grace, it deals **+4** bonus damage.
Requirements: None. **Craft Points:** 0*

Disarm: This weapon grants its wielder a **+2** bonus to CMB on all disarm attempts made with it.
Requirements: None. **Craft Points:** 1

Distracting: You gain a **+2** bonus on Bluff skill checks to feint in combat while wielding this weapon.
Requirements: None. **Craft Points:** 1

Double: A weapon with this modification has a separate end that acts as a secondary weapon. This secondary weapon is always a Light or One-Handed weapon, though the main weapon can be of any type. Both ends of a double weapon must belong to the same category (simple, martial or exotic).

You can use a double weapon to fight as if fighting with two weapons, but if you do, you incur all the normal penalties and limitations associated with fighting with two weapons, just as if you were using two weapons of the same category and type as the ends of your Double weapon. If one of the weapon ends uses a One-Handed or Two-Handed template, you can wield it two-handed, in which case, it cannot be used as a double weapon when wielded in this way—only one end of the weapon can be used in any given round.

Each end of the weapon can have different base templates and modifications, but both of them must pay for the "Double" modification. Some modifications must be taken by both ends to apply, such as Attached.
Requirements: None. **Craft Points:** 1 (per weapon end)

Elemental Damage [Edge]: All damage caused by a weapon with this modification is considered energy damage of a certain type (usually acid, cold, electricity or fire, although other types may be allowed, subject to GM's discretion). Attacks made using this modification target touch AC, but don't add the wielder's Strength modifier to damage rolls. For weapons with this modification to function, they must be recharged in some way, such as by adding more fuel or changing its battery.
Special: This modification can be taken multiple times. This gives the weapon an additional type of energy damage, but it can still only use one type at a time. Switching between different types of energy counts as drawing a weapon for all purposes and effects.
Requirements: None. **Craft Points:** 2

Endless Charge: A weapon with this modification has an endless source of energy or absurdly vast energy reserves; As such, it no longer requires charges or fuel of any kind to work.
Requirements: Weapon must require battery charges, fuel or similar limitations. **Craft Points:** 1

Energy Conduit: In addition to its normal damage, this weapon deals **+1d6** damage of a certain type of energy (usually acid, cold, electricity, fire or sonic, although other types may be allowed, subject to GM's discretion). The weapon itself is not made of energy, simply enveloped by it, but must also be recharged in some way, such as by adding more fuel or recharging its battery. For weapons with this modification to function, they must be recharged in some way, such as by adding more fuel or changing its battery.
Special: This modification can be taken multiple times. This gives the weapon an additional type of energy damage, but it can still only use one type at a time. Switching between different types of energy counts as drawing a weapon for all purposes and effects.
Special: Increases to the weapon's base damage dice do not *necessarily* increase the energy damage die. Usually, damage increases due to size, mass or special materials have no effect on the weapon's energy damage. Each time the Improved Damage Die modification is added, it either affects the weapon's physical damage or the weapon's energy damage, not both.
Requirements: None. **Craft Points:** 2

Extendable [Handle]: This weapon can be extended, usually by splitting its blade or handle in 2 or more separate parts, which remain connected by a chain, rope, string or similar link. When extended, the weapon gains either Reach or Whip modification. The type of extension is chosen at the time the weapon is crafted. Adding this modification twice allows the user to alternate between types of extension. However, it's not possible to use both types of extensions at the same time, and it's necessary to return the weapon to its "neutral" state before changing it to another type of extension.
Extending or compacting a weapon is considered "drawing a weapon" for all effects and purposes.
Requirements: Melee Weapon. **Craft Points:** 2

Finesse: A weapon with this modification can be used in conjunction with Weapon Finesse, even though it isn't a light weapon. It may work with other similar abilities (up to GM discretion).
Requirements: Melee 1-handed or 2-handed Weapon. **Craft Points:** 1

Firearm [Propulsion]: This weapon uses gunpowder or similar chemical component to shoot its projectiles. It targets touch AC instead of normal AC, but only on its first range increment.
Requirements: Ranged Weapon. **Craft Points:** 0*

Firearm, Advanced: This firearm is capable of targeting Touch AC on its first 5 range increments.
Requirements: Ranged weapon, Firearm modification. **Craft Points:** 3

Grapple: A weapon with this modification can be used to grapple your target. While you grapple the target with a grappling weapon, you can only move or damage the creature on your turn. You are still considered grappled, though you do not have to be adjacent to the creature to continue the grapple. If you move far enough away to be out of the weapon's reach, you end the grapple with that action.
Requirements: Melee Weapon. **Craft Points:** 1

Handguard: This weapon has an elaborate hilt, long quillons or similar guard that offer significant protection to the user's hand. It grants a **+2** bonus to CMD against disarm and sunder attempts targeting the weapon and a **+4** shield bonus to AC against physical attacks targeting the limb being used to wield it.
Requirements: None. **Craft Points:** 0*

Holy Symbol: A weapon with this modification counts as a holy symbol for all purposes and effects, either because it contains a carving or painting of the holy symbol or because the weapon itself is shaped like it. Either way, the holy symbol cannot be removed or destroyed without destroying the weapon.
Requirements: None. **Craft Points:** 0*

Improved Ammo Capacity: This weapon maximum ammo capacity increases by **1** step, following the appropriate progression found in table 3.04 - Weapon Ammo Capacity.
Requirements: Ranged Weapon. **Craft Points:**1

Improved Critical Threat: A weapon with this modification expands its critical threat range by **1** increment.
Requirements: Critical Multiplier [**x2**] or Exotic weapon template **Craft Points:** 3

Improved Critical Multiplier: A weapon with this modification increases its critical multiplier by **+1**.
Requirements: Critical Threat Range [20] or Exotic weapon template **Craft Points:** 3

Improved Damage Die: The weapon's base damage die increases by **1** step, following the appropriate progression found in table 3.01 - Weapon Damage Progression.
Special: This modification can be taken multiple times. Its effects stack.
Requirements: None **Craft Points:** 2

Improved Range: The weapon's range increases by **1** step, following the appropriate progression found in table 3.02 - Weapon Range Progression.
Special: This modification can be taken multiple times. Its effects stack.
Requirements: Ranged Weapon. **Craft Points:** 1

Improved Reload: A weapon reduces the action required to reload it by **1** step, following the appropriate progression found in table 3.03 - Weapon Reload Speed.
Special: This modification can be taken multiple times. Its effects stack.
Requirements: Reload Speed "free action" or slower. **Craft Points:** 1

Jousting: A weapon with this modification deals double damage on the first attack made during a mounted charge. You can wield a Jousting weapon with one hand while mounted, even if it's a 2-handed weapon.
Requirements: Reach modification. **Craft Points:** 1

Monk: A weapon with this property can be used in conjunction with Flurry of Blows.
Requirements: None. **Craft Points:** 0* for simple weapons, 1 for martial weapons, 2 for exotic weapons.

Motorblade [Edge]: This weapon has a close-range propulsion engine that moves its end without the help of its wielder. This engine increases the effect of the weapon on its target, effectively replacing the user's strength. The one wielding the weapon does not add his strength modifier to damage rolls, but adds a bonus innate to the weapon. However, using such a weapon is particularly difficult due to its vibrations. The innate bonus to damage is limited by the user's skill, and won't surpass [2 + (user's BAB)/3] (rounded down). Motorblade weapons usually require fuel or energy charges to start and work.
Each point of damage bonus granted by the weapon adds 100 gp to its cost.
Requirements: Melee Weapon. **Craft Points:** 0*

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Natural Weapon Extension [Handle]: A weapon with this modification can only be used when attached to one of the wielder's natural weapons (such as claws). The natural weapon therefore uses the stats and enhancements of the extension, rather than its own, and may be used as a manufactured weapon (including making multiple attacks once its owner reaches higher BAB).

This modification only works for one type of natural weapon for creatures of the same size and overall shape as the creature for which it was designed (**e.g.:** a *NWE* made for a lion's claws might work on a tiger, but one designed for an orc's bite attack won't work on a wolf).
Requirements: Attached (Limb) modification. **Craft Points:** 2

Nonlethal: This weapon can deal nonlethal damage without imposing any penalty to its wielder.
Requirements: None. **Craft Points:** 0*

Performance: When wielding this weapon, if an attack or combat maneuver made with this weapon prompts a combat performance check, you gain a **+2** bonus on that check.
Requirements: None. **Craft Points:** 0*

Reach [Handle]: A reach weapon is able to strike opponents who are 10 feet away, but can't be used against an adjacent foe. Reach weapons are usually two-handed.
Requirements: Melee Weapon **Craft Points:** 0*

Reach, Extended: A weapon with this modification increases its reach by **+5 ft**. This does not increase the weapon's threatened area, just the distance between it and the weapon's wielder.
Special: At the GM's discretion, this modification can be added multiple times.
Requirements: Reach or Whip modification. **Craft Points:** 1

Refilling: Particularly advanced weapons sometimes only need to cool down before being used again, or be exposed to a source of energy which they are specifically designed to absorb (such as sunlight).
These weapons automatically refill their ammo and/or charges/fuel units (specified when the modification is added). The rate of recovery is determined by the weapon's total ammo capacity and by the craft points spent on this modification.

Craft Point Cost:	1 cp	2 cp	3 cp
Ammo/Charge Recovery Rate:	1 every 10 minutes	1 per minute	1 per round

Special: If the weapon has an ammo capacity of 25 or higher, the ammo regeneration increases to 5 per cycle. If the capacity is 100 or higher, it increases again to 10 per cycle.
Requirements: Weapon must use ammo and/or fuel/charges. **Craft Points:** 1 to 3 cp (read text)

Retractable: This weapon has an in-built sheath. When it's retracted, you're not considered to be wielding the weapon and cannot attack with it, but its attacking end vanishes from sight. The object serving as the weapon's sheath (usually its handle) doesn't disappear, but looks like a harmless object. It's impossible for anyone unfamiliar with the weapon to detect it without close examination and a successful Perception check (DC 20). Retracting and bringing out a weapon is a free action, but is otherwise considered "drawing a weapon" for all effects and purposes.
Requirements: Light or One-Handed Weapon. Concealable modification. **Craft Points:** 1

Retrievable: This weapon has a string or chain attached to its handle or hilt, allowing it to be retrieved if dropped or thrown. Retrieving the weapon is a move action that does not provoke attacks of opportunity. This modification stops the weapon from being dropped or thrown farther than 30 ft from its wielder (effectively limiting its range as a thrown weapon), unless the link between the weapon and its wielder is severed.
Requirements: None. **Craft Points:** 1

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Ricochet: If a proficient user hits their target, the projectile ricochets to an *adjacent* target. The user immediately makes a second attack roll at the same bonus **-4** for this attack. Attacks may ricochet only once.
Requirements: Ranged weapon or Throw modification. **Craft Points:** 3

Scatter Shot: A weapon with the scatter weapon quality can shoot two different types of ammunition. It can fire normal projectiles that target one creature, or it can make a scattering shot, attacking all creatures within a 15 ft cone. Cannons with the scatter weapon quality only fire grapeshot, unless their descriptions state otherwise. When a scatter weapon attacks all creatures within a cone, it makes a separate attack roll against each creature within the cone. Each attack roll takes a **–2** penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not foil a scatter attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone.
Depending on the weapon, using this modification may require special ammo.
Requirements: Ranged Weapon. **Craft Points:** 2

Scabbard [Edge]: This weapon is a scabbard modified to also work as a weapon on its own. It can fit another weapon with its same general shape inside. By itself, scabbards aren't very practical to wield, causing a **-1** penalty to attack rolls when used. However, when another weapon is inside, it's possible to wield the weapon with the scabbard on top of it, in which case no penalty is applied. When used in such a way, attacks made with scabbard use the [Handle] modifications (if any) of the sheathed weapon, but all other stats and modifications are replaced by that of the scabbard.
Requirements: None. **Craft Points:** 1

Sling [Propulsion]: A sling is little more than a leather cup attached to a pair of strings. It uses momentum generated by the user's strength to propel its projectiles. Particularly lengthy slings require two hands to wield, but most of them can be used one-handed. Reloading a sling requires two hands and provokes attacks of opportunity. You add your strength modifier to a sling's damage rolls, but your damage is not increased for using it two-handed.
You can hurl ordinary stones with a sling, but stones are not as dense or as aerodynamic as proper sling 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.
Requirements: Ranged Weapon. **Craft Points:** 0*

Solid Energy: By greatly increasing the concentration and potency of the energy flow, this modification makes the energy produced by a weapon with the Elemental Damage modification to act as if it were effectively solid. This allows the wielder to add his Strength modifier to damage rolls as normal, but also makes the weapon target normal AC instead of touch AC.
Requirements: Elemental Damage. **Craft Points:** 0*

Spinning: This weapon is built in such a way that if thrown, it'll spin and return to its thrower, unless its path is blocked. If you make an attack with a weapon with this property and miss, it returns to the square from where it was thrown. Catching the weapon is a move action (or a swift action if you have the Quick Draw feat), failing to do so means it falls harmlessly on the ground.
Requirements: Thrown Weapon. **Craft Points:** 0*

Splitting: A Double weapon with this modification can be split in two, making it so that each of its ends becomes a separate weapon and can therefore be used, carried and wielded independently.
Combining/Splitting a weapon counts as drawing a weapon for all purposes and effects.
Special: For a Double weapon to benefit from this modification, both ends must buy it.
Requirements: Double modification. **Craft Points:** 0*

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Stainless: This weapon was specially treated to be resistant to corrosion and decay. It gains a **+4** bonus to all saving throws made to resist rusting, tarnish and similar effects (in the case of weapons made primarily of organic materials, this bonus is also applied against decomposition). If the weapon has a total magical enhancement of **+2** or higher, it becomes completely immune to those effects, even magical ones.
Requirements: None. **Craft Points:** 0*

Stashing: This weapon has a secret compartment hidden in its handle or sheath. The compartment can hold up to three very small items, such as keys, coins, rings, small pieces of paper, etc.
Detecting the compartment requires close inspection of the weapon and a successful Perception check (DC 30). Retrieving an item stashed within the hidden compartment requires a move action (or a swift action with the Quick Draw feat).
Requirements: None. **Craft Points:** 0*

String Weapon [Propulsion]: A ranged weapon with this modification allows its wielder to add their Strength modifier to damage rolls. Each point of Strength bonus granted by the weapon adds 100 gp to its cost. If you have a penalty for low Strength, apply it to damage rolls when you use a weapon with this modification. If your Strength bonus is lower than the strength rating of the string weapon, you can't effectively use it, so you take a **–2** penalty on attacks with it. A string weapon has its reload speed improved by **2** steps, but also has its base damage reduced by **1** step.
Special: While it's possible to create Light and One-Handed string weapons, this only changes the weapon's base template. A string weapon always requires 2 hands to shoot.
Requirements: Ranged Weapon. **Craft Points:** 0*

Submariner: This weapon can be used underwater without suffering any penalty for doing so.
Requirements: None. **Craft Points:** 0* for Melee Weapons, 1 for Ranged weapons.

Sunder: When you use a sunder weapon, you get a **+2** bonus on Combat Maneuver checks to sunder. Additionally, attacks made with this weapon deal **+2** damage to objects..
 Requirements: None. **Craft Points:** 1

Syringe: This weapon has a small hollow compartment inside its blade. When you hit a target with it, you can use a free action to inject the liquid content (typically poison) into your target. Reloading the compartment requires a full round action that provokes an attack of opportunity.
Requirements: Melee Weapon, Piercing Damage. **Craft Points:** 1

Tangling: This weapon can be used to cause your target to be Entangled. To do so, you must make a ranged touch attack with your weapon. If you succeed, your target is Entangled, but you lose hold of your weapon and can't wield it for as long as it remains entangled to the target.
The Entangled creature can escape by making a DC 20 Escape Artist check or by breaking your weapon.
Requirements: Whip-Like or Extendable (whip) modification **Craft Points:** 1

Thrown Weapon: A weapon with this modification can be used as a thrown weapon with a range of 10 ft.
Requirements: Light Weapon. **Craft Points:** 0*

Trip: Usually hook-shaped or flexible, weapons with this modification are designed to make your targets move in ways they do not wish. When you use a trip weapon to make a trip attack, if you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped. Additionally, the trip property allows you to apply your weapon's enhancement bonus to drag and reposition attempts.
Requirements: None. **Craft Points:** 0*

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Twin: Twin weapons are meant to be used in tandem with their pairs. A twin weapon has one (or more) weapon(s) specifically designed to work in conjunction with it, both complementing each other. As a result, all feats and abilities that apply to one of them (such as Weapon Focus), apply to the other(s) as well, if applicable. (**e.g.:** a feat that requires making ranged attacks would have no effect on a melee weapon, even if its twin is a ranged weapon), as long as they are wielded simultaneously by the same creature.
Despite the name of this modification, twin weapons need not be identical.
Requirements: None. **Craft Points:** 1*

Unarmed Extension [Handle]: Weapons with this modification work as an extension of the wielder's limbs. When attacking with the limb to which the weapon is attached, the user can use the base damage die of his unarmed strikes, rather than that of the actual weapon.
Special: Weapons with this modification cannot take the Reduced Damage Die flaw.
Requirements: Melee weapon, Attached (Limb), Monk. **Craft Points:** 1

Utility, Minor: A weapon with this modification (and/or its sheath) can be used (and/or disguised) as a common tool or similarly simple mundane object. The type of tool and disguise varies with each weapon. Nevertheless, the tool works properly and gives the appropriate bonus to the appropriate checks. Common examples include swords whose sheaths work as umbrellas, knives that can be disguised as fans, etc. This modification is meant to give weapons utility *beyond what is provided by the weapon's base design* (**e.g.:** a machete doesn't need this modification to be capable of cutting vines).
This modification can be taken multiple times.
Requirements: None. **Craft Points:** 0*

Utility, Major: This modification works like Minor Utility, but the weapon provides a more tangible bonus. As a rule of thumb, this modification shouldn't be more useful/valuable than a simple masterwork tool (which grants a **+2** to one skill) or particularly useful adventuring gear (such as a grappling hook), but it should provide a *real* benefit. This modification can also be used to create effects similar to cantrips, but such effects aren't magical in nature (**e.g.:** an inbuilt lighter to simulate Spark).
This modification can be taken multiple times.
Requirements: None. **Craft Points:** 1

Whip [Handle]: A whip weapon is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).
A whip deals no damage to any creature with an armor bonus of **+1** or higher or a natural armor bonus of **+3** or higher. Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.
Special: A whip weapon does not add +0.5 Strength modifier to damage rolls when wielded 2-handed.
Requirements: Melee Weapon. **Craft Points:** 0*

Whip (Reinforced): A whip-like weapon with this modification is capable of dealing lethal damage and no longer has its damage nullified by the target's armor or natural armor.
Requirements: Whip or Extendable (Whip) modification **Craft Points:** 1

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Weapon Flaws

Very often, weapons aren't crafted as perfectly as they could've been. Sometimes that's an intentional decision by the designer, to sacrifice some functionality in order to save space and resources to improve a different aspect of that same weapon. Other times, it's just the result of limited technology, resources or skill of the crafter; Whether intentional or not, such characteristics are called **Weapon Flaws**.

Adding weapon flaws to your weapon **does not** give it additional craft points. Instead, each flaw allows the weapon to hold a weapon modification (or set of weapon modifications) whose total cost is equal or lower than the weapon flaw's Craft Point Value. How many flaws a weapon can hold and how much it can benefit from them depends on the complexity of the weapon itself:

- Simple weapons can hold up to 2 flaws, with a combined total craft point value of 1 or lower.
- Martial weapons can hold up to 3 flaws, with a combined total craft point value of 2 or lower.
- Exotic weapons can hold up to 4 flaws, with a combined total craft point value of 3 or lower.

At the GM"s discretion, additional flaws may be added, but they don't grant any cp beyond the limit allowed to the weapon

0* cp Modifications gained by adding a 0* cp Flaw do not increase the price of 0* Modifications gained by other means (such as by buying them with the weapon's standard cp budget), nor do they increase the Craft Point Value of other 0* cp Flaws.

Like modifications, it's not possible to have more than **1** weapon flaw of the same category (**e.g.:** [Handle]). Additionally, modifications that can be taken multiple times (such as Improved Damage) paid with the extra craft points from flaws **do not stack** with the same modifications gained from the weapon's base craft points.

For weapons with the Double modification, each end of the weapon takes flaws (and their corresponding craft point values) separately and independently. Flaws assigned to one end of the weapon have no effect on the other end, but similarly, any modifications gained from the flaw's craft point value can only be added to the end that took the flaw.

Designer's Note: These are optional rules. Originally, the modifications weren't designed with the possibility of getting extra craft points in mind. However, I do think they are reasonably balanced and shouldn't cause any problems without some serious optimization.

Weapon Flaws

Blunt: [Edge] This weapon has no sharpness. It's only capable of dealing bludgeoning nonlethal damage.
Prerequisite: Melee Weapon. **Craft Points Value:** 2

Harmless [Edge]: This weapon is too blunt, flexible, light and/or soft to actually cause any wounds to its target. It is incapable of dealing damage or causing any effects that require wounding the opponent, such as bleed.
Prerequisite: Melee weapon. **Craft Points Value:** 3

Impractical Reload: This weapon requires a specialized facility or heavy equipment to be reloaded. The specifics vary from weapon to weapon, but either way, reloading a weapon with this flaw takes no less than 1 minute.
Rapid Reload and similar abilities have no effect on weapons with this flaw.
This flaw's Craft Point Value varies based on the difficulty of the reload procedure:
- If the equipment necessary for the reload procedure can be reasonably transported by a small team or a couple horses, this flaw is worth 2 cp.
- If the reload procedure requires a specialized facility and/or equipment that cannot be reasonably moved without major effort and/or large means of transportation (like a ship) this flaw is worth 3 cp.
Special: A weapon with this flaw cannot take Improved Reload Speed or Reduced Reload Speed flaw.
Prerequisite: Ammo capacity 1 or higher. **Craft Points Value:** 2 or 3.

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Inaccurate: A weapon with this flaw suffers a **-4** penalty to confirm critical hits and cannot be used to deal precision damage.
Prerequisite: None. **Craft Points Value:** 0*

Jamming: Ranged attacks made with this weapon have a 25% chance of jamming the weapon, making it unable to make any attacks (including the one that caused the weapon to be jammed) until it's fixed as a full-round action that provokes attacks of opportunity.
Prerequisite: Crank(automatic), Crank(manual) or Firearm modification. **Craft Points Value:** 2

Nonthreatening [Handle]: This weapon is too short, heavy or unwieldy to move quickly enough to strike fast targets or punish quick openings. It cannot be used to make attacks of opportunity.
Prerequisite: Melee weapon. **Craft Points Value:** 2

Overheat: After being used a certain number of times, this weapon requires cooling down for a certain time before being able to be used again. Every time the weapon uses 50% of its total ammo or charge/fuel capacity in a time span equal or shorter than 1 minute, it must be allowed to cool down for 1 minute.
If it keeps being used, the weapon overheats. This causes the weapon to gain the Broken condition and deal 1d6 fire damage to anyone holding it. Allowing an overheated weapon to cool down for 10 minutes removes the Broken condition gained from overheating and ends the fire damage effect.
Special: Subject to GM's discretion, when the weapon is in particularly cold environments, the cooldown period and total time span in which the weapon must spend half its ammo before overheating decrease by half. The opposite effect happens in particularly hot environments.
Prerequisite: Must use ammo or charges/fuel. **Craft Points Value:** 1

Oversized: This weapon counts as being **1** "weight" category larger for the purpose of being wielded.
i.e.: Light weapons count as 1-handed and 1-handed weapons count as 2-handed.
Prerequisite: Light or 1-Handed Weapon. **Craft Points Value:** 1

Recoil: This weapon is difficult to handle when making multiple attacks in a short amount of time. When more than 1 attack is made on the same turn, all of them after the first one suffer a **-2** penalty to accuracy. Attacks of opportunity do not cause this penalty (but still suffer it if it's already in effect). Abilities and effects that make multiple attacks do (such as Manyshot or the Burst Fire modification) both cause and immediately suffer the penalty. The penalty lasts until the end of the wielder's turn, A successful Strength check allows the wielder to reduce to **-1** (DC 10) or even completely ignore the penalty (DC 20) until the end of their turn.
Special: For weapons made for creatures of unusual size, the DC of the Strength check goes up by **+1** per size category above medium and goes down by **-1** per size category below medium (to a minimum of DC 5). Creatures using an oversized weapon suffer a **-10** penalty to this check.
Prerequisite: None. **Craft Points Value:** 2

Reduced Ammo Capacity: The weapon reduces the maximum amount of ammo it can hold by **1** step, following the appropriate progression found in table 3.04 - Weapon Ammo Capacity.
Special: This flaw can be taken multiple times. Its effects stack.
Prerequisite: Ammo Capacity 3 or higher. **Craft Points Value:** 1

Reduced Critical Multiplier: This flaw reduces the weapon's critical multiplier by **-1**.
Prerequisite: Critical Multiplier x3 or higher. **Craft Points Value:** 3

Reduced Critical Threat Range: This flaw reduces the weapon's critical threat range by **1** step.
Prerequisite: Critical Threat Range [19-20] or wider. **Craft Points Value:** 3

Reduced Damage Die: The weapon's base damage die decreases by **1** category, following the appropriate progression found in table 3.01 - Weapon Damage Progression.
Special: This flaw can be taken multiple times. Its effects stack.
Requirements: Base damage die 1d4 or greater **Craft Points Value:** 2

Reduced Range: The weapon's range decreases by **1** step, following the appropriate progression found in table 3.02 - Weapon Range Progression.
Special: This flaw can be taken multiple times. Its effects stack.
Requirements: Ranged Weapon, Range of 20 ft or higher. **Craft Points Value:** 1

Reduced Reload Speed: A weapon increases the action required to reload it by **1** step, following the appropriate progression found in table 3.03 - Weapon Reload Speed.
Special: This flaw can be taken multiple times. Its effects stack.
Prerequisite: Reload speed of 1 standard action or faster. **Craft Points Value:** 1

Short [Handle]: Attacks made with a short weapon have their reach reduced by 5 ft. If the wielder's reach is already 5 ft or lower, instead of having their reach reduced, the wielder provokes an attack of opportunity whenever he attacks using this weapon.
Special: Weapons with the Reach or Extendable modification cannot have this flaw.
Prerequisite: Melee Weapon. **Craft Points Value:** 2

Short Range: This weapon has a shorter range than most. Its total range increments are reduced by **5**.
Prerequisite: Ranged Weapon, 10 or more range increments. **Craft Points Value:** 0*

Soft: The design of this weapon makes it too easily deformed by heavy impact. Whenever its wielder rolls a natural 1 on an attack with this weapon, the weapon's attack end bends and stays misshapen, gaining the broken condition. It's possible to partially fix a bent weapon with a Strength check (DC: 15 + weapon's hardness). This process takes 1 minute and doesn't remove the broken condition, but reduces the penalty on attack rolls to **-1**.
This procedure has no effect if the weapon's broken condition was caused by a different effect.
Prerequisite: Melee Weapon. **Craft Points Value:** 1

Treacherous: This weapon is almost as dangerous to its users as it is to the target. There's a 10% chance any attack made with the weapon will damage its user. This happens whether or not the attack hits the intended target. The user can avoid this risk by willingly suffering a **-4** penalty to attack rolls.
Prerequisite: Melee weapon. **Craft Points Value:** 2

Unreliable: This weapon has a chance to misfire when shooting, causing it to automatically miss the shot and gain the broken condition. Misfires happen when a Natural 1 is rolled on an attack roll using the weapon.
Prerequisite: Ranged Weapon. **Craft Points Value:** 1

Unwieldy: This weapon's balance is significantly off. While wielding it, the user suffers a penalty to Reflex saves and all Dex-based skill and ability checks. The penalty is based on the type of weapon used: **-1** for light weapons, and **-2** for one-handed weapons and two-handed weapons.
Special: A weapon with this flaw cannot be used in conjunction with Weapon Finesse and similar effects, nor can it have the Finesse modification.
Prerequisite: None. **Craft Points Value:** 0*

Wasteful: This weapon expends twice as many charges/fuel units to start and work.
Special: A weapon with this flaw cannot have the Endless Charge modification.
Prerequisite: Weapon must use charges or fuel. **Craft Points Value:** 2

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Special Ammo & Splash Weapons

For the purpose of this project, thrown weapons that are destroyed upon impact, such as flasks of alchemist's fire, are considered special ammo as well. This way they can acquire the properties added here.

Whether or not a particular modification can be added to a certain type of ammo is subject to GM's discretion. This includes the possibility of allowing certain weapon modifications to be added to some types of ammo. **e.g.:** Using the [Elemental Damage](#) modification on a Splash weapon to create alchemist's fire.

Like weapons, ammo cannot have more than 1 modification belonging to the same category.

<u>All ammo has 3 craft points.</u>

Alchemical: In addition to its normal damage, this projectile deals **+1d6** damage of one type of energy (acid, cold, electricity, fire or sonic) selected at the time the ammo is created.
Cost: 5 gp/unit **Craft Points:** 2

Binding: This ammo can be used to stick the target to a nearby object. When the attacker successfully deals damage to its target when using this ammo, he can immediately make a Grapple check against the target's CMD, at **-4** penalty. If successful, the creature gains the Grappled condition and is anchored to an object adjacent to it. This ammo has no effects on creatures who are at more than 2 size categories bigger than the wielder of the weapon using the anchoring ammo.
Cost: 5 gp/unit **Craft Points:** 1

Tangling: This ammo can be used to cause your target to be [Entangled](#). To do so, you must make a ranged touch attack with your weapon. If you succeed, your target is [Entangled](#).
The [Entangled](#) creature can escape by making a DC 20 [Escape Artist](#) check or by sundering your weapon.
Cost: 5 gp/unit **Craft Points:** 1

Poisonous: This ammo is coated in some unusual substance (typically poison). A target hit by a weapon using this ammo is automatically injected with the substance in question and must make the appropriate saving throws to resist its effects.
Cost: - **Craft Points:** 1

Scatter: Scatter ammo is required to use the [Scatter Shot](#) modification.
Cost: - **Craft Points:** 2

Splash: This projectile breaks on impact, splashing or scattering shrapnel and/or its contents over its target and nearby creatures or objects. It cannot be used with any effect that requires the projectile to retain its integrity, such as the [Binding](#) modification.
Attacks using this type of ammo do not add any ability modifier to damage rolls (unless the user has an ability that allows him to do so with Splash weapons, such as an Alchemist's [Throw Anything](#) class feature) and still impose a non-proficiency penalty to attack rolls to attackers who are not proficient with the weapon being used, but otherwise follow the usual [rules for splash weapons](#).
Cost: - **Craft Points:** 1

Whistling: These projectiles come with specially designed grooves and fletching that cause them to emit a loud keening sound. The sound is audible within 500 feet of the flight path.
Cost: - **Craft Points:** 1

Special Materials

Weapons, armor and some other items can sometimes be crafted using materials that possess innate special properties. If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material. However, you can build a double weapon with each head made of a different special material.

Pricing Special Materials

Each material has a **Base Cost**, which reflects the cost of the material in its raw, unworked state. This cost is multiplied once the material is forged/worked, by a factor based on what kind of object it was used to create. The cost of the material is added to the weapon's total cost.

Object	Ore (5 lb)	Refined Ore (5 lb)	Ammo	Weapons & Shields	Armor (Light)	Armor (Medium)	Armor (Heavy)	Other
Base Cost Multiplier	0.5x	0,75x	0.02x	1x	2x	4x	6x	1x

Particularly complex objects (with many moving parts, precise or advanced mechanisms, rare or unique modifications, etc) may double this price. Additionally, the price also increases or decreases based on the object's size. The base price listed here reflects objects made for Medium-sized creatures. It's doubled for each size category above Medium and halved for each size category below Medium, but it will never go lower than 10 gp.

e.g.: A light armor made of Saceria (base price 3000 gp) will have its cost increased by +6000 gp (2x base price), while a spear's cost will only be raised by +3000 (1x base price) and arrows made of it will only cost +60 gp (0,02x base price) more than normal arrows.

If instead of a simple spear, the crafted weapon was one with the Extendable modification, the price modifier would be +6000 gp (+3000 gp, doubled for being particularly complex), unless the technology used in its creation is so advanced that crafting such a complex weapon isn't significantly more difficult or costly than crafting a simple spear (subject to GM's discretion).

Equivalent objects made for a Huge creature (2 size categories above medium) would cost 4 times as much.

Special Materials Catalog

Arcanite

This sort of greenish purple yellow substance is an extremely rare metal-like material that has the distinction of literally being solidified arcane magic. This fact alone makes arcanite a very sought-after substance, especially by wizards and other students of the arcane arts, but its properties make it even more valuable:
- Objects made of the arcanite are treated as magic, and can affect creatures and effects that are only affected by magic, including bypassing DR/magic and affecting incorporeal creatures.
- Not only that, but enchanting a weapon or armor made of arcanite is much easier and cheaper than normal: The required Spellcraft check has its DC reduced by 10 and the armor or weapon is treated as having a total enhancement 1 point lower for the purpose of calculating its crafting price (**e.g.:** A **+3** arcanite weapon would cost the same to craft/enchant as an equivalent **+2** weapon made of common steel).
- Arcanite weapons and armor with a total enhancement bonus of **+3** or higher can fully affect incorporeal creatures as if given the ghost touch property.
- When using an arcanite weapon, the bonus damage from Arcane Strike increases by **+1** per 4 caster levels (to a maximum of **+6** for CL 20), instead of **+1** per 5 caster levels (to a maximum of **+5** for CL 20).
- However, arcanite also has many of the drawbacks of magic. It is affected by Spell Resistance (attacks made with an arcanite weapon against a target with Spell Resistance require a caster level check to bypass said SR, but once again, using the attacker's BAB instead of his CL). If affected by Dispel Magic, Mage's Disjunction or similar effects, or brought to an area of dead magic (such as the area of effect of an Antimagic Field spell), objects made of Arcanite aren't destroyed, but turn into a dull grey color, lose all of their magical property and gain the broken condition until the effect stops affecting said objects.
Hardness: 10 **Hit Points:** 30/in. of thickness **Base Cost:** +10,000 gp

Gravatus

This dark gray metal shares most of its characteristics with common steel, but has the notable difference of being much heavier, despite having similar hardness and general characteristics, causing it to sometimes be jokingly referred to as "anti-mithral". Objects made of Gravatus weigh **16** times as much as equivalent objects made of common steel.
- A melee weapon made of Gravatus has its base damage increased by **2** steps, following the appropriate progression in Table 3.01 - Weapon Damage Progression.
- Ranged weapons using Gravatus projectiles benefit from the same increase in damage as melee weapons, but have their range reduced by **1** step, in accordance with Table 3.02 - Weapon Range Progression.
- Armor made of Gravatus counts as **1** category heavier for all purposes and effects, but makes its wearer be considered **2** size categories larger for the purpose of calculating their CMD against Bull Rush, Drag, Reposition and similar attacks.
Hardness: 15 **Hit Points:** 30/in. of thickness **Base Cost:** +4000 gp (ammo/weapons) or +1000 gp (other)

Inanis

Inanis is a very rare ore of deep black color. Its dark, opaque appearance makes it difficult to even identify as a metal. Still, it can be forged, shaped, tempered and (with great effort and expenses) enchanted.
Inanis is known for its magic-disrupting abilities. Spells and magical effects are all greatly reduced (and sometimes completely nullified) by the material. This makes inanis simultaneously highly valuable and completely worthless, depending on who you ask.
- Armor made of Inanis provides spell resistance, but also causes a significant chance of spell failure, depending on the type of armor. This chance of spell failure affects *all* spells, not just arcane ones.
Light armor provides SR 15 and a 25% chance of spell failure, medium armor provides SR 30 and 50% chance of spell failure. Heavy armor provides SR 45 and a 75% chance of spell failure.
- Weapons made of Inanis give the character a **+5** bonus on attack rolls for physical attacks and maneuvers made to deflect or disrupt magic (such as the Shatterspell feat) and deal +50% damage (rounded down) against spells and other magical effects, but not to the creature or object affected by such effects. Summoned creatures are considered a magical effect for this purpose, but called creatures are not, unless they are literally made of magic, rather than just having been transported to their current plane of existence via magic. Inanis blocks certain divination effects in the same way lead does.

Additionally, objects made of pure inanis are immune to all magical effects affected by spell resistance and/or with caster level 5 or lower. This immunity does not extend to those using or wearing said objects.
The cost for magically enhancing an object made of inanis is triple the normal cost of adding the same enhancement to an equivalent object made of steel.
Hardness: 10 **Hit Points:** 20/in. of thickness **Base Cost:** +5000 gp

Lacus

This dark red metal glows with a faint smoke-like aura. This macabre appearance is quite fitting, though, as Lacus shares many of the properties of the evil planes where it originates. Direct contact with Lacus causes discomfort and uneasiness in most living creatures, although it doesn't seem to cause any actual physical harm. Pure Lacus is just as rare as pure Saceria, but can be detected by effects such as Detect Evil. Attacks made with lacus weapons count as evil for all purposes and effects, including bypassing DR, while Lacus armor grants DR 2/good and all the benefits of Protection From Good.
Hardness: 15 **Hit Points:** 30/in. of thickness **Base Cost:** +3000 gp

Licitia

This rare metal has a pure white color and polished appearance. It's nearly always found in smooth, sleek shards. Licitia is very difficult to reshape, making it particularly difficult to forge, but very good at keeping whatever form it's given. However, the metal is most famous for being imbued with the orderly alignment that shapes the planes where it's found. Whether raw or forged, Licitia can be detected by effects such as Detect Law. Attacks made with Licitia weapons count as lawful for all purposes and effects, including bypassing DR. Licitia armor grants DR 2/chaotic and all the benefits of Protection From Chaos. The DC to craft a Licitia object increases by +5, compared to the DC for crafting a similar object out of steel.
Hardness: 15 **Hit Points:** 30/in. of thickness **Base Cost:** +3000 gp

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Saceria

The very clear silvery white color of this metal makes it quite similar to platinum, but the faint golden aura it emanates when exposed to natural light gives it a clear distinction. Saceria has the odd property of not only being completely immune to rust, but also making nearby metals resistant to it as well, granting a **+4** bonus to all saves against rust and rusting effects to all metal objects and creatures within 5 ft. Despite all this, Saceria is not immune to decay. It can lose much of its brightness and integrity if unnecessarily and continuously bathed in blood, although the rate this happens varies greatly from case to case. Pure Saceria is a very rare metal even in the good-aligned planes where it's most common, but it can be detected by effects such as [Detect Good](#). Attacks made with Saceria weapons count as good for all purposes and effects, including bypassing DR. Saceria armor grants DR 2/evil and all the benefits of [Protection From Evil](#).
Hardness: 15 **Hit Points:** 30/in. of thickness **Base Cost:** +3000 gp

Turbatium

This metal displays ripples of many different colors mixed together, as if many different materials had been fused into a single object. Turbatium is a very malleable metal rarely found in the material plane. Turbatium is known for its resonance with the raw chaos that permeates the planes where it's found. The metal can be detected by effects such as [Detect Chaos](#). Attacks made with Turbatium weapons count as chaotic for all purposes and effects, including bypassing DR. Turbatium armor grants DR 2/lawful and all the benefits of [Protection From Law](#). The DC to craft a Turbatium object decreases by -5, compared to the DC for crafting a similar object out of steel.
Hardness: 10 **Hit Points:** 30/in. of thickness **Base Cost:** +3000 gp

Yronwood

Created by ancient elven scholars, Yronwood is produced through an alchemical process that involves taking a piece of an already hard type of wood, like walnut, bathing it in a liquid that slowly softens it into a plastic, malleable form, then compressing the softened piece, molding it into the desired shape, then compressing it and letting it dry, causing it to permanently adopt that shape. This process is then followed by a second alchemical bath that hardens the wood even further. After all of this, the resulting object is about as hard as steel, while being half as heavy, although the exact result may vary based on the type of wood used.
Despite its new properties, Yronwood is still wood, and therefore immune to rust and similar effects; It's also immune to decay, even though it's organic, thanks to the alchemical process. It is, however, less resistant to fire than most metal objects, and its hardness is considered 10 points lower (to a minimum of 0) when calculating how much fire damage it takes.
Some types of Yronwood seem to make particularly effective weapons against undead and aberrations
Hardness: 10 **Hit Points:** 30/in. of thickness **Base Cost:** +500 gp

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Weapon Weight

(For simplicity's sake, 1 lb is rounded down to 0.450 kg)

Weapon Category	-	Light	-	1-Handed	-	2-Handed	-
Weapon Weight	0,5 lb (0,225 kg)	1 lb (0.45 kg)	2 lb (0.90 kg)	3 lb (1.35 kg)	4 lb (1.80 kg)	6 lb (2.70 kg)	10 lb (4.50 kg)

Obs: The numbers presented reflect weapons of equal length, designed for Medium-sized creatures and made almost entirely of common steel, including their handle/shaft. Weapons with large portions made of notably lighter material have their weight reduced by **1** step (**e.g.:** polearms with wooden shafts). Certain modifications or flaws may increase the weapon's weight (**e.g.:** Reach) or reduce it (**e.g.:** Short), usually by no more than **1** step.

Of course, a weapon's weight is also added to the weight of any object to which it's attached, and vice-versa.

Note: Keep in mind that break/sunder attacks and effects are assumed to generally target the most fragile vulnerable portion of the weapon, so using a lighter material for the shaft means the weapon will almost certainly suffer a significant reduction in hardness and durability.

Creature Size and Weapon Weight
The weapon's size (and, consequently, its mass and weight) is based on the size of the creature for which the weapon is designed. Weapon's weight is doubled for every size category above Medium and halved for every size category below Medium.

Wielding Heavy Weapons
When it comes to weight, there are some limitations. D&D 3.X and Pathfinder don't really impose any penalty for wielding impossibly heavy weapons that the character is barely able to lift from the ground (there are Encumbrance rules, sure, but they don't affect attack or damage rolls). These rules change that.

How much a weapon can weigh before being too impractical to use is entirely dependent on the wielder's strength. A stronger person will not only be able to use heavier weapons, but also be able to use all weapons with greater agility and precision.

Here we compare the weapon's weight to its user's **Light Load Encumbrance Limit** (hereafter referred to as **LLE**). Depending on how much the weapon weighs, it might be too heavy for the user to wield properly or at all.

Weapon Weight	Can Be Used as Light Weapon	Can Be Wielded 1-Handed	Can Be Wielded 2-Handed	Can Benefit From Weapon Finesse
0.10 LLE (or lighter)	Yes	Yes	Yes	Yes
0.11 to 0.25 LLE	Terribly	Poorly	Yes	Yes
0.26 to 0.5 LLE	No	Terribly	Poorly	No
0.51 to 0.75 LLE	No	No	Terribly	No
0.76 LLE (or heavier)	No	No	No	No

Yes: The weapon's weight doesn't impose any penalty on its use.
Poorly: The weapon is too heavy to wield properly. It incurs a **-2** penalty to attack rolls (**-4** to confirm critical hits) and cannot benefit from weapon finesse and similar effects.
Terribly: As "Poorly", but the penalty to attack rolls is doubled and attacks only deal half damage.
No: It's impossible for the user to wield the weapon in the indicated way, although carrying it might still be possible.

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Sample Unique Custom Weapons

Crescent Rose / Scythe Rifle (Double Weapon)
This crimson metal scythe can be transformed into a powerful rifle.
- Main Weapon (Scythe)
[1d12 19-20/x3 / P/S / Melee] [Deadly] [Finesse]
Template: Melee Exotic Two-Handed Slashing Weapon
Modifications: Additional Damage Type (Piercing) (1 cp), Deadly (0 cp), Double (1 cp), Finesse (1 cp), Reach (0 cp), Improved Critical Multiplier (3 cp),
- Secondary Weapon (Rifle)
[1d8 / 20x2 / B/P / 120 ft]
Template: Ranged Exotic Light Bludgeoning Weapon
Modifications: Additional Damage Type (Piercing) (**1** cp), Double (**1** cp), Firearm (**0** cp), Improved Damage Die (**2** cp), Improved Range (x2) (**2** cp)

Ember Celica / Gun Gauntlets (Double Weapon)
These beautifully crafted gauntlets contain hidden firearms attached to them.
- Main Weapon (Gauntlet)
[1d6 / 20x2 / B / Melee] [Disarm/Sunder]
Template: Melee Exotic Light Bludgeoning Weapon
Modifications: Attached (Limb) (**1** cp), Disarm (**1** cp), Concealable (**0** cp), Double (**1** cp), Monk (**2** cp), Sunder (**1** cp)
- Secondary Weapon (Hand-Cannon)
[1d6 / 20x2 / B/P / 60 ft]
Template: Ranged Exotic Light Bludgeoning Weapon
Modifications: Additional Damage Type (Piercing) (**1** cp), Attached (Limb) (**1** cp), Concealable (**0** cp), Double (**1** cp), Firearm (**0** cp), Monk (**2** cp)

Hidden Blade of Assassins
Used by countless assassins over the course of history, these blades remain unseen until it's time to strike.
[1d4 / 20x4 / P / Melee] [Concealable/Deadly]
Template: Melee Exotic Light Piercing Weapon
Modifications: Attached (Limb) (**1**cp), Concealable (**0** cp), Deadly (**0** cp), Improved Critical Multiplier (**3** cp), Retractable (**1**cp)

Reverse Katana
This odd-looking sword has its sharp edge on the wrong side of the blade.
[1d8 / 18-20/x2 / S / Melee] [Deadly] <u>or</u> [1d8 / 19-20/x2 / B / Melee] [Deadly]
Template: Exotic One-Handed Slashing Weapon
Modification: Alternate Damage Type (B) (**0** cp), Deadly (**0** cp), Finesse (**1** cp), Improved Critical Threat (**3** cp), Improved Damage Die (**2** cp)

Smash Hammer
This enormous hammer can be used to devastating effect by anyone who can take hold of it.
[2d6 / 20/x2 / B / Melee (Reach)]
Template: Simple Two-Handed Bludgeoning Weapon
Modifications: Improved Damage Die (**2** cp), Reach (**0** cp)

Vine Whip
This beautiful whip made of tangled vines is a sight as rare as the fey who wield it.
[1d4 / 18-20/x2 / S / Melee (Whip)] [Disarm/Trip]
Template: Melee Martial Light Slashing Weapon
Modifications: Disarm (**1** cp), Improved Critical Threat (**3** cp), Trip (**0** cp), Whip-Like (**0** cp)

Sample Custom Weapon List

Sometimes, giving complete freedom of customization to the players may not fit the campaign's theme or setting. In such cases, one possibility is to present the players a list of base weapons with significant differences between them. This makes weapon selection faster and more interesting without making the GM worry about every single possible combination of weapon modifications. What's even better is that this opens the possibility of introducing new weapon designs during the campaign, like the PCs finding an ancient weapon they can reverse-engineer or meeting a legendary blacksmith who can craft all sorts of weapons.

What follows is a sample custom weapon list. GMs can expand or reduce it as they see fit for their games.

Simple Weapons

Simple Light Weapons

Weapon	Damage (M)	Critical	Range	Reload Action	Type	Special
brass knuckles	1d4	x2	-	-	B	attached (hand), concealable
club	1d6	x2	-	-	B	
dagger	1d4	19-20/x2	10 ft. (T)	-	P or S	concealable, throw
torch (lit)	1d4	x2	-	-	B/fire	energy conduit (fire)
blowgun	1d3	x3	30 ft.	move	P	concealable

Simple One-Handed Weapons

Weapon	Damage (M)	Critical	Range	Reload Action	Type	Special
cleaver / machete	1d6	x3	-	-	S	chop
mace / hammer	1d8	x2	-	-	B/P	sunder
javelin	1d6	x3	30 ft. (T)	-	P	throw
quarterstaff	1d6 / 1d6	x2	-	-	B	double, monk
shortspear	1d6	x3	-	-	P	brace, reach
crossbow, light	1d6	x3	90 ft.	standard	P	crank(manual)
sling	1d4	x2	30 ft.	standard	B	concealable, sling

Simple Two-Handed Weapons

Weapon	Damage (M)	Critical	Range	Reload Action	Type	Special
heavy club	1d10	x2	-	-	B	
longspear	1d8	x3	10 ft. (T)	-	P	reach, throw
pitchfork	1d10	x3	-	-	P	
atlatl / spear-thrower	1d6	x3	60 ft.	move	P	
cranequin	1d10	x3	120 ft.	full-round	P	crank (automatic)
crossbow, heavy	1d10	x3	120 ft.	full-round	P	crank (manual)

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Martial Weapons

Martial Light Weapons

Weapon	Damage (M)	Critical	Range	Reload Action	Type	Special
armor spikes	1d4	x3	-	-	P	attached (armor)
axe, throwing	1d6	x3	30 ft. (T)	-	P/S	throw
bayonet	1d4	x3	-	-	P	bayonet, deadly
cestus	1d4	19-20/x2	-	-	B/P	attached (hand), monk, handguard
shortsword	1d6	19-20/x2	-	-	P or S	handguard
throwing dart / star	1d3	x3	30 ft. (T)	-	P	monk, throw

Martial One-Handed Weapons

Weapon	Damage (M)	Critical	Range	Reload Action	Type	Special
chakram	1d6	19-20/x2	60 ft (T)	-	S	finesse, monk, performance
waraxe	1d8	x3	-	-	P or S	chop. deadly
flail	1d8	x2	-	-	B/P	finesse, trip
longsword	1d10	19-20/x2	-	-	P or S	handguard
rapier / estoc	1d6	x4	-	-	P	finesse, deadly, handguard
spiked mace	1d8	x3	-	-	B/P	sunder
saber / scimitar	1d6	18-20/x2	-	-	S	finesse, handguard
pilum / trident	1d8	x3	30 ft (T)	-	P	brace, throw
warhammer	1d10	x2	-	-	B	sunder
shortbow	1d4	x3	60 ft.	none	P	string weapon
flintlock pistol	1d8	x3	30 ft	standard	B/P	firearm, unreliable
double-barrel pistol	1d8	x3	30 ft	full-round	B/P	firearm, unreliable, ammo capacity (2)

Martial Two-Handed Weapons

Weapon	Damage (M)	Critical	Range	Reload Action	Type	Special
maul / earth-breaker	2d8	x2	-	-	B	sunder
greatsword	2d6	19-20/x2	-	-	P or S	handguard
heavy blade	2d4	18-20/x2	-	-	S	handguard
halberd	2d4	19-20/x2	-	-	P or S	brace, reach, trip
lance	1d12	x3	-	-	P	handguard, joust, reach
longhammer	2d4	x3	-	-	B or P	reach, sunder
warscythe / glaive	2d6	x3	-	-	S	chop, deadly, reach
longbow	1d6	x3	120 ft.	none	P	string weapon
flintlock musket	2d12	x3	60 ft	2 rounds	B/P	firearm, unreliable
double-barrel musket	1d10	x3	60 ft	full-round	B/P	firearm, unreliable, ammo capacity (2)
flintlock rifle	1d10	x3	120 ft	full-round	B/P	firearm, unreliable

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Exotic Weapons

Exotic Light Weapons

Weapon	Damage (M)	Critical	Range	Reload Action	Type	Special
bladed fan	1d4	19-20/x2	-	-	P/S	concealable, distracting, monk, performance
double-bladed staff	1d4 / 1d4	19-20/x2	-	-	P or S	deadly, double
starknife	1d4	19-20/x2	60 ft (T)	-	P or S	monk, performance, throw
steel claws	1d4	19-20/x2	-	-	S	attached (hand), concealable, retractable
spiked chain	1d6	x2	-	-	B/P	disarm, trip, whip, reinforced whip
tekken	1d4	x3	-	-	B/P	attached (hand), monk, unarmed extension
whip	1d4	19-20/x2	-	-	S	disarm, trip, whip, performance
net	-	-	30 ft (T)	-	-	harmless, tangling, throw, trip, whip
hand crossbow	1d4	19-20/x2	90 ft	move	P	crank(manual), concealable

Exotic One-Handed Weapons

Weapon	Damage (M)	Critical	Range	Reload Action	Type	Special
dire mace	1d12	x3	-	-	B/P	sunder, deadly
falcata	1d6	19-20/x3	-	-	S	
nunchucks	1d8	x3	-	-	B	finesse, monk, trip
temple sword	1d8	19-20/x2	-	-	P or S	monk
sawtooth saber	1d8	19-20/x2	-	-	S	barbed, deadly, handguard
boomerang	1d6	19-20/x2	30 ft (T)	-	B/S	arc, spinning, throw
repeater, light	1d6	19-20/x2	90 ft.	standard	P	crank(manual), ammo capacity (10)

Exotic Two-Handed Weapons

Weapon	Damage (M)	Critical	Range	Reload Action	Type	Special
bladed scarf	1d8	19-20/x2	-	-	S	concealable, disarm, finesse, trip
branched sword	1d8	19-20/x2	-	-	S	branched, disarm, monk, trip
fauchard	1d10	18-20/x2	-	-	S	finesse, reach, trip
jagged saw-sword	2d4	19-20/x2	-	-	S	barbed
oni kanabo	2d8	x3	-	-	B/P	sunder
reaper's scythe	1d10	x4	-	-	P or S	chop, reach, trip
twin-shot crossbow	1d8	x2	120 ft	standard	P	crank (manual), ammo capacity (6), burst
dragon-breath	2d6	x2	60 ft.	standard	fire	elemental damage (fire), scatter
repeater, heavy	1d8	19-20/x2	120 ft.	full-round	P	crank(manual), ammo capacity (10)

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New Feats

Make even better use of all your weapons, including unarmed strikes and natural attacks!

Creative Swordmaster (Combat)
You can use your weapons in unexpected ways.
Prerequisites: BAB +5 or Monk level 5.
Benefit: Choose one weapon modification that costs **1** craft point or two modifications that cost **0** points, except Attached, Double, Energy Conduit, Endless Charge, Refilling and modifications from the [Edge], [Handle] and [Propulsion] categories. Minor Utility and Major Utility modifications may or may not be allowed on a case-by-case basis, at the GM's discretion. Every weapon you're proficient with that fulfills all prerequisites for that modification benefits from all of its effects for as long as you wield them.
Special: This feat can be selected once again at BAB +10 and every +5 BAB above that, to a maximum of 4 times at BAB +20. You may use your Monk level in place of the BAB gained from levels in the Monk class for the purpose of qualifying for this feat.

Extraordinary Smith
You can craft particularly effective weapons.
Prerequisites: Craft (Weapons) 5 ranks.
Benefit: When you craft a weapon, you can give it one additional weapon modification. This modification doesn't count against that weapon's limit of craft points, but it can't cost more than **1** craft point. If you have at least 10 ranks in Craft (Weapons), the additional weapon modification may cost up to **2** craft points.

Fortified Defense (Combat)
You leave no openings for your enemy to exploit.
Prerequisites: BAB +6
Benefit: When wielding a blocking weapon or using a shield, you do not provoke attacks of opportunity for attacking with unarmed strikes, reloading or sheathing a weapon or standing up from prone.

Get Over Here! (Combat)
You can use your weapons to bring enemies closer to you.
Prerequisites: BAB +5 or Monk level 5.
Benefit: When wielding a weapon with the Whip-like or Reach modification, you can make a Bull Rush, Drag or Reposition attempt against your target in place of one of your attacks. If you succeed, the opponent is moved 10 ft directly towards you. This distance increases by **+5** ft for every **+5** by which you surpass the target's CMD.

Warrior Smith (Combat)
You master your weapons as a warrior, scholar and blacksmith.
Prerequisites: BAB +1.
Benefit: Your BAB counts as ranks in Profession (blacksmith) and in the following Craft skills: (armor), (bows), (weapons), (firearms) and (siege engines). If your Intelligence score is equal or greater than 10, your BAB also counts as ranks in Spellcraft and as your caster level for the purposes of identifying, modifying and crafting magical weapons and armor, as well as for qualifying for the Craft Magic Arms and Armor feat.
Special: This ability cannot raise your skill ranks and caster level beyond your total character level.
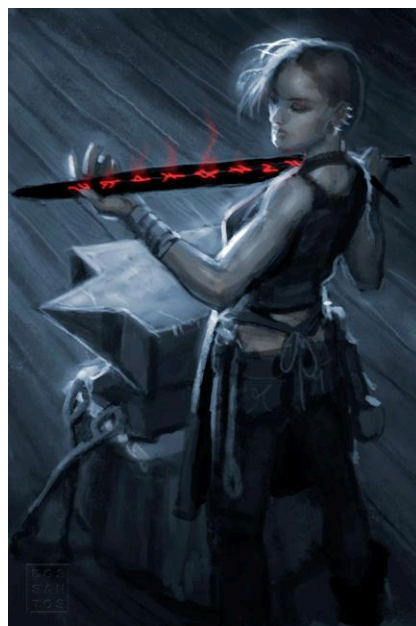
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Automatic Enhancement Progression

This system is an optional rule designed to allow players to enhance their weapons and armor based on their character level, rather than their gold, thus allowing them to spend their money on more flavorful stuff.

Level	Mojo
1	0
2	0
3	1
4	2
5	3
6	4
7	5
8	6
9	8
10	10
11	12
12	14
13	18
14	22
15	26
16	29
17	32
18	36
19	40
20	48
21	56
22	64
23	72
24	80
25	90
26	100
27	112
28	124
29	136
30	150

Enhancement Bonus	Mojo Necessary			
	Weapon	Armor	Shield	Total
+1	2	1	1	4
+2	4	2	2	8
+3	8	4	4	16
+4	12	6	6	24
+5	16	8	8	32
Epic Enhancement				
+6	24	12	12	48
+7	36	18	18	72
+8	48	24	24	96
+9	64	32	32	128
+10	80	40	40	160

Mojo

Characters gain a certain amount of "mojo" based on their total character level. This mojo can then be converted into one of 3 types of mojo: **Weapon**, **Armor** or **Shield**. **Weapon**-mojo adds an enhancement bonus to attack and damage rolls made with objects infused with it. **Armor**-mojo adds an enhancement bonus to the armor bonus to AC gained from an infused object. **Shield**-mojo does the same to shield bonuses to AC granted by infused objects. It's possible to infuse with **Weapon**-mojo a magical amulet that is then worn or carried by the user. Doing so grants the benefits of the infusion to the user's unarmed strikes and natural attacks.

Characters can turn any amount of their total mojo into any type, but can't infuse a single object with more than [(half their total mojo) + 1]. Objects remain infused for as long as they remain in the character's person.
Mojo can be instantly transferred from one object to object, but converting it from one type to another (**e.g.:** turning **weapon**-mojo into **armor**-mojo, or vice-versa) takes time and effort, requiring a meditative ritual that takes 1d4 days and requires an amount of magical reagents that cost 100 gp per mojo-unit converted.

How effective the mojo infusion is depends on whether or not the character is attuned to the infused object.

Attunement

Attunement is a measure of how in-synchrony the character is with the mystical potential of an object. Characters can only be attuned to a maximum of **4** objects at the same time.
While it's possible to infuse any object with mojo, doing it to objects to which you are not attuned will result in the object only gaining half the enhancement bonus, rounded down (**e.g.:** Infusing **8** points of **weapon**-mojo a weapon attuned to you will grant it a **+3** enhancement bonus to attack/damage, but doing the same to a random weapon you just picked up for the first time will only result in a **+1** bonus.

Attuning yourself to an object usually requires wearing, using or practicing uninterruptedly with it for 1 hour.

Other Magical Properties

In this system, magical properties other than numerical enhancement bonuses (such as flaming, keen, fortification, etc) are bought and added normally in the form of runes. However, these effects remain inert until the object is infused with enough mojo to gain at least a **+1** enhancement bonus. Their price is raised by +50%, but ignores the numerical enhancement bonus when calculated (e.g.: adding the flaming property to a weapon will cost exactly the same no matter if the weapon's numerical enhancement bonus is a **+1** or **+5**).

Weapon Groups

These are the weapon groups found in Pathfinder's RAW, compiled here for convenience.

Axes: bardiche, battleaxe, collapsible kumade, dwarven waraxe, gandasa, greataxe, handaxe, heavy pick, hooked axe, knuckle axe, kumade, light pick, mattock, orc double axe, pata, throwing axe and tongi.

Blades, Heavy: ankus, dueling sword, bastard sword, chakram, double chicken saber, double walking stick katana, elven curve blade, estoc, falcata, falchion, flambard, greatsword, great terbutje , katana, khopesh, klar, longsword, nine-ring broadsword, nodachi, scimitar, scythe, seven-branched sword, shotel, temple sword, terbutje and two-bladed sword.

Blades, Light: bayonet, butterfly knife, butterfly sword, chakram, dagger, deer horn knife, gladius, hunga munga, kama, katar, kerambit, kukri, machete, madu, manople, pata, quadrens, rapier, sawtooth sabre, scizore, shortsword, sica, sickle, starknife, swordbreaker dagger, sword cane,wakizashi and war razor.

Bows: composite longbow, composite shortbow, longbow and shortbow.

Close: bayonet, brass knuckles, cestus, dan bong, emei piercer, fighting fan, gauntlet, heavy shield, iron brush, katar, light shield, madu, mere club, punching dagger, rope gauntlet, sap, scizore, spiked armor, spiked gauntlet, spiked shield, tekko-kagi, tonfa, unarmed strike, wooden stake and wushu dart.

Crossbows: double crossbow, hand crossbow, heavy crossbow, launching crossbow, light crossbow, heavy repeating crossbow, light repeating crossbow and tube arrow shooter.

Double: bo staff, chain spear, dire flail, double walking stick katana, double-chained kama, dwarven urgrosh, gnome hooked hammer,kusarigama, orc double axe, quarterstaff, two-bladed sword and weighted spear.

Firearms: all one-handed, two-handed and siege firearms.

Flails: battle poi, bladed scarf, chain spear, dire flail, double chained kama, flail, flying blade, gnome pincher, halfling rope-shot, heavy flail,kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi and whip.

Hammers: aklys, battle aspergillum, club, earth breaker, greatclub, heavy mace, light hammer, light mace, mere club, planson, taiaha, tetsubo, wahaika and warhammer.

Monk: bo staff, brass knuckles, butterfly sword, cestus, dan bong, deer horn knife, double chained kama, double chicken saber, emei piercer,fighting fan, hanbo, jutte, kama, kusarigama, kyoketsu shoge, lungchuan tamo, monk's spade, nine-ring broadsword, nine-section whip,nunchaku, quarterstaff, rope dart, sai, sansetsukon, seven-branched sword, shang gou, shuriken, siangham, temple sword, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi and wushu dart.

Natural: unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.

Polearms: bardiche, bec de corbin, bill, crook, glaive, glaive-guisarme, guisarme, halberd, hooked lance, lucerne hammer, mancatcher, monk's spade, naginata, nodachi, ranseur, rhomphaia, tepoztopilli and tiger fork.

Siege engines: All other siege engines.

Spears: amentum, boar spear, chain spear, elven branched spear, javelin, harpoon, lance, longspear, orc skull ram, pilum, planson, shortspear,sibat, spear, tiger fork, trident and weighted spear.

Thrown: aklys, amentum, atlatl, blowgun, bolas, boomerang, brutal bolas, chakram, club, dagger, dart, deer horn knife, halfling sling staff,harpoon, hunga munga, javelin, lasso, kestros, light hammer, net, poisoned sand tube, rope dart, shortspear, shuriken, sling, sling glove, spear,starknife, throwing axe, throwing shield, trident and wushu dart.

Share Your Thoughts! Leave a comment, visit my feedback thread, or send me an email at lemmyrpg@gmail.com.
Want to be the best at wielding your new weapon? Try **Lemmy's Revised Fighter**!

FAQ

1- Is it possible to create equivalents to <u>all</u> existing weapons with this system?
Unfortunately, no. Considering how the existing weapons have basically no rules to how they are designed, it's all but impossible to create a system with set rules that allows every possibility. It's possible to get very, *very* close, though. Most of the time, the only difference is that you'll have to add an additional type of damage (**e.g.:** a rapier with the same damage die and critical threat range would deal Piercing/Slashing damage instead of only Piercing).

2- Why use this system, then?
Because it allows a greater variety of weapons. Check the weapon list in Pathfinder: Many of them are exactly the same. Many of them are completely pointless, as they are objectively inferior to other options from the same weapon category. That's why we see so many characters wielding the same type of weapon. This system allows you to create and use cool weapons without sacrificing your character's effectiveness.

3- Why base the weapon's basic attributes on their damage type?
This seems to be the trend of weapon design in official books: slashing weapons have wider critical threat range, piercing weapons have higher critical multiplier and bludgeoning weapons have bigger damage die.

4- What about weapon-specific feats and abilities, such as Weapon Focus?
They can be as specific as you want. If you want them to only affect one type of weapon, you can say they only affect weapons that have one specific template and one specific list of modifications (e.g.: Weapon Focus [dagger] would affect simple light melee weapons that deal piercing damage, 1d3 damage, 20/x3 critical range and the Thrown weapon modification).

Personally, I'd allow them to affect all weapons in a broad category: same "weight" category (light/one-handed/two-handed), same damage type (bludgeoning/slashing/piercing) and same combat range (melee/ranged). **e.g.:** Weapon Focus [dagger] would affect all light melee weapons that deal piercing damage, no matter their weapon category (simple/martial/exotic), base damage die, critical range or selection of modifications. I would also consider separating them by [Handle] and [Propulsion] modifications, to avoid things like an archer becoming an expert pistolero and a knife-fighter mastering spears.

5- What if I can't build a weapon exactly like the one I like the most from the official weapon list?
Another advantage of this system is that it can be used *in conjunction* with the normal weapons list.
The whole point of this project is to add variety to the game without sacrificing game balance. It's designed to allow players to create unique, effective and *balanced* weapons. It doesn't allow players to make weapons significantly more effective than what they can already get anyway (and the GM can always restrict/ban the modifications he feels aren't a good addition to his game).

6- What are your plans for the future of this project?
Well, weapon modifications and flaws are mostly done, but I still add new ones when I get cool new ideas. I'm currently fine-tuning the rules for special ammo and weapon materials, and I also plan to add more feats. I might even create a few archetypes or prestige classes. Last but not least, I want to add a chapter of "Optional Rules" for weapons with different blade lengths, weight and balance… This way, daggers and rapiers won't have exactly the same range, for example, and a spear won't be just as practical to carry as a dagger. Rapier will be able to hit first, but daggers will be better in close quarters.

Ideas and suggestions are always welcome! You can send them to me in my feedback thread or at my email: lemmyrpg@gmail.com. **:)**

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