

ARMOR

The Athasian heat makes heavy armor oppressive - metal suits are doubly so. Apply the Armor Check Penalty of any metal armor worn to a character's skill checks and saving throws related to heat, dehydration, fatigue or exhaustion. For non-metal armor, apply half the penalty (round down). Armor check penalties for shields do not apply to such checks.

LIGHT ARMOR (METAL VERSIONS COSTS 100 TIMES LISTED PRICE UNLESS *)

Armor	Cost	Armor Bonus	Max Dex	ACP	Spell Failure	Weight
Armored Kilt/Belt	20 cp	+1	-	0	0%	10 lbs.
Padded	5 cp	+1	+8	0	5%	10 lbs.
Cord	10 sp	+2	+7	0	10%	15 lbs.
Leather	10 cp	+2	+6	0	10%	15 lbs.
Studded leather	25 cp	+3	+5	-1	15%	20 lbs.
Wooden	20 cp	+3	+3	-1	15%	25 lbs.
Hide shirt	20 cp	+4	+3	-2	15%	18 lbs.
Chain shirt*	100 gp	+4	+4	-2	20%	25 lbs.

MEDIUM ARMOR

Armor	Cost	Armor Bonus	Max Dex	ACP	Spell Failure	Weight
Scale	5 sp	+5	+3	-4	25%	30 lbs.
Heavy hide	8 sp	+6	+1	-5	30%	40 lbs.
Chainmail*	150 gp	+6	+2	-5	30%	40 lbs.
Breastplate	20 sp	+6	+3	-4	25%	30 lbs.

HEAVY ARMOR

Armor	Cost	Armor Bonus	Max Dex	ACP	Spell Failure	Weight
Splint (bone)	20 sp	+7	+0	-7	40%	45 lbs.
Banded	25 sp	+7	+1	-6	35%	35 lbs.
Half-plate	6 gp	+8	+0	-7	40%	50 lbs.
Plate and scale	12 gp	+8	+2	-6	35%	45 lbs.
Full plate	15 gp	+9	+1	-6	35%	50 lbs.

SHIELDS

Shield	Cost	Shield Bonus	Max Dex	ACP	Spell Failure	Weight
Buckler	5 cp	+1	—	-1	5%	5 lbs.
Shield,light	9 cp	+1	—	-1	5%	6 lbs.
Shield,heavy	20 cp	+2	—	-2	15%	10 lbs.
Shield, tower	30 cp	+4	+2	-10	50%	45 lbs.

WEAPONS

The scarcity of iron and other metals means most Athasian weapons are made of more readily available materials like wood, obsidian and bone. Less durable than steel, such weapons are prone to breaking and gain the fragile quality - if the wielder rolls a 1 or scores a critical threat but fails to confirm, the weapon gains the broken condition.

Weapons typically constructed of metal suffer a -1 penalty to hit when made of other materials and may cause less damage. Simple, non-metal weapons such as bolas, clubs, quarterstaves, slings and whips suffer no penalty and cost 1 percent the normal price, as do some uniquely Athasian weapons commonly built from alternative materials. Such weapons are marked with a * in the table below. Bows and crossbows suffer the listed penalties when using non-metal ammunition. Masterwork weapons made from alternate materials retain the fragile quality and any damage reduction, although the masterwork bonus to hit can offset the penalty to hit.

Magical or psionic weapons of any material lose the fragile quality as well as any penalties to hit or damage.

MATERIALS

Bone: Costs 10 percent normal price and weighs half as much as steel. Reduce the damage dice of bludgeoning weapons by one step.

Bronze: Costs 50 percent the normal price. No penalty to hit or damage but retains the fragile quality.

Iron: As normal.

Obsidian: Costs 10 percent normal price and weighs 75 percent as much as steel. Long bladed weapons are difficult to make unless reinforced.

Steel: Costs 200 percent of the normal cost. Increase the damage dice of piercing and slashing weapons by one step.

Stone: Costs 5 percent normal price and weighs 75 percent as much as steel. Large bladed weapons are difficult or impossible to make; reduce the damage die of slashing weapons by one size.

Wood: Costs 5 percent normal price and weighs half as much as steel. Bladed weapons are difficult or impossible to make; reduce the damage dice of slashing weapons by one size.

NEW SPECIAL QUALITIES

Buckler: The weapon also can be used as a buckler. The wielder does not suffer the usual -1 penalty to hit when using it as a weapon.

Defense: The wielder suffers half the normal penalty to hit (round down) when fighting defensively or using the Combat Expertise feat.

Finesse: A finesse weapon can be used with the Weapon Finesse feat even though it is not a light weapon.

Poison (x): The weapon can hold a number of doses of poison equal to the listed value. The DC of poison administered with the weapon is increased by 1.

Versatile: Increase the damage die by one step (1d6 to 1d8, 1d8 to 1d10, etc.) when the weapon is wielded with two hands.

UNARMED ATTACKS

Simple	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Type	Special
Braxat fist*	1 cp	1d2	1d3	×2	1 lb.	B/P	—
Gauntlet*	2 cp	1d2	1d3	×2	1 lb.	B	—
Gauntlet, spiked*	5 cp	1d3	1d4	×2	1 lb.	P	—
Rope gauntlet*	10 cp	1d3	1d4	×2	2 lbs.	B/S	—
Martial	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Type	Special
Armor spikes	+10 gp	1d4	1d6	×2	+10 lbs.	P	—
Cestus*	5 cp	1d3	1d4	19-20/×2	1 lb.	B/P	—
Exotic	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Type	Special
Talid*	10 cp	1d4	1d6	19-20/×2	2 lb.	B/P/S	—

LIGHT MELEE WEAPONS

Simple	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Dagger	2 gp	1d3	1d4	19-20/×2	10 ft.	1 lb.	P/S	—
Mace, light	5 gp	1d4	1d6	×2	—	4 lbs.	B	—
Punch dagger	2 gp	1d3	1d4	×3	—	1 lb.	P	—
Sickle	6 gp	1d4	1d6	×2	—	2 lbs.	S	trip
Martial	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Axe, throwing	8 gp	1d4	1d6	×2	10 ft.	2 lbs.	S	—
Hammer, light	1 gp	1d3	1d4	×2	20 ft.	2 lbs.	B	—
Handaxe	6 gp	1d4	1d6	×3	—	3 lbs.	S	—
Hand fork	4 gp	1d3	1d4	×4	—	3 lbs.	P	—

Kukri	8 gp	1d3	1d4	18–20/x2	—	2 lbs.	S	—
Puchik	5 gp	1d4	1d6	x3	—	2 lbs.	P	—
Sap*	1 cp	1d4	1d6	x2	—	2 lbs.	B	nonlethal
Shield, light	*	1d2	1d3	x2	—	special	B	—
Spiked shield, light	+10 gp	1d3	1d4	x2	—	+5 lbs.	P	—
Starknife	8 gp	1d3	1d4	x3	20 ft.	3 lbs.	P	—
Sword, short	10 gp	1d4	1d6	19–20/x2	—	2 lbs.	P	—
Widow's knife	5 gp	1d3	1d4	x3	—	2 lb.	P/S	poison 2
Wrist razors	8 gp	1d4	1d6	19–20/x2	—	2 lbs.	S	—
Exotic	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Aklys*	5 cp	1d6	1d8	x2	20 ft.	2 lbs.	B	trip
Bard's friend	10 gp	1d3	1d4	18–20/x2	—	1 lb.	P/S	poison 3
Bragnoggen*	30 cp	1d4	1d6	x2	—	4 lbs.	B/S	reach
Forearm axe	30 gp	1d4	1d6	x3	—	6 lbs.	S	buckler
Flying talon	15 gp	1d3	1d4	x2	—	5 lbs.	P	disarm, reach, trip
Maulaxe	25 gp	1d4	1d6	x3	10 ft.	5 lbs.	B/S	—
Sabre, sawtooth	35 gp	1d6	1d8	19–20/x2	—	2 lbs.	S	—
Singing sticks*	30 cp	1d4	1d6	x2	—	1 lb.	B	defense
Tortoise blade	25 gp	1d4	1d6	19–20/x2	—	5 lbs.	P	buckler
Whip*	1 cp	1d2	1d3	x2	—	2 lbs.	S	disarm, finesse, nonlethal, 15' reach, trip
Whip, scorpion*	15 cp	1d3	1d4	x2	—	3 lbs.	S	disarm, finesse, poison 3, 15' reach, trip

ONE-HANDED MELEE WEAPONS

Simple	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Club*	1 cp	1d4	1d6	×2	10 ft.	3 lbs.	B	—
Mace, heavy	8 gp	1d6	1d8	×2	—	6 lbs.	B	—
Morningstar	12 gp	1d6	1d8	×2	—	8 lbs.	B/P	—
Shortspear*	1 cp	1d4	1d6	×2	20 ft.	3 lbs.	P	—
Martial	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Alak*	20 cp	1d4	1d6	×3	—	6 lbs.	P	disarm
Battleaxe	10 gp	1d6	1d8	×3	—	6 lbs.	S	—
Carrikal*	40 cp	1d6	1d8	×3	—	6 lbs.	S	—
Flail	8 gp	1d6	1d8	×2	—	5 lbs.	B	disarm, trip
Longsword	15 gp	1d6	1d8	19–20/×2	—	4 lbs.	S	—
Heart pick	8 gp	1d4	1d6	×4	—	6 lbs.	P	—
Impaler*	20 cp	1d6	1d8	×3	—	5 lbs.	P	versatile
Rapier	20 gp	1d4	1d6	18–20/×2	—	2 lbs.	P	finesse
Scimitar	15 gp	1d4	1d6	18–20/×2	—	4 lbs.	S	finesse
Shield, heavy	—	1d3	1d4	×2	—	special	B	—
Spiked shield, heavy	+10 gp	1d4	1d6	×2	—	+5 lbs.	P	—
Sword, bastard	35 gp	1d6	1d8	19–20/×2	—	6 lbs.	S	versatile
Tembo sword*	40 cp	1d6	1d8	19–20/×2	—	4 lbs.	S	—
Trident	15 gp	1d6	1d8	×2	10 ft.	4 lbs.	P	brace
Waraxe	30 gp	1d6	1d8	×3	—	8 lbs.	S	versatile
Warhammer	12 gp	1d6	1d8	×3	—	5 lbs.	B	—
Exotic	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Alhulak*	40 cp	1d4	1d6	×3	—	9 lbs.	P	disarm, finesse, reach, trip
Hook sword	20 gp	1d6	1d8	19–20/×2	—	8 lbs.	S	trip
Rhoka	25 gp	1d6	1d8	18–20/×2	—	6 lbs.	P/S	—

TWO-HANDED MELEE WEAPONS

Simple	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Greatclub*	5 cp	1d8	1d10	×2	—	8 lbs.	B	—
Longspear*	5 cp	1d6	1d8	×3	—	9 lbs.	P	brace, reach
Quarterstaff*	1 cp	1d4/1d4	1d6/1d6	×2	—	4 lbs.	B	double
Spear*	2 cp	1d6	1d8	×3	20 ft.	6 lbs.	P	brace
Martial	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special 0
B'rohg fork	15 gp	1d8	1d10	×4	—	12 lbs.	P	—
Datchi club*	10 cp	1d6	1d8	×3	—	10 lbs.	B/P	reach
Earth breaker	40 gp	1d10	2d6	×3	—	14 lbs.	B	—
Falchion	75 gp	1d6	2d4	18–20/×2	—	8 lbs.	S	—
Flail, heavy	15 gp	1d8	1d10	19–20/×2	—	10 lbs.	B	disarm, trip
Glaive	8 gp	1d8	1d10	×3	—	10 lbs.	S	reach
Greataxe	20 gp	1d10	1d12	×3	—	12 lbs.	S	—
Greatsword	50 gp	1d10	2d6	19–20/×2	—	8 lbs.	S	—
Great terbutje*	10 sp	1d10	2d6	19–20/×2	—	8 lbs.	S	—
Halberd	10 gp	1d8	1d10	×3	—	12 lbs.	P/S	brace, trip
Lance*	10 cp	1d6	1d8	×3	—	10 lbs.	P	reach
Pickaxe	14 gp	1d6	1d8	×4	—	12 lbs.	P	—
Quad fauchard	12 gp	1d8	1d10	×3	—	10 lbs.	P/S	brace, reach
Ranseur	10 gp	1d6	2d4	×3	—	12 lbs.	P	disarm, reach
Scythe	18 gp	1d6	2d4	×4	—	10 lbs.	P/S	trip
Spear, totem	15 gp	1d8	1d10	×3	10 ft.	6 lbs.	P/S	—
Trikal	15 gp	1d8	1d10	×3	—	10 lbs.	S	trip
Exotic	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Cahulak*	10 sp	1d4/1d4	1d6/1d6	×3	—	12 lbs.	P	disarm, double or reach, finesse, trip
Chain, Spiked	25 gp	1d4	1d6	×2	—	10 lbs.	P/S	disarm, finesse, reach*, trip

Dragon's paw	30 gp	1d6/1d6	1d8/1d8	x3	—	9 lbs.	P	defense, double
Hamanu's staff*	90 cp	1d6/1d6	1d8/1d8	x2	—	8 lbs.	B/P/S	double
Garrote*	50 cp	1d6	2d4	x2	—	1 lb.	B	grapple
Gythka	25 gp	1d6/1d6	1d8/1d8	19-20/x2	—	12 lbs.	P/S	double
Lotulis	30 gp	1d6/1d6	1d8/1d8	19-20/x2	—	10 lbs.	P/S	double, trip
Sky hammer	50 gp	1d8	1d10	x2	—	15 lbs.	B	reach*

RANGED WEAPONS

Simple	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Blowgun*	2 cp	1	1d2	x2	20 ft.	1 lb.	P	—
Blowgun darts (10)*	.5 cp	—	—	—	—	1 lb.	—	—
Crossbow, heavy*	50 cp	1d8	1d10	19-20/x2	120 ft.	8 lbs.	P	—
Crossbow, light*	35 cp	1d6	1d8	19-20/x2	80 ft.	4 lbs.	P	—
Crossbow bolts (10)	1 gp	—	—	—	—	1 lb.	—	—
Dart*	.5 cp	1d3	1d4	x2	20 ft.	1/2 lb.	P	—
Javelin*	1 cp	1d4	1d6	x2	30 ft.	2 lbs.	P	—
Sling*	—	1d3	1d4	x2	50 ft.	—	B	—
Sling bullets (10)*	.1 cp	—	—	—	—	2 lbs.	—	—
Martial	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Chatka*	20 cp	1d6	1d8	x2	30 ft.	1 lb.	S	—
Longbow*	75 cp	1d6	1d8	x3	100 ft.	3 lbs.	P	—
Longbow, composite*	100 cp	1d6	1d8	x3	110 ft.	3 lbs.	P	—
Shortbow*	30 cp	1d4	1d6	x3	60 ft.	2 lbs.	P	—
Shortbow, composite*	75 cp	1d4	1d6	x3	70 ft.	2 lbs.	P	—
Arrows (20)	1 gp	—	—	—	—	3 lbs.	P	—
Exotic	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bola*	5 cp	1d3	1d4	x2	10 ft.	2 lbs.	B	nonlethal, trip
Bola, Brutal*	15 cp	1d3	1d4	x2	10 ft.	2 lbs.	B/P	trip
Crossbow, double*	300 cp	1d6	1d8	19-20/x2	80 ft.	18 lbs.	P	—
Crossbow, hand*	100 cp	1d3	1d4	19-20/x2	30 ft.	2 lbs.	P	—

Crossbow bolts (10)	1 gp	—	—	—	—	1 lb.	—	—
Dejada*	20 cp	1d3	1d4	×2	50 ft.	2 lbs.	B	—
Sling bullets (10)*	.1 cp	1d3	1d4	×2	—	2 lbs.	—	—
Pelota (10)*	2 cp	1d4	1d6	19–20/×2	—	5 lbs.	B/P	—
Net*	20 cp	—	—	—	10 ft.	6 lbs.	—	special
Shuriken (5)	1 gp	1	1d2	×2	10 ft.	1/2 lbs.	P	special
Sling staff	20 gp	1d6	1d8	×3	80 ft.	3 lbs.	B/P	—
Sling bullets (10)*	.1 cp	1d3	1d4	×2	—	2 lbs.	—	—