

## **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 \*)**

| <b>Armor</b>      | <b>Cost</b> | <b>Armor Bonus</b> | <b>Max Dex</b> | <b>ACP</b> | <b>Spell Failure</b> | <b>Weight</b> |
|-------------------|-------------|--------------------|----------------|------------|----------------------|---------------|
| 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**

| <b>Armor</b> | <b>Cost</b> | <b>Armor Bonus</b> | <b>Max Dex</b> | <b>ACP</b> | <b>Spell Failure</b> | <b>Weight</b> |
|--------------|-------------|--------------------|----------------|------------|----------------------|---------------|
| 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**

| <b>Armor</b>    | <b>Cost</b> | <b>Armor Bonus</b> | <b>Max Dex</b> | <b>ACP</b> | <b>Spell Failure</b> | <b>Weight</b> |
|-----------------|-------------|--------------------|----------------|------------|----------------------|---------------|
| 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     | x2       | +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/x2 | 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     | x3       | —      | 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     | x3       | —      | 3 lbs. | S    | —       |
| Hand fork     | 4 gp | 1d3     | 1d4     | x4       | —      | 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           | —   |
| <b>Exotic</b>        | <b>Cost</b> | <b>Dmg (S)</b> | <b>Dmg (M)</b> | <b>Critical</b> | <b>Range</b> | <b>Weight</b> | <b>Type</b> | <b>Special</b>  |
| 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,<br>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,<br>finesse,<br>nonlethal,<br>15' reach,<br>trip |
| Whip, scorpion*      | 15 cp       | 1d3            | 1d4            | x2              | —            | 3 lbs.        | S           | disarm,<br>finesse,<br>poison 3,<br>15' reach,<br>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'rohng 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.   | —   | —       |