Weapon Table

Simple Weapons

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

Martial Weapons

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

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

Exotic Weapons

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

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