CREATING CUSTOM WEAPONS

Creating custom designed weapons is a simple process. You take the base weapon determined by size of the wielder and modify it with the bonus steps determined by if it is simple, martial, ranged, or exotic. In addition, with martial and exotic weapons you can reduce the die damage of the weapon by one step to improve the critical multiplier, critical threat range, or both. Ranged Weapons also have access to ranged weapon features. Only exotic weapons can take exotic weapon features. These guidelines can be applied to any d20 System campaign.

Table I

BASIC "ONE HANDED" WEAPONS	DIE DAMAGE	CRITICAL THREAT	CRITICAL MULTIPLIER
Small Creature	D4	20	X2
Medium Creature	D6	20	X2
Large Creature	D8	20	X2

Table II

WEAPON DIE STEPS					Max for Simple Weapons		Max for Martial Weapons
Small Creature	NA	1	D2	D3	D4	D6	D8	D10
Medium Creature	1	D2	D3	D4	D6	D8	D10	D12
Large Creature	D2	D3	D4	D5	D8	D10	D12	2D8

Simple Melee Weapons

Simple Melee Weapons are easy to create and simple in function. They usually inflict less damage than martial weapons and lack any special abilities. Simple weapons have one free weapon step that can be applied to increase its damage, critical threat, or critical multiplier. In addition, the base weapon can be altered to become a thrown weapon, a light weapon, or a two handed weapon. Simple weapons inflict bludgeoning, piercing, or slashing damage. A simple thrown weapon takes a -2 penalty if used for melee attacks, and has a RI of 10ft for bludgeoning and 20ft for piercing.

Free Weapon Step: Choose one of the features below
1. Increase Die Damage by one step (i.e.: 1d6 to 1d8).
2. Increase Critical Threat by one (19 to 20 max for simple weapons).
3. Increase Critical Multiplier by one (x3 max for simple weapons).

Balanced for Throwing: A simple melee weapon can balanced for throwing by lowering the Damage Die of the weapon by one step. In exchange, the melee weapon gains a range increment. Bludgeoning and Slashing weapons have a RI of 10. Piercing weapons have a RI of 20. This weapon can be used without penalty in melee or ranged attacks.

Light Simple Weapon: A simple weapon is converted into a "light" weapon by dropping by one size step. The smaller weapon inflicts one step less damage.

Simple Two-Handed Weapon: A simple weapon can be enlarged one step. This increase provides the 2H weapon with one bonus Die Damage step. The total die damage can not exceed the maximum given above (see table II).

Martial Melee Weapons:

Martial Weapons inflict more damage than simple weapons and often have special properties. Martial Weapons require labor and special materials to manufacture and are more difficult to use than simple weapons. Unlike simple weapons, martial weapons provide two free weapon steps. A martial thrown weapon takes a -2 penalty if used for melee attacks, but is created in exactly the same way. Unlike a simple weapon the base RI increment above can be increased by 10ft per die damage step sacrificed.

Two Free Weapon Steps: Choose two features from below, but not the same one twice.
1. Increase Die Damage by one die size (i.e. 1d6 to 1d8)
2. Increase Critical Threat by one (18 to 20 max for martial weapons).
3. Increase Critical Multiplier by one (x5 max for martial weapons).
4. Two Special Functions: The weapon has TWO of the special functions listed below:
   - *Disarm*: This weapon provides a +2 bonus to disarm attempts.
   - *Finesse*: Regardless of size, this weapon can be used with the Weapon Finesse feat.
   - *Hand Guard*: This weapon provides a +2 bonus to resist disarming attempts.
   - *Mounted*: This weapon inflicts double damage when use to attack from the back of a charging mount. A 2H weapon can be used one handed while mounted.
   - *Multifunctional*: This weapon inflicts two different types of damage (i.e. Morningstar, Axe-Pick, or Torch) rather than the standard single type.
   - *Reach*: If this weapon is Two-Handed, it extends the reach of the user by 5ft. (This weapon normally can not be used against opponents within the weapons reach).
   - *Set for Charge*: If this weapon is use as part of a "readied" action against a charging opponent, the weapon inflicts double damage.
   - *Tripping*: This weapon can be used to make trip attacks.

Sacrifice Die Damage: You can sacrifice one die step to gain one additional point for Critical Threat or Critical Multiplier. This can only be done once.

Balanced for Throwing: A throwing weapon can be created by lowering the Die Damage of the weapon by one step. In exchange, the weapon gains a range increment. Bludgeoning and Slashing weapons have a RI of 10. Piercing weapons have a RI of 20. Lowering the Die Damage by an additional step increases the RI by 10ft. This weapon can be used without penalty for melee or ranged attacks.

Light Martial Weapon: A martial weapon is converted into a "light" weapon by dropping by one size step. The smaller weapon inflicts one weapon die step less damage.

Martial Two-Handed Weapon: A martial weapon can be enlarged one step. This increase provides the 2H weapon with two bonus Die Damage steps or increases the Critical Multiplier of the weapon by one. The total die damage can not exceed the maximum given above (see table II).

Exotic Melee Weapons

Exotic melee weapons are created just like martial weapons. In addition to all the features of a martial weapon, an exotic weapon also has an exotic weapon feature.

Exotic Weapon Features: Choose one from below
- *Double Weapon*: A double weapon is created by linking two one handed martial weapons together. A double weapon can be used as if the character is holding a one handed weapon and a light weapon.
- *Hand-And-A-Half Weapon*: If the weapon is a two handed martial weapon, reduce the Weapon Die by one step and allow the weapon to be used by any creature with the proper exotic weapon proficiency as a One Handed Weapon.
- *Monastic Weapon*: A "light" weapon can be used as a special "monk" weapon with the proper exotic weapon proficiency. This weapon can be used by a monk in concert with her "flurry of blows" class ability.
- *Payload Weapon*: This weapon delivers bonus damage with a liquid payload on a successful blow. This fluid can be a flask of oil, holy water, acid, or an alchemical grenade. The weapon must be refilled after a successful attack. The target suffers a direct hit by the liquid held in the weapon.
- *Weighted Weapon*: This weapon is intentionally unbalanced so that it can hit harder than normal. Increase the Weapon Die by one step. Examples of weighted weapons include a leaden glove, a sledgehammer, a mercury filled sword, or a petrified tree war club.
- *Rebound*: This weapon can affect two adjacent targets. A single attack roll is made at a -2 penalty and compared to both AC scores. The first target must be hit to affect a secondary target.

Ranged Weapon

A ranged weapon is any weapon meant to be thrown or fired. Using a thrown weapon as a melee weapon, results in a -4 attack roll penalty. Ranged weapons can be simple, martial, or exotic. Create weapon as a one handed melee weapon. Then add any range weapon modifiers. Thrown weapons have a base range of 10ft for bludgeoning and slashing and 20ft for piercing which can be increased by 10ft by dropping one damage die size. The range increment of a projectile weapon is determined by the weapon's relative size. A projectile weapon of equal or less size to the wielder usually can be used one handed. A range weapon more than one size level larger than the wielder can not be used as a one handed weapon. The smaller a projectile weapon is the less damage it inflicts, but the easier it is to conceal. Bows are always two handed weapons.

Table III

Relative Projectile Weapon Size	Example	Range Increment
Palm Sized (3 sizes lower than user)	Wheel Lock Hold-out	10ft or less
Hand Sized (2 sizes lower than user)	Bola Crossbow	30ft or less
Tip Heavy (1 size lower than user)	Slingshot	60ft or less
Unbalanced (Equal to user's size)	Harquebus	80ft or less
Oversized (One size larger than user)	Net Crossbow	120ft or less
Massive (Two sizes larger than user)	Saddle Cannon	150ft or less

Ranged Weapon Modifications:

Palmed Weapon: These miniature weapons are designed to be easily concealable and easy to draw. Reduce the Weapon Die by four steps, but you can draw the weapon as a free action.

Hand Sized: These weapons are designed to use with one hand without penalty. Reduce damage die by two steps. There is no penalty in firing this weapon with one hand.

Tip Heavy: These weapons can often be fired with one hand at a slight penalty (-1 AB). Reduce damage die by two steps.

Unbalanced: These weapons can be fired with one hand at a heavy penalty (-2 AB). There is no penalty due to the size of the weapon.

Oversized: This is the maximum size of a hand held ranged weapon. It always requires two hands to aim and fire (-4 AB to fire one handed). An oversized weapon increases the Weapon Die by one step. The weapon die can not exceed the maximum on table II.

Massive: A massive ranged weapon is too large for the user to hold. This weapon can only be used by the character if attached a mount one size larger than the user, bolted to a cart or swivel, or fired while lying prone. A massive weapon increases the Base Die

Damage by two steps. Maximum Damage is 2d10 for large wielders, 2d8 for medium wielders, and 1d12 for small wielders.

Special Projectile Features: A projectile weapon can choose one of the features below. These features increase the base cost of the weapon dramatically (x2 to x3).

1. **Mechanical Advantage**: This weapon ignores the STR of the user. A low or high STR score has no effect on the weapons damage. By slowing the reloading speed of the weapon, the weapon gains a bonus to its Weapon Die.
   - Free Action to Reload: No bonus
   - Move Action to Reload: Increase DIE DAMAGE by one step
   - Full Action to Reload: Increase DIE DAMAGE by two steps
   - Two Full Actions to Reload: Increase DIE DAMAGE by three steps
2. **Mighty:** This projectile weapon requires a certain STR to use. The required STR modifier of the weapon can be added as a damage bonus. In addition, the RI of mighty weapon is increased by 10% (at least 10ft).
3. **Black Powder Explosives:** Rockets, bamboo cannons, and fire-lances can only be fired once. They hurl fire, iron arrows, or lead balls across a *burst* (10ft rad.), *cone* (25ft), or *line* (5ftx60ft) shaped area respectively (Reflex negates = DC 10+BAB). Rockets make a ranged touch attack on the target square. Damage and RI is determined by size. BP explosives are "line-of-sight" martial weapons.
4. **Wheel-lock Firearms (Optional):** A wheel-lock firearm is always a single shot weapon and takes a full round to reload, but it makes *ranged touch attacks*. The cost of firearms is very high (100gp per weapon size level and 10gp per shot), and they are always "exotic" weapons. The range increment of a wheel-lock holdout is 10ft, a pistol is 20ft to 50ft, a musket is 60 to 80ft, and cannon 90ft+. On an attack roll of "1" the gun misfires and the barrel must be cleared (1d4 rounds) before it can be reloaded. This option is best used in a medieval setting (c.1500).

Other Factors:

Cost: The cost of a non-magical weapon only has relevance to a first level character. A weapon will either be too expensive for a character to purchase or not. The cost of a "Simple" weapon ranges from free to up to 50gp. The cost of a "Martial" weapon is usually less than 100gp. The cost of an "Exotic" weapon can very dramatically. Double weapons cost at least twice the cost of the two martial weapons they combined. Exotic Weapons rarely cost more than 400gp.

Weight: Weight is relative to the size and material composition of the weapon. Use a weapon of similar size and structure as a basis of comparison.

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