

SIMPLE WEAPONS—MELEE

Item	Cost	Damage	Critical	Range Increment	Weight	Type	Size
Brass Knuckles	8	1d4	x2	2	.5	bludgeoning	small
Club, boffer	10	0	1pt	0	2	bludgeoning	medium
Knife, boffer	5	0	1pt	5	1	bludgeoning	small
Machete	4	1d6	x2	–	5	slashing	medium
Pitchfork	5	1d4	x4	–	7	piercing	large
Shiv	–	1d3	x2	–	.25	piercing	small
Sword, boffer	10	0	1	0	2	bludgeoning	medium

SIMPLE WEAPONS—RANGED

Item	Cost	Damage	Critical	Range Increment	Weight	Type	Size
Slingshot	10	1d4	x2	30'	2	bludgeoning	small

MARTIAL WEAPONS—MELEE

Item	Cost	Damage	Critical	Range Increment	Weight	Type	Size
Chain, fighting	4	1d6	x2	–	5	bludgeoning	large
Ice Pick, combat	15	1d4	x4	–	3	piercing	small
Wrist Blade	45	1d4	19-20/x2	–	4	slashing	small
Wrist Blade, double	60	1d6	19-20/x2	5	–	slashing	medium

MARTIAL WEAPONS—RANGED

Item	Cost	Damage	Critical	Range Increment	Weight	Type	Size
Arrows, boffer (20)	2	0	1	20'	3 lb.	bludgeoning	
Buckler, Throwing	45	1d6	x2	20'	5	bludgeoning	medium

SPORTS WEAPONS—MELEE

Item	Cost	Damage	Critical	Range Increment	Weight	Type	Size
Bat, aluminum	15	1d6	19-20/x2	–	5	bludgeoning	medium
Hockey Stick	10	1d6	x2	–	5	bludgeoning	large
Golf club	20	1d4	x2	–	2	bludgeoning	medium

SPORTS WEAPONS—RANGED

Item	Cost	Damage	Critical	Range Increment	Weight	Type	Size
Baseball	2	1d6	x3	50	1	bludgeoning	small
Flying disc, combat	13	1d8	x3	60	1	slashing	small
Bowling ball	15	1d6	x3	20	15	bludgeoning	medium

EXOTIC WEAPONS—MELEE

Item	Cost	Damage	Critical	Range Increment	Weight	Type	Size
Chainsaw	35	3d8	x3	–	15	slashing	medium
Mace, double-headed	50	1d8/1d8	x2	–	25	bludgeoning	medium

EXOTIC WEAPONS—RANGED

Item	Cost	Damage	Critical	Range Increment	Weight	Type	Size
Arrow, tranquilizer	15	1d4	x2	50'	.25	piercing	

MARTIAL WEAPONS – FIREARMS

Item	Cost	Damage	Critical	Range Increment	Capacity	Weight	Min Str	Size
.25 pistol	300	1d8	x3	50	10	2	9	small
.35 pistol	400	1d10	x3	50	10	2	12	small
.45 pistol	600	1d12	x3	50	8	4	14	small
.55 pistol	1000	2d8	x3	50	5	6	16	small
.25 rifle	300	2d4	x3	90	5	5	9	medium
.45 rifle	700	2d6	x3	120	5	6	12	medium
20GA Scattergun	500	2d6	19-20/x3	20	5	5	12	medium
10GA Scattergun	1100	4d6	19-20/x3	20	5	5	14	medium
Bringdown Launcher	500	5d6	x2	20	3	8	12	medium

Exotic Weapons (Ranged):

Arrow, tranquilizer—Tranquilizer arrows are designed to deliver a chemical injection upon striking an opponent. Opponents struck take 1d4+6 temporary constitution damage, fortitude save for half (DC 18). Any victim reduced to less than 0 points of constitution by a tranquilizer must make an additional fortitude save (DC = 15+ 1 per point of constitution damage less than zero) or fall into a coma. Comatose creatures roll a fortitude save every day (DC 18). If they make this saving throw they wake from their torpor. If they fail, they remain comatose. If they roll a 1 on this save, they die. This represents a standard dose of sedative; arrows can hold different doses, depending on the intended target. The Tranquilizer Weapon is not legal in any Xcrawl event, and is used primarily by Trappers to bring down big game for the Crawls.

Notes On All Firearms:

The table is an extremely basic list of generic firearm types available in the NAE. GM's should free to expand and alter this list as they see fit.

Firearms are not allowed for use in Xcrawl, nor are they legal for civilian commoners of the NAE to possess. Police, military, security guards and the nobility are allowed to own guns, although everyone must gain a license to carry a firearm from the government.

Masterwork versions of the pistols mentioned are available at standard cost for masterwork weapons. Magical bullets can be created using spells such as *Greater Magic Weapon*. Guns can be enchanted, though it only increases the chances for the firearm to resist jamming, and aid in matters of drawing the weapon and durability of the weapon; enchantments on firearms do not add to hit or damage bonuses.

The capacity refers to how many shots may be held in a clip. It takes a full round action to eject a spent clip and load a fresh one.

All pistols listed are considered semi-automatic. Characters use their normal ranged attack bonus, and have their normal number of ranged attacks with a firearm. Ranged attack feats—for example rapid fire and precise shot—apply to firearm use.

The minimum strength (Min. Str) is how strong a character must be to fire the pistol effectively. A character must be strong enough to deal with the gun's recoil. If a character attempts to fire a gun and he is not strong enough to effectively use it, he receives a -2 to hit for every point of Str he is below minimum. Example: a character with a 12 strength would receive a -4 if he attempted to shoot a .45 pistol, which has a STR minimum of 14.

ARMOR

Item	Cost	Max Dex Bonus	Armor Bonus	Armor Chk Penalty	Arcane Spell Failure	Spd (30'/20')	Wt
Armor, boffer 20		+6	+1	0	5%	30'/20'	10 (light)
Bonded	250	+5	+3	-1	15%	30'/20'	20 (light)
Composite Sports Gear							
Standard	150	+3	+4	-2	20%	20'/15'	25 (medium)
Light	150	+4	+3	-2	20%	30'/20'	15 (light)
Micromesh armor	550	+3	+5	-2	25%	30'/20'	20 (light)
Micromesh armored clothing	850	+5	+3	-1	20%	30'/20'	15 (light)
MiniLynx							
Standard	2500	+4	+6	-3	25%	20'/15'	25 (medium)
Light	3200	+8	+4	-1	20%	30'/20'	15 (light)
Riot Gear	1000	+1	+5	-5	35%	20'/15'	30 (medium)
Shield, Large,							
Plastic Riot	100	-	+2	-1	15%	-	10lb
Shield, Small,							
boffer	10	-	+1	-1	5%	-	3lb