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### Fortune's Die Weapons

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This is the concise (C) reference for the document. For the text of the rules, refer to the annotated (A) or basic (B) versions instead.

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### Weapon Creation

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Handedness	Type	Quick Reference		
		Budget ( $\beta$ )	Weight	Cost ( $\Phi$ )
Light	Simple	2		1
	Martial	4	1	2
	Exotic	6		4
One-Handed	Simple	4		2.5
	Martial	6	2	5
	Exotic	8		10
Two-Handed	Simple	9		5
	Martial	11	5 (10 with reach)	10
	Exotic	13		20
Double	Simple	2		5
	Martial	4	5	10
	Exotic	6		20

### 1 $\beta$ Abilities

- Adaptable
- Attached
- Block
- Brace
- Concealed
- Die Split
- Disarm
- Distracting
- Extra Damage Type
- Grapple
- Nonlethal
- Performance
- Sunder
- Thrown (10')
- Trip

### 2 $\beta$ Abilities

- Damage Die
- Crit Range
- Crit Multiplier
- Hurled (20')
- Reach

### 1.3. EXAMPLE WEAPON CHARTS



#### Example Weapon Charts

##### Simple Weapons

Light Simple Weapons				Cost: 1Φ	Weight 1 lb.
Name	Die	Critical	Reach	Type	Special
Dirk	1d4	20/x3		P	
Knife	1d4	19-20/x2		S	
† Mace, Light	1d6	20/x2		B	
Spike-Studded Gauntlet	1d4	20/x2		P/B	Attached

  

One-Handed Simple Weapons				Cost: 2.5Φ	Weight 2 lb.
Name	Die	Critical	Reach	Type	Special
Brush Knife	1d6	19-20/x2		S	
Cleaver	1d8	20/x2		S	
Goad	1d6	20/x3		P	
† Mace, Heavy	1d8	20/x2		B	
Shortspear	1d6	20/x2		P	Hurled

  

Two-Handed Simple Weapons				Cost: 5Φ	Weight 10 lb. if reach, otherwise 5 lb.
Name	Die	Critical	Reach	Type	Special
Axe, Forester's	1d12	20/x2		S	Sunder
Half Staff	1d8	20/x2	1-2	B	Block
† Longspear	1d8	20/x3	2	P	Brace
Miner's Pick	2d4	20/x4		P	
Pitchfork	1d8	20/x3	2	P	Disarm
Sledge	2d6	20/x2		B	
† Spear	1d8	20/x3		P	Brace, Hurled
† Quarterstaff	1d6	20/x2		B	Double



### 1.3. EXAMPLE WEAPON CHARTS

#### Martial Weapons

Light Martial Weapons				Cost: 2Φ	Weight 1 lb.
Name	Die	Critical	Reach	Type	Special
† Handaxe	1d6	20/x3		S	
Kukri	1d4	18-20/x2		S	
† Pick, Light	1d4	20/x4		P	
Quickblade	1d4	19-20/x2		P	Thrown, Concealed
† Short Sword	1d6	19-20/x2		P	
Tomahawk	1d4	20/x3		S	Hurled

One-Handed Martial Weapons				Cost: 5Φ	Weight 2 lb.
Name	Die	Critical	Reach	Type	Special
† Battleaxe	1d8	20/x3		S	
† Cutlass	1d6	18-20/x2		S	
† Flail	1d8	20/x2		B	Disarm, Trip
Jarid	1d8	20/x2		P	Hurled
† Long Sword	1d8	19-20/x2		S	
Military Hammer	1d8	20/x2		P/B	Sunder
† Pick, Heavy	1d6	20/x4		P	
Sabre	1d6	19-20/x3		S	
Truncheon	2d4	20/x2		B	Nonlethal
† Warhammer	1d8	20/x3		B	

Two-Handed Martial Weapons				Cost: 10Φ	Weight 10 lb. if reach, otherwise 5 lb.
Name	Die	Critical	Reach	Type	Special
† Bardiche	1d10	19-20/x2	2	S	Brace
† Glaive-Guisarme	1d10	20/x3	2	S	Brace
Goedendag	1d10	19-20/x3		P/B	
† Greatsword	2d6	19-20/x2		S	
Hand-and-Half Sword	1d12	19-20/x2		S	Adaptable
Heavy Axe	2d6	20/x3		S	
Hooked Poleaxe	1d10	20/x3	2	S	Trip
Military Fork	1d8	20/x4	2	P	Disarm
Pick, Military	2d4	19-20/x4		P	
Pike	1d10	20/x2	2-3	P	Brace
Partisan	1d10	20/x2	1-2	P	Brace
War Maul	2d6	20/x2		P/B	Sunder
Double Spear	1d6	20/x3		P	Double

### 1.3. EXAMPLE WEAPON CHARTS



#### Exotic Weapons

Light Exotic Weapons				Cost: 4Φ	Weight 1 lb.
Name	Die	Critical	Reach	Type	Special
† Aklys	1d6	20/x2		B	Hurled, Performance, Trip
Dragnet, Light	1d4	20/x2	2	B	Disarm, Trip, Grapple, Nonlethal
Goblin Ripper	1d6	19-20/x3		S	
Orcpiercer	1d8	20/x3		P	
Spring Blackjack	1d6	19-20/x2		B	Nonlethal, Concealed
Swordbreaker	1d6	19-20/x2		S	Disarm, Sunder
Assassin's Blade	1d4	19-20/x4		P	
Throwing Spikes	1d4	19-20/x3		P	Concealed, Thrown

  

One-Handed Exotic Weapons				Cost: 10Φ	Weight 2 lb.
Name	Die	Critical	Reach	Type	Special
Balanced Pigsticker	2d4	20/x3		P	Adaptable
Assassin's Sword	1d6	19-20/x4		P	
Ogrepiercer	1d10	20/x3		P	
† Falcata	1d8	20/x3		S	
Half Bladestaff	1d8	19-20/x3		S	
Hand-and-Half Sword	2d4	19-20/x2		S	Adaptable
Hooked Sword	1d8	19-20/x2		S	Disarm, Trip
† Rhoka	1d8	20/x4		S	
Weighted Whip	1d4	20/x2	2-3	B	Nonlethal, Grapple, Disarm, Trip

  

Two-Handed Exotic Weapons				Cost: 20Φ	Weight 10 lb. if reach, otherwise 5 lb.
Name	Die	Critical	Reach	Type	Special
Balanced Pigsticker	1d10	20/x3	1-2	P	Adaptable
Dragnet, Heavy	2d4	20/x2	2-3	B	Disarm, Trip, Grapple, Nonlethal
† Fauchard	1d10	18-20/x2	2	S	Trip
† Flying Blade	1d12	20/x3	2	S	Performance
Footman's Long Flail	2d6	20/x2	2	B	Trip, Disarm
Full Bladestaff	2d6	19-20/x3		S	
Giantpiercer	2d6	20/x4		P	
Headsmen's Axe	2d4	18-20/x4		S	
Hooked Longpike	1d10	20/x2	2-3	P	Trip, Brace, Disarm
† Longhammer, Dwarven	2d6	20/x3	2	B	
Puzzle Staff	1d10	20/x2		B/P	Nonlethal, Grapple, Disarm, Trip, Brace, Sunder
Scourge Flail	1d12	19-20/x2		B/P	Disarm, Trip
Weighted Chain	1d8	20/x2	2-3	B	Adaptable, Disarm, Distract, Grapple, Trip

  

Exotic Double Weapons				Cost: 20Φ	Weight 5 lb.
Name	Die	Critical	Reach	Type	Special
† Axe, Orc Double	1d8	20/x3		S	Double
Crescent Antler Sword	1d6	19-20/x2		P	Double, Block, Disarm
† Flail, Dire	1d8	20/x2		B	Double, Disarm, Trip
Kusarigama (L)	1d8	19-20/x2		S	Double
Kusarigama (R)	1d4	20/x2	1-2	B	Double, Disarm, Trip
† Sword, Two-Bladed	1d8	19-20/x2		S	Double