

New 3rd Edition Weapons

Butterfly Knife: Simple Melee Weapon, Damage- 1d4, Critical- 18-20/x2, Weight- 1 lb., Range- 10 ft., Size- Tiny, Type- Piercing, Market Price- 10 GP

Butterfly knives are essentially the same as daggers, except for one modification. The blade is forged in a wavelike pattern, which still comes to a point at the end. The wavelike pattern of the blade gives the user the opportunity to twist the dagger before withdrawing it from the victim, thus making an even larger wound. When a hit is scored with a butterfly knife against an opponent wearing light or no armor, the user may choose to make a Dexterity check (DC 20) as a free action to twist the dagger. If he succeeds, the knife does an extra 1d6 points of damage. The extra damage dealt by a butterfly knife stacks with the extra damage from a sneak attack.

Boomerang: Exotic Ranged Weapon, Damage- 1d8, Critical- x2, Weight- 4 lbs., Range- 50 ft., Size- Medium, Type- Bludgeoning, Market Price- 150 GP

Boomerangs were originally hunting weapons, used first by the nomadic people of the Grasslands. A boomerang can be thrown and returns to its owner in one round as a standard action. A boomerang has two chances to make a hit in one round. The initial throw must have an attack roll to hit. On the way back to its owner, the target of the original attack must succeed a Reflex save (DC 20) to dodge the boomerang and avoid an extra 1d8 points of damage. Anyone wielding this weapon without the Exotic Weapon Proficiency feat for it must also succeed a Reflex save (DC 20) to catch the boomerang. Add the attacker's Strength modifier to the initial attack, but not on the return. Boomerangs thrown into strong winds get a -10 penalty to range. Boomerangs thrown with the wind get a +10 bonus to their range.

Double Blade: Exotic Melee Weapon, Damage- 1d6/1d6, Critical- 19-20/x2, Weight- 6 lbs., Size- Medium, Type- Slashing/Piercing, Market Price- 50 GP

The double blade is a very versatile weapon. It is the blade of a slightly oversized dagger and the blade of a slightly oversized kama attached at opposite ends of a 18 inch long steel cylinder. The versatile thing about this weapon is that it can make slashing and/or piercing attacks and it very easy to handle. A character that gets multiple attacks in a round can choose any combination of slashing and piercing attacks that he makes with the double blade. A character wielding a double blade without the Exotic Weapon Proficiency feat for it has a 50% chance of hitting himself.

Hook Swords: Exotic Melee Weapons, Damage- 1d6 apiece, Critical- 19-20/x2,

Weight- 4 lbs. apiece, Size- Medium, Type- Slashing, Market Price- 200 GP

Hook swords are strange weapons from the Orient, and are always sold and used in pairs. They are the same as a longsword, except the blade makes a 180-degree curve at the end. A character with the Exotic Weapon Proficiency feat with these weapons can fight as if he had the Ambidexterity and Two-Weapon Fighting feats while using them. Characters still must have a high enough Base Attack Bonus to use both swords in one round. Once per round, the wielder of the hook swords may make a trip attempt with one of his swords without provoking attacks of opportunity. Both hook swords must be in the attacker's hands to use this ability. This trip attempt is a full-round action.

Sai: Exotic Melee Weapons, Damage- 1d6 apiece, Critical- 19-20/x2,

Weight- 2 lbs. apiece, Size- Small, Type- Piercing, Market Price- 50 GP

Sai, like hook swords, are weapons from the Orient, and are always sold, and used, in pairs. Sai have a handle that measures 6 inches long. The upper part resembles a pitchfork. The two outer prongs measure 4 to 5 inches long and curve slightly outward at the tips. The middle prong, however, extends 9 to 10 inches long. Sai can be used effectively as daggers and disarming implements. Once per round, the wielder of the sai can use both of them to attempt to disarm the opponent. This disarm attempt is a full-round action and doesn't provoke attacks of opportunity. Both sai must be in hand in order to use this ability.

Lashknife: Exotic Melee Weapon, Damage- 2d4, Critical- x2, Weight- 15 lbs.,

Size- Large, Type- Piercing, Market Price- 25 GP

The lashknife is the cousin of the spiked chain. It is a chain attached to a metal rod. On the other end of the chain is a blade, resembling a small falchion. The lashknife does essentially all of the same things that a spiked chain does, except that lashknives do slashing damage instead of piercing damage. Also, the lashknife can make reach attacks up to 15 feet away.