

WEAPONS

The following are special FFd20 equipment.

Table: FFd20 Melee Weapons

FFd20 Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Type	Special
Feral Claw Gauntlets (Light/Martial)	50 gil	1d3	1d4	x2	2 lbs.	Bludgeoning and Slashing	See text.
Fork, Qu Battle (2-handed/Exotic)	125 gil	2d4	1d10	x3	12 lbs.	Piercing	Brace, disarm, reach
Sword, Knight (1-handed/Exotic)	53 gil	1d8	1d10	19-20	6 lbs.	Slashing	—
War Pick, Galkan (2-handed/Exotic)	75 gil	2d4	2d6	x3	12 lbs.	Piercing	Trip
Weighted Hand/Footwraps (Simple)	10 gil	+1	+1	—	2 lbs.	Bludgeoning	Monk

Table: FFd20 Ranged Weapons

FFd20 Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type	Special
Blaster Edge	25 gil	1d6	1d8	x2	30 ft.	7 lbs.	Slashing	See text
Blitzball (1-handed/Exotic Light)	5 gil	1d4	1d6	x2	20 ft.	2 lbs.	Bludgeoning	Performance
Blitzball, Spiked (1-handed/Exotic Light)	50 gil	1d6	1d8	x2	10 ft.	5 lbs.	Bludgeoning and Piercing	Performance
Fuma Shuriken (1-handed/Exotic)	72 gil	1d6	2d4	x3	30 ft. (thrown)	12 lbs.	Slashing or piercing	—
Greatbow (2-handed/Exotic)	200 gil	1d8	1d10	x3	120 ft.	6 lbs.	Piercing	—
Harp-Bow (2-handed/Exotic)	345 gil	1d4	1d6	x3	70 ft.	8 lbs.	Piercing	See text.

Blaster Edge: This weapon is a bladed projectile fired from an arm strapped, crossbow like, firing weapon. When fired, the projectile slashes the target and returns back to the weapon at the end of the user's turn as if it has the returning enhancement. If the user has multiple attacks, the projectile does not return, but can attack other targets in range with its additional attacks as long as they are within 30 feet of the first target. The same target cannot be attacked multiple times in succession, but can be targeted again after the projectile has made another attack against another target. The weapon itself is strapped to the users arm, and this does not take up a hand to wield, but still requires at least two hands to properly aim the weapon. If the user is holding an item in either hand, the user takes a -1 penalty on attack.

Blitzball: Often seen as a toy or tool for sport, the blitzball can be quite the unordinary weapon for adventurers. However, either from an attachment to the sport, or some innate childlike wonder, some people use the blitzball to deadly means. These weapons can be used in melee or thrown/kicked at a target dealing the same amount of damage, throwing/kicking the blitzball provokes an attack of opportunity. If the user misses an attack against an enemy it will continue up until 5 range increments are met, or will rebound against a surface. If the blitzball hits a target at range it will rebound to the user, to use in another iterative attack or for the next turn.

Blitzball, Spiked: Acting almost identical to the unspiked version, this blitzball has spikes wrapped around it, with the user narrowly avoiding the spikes on attack.

Feral Claw Gauntlets: This set of metallic gauntlets can easily be equipped on races that lack natural weapons. Whilst worn, they change the creatures unarmed attacks into claw natural attacks, gaining all benefits and penalties of such. This attack counts as a primary, dealing 1x STR damage on attacks and allows 1 attack per hand. Creatures with more limbs must buy another pair, enchanting them separately. The user can still use manufactured weapons while wearing these gauntlets, but take a -2 penalty to attack rolls, -4 if the weapon is ranged. While wearing these gauntlets you are unable to make unarmed strikes or make use of flurry of blows, including any similar ability. A character can't benefit from Feral Claw Gauntlets and other items that provide enhancement bonuses or weapon special abilities (such as an [amulet of mighty fists](#)) on the same attack. Any items/feats that note Natural Weapons apply for the gauntlets.

Fork, Qu Battle: A qu battle fork has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a qu battle fork against a charge, you deal double damage on a successful hit against a charging character. A qu treats a qu battle fork as a martial weapon.

Fuma Shuriken: The Fuma Shuriken, also known as Ninja Star, Ninja Shuriken, Magic Shuriken, Pinwheel and Fuuma, is a weapon commonly seen used by Ninja who must certainly kill their target or have to resort to more brash means of assassination. Fuma shuriken are large, four-bladed projectile weapons, similar to normal throwing shuriken stars, but are around 2 to 3 feet in diameter.

You can wield the fuma shuriken as a melee weapon, but it is not designed for such use; you take a -1 penalty on your attack roll with the weapon and must succeed at a DC 15 Reflex save or cut yourself on the blade (half damage, no Strength modifier). You do not need to make this save if wearing heavy armor.

Greatbow: You need at least two hands to use a greatbow, regardless of its size. A greatbow is too unwieldy to use while mounted. A greatbow sized for a Medium character is 6 feet or more in length when strung. Greatbows follow all of the normal rules for composite bows, including strength ratings. Each point of Strength bonus granted by the bow adds 200 gil to the cost.

Harp-Bow: This combination of an instrument and shortbow is hard to use by most musicians and hunters, but in the hands of a Bard it can be dangerous as both. While the weapon is called a Harp-Bow some people may change the instrument for a similar string one, like a Violin. While using the Harp-Bow the wielder may choose to play a song, or fire an arrow as if by a shortbow. However, due to the combination of tools you take a -2 to performance and attack rolls with this instrument weapon. A masterwork version will reduce both of these to -1, while magical enhancements made to the bow increase that to a bonus, with a +5 enhancement this would give +3 to performance rolls made with the Harp-Bow.

Sword, Knight: A knight sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a knight sword two-handed as a martial weapon. The statistics for this weapon is the same for a katana. A knight treats a knight sword as a martial weapon.

War Pick, Galkan: A galkan war pick is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a galkan war pick two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A galka treats a galkan war pick as a martial weapon even when using it in one hand.

Weighted Hand/Footwraps: These wraps provide extra hitting power thanks to its weight and the materials used to construct it. Anyone who expects to get into a fistfight or a brawl probably wants to wear these wraps. The weighted hand/footwraps provide a +1 bonus to damage on a successful unarmed strike attack. A strike with these wraps are otherwise considered an unarmed attack. These wraps are two sizes smaller than their wearer (for example, a pair of weighted hand/footwraps designed for a Hume are Tiny). Because of how they

are worn, these wraps can't be disarmed or dropped.

FFD20 Chef Weapons

There are also some [Culinarian](#) specific weapons.

Weapons marked with the "chef" special quality can be used to cook as well as being a weapon. They confer a +2 bonus on Profession (Chef) skill checks for being equipped with the correct tools. Characters with 10 ranks in Profession (Chef) are automatically considered proficient in the use of these weapons.

Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Damage Type	Special	Weapon Type
Combat Spatula	25 gil	1d4	1d6	19-20, x3	4 lbs.	S/B	Performance, sunder, chef	One-handed Exotic
Combat Wok	12 gil	1d4	1d6	19-20, x2	8 lbs.	B	Fire (see text), chef	One-handed Exotic
Fillet Knife	10 gil	1d3	1d4	x3	1 lb.	S/P	Lethal, chef	Light Exotic
Horse Butcher Cleaver	20 gil	1d10	1d12	x2	20 lbs.	B/S	Sunder, chef	Two-handed Exotic
Ladle of Pain	22 gil	1d6	1d8	x3	7 lbs.	B/P	Reach, trip, chef	Two-handed Exotic
Man Tongs	10 gil	1d3	1d4	x3	2 lbs.	S	Disarm, grapple, chef	Light Exotic
Tenderizer	8 gil	1d4	1d6	x2	3 lbs.	B	Chef	Light Exotic

Combat Spatula: Crafted by the culinarians of old who used to have to defend themselves while cooking on the battlefield for the frontline troops. This cast-iron spatula is as big as your head with a handle crafted from the finest oak. The edges of the flat spatula are designed for versatility, one side has a serrated knife edge for killing while the other as a flat edge for flipping a steak. A combat spatula counts as both a weapon and a cooking implement.

Combat Wok: A single dose of cooking oil added to this cast iron wok as a swift action and a DC 15 Profession (Chef) check will light a wok on fire until the start of your next turn. This adds an additional 1d4 fire damage to the attack.

Fillet Knife: A razor sharp knife that can fillet a man as well as it can fillet a fish.

Horse Butcher Cleaver: An over-sized meat cleaver that requires two hands to wield. Made of a thick round wooden handle and a wrought iron blade, this weapon is more about the weight you put into it than the single edge blade itself; which is more like an axe blade than an actual sword blade. Most of the strikes used with this weapon are broad and many are delivered overhead. Cleave attempts made with this weapon gain a +2 to damage rolls.

Ladle of Pain: A way oversized ladle with a bottom covered in spikes.

Man Tongs: Used as an offhand weapon and used to snatch other weapons these sturdy tongs sport razor sharp

teeth at the tips of the weapon to help inflict maximum carnage.

Tenderizer: A metal hammer designed to tenderize raw meat and the faces of your opponent.

Power Weapons: These rods/staves are built for mages or anyone with an MP pool. Most casters are proficient in these weapons. It requires an MP pool and caster level to use, even if you have the Exotic Weapon Proficiency with them. Magicite powers these weapons to imbue with elemental damage. Ranged Power Weapons have a set range of 30 feet, whereas Melee Power Weapons can only attack adjacent targets with a reach of 5 feet. It requires a standard action and must have at least 1 MP in your MP pool to activate. Since they use a standard action to activate it is not treated as an attack action, therefore they do not benefit from iterative attacks or anything that would normally affect an attack action including Two-Weapon Fighting or Vital strike. Users may still take weapon focus for power weapons. Ranged Power Weapons use ranged touch attacks rather than ranged attacks, whereas Melee Power Weapons used melee touch attacks rather than melee attacks, and deal extra damage equal to the caster's casting modifier. Size has no effect on damage dice. To craft a Power Weapon, the crafter must have the Craft Magic Arms and Armor item creation feat and the dark orb, elemental orb, or holy orb cantrip.

Table: FFd20 Ranged Power Weapons

FFd20 Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type	Special
Power Rod (1-handed/Exotic)	50 gil	1d4	1d4	x2	30 ft. (Max)	3 lbs.	Elemental	—
Power Staff (2-handed/Exotic)	75 gil	1d6	1d6	x2	30 ft. (Max)	4 lbs.	Elemental	—
Power Multi-Rod (1-handed/Exotic)	100 gil	1d2/1d2	1d2/1d2	x2	30 ft. (Max)	3 lbs.	Elemental	—
Power Multi-Staff (2-handed/Exotic)	150 gil	1d3/1d3	1d3/1d3	x2	30 ft. (Max)	4 lbs.	Elemental	—

Power Rod: This 1-handed mid-ranked rod allows the wielder to shoot elemental energy at a target. When created or bought, they only deal one elemental type of damage (Earth, Fire, Holy, Ice, Lightning, Shadow, Water, or Wind) and are named as such (Fire Rod, Ice Rod, etc).

Power Staff: This 2-handed mid-ranked staff allows the wielder to shoot elemental energy at a target. When created or bought, they only deal one elemental type of damage (Earth, Fire, Holy, Ice, Lightning, Shadow, Water, or Wind) and are named as such (Fire Staff, Ice Staff, etc).

Power Multi-Rod: Combining 2 elements, this multi-rod deals more varied elemental damage at a target. This rod otherwise works like a normal rod. When created or bought, they only deal two elemental types of damage (Earth, Fire, Holy, Ice, Lightning, Shadow, Water, or Wind) and are named as such (Magma Rod for fire and earth, Sleet Rod for ice and water, etc).

Power Multi-Staff: Combining 2 elements, this multi-staff deals more varied elemental damage at a target. This staff otherwise works like a normal staff. When created or bought, they only deal two elemental types of damage (Earth, Fire, Holy, Ice, Lightning, Shadow, Water, or Wind) and are named as such (Magma Staff for fire and earth, Sleet Staff for ice and water, etc).

Table: FFd20 Melee Power Weapons

FFd20 Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type	Special
Animated Dolls	125 gil	1d4	1d4	X2	—	4 lbs.	Elemental	See text
Power Flail (1-handed/Exotic)	135 gil	1d4	1d4	x2	—	5 lbs.	Elemental	Finesse, See text
Power Pole (2-handed/Exotic)	200 gil	1d6	1d6	x2	—	8 lbs.	Elemental	Finesse, See text

Animated Dolls: Small stuffed dolls enhanced through the use of magical rituals to take on homunculi characteristics. They can understand (but not speak) common, plus 1 language imbued into them by their creator. Their element (Earth, Fire, Holy, Ice, Lightning, Shadow, Water, or Wind) is also determined when first crafted. Often seen as training tools for magi, these dolls help spellcasters to work their magic while still maintaining a presence in combat.

Animated Dolls are held in 1 hand and can be activated with a standard action, upon which they can move a number of feet per turn equal to 5 times the user's casting modifier (minimum 20ft), this movement does not provoke attacks of opportunity. Once within the same square as an enemy, they make a melee touch attack as commanded, with a bonus to attack equal to the user's highest caster level and casting modifier of the user, dealing 1d4 + casting modifier in elemental damage. The extra damage from the casting modifier is capped by the wielder's caster level (ex: CL of 3 with a casting modifier of +5 would equal +3 elemental damage). When activated, dolls remain active for a number of rounds equal to ½ the casting modifier of the user (minimum 2), before becoming inert. Once held, they regain their ability to be activated. The user must give up a move action to continue having the doll act each round they are active. Dolls cannot be used in conjunction with other dolls or power weapons. They only ever get 1 attack per round and do not benefit from power weapon feats.

Dolls otherwise act like power weapons. They are crafted via the Craft Magic Arms and Armor item creation feat and the [dark orb](#), [elemental orb](#), or [holy orb](#) cantrip.

Power Flail: An enchanted flail that changes normal physical damage for elemental, allowing the wielder to deal elemental energy to a target. A power flail requires a melee touch attack and may be wielded in 2 hands to deal 1.5x casting modifier. When created or bought, they only deal one elemental type of damage (Earth, Fire, Holy, Ice, Lightning, Shadow, Water, or Wind) and are named as such (Fire Flail, Ice Flail, etc).

Power Pole: An enchanted pole that changes normal physical damage for elemental, allowing the wielder to deal elemental energy to a target. A power pole requires a melee touch attack and must be wielded in 2 hands but instead deals 1.5x casting modifier. When created or bought, they only deal one elemental type of damage (Earth, Fire, Holy, Ice, Lightning, Shadow, Water, or Wind) and are named as such (Fire Pole, Ice Pole, etc).

Table: FFd20 Power Weapons Special Qualities

Power Weapon Quality	Base Price Modifier ¹	Special
Double Charged	+1 bonus	Increase damage by 1 die
Triple Charged	+2 bonus	Increase damage by 2 dice
Gaia Powered	+2 bonus	Element shifting
Quad Charged	+3 bonus	Increase damage by 3 dice
Overcharged	+4 bonus	Increase damage by 4 dice
Max Charged	+5 bonus	Increase damage by 5 dice

1: Refer to Magic Weapons for pricing

Charged: Any Power Weapon may be enhanced with further magic, amplifying their elemental damage. When this is applied to a Power Weapon, increase the amount of dice where noted (1d6 becomes 2d6). In the case of multi-rods and multi-staffs, the enchanter must choose which element is increased. These special qualities function as a magic weapon bonus, and so count against the maximum allowance, however, they do not require a +1 enhancement to be applied. An enchanter may upgrade previous versions to the higher tier versions (Double to Triple) though they must still affect the same element.

Gaia Powered: A Power Weapon with this special quality may have any of its current elements shift into any other element (Earth, Fire, Holy, Ice, Lightning, Shadow, Water, or Wind) as a swift action. This shift cannot occur more than once every 2 rounds. This special quality functions as a magic weapon bonus, and so counts against the maximum allowance, however, they do not require a +1 enhancement to be applied.