Våpen

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Blankvåpen

Navn	Kilde	Våpen kategori	Våpen type	Trait
Aklys	Bestiary pg. 85	Advanced	Club	Ranged Trip, Tethered, Thrown 20 feet, Trip, Uncomm
Bastard Sword	Core Rulebook pg. 2804.0	Martial	Sword	Two-Hand 1d12
Battle Axe	Core Rulebook pg. 2804.0	Martial	Axe	Sweep
Battle Saddle	Treasure Vault pg. 261.1	Martial	Axe	Parry, Sweep, Vehicular
Bec de Corbin	Treasure Vault pg. 261.1	Martial	Polearm	Razing, Reach, Shove, Versatile B
Bladed Scarf	Treasure Vault pg. 261.1 , Gods & Magic pg. 1202.0	Martial	Flail	Disarm, Finesse, Reach, Sweep, Trip, Uncommon
Bo Staff	Core Rulebook pg. 2804.0	Martial	Club	Monk, Parry, Reach, Trip
Bow Staff	Treasure Vault pg. 311.1	Martial	Club	Finesse, Monk, Parry, Sweep, Combination

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Breaching Pike	Treasure Vault pg. 261.1	Martial	Spear	Hobgoblin, Razing, Reach, Uncommon
Butterfly Sword	Treasure Vault pg. 261.1 , Pathfinder #166: Despair on Danger Island pg. 76	Advanced	Sword	Agile, Concealable, Disarm, Finesse, Monk, Parry, Twin
Chain Sword	Treasure Vault pg. 261.1	Advanced	Sword	Finesse, Reach, Sweep, Uncommon
Clan Dagger	Core Rulebook pg. 2804.0	Simple	Knife	Agile, Dwarf, Parry, Uncommon, Versatile B
Claw Blade	Advanced Player's Guide pg. 2482.0	Martial	Knife	Agile, Catfolk, Deadly d8, Disarm, Finesse, Uncommon
Club	Core Rulebook pg. 2804.0	Simple	Club	Thrown 10 ft.
Combat Lure	Treasure Vault pg. 261.1	Martial	Flail	Finesse, Tethered, Thrown 20 ft., Training, Uncommon
Corset Knife	Treasure Vault pg. 261.1	Simple	Knife	Agile, Concealable, Finesse, Thrown 10 ft.
Crescent Cross	Treasure Vault pg. 311.1	Martial	Knife	Critical Fusion, Parry, Combination
Dagger	Core Rulebook pg. 2804.0	Simple	Knife	Agile, Finesse, Thrown 10 ft., Versatile S
Dancer's Spear	Treasure Vault pg. 261.1	Martial	Spear	Backswing, Finesse, Reach, Sweep, Versatile B

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Dogslicer	Core Rulebook pg. 2814.0	Martial	Sword	Agile, Backstabber, Finesse, Goblin, Uncommon
Dwarven Dorn-Dergar	Treasure Vault pg. 271.1	Advanced	Flail	Dwarf, Razing, Reach, Uncommon
Dwarven War Axe	Core Rulebook pg. 2814.0	Advanced	Axe	Dwarf, Sweep, Two-Hand 1d12, Uncommon
Earthbreaker	Treasure Vault pg. 271.1	Martial	Hammer	Razing, Shove, Two-Hand d10, Versatile P
Elven Curve Blade	Core Rulebook pg. 2814.0	Martial	Sword	Elf, Finesse, Forceful, Uncommon
Falcata	Treasure Vault pg. 271.1	Advanced	Sword	Fatal d12
Falchion	Core Rulebook pg. 2804.0	Martial	Sword	Forceful, Sweep
Fauchard	Character Guide pg. 922.0	Martial	Polearm	Deadly d8, Reach, Sweep, Trip
Feng Huo Lun	Treasure Vault pg. 271.1 , Pathfinder #166: Despair on Danger Island pg. 76	Advanced	Knife	Agile, Disarm, Finesse, Monk, Parry, Twin, Uncommon,

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Fighting Fan	Treasure Vault pg. 271.1 , Gods & Magic pg. 1202.0	Martial	Knife	Agile, Backstabber, Deadly d6, Finesse, Monk, Uncomm
Filcher's Fork	Core Rulebook pg. 2814.0	Martial	Spear	Agile, Backstabber, Deadly d6, Finesse, Halfling, Throw ft., Uncommon
Fist	Core Rulebook pg. 2804.0	Unarmed	Brawling	Agile, Finesse, Nonlethal, Unarmed
Flail	Core Rulebook pg. 2804.0	Martial	Flail	Disarm, Sweep, Trip
Flyssa	Treasure Vault pg. 271.1	Martial	Knife	Agile, Finesse, Versatile P
Frying Pan	Treasure Vault pg. 271.1	Simple	Club	Fatal d8, Halfling
Gauntlet	Core Rulebook pg. 2804.0	Simple	Brawling	Agile, Free-Hand
Glaive	Core Rulebook pg. 2804.0	Martial	Polearm	Deadly d8, Forceful, Reach
Gnome Flickmace	Core Rulebook pg. 2814.0	Advanced	Flail	Gnome, Reach, Sweep, Uncommon
Gnome Hooked Hammer	Core Rulebook pg. 2814.0	Martial	Hammer	Gnome, Trip, Two-Hand 1d10, Uncommon, Versatile P

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Greataxe	Core Rulebook pg. 2804.0	Martial	Axe	Sweep
Greatclub	Core Rulebook pg. 2804.0	Martial	Club	Backswing, Shove
Greatpick	Core Rulebook pg. 2804.0	Martial	Pick	Fatal 1d12
Greatsword	Core Rulebook pg. 2804.0	Martial	Sword	Versatile P
Guisarme	Core Rulebook pg. 2804.0	Martial	Polearm	Reach, Trip
Halberd	Core Rulebook pg. 2804.0	Martial	Polearm	Reach, Versatile S
Hatchet	Core Rulebook pg. 2804.0	Martial	Axe	Agile, Sweep, Thrown 10 ft.
Hook Sword	Treasure Vault pg. 271.1 , Pathfinder #166: Despair on Danger Island pg. 76	Advanced	Sword	Disarm, Monk, Parry, Trip, Twin, Uncommon
Horsechopper	Core Rulebook pg. 2814.0	Martial	Polearm	Goblin, Reach, Trip, Uncommon, Versatile P

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Jiu Huan Dao	Treasure Vault pg. 271.1 , Gods & Magic pg. 1212.0	Martial	Sword	Sweep, Uncommon
Kama	Core Rulebook pg. 2814.0	Martial	Knife	Agile, Monk, Trip, Uncommon
Karambit	Treasure Vault pg. 271.1 , Pathfinder #166: Despair on Danger Island pg. 76	Advanced	Knife	Agile, Fatal d8, Finesse, Uncommon, Versatile S
Katana	Core Rulebook pg. 2814.0	Martial	Sword	Deadly d8, Two-Hand 1d10, Uncommon, Versatile P
Katar	Core Rulebook pg. 2804.0	Simple	Knife	Agile, Deadly d6, Monk, Uncommon
Khakkara	Advanced Player's Guide pg. 2482.0	Martial	Club	Shove, Two-Hand 1d10, Uncommon, Versatile P
Khopesh	Treasure Vault pg. 271.1 , Gods & Magic pg. 1202.0	Martial	Sword	Trip, Uncommon
Kukri	Core Rulebook pg. 2814.0	Martial	Knife	Agile, Finesse, Trip, Uncommon

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Kusarigama	Treasure Vault pg. 271.1 , Pathfinder #166: Despair on Danger Island pg. 76	Martial	Knife	Disarm, Monk, Reach, Trip, Uncommon, Versatile B
Lance	Core Rulebook pg. 2804.0	Martial	Spear	Deadly d8, Jousting 1d6, Reach
Lancer	Treasure Vault pg. 311.1	Martial	Spear	Critical Fusion, Reach, Combination
Leiomano	Treasure Vault pg. 271.1 , Pathfinder #166: Despair on Danger Island pg. 76	Martial	Club	Fatal d10, Uncommon, Versatile S
Light Hammer	Core Rulebook pg. 2814.0	Martial	Hammer	Agile, Thrown 20 ft.
Light Mace	Core Rulebook pg. 2804.0	Simple	Club	Agile, Finesse, Shove
Light Pick	Core Rulebook pg. 2814.0	Martial	Pick	Agile, Fatal 1d8
Long Hammer	Treasure Vault pg. 271.1	Martial	Hammer	Brace, Dwarf, Reach, Trip, Versatile P
Longspear	Core Rulebook pg. 2804.0	Simple	Spear	Reach

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Longsword	Core Rulebook pg. 2814.0	Martial	Sword	Versatile P
Mace	Core Rulebook pg. 2804.0	Simple	Club	Shove
Machete	Treasure Vault pg. 271.1 , Gods & Magic pg. 1202.0	Martial	Sword	Deadly d8, Sweep
Main-gauche	Core Rulebook pg. 2814.0	Martial	Knife	Agile, Disarm, Finesse, Parry, Versatile S
Mambele	Treasure Vault pg. 271.1 , Gods & Magic pg. 1212.0	Martial	Axe	Deadly d8, Disarm, Thrown 20 ft., Uncommon
Maul	Core Rulebook pg. 2814.0	Martial	Hammer	Shove
Meteor Hammer	Treasure Vault pg. 271.1 , Gods & Magic pg. 1212.0	Martial	Flail	Backswing, Disarm, Reach, Trip
Mikazuki	Treasure Vault pg. 311.1	Martial	Flail	Backswing, Disarm, Monk, Parry, Combination
Morningstar	Core Rulebook pg. 2804.0	Simple	Club	Versatile P

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Naginata	Treasure Vault pg. 271.1 , Gods & Magic pg. 1212.0	Martial	Polearm	Deadly d8, Reach, Uncommon, Versatile P
Nodachi	Treasure Vault pg. 271.1	Advanced	Sword	Brace, Deadly d12, Reach
Nunchaku	Core Rulebook pg. 2814.0	Martial	Club	Backswing, Disarm, Finesse, Monk, Uncommon
Ogre Hook	Bestiary pg. 253	Martial	Pick	Deadly d10, Trip, Uncommon
Orc Knuckle Dagger	Core Rulebook pg. 2814.0	Martial	Knife	Agile, Disarm, Orc, Uncommon
Orc Necksplitter	Core Rulebook pg. 2814.0	Advanced	Axe	Forceful, Orc, Sweep, Uncommon
Panabas	Treasure Vault pg. 271.1 , Impossible Lands pg. 221	Martial	Sword	Forceful, Sweep, Two-Hand d10
Pick	Core Rulebook pg. 2814.0	Martial	Pick	Fatal 1d10
Polytool	Treasure Vault pg. 271.1 , Gods & Magic pg. 1212.0	Martial	Sword	Agile, Modular (B, P, or S), Uncommon

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Ranseur	Core Rulebook pg. 2814.0	Martial	Polearm	Disarm, Reach
Rapier	Core Rulebook pg. 2814.0	Martial	Sword	Deadly d8, Disarm, Finesse
Rope Dart	Treasure Vault pg. 271.1	Martial	Dart	Disarm, Finesse, Sweep, Tethered, Thrown 20 ft., Trip,
Sai	Core Rulebook pg. 2814.0	Martial	Knife	Agile, Disarm, Finesse, Monk, Uncommon, Versatile B
Sansetsukon	Treasure Vault pg. 271.1	Martial	Flail	Backswing, Disarm, Monk, Parry, Uncommon
Sap	Core Rulebook pg. 2814.0	Martial	Club	Agile, Nonlethal
Sawtooth Saber	Core Rulebook pg. 2814.0	Advanced	Sword	Agile, Finesse, Twin, Uncommon
Scimitar	Core Rulebook pg. 2814.0	Martial	Sword	Forceful, Sweep
Scizore	Treasure Vault pg. 271.1	Martial	Knife	Disarm, Parry
Scourge	Character Guide pg. 802.0	Martial	Flail	Agile, Disarm, Finesse, Nonlethal, Sweep
Scythe	Core Rulebook pg. 2814.0	Martial	Polearm	Deadly d10, Trip

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Shield Bash	Core Rulebook pg. 2814.0	Martial	Shield	
Shield Boss	Core Rulebook pg. 2814.0	Martial	Shield	Attached to Shield
Shield Spikes	Core Rulebook pg. 2814.0	Martial	Shield	Attached to Shield
Shortsword	Core Rulebook pg. 2814.0	Martial	Sword	Agile, Finesse, Versatile S
Sickle	Core Rulebook pg. 2804.0	Simple	Knife	Agile, Finesse, Trip
Spear	Core Rulebook pg. 2804.0	Simple	Spear	Thrown 20 ft.
Spiked Chain	Core Rulebook pg. 2814.0	Martial	Flail	Disarm, Finesse, Trip, Uncommon
Spiked Gauntlet	Core Rulebook pg. 2804.0	Simple	Brawling	Agile, Free-Hand
Staff	Core Rulebook pg. 2804.0	Simple	Club	Two-Hand 1d8
Starknife	Core Rulebook pg. 2814.0	Martial	Knife	Agile, Deadly d6, Finesse, Thrown 20 ft., Versatile S

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Sword Cane	Advanced Player's Guide pg. 2482.0	Martial	Sword	Agile, Concealable, Finesse
Tekko-Kagi	Treasure Vault pg. 271.1 , Gods & Magic pg. 1212.0	Martial	Brawling	Agile, Disarm, Finesse, Free-Hand, Monk, Parry, Uncom
Temple Sword	Core Rulebook pg. 2814.0	Martial	Sword	Monk, Trip, Uncommon
Tengu Gale Blade	Advanced Player's Guide pg. 2482.0	Martial	Sword	Agile, Disarm, Finesse, Tengu, Uncommon
Three-Section Naginata	Treasure Vault pg. 301.1	Advanced	Flail	Deadly d8, Forceful, Sweep, Uncommon, Versatile B
Trident	Core Rulebook pg. 2814.0	Martial	Spear	Thrown 20 ft.
Urumi	Treasure Vault pg. 301.1 , Gods & Magic pg. 1212.0	Martial	Flail	Deadly d10, Sweep, Uncommon
Wakizashi	Advanced Player's Guide pg. 2482.0	Martial	Sword	Agile, Deadly d8, Finesse, Uncommon, Versatile P
War Flail	Core Rulebook pg. 2814.0	Martial	Flail	Disarm, Sweep, Trip

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War Razor	Treasure Vault pg. 301.1 , Gods & Magic pg. 1212.0	Martial	Knife	Agile, Backstabber, Deadly d8, Finesse
Warhammer	Core Rulebook pg. 2814.0	Martial	Hammer	Shove
Whip	Core Rulebook pg. 2814.0	Martial	Flail	Disarm, Finesse, Nonlethal, Reach, Trip
Whipstaff	Treasure Vault pg. 301.1	Martial	Club	Agile, Finesse, Monk, Parry, Sweep, Uncommon
Wrecker	Treasure Vault pg. 311.1	Advanced	Flail	Dwarf, Razing, Reach, Combination

Skytevåpen

Navn	Kilde	Våpen kategori	Våpen gruppe	Trait	Sk
Alchemical Bomb	Core Rulebook pg. 2824.0	Martial	Bomb	Varies	Va
Arrows	Core Rulebook pg. 2824.0	Ammunition	Bow		
Atlatl	Treasure Vault pg. 301.1	Simple	Dart	Propulsive	1d
Blowgun	Core Rulebook pg. 2814.0	Simple	Dart	Agile, Nonlethal	1 F

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Blowgun Darts	Core Rulebook pg. 2814.0	Ammunition	Dart		
Bola	Treasure Vault pg. 301.1 , Gods & Magic pg. 1202.0 , Advanced Player's Guide pg. 248[2.0]	Martial	Sling	Nonlethal, Ranged Trip, Thrown	1d
Bolts	Core Rulebook pg. 2814.0	Ammunition	Bow		
Bolts (Phalanx Piercer)	Treasure Vault pg. 301.1	Ammunition	Bow		
Boomerang	Treasure Vault pg. 301.1	Martial	Club	Recovery, Thrown, Uncommon	1d
Bow Staff	Treasure Vault pg. 301.1	Martial	Bow	Combination, Deadly d8, Monk	1d
Chakri	Treasure Vault pg. 301.1 , Impossible Lands pg. 220	Martial	Dart	Recovery, Thrown, Uncommon	1d
Composite Longbow	Core Rulebook pg. 2824.0	Martial	Bow	Deadly d10, Propulsive, Volley 30 ft.	1d
Composite Shortbow	Core Rulebook pg. 2824.0	Martial	Bow	Deadly d10, Propulsive	1d
Crescent Cross	Treasure Vault pg. 311.1	Martial	Bow	Capacity 3, Combination, Parry	1d

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Crossbow	Core Rulebook pg. 2814.0	Simple	Bow		1d
Daikyu	Advanced Player's Guide pg. 2482.0	Advanced	Bow	Propulsive, Uncommon	1d
Dart	Core Rulebook pg. 2814.0	Simple	Dart	Agile, Thrown	1d
Gakgung	Treasure Vault pg. 311.1	Martial	Bow	Deadly d8, Monk, Propulsive	1d
Gauntlet Bow	Treasure Vault pg. 311.1	Martial	Bow	Capacity 4, Free-Hand, Parry	1d
Halfling Sling Staff	Core Rulebook pg. 2824.0	Martial	Sling	Halfling, Propulsive, Uncommon	1d
Hand Crossbow	Core Rulebook pg. 2814.0	Simple	Bow		1d
Harpoon	Treasure Vault pg. 311.1	Martial	Dart	Tethered, Thrown	1d
Heavy Crossbow	Core Rulebook pg. 2814.0	Simple	Bow		1d
Javelin	Core Rulebook pg. 2824.0	Simple	Dart	Thrown	1d
Lancer	Treasure Vault pg. 311.1	Martial	Bow	Capacity 2, Combination	1d
Longbow	Core Rulebook pg. 2824.0	Martial	Bow	Deadly d10, Volley 30 ft.	1d
Mikazuki	Treasure Vault pg. 311.1	Martial	Bow	Combination, Monk, Propulsive	1d
Phalanx Piercer	Treasure Vault pg. 311.1	Advanced	Bow	Concussive, Hobgoblin, Propulsive, Razing, Volley 30 ft.	1d

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Rotary Bow	Treasure Vault pg. 311.1	Martial	Bow	Capacity 4	1d
Shield Bow	Treasure Vault pg. 311.1	Martial	Bow	Deadly d8, Parry	1d
Shortbow	Core Rulebook pg. 2824.0	Martial	Bow	Deadly d10	1d
Shuriken	Core Rulebook pg. 2824.0	Martial	Dart	Agile, Monk, Thrown, Uncommon	1d
Sling	Core Rulebook pg. 2824.0	Simple	Sling	Propulsive	1d
Sling Bullets	Core Rulebook pg. 2824.0	Ammunition	Sling		
Spray Pellet	Treasure Vault pg. 301.1	Ammunition	Sling		
Spraysling	Treasure Vault pg. 311.1	Martial	Sling	Halfling, Propulsive, Scatter 5 ft., Uncommon	1d
Sukgung	Treasure Vault pg. 311.1	Martial	Bow	Fatal Aim d12	1d
Taw Launcher	Treasure Vault pg. 311.1 , Ancestry Guide pg. 1382.0	Advanced	Bow	Conrasu, Deadly d10, Modular (B, P, or S), Uncommon	1d mo
Thunder Sling	Treasure Vault pg. 311.1 , Ancestry Guide pg. 1382.0	Martial	Sling	Agile, Propulsive, Tengu, Uncommon	1d
Wrecker	Treasure Vault pg. 311.1	Advanced	Sling	Combination, Dwarf, Ranged Trip, Razing	1d