

penetration, and so almost invariably a pole weapon will have a pointed head. Within this group are the following specific skills:

**1. Short Pole Arms** — This type includes any piercing pole weapon under 8 feet in length, such as a spear, javelin, or trident.

**2. Long Pole Arms** — Identical to short pole arms, excepting a length of 8 feet or more, this category covers pikes, glaives, and lances.

**3. Composite Pole Arms** — These weapons have a more complex head than those listed above. While retaining some piercing capability, they can be used as swung impact weapons, similar to certain extremely long bludgeons. Halberds, bills, and the like fall into this category.

#### Hurled weapons

This group is comprised of weapons designed to do damage when thrown at an opponent. Some of them can also be used as melee (hand-held) weapons, but the use of a device as a melee weapon is a separate skill from using the same device as a hurled weapon. Certain accessories, such as the spear thrower, can be used to extend the range and power of weapons cast, but do not alter the essential act of throwing, and so do not qualify as a separate skill. Hurled weapons skills

are divided into two types:

**Tumbling weapons** rotate end over end when hurled: They usually require careful balancing and range estimation so the head or edge, rather than the handle, will strike the target. Within this group are the following specific skills:

**1. Throwing Knives** — Any weapon meeting the qualifications for melee blade weapons listed under knives may be thrown. However, to avoid the non-proficiency penalty, the knife or dagger must be specially balanced and would therefore be relatively expensive.

**2. Throwing Axes** — The weapons defined as small axes under melee bludgeon weapons may all be hurled.

**3. Hammers** — Weapons listed in the hammer skill in the melee bludgeon group may be hurled if the weapon length does not exceed 30 inches. If the DM desires, clubs (such as the mace) which meet the same length limitation may be included in this skill.

**Streamlined weapons** do not change orientation relative to the target once thrown, or else the orientation does not affect the result. Most have a pointed head to increase their penetrating power. In general, they have greater effective range than tumbling weapons.

**1. Darts** — This skill is self-explanatory; it covers thrown darts of all sizes.

**2. Throwing Spears** — The weapons classified as short pole arms within the melee weapon category may be thrown. These include javelins, spears, and the like.

**3. Spinning Weapons** — These weapons are basically circular and revolve rapidly when thrown. The discus is the classic example.

No skill group is provided for grenade-type hurled weapons; it is assumed that any character has the wherewithal to throw a rock or a bottle with some accuracy over short distances. If the DM feels it necessary to include such objects as weapons in which proficiency must be gained, they could be added to the streamlined weapons group.

#### Missile weapons

Weapons in this class project a missile towards a target by means of some mechanical device. While the missiles usually resemble small hurled weapons, the use of a device, rather than the caster's arm, as the projector sets this class apart. Specific skills in this category are as follows:

**1. Self Bows** — The short bow, long bow, horse bow, and composite bow are all in the group of self bows. While all these are used similarly in combat, the construction and care of individual weapon types may differ, so the DM may

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