

Weapons

Melee Weapons (When using two weapons together, add both weapon Speeds to your initiative roll.)

Name:	Cost:	Size/Spd:	Dmg/Type:	Properties (range in yards):	Imp. Crit:
Battleaxe	5gp	M/+1	1d8 S	Versatile (1d10)	20 x3
Bastard Sword	25gp	M/+1	1d12 S	Versatile (2d8)	19 x2
Club	1sp	M/+1	1d6 B	Light	20 x3
Cutlass	15gp	M/+1	1d8 S	Finesse	19 x2
Dagger	2gp	S/+0	1d4 P	Finesse, Light, Thrown (10/20/30)	19 x2
Flail	15gp	M/+1	2d4 B	None	20 x3
Glaive	6gp	L/+2	1d10 S	2-H, Heavy, Reach	20 x3
Greataxe	15gp	L/+2	2d8 S	2-H, Heavy	20 x3
Greatclub	2sp	L/+2	2d6 B	2-H, Heavy	20 x3
Greatsword	50gp	L/+2	3d6 S	2-H, Heavy	19 x2
Halberd	10gp	L/+2	2d6 P/S	2-H, Heavy, Reach	20 x3
Handaxe	1gp	M/+1	1d6 S	Light, Thrown (10/20/30)	20 x3
Javelin	5sp	M/+1	1d6 P	Thrown (20/40/60)	19 x2
Light Hammer	5sp	S/+0	1d4 B	Light, Thrown (10/20/30)	20 x3
Longsword	15gp	M/+1	1d12 S	None	19 x2
Mace	8gp	M/+1	1d6+1 B	None	20 x3
Maul	4gp	L/+2	1d10 B	2-H, Heavy	20 x3
Morningstar	10gp	M/+1	2d4 B	None	20 x3
Pike	5gp	L/+2	1d12 P	2-H, Heavy, Reach	20 x3
Quarterstaff	2sp	L/+1	1d6 B	2-H	20 x3
Rapier	15gp	M/+1	1d6 P	Finesse	18 x2
Scimitar	15gp	M/+1	1d8 S	Finesse	19 x2
Scourge	20gp	M/+1	1d8 S	Finesse	20 x3
Shortsword	10gp	S/+0	1d8 P	Finesse, Light	19 x2
Sickle	6sp	S/+0	1d4+1 S	Light	19 x2
Spear	8sp	M/+1	1d8 P	Versatile (2d6), Thrown (10/20/30)	20 x3
Thulduk (Dwarven Axe/Hammer)	50gp	M/+1	1d12 S/1d12 B	Heavy, Means "Fate" or "Doom."	20 x3
Trident	15gp	L/+2	2d4 P	Versatile (3d4), Thrown (10/15/20)	19 x2
Unarmed Strike	--	S/+0	1d4 B	None	20 x2
War Pick	8gp	M/+1	2d4 P	None	20 x3
Warhammer	2gp	M/+1	1d4+1 B	None	20 x3
Whip	1sp	M/+1	1d4 S	Reach 2, Finesse	19x2

Shields as Weapons (See *Armor* document for standard Shield rules. See *Combat Styles* document for proficiency in Shields as weapons.)

<u>Name:</u>	<u>Cost:</u>	<u>Dmg/Type:</u>	<u>Properties:</u>	<u>Imp. Crit:</u>
Buckler	5gp	1d4 B	Light, Spikes add +2 dmg, Magical Shield Enhancements add to atk/dmg.	20 x3
Round	10gp	1d6 B	Light, Spikes add +2 dmg, Magical Shield Enhancements add to atk/dmg.	20 x3
Heater	20gp	1d8 B	Light, Spikes add +2 dmg, Magical Shield Enhancements add to atk/dmg.	20 x3

Ranged Weapons

<u>Name:</u>	<u>Cost:</u>	<u>Size/Spd:</u>	<u>Dmg/Type:</u>	<u>Properties (range in yards):</u>	<u>Imp. Crit:</u>
Blowgun	5gp	L/+1	---	Ammo, Light, No Horse, (10/20/30)	20 x3
--- Needle	2cp	---	1 P	---	---
--- Barbed Dart	6cp	---	1d3 P	---	---
Crossbow, Hand	300gp	S/+0	1d3 P	Ammo (1sp), Light, (20/40/60)	19 x2
Crossbow, Light	35gp/1sp	M/+1	1d8+1 P	Ammo, 2-H, (60/120/180)	19 x2
Crossbow, Heavy	50gp	M/+1	1d6+1 P	Ammo (2sp), 2-H, Heavy, (80/160/240)	19 x2
Dart	5sp	S/+0	1d3 P	Finesse, Thrown (10/20/40)	19 x2
Longbow	75gp/5cp	L/+2	1d8 P	Ammo, 2-H, Heavy, No Horse, (50/100/170)	20 x3
Longbow, Composite	200gp/5cp	L/+2	1d8 P	Ammo, 2-H, Heavy, (40/80/170)	20 x3
Shortbow	30gp	M/+1	1d6 P	Ammo (2cp), 2-H, (50/100/150)	20 x3
Shortbow, Composite	75gp	M/+1	1d6 P	Ammo (2cp), 2-H, (50/100/180)	20 x3
Sling (Stone)	8cp	S/+0	1d4 B	Ammo (--), Light, (40/80/160)	20 x3
Sling (Bullet)	8cp	S/+0	1d6+1 B	Ammo (1cp), Light, (50/100/200)	20 x3
Shuriken	3sp	S/+0	1d4 P	Finesse, Light, Thrown (15/30/45)	19 x2

Ammo - You can use a weapon that has the Ammo property to make a ranged Attack only if you have ammunition to fire from the weapon. Each time you Attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a Quiver, case, or other container is part of the Attack (you need a free hand to load a one-handed weapon).

Finesse - When making an Attack with a finesse weapon, you may use your Dexterity on the Strength table for the Attack rolls.

Heavy - Small Creatures have Disadvantage on Attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light - A light weapon is small and easy to handle, making it able for use when fighting with two weapons.

Versatile - This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee Attack.