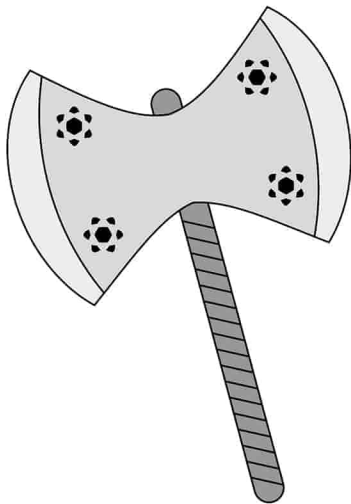


Example Card

-

How to fill in the blanks.



**ABILITY Modifiers
and
Character Sizes**



Battleaxe

Blowgun

ATTACK	DAMAGE
Range: 30/120	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Each time you attack with the weapon, you use a blowgun needle. Drawing the needle and loading the blowgun is part of the attack. You attack with disadvantage if within 5 feet of the target. At the end of combat, you can recover half the needles you used.

Blowgun Needles ☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐

Ranged, Light

Club

ATTACK	DAMAGE
Reach: 5 Feet	Type: Bludgeoning
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d4 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. You can store the weapon on your turn, after the attack.

On a critical hit: In addition to the damage, you may also knock a humanoid target prone.

Melee, Light

Crossbow, Hand

ATTACK	DAMAGE
Range: 30/120	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d6 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Requires 2 hands to load but only 1 hand to fire. Each attack uses a crossbow bolt. Drawing the bolt and loading the crossbow is part of the attack. Attack is with disadvantage if within 5 feet. At the end of combat, you can recover half the bolts you used.

Crossbow Bolts ☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐

Ranged, Light

Crossbow, Heavy

ATTACK	DAMAGE
Range: 120/480	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d10 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Requires 2 hands to load and to fire. Each attack uses a crossbow bolt. Loading the heavy crossbow requires a separate action. Attack is with disadvantage if within 5 feet. At the end of combat, you can recover half the bolts you used.

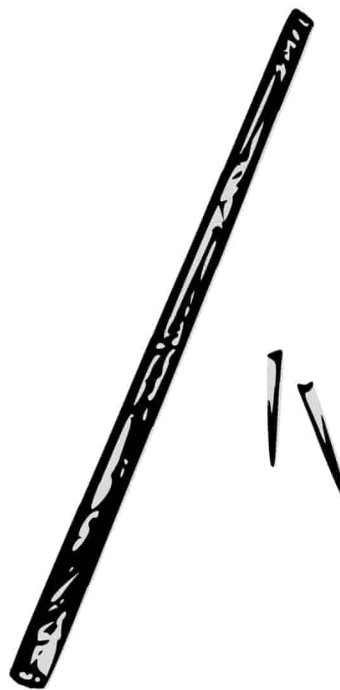
Crossbow Bolts ☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐

Ranged, Heavy



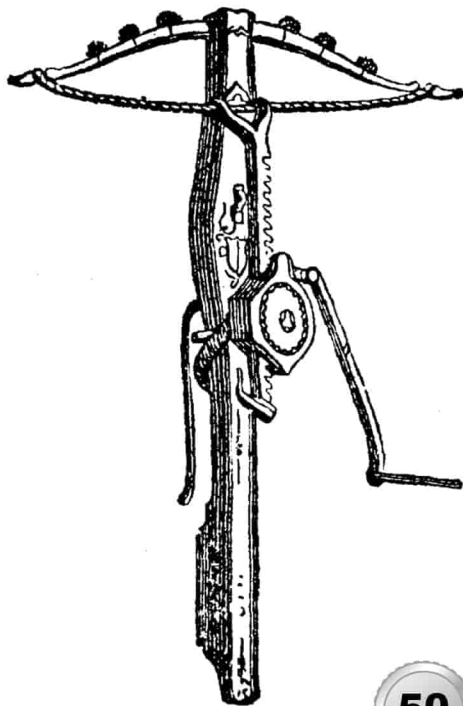
1
SP

Club



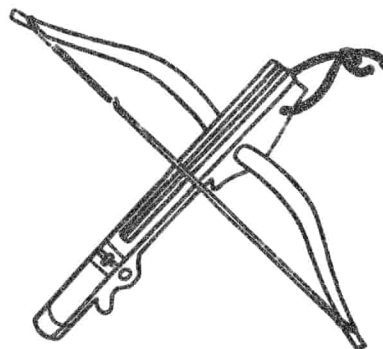
10
GP

Blowgun



50
GP

Crossbow, Heavy



75
GP

Crossbow, Hand

Crossbow, Light

ATTACK	DAMAGE
Range: 60/240	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d8 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

The "Light Crossbow" is not a "Light" Weapon. It requires 2 hands to load and to fire. Each attack uses a bolt. Drawing and loading the bolt is part of the attack.

Attack is with disadvantage if within 5 feet. You can recover half of the bolts you used at the end of combat.

Crossbow Bolts

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Ranged, Medium

Dagger

ATTACK	DAMAGE
Reach: 5 Feet -or- Range: 20/60	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d4 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Use STR or DEX modifier (your choice). Drawing the weapon is part of the attack.

On a critical hit: Pick a spot that you can see on the target that is one inch wide or smaller. Rather than normal damage, the GM will determine the result of the hit such as blind the eye, cut the rope, cut off the thumb, etc.

Melee or Thrown, Light

Dart

ATTACK	DAMAGE
Range: 20/60	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d4 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Use STR or DEX modifier (your choice) for attack and damage. Drawing the weapon is part of the attack. You attack with disadvantage if within 5 feet of the target. At the end of combat, you can recover the darts you threw.

Thrown, Light

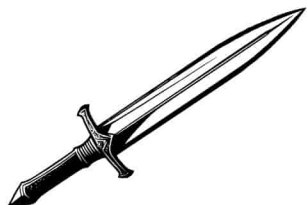
Flail

ATTACK	DAMAGE
Reach: 5 Feet	Type: Bludgeoning
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d8 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. You can store the weapon on your turn, after the attack.

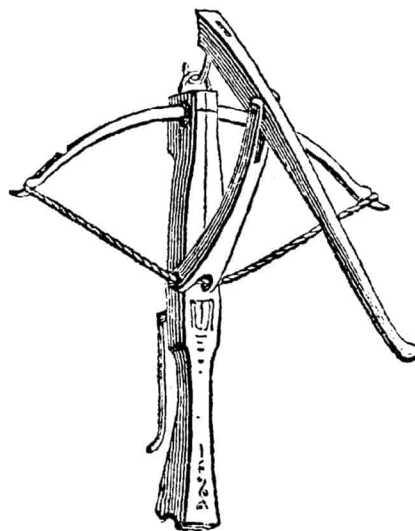
Shield: Add +1 to your attack roll if your target is using a shield.

Melee, Light



2
GP

Dagger



25
GP

Crossbow, Light



10
GP

Flail



5
GP

Dart

Glaive

ATTACK	DAMAGE
Reach: 10 Feet	Type: Slashing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d8 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. Attack is with disadvantage if within 5 feet of the target.

On a critical hit: You may divide the total damage between a number of targets within range (each with an AC that your attack could have hit) equal to your PB.

Melee, Heavy

Greataxe

ATTACK	DAMAGE
Reach: 5 Feet	Type: Slashing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d12 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. You can store the weapon on your turn, after the attack.

On reducing target to 0 HP: Your swing can continue to hit another target within range. If your attack can hit its AC, any remaining damage can be applied to the second target.

Melee, Heavy

Greatclub

ATTACK	DAMAGE
Reach: 5 Feet	Type: Bludgeoning
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d8 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. You can store the weapon on your turn, after the attack.

On a critical hit: In addition to the damage, a Large or smaller target is either pushed 10 feet away from you, or it is knocked prone (your choice).

Melee, Heavy

Greatsword

ATTACK	DAMAGE
Reach: 5 Feet	Type: Slashing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 2d6 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. You can sheath the weapon on your turn, after the attack.

On a critical hit: The target has received a wound causing it to lose an additional 1d6 points of damage at the beginning of your next turn.

Melee, Heavy



30
GP

Greataxe



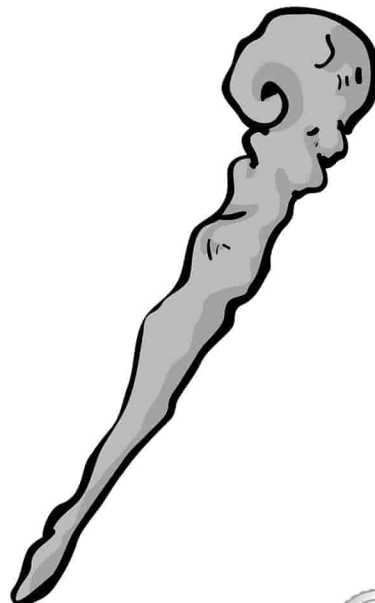
20
GP

Glaive



50
GP

Greatsword



2
SP

Greatclub

Halberd

ATTACK	DAMAGE
Reach: 10 Feet	Type: Slashing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d10 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. Attack is with disadvantage if within 5 feet of the target.

Target on Horse: Attack with advantage if you are on foot and your target is on horseback.

Melee, Heavy

Handaxe

ATTACK	DAMAGE
Reach: 5 Feet -or- Range: 20/60	Type: Slashing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d6 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. If you throw the handaxe, the attack is with disadvantage if you are within 5 feet of the target.

On a critical hit: If the target is a non-magical inanimate object 3" wide or less, rather than normal damage, it is split in two (with GM's approval).

Melee or Thrown, Light

Javelin

ATTACK	DAMAGE
Range: 30/140	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d6 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

If you are within 5 ft. of your target, you have disadvantage on your attack roll.

On a critical hit: Rather than doing damage, you can choose to pin a humanoid target to an adjacent wall or surface. Its speed becomes 0 until the start of your next turn, unless the target, or another creature, uses its action to release the target.

Thrown, Medium

Lance

ATTACK	DAMAGE
Reach: 10 Feet	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d10 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

The attack is with disadvantage if you are within 5 feet of target.

Lance Charge: If you are on horseback, and you move 20 feet directly toward the target, on a hit base damage increases to 2d10.

Melee, Heavy



30
GP

Greataxe



20
GP

Halberd



10
GP

Lance



5
SP

Javelin

Light Hammer

ATTACK	DAMAGE
Reach: 5 Feet -or- Range: 20/60	Type: Bludgeoning
<input type="text"/> PROFICIENCY + <input type="text"/> ← ABILITY → <input type="text"/> + <input type="text"/> ← MAGIC → <input type="text"/> + <input type="text"/> OTHER = <input type="text"/> TOTAL	<input type="text"/> 1d4 BASE DAMAGE + <input type="text"/> + <input type="text"/> + <input type="text"/> OTHER = <input type="text"/> TOTAL

On a critical hit: A medium or smaller humanoid is stunned until the start of your next turn.

Melee or Thrown, Light

Longbow

ATTACK	DAMAGE
Range: 120/480	Type: Piercing
<input type="text"/> PROFICIENCY + <input type="text"/> ← ABILITY → <input type="text"/> + <input type="text"/> ← MAGIC → <input type="text"/> + <input type="text"/> OTHER = <input type="text"/> TOTAL	<input type="text"/> 1d8 BASE DAMAGE + <input type="text"/> + <input type="text"/> + <input type="text"/> OTHER = <input type="text"/> TOTAL

On a critical hit: Your arrow may drop multiple targets in a line. As each reaches 0 HP continue to the next until all damage is expended.

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

Ranged, Heavy

Longsword

ATTACK		DAMAGE	
Reach: 5 Feet		Type: Slashing	
<input type="text"/> PROFICIENCY		<input type="text"/> 1d8 BASE DAMAGE	
+		+	
<input type="text"/> ← ABILITY →	<input type="text"/>		
+		+	
<input type="text"/> ← MAGIC →	<input type="text"/>		
+		+	
<input type="text"/> OTHER		<input type="text"/> OTHER	
=		=	
<input type="text"/> TOTAL		<input type="text"/> TOTAL	

On a critical hit: If the target is large or smaller and not immune to slashing damage, it also receives one level of exhaustion.

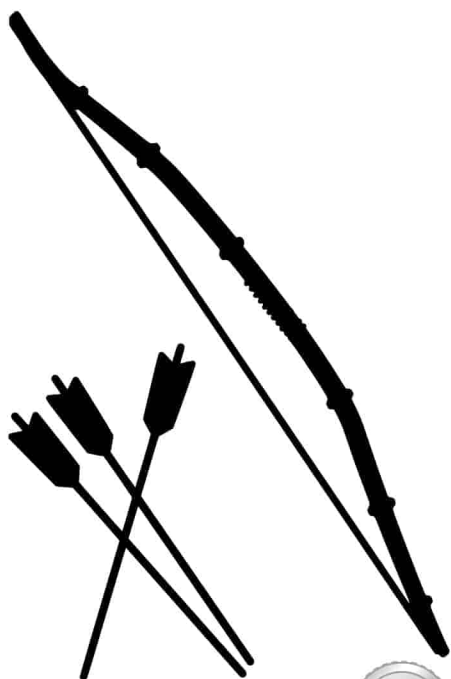
Melee, Medium

Mace

ATTACK		DAMAGE	
Reach: 5 Feet		Type: Bludgeoning	
<input type="text"/> PROFICIENCY		<input type="text"/> 1d6	BASE DAMAGE
+		+	
<input type="text"/> ← ABILITY	→ <input type="text"/>	+	
+		+	
<input type="text"/> ← MAGIC	→ <input type="text"/>	+	
+		+	
<input type="text"/> OTHER		<input type="text"/> OTHER	
=		=	
<input type="text"/> TOTAL		<input type="text"/> TOTAL	

Attacking Objects: Base damage increases to 1d8 if attacking an object.

Melee, Medium



15
GP

Longbow



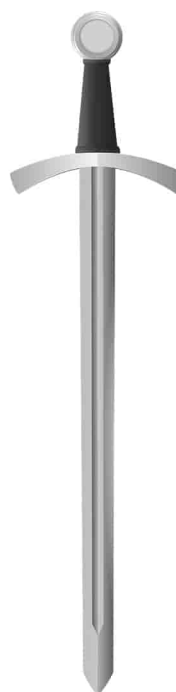
2
GP

Light Hammer



5
GP

Mace



15
GP

Longsword

Maul

ATTACK	DAMAGE
Reach: 5 Feet	Type: Bludgeoning
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 2d6 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. You can store the weapon on your turn, after the attack.

Attacking Objects: Base damage increases to 2d8 if attacking an object.

Melee, Heavy

Morningstar

ATTACK	DAMAGE
Reach: 5 Feet	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d8 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. You can store the weapon on your turn, after the attack.

Metal Armor: You attack with advantage if the target is wearing metal armor.

Melee, Medium

Pike

ATTACK	DAMAGE
Reach: 10 Feet	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d10 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Attack is with disadvantage if within 5 feet of the target.

Keep Away: If you don't move after hitting a target that is 10 feet away, it can't move any closer to you on it's next turn.

Melee, Heavy

Quarterstaff

ATTACK	DAMAGE
Reach: 5 Feet	Type: Bludgeoning
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d6 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Base damage increases to 1d8 when used with 2 hands.

On a critical hit: In addition to damage, a medium or smaller humanoid is pushed back 5 feet or knocked prone (your choice).

Melee, Medium



15
GP

Morningstar



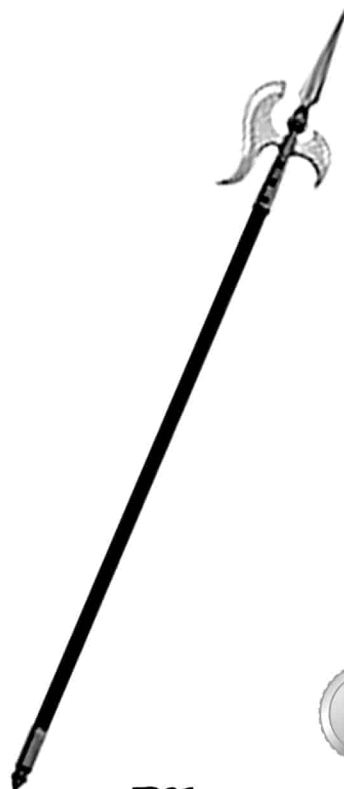
10
GP

Maul



2
SP

Quarterstaff



5
GP

Pike

Rapier

ATTACK	DAMAGE
Reach: 5 Feet	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d8 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. You can sheath the weapon on your turn, after the attack.

Disarm: If your opponent is wielding a light melee weapon, you can attack with disadvantage to disarm rather than to do damage. On a hit, the weapon will fall into an unoccupied square of your choice within 5 feet of the target.

Melee, Light

Scimitar

ATTACK	DAMAGE
Reach: 5 Feet	Type: Slashing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d6 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. You can sheath the weapon on your turn, after the attack.

Horseback: When wielded from horseback you get an additional +1 to your attack roll.

Melee, Light

Shortbow

ATTACK	DAMAGE
Range: 30/120	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d6 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Requires 2 hands to load and to fire. Each attack uses an arrow. Drawing the arrow is part of the attack. Attack is with disadvantage if within 5 feet. You can recover half of the arrows you used at the end of combat.

Arrows

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Ranged, Medium

Shortsword

ATTACK	DAMAGE
Reach: 5 Feet	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d6 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. You can sheath the weapon on your turn, after the attack.

Melee, Light



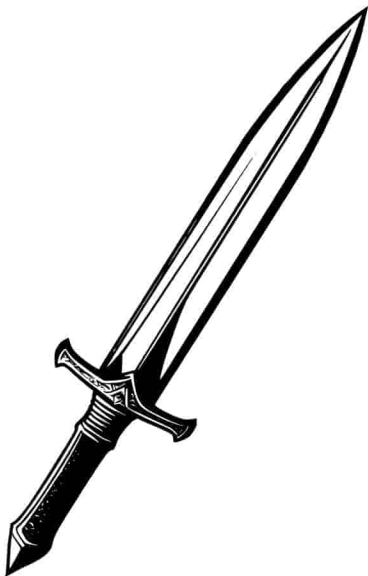
25
GP

Scimitar



25
GP

Rapier



10
GP

Shortsword



10
GP

Shortbow

Sickle

ATTACK	DAMAGE
Reach: 5 Feet	Type: Slashing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d4 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon is part of the attack. You can sheath the weapon on your turn, after the attack.

Grapple: You can attack with disadvantage to catch an opponent's limb or armor rather than to do damage. On a hit, the target will be grappled until the start of your next turn.

Melee, Light

Sling

ATTACK	DAMAGE
Range: 30/120	Type: Bludgeoning
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d4 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

A sling requires 2 hands to load. Attacking uses a sling bullet. Drawing the bullet and loading the sling can be part of the attack. You can recover half of the bullets that missed at the end of combat. You attack with disadvantage if within 5 feet of the target.

Bullets

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Ranged, Light

Spear

ATTACK	DAMAGE
Reach: 5, 10, or 15 Feet* -or- Range: 30/140	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d6 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

* For 10 or 15 foot long spears, the attack is with disadvantage if within 5 or 10 feet, respectively.

On a critical hit: If the target is large or smaller and not immune to piercing damage, it also receives one level of exhaustion.

Melee or Thrown, Medium

Trident

ATTACK	DAMAGE
Range: 30/140	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d8 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Base damage increases to 1d10 when used with 2 hands. You attack with disadvantage if within 5 feet of the target.

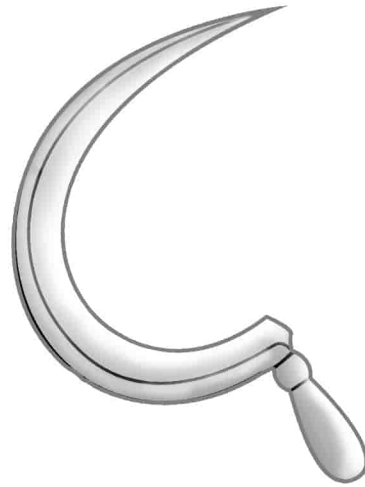
Underwater: You attack with advantage if your target is under water.

Thrown, Medium



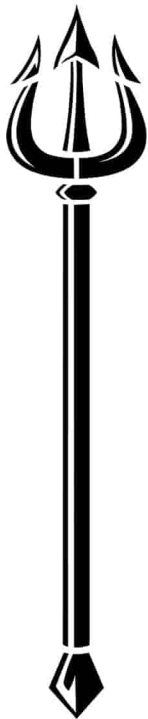
1
SP

Sling



1
GP

Sickle



5
GP

Trident



1
GP

Spear

War Pick

ATTACK	DAMAGE
Reach: 5 Feet	Type: Piercing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d8 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Base damage increases to 1d10 when used with 2 hands.

Drawing the weapon is part of the attack. You can sheath the weapon on your turn, after the attack.

Metal Armor: If your opponent is wearing metal armor, you attack with a +1 bonus to hit.

Melee, Medium

Warhammer

ATTACK	DAMAGE
Reach: 5 Feet	Type: Bludgeoning
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d8 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the weapon can be part of the attack.

Metal Armor: If your opponent is wearing metal armor, you attack with a +2 bonus to hit.

Melee, Heavy

Whip

ATTACK	DAMAGE
Reach: 15 Feet	Type: Slashing
<input type="checkbox"/> PROFICIENCY	<input type="checkbox"/> 1d4 BASE DAMAGE
+ <input type="checkbox"/> ← ABILITY → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> ← MAGIC → <input type="checkbox"/>	+ <input type="checkbox"/>
+ <input type="checkbox"/> OTHER	+ <input type="checkbox"/> OTHER
= <input type="checkbox"/> TOTAL	= <input type="checkbox"/> TOTAL

Drawing the whip can be part of the attack. You attack with disadvantage if within 10 feet of the target.

Trip: Rather than damage, attack to trip to drop the target prone.

Swing: Attack a secure unheld item (DC 15), to attach the tip of the whip to the object. You can then use part of your move to swing on the whip and can release the whip from the object on landing.

Melee, Light



15
GP

Warhammer



5
GP

War Pick



2
GP

Whip

Unarmed

ATTACK	DAMAGE
Reach: 5 Feet	Type: Bludgeoning
<input type="text"/> PROFICIENCY	<input type="text"/> 1 BASE DAMAGE
+ <input type="text"/> ← ABILITY → <input type="text"/>	+ <input type="text"/>
+ <input type="text"/> ← MAGIC → <input type="text"/>	+ <input type="text"/>
+ <input type="text"/> OTHER	+ <input type="text"/> OTHER
= <input type="text"/> TOTAL	= <input type="text"/> TOTAL

You can use your fists (or head, or foot, etc.) to make an unarmed melee attack. You are proficient in unarmed attacks, so enter your Proficiency Bonus. Use your STR modifier.

Melee, Unarmed

Improvised - Melee

ATTACK	DAMAGE
Reach: 5 Feet	Type:
<input type="text"/> PROFICIENCY	<input type="text"/> BASE DAMAGE
+ <input type="text"/> ← ABILITY → <input type="text"/>	+ <input type="text"/>
+ <input type="text"/> ← MAGIC → <input type="text"/>	+ <input type="text"/>
+ <input type="text"/> OTHER	+ <input type="text"/> OTHER
= <input type="text"/> TOTAL	= <input type="text"/> TOTAL

With the GM's approval, if you are proficient with a weapon you can use a similar object as if it were that weapon and enter your PB. An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type). If you use a ranged weapon to make a melee attack it also deals 1d4 damage.

Melee, Improvised

Improvised - Thrown

ATTACK	DAMAGE
Range: 30/60	Type:
<input type="text"/> PROFICIENCY	<input type="text"/> BASE DAMAGE
+ <input type="text"/> ← ABILITY → <input type="text"/>	+ <input type="text"/>
+ <input type="text"/> ← MAGIC → <input type="text"/>	+ <input type="text"/>
+ <input type="text"/> OTHER	+ <input type="text"/> OTHER
= <input type="text"/> TOTAL	= <input type="text"/> TOTAL

With the GM's approval, if you are proficient with a weapon you can use a similar object as if it were that weapon and enter your PB. An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type). If you throw a melee weapon that does not have the thrown property it also deals 1d4 damage.

Thrown, Improvised

ATTACK	DAMAGE
Range or Reach:	Type:
<input type="text"/> PROFICIENCY	<input type="text"/> BASE DAMAGE
+ <input type="text"/> ← ABILITY → <input type="text"/>	+ <input type="text"/>
+ <input type="text"/> ← MAGIC → <input type="text"/>	+ <input type="text"/>
+ <input type="text"/> OTHER	+ <input type="text"/> OTHER
= <input type="text"/> TOTAL	= <input type="text"/> TOTAL

**Improvised
-
Melee**

Unarmed

**Improvised
-
Thrown**