

WEAPONS

Weapon Types

Weapons fall into 3 broad categories; Melee, Thrown, and Ranged. Each of those are further divided into Light, Medium, or Heavy. Generally, heavier weapons do more damage than light weapons.

Weapon Use by Character Size

Same weapons (such as bows) can only be used two handed.

Using a weapon two handed prevents the use of a shield.

Large (or larger) characters: Can wield weapons one handed.

Medium characters: Can use 1 hand for light or medium weapons. Must use 2 hands to wield heavy weapons.

Small characters: Can use 1 hand for light weapons. Must use 2 hands to wield medium or heavy weapons. Has disadvantage on attacks with heavy weapons.

Tiny characters: Must use 2 hands for light and medium weapons. Has disadvantage on attacks with medium weapons. Can't use heavy weapons.

Melee Weapons

These weapons are held in your hand while you hit your opponent with them. Drawing the weapon is part of the attack.

You can sheath the weapon on your turn, after the attack. The weapons reach is how far away your target can be. Melee attacks are made with disadvantage when within 5 feet if the weapon has a reach of 10 feet, or within 10 feet if the reach is 15 feet.

Ability Modifier: The ability modifier to use for attacks and damage depends on the weapon's weight category.

Light Melee Weapons: DEX

Medium Melee Weapons: STR

Heavy Melee Weapons: STR

Range for Thrown or Ranged Weapons

The range shown for thrown and ranged weapons lists two numbers. The first number indicates the weapon's normal range in feet. Any attack beyond that range is made at a disadvantage.

The second number is the weapon's maximum range. You can't hit a target beyond that range. If you are within 5 ft. of your target, you have disadvantage on your attack roll.

Thrown Weapons

These weapons are designed to be thrown. Drawing the weapon is part of the attack.

Ability Modifier and Range: The range and the ability modifier to use for attacks and damage depends on the weapon's weight category.

Light Thrown Weapons: DEX, Range 30/120

Medium Thrown Weapons: STR, Range 60/240

Ranged Weapons

Ranged weapons use ammunition (such as arrows). Each time you attack with the weapon, you use a piece of ammunition.

Drawing the ammunition is part of the attack. You can recover half of the ammunition you used at the end of the battle. The range and the ability modifier to use for attacks and damage depends on the weapon's weight category.

Light Ranged Weapons: DEX, Range 30/120

Medium Ranged Weapons: DEX, Range 60/240

Heavy Ranged Weapons: STR, Range 120/480

Gear Slots

All weapons, with the exception of Daggers and Darts, occupy one gear slot. Daggers and Darts are free to carry.

Unarmed Attack

You can use your fists (or head, or foot, etc.) to make an unarmed melee attack. Add your PB to the attack roll. An unarmed attack deals a number of points of damage equal to 1+your STR modifier. An unarmed attack will count as a weapon attack.

Improvised Weapons

An improvised weapon includes any object you can wield in one or two hands, such as a table leg.

Often, an improvised weapon is similar to an actual weapon. For example, a table leg is akin to a club. At the GM's option, a character proficient with a weapon can use a similar object as if it were that weapon and add his PB to the attack rolls.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

Battleaxe	10 gp
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Melee, Medium

Reach: 5 Feet

Damage: 1d8 Slashing, increases to 1d10 when used with 2 hands

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

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

Blowgun 10 gp*Ranged, Light***Range:** 30/120**Damage:** 1 Piercing

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.

Club 1 sp*Melee, Light***Reach:** 5 Feet**Damage:** 1d4 Bludgeoning

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.

Crossbow, Hand 75 gp*Ranged, Light***Range:** 30/120**Damage:** 1d6 Piercing

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, Heavy 50 gp*Ranged, Heavy***Range:** 120/480**Damage:** 1d10 Piercing

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, Light 25 gp*Ranged, Medium***Range:** 60/240**Damage:** 1d8 Piercing

The "Light Crossbow" is not a "Light" Weapon. It is a "Medium" 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.

Dagger 2 gp*Melee or Thrown, Light***Reach:** 5 Feet -or-**Range:** 20/60**Damage:** 1d4 Piercing

Use STR or DEX modifier (your choice) for attack and damage.

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.

Dart 5 gp*Thrown, Light***Range:** 20/60**Damage:** 1d4 Piercing

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.

Flail 10 gp*Melee, Light***Reach:** 5 Feet**Damage:** 1d8 Bludgeoning

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.

Glaive 20 gp*Melee, Heavy***Reach:** 10 Feet**Damage:** 1d10 Slashing

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.

Greataxe 30 gp*Melee, Heavy***Reach:** 5 Feet**Damage:** 1d12 Slashing

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.

Greatclub 2 sp*Melee, Heavy***Reach:** 5 Feet**Damage:** 1d8 Bludgeoning

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).

Greatsword 50 gp*Melee, Heavy***Reach:** 5 Feet**Damage:** 2d6 Slashing

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.

Halberd 20 gp*Melee, Heavy***Reach:** 10 Feet**Damage:** 1d10 Slashing

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.

Handaxe 5 gp*Melee or Thrown, Light***Reach:** 5 Feet -or-**Range:** 20/60**Damage:** 1d6 Piercing

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).

Javelin 5 sp*Thrown, Medium***Range:** 30/140**Damage:** 1d6 Piercing

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.

Lance 10 gp*Melee, Heavy***Reach:** 10 Feet**Damage:** 1d10 Piercing

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.

Light Hammer 2 gp*Melee or Thrown, Light***Reach:** 5 Feet -or-**Range:** 20/60**Damage:** 1d4 Bludgeoning

Drawing the weapon is part of the attack. You can store the weapon on your turn, after the attack. You have disadvantage on the attack if thrown when you are within 5 feet of the target.

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

Longbow 50 gp*Ranged, Heavy***Range:** 120/480**Damage:** 1d8 Piercing

Requires 2 hands to load and to fire. Drawing the arrow is part of the attack.

Attack is with disadvantage if you are within 5 feet of the target. You can recover half of the arrows you used after combat.

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.

Longsword 15 gp*Melee, Medium***Reach:** 5 Feet**Damage:** 1d8 Slashing, 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.

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

Mace 5 gp*Melee, Medium***Reach:** 5 Feet**Damage:** 1d6 Bludgeoning

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 1d8 if attacking an object.

Maul 10 gp*Melee, Heavy***Reach:** 5 Feet**Damage:** 2d6 Bludgeoning

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.

Morningstar 15 gp*Melee, Medium***Reach:** 5 Feet**Damage:** 1d8 Piercing

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.

Pike 5 gp*Melee, Heavy***Reach:** 10 Feet**Damage:** 1d10 Piercing

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 its next turn.

Quarterstaff 2 sp*Melee, Medium***Reach:** 5 Feet**Damage:** 1d6 Bludgeoning, 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).

Rapier 25 gp*Melee, Light***Reach:** 5 Feet**Damage:** 1d8 Piercing

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.

Scimitar 25 gp*Melee, Light***Reach:** 5 Feet**Damage:** 1d6 Slashing

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.

Shortbow 25 gp*Ranged, Medium***Range:** 30/120**Damage:** 1d6 Piercing

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.

Shortsword 10 gp*Melee, Light***Reach:** 5 Feet**Damage:** 1d6 Piercing

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

Sickle 1 gp*Melee, Light***Reach:** 5 Feet**Damage:** 1d4 Slashing

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.

Sling 1 sp*Ranged, Light***Range:** 30/120**Damage:** 1d4 Bludgeoning

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.

Spear 1 gp*Melee or Thrown, Medium***Reach:** 5, 10, or 15 Feet*

-or-

Range: 30/140**Damage:** 1d6 Piercing

* 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.

Trident 5 gp*Thrown, Medium***Range:** 30/140**Damage:** 1d8 Piercing, 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.

War Pick 5 gp*Melee, Medium***Reach:** 5 Feet**Damage:** 1d8 Piercing, 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.

Warhammer 15 gp*Melee, Heavy***Reach:** 5 Feet**Damage:** 1d8 Bludgeoning

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.

Whip 2 gp*Melee, Light***Reach:** 15 ft.**Damage:** 1d4 Slashing

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 un-held 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.