

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 bludgeoning	2 lb.	Light, primitive
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d10 bludgeoning	6 lb.	Heavy, primitive, two-handed
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	3 lb.	
Quarterstaff	2 sp	1d8 bludgeoning	4 lb.	Primitive, two-handed
Sickle	1 gp	1d4 slashing	2 lb.	Light, reaping
Spear	2 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
<i>Simple Ranged Weapons</i>				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	1 sp	1d4 piercing	1/4 lb.	Special, thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120), primitive
<i>Martial Melee Weapons</i>				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	10 gp	1d8 bludgeoning	3 lb.	Versatile (1d10)
Glaive	25 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, reaping, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Lance	10 gp	1d8 piercing	5 lb.	Reach, special, two-handed
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	15 gp	2d6 bludgeoning	8 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	
Pike	15 gp	1d10 piercing	6 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse, special
Scimitar	15 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	10 gp	1d8 piercing	4 lb.	Versatile (1d10)
War pick	10 gp	1d8 piercing	3 lb.	Versatile (1d10)
Warhammer	10 gp	1d8 bludgeoning	4 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	2 lb.	Finesse, reach
<i>Martial Ranged Weapons</i>				
Blowgun	2 sp	1 piercing	1 lb.	Ammunition (range 20/60), loading, primitive, special
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	8 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	3 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	—	3 lb.	Special

NEW PROPERTIES

All other properties as in the Player's Handbook.

Primitive. Given access to appropriate raw materials and simple tools, you can craft a primitive weapon that you are proficient with during a short rest.

Reaping. When you use this weapon to hit a creature that is paralyzed or unconscious, deal extra damage equal to your Strength modifier.

SPECIAL WEAPONS

Weapons with special rules are described here.

Blowgun. If you are hidden and miss with a ranged attack using a blowgun, you do not reveal your location.

Dart. You can draw a dart from a scabbard, bandolier, or other holder as part of attacking with it.

Lance. While you are mounted, you can wield a lance in one hand if your other hand is empty or holding a shield. Also, if you are mounted and move at least 20 feet immediately before making an attack, the weapon's damage die increases to 1d12.

Net. The net is a thrown weapon with a normal range of 15 ft. It cannot be used at distances beyond that. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and rendering the net unusable. A net damaged in this way can be repaired during a short rest.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Rapier. A shield interferes with the balance and movement required to wield a rapier. Because of this you cannot add your proficiency bonus to attack rolls with a rapier while using a shield.

CLASS ABILITIES

Apply the following changes to class abilities:

Monk: Monk weapons are darts, quarterstaves, shortswords and all simple melee weapons that don't have the two-handed or heavy property.

Rogue: The Bonus Proficiencies ability of the Assassin archetype becomes: You gain proficiency with the disguise kit, the poisoner's kit, and two martial weapons of your choice.

OPTIONAL FEATS

VERSATILE FIGHTER

Prerequisite: Strength 13 or higher

You know how to wring the maximum effectiveness from a large one-handed weapon.

- When attacking with a versatile weapon held in one hand, deal damage as if you were wielding the weapon with two hands.
- If you take the Attack action with a versatile weapon held in one hand, and your other hand is empty throughout the action, then you can make an unarmed strike as a bonus action.

- When holding a versatile weapon in two hands, gain the following benefit based on the weapon used:

Battleaxe: +2 to attacks vs creatures wearing medium armor

Flail: +2 to attacks vs creatures wielding a shield

Longsword: +2 to attacks vs creatures wearing light armor

Spear: +1 to attacks vs creatures with a natural armor bonus

Trident: +2 to attacks vs creatures that are restrained

War pick: +2 to attacks vs creatures wearing heavy armor

Warhammer: +2 to attacks vs creatures wearing medium armor

EXOTIC WEAPON MASTER

You have learned how to fight with an unusual and powerful type of weapon.

- Increase your Strength or Dexterity score by 1 to a maximum of 20.
- Gain proficiency in an exotic weapon that your DM has created, or else create an exotic weapon by applying one of the following changes to an existing weapon, armor or shield, as indicated. You must be proficient with the base weapon(s), armor, or shield.

Deadly (any weapon): increase the weapon's damage die by one step in the sequence 1d4 – 1d6 – 1d8 – 1d10 – 1d12 – 2d6 – 3d4.

Defensive (melee weapon): gain +1 AC while wielding the weapon.

Dexterous (melee weapon without the heavy property): add the finesse property to the weapon.

Double (two one-handed melee weapons): combine the weapons into a single two-handed weapon. It can be used for two-weapon fighting as if it were two light weapons. Each half of the weapon retains its usual damage die and weapon properties, except for Versatile and Thrown which are removed.

Melee Capable (ranged weapon with ammunition property): The weapon can be used for melee attacks, dealing its usual damage die. Choose a type from bludgeoning, piercing or slashing for the melee damage.

Repeating (ranged weapon with loading property): The weapon can be fired 6 times before reloading. Reloading requires an action and two free hands.

Spiked (heavy armor or shield): While wearing the armor or wielding the shield, your unarmed strike damage changes to 1d4 piercing. If your unarmed strike damage is already 1d4 or greater, instead change the damage type to piercing and increase the damage die by one step as in Deadly.

Give the new weapon a name and describe it as you wish. You are proficient with the weapon and have obtained one in your travels. If you are proficient with the appropriate tools, you can craft the weapon. The cost of the weapon is 10 gp plus twice the cost of the base item (or 10 gp plus the cost of the two base weapons, for a double weapon). It is up to your DM where and how the weapon is available for purchase.

You can take this feat multiple times, but each time you must create a new exotic weapon. You cannot apply the benefits of this feat twice to the same weapon.