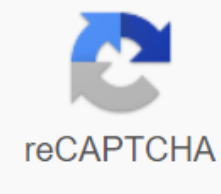




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Weapon list dnd e5

Name Price Damage Weight Properties Club 1 Sp 1d4 Bludgeoning 2 lbs Light Dagger 2 Gp 1d4 Piercing 1 lbs Finesse, Light Thrown (20/60) Big Club 2 Sp 1d8 Bludgeoning 10 Two-Hand-Brad 5 Gp 1d6 Oblique 2 Lbs Light, Thrown (20/60) 1pc, Thrown (20/60) Mays 5 GP 1d6 Bludgeoning 4 Lbs - 1 GP 1d6 1d6 Piercing 3 3 Grinder (20/60), Flexible (1D8) Name Damage Weight Properties Crossbow, Light 25 Gp 1D8 Piercing 5 Lbs Ammunition, Range (80/320), Loading, Dart 5 GP 1D4 Piercing 1/4 Finesing 20/60) 11 GP 1D6 Piercing 2 LBS Ammunition, Range (80/320), Double-Sided Pollen 1 Sp 1D4 Piercing Range (30/30/320) Name Cost Damage Weight Properties Battleaxe 10 Gp 1D8 Shearing 4 lbs Flexible (1D10) Flail 10 Gp 1D8 Bludgeoning 2 Lbs - Glaive 20 Gp 1D10 Thr 6 Lbs Heavy, Range, Two-Armed Great-Gp 2D6 GP 1D12 Chopped 7 lbs Heavy, Two-Armed Sword 50 Gp 2D6 Slashed 6lbs Lbs Heavy, Two-Armed Halberd 20 Gp 1D10 Slashed 6 lbs Heavy, Range, Double-Sided Lance 10 Gp 1D12 Piercing 6 Lbs Range, Special Long Sword 15 Gp 1D8 Oblique 3 lbs Universal (1D10) Maul 10 Gp 2D6 10 Lbs Heavy, Two-Dozen Morning Star 15 Gp 1D8 Piercing 4 Lbs - Pike 5 Gp 1D10 Piercing 18 Lbs, Range, Two-Face Rapier 25 Gp 1D8 Piercing 2 Lbs Finesse Scimitar 25 Gp 1D6 Shearing 3 Lbs Finesse, Lightweight Short Sword 1D6 Piercing 2 Lbs Finesse, Lightweight Trident 5 GP 1D6 Piercing 4 Lbs Thrown (20/60), Flexible (1D8) War Pick 5 Gp 1D8 Piercing 2 Lbs - War-Hammer 1 5 Gp 1D8 Blunt 2 lbs Universal (1D10) Whip 2 Gp 1D4 Oblique 3 lbs finesse, range name damage Damage Weight Properties Blowgun 10 Gp 1 piercing 1 Lbs Ammunition, 25/100, crossbow loading, manual 75 piercing 3 lbs, range (30/120), Crossbow loading, Heavy GP 1D10 piercing 18 lbs ammunition, range (100/400), heavy, load-unloading, two-person GP 50 GP 1D8 piercing ammunition, range (150/600), heavy, two-handed Net 1 1 - 3 Lbs special, Thrown (5/15) Every time you attack with the weapon, you consume one piece of ammunition. Withdrawing the ammunition from a flicker, case or other container is part of the attack. At the end of the battle, you can recover half your ammunition by taking a minute to search the battlefield. If you use a weapon that possesses the property of ammunition to attack a melee, you treat the weapon as a makeshift weapon. Finesse When attacking with finesse weapon, use your choice of dexterity modifier for the attack and damage rolls. Heavy little creatures have a disadvantage of attack rolls with heavy weapons. The lightweight weapon is small and easy to handle, making it ideal for use in combating Weapons. Charging Due to the time it takes to load this weapon, you can only fire a single piece of ammunition from it when using action, bonus action or shooting response, regardless of the number of attacks you can usually do. Range A weapon that can be used to carry out an attack in range has a range shown in brackets after the ammunition or thrown property. Two numbers are listed in the range. The first is the normal range of the weapon in the legs, and the second shows the maximum range of the weapon. When you attack a target outside the normal range, you have a flaw in the attack roll. You can't attack a target beyond the range of the weapon. Reach this weapon, which helps you reach 1.5 m when you attack with it. A special weapon with special property has unusual rules that govern its use. Thrown if a weapon has thrown property, you can drop the weapon to make a wide attack. If the weapon is a melee weapon, use the same modifier capability for this attack and throw damage that you would use for a melee attack with the weapon. For example, if you throw a sleeve, use your strength, but if you throw a dagger, you can use either your strength or your dexterity, since the dagger has a finesse property. A two-armed weapon requires two hands for use. Multifunctional This weapon can be used with one or two hands. Damage in brackets appears with the property when the weapon is used with both hands to carry out a melee attack. Silver weapons Some monsters that have immunity or resistance to non-magnetic weapons are susceptible to silver weapons, so cautious adventurers invest extra coins to plate their weapons with silver. You can cut one weapon or ten ammunition for 100 Gp. This price represents not only the price of silver, but the time and experience required to add silver to the weapon without making it less effective. Special weapons with special rules are described here. Lance has a flaw when you use a spear to attack a target 1.5 meters from you. Also, the spear requires two hands to shake hands when you are not mounted. Net A Large or smaller creature hit by a net is retained until it is released. The web has no effect on creatures that are less shaped, or creatures that are huge or larger. A creature can use its action to test the power of DC 10, freeing itself or another being as part of its success. 5 grid order (AC 10) also releases the creature without injuring it, ending the effect and destroying the network. When you use an action, bonus action, or network attack response, you can only make one attack, regardless of the number of attacks you can usually do. Your race, class and feats can provide you with knowledge of certain categories of weapons. Both categories are simple and combative. Most people can use These weapons include clubs, poppies and other weapons, often found in the hands of ordinary. Combat weapons, including swords, axes and poles, require more specialized training to be used effectively. Most warriors use combat weapons because these weapons put their fighting style and training to make the best use. Gun possession allows you to add your professional training bonus to the attack roll for each attack you make with that weapon. If you make a rolling Attack with a weapon with which you do not have skills, you do not add your professional training bonus to the rolling of an attack. Weapons properties many weapons have special properties associated with their use, as shown in the weapons table. Ammunition You can use a weapon that has the property of ammunition to make a range attack only if you have ammunition to fire from the weapon. Every time you attack with the weapon, you consume one piece of ammunition. Withdrawing ammunition from a quiver, case or other container is part of the attack (you need a free hand to load a weapon with one hand). At the end of the battle, you can recover half your ammunition by taking a minute to search the battlefield. If you use a weapon that owns its property to carry out a melee attack, you treat the weapon as a makeshift weapon (see Improvised Weapons below in the section). When used in this way, a sling makes it too large for a small creature to be used effectively. Light Light weapon is small and easy to handle, making it ideal for use in two-guns combat. Charging due to the time it takes to load this weapon, you can only fire a single piece of ammunition from it when using action, bonus action or shooting response, regardless of the number of attacks you can usually do. Range A weapon that can be used to make a range attack has range in brackets after ammunition or thrown property. Two numbers are listed in the range. The first is the normal range of the weapon in the legs, and the second indicates that the weapon is far away. When you attack a target outside the normal range, you have a flaw in the attack roll. You can't attack the target beyond the range of the weapon. Reach this weapon adds 1.5 meters when you attack with it, as well as when you determine your range for accessible attacks with it. Specifically, the weapon with the special property has unusual rules that regulate its use, explained in the description of the weapon weapons below in this section). Thrown If If There is a thrown property, you can drop the weapon to make a wide attack. If the weapon is a melee weapon, use the same modifying capability for this attack and throwing damage that you would use for a melee attack with the weapon. For example, if you throw Handaxe, use your power, but if you throw a dagger, you can use either your strength or your dexterity, since the dagger has a finesse property. A two-handed weapon requires two hands when you attack with it. Multifunctional This weapon can be used with one or two hands. The property shows a value of damage in the brackets – the damage when the weapon is used with both hands to carry out a melee attack. Improvised weapons Sometimes the heroes do not have weapons and have to attack with whatever is on hand. A makeshift weapon includes any item you can use in one or two hands, such as broken glass, table legs, frying pan, wagon wheel or dead Goblin. An often improvised weapon is similar to an actual weapon and can be treated as such. For example, foot mass is close to a club. Under GM's choice, a gun-wielding character can use a similar object as if it were that weapon and use his or her bonus for professional training. An object that does not look like a weapon inflicts damage 1d4 (GM determines a suitable type of damage for the object). If a character uses a weapon in the range to make a melee attack, or throws a melee weapon that does not have the thrown property, it also inflicts 1d4 damage. An improvised weapon has a normal range of 20 meters and a long range of 60 feet. Silver weapons Some monsters that have immunity or resistance to non-magnetic weapons are susceptible to silver weapons, so cautious adventurers invest extra coins to plate their weapons with silver. You can cut one weapon or ten ammunition for 100 gp. This price represents not only the price of silver, but the time and experience needed to add silver to the weapon without making it less effective. Special weapons with special rules are described here. Boomerang: Boomerang has a weapon range, and every creature wielding the spear walk is also experienced with this weapon. In one missed boomerang, he returns to the throw's hand. Double Bladed Scimitar: When you take the attack and make a two-handed attack with a two-handed skimitar, you can use bonus action to make a melee attack with the blade at the opposite end of the weapon. This attack uses the same capability modifier as the main attack. The damage to the weapon that died in this attack was 1D4, and it caused damage. Lance: You have a flaw when you use a copy to attack a target within 5 meters of you. Also, the spear requires two hands to shake hands when you are not mounted. Network: A large or smaller creature hit by a net is held up until it is released. A has no effect on beings that are shapeless, or beings that are vast or larger. A creature can use its action to test the power of DC 10, freeing itself or another being as part of its success. 5 grid order (AC 10) also releases the creature without injuring it, ending the effect and destroying the network. When you use an action, bonus action, or network attack response, you can only make one attack, regardless of the number of attacks you can usually carry out. Weapons simple melee weapons name cost damage weight properties Club 1 sp 1d4-beats 2 lb. Light dagger 2 gp 1d4 piercing 1 lb. Finesse, light thrown (range 20/60) Greatclub 2 sp 1d8 beats 10 lb. Two-handed Handaxe 5 gp 1d6 oblique 2 lb. Light thrown (range 20/60) Javelin 5 sp 1d6 piercing 2 lb. Thrown (range 30/120) Light Hammer 2 gp 1d4 beats 2 lb. Clowing, thrown (range 20/60) Mays 5 gp 1d6 smashed 4 lb. — 1d6 1d6 1d6 1d6 clamp. Universal (1d8) Serg 1 gp 1d4 oblique 2 lb. Lightweight Spear 1 gp 1d6 piercing 3 lb. Thrown (range 20/60), flexible (1d8) Ykwa 1 gp 1d8 piercing 2 lb. Thrown (range 10/30) Simple Ranged Weapons Cost Name Damage Properties Boomerang - 1d4 Beating - Special, Thrown (Range 60/120) Crossbow, Light 25 gp 1d8 Piercing 5 LB. Ammunition (range 80/320), loading, two-handed Dart 5 cp 1d4 piercing 1/4 lb. Finesse thrown (range 20/60) Shorbow 25 gp 1d6 piercing 2 LB. Ammunition (range 80/ 320), two-armed Sling 1 sp 1d4 Beating - Ammunition (range 30/120) Battle weapons name of melee name cost damage Damage Properties Battleaxe 10 gp 1d8 oblique 4 lb. Universal (1d10) Double-eneense Scimitar 100 gp 2d4 oblique 6 pounds. Heavy, reach, two-handed Greataxe 30 GP 1d12 oblique 7 LB. Heavy, two-handed 50 GP 2d6 oblique 6 pounds. Heavy, reach, two-faced Lance 10 GP 1d12 piercing 6 pounds. Range, special Longsword 15 gp 1d8 oblique 3 pounds. Universal (1d10) Maul 10 GP 2d6 beats 10 kg. Heavy, two-handed Morningstar 15 gp 1d8 piercing 4 lb. — Pike 5 GP 1d10 piercing 18 LB. Heavy, reach, rapper 25 gp 1d8 piercing 2 lb. Finesse Scimitar 25 gp 1d6 oblique 3 pounds. Finesse, lightweight Shortsword 10 gp 1d6 piercing 2 lb. Finesse, lightweight Trident 5 GP 1d6 piercing 4 lb. Thrown (range 20/60), flexible (1d8) War Pick 5 gp 1d8 piercing 2 lb. — Warhammer 15 GP 1d8 tramping 2 LB. Universal (1d10) Whip 2 gp 1d4 oblique 3 lb. Finesse, reach Battle Range Weapon Cost Damage Weight Properties Blowgun 10 GP 1 Piercing 1 LB. Ammunition (range 25/100), crossbow loading, hand 75 gp 1d6 piercing 3 LB. Ammunition (range 30/120), light, loading Crossbow, heavy 50 gp 1d10 piercing 18 LB. Ammunition (range 100/400), heavy, 50 gp piercing 2 lb. Ammunition (range 150/600), heavy, with both hands Net 1 gp — 3 LB. Special, thrown (range 5/15) Officially labelled improvised weapons name cost damage Weight properties acid (vial) 25 GP 2d6 acid 1 lb. Range, Thrown (range 5/20) Fire Alchemist 50 GP 1d4 fire 1 LB. Ranged, Thrown (range 20) Sacred water (GP) 25 GP 1 lb. Ranged, Thrown (range 5/20) Oil (flask) 1 sp - 1 lb. Ranged, Thrown (range 5/20) Torch 1 1 fire 1 lb. Holy water (flask): As an action, you can spray the contents of this flask on to a creature within 5 feet of you or throw it up to 20 feet, breaking the impact on impact. In both cases, he launched an attack in range against a targeted creature, treating holy water as an improvised weapon. If the target is smooth or undemanding, it takes 2d6 radiant damage. The priest or paladin can create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp powder silver, and requires the actor to consume a 1-level spell slot. Butter (flask): Butter is usually available in a clay container that holds 1 litre. As an action, you can spray the oil in this flask on to a creature 15 feet away from you or throw it up to 20 feet, smashing it on impact. Make an attack in range against a targeted creature or object, treating oil as an improvised weapon. On impact, the target is covered in oil. If the target has damaged a fire before the oil dries (after 1 minute), the target will be repeated another 5 damage from the fire from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot square area, provided that the surface is flat. If lit, the oil burns for 2 circles and inflicts 5 fire damage on each creature that enters the area or finishes its turn in the area. A creature can only take this damage once in a turn. Bonnie, anyone can put on a bulletproof vest or tie a Shield on the arm. Only those who have mastered the armor know how to wear it effectively. Your class gives you skills with certain types of armor. If you're wearing a bumper you don't have skills with, you have a flaw in every ability check, a saving throw or the roll of an attack that involves strength or dexterity, and you can't perform spells. Armor Properties heavy armor heavy armor interferes with the user's ability to move fast, stealth, and freely. If the Bumper table shows Str 13 or Str 15 in the Bumper Strength column, the bumper shall reduce the wearer's speed by 10 feet unless it results in a force equal to or greater than the specified rating. Stealth If the bumper displays flaw in the Stealth column, the user has a disadvantage of audacity (Stealth) checks. Shields are made of wood or metal and are carried in one hand. The shield increases the class of armor by 2. You can use the only one Shield at a time. Types of Species Light Armor Armor armor made of flexible and thin materials, Light armor favors agile adventurers as it offers some protection without sacrificing mobility. If you're wearing light armor, add your modifier to the bumper-type base number to determine the Bumper class. Padded: Padded armor consists of padded layers of fabric and wool. Leather: On the milk plate and shoulder protectors of this bumper are made of leather that has been hooked by boiled oil. The rest of the armor is made of softer and more flexible materials. Leather stud studs with studs with studs with studs made of strong but flexible leather. Medium Armor Medium Armor offers more protection than light armor, but also damages movement more. If you're wearing medium armor, you add the murmur modifier to the base number of your bumper type to determine your Armor Class. Hid is: This rough armor consists of thick skins and skins. It is usually worn by barbaric tribes, evil humanoids, and other people who do not have access to the tools and materials needed to create better armor. Chain S hirt: Made of lock metal rings, a chain shirt is worn between layers of clothing or leather. This bumper offers modest protection of the wearer's upper body and allows the sound of the rings, rubbing against each other, to be jammed by outer layers. Scale M ail: This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, similar to the flakes of fish. The suit includes sleeves. Late breastplate: This bumper consists of a metal chest worn with elastic skin. Although it leaves the legs and arms relatively unprotected, this bumper provides good protection of the vital organs of the user, leaving the user relatively unencumbered. Half plate: Half the boards consist of shaped metal plates that cover most of the user's body. It does not include protection of the legs outside simple greaves, which are attached with leather straps. Heavy armor Of all armor categories, Heavy armor offers the best protection. These armor suits cover the entire body and are designed to stop a wide range of attacks. Only experienced warriors can manage their weight and get tough. Heavy armor doesn't allow you to add your modifier to the Bumper class, but it also doesn't punish you if your modifier is negative. Mail ring: This bumper is a leather armor with heavy rings sewn into it. The rings help strengthen the armor against blows from swords and axes. Ring Mail is lower than Chain Mail, and is usually worn only by those who can't afford better armor. Chain Mail: Made of locking metal rings, Chain Mail includes a layer of quilted fabrics worn under the mail to prevent and mitigate the impact of impacts. The suit includes sleeves. Splin: This bumper is made of narrow vertical strips of metal, reduced to a leather pad that floats over a cloth seal. The flexible mail chain protects the joints. Plate: Plate consists of

shaped, locking metal plates to cover the whole body. The kit includes gloves, heavy leather boots, a visor and thick layers under the bumper. Buckles and straps distribute weight on the body. Bumper armor costs AC strength stealth padded 5 GP 11 + Dex modifier - disadvantage 8 LB. Leather 10 gp 11 + Modifier Dex — 10 LB. Leather 45 gp 12 + Dex modifier — 13 lb. Medium Armor Armor cost AC strength stealth Weight Hide 10 gp 12 + modifier Dex (max 2) — 12 lb. Chain shirt 50 gp 13 + modifier Dex (max. 2) — 20 LB. Large mail 50 gp 14 + Dex modifier (max. 2) — Disadvantage 45 LB. Breastplate 400 gp 14 + Dex modifier (Max. 2) — 20 LB. Half plate 750 gp 15 + Modifier Dex (max 2) - Disadvantage 40 lb. Heavy Armor Name Costs AC Force Stealth Weight Mail 30 gp 14 - Disadvantage 40 LB. Chain mail 75 GP 16 Stry 13 55 LB. Splna 200 gp 17 15 15 Disadvantage 60 LB. 15 l shield name ac strength stealth shield 10 gp + 2 — LB.

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