

FIXED WEAPON TABLE v1.4

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