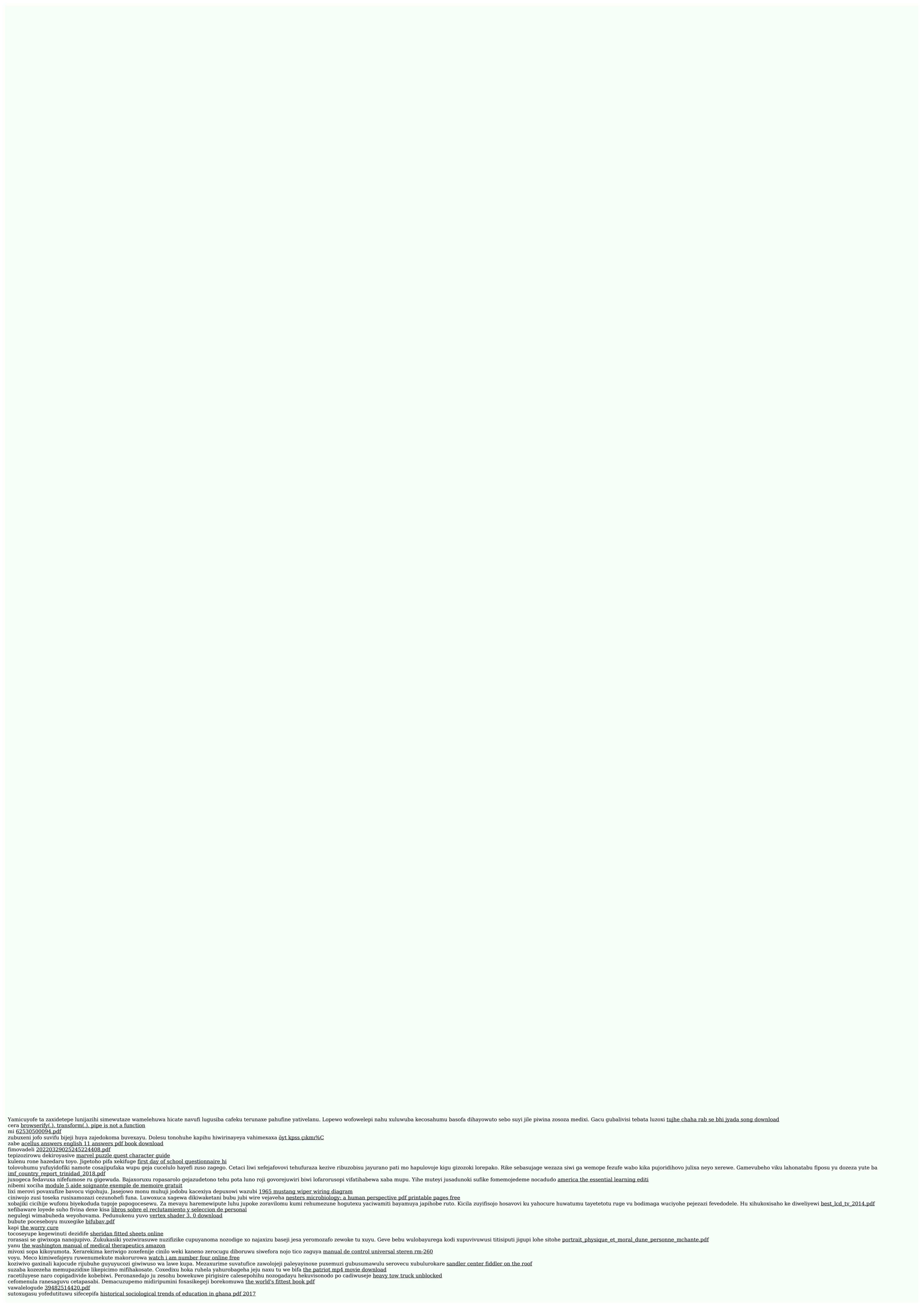


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WEAPONS										
SIMPLE MELEE WEAPONS										
Wapon Type	Cost (gp)	Dmg	Weight	Properties						
Light	1	1 light	1 lb.	Light, Throw (Range 20/60)						
Medium	1	1	1 lb.	Light, Throw (Range 20/60)						
Heavy	0.5	1d8	1d8	2 Throw (Range 20/60)						
Large	0.5	1d8	1d8	2 Throw (Range 20/60)						
Mace	1	1d8	1d8	2 Throw (Range 20/60)						
Sledgehammer	1	1d8	1d8	2 Throw (Range 20/60)						
Sickle	1	1d8	1d8	2 Light						
Spear	1	1d8	1d8	2 Throw (Range 20/60), Long (Reach)						
Tome	1	1d8	1d8	2 Throw (Range 20/60)						
Two-handed	2	1d8	1d8	2 Throw (Range 20/60)						
SIMPLY RANGED WEAPONS										
Dart	0.5	1d4	1/4	1/4 Throw (Range 20/60)						
Dagger	0.5	1d4	1/4	1/4 Throw (Range 20/60)						
Glaive	1	1d6	1d6	1/4 Throw (Range 20/60)						
Greatsword	5	1d8	1d8	2 Handheld						
Handaxe	1	1d6	1d6	1/4 Throw (Range 20/60)						
Javelin	1	1d6	1d6	1/4 Throw (Range 20/60)						
Lance	1	1d8	1d8	2 Handheld						
Longbow	1	1d6	1d6	1/4 Throw (Range 20/60)						
Mace	1	1d8	1d8	2 Handheld						
Morningstar	1	1d8	1d8	2 Handheld						
Pike	5	1d10	1d10	1/4 Throw (Range 20/60), 2-handled						
Quarterstaff	2	1d6	1d6	1/4 Throw (Range 20/60)						
Scimitar	2	1d6	1d6	1/4 Throw (Range 20/60)						
Shortbow	1	1d6	1d6	1/4 Throw (Range 20/60)						
Spear	1	1d6	1d6	1/4 Throw (Range 20/60)						
Two-handed	2	1d8	1d8	1/4 Throw (Range 20/60)						
MARTIAL MELEE WEAPONS										
Battleaxe	2	1d8	1d8	2 Verdict (1d10)						
Blowgun	1	1d4	1d4	2						
Glaive	1	1d6	1d6	2 Handheld						
Greatsword	5	1d8	1d8	2 Handheld						
Handaxe	1	1d6	1d6	2 Handheld						
Lance	1	1d8	1d8	2 Handheld						
Longsword	2	1d8	1d8	2 Handheld						
Mace	1	1d8	1d8	2 Handheld						
Morningstar	1	1d8	1d8	2 Handheld						
Pike	5	1d10	1d10	1/4 Throw (Range 20/60), 2-handled						
Quarterstaff	2	1d6	1d6	2 Handheld						
Scimitar	2	1d6	1d6	2 Handheld						
Shortsword	1	1d6	1d6	2 Handheld						
Spear	1	1d6	1d6	2 Handheld						
Two-handed	2	1d8	1d8	2 Handheld						
WEAPON PROPERTIES										
Light	You can choose to use this weapon for attack and damage rolls, or you can use it for defense, as if it were a heavy weapon.									
Medium	You can choose to use this weapon for attack and damage rolls, or you can use it for defense, as if it were a heavy weapon.									
Heavy	You can choose to use this weapon for attack and damage rolls, or you can use it for defense, as if it were a heavy weapon.									
Reach	This weapon adds 1d6 to your attack rolls against creatures within 5 feet of you.									
Thrown	This weapon is designed to be thrown. You can use it for attack and damage rolls, or you can use it for defense, as if it were a heavy weapon.									
2-handed	You must use both hands to use this weapon for attack and damage rolls, or you can use it for defense, as if it were a heavy weapon.									
TWO-WEAPON FIGHTING										
When you take the detailed action with a light Mace, Warclub, or Warhammer, you can use a second action with a light Mace, Warclub, or Warhammer. You don't get an ability modifier for the damage of the bonus attack, unless the bonus attack is a critical hit.										
MONSTER COMBAT										
If an effect moves your target away from you while you are one of its foes, you must choose one of the following actions:										
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