

Anything with this tag (ex.\*) is Homebrew

Simple Weapons

Name	Damage	Properties	lbs	Cost
Club	1d4 bludgeoning	Light	2	1 sp
Dagger	1d4 piercing	<i>Bandolier*</i> , <i>concealed*</i> , finesse, light, thrown (range 20/60)	1	2 gp
Greatclub	1d10 bludgeoning*	<i>Heavy</i> , siege, two-handed	10	5 gp
Handaxe	1d6 slashing	Light, thrown (range 20/60)	2	5 sp
Javelin	1d6 piercing	Thrown (range 30/120)	2	2 gp
Light Hammer	1d4 bludgeoning	Light, thrown (range 20/60)	2	5 gp
Mace	1d6 bludgeoning	-	4	2 sp
Quarterstaff	1d6 bludgeoning	Versatile (1d8)	4	2 sp
Sickle	1d4 slashing	Light	2	1 gp
Spear	1d6 piercing	Thrown (range 20/60), versatile (1d8)	3	1 gp
Yklwa	1d8 piercing	Thrown (range 10/30)	2	1 gp
Light Crossbow	1d8 piercing	Ammunition (range 80/320), loading, two-handed	4	25 gp
Dart	1d4 piercing	<i>Bandolier*</i> , <i>concealed*</i> , finesse, thrown (range 20/60)	1/4	5 cp
Shortbow	1d6 piercing	Ammunition (range 30/120)	2	25 gp
Sling	1d4 bludgeoning	Ammunition (range 30/120), concealed	-	1 sp

Martial Weapons

Name	Damage	Properties	lbs	Cost
Battle Axe	1d8 slashing	Versatile (1d10)	4	10 gp
DB Scimitar	2d4 slashing	Special, Two-Handed	6	100 gp
Flail	1d8 bludgeoning	-	2	10 gp

Name	Damage	Properties	lbs	Cost
Glaive	1d10 slashing	Heavy, reach, two-handed	6	20 gp
Greataxe	1d12 slashing	Heavy, two-handed	7	30 gp
Greatsword	2d6 slashing	Heavy, two-handed	6	50 gp
Halberd	1d10 slashing	Heavy, reach, two-handed	6	20 gp
Lance	1d12 piercing	Reach, special	6	10 gp
Longsword	1d8 slashing	Versatile (1d10)	3	15 gp
Maul	2d6 bludgeoning	Heavy, <i>siege*</i> , two-handed	10	10 gp
Morningstar	1d8 piercing	-	4	15 gp
Pike	1d10 piercing	Heavy, reach, two-handed	18	5 gp
Rapier	1d8 piercing	Finesse	2	25 gp
Scimitar	1d6 slashing	Finesse, light	3	25 gp
Shortsword	1d6 piercing	Finesse, light	2	10 gp
Trident	1d6 piercing	Thrown (range 20/60), versatile (1d8)	4	5 gp
War Pick	1d8 piercing	-	2	5 gp
Warhammer	1d8 bludgeoning	Versatile (1d10)	2	15 gp
Whip	1d4 slashing	Finesse, reach	3	2 gp
Blowgun	1 piercing	Ammunition (range 25/100), <i>concealed*</i> , loading	1	10 gp
Hand Crossbow	1d6 piercing	Ammunition (range 30/120), <i>concealed*</i> , light, loading	3	75 gp
Heavy Crossbow	1d10 piercing	Ammunition (range 100/400), heavy, loading, two-handed	18	50 gp
Longbow	1d8 piercing	Ammunition (range 150/600), heavy, two-handed	2	50 gp
Net	-	Special, thrown (range 5/15)	3	1 gp

Ammunition					
Item	Cost	Weight			
Arrow	1 gp	1 lbs			
Blowgun Needles	1 gp	1 lbs			
Crossbow bolts	1 gp	1.5 lbs			
Sling Bullets	4 cp	1.5 lbs			

  

Firearms*					
Name	Ammo	Damage	Properties	lbs	Cost
Palm Pistol	2g (20)	1d8 piercing	<i>Concealed*</i> , light, reload 1, misfire 1	1	50 gp
Pistol	4g (20)	1d10 piercing	Reload 4, misfire 1	3	150 gp
Musket	5g (20)	1d12 piercing	Two-handed, reload 1, misfire 2	10	300 gp
Pepperbox	4g (20)	1d10 piercing	Reload 6, misfire 2	5	250 gp
Blunderbuss	5g (5)	2d8 piercing	Reload 1, misfire 2	10	300 gp
Bad News	10g (5)	2d12 piercing	Two-handed, reload 1, misfire 3	25	n/a
Hand Mortar	10g (1)	2d8 fire	Reload 1, misfire 3, explosive	10	n/a

Light Armor				
Armor	AC	Stealth	lbs	Cost
Padded	11 + Dex mod	Disadvantage	8	5 gp
Leather	11 + Dex mod	-	10	10 gp
Studded Leather	12 + Dex mod	-	13	45 gp

Medium Armor				
Armor	AC	Stealth	lbs	Cost
Hide	12 + Dex modifier (max 2)	-	12	10 gp
Chain Shirt	13 + Dex modifier (max 2)	-	20	50 gp
Scale Mail	14 + Dex modifier (max 2)	Disadvantage	45	50 gp

Armor	AC	Stealth	lbs	Cost
Breastplate	14 + Dex modifier (max 2)	-	20	400 gp
Half Plate	15 + Dex modifier (max 2)	Disadvantage	40	750 gp

Heavy Armor					
Armor	AC	Strength	Stealth	lbs	Cost
Ring Mail	14	-	Disadvantage	40	30 gp
Chain Mail	16	Str 13	Disadvantage	55	75 gp
Splint	17	Str 15	Disadvantage	60	200 gp
Plate	18	Str 15	Disadvantage	65	1,500 gp

Shields*				
Type	AC	Strength	lbs	Cost
Buckler	+1	n/a	3	10 gp
Heater	+2	Str 13	8	20 gp
Tower	+3	Str 15	15	75 gp

You can't make opportunity attacks while holding Tower Shields.

Don Doff Times		
Light	1 minute	1 minute
Medium	5 minutes	1 minute
Heavy	10 minutes	5 minutes

Magic Items				
Rarity	Character Level	Weapon	Armor	Value
Common	1st or higher	-	-	50-100gp
Uncommon	1st or higher	+1	-	101-500gp
Rare	5th or higher	+2	+1	501-5000gp
Very Rare	11th or higher	+3	+2	5001-50,000gp
Legendary	17th or higher	-	+3	50,000+gp

Explosives		
Type	Properties	Cost
Bomb	As an action, a character can light this bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 3d6 fire damage.	150 gp
Gunpowder Keg	<p>Gunpowder is chiefly used to propel a bullet out of the barrel of a pistol or rifle, or it is formed into a bomb. Gunpowder is sold in small wooden kegs and in water-resistant powder horns.</p> <p>Setting fire to a container full of gunpowder can cause it to explode, dealing 7d6 fire damage to creatures within 10 feet of it . A successful DC 12 Dexterity saving throw halves the damage. Setting fire to an ounce of gunpowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet</p>	250 gp
Gunpowder Horn	3d6	35 gp
Dynamite Stick	<p>As an action, a creature can light a stick of dynamite and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.</p> <p>A character can bind sticks of dynamite together so they explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet).</p> <p>Dynamite can be rigged with a longer fuse to explode after a set amount of time, usually 1 to 6 rounds. Roll initiative for the dynamite. After the set number of rounds goes by, the dynamite explodes on that initiative.</p>	100 gp
Launcher	As an action, a character can throw a grenade at a point up to 60 feet away. With a grenade launcher, the character can propel the grenade up to 120 feet away.	200 gp
Frag	Each creature within 20 feet of an exploding fragmentation grenade must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one.	500 gp
Smoke	One round after a smoke grenade lands, it emits a cloud	50 gp

Type	Properties	Cost
	of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.	

**Lance.** You have disadvantage when you use a lance to Attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren’t mounted.

**Net.** 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 destroying the net. 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.

**Double-Bladed Scimitar:** If you attack with a double-bladed scimitar as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This attack deals 1d4 slashing damage on a hit, instead of 2d4.

**Bandolier\*.** When making a ranged attack with a weapon that has the bandolier property, you can immediately draw another.

**Concealed\*.** You have advantage on Dexterity (Sleight of Hand) checks you make to keep this weapon hidden.

**Siege\*.** This weapon deals double damage to objects and structures.

**Reload.** The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack or 1 action to reload. You must have one free hand to reload a firearm.

**Misfire.** Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon’s Misfire score, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful Tinker’s Tools check (DC equal to 8 + misfire score). If your check fails, the weapon is broken and must be mended out of combat at a quarter of the cost of the firearm. Creatures who use a firearm without being proficient increase the weapon’s misfire score by 1.

**Explosive.** Upon a hit, everything within 5 ft of the target must make a Dexterity saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or suffer 1d8 fire damage. If the weapon misses, the ammunition fails to detonate, or bounces away harmlessly before doing so.