



THROWING STARS

NEW WEAPON: THROWING STAR

These small, sharpened metal stars can be thrown or used as a stabbing weapon to deal small amounts of damage and potentially deliver poisoned attacks. Their small size and unassuming nature make them ideal concealed weapons.

THROWING STAR

ranged weapon (*simple*)

Damage: 1

Damage Type: Piercing

Properties: Finesse, light, thrown(20/60), special

Cost: 5 sp

Weight: 1/10 lb

Throwing Star. You can use two-weapon fighting to make off-hand attacks with throwing stars as though they are melee weapons, and you can use throwing stars to make melee weapon attacks as though they are light melee weapons. However, you still have disadvantage on these attack rolls if you are within 5 feet of a hostile creature that can see you and isn't incapacitated.

NEW FEAT: THROWING STAR MASTER

You mastered the art of using the normally unassuming throwing star to disrupt your foes and set up brutal follow-on attacks, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20, or gain proficiency with throwing stars.
- You can draw a throwing star as part of the attack you make with it.
- Once per turn, when you hit a creature with an attack using a throwing star that did not suffer from disadvantage, you can gain advantage on the next melee weapon attack or unarmed strike you make against that creature this turn.

ART CREDIT

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