

Weapons

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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 by spending 1 hour fixing it and succeeding on a Tinker's Tools check (DC equal to 10 + twice the misfire score). Creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

Cartridge Revolver	200g	4g (10)	1d8 piercing	1 lb.	(20/80)	Light , misfire 2
Flintlock Pistol	75g	2g (10)	1d10 piercing	3 lb.	(30/120)	Loading, misfire 1
Flintlock Musket	150g	2g (10)	2d6 piercing	10 lb.	(40/160)	Two-handed , Loading, misfire 2
Cartridge Musket	200g	10g (10)	1d12 piercing	10 lb.	(40/160)	Two-handed , misfire 3
Blunderbuss	200g	10g (5)	1d8 in a 10ft cone, 1d8 piercing in a 15ft cone, 1d8 in a 20ft cone	15 lb.	(20)	Two-handed , Loading, misfire 2
Bolt Thrower	120g	2g (10)	1d12 piercing	10 lb.	(200/800)	Loading (Crossbow), Two-handed , misfire 2
Hand Mortar	450g	10g (1)	2d8 piercing + 2d8 bludgeoning, 2d8 fire in a 15ft cone	25 lb.	(20/80)	Extended Loading, misfire 3

Extended Loading - You must spend either 1 attack and 1 bonus action or 1 action to reload this weapon.

Weapon	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light , thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light Hammer	2 gp	1d4 bludgeoning	2 lb.	Light , thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light

Spear	1 gp	1d8 piercing	3 lb.	Thrown (range 20/60), versatile (1d10)
Simple Ranged Weapons				
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)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)
Martial Melee Weapons				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	—
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War pick	5 gp	1d8 piercing	2 lb.	—
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach
Martial Ranged Weapons				
Blowgun	10 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	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	—	3 lb.	Special, thrown (range 5/15)

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