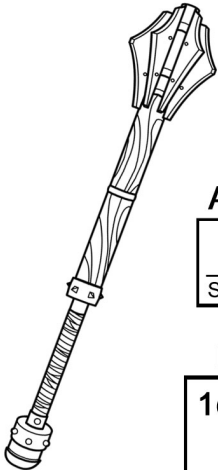


5gp

MACE

4lb



Atk bonus:

STR mod + PROF

Damage:

1d6 +

STR mod

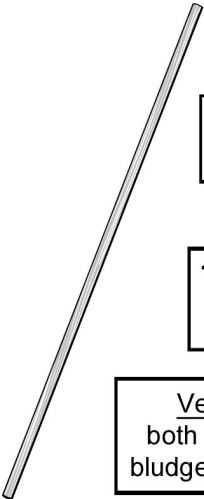
bludgeoning

Simple Melee Weapon

2sp

QUARTERSTAFF

4lb



Atk bonus:

STR mod + PROF

Damage:

1d6 +

STR mod

bludgeoning

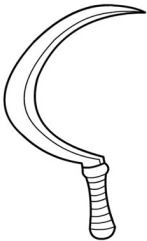
Versatile: use both hands for 1d8 bludgeoning damage.

Simple Melee Weapon

1gp

SICKLE

2lb



Atk bonus:

STR mod + PROF

Damage:

1d4 +

STR mod

slashing


Light: can be used with a second Light weapon for 2 weapon fighting - 2nd weapon doesn't add STR/DEX mod to damage.

Simple Melee Weapon

1gp

SPEAR

3lb



Atk bonus:

STR mod + PROF

Damage:

1d6 +

STR mod

piercing

Thrown: can be thrown (ranged) but still use STR for attack & damage bonus.
Range: 20ft, or 60ft disadv.


Versatile: use both hands for 1d8 piercing damage.

Simple Melee Weapon

-

UNARMED STRIKE

?



Atk bonus:

STR mod + PROF

Damage:

1 +

STR mod

bludgeoning

Eg. Punch, kick or headbutt.

You are proficient in unarmed strikes.

Simple Melee Weapon

-

IMPROVISED WEAPON

?

An object you can hold, that the DM says is similar to a known weapon:
use that weapon's PROF & Damage.

Atk bonus:


STR/DEX mod + PROF

Damage:

? +

STR/DEX mod

?



An object you can hold, that is not similar to a known weapon,
OR a ranged weapon used in melee
OR a melee weapon that is thrown but does not have the Thrown property:

Atk bonus:

STR/DEX mod

Damage:

1d4 +

STR/DEX mod

DM chooses damage type

Range: 20ft, or 60ft disadv.