

1sp **CLUB** 2lb



Atk bonus:
STR mod + PROF

Damage: 1d4 +
STR mod
bludgeoning

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

2gp **DAGGER** 1lb



Atk bonus:
STR mod + PROF

Damage: 1d4 +
STR mod
piercing

Finesse: can use DEX mod instead of STR mod for attack and damage bonuses - both the same.

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

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

Simple Melee Weapon

2sp **GREATCLUB** 10lb



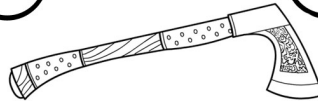
Atk bonus:
STR mod + PROF

Damage: 1d8 +
STR mod
bludgeoning

Two-handed: you must hold it with two hands when attacking with it!

Simple Melee Weapon

5gp **HANDAXE** 2lb



Atk bonus:
STR mod + PROF

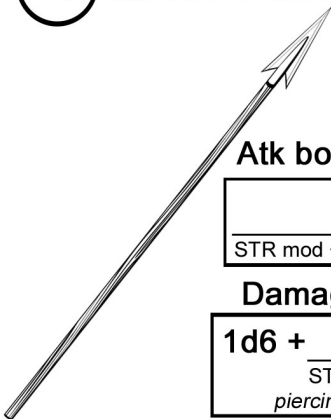
Damage: 1d6 +
STR mod
slashing

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

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

Simple Melee Weapon

5sp **JAVELIN** 2lb



Atk bonus:

STR mod + PROF

Damage:

1d6 +
STR mod
piercing

Thrown: can be thrown (ranged) but still use STR for attack & damage bonus.
Range: 30ft, or 120ft disadv.

Simple Melee Weapon

2gp **LIGHT HAMMER** 2lb



Atk bonus:

STR mod + PROF

Damage: 1d4 +
STR mod
bludgeoning

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

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

Simple Melee Weapon