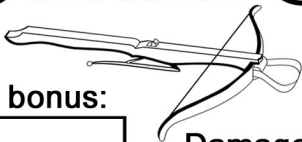


25gp

LIGHT CROSSBOW

5lb



Atk bonus:

DEX mod + PROF

Range: 80ft, or 320ft disadv.

Damage:

1d8 +

DEX mod
piercing

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

Ammunition: you need ammunition - crossbow bolts. Drawing ammunition is part of the attack. You can find half your used bolts in a 1 min search after battle.

You can also use the Crossbow in a melee attack as an Improvised Weapon.

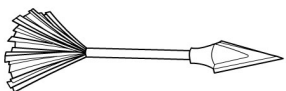
Loading: Only 1 crossbow bolt per action /bonus action/reaction - no multiple attacks.

Simple Ranged Weapon

5cp

DART

1/4lb



Atk bonus:

DEX mod + PROF

Damage:

1d4 +

DEX mod
piercing

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

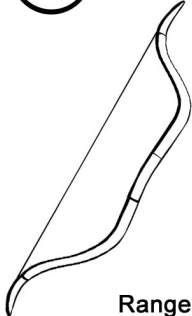
Thrown: range: 20ft, or 60ft disadv.

Simple Ranged Weapon

25gp

SHORTBOW

2lb



Atk bonus:

DEX mod + PROF

Damage:

1d6 +

DEX mod
piercing

Range: 80ft, or 320ft disadv.

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

Ammunition: you need ammunition - arrows. Drawing ammunition is part of the attack. You can find half your used arrows in a 1 min search after battle.


You can also use the Shortbow in a melee attack as an Improvised Weapon.

Simple Ranged Weapon

1sp

SLING

-



Atk bonus:

DEX mod + PROF

Damage:

1d4 +

DEX mod
bludgeoning

Ammunition: you need ammunition - sling bullets. Drawing ammunition is part of the attack. You can find half your used bullets in a 1 min search after battle.

You can also use the Sling (if it is loaded) in a melee attack as an Improvised Weapon.

Range: 30ft, or 120ft disadv.

Simple Ranged Weapon