

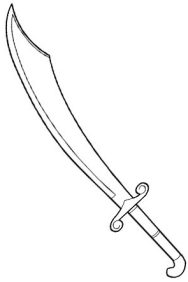
25gp **SCIMITAR** 3lb

Atk bonus:

STR mod + PROF

Damage:

1d6 +   
STR mod  
slashing



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.

*Martial Melee Weapon*

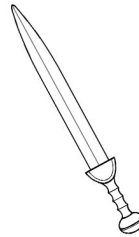
10gp **SHORTSWORD** 2lb

Atk bonus:

STR mod + PROF

Damage:

1d6 +   
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.

*Martial Melee Weapon*

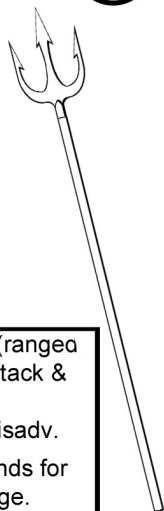
5gp **TRIDENT** 4lb

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.

*Martial Melee Weapon*

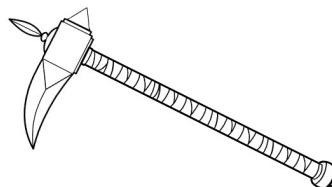
5gp **WAR PICK** 2lb

Atk bonus:

STR mod + PROF

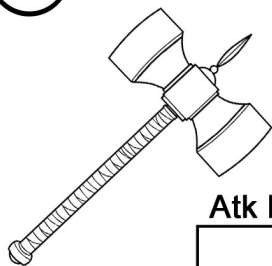
Damage:

1d8 +   
STR mod  
piercing



*Martial Melee Weapon*

15gp **WARHAMMER** 2lb



Atk bonus:

STR mod + PROF

Damage:

1d8 +   
STR mod  
bludgeoning

Versatile: use both hands for 1d10 bludgeoning damage.

*Martial Melee Weapon*

2gp **WHIP** 3lb

Atk bonus:

STR mod + PROF

Damage:

1d4 +   
STR mod  
slashing



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

Reach: add 5 ft to your reach when you attack with this weapon.

*Martial Melee Weapon*