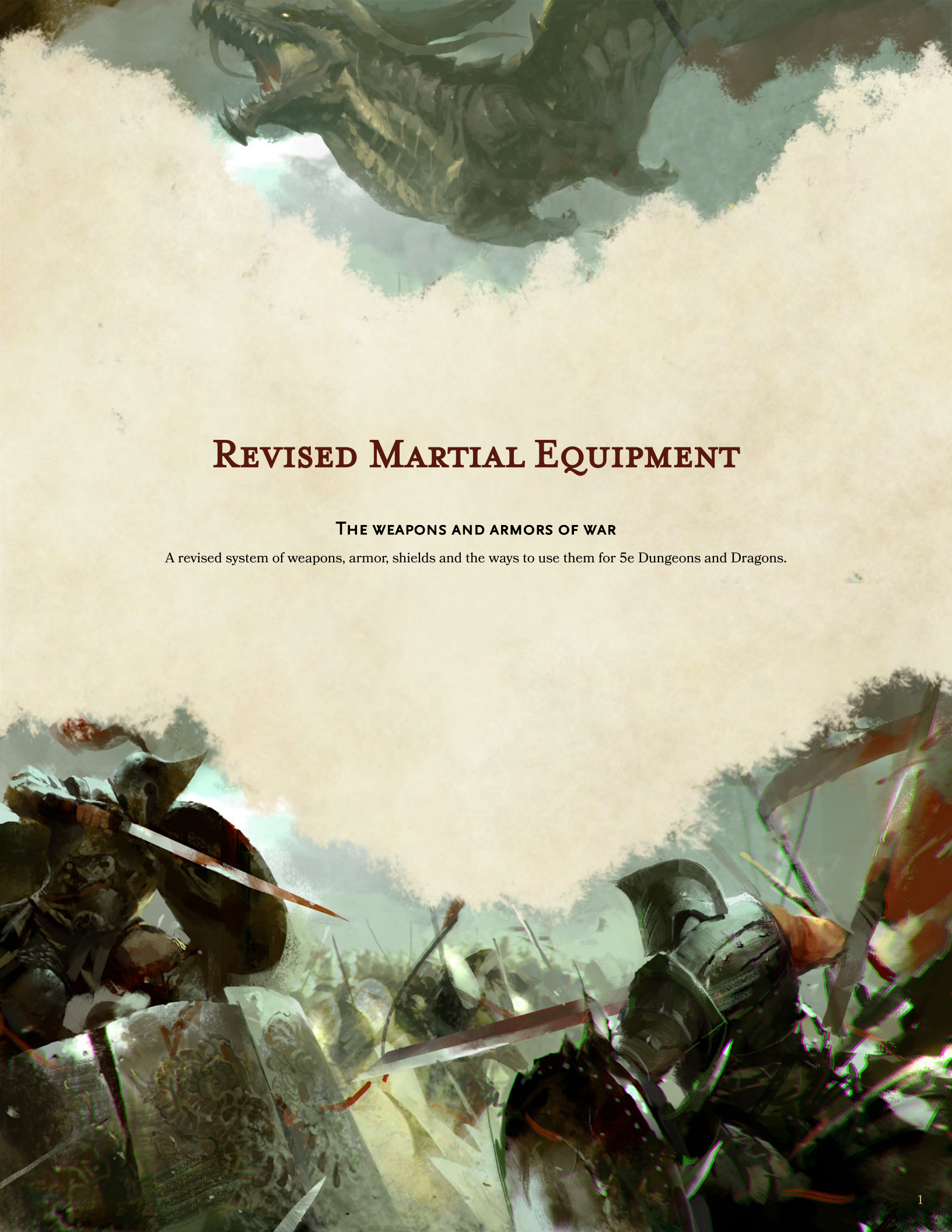




REVISED MARTIAL EQUIPMENT

THE WEAPONS AND ARMORS OF WAR

A revised system of weapons, armor, shields and the ways to use them for 5e Dungeons and Dragons.

REALISTIC EQUIPMENT WITH A FANTASY FLAIR

Equipment in this system has been categorized into groups, for example, axes, combat blades, or bows and slings. Often damage dice has been changed, from those listed in the core rules. In general, some effort was made for the equipment here to reflect those in historical use, while also blending fantasy concepts of using those weapons, such as chain swords, or boomerangs.

Weapons are no longer classified as “simple” or “martial” rather all weapons can be used with varying degrees of skill based on the level of training a character has, either simple or martial training. In addition, a character can choose to become a master of a certain style or category of equipment.

Armor has been made drastically lighter, and divided more evenly into the three categories of Light, Medium, and Heavy, as well as Shields, giving more variety than the simple shield.

All weapons and shields have been given various unique properties to give each weapon a different combat theme and utility; flails can reach around shields, axes cleave through soft targets, rapiers are adept at precision, etc. However, many properties are shared among weapons and are given a name for simplicity on the Weapon Properties page.

USING THIS SYSTEM

All proficiencies become martial training. If your class mentions you have proficiency in simple weapons, you use them at martial training. If your class or race mentions any weapons specifically, you use them with martial training. If your class mentions shields, you use all shields with martial training. Yes, this does mean wizards use daggers at martial training.

When your character has the choice of a feat, you may choose to take a Weapon Group Master feat, and choose either one category of weapons, armor, or shields. Taking a Weapon Group Master feat gives you Master Training with all the weapons of that group.

Becoming a master with a weapon group is a powerful feat, lending special attacks and abilities with the chosen weapon group. You may choose the Master feat for any weapon group, regardless of your proficiency with weapons. A Sorcerer can take Combat Blade Master, despite only being trained with a small handful of weapons.

If your race gives you proficiency with a weapon, and your class gives you the same weapon proficiency, these proficiencies stack and you're automatically Master training with the weapon. A high elven fighter, for example, can use longbows, shortbows, longswords, and shortswords at Master level, as High Elf starts with proficiency with these weapons, and fighter gives martial proficiency as well. This stacking also stacks with a class and subclass, if a weapon is named specifically.

For example, College of Swords Bard gains proficiency with the scimitar, but since Bards in this system already have scimitar proficiency, they gain master training with scimitar. Additionally, if your class or background gives you proficiency with one weapon of your choice, you may choose a weapon you currently use with martial training to instead use with master training.

You are also allowed to increase your training with a weapon group to martial instead of using a feat, provided you have the downtime and gold to pay for a trainer. For increasing your training with a weapon group to martial, you must find a training willing to teach you each day for 42 days (6 weeks) and will cost 1 gp per day. To increase training of a single weapon to master, you must be martially trained with it, and spend 250 days training with 1 gold per day.

EVERYTHING IS IMPORTANT!

Please read this document in its entirety (and perhaps several times) before using it in your campaign! There are a lot of nuanced rules, special notes, and sidebars for clarity that can perhaps be easily missed if you skim this brew.



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BEST PRACTICES WHILE USING THIS SYSTEM

This system is best used with the following optional rules to combat:

- Attacking with the off hand does not use your bonus action; it is simply another attack that is part of your attack action
- Flanking an enemy with an ally gives advantage on your attack, but if you are flanked in the process, you lose this bonus.
- The following feats are disallowed: Blade Master, Crossbow Expert, Fell Handed, Flail Mastery, Great Weapon Master, Heavy Armor Master, Medium Armor Master, Polearm Master, Sharpshooter, Shield Master, Spear Mastery, Warhammer Master
- When you score a critical hit, double your dice damage, instead of rolling damage again.

WEAPON GROUPS

SHIELDS

Whether a target or tower, shields come in all shapes and sizes from kites to circles to teardrops to rectangles. There are obvious benefits to the size and shape of your shield, and the Master learns to use his shield to protect himself from even dragon's breath.

AMBUSH WEAPONS

Ambush weapons describe weapons not designed for combat, rather for ambush. They are easily hidden or mundane, and in the right hands can end a fight before it's even started. Masters in close quarters combat have learned to strike more vitally, taking full advantage of a surprise attack both from stealth and in combat.

AXES

Axes are typically slashing weapons that derive their force from weight rather than sharpness. An axe's beard, or the underside of the head between the shaft, is just as effective as a weapon in the hands of an expert as the edge is. Mastering the axe means you learn to carry the weight of the head through soft targets and into others, and though sharply telegraphed, by taking a woodcutter's stance you can swing a blow that can fell even the stoutest of enemies.

BLUDGEONS

Bludgeons described here are the more simple types of weapons that rely more on pure weight than anything else. Bludgeons allow for secondary effects, as getting smacked with a mass of metal to the head isn't a simple matter of how much bruising you will have to show for it. A master with these brutish weapons more deftly causes stunning and exhaustion.

BOWS AND SLINGS

Our first invention, and likely the weapon the brought humans out of the caves and trees to the top of the food chain, the bow is as ancient as civilization. Bows require more training and skill than crossbows, but reload is part of the attack, making them still hold relevance in the age of mechanical winding or gunpowder. A master archer learns to place arrows as effortlessly as a master swordsman places his blade, and can even overdraw the shot to put more power into the arrow at decreased accuracy.

COMBAT BLADES

Combat blades described here involve military weapons designed for war. Most of these weapons are long, powerful swords. In mastering the combat blade, you learn the defensive properties of the guard, as well as the best way to take advantage of a reflexive opening.

CROSSBOWS

Crossbows take less training to operate than a bow and are often more powerful, but their reload time and specialized mechanisms keep them from making the former obsolete. Masters of the crossbows learn to shoot in combat without distraction, and can learn to punch soft targets accurately enough to hit targets even behind it.

DUELING BLADES

Dueling blades describe smaller or lighter one-handed weapons, designed for civilian defense or judicial duels. These weapons deal lighter damage but have more specialized uses, often used with finesse. A dueling blade master learns to use the weapon's speed to take advantage of a distraction to unleash a flurry of combo attacks.

FLAILS AND WHIPS

Flails and whips are weapons of misdirection. They aren't straightforward by design of circular momentum. The weapon may differ and the design not always optimal, but masters of flails and whips are masters of deception in combat itself. Masters with the flail and whip learn how to swing around shields, and use the chain of their weapon to knock prone foes unready for the attack.

HAMMERS AND PICKS

Hammers and picks share an anti-armor goal, and a concentrated force design, either by the point on a pick or face on a hammer. Differing from bludgeons in their specialization against armor and more refined technique, the hammer and pick are staples in any warrior needing to open some cans. Masters of the hammer and pick find ways to make the best of an advantage, and can even salvage something out of a disadvantageous situation.

POLEARMS

Polearms are weapons of reach, very usually an already existing weapon mounted on a lengthy pole. Many of these weapons are designed for use in standard infantries, and indeed, their reach and brace capabilities make them useful tools against opposing lines and charging cavalry. A master with a polearm has developed such precision with these hafted weapons that he can strike as a reaction even at reach and additionally learns to strike with the butt of the weapon in close quarters.

SPEARS

If a bow is as old as human civilization, a spear is as old as the human species. Our first tool, a feature in almost every military in history, and an efficiency hard matched in terms of production, training, and application. Masters with spears have mastered the lunge, and have learned such disciplined accuracy, they can make the smallest opportunity into a killing thrust.

THROWING WEAPONS

Throwing weapons allow a user to apply his strength to the attack and damage of the weapon. Throwing weapons are often paired with special abilities as well, giving them a very unique playstyle all on their own. In addition to the weapons listed below, master training with the throwing weapons group gives you master training with all weapons that have the thrown weapon feature, but not in melee. A master with throwing weapons has learned to curve throws around corners with ricochet and trajectory and can snap throw at any distracted enemy in an instant.

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SPECIAL NOTES AND LISTS

To seamlessly integrate this system into 5e, the following lists have been prepared to aid you when the rules reference certain terms.

EQUIPMENT GROUPS

Group	Equipment
Armor	Padded, Leather, Studded Leather, Lacquered Leather, Chain Shirt, Ring Mail, Breastplate, Banded Mail, Hauberk, Scale Mail, Splint, Plate
Shields	Buckler, Skirmish Shield, Tower Shield
Ambush Weapons	Punch Dagger, Whip Dagger, Gauntlet, Hidden Blade, Knuckle Axe, Side Baton, Unarmed Strike
Axes	Battle Axe, Hand Axe, Great Axe, Poleaxe, Halberd
Bludgeons	Great Club, Heavy Club, Light Club, Flanged Mace, Morningstar, Quarterstaff
Bows and Slings	Bladed Bow, Greatbow, Longbow, Shortbow, Sling, Wrist Shot
Combat Blades	Bastard Sword, Broadsword, Greatsword, Longsword, Scimitar, Short Glaive
Crossbows	Blowgun, Hand Crossbow, Heavy Crossbow, Hidden Crossbow, Light Crossbow, Mauler, Portable Ballista
Dueling Blades	Dagger, Kukri, sickle, Rapier, Shortsword, Smallsword
Flails and Whips	Heavy Flail, Light Flail, Meteor Hammer, Pole Flail, Whip, Chain Sword
Hammers and Picks	Maul, Light hammer, War hammer, Lucerne Hammer, War Pick, Light Pick
Polearms	Glaive, Guisarme, Halberd, Lajatang, Pike, Lucerne, Morningstar, Partisan, Pole Flail, Poleaxe, Short Glaive
Spears	Harpoon, Javelin, Lance, War Spear, Pike, Trident
Throwing Weapons	Bolas, Boomerang, Chakram, Dart, Net, Orc Throwing Shot, Throwing Star

- All weapons have disadvantage while attacking underwater or targeting underwater enemies, and all ranged weapons automatically miss enemies beyond their normal range. Weapons in the Underwater list perform normally while underwater or against underwater targets.
- All weapon perks apply to that weapon only. For example, if you have taken Dueling Blade Master, which gives you advantage on damage rolls with a shortsword, you cannot wield a shortsword in one hand and have advantage on all damage rolls from other weapons or effects. The advantage on damage applies to the shortsword and its modifiers only.
- All Master feats apply to that group only. For example, if you have taken Combat Blade Master, which gives you advantage on opportunity attacks, you only have this advantage when using a Combat Blade to make the opportunity attack.
- The feat "**Weapon Master**" increases your training to master training with any four weapons of your choice.



Weapon	Lists
Simple Weapons	Dagger, Dart, Flanged Mace, Gauntlet, Glaive, Guisarme, Hand Crossbow, Handaxe, Heavy Club, Heavy Crossbow, Javelin, Kukri, Light Club, Light Crossbow, Light Flail, Light Pick, Morningstar, Pike, Punch Dagger, Quarterstaff, Recurve, Shortbow, Shortsword, Sickle, Side Baton, Sling, Throwing Star
Druid Weapons	Bolas, Boomerang, Dagger, Dart, Flanged Mace, Gauntlet, Great Club, Harpoon, Heavy Club, Javelin, Knuckle Axe, Kukri, Lance, Light Club, Morningstar, Pike, Punch Dagger, Quarterstaff, Scimitar, Sickle, Sling, Trident, War Spear, Whip, Wrist Shot
Monk Weapons	All Simple Weapons, Blowgun, Broadsword, Gauntlet, Knuckle Axe, Lajatang, Meteor Hammer, Punch Dagger, Saber, Shortsword, Whip Dagger
Rogue Weapons	All Simple weapons, all weapons with the "Conceal" property, hand crossbows, longswords, rapiers, smallswords, sabers and shortswords.
Bard Weapons	All simple weapons, hand crossbows, longswords, rapiers, sabers, scimitar, shortswords, smallswords, and all weapons in the Throwing Weapons group.
Finesse Weapons	Bladed Bow, Chain Sword, Chakram, Dagger, Dart, Glaive, Hidden Blade, Lajatang, Light Club, Light Pick, Longsword, Meteor Hammer, Punch Dagger, Rapier, Saber, Scimitar, Short Glaive, Shortsword, Smallsword, Throwing Star, Unarmed Strike, War Spear, Whip, Whip Dagger
Underwater Weapons	Blowgun, Dagger, Gauntlet, Hand Crossbow, Heavy Crossbow, Harpoon, Hidden Blade, Lance, Light Crossbow, Javelin, Knuckle Axe, Mauler, Net, Pike, Punch Dagger, Shortsword, Spear, Trident, Unarmed Strikes, War Spear, Wrist Shot, and any weapon with the thrown property used as a ranged attack

AMUNITION COST AND WEIGHT

Type	Cost	Weight	For Use With
Arrow	0.05	0.05	Bladed Bow, Longbow, Shortbow, Recurve
Great Arrow	0.1	0.1	Greatbow
Bullet	0.01	0.5	Sling, Wrist Shot
Bolt	0.05	0.025	Hand Crossbow, Heavy Crossbow, Light Crossbow, Mauler
Needle	0.01	0.01	Blowgun, Hidden Crossbow

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WEAPON PROPERTIES

WEAPON DC

When your enemy must make a save against your weapon DC, it is calculated with the following equation:

Weapon DC = 8 + your proficiency + your strength modifier.

You can substitute dexterity for strength if the weapon has the finesse property. If a weapon has any Magic enhancement, this is added to your Weapon DC.

CONCEAL

Conceal weapons are easily concealable. You have advantage on sleight of hand checks made to hide the weapon on your person. If it is discovered, some conceal weapons still require the searching creature makes a successful investigation check to identify it.

AWKWARD

This weapon requires martial training to use effectively, and if you only have simple training, you do not add your proficiency bonus while rolling an attack with this weapon.

BRACE

You choose to hold your action to brace. On your turn, choose a target you can see that is at least 20 feet away from you. If that target moves within your weapon's reach before your next turn, you can make a melee attack against it with your weapon as a reaction. If the attack hits, treat the attack as a critical hit, plus double your strength modifier.

While bracing, if you move or are moved against your will, or you instead spend your reaction to do something else before the target moves into range, you forfeit the brace until your next turn. A Brace attack is not an Opportunity Attack.

DEFLECT

If struck by a melee weapon attack, you can use your reaction to roll your weapon's damage plus your strength modifier, then subtract that total from the damage dealt to you for one attack. If you are dual wielding deflect weapons, you may do this to two attacks using the same reaction.

DISARM

You may only make a disarm attempt with weapons that have the disarm property, unless you have a feat that says otherwise. If your attack is successful, you can choose to deal no damage and force your enemy to succeed on a strength or dexterity saving throw against your weapon DC. On a failure, it drops one held object of your choice, landing at its feet. If the enemy is larger than you or is using a two-handed weapon, it makes this save with advantage. If it is smaller than you, it is at disadvantage.

DISARM MECHANICS

A disarm drops the item at the target's feet. On its turn, the target can pick up the item using its free object interaction, so be sure someone else grabs the disarmed item before its turn!

DOUBLE

This weapon can make an additional attack during an attack action if the weapon is wielded with two hands and you are within 5ft of your target. The extra attack does not benefit from your ability modifier to damage, and the damage die for all attacks with the weapon if the extra attack is used is listed in Brackets [] Double attacks do not benefit from Reach.

ENTANGLE

If your attack is successful, you can choose to deal no damage and instead apply the grappled condition to your target. To escape, the entangled enemy must use an action to succeed on an athletics or acrobatics check against your weapon DC, having advantage if it is larger than you.

While the weapon is entangling a target and you are holding your entangling weapon, on your turn you can choose an attack to deal your weapon's damage equal to your strength modifier, without rolling an attack. You can release a foe from being entangled as long as you have one hand on the weapon. If you drop the weapon, the foe is automatically freed. Creatures two size categories larger than you are immune to being entangled.

FINESSE

Instead of Strength, you can add Dexterity bonus to your attack and damage if it is higher than your Strength. This weapon can also be used for sneak attack.

HEAVY

Category size Small creatures always have disadvantage when wielding a heavy weapon. Tiny and smaller cannot wield a heavy weapon.

LIGHT

This weapon is small or light enough that it allows the user to wield it in the off hand. While dual wielding, you can make a single attack with your off-hand weapon as part of your attack action. If your attack is successful, you do not add your ability modifier to damage unless you have the **two weapon fighting style**.

LUNGE

If you use an attack action, you attack a foe up to 5ft further than normal with all attacks for that turn, which can be combined with Reach. This ends with your turn and cannot be used as part of an Opportunity Attack. Performing a lunge uses your reaction.

MELEE

Melee Weapons make a melee weapon attack to another creature up to 5ft away, and add strength modifier to attack and damage. A Melee weapon cannot be thrown as an attack unless it has the Thrown weapon property.

ONE HANDED

A one-handed weapon requires only one hand to wield, leaving the off-hand open to wield another weapon, shield, grapple, or be used for the somatic component of a spell.

RANGED

Ranged weapons make a ranged weapon attack using dexterity for attack and damage. Your ranged weapon must have ammunition to use with that weapon, and it is loaded into that weapon. Range always lists two numbers. The first is the weapon's normal range, and the second indicates its maximum range. When attacking enemies beyond the normal range, you have attack disadvantage for that attack.

REACH

This weapon adds 5 feet to your reach when you make a melee weapon attack, as well as for determining your reach for Opportunity Attacks with it. Note that if there is a creature between you and your enemy within reach, your enemy has half cover. Reach cannot be used to extend the range of a Double attack.

RELOAD

Some ranged weapons take time to reload, which is reflected as using a certain type of action to do so. More trained users can reload faster. Reload times in order from fastest to slowest are; **part of attack, free object interaction, reaction, bonus, attack, action.**

- All weapons with the reload property require two hands to load unless otherwise stated.
- Reload as a free object interaction means you spend your free interaction reloading. This feels like a free reload, and in most cases it is, but in rare cases, for example, you are attempting to reload and open a door, you will only be able to do one.
- Reloading with an attack means you take an attack action, and during the attack, one of your attacks is used to instead reload. If you have 3 attacks, you attack once, use an attack to reload, then attack again.
- If you took the attack action last turn, you always start your turn with your weapon loaded, even if you ended your turn with it empty
- You have the choice of reloading your weapon with the fastest option available to you but can use any of the options that are slower. For example, a crossbow master using a light crossbow is able to reload using a bonus action, a reaction, or a free object interaction.

THROWN

Thrown weapons are melee weapons which can be used to make a ranged attack by throwing the weapon at the enemy, using Strength for attack and damage, unless the weapon has finesse, in which case you may use Dexterity for the attack and damage. Thrown always lists two numbers. The first is the weapon's normal range, and the second indicates its maximum range. When attacking enemies beyond the normal range, you have attack disadvantage for that attack.

TRIP

If your attack is successful, you can choose to deal no damage and your enemy must succeed on a strength or dexterity saving throw against your weapon DC or be knocked prone. Enemies 1 size category larger than you have advantage on this save. Enemies two size categories larger than you are immune to being tripped in this way.

TWO HANDED

This weapon requires two hands to wield, meaning your off hand cannot be used to wield another weapon, shield, or grapple. However, you may still use your off hand for the somatic component of spells.

VERSATILE

This weapon may be used with one or two hands. When used with two hands, the weapon will have a higher damage potential, as well as any other benefit from wielding a weapon with two hands. You may switch from two hands to one hand wielding the weapon at any time, and for any reason.

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ARMOR

LIGHT ARMOR

Type	Base AC	Stealth Restriction	Weight	Gold Cost
Padded	11	Disadvantage	4	5
Leather	11	None	5	10
Studded Leather	12	None	6	45
Lacquered Leather	13	None	6	100

MEDIUM ARMOR

Type	Base AC	Stealth Restriction	Weight	Gold Cost
Chain Shirt	13	Disadvantage	8	50
Ring Mail	14	None	12	100
Breastplate	15	None	10	400
Banded Mail	16	Disadvantage	15	750

HEAVY ARMOR

Type	Base AC	Stealth Restriction	Weight	Gold Cost
Hauberk	14	Disadvantage	14	100
Scale Mail	16	Disadvantage	18	150
Splint	17	Disadvantage	24	200
Plate	18	Disadvantage	34	1500

LIGHT ARMOR

Light armor is made from leather or other animal products, and is usually lighter, thinner, and less protective than the other armors, but also provides the most mobility and least restriction.

- **Padded** Leather made of quilted fabrics or furs. This is the padded jacket that many peasants and farmers would wear for a slight bit of protection from incidental contact with steel, but would not offer substantial protection from a direct blow.
- **Leather** This form of leather is usually clothing or utility thickness that is unhardened and offers only slightly better protection than raw skin. Because it is thinner than Padded, it is less restrictive and allows more mobility, but its material is usually more expensive.
- **Studded Leather** This leather is unhardened as well but has been studded with metal rivets or brackets to offer some resistance to metal blades. Its increased time taken to stud the leather and keep the same integrity adds to its manufacturing cost.
- **Lacquered Leather** This leather has been soaked in molten wax, boiled in water, or painted with lacquer to harden it as hard as modern plastics. It offers superior protection to other light armors without increasing weight, but the required technique to boil or otherwise harden leather without ruining it to burning it or over hardening to brittle adds to the cost.

LIGHT ARMOR MASTER

You are able to nimbly duck and dive, but use your armor's light protection to cover your mistakes, deflecting blows that would have only barely hit you.

- Increase Dexterity score by 1 to a maximum of 20
- While you are wearing Light Armor, if you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you may use your reaction to instead take no damage if you succeed on the throw. You still take full damage if you fail.
- Light armor that you are wearing does not count toward your total encumbrance

MEDIUM ARMOR

This armor is a combination of leather or animal products and metal. It covers less than Heavy armor using the same materials and usually costs less due to a lighter manufacturing process and less material.

- **Chain Shirt** This is a shirt of butted mail. It is easy to produce, due to less time simply twisting chain rings into place, rather than welding each link closed. As such, the chain shirt offers less protection than the hauberk but is lighter and more affordable.
- **Ring Mail** A series of closed rings stitched to a thick leather backing. This armor takes about as long as a Chain shirt to make and is similar in cost, but due to the combined protection of the leather backing and metal rings, offers greater protection than either one separately. Unfortunately, this combined armor is more restrictive.
- **Breastplate** Wearing just the breastplate of a suit of plate armor, this armor provides the easiest mobility of the medium armors and more protection than the chain shirt or ring mail. However, plate is expensive to make and thus has a greatly increased cost.
- **Banded Mail** The quintessential half-plate, also known as lorica, this armor is a series of metal ribbons banded together to form more complete protection. Banded mail is cheaper to produce than full plate, but is still quite a process, involving many steel plates and precise shaping.

MEDIUM ARMOR MASTER

Combining the mobility of light armor, and the protection of heavy armor, you master movement and toughness while wearing medium armor.

- Increase Dexterity or Strength score by 1 to a maximum of 20
- Wearing medium armor doesn't impose disadvantage on your Dexterity (stealth) checks
- While wearing medium armor, all opportunity attacks against you suffer disadvantage
- Medium armor that you are wearing does not count toward your total encumbrance

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HEAVY

Heavy armor covers the most area, weighs the most, and costs the most, but is the most protective armor available without magic. Heavy armors are made almost entirely of metal and require extensive, professional manufacturing.

- **Hauberk** This is a full suit of chain armor made with riveted or welded rings, making the suit incredibly durable and protective. The Hauberk covers both sleeves and stops at about mid-thigh, offering near complete coverage at an added weight. Unfortunately, it is not silent in the least.
- **Scale** Taking chainmail and adding a scale to each ring gives a substantial increase to protection without much increase in the manufacturing process but adds quite a bit of weight. Scale armor is just as jingly and loud to move around in as the Hauberk. You must have a Strength score of at least 13 to wear this armor.
- **Splint** Splint armor, or Jack of Plates, can be described as the poor man's Banded Mail. Instead of bands shaped to fit the wearer, a series of small, palm-sized plates and finger sized "splints" of metal are tied together to form a coat. It is cheaper to produce but is heavier, and not nearly as durable. You must have a Strength score of at least 13 to wear this armor.
- **Plate** The essential Knight's armor. Plate is extremely difficult and costly to produce is the heaviest of the armors, and is not nearly as mobile as any other. However, no armor short of magic is more protective. All parts of the body are covered, even the joints and pits of the wearer. You must have a Strength score of at least 13 to wear this armor.

HEAVY ARMOR MASTER

You are so adept at using the thick padding and stopping power of your armor that you absorb damage that would kill others.

- Increase Strength score by 1 to a maximum of 20
- All bludgeoning, piercing, and slashing damage you receive from non-magical sources is reduced by an amount equal to your Proficiency Bonus.
- Heavy armor that you are wearing only counts half its weight toward your total encumbrance

SHIELDS

Type	AC Bonus	Weight	Gold Cost
Buckler	1	3	5
Skirmish	2	6	10
Tower	3	20	50

Simple Training If you are not proficient with shields, you instead have simple training with shields and gain a flat +1 shield bonus to AC, suffer disadvantage to all attack rolls and to all Strength and Dexterity checks.

SHIELD MASTER

- If you take an attack action on your turn, you can use a bonus action to perform a shove action with your shield.
- If you aren't incapacitated, you can add your shield AC bonus to any dexterity saving throw you make against a spell or other harmful effect that targets only you.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the save, interposing your shield between yourself and the source of the effect.

Buckler A buckler, or target shield, is a smaller sized shield that is strapped passively to the arm or carried in one hand. While it is strapped to the arm, you can use that hand to wield an off hand or help with a two handed weapon. The Master learns to use the shield's dueling ability to deflect with ease.

Martial You may wield the buckler and a weapon in the same hand, however, you suffer -1 penalty to attack rolls. Your shield hand counts as open for somatic components if it is not wielding a weapon. If you are wielding nothing but the buckler in your shield hand, it has Deflect (d8)

Master You no longer suffer -1 to attack for wielding a weapon with the buckler hand. You may add your proficiency to your deflect roll, and if this roll reduces your incoming damage to 0, you may immediately make an attack against your attacker as part of the same reaction.

Skirmish Typically about the size of the user's torso and comes in a variety of shapes and overall sizes. You strap the shield to your forearm and grip it with your hand, or grasp it with a center grip, occupying your off hand. This means you cannot use your off hand for an attack, grapple, or a somatic component for a spell. A Skirmish shield is large enough to provide better passive protection than the buckler, while still providing the agility missing with a tower shield. The Master learns to extend this agility to even spell attacks.

Martial You gain an additional +2AC bonus against ranged weapon attacks.

Master You gain an additional +2AC bonus against ranged spell attacks, and your shove action deals d4 + strength modifier in bludgeoning damage if it is successful.

Tower This massive wooden shield is nearly as tall as its wielder and just as wide; you more fight around it like a door than moving it with your body. It is essentially carrying a piece of mobile cover. You must have a Strength score of 13 to wield a tower shield in combat, and while carrying one, you have disadvantage on stealth checks. The master shieldman has learned to fully cover himself, effectively giving the enemy no target.

Martial You negate any flanking bonus an enemy might have on you. Additionally, you may use your reaction to gain half cover, possibly negating an attack, or granting you a bonus to your dexterity saving throw before you roll.

Master While using the shield as cover, if you are subjected to an effect that allows you to make a dexterity saving throw, and you fail that save, you take only half damage.

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AMBUSH WEAPONS

Weapon	Damage Types	Simple Damage	Martial Damage	Master Damage	Weight	Gold Cost
Punch Dagger	Piercing or Slashing	d4	d4	d4	1	1
Whip Dagger	Piercing	d4	d4	d4	3	15
Gauntlet	Bludgeoning, Piercing, or Slashing	d2	d4	Damage Scales	1	10
Hidden Blade	Piercing	d4	d4	d4	1	50
Knuckle Axe	Slashing	d4	d6	d6	1	25
Side Baton	Bludgeoning	d4	d6	d8	2	10
Unarmed Strike	Bludgeoning	d1	d4	Damage Scales	0	0

AMBUSH WEAPONS MASTER

- +1 to attack with Ambush Weapons
- A successful hit to a creature that is surprised is a critical hit
- You may use your reaction to make a single attack against a creature that has missed you with a melee attack.

PUNCH DAGGER

A punching blade is usually a small knife attached to a horizontal handle that projects out from the fist when held; but also describes wrist or fist mounted blades such as claws or daggers which extend out over the knuckles when equipped. A master with the punch dagger can find weaknesses when the enemy is distracted or moving.

Simple One Handed, Melee, Conceal, Finesse, Light.

Martial One Handed, Melee, Conceal, Finesse, Light

Master One Handed, Melee, Conceal, Finesse, Light

Master Perk You have advantage on opportunity attacks made with this weapon. Additionally, if this weapon is in your off hand, you may make an opportunity attack with your main hand and this weapon.

WHIP DAGGER

A dagger with a ring pommel at the end of a silk ribbon. The weapon can be used like a dagger in hand to attack creatures up to 5ft away, or swung about the end of the ribbon to attack creatures up to 10ft away. A master has learned the scorpion pull, able to impale up to 15ft away, then pull them with the attached ribbon.

Simple Two Handed, Melee, Conceal, Awkward, Finesse, Reach

Martial Two Handed, Melee, Conceal, Entangle, Finesse, Reach

Master One Handed, Melee, Conceal, Entangle, Finesse, Lunge, Reach

Master Perk On hit, your entangle deals damage, and you can choose to force the enemy to succeed on a Strength saving throw or be pulled up to 10ft toward you. If your enemy succeeds on the save, it is no longer grappled.



GAUNTLET

Any spiked or weighted glove or other means of adding weight, blades, or spikes, like brass knuckles, to a basic fist uses these statistics. Normal heavy armored gauntlets are not weighted enough to count as these weapons. Gauntlet weapons impose disadvantage on Dexterity checks that use hands to complete, such as picking locks or picking pockets. Putting on or taking off your gauntlets is an action, and they cannot be disarmed. A master with the gauntlet learns to block with their hands, perhaps even catching the enemy's weapon. Your damage scales much like a monk's Martial Arts, according to the table below.

This weapon can deal bludgeoning, piercing, or slashing damage, or any combination of the three, depending on design.

Simple One Handed, Melee

Martial One Handed, Melee

Master One Handed, Melee, Light

Master Perk As a reaction, you can declare that you try to catch the enemy's melee weapon attack. If their attack misses, you have advantage on your next weapon attack, athletics, or acrobatics check against that enemy, or you can elect to impose disadvantage on these checks your enemy makes in their next turn, unless they let go of their weapon.

HIDDEN BLADE

The infamous hidden blade is a mechanical means to deploy a piercing dagger from under your wrist as part of an attack. While this weapon is equipped, you can count the hand it is equipped with as open, allowing it to wield a weapon, shield, grapple, or be part of a somatic component for a spell. However, you can't wield a weapon or shield in this hand and also use the hidden blade; in such a case, the blade would become an inert piece of garb.

The searching party must succeed an investigation check against your Weapon DC to determine what it is. This weapon cannot be disarmed but takes 1 minute to equip or remove. A hidden blade master has mastered surprise attack with this concealed weapon.

Simple One Handed, Melee, Awkward, Conceal, Finesse, Light

Martial One Handed, Melee, Conceal, Finesse, Light

Master One Handed, Melee, Conceal, Finesse, Light

Master Perk If you successfully hit a surprised creature, it takes maximum dice rolls from this weapon and any modifiers, instead of rolling for the damage.

KNUCKLE AXE

Designed much like brass knuckles, but with a blade that sweeps back toward the forearm, either over the knuckles or over the side of the fist. The knuckle axe resembles an axe head with no handle, and either 4 finger holes or a curved handle to rest inside a closed fist. Masters with knuckle axes learn to slash through soft targets much like a real axe, attacking two targets at once.

Simple One Handed, Melee, Awkward, Light

Martial One Handed, Melee, Deflect, Light

Master One Handed, Melee, Deflect, Light

Master Perk When you score a critical hit, make an additional melee attack to another creature adjacent to you. This can continue as many times in a single attack action as you score critical hits.

SIDE BATON

Often called a Tonfa, Riot Baton, or Arm Club, the Side Baton is a defensive weapon designed for deflecting attacks with one's own forearm. It consists of a stout club with a perpendicular handle attached a third of the way down the length. In use, the Side Baton can swing out to the grip for a strike or thrust. A master may also flip the side baton and grab it by the shaft to use the handle as a hook in combat.

Simple One Handed, Melee, Light

Martial One Handed, Melee, Deflect, Light

Master One Handed, Melee, Deflect, Light, Trip

Master Perk Your deflect roll is 3d8, rather than d8, and you may add your proficiency to this roll

UNARMED STRIKES

A creature with simple training can throw basic punches that are largely ineffective, while a creature with martial training can properly land punches and kicks, doing small amounts of damage. A master of unarmed strikes is as well trained as a traditional monk, though lacking the ki focus and mysticism the monk possesses. Your damage scales much like a monk's Martial Arts, according to the table below.

Simple Unarmed, Melee

Martial Unarmed, Melee, Finesse

Master One Handed, Melee, Deflect, Disarm, Finesse, Light, Trip

Master Perk Your unarmed strikes count as weapon attacks. You may use your bonus action to perform a shove or disarm attack.

Proficiency	Damage Die
+2	d4
+3	d6
+5	d8
+6	d10

FEAT SYNERGY

If you also have the Grappler or Tavern Brawler feat, you can make unarmed deflect, trip, and disarm attempts with unarmed attacks if you have martial training.

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AXES

Weapon	Damage Types	Simple Damage	Martial Damage	Master Damage	Weight	Gold Cost
Battle Axe	Slashing	d8	d8 (d10)	d10 (d12)	4	10
Handaxe	Slashing	d6	d6	d6	2	5
Greataxe	Slashing	d10	d12	2d8	6	30
Khopesh	Slashing or Piercing	d8	2d4	2d4	3	10
Poleaxe	Bludgeoning, Piercing, Slashing	d10	d10	2d6	7	40
Halberd	Piercing, Slashing	d10	d12	2d6	7	35

AXE MASTER

- +1 to attack with axes
- On your turn, when you score a critical hit or reduce a target to 0 hit points with an axe, you can make another attack as part of the same action. This effect can happen multiple times as long as the criteria are met.
- Before you make a melee attack, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.
- You count as one size category larger for the purpose of weapon properties, such as trip or disarm.

BATTLE AXE

This is an axe about 2ft-3ft in length, with a longer beard designed for a wider slashing wound. This weapon is large enough to use with two hands for more powerful strikes, yet nimble enough to be used in one hand. Masters with the battle axe get more reliable damage out of the weapon.

Simple	Two Handed, Melee, Awkward
Martial	One Handed, Melee, Versatile, Trip
Master	One Handed, Melee, Versatile, Trip
Master Perk	When you score a critical hit, reroll damage if the dice is 1 or 2

HANDAXE

An incredibly versatile weapon and tool, the hand axe can be thrown like the infamous tomahawk, or used in melee like a hatchet, and can be used to trip your foe. The master learns the ability to bind and disarm.

Simple	One Handed, Melee, Thrown (10/30)
Martial	One Handed, Melee, Thrown (20/60), Light, Trip
Master	One Handed, Melee, Thrown (20/60), Disarm, Light, Trip

Master You have advantage on attempts made to disarm
Perk enemies wielding a one handed weapons.



GREATAXE

The greataxe is the classic barbarian axe but also includes more historical versions such as the bardiche, voulge, or Dane axe. The greataxe has incredible potential for damage, and the master greataxe wielder can fell even the stoutest of foes with reliability not seen in many other weapon styles.

Simple Two Handed, Melee, Awkward, Heavy

Martial Two Handed, Melee, Heavy

Master Two Handed, Melee, Heavy

Master Perk When you score a critical hit, roll the damage and any modifiers twice and take the most favorable result

KHOPESH

This axe sword hybrid was made famous by ancient egyptians. It is a sword built with a large crescent shaped protrusion about one third from the tip, and a hooked tip, forming a sort of question mark shape. It acts in every way similarly to a battle axe, but is lighter and can more reliably cut with a larger surface area. A Master with the Khopesh has learned to use the hooked point to drag or trip enemies to the ground with ease.

Simple One Handed, Melee, Awkward, Disarm

Martial One Handed, Melee, Disarm, Trip

Master One Handed, Melee, Disarm, Trip

Master Perk Your trip attacks are made with advantage

POLEAXE

A Poleaxe is an infantry weapon designed for use against armored foes. It is characterized by an axe on one side with a hammer on the other, while tipped with a dagger-like spike from the top. It is typically on a 6ft shaft shod with iron to protect it from damage. Though not long enough for a reach weapon, its style resembles that of a quarterstaff. A master learns to use the weapon's iron shodding more actively, blocking attacks that would normally chop through the wood shaft.

Simple Two Handed, Melee, Awkward, Heavy

Martial Two Handed, Melee, Brace, Heavy

Master Two Handed, Melee, Brace, Heavy, Trip

Master Perk While wielding a poleaxe, you gain +1AC

HALBERD

The halberd consists of an axe blade topped with a spike mounted on an 8ft long shaft. It always has a hook on the back side of the axe blade for grappling mounted combatants. With at least martial proficiency, a halberd can be used to perform a trip against mounted foes to pull them from the saddle to a prone position, and the master has advantage on this maneuver. Additionally, a master can entangle, but not trip, a creature up to two category sizes larger than them.

Simple Two Handed, Melee, Awkward, Brace, Heavy

Martial Two Handed, Melee, Brace, Heavy, Reach, Trip

Master Two Handed, Melee, Brace, Heavy, Reach, Trip

Master Perk Advantage on trip attacks made to mounted enemies and enemies up to two category sizes larger than the master. If you succeed against a mounted foe, it is automatically pulled from its mount to a prone position. You may entangle, but not trip, foes up to two sizes larger than you.

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BLUDGEONS

Weapon	Damage Types	Simple Damage	Martial Damage	Master Damage	Weight	Gold Cost
Greatclub	Bludgeoning	d8	d8	d10	8	0.2
Heavy Club	Bludgeoning	d6	d6	d8 (d10)	3	0.1
Light Club	Bludgeoning	d4	d4	d6	2	0.1
Flanged Mace	Bludgeoning and Slashing	d6	d6	d8	4	5
Morningstar	Bludgeoning and Piercing	d8	d10	d12 [d4]	6	15
Quarterstaff	Bludgeoning	d6	d8 [d6]	d10 [d8]	3	0.5

BLUDGEON MASTER

- +1 to attacks made with Bludgeons
- When you score a critical hit, your enemy must succeed on a Constitution Saving Throw or be stunned until the end of your next round
- If you deal more damage in a single round than the enemy's AC, the enemy must succeed on a constitution saving throw or take a level of exhaustion. You may grant two levels of exhaustion per enemy this way.

GREATCLUB

The greatclub is simply a heavy, two-handed club, though it can be refined like the Japanese Tetsubo. A master of the greatclub can render a weapon nearly useless.

Simple Two Handed, Melee, Heavy

Martial Two Handed, Melee, Disarm, Heavy

Master Two Handed, Melee, Deflect, Disarm, Heavy

Master If you are successful in a disarm attempt, the Perk enemy can no longer add proficiency to attacks with that weapon.

HEAVY CLUB

A heavy club is a one-handed mass weapon, much like a bat or ball mace. A master can target the head more easily, giving stuns that the opponent can't shake off quite as easily.

Simple One Handed, Melee

Martial One Handed, Melee, Thrown (10/30)

Master One Handed, Melee, Versatile, Thrown (20/40)

Master Perk When you score a critical hit, your stun will last d4 rounds. The enemy can repeat the save at the end of each round



BLUDGEONS

LIGHT CLUB

A light club might be a simple sap or a metal bar, and many clubs designed for combat are designed to be thrown. A master learns to be extremely accurate with a simple throwing stick.

Simple	One Handed, Conceal, Finesse
Martial	One Handed, Conceal, Thrown (20/60), Finesse, Light
Master	One Handed, Conceal, Thrown (20/60), Finesse, Light
Master Perk	You do not suffer disadvantage when throwing beyond normal range

FLANGED MACE

A mace is made up of a metal head with small bladed protrusions, attached to a simple wooden or metal shaft, designed specifically to hammer and shred armored enemies. This weapon deals slashing and bludgeoning damage at the same time, for the purpose of overcoming resistances or immunities. Masters with maces learn to punch through armor to damage those foes with ease.

Simple One Handed, Melee

Martial One Handed, Melee

Master One Handed, Melee

Master Perk Against enemies wearing heavy or medium armor, you may roll damage twice and take the most favorable result, and also add your strength modifier to damage twice

MORNINGSTAR

This is an infantry weapon in the form of a thick wooden shaft up to 8 feet in length, slightly fluted toward the top, with a spiked head and topped with a stout iron spike. This weapon deals piercing and bludgeoning damage at the same time, for the purpose of overcoming resistances or immunities. A master with a morning star can absolutely ruin armor, rendering it less effective for its wearer.

Simple Two Handed, Melee

Martial Two Handed, Melee, Brace, Reach

Master Two Handed, Melee, Brace, Reach, Double [d4]

Master Perk When you score a critical hit against an enemy, you reduce the enemy's AC by an amount equal to your Strength modifier.

QUARTERSTAFF

The simple staff is a useful double ended bludgeoning weapon, whether shod and weighted like the English quarterstaff, or simply made of strong bamboo, like the Japanese bo. A master learns to strike with both ends so quickly and efficiently that they appear to be one strike.

Simple Two Handed, Melee

Martial Two Handed, Melee, Double [d6]

Master Two Handed, Melee, Double [d6]

Master Perk While using the Double property, you may add your ability modifier to damage, and you may use the Double property when you make an Opportunity Attack.

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BOWS AND SLINGS

Weapon	Damage Types	Simple Damage	Martial Damage	Master Damage	Weight	Gold Cost
Bladed Bow	Piercing or Slashing	d8	d6, d8	[d6], d8	5	100
Greatbow	Piercing	d10	d10	d12	5	75
Longbow	Piercing	d8	d8	d10	2	50
Recurve	Piercing	d8	2d4	2d4	2	150
Shortbow	Piercing	d6	d6	d8	2	25
Sling	Bludgeoning	d4	d4	d6	0	0.1
Wrist Shot	Bludgeoning or Slashing	d4	d6	d6	1	5

BOW AND SLING MASTER

- Attacking at long range doesn't impose disadvantage on your ranged weapon attacks rolls.
- Your attacks ignore half and three quarters cover
- You can overdraw your shot, making the shot less accurate, but more powerful. Before you make a ranged attack with a ranged weapon with which you are proficient, you can choose to take a -5 penalty to the attack roll. If you do so and the attack hits, it deals +10 damage.

BLADED BLOW

A bladed bow has two curved blades affixed to its limbs. Though not nearly as stout as a quarterstaff due to the flexibility of the bow itself, it is nonetheless an easy way to protect yourself when the enemy closes. The bladed bow is very specialized and requires dedicated training to be anything but clumsy. In the hands of a master, the bladed bow is as dangerous as a dual wielder.

Simple Two Handed, Ranged (100/500), Awkward, Heavy

Martial Two Handed, Ranged (d8) (120/600), Melee, Finesse, Heavy

Master Two Handed, Ranged (d8) (120/600), Melee, Double [d6], Finesse, Heavy

Master Perk You can seamlessly make ranged or melee weapon attacks without needing to spend an action to switch weapons, and you may add your ability modifier in damage to attacks made with Double property

GREATBOW

A greatbow is a bow much taller and stouter than the longbow, and fires specialized great arrows that are similar in size to a javelin. Due to its size, javelins and ballista bolts can be used as ammunition, but with disadvantage on the attack. Greatbow masters have learned to overdraw the stout poundage, sending enemies flying back. You must have a Strength score of at least 13 to wield a Greatbow.

Simple Two Handed, Ranged (100/500), Awkward, Heavy

Martial Two Handed, Ranged (200/800), Heavy

Master Two Handed, Ranged (200/800), Heavy

Master Perk When you score a critical hit, your enemy must succeed on a strength saving throw or be shoved 5ft in a straight line away from you and knocked prone. Large creatures have advantage on this save, and larger creatures are immune. Creatures that are flying have disadvantage on this save.



LONGBOW

A longbow has a larger power stroke than a shortbow, meaning the arrow is drawn further and has a higher draw weight. This, combined with the larger size, usually 5ft-6ft long, mean the bow is much more powerful, but perhaps a bit more cumbersome in close combat and atop a mount. A master with a longbow has learned to steady his aim and ignore all distractions impeding accuracy.

Simple Two Handed, Ranged (100/500), Awkward, Heavy

Martial Two Handed, Ranged (120/600), Heavy

Master Two Handed, Ranged (120/600), Heavy

Master If you have disadvantage for any reason, you can use your reaction to attempt a concentration check against DC10 or half your target's AC, whichever is higher. If you succeed, your disadvantage is negated.

RECURVE

A recurve bow is usually shorter, in the 3ft-4ft range, but has a greater power stroke than a bow of its size. Due to the shorter overall size but higher draw, the master can quickly target close enemies without detriment.

Simple Two Handed, Ranged (100/500)

Martial Two Handed, Ranged (120/600)

Master Two Handed, Ranged (120/600)

Master You do not have disadvantage when shooting at enemies who are within 5ft of you. Note you still have disadvantage when shooting at any other target while an enemy is adjacent to you.

SHORTBOW

A short bow is about 3 feet in length and usually very portable. It is more suited to close combat, as its smaller size lends itself to agile movement and quick targeting on either side of the body.

Simple Two Handed, Ranged (60/240)

Martial Two Handed, Ranged (80/320)

Master Two Handed, Ranged (80/320)

Master You threaten 5ft squares around you as if you had a melee weapon.

SLING

A sling is a simple leather cup with cords that allow the user to launch rounded bullets with circular momentum. One of the oldest range weapons known, it is both simple and effective at delivering a crushing blow at medium range. You can use rounded stones or small bits of anything that can fit into the leather cup, though these attacks are made with disadvantage.

Simple One Handed, Conceal, Ranged (30/120)

Martial One Handed, Conceal, Ranged (30/120)

Master One Handed, Conceal, Melee, Ranged (30/120), Light

Master You may roll a melee attack with a loaded sling. A Perk successful melee attack still consumes a piece of ammunition, and the sling must be loaded in order to melee attack.

WRIST SHOT

Using stretchable or springloaded materials, the wrist shot shoots rounded bullets much like a sling, though uses the power of the elasticity of the material rather than gathered circular momentum. Because of this added stability in flight, you may also use flat, bladed disks as ammunition. You can use debris or rounded stones as ammunition, but this causes disadvantage on your attack. Masters with wrist shots can bounce shots around corners and off hard surfaces to attack enemies in even total cover.

Simple Two Handed, Ranged (40/160), Awkward

Martial Two Handed, Ranged (40/160)

Master Two Handed, Ranged (40/160)

Master You can ignore total cover if the target has obstacles that provide a means to bounce or ricochet shots around the cover, provided the enemy isn't fully enclosed.

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COMBAT BLADES

Weapon	Damage Types	Simple Damage	Martial Damage	Master Damage	Weight	Gold Cost
Bastard Sword	Piercing or Slashing	d10	d12	d12 (2d6)	4	40
Broadsword	Piercing or Slashing	d8	2d4	3d4	3	20
Greatsword	Piercing or Slashing	2d6	2d6	2d8	5	50
Longsword	Piercing or Slashing	d8	d8 (d10)	d10 (d12)	3	15
Scimitar	Slashing	d6	d6	d8	2.5	25
Short Gliave	Piercing or Slashing	d8	2d4	2d4	4	45

COMBAT BLADE MASTER

- +1 to attack with Combat Blades
- On your turn, you can use your reaction to assume a parrying stance. Until your next turn or until you are no longer holding a Combat Blade, you gain a +2 to your AC against melee weapon or melee magic attacks that target you.
- You have advantage on opportunity attacks

BASTARD SWORD

The Bastard Sword is the child of the Longsword and the Greatsword, a weapon in length between the two that uses techniques from either parent. A master of the bastard sword learns to deal greater damage against larger targets, using the weapon's leverage to create more powerful strikes.

Simple Two Handed, Melee, Awkward, Heavy

Martial Two Handed, Melee, Heavy

Master One Handed, Melee, Versatile, Heavy

Master Your Critical hit range is 19-20, unless it is 18-20.
Perk You deal 2d8(2d10) to Large and larger enemies.

BROADSWORD

True broadswords have a wider, thicker blade to add power to the blow, and often have a single edge to give more weight to the blade, like the Falcion, Messer, Seax, or Chinese Dadao. Because of this the weapon performs much like an axe in the strike. A master learns to strike truer, and gain more damage dealt to soft targets.

Simple One Handed, Melee, Awkward

Martial One Handed, Melee

Master One Handed, Melee

Master When you score a critical hit, double your ability
Perk modifier to damage and roll all dice twice, taking the most favorable result.



GREATSWORD

The greatsword is often taller than its wielder, spanning in the 6ft-7ft range with a 2ft handle. It is similar in length to a polearm, has similar reach and can even use similar techniques thanks to a smaller handle above the crossguard called a Ricasso, just without the ability to brace as many polearms do. A master finds the greatest weapon to use against a large enemy is the greatsword.

Simple	Two Handed, Melee, Awkward, Heavy
Martial	Two Handed, Melee, Heavy, Reach
Master	Two Handed, Melee, Heavy, Reach
Master Perk	You deal 2d12 damage to Large and larger enemies

LONGSWORD

The longsword is a multipurpose cutting and thrusting weapon, with a wide guard for dueling, and includes the cruciform fencing sword, along with similar western european weapons. Generally, the blade is between 3ft-4ft, with a 10"-12" handle. Masters learn to become more rapier-like with more finesse overall.

Simple	One Handed, Melee, Awkward
Martial	One Handed, Melee, Versatile, Finesse
Master	One Handed, Melee, Disarm, Versatile, Finesse
Master Perk	Your Critical hit range is 18-20.

SCIMITAR

A single-handed, curved sword, similar in dimension to the longsword. Unfortunately, unlike the longsword, the scimitar is usually fitted with a handle too small to allow two-handed wielding, but the master learns to use the curve as a means to deflect and is an expert at using the curve while mounted.

Simple	One Handed, Melee, Awkward
Martial	One Handed, Melee, Finesse, Light
Master	One Handed, Melee, Finesse, Light, Deflect
Master Perk	When you choose to deflect, you may roll twice and take the better result. Additionally, while mounted, if you travel at least 20ft before you make an attack, your weapon deals an additional 2d8 slashing damage.

SHORT GLAIVE

A short glaive is a glaive weapon with a shorter handle, usually in the range of length of a greatsword, but much lighter as the metal blade is smaller and most of the weapon is wooden haft. A short glaive is favored among elven armies as an effective long weapon that is both heavy hitting and light enough to use with finesse. Masters of the short glaive find the weapon can swing through soft targets, converting the momentum into another attack if they're lucky.

Simple	Two Handed, Melee, Awkward
Martial	Two Handed, Melee, Finesse, Lunge
Master	Two Handed, Melee, Brace, Finesse, Lunge
Master Perk	If you reduce an enemy to 0 hit points, you can use a bonus action to make an attack to any other foe that is within 5ft of you.

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CROSSBOWS

Weapon	Damage Types	Simple Damage	Martial Damage	Master Damage	Weight	Gold Cost
Blowgun	Piercing	d1	d2	d4	1	1
Hand Crossbow	Piercing	d6+1	d6+1	d6+1	2	75
Heavy Crossbow	Piercing	d10+3	d10+3	d10+3	8	50
Hidden Crossbow	Piercing	d4	d4	d4	1	150
Light Crossbow	Piercing	d8+2	d8+2	d8+2	5	25
Mauler	Piercing	3d4	3d4	3d4	5	100
Portable Ballista	Piercing	d12+4	d12+4	d12+4	15	1500

CROSSBOW MASTER

- If a target is within 10ft of you, you can choose another target within your crossbow's normal range in a straight line from you through your first target, and to the second. If you hit the closer target, you can also roll to attack the further target for free, hitting both targets with the same piece of ammunition.
- Being within 5ft of a hostile creature does not impose disadvantage on your ranged weapon attack rolls.
- When you have advantage on an attack, you may roll 3d20, instead of 2, and take the most favorable result.

BLOWGUN

Blowguns are generally used to deliver poisons from a distance, as the needle-like dart is often too small to cause serious damage. They are nearly silent when shot, and do not reveal your location if you attack from stealth and miss. A blowgun can be shot with one hand but requires two to reload. A master has learned the art of the flying viper, shooting two shots at once, and reloading with a single hand.

Simple One Handed, Ranged (25/40), Awkward. Reload Free Object

Martial One Handed, Ranged (25/100). Reload Part of Attack.

Master One Handed, Ranged (25/100). Reload Part of Attack. Light

Master Perk The blowgun can be loaded with two darts. Roll two attacks. Each dart deals d4 damage and applies their effect to the target, but you can only do this at your normal range.

RELOAD TIMES

Remember that from fastest to slowest, reload times are: Part of Attack, Free Object, Reaction, Bonus, Attack, Action.



HAND CROSSBOW

A hand crossbow is a simple hand drawn bow that is released with a pistol trigger. The limbs are very small, weaker than any other crossbow, and can only launch the bolt a short distance. But, being able to pull the drawstring back without mechanical assistance means it can be reloaded very quickly. You can shoot, but not load, a hand crossbow with one hand at no penalty. A master crossbowman learns to reload one-handed using hook points on his clothing, enabling him to dual wield hand crossbows if he wished.

Simple	One Handed, Ranged (20/60), Light. Reload Reaction
Martial	One Handed, Ranged (30/120) Light. Reload Free Object
Master	One Handed, Ranged (30/120) Light. Reload Part of Attack
Master Perk	Can be reloaded with one hand

HIDDEN CROSSBOW

This is a mechanical means of deploying a wrist mounted crossbow, much like the hidden blade. While this weapon is equipped, you can count the hand it is equipped to as open, allowing it to wield a weapon, shield, grapple, or be part of a somatic component for a spell. You cannot wield a weapon or shield in this hand and also use the hidden crossbow; in such a case, the weapon would be an inert piece of garb.

The searching party must succeed an investigation check against your weapon DC to determine what it is. This weapon cannot be disarmed, but takes 1 minute to equip or remove. A hidden crossbow master has mastered launching the bolt while in a melee.

Simple	One Handed, Ranged (10/30) Conceal, Awkward, Light, Reload Attack
Martial	One Handed, Ranged (20/40) Conceal, Light, Reload Bonus
Master	One Handed, Ranged (30/60) Conceal, Light, Reload Reaction
Master Perk	You may attack as a reaction when an enemy makes an attack against you and misses.

LIGHT CROSSBOW

You draw a light crossbow back by pulling a lever. You can shoot, but not load, a light crossbow with one hand, with no proficiency to attack. A master learns to move and shoot with the light crossbow so efficiently he can reactively shoot moving targets at melee range, threatening all squares near him as if he had a melee weapon.

Repeating crossbows hold 6 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (part of the attack action). Loading a new case of 6 bolts is an action (regardless of your level of training) that provokes Opportunity Attacks. Only light crossbows can be made repeating.

Simple	Two Handed, Ranged (40/200), Reload as an attack
Martial	Two Handed, Ranged (80/320), Reload with reaction
Master	Two Handed, Ranged (80/320), Reload Free Object
Master Perk	You threaten 5ft around you as if you had a melee weapon.

HEAVY CROSSBOW

Heavy crossbows load a thousand pounds of force into your bolt, letting you punch targets with as much force as a barbarian's axe. Because of this power, you must draw a heavy crossbow by turning a winch to pull the drawstring back. You can shoot, but not load, a heavy crossbow with one hand, with no proficiency to attack. A master arbalest is able to use the crossbow's power to hit hard targets, possibly knocking them prone, or knocking flying creatures from the sky.

Simple	Two Handed, Ranged (50/200), Heavy, Reload Action
Martial	Two Handed, Ranged (100/400), Heavy, Reload attack
Master	Two Handed, Ranged (100/400), Heavy, Reload Bonus
Master Perk	When you score a critical hit, your enemy must succeed on a strength saving throw or be knocked prone. Large creatures have advantage on this save, but larger creatures are immune. Flying creatures have disadvantage on this save.

MAULER

A crossbow with two bows mounted in an X shape. The drawstring is attached to a triangle mechanism that holds 3 bolts at once. The complicated loading chambers mean this weapon takes much longer to reload than other weapons. Even with 4 limbs, the 3 bolts leave with less momentum than a hand crossbow and don't have good grouping at long distances. Still, the mauler creates deadly wounds and is renowned for reliable damage. Mauler Masters learn to group the bolts to do massive shock by hitting multiple weak points at once.

Due to the spread of the bolts over a distance, if the mauler is used on medium or smaller targets outside the normal range it only does d4 damage, as only the top bolt is on sights to hit. Targets Large and larger are big enough to take all bolts at any range.

Simple Two Handed, Ranged (20/50) Awkward. Reload Action

Martial Two Handed, Ranged (30/60) Reload Attack

Master Two Handed, Ranged (40/80) Reload Bonus

Master When you score a critical against a target within Perk 30ft, roll 6d4 for your bonus damage.

PORTABLE BALLISTA

A Portable Ballista is a 6ft-7ft version of the siege weapon it shares a namesake. Though this weapon takes you quite a long time to reload, you find that it's well worth the wait. Your ballista is wound by turning a crank on the drawstring, providing several thousand pounds of force to your javelin. A Master Arbalist can use flanking surfaces to pin her target down. You use javelins as your ammunition.

Simple Two Handed, Ranged (150/400) Awkward, Heavy, Reload Action

Martial Two Handed, Ranged (150/600) Heavy, Reload Bonus Action

Master Two Handed, Ranged (150/600)heavy, Reload Bonus Action

Master The range for your crossbow mastery that allows Perk you to hit two targets with one shot is increased to 50 feet, instead of 10 feet. You may also choose a wall, tree or other piece of hard terrain as your second target if it flanks your first target with you and is within 5ft of your target. If successful, you restrain your target by pinning it to the terrain, using your weapon DC as the escape DC

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DUELING BLADES

Weapon	Damage Types	Simple Damage	Martial Damage	Master Damage	Weight	Gold Cost
Dagger	Piercing or Slashing	d4	d4	d4	1	2
Kukri	Slashing	d4	d6	d6	2	3
Sickle	Piercing or Slashing	d4	d4	d6	2	1
Rapier	Piercing or Slashing	d6	d8	d8	2	25
Saber	Piercing or Slashing	d6	d8	2d4	2	35
Shortsword	Piercing or Slashing	d6	d6	d8	2	10
Smallsword	Piercing	d6	d6	d6	1	30

DUELING BLADE MASTER

- +1 to Attack with Dueling Blades
- If a creature within 5ft of you takes an attack action against another creature other than you, you may use your reaction to attack that creature.
- On your turn, if you land a critical hit, you can use your reaction to take another attack action with your dueling blade.

DAGGER

Any weapon about forearm length and smaller can be called a dagger, and there are as many styles of daggers as there are cultures in existence. Nearly all daggers are weapons of opportunity, but some devote their lives to the style of cloak and dagger. The master can make blinding fast attacks even while she focuses her attention elsewhere.

Simple	One Handed, Melee, Finesse, Light
Martial	One Handed, Melee, Conceal, Finesse, Light, Thrown (20/60)
Master	One Handed, Melee, Conceal, Finesse, Light, Thrown (20/60)
Master Perk	You can use a bonus action to make an attack with a dagger, even if you don't take the attack action

KUKRI

A large, curved blade, with the cutting edge on the inside of the curve. Performing much like a handaxe, the weapon has the potential for serious wounds in the hands of a master.

Simple	One Handed, Melee, Light
Martial	One Handed, Melee, Light
Master	One Handed, Melee, Light
Master Perk	When you score a critical hit, triple all damage dice total



RAPIER

The rapier is a long, thin sword, designed with minimum weight for maximum accuracy with the tip. Prized as the pinnacle of finesse, masters learn how to properly strike forth in a lunge, learn expert parries, and use a rapier in the off hand.

Simple One Handed, Melee, Awkward

Martial One Handed, Melee, Finesse

Master One Handed, Melee, Deflect, Finesse, Light, Lunge

Master If you are wielding a rapier and nothing in your off
Perk hand, you can add d4 to your damage roll. If you have advantage on your attack, you can also add d4 to the attack roll. If you are wielding a light weapon, instead add +1 to AC.

SABER

A saber describes a wide variety of weapons that all share a few properties in common; one-handed, single-edged, slight curve, and little or no counterweight to add cutting power to the blades. Examples are the cavalry saber, the katana, dueling saber, and officer's sword. The master finds the saber's curve and protection give incredible survivability.

Simple One Handed, Melee, Awkward

Martial One Handed, Melee, Finesse

Master One Handed, Melee, Deflect, Finesse, Light

Master If an enemy hits you with a melee weapon attack,
Perk you can use your reaction to add your proficiency to your AC, possibly negating a successful hit. This added bonus to AC lasts for that enemy's turn only.

SICKLE

A wooden handle with a short, crescent-shaped blade with the cutting edge on the inside of the curve, derived from the farming tool. The crescent can be used to trip a target, and a master learns to use the curve of the weapon to grapple and bind enemies when the point sinks into a target.

Simple One Handed, Melee, Light

Martial One Handed, Melee, Light, Trip

Master One Handed, Melee, Entangle, Light, Trip

Master When you score a critical hit, you can entangle
Perk and also deal damage

SHORTSWORD

This category consists of any thrusting or chopping blade longer than a dagger, but shorter than a full-sized sword. Examples include a cutlass, wakizashi, or machete. The master learns to gain every bit of damage out of the shortsword.

Simple One Handed

Martial One Handed, Melee, Finesse, Light

Master One Handed, Melee, Finesse, Light

Master When you have advantage on the attack, you also
Perk have advantage on damage, including any modifiers

SMALLSWORD

The smallsword is a light weapon designed for thrusting which evolved out of the longer and heavier rapier. It has a triangular profile and a pistol grip, giving the fullest control over the tip over any other weapon design. The master has such control over her thrusting tip, she can negate a detriment to her attack with focus.

Simple One Handed, Melee, Awkward, Finesse

Martial One Handed, Finesse, Light

Master One Handed, Finesse, Light, Lunge

Master If you have advantage on your attack, you may add
Perk d4 to your attack roll. If you have disadvantage on your attack, you may spend your bonus action to roll your choice of athletics or acrobatics to negate the disadvantage. The DC is equal to your targets AC.

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FLAILS AND WHIPS

Weapon	Damage Types	Simple Damage	Martial Damage	Master Damage	Weight	Gold Cost
Light Flail	Bludgeoning	d4	d6	d6	3	8
Heavy Flail	Bludgeoning and Piercing	d8	d8 (d10)	d10 (d12)	5	10
Pole Flail	Bludgeoning	d10	d10	d10	10	25
Meteor Hammer	Bludgeoning	d4	d4	d4	5	5
Whip	Slashing	d2	d4	d6	1	2
Chain Sword	Slashing	d6 (d6)	d8 (d6)	d10 (d8)	3	250

FLAIL AND WHIP MASTER

- +1 to attack with flails and whips
- As a bonus action, you add +2 to attack using your flail or whip against an enemy with a shield until your next turn, as you sweep around the shield to hit.
- When you hit with an opportunity attack, the foe must succeed on a strength saving throw or be knocked prone

LIGHT FLAIL

The familiar handle with a spiked ball at the end of a chain, or two clubs linked by a rope like a nunchaku, which deals both bludgeoning and piercing damage at the same time, for the purposes of overcoming resistances or immunities. Masters with the light flail learns to carry the weapons speed and momentum into another attack if they miss.

Simple One Handed, Melee

Martial One Handed, Melee, Disarm

Master One Handed, Melee, Disarm, Light

Master Perk If you miss with an attack, you may use your reaction to make one extra attack

HEAVY FLAIL

A heavy flail consists of a long handle with a spiked metal striking ball, rather like the end of a morningstar, which is attached by a means of chain or swivel, which deals both bludgeoning and piercing damage at the same time, for the purposes of overcoming resistances or immunities. The heavy flail is an immense weapon, but the master learns to wield it one-handed, and all disarm and trip attempts made by it deal damage if they are not successful.

Simple Two Handed, Melee, Awkward, Heavy

Martial One Handed, Melee, Versatile, Trip

Master One Handed, Melee, Versatile, Disarm, Heavy, Trip

Master Perk Trip and Disarm attempts turn into an attack if the enemy succeeds on their save. Roll an attack normally for any attempt the enemy succeeds against.



POLE FLAIL

A weapon of hafted reach, though instead of an axe or blade, there is the spiked bar of the heavy flail, which deals bludgeoning and piercing damage at the same time, for the purpose of overcoming resistances or immunities. The pole flail is primarily designed for field warfare, for reaching over enemy lines, and thus the master learns to use its sweeping attack for getting around any guard, not just around shields.

Simple Two Handed, Melee, Awkward, Heavy, Reach

Martial Two Handed, Melee, Heavy, Reach, Trip

Master Two Handed, Melee, Entangle, Heavy, Reach, Trip

Master Your sweeping attack may be used against any creature wielding a weapon, adding +2 to your attack.

METEOR HAMMER

This weapon is a spherical or conical weight attached to a 15-foot rope. Used as a more brutal form of a rope dart, the meteor hammer is capable of using both circular movement as a weapon and as a bind and can be slung forward at great reach. A master with the meteor hammer finds great utility in the weapon, despite its difficulty of use and low damage.

Simple Two Handed, Melee, Awkward, Finesse, Lunge, Reach

Martial Two Handed, Melee, Entangle, Finesse, Lunge, Reach

Master Two Handed, Melee, Disarm, Entangle, Finesse, Lunge, Reach, Trip

Master As an action, you begin twirling the hammer around you in a 10ft radius. Until the start of your next turn, any creature of your choice which starts its turn or which enters this space must succeed on a dexterity save or be damaged by your weapon.

WHIP

The whip is treated as a melee weapon with 15ft reach. You can use a whip to grasp unattended small or tiny objects, or any reasonable handhold within 15 feet, provided you hit AC10 with a melee attack. You may release the item or handhold at any time. A whip master is truly a sight to behold, grabbing things with the tip and yanking things out of enemy hands, into their own possession.

Simple One Handed, Melee, Awkward, Finesse

Martial One Handed, Melee, Disarm, Finesse, Reach (15ft)

Master One Handed, Melee, Disarm, Entangle, Finesse, Light, Reach (15ft), Trip

Master When you disarm an item from any creature, you can choose to place the item anywhere in your reach, or catch it as a reaction, instead of it falling to the ground beneath the creature.

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CHAIN SWORD

Perhaps the most exotic weapon on this list, the chain sword can be both a sword or a whip-like weapon that is made of bladed chain links. As a bonus action, you can change between the two forms of your weapon. As a sword, it functions similarly to a longsword. Entering its Versatile hold, it becomes as long as a whip but has the added benefit of grappling and can continue to damage a creature while grappled. A master learns to quickly change between the rigid sword form and the flexible whip form as needed and can attack his bound target or any target next to it.

Sword Form

Simple One Handed, Melee, Awkward, Versatile

Martial One Handed, Melee, Finesse, Versatile

Master One Handed, Melee, Lunge, Finesse, Versatile

Master You freely change between weapon forms as a free object interaction.

Whip Form

Simple Two Handed, Melee, Awkward, Versatile, Reach

Martial Two Handed, Melee, Entangle, Versatile, Reach. An entangled enemy takes d6 slashing damage at the start of its turn

Master Two Handed, Melee, Entangle, Versatile, Reach. An entangled enemy takes d8 slashing damage at the start of its turn

Master While an enemy is entangled, you can still use your chain sword to attack your entangled enemy, or any enemy within 5ft of it

HAMMERS AND PICKS

Weapon	Damage Types	Simple Damage	Martial Damage	Master Damage	Weight	Gold Cost
Light Hammer	Bludgeoning	d6	d6	d6	2	2
War Hammer	Bludgeoning	d8	d8 (d10)	d10 (d12)	3	15
Maul	Bludgeoning	d12	2d6	2d8	12	10
Lucerne	Bludgeoning or Piercing	2d6	2d6	2d6	8	25
Light Pick	Piercing	d4	d4	d6	1	2
War Pick	Piercing	d8	d8	d10	2	5

HAMMER AND PICK MASTER

- +1 to attacks made with hammers or picks
- Whenever you have advantage on attacks with a hammer or pick, and both dice would hit, you knock the target prone or shove them 5ft
- Whenever you have disadvantage on attacks with a hammer or pick and at least one roll would have hit but the other misses, you can deal your strength modifier in bludgeoning or piercing damage to the target, whichever is appropriate.

LIGHT HAMMER

The light hammer is an especially short-handled, blunt-headed warhammer, balanced for throwing. It is different from a mace in that it focuses all force into a single face, resulting in more penetrating blows, but learning control of a single face requires martial training. While a flanged mace may shred armor, a hammer is able to more precisely deliver blows that weaken the bearer of that armor, and a master can even weaken a user enough that movement seems impossible.

Simple	One Handed, Melee, Thrown (10/40) Awkward, Light
Martial	One Handed, Melee, Thrown (20/60) Light
Master	One Handed, Melee, Thrown (20/60) Light
Master Perk	You have advantage on damage rolls against enemies wearing armor, and if you score a critical hit, that enemy's speed is reduced to 0

WAR HAMMER

The historical warhammer was a lightweight, long-handled weapon designed to damage armored enemies. The small, pronged hammer head is often backed with a military pick, but just as often, a different style of face. A master of the warhammer cares little for armor, blasting through it with ease

Simple One Handed, Melee, Awkward

Martial One Handed, Melee, Versatile

Master One Handed, Melee, Versatile

Master Perk Enemies wearing heavy armor are treated as being vulnerable to your bludgeoning damage. You ignore resistance to non-magical bludgeoning damage



MAUL

The maul is a weapon of immense mass; a great hammer able to move the stoutest of foes. The weapon's weight adds to incredible damage, and the master finds he can use the weapon's mass to smash foes to the ground or send them flying. Additionally, a maul always has advantage on attack rolls to damage objects and deals double damage to them.

Simple Two Handed, Melee, Awkward, Heavy

Martial Two Handed, Melee, Heavy

Master Two Handed, Melee, Heavy

Master Perk When you score a critical hit, you deal damage and also trip. Optionally, you may choose to send your enemy flying 10ft in any direction of your choosing if they fail the saving throw against your trip. When you use the Hammer and Pick Master perk with advantage and would knock a target 5ft, this extends to 10 ft.

LUCERNE

This polearm has both a pronged hammer head for crushing blows and a spiked head for piercing and peeling armor. The long haft allows the wielder to put devastating force behind the head of this weapon. Lucerne masters learn to destroy shields and armor with relative ease.

Simple Two Handed, Melee, Awkward, Brace, Heavy, Reach

Martial Two Handed, Melee, Brace, Heavy, Reach, Trip

Master Two Handed, Melee, Brace, Heavy, Reach, Trip

Master Perk As an action, you may use your hammer to destroy the shield or armor worn by the enemy. With a successful hit, your enemy must succeed on a Dexterity saving throw or their AC reduced by 2. If they succeed on this save, they instead take damage.

WAR PICK

The war pick is a weapon derived from a miner's pick, famously manufactured by militant mountain dwarves, but has since been refined and used the world over by militaries keen on facing heavily armored combatants. The pick comes in many forms but is usually a battle axe sized weapon with a reinforced spike on one end, and a widened, sharpened scoop opposite the spike. Often the shaft is made with iron banding to reinforce.

Simple One Handed, Melee, Awkward

Martial One Handed, Melee, Trip

Master One Handed, Melee, Trip

Master Perk When you score a critical hit, your target must succeed on a constitution save or take necrotic damage equal to your strength modifier at the start of their turn if the creature can bleed. A creature can repeat this save at the end of their turn, ending the effect on a success. If the creature receives any healing, this also ends the effect.

LIGHT PICK

Though not as stout and easily able to puncture armor like the war pick, the light pick allows more agile maneuvers, as well as balanced throwing. A master has learned to look for the perfect opening, placing the pick into soft targets in armor.

Simple One Handed, Melee, Thrown (10/40) Finesse, Light

Martial One Handed, Melee, Thrown (20/60) Finesse, Light, Trip

Master One Handed, Finesse, Thrown (20/60) Light, Trip

Master Perk You have +2 attack against any enemy wearing armor.

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POLEARMS

Weapon	Damage Types	Simple Damage	Martial Damage	Master Damage	Weight	Gold Cost
Glaive	Slashing or Piercing	d8	2d6	2d6	5	20
Guisarme	Slashing	d8	d10	d10	5	10
Lajatang	Slashing or Piercing	d6	d8 [d6]	d8 [d10]	8	75
Partisan	Slashing or Piercing	d8	2d6	2d6	6	25

POLEARM MASTER

- +1 to attack with polearms
- All Polearm weapons are treated as having the Double property. Your normal attacks are made with the weapon's damage die, while your extra attack with Double is made with d4, unless the weapon lists a higher Double die. You may use a bonus action to strike with the butt of your polearm only if you've taken the attack action. This attack does not have reach.
- While you are wielding the polearm, other creatures provoke an opportunity attack from you when they enter the reach of your weapon

GLAIVE

Perhaps the simplest of the polearms, a glaive is a sword blade, usually about 36-40 inches mounted on a 4-6 foot pole, creating a 6-8 foot weapon. A Glaive can be used like a spear or like a greatsword, and the wide, sweeping slashes deal extra damage to creatures much bigger than the wielder. Sometimes referred to as a horse killer, the Glaive was originally designed to be used by infantry against cavalry, but in the hands of a master adventurer, can be used quite effectively as an giant Killer.

Simple	Two Handed, Melee, Awkward, Brace, Finesse, Reach, Heavy
Martial	Two Handed, Melee, Brace, Finesse, Reach, Heavy
Master	Two Handed, Melee, Brace, Finesse, Reach, Lunge, Heavy
Master Perk	You deal 3d6 slashing or piercing damage against creatures of Large category or larger, with the main attack of this weapon.

ADDITIONAL POLEARM TRAINING

If you take the Polearm Master feat, the following weapons also count as Polearms for you

- Halberd
- Lucerne
- Morningstar
- Pole flail
- Short Glaive

These weapons benefit from your Polearm Master perks and you may use them at their master level training.



GUISARME

A guisarme is a modified pruning hook, developed as a peasant weapon from modifying a farm tool. The curved hook of the blade allows the guisarme to be used as a tripping weapon. With at least martial proficiency, a Guisarme can be used to perform a trip against mounted foes to pull them from the saddle to a prone position. Guisarme masters get advantage on trip maneuvers

Simple Two Handed, Melee, Brace, Reach, Trip, Heavy

Martial Two Handed, Melee, Brace, Reach, Trip, Heavy

Master Two handed, Melee, Brace, Reach, Trip, Heavy

Master You have advantage on trip attacks made to
Perk targets at 10ft away from you, and if you succeed against a mounted foe, it is automatically pulled from its mount to a prone position without making any additional saves

LAJATANG

A lajatang is a rare and unusual double weapon. It consists of a three to five foot shaft with a crescent blade fitted at each end with the points away from the center of the weapon. The rare masters of the Lajatang are a whirling dervish of blade and crescent points and are dangerous from all sides.

Simple Two Handed, Melee, Awkward, Brace, Reach

Martial Two Handed, Melee, Double d6, Brace, Finesse, Reach

Master Two Handed, Melee, Double d10, Brace, Finesse, Reach

Master So dangerous at front and back with your weapon,
Perk you negate any bonus any enemy might have on you from flanking or having an ally near you, including bonuses such as Pack Tactics.

PARTISAN

A partisan is much like a Glaive in that the design is essentially a sword blade mounted to a long shaft. However, the partisan retains the crossguard, and is very effective at protection from range, though the guard prevents it from making sweeping, cleaving cuts like the glaive. The Master Partisan uses the crossguard of his weapon with great effect at a distance.

Simple Two Handed, Melee, Awkward, Brace, Reach, Heavy

Martial Two Handed, Melee, Brace, Reach, Heavy

Master Two Handed, Melee, Brace, Reach, Lunge, Heavy

Master You have +2AC against melee attacks from
Perk enemies that are 10ft away from you.

MOUNTED COMBAT REMINDER

Remember the following while fighting mounted combatants!

- If an effect moves a mount against its will, the rider must succeed on a DC10 Dexterity saving throw, or fall off the mount, landing prone within 5ft of it
- If the rider is knocked prone while in the saddle, it must also make this save
- If the mount is knocked prone, the rider can use its reaction to land safely on its feet within 5ft of the prone mount, otherwise it too falls prone.

Therefore, when you attempt a trip attack against a mounted foe and succeed, the foe can still succeed on a different save and stay in the saddle while the mount whisks them away to safety!

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SPEARS

Weapon	Damage Types	Simple Damage	Martial Damage	Master Damage	Weight	Gold Cost
Harpoon	Piercing	d6	d6	d8	3	1
Javelin	Piercing	d6	d6	d8	1	0.1
Lance	Piercing	d8	d12	d12	6	10
War Spear	Piercing	d8	d8 (d10) [d4]	d10 (d12) [d4]	3	25
Pike	Piercing	d8	d12	2d8	8	5
Trident	Piercing	d6	2d4	3d4	3	40

SPEAR MASTER

- +1 to attacks made with spears
- You may lunge with any spear, which does not use your reaction
- If you have advantage on your attack, you may forgo advantage and instead make another attack

HARPOON

The harpoon is a heavy, barbed throwing spear with a socketed head which has a shaped hook that embeds itself into the target of the attack. It is attached to a length of rope as long as the user wishes so that it can be retrieved on a miss with a bonus action.

Each hit, your enemy must succeed on a strength saving throw or be impaled, while a critical hit always impales.

Simple	Two Handed, Thrown (10/40), Awkward
Martial	Two Handed, Melee, Thrown (20/60)
Master	One Handed, Melee, Thrown (30/120)
Master Perk	You may drag an enemy back to you at twice your climbing speed

HARPOON RETRIEVAL

When you impale an enemy with your harpoon, you can pull it toward you an amount equal to your climbing speed as a bonus action.

- While impaled, at the beginning of its turn, your enemy takes damage from your weapon alone
- As a reaction, you can pull the harpoon free. If your enemy ever moves out of your rope's length, you must spend a reaction to pull the weapon free or to grapple contest, with a loss forcing you to let go of your weapon or move with your victim.
- Your enemy can also spend an action to pull your weapon out if it can reach it. When the weapon comes out, your enemy takes damage from your weapon alone
- While your enemy is impaled, the harpoon cannot be used.



JAVELIN

The javelin is a light throwing spear, built with low weight in mind which makes it somewhat fragile. Thrown javelins are subject to the same breakage chances as arrows. A Javelin can be used in melee, however, with each successful hit, it has a 50% chance to break.

Simple One Handed, Melee, Thrown (20/60)

Martial One Handed, Melee, Thrown (30/120)

Master One Handed, Melee, Thrown (30/240)

Master Perk If you miss a shield wielding enemy, but would have hit him if he didn't have a shield, he loses the AC bonus from that shield until he takes an action to pry the remnants from the shield. You can also specifically target the shield of an enemy by taking disadvantage on your attack. The shield targetting attack still damages if it hits

LANCE

The lance is a long spear with ample hand protection designed for use from horseback. It is weighted heavily in the pommel, and as such when you choke up on the weapon to use it in melee against a foe adjacent to you, the weapon becomes unwieldy, imposing disadvantage on all attacks made to enemies who are within 5ft. If used from the back of a charging mount, however, the lance deals double damage on a successful hit. Masters with the Lance have learned to put even more power into bigger targets.

Simple Two Handed Melee, Awkward, Brace, Reach

Martial Two Handed Melee, Brace, Reach. While unmounted, the weapon imposes disadvantage on all attack rolls

Master One Handed, Melee, Brace, Reach. Can be used unmounted normally.

Master Perk 2d12 against Large and larger enemies. Additionally, if you are mounted, your successful attacks automatically shove with damage, and you have advantage on your athletics check.

WAR SPEAR

A war spear is different from a simple spear in that it is designed to resist cutting its shaft, and has weight in the pommel, making it more balanced for martial techniques. A war spear can be used as a throwing weapon, but not as effectively as a javelin.

Simple Two Handed, Melee, Awkward, Brace

Martial One Handed, Melee, Thrown (20/60) Versatile, Double [d4], Brace, Finesse

Master One Handed, Melee, Thrown (30/120) Versatile, Double [d4], Brace, Finesse

Master Perk If you hit the same target you hit with your most recent attack, your second hit deals an additional d6 piercing damage. These consecutive hits can carry between turns.

PIKE

The pike is a long weapon, varying in size, from 8 to 12 feet long, designed for foot soldiers in a phalanx formation, to be used against an opposing line. It has a wooden shaft shod in iron, with an iron or steel spearhead affixed. A master with the Pike learns to fight as a phalanx soldier, using his ally as cover, but deftly striking around him without detriment.

Simple Two Handed, Melee, Brace, Reach, Heavy

Martial Two Handed, Melee, Brace, Lunge, Reach, Heavy

Master Two Handed, Melee, Brace, Lunge, Reach, Heavy

Master Perk No creature provides half cover to your enemy if you attack it with reach. Your allies still provide half cover to you from this enemy.

TRIDENT

The trident, traditionally a fishing weapon, can be repurposed for war with some modification. The three prongs deal more reliable damage than a simple spear, can trap and bind weapons. In particular, the master trident user finds particularly devastating attacks while throwing it.

Simple One Handed, Melee, Awkward

Martial One Handed, Melee, Versatile, Thrown (20/60)

Master One Handed, Melee, Disarm, Versatile, Thrown (30/120)

Master Perk If you throw this weapon and land a successful hit, the enemy must make a Constitution saving throw or have their speed reduced to 0 until the start of their next turn. If an enemy misses you with a melee weapon attack, you may use your reaction to attempt a disarm.

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THROWING WEAPONS

Weapon	Damage Types	Simple Damage	Martial Damage	Master Damage	Weight	Gold Cost
Bolas	Bludgeoning	d4	d4	d4	2	1
Boomerang	Bludgeoning or slashing	d6	d6	d6	1	3
Chakram	Slashing	d4	d4	d8	0.1	0.1
Dart	Piercing	d4	d4	d6	0.05	0.1
Net	No Damage	0	0	0	3	1
Orc Throwing Shot	Bludgeoning	d8	d10	d12	16	0.5
Throwing Star	Piercing	d4	d4	d4	0.05	0.1

THROWING WEAPON MASTER

- You may throw anything with proficiency
- Throwing a weapon ignores half cover
- You threaten 10ft around you and do not suffer disadvantage to ranged attacks made while an enemy is within 5ft of you
- You may apply these effects to all weapons with the Thrown property

BOLAS

A bolas is a pair of weights, connected by a thin rope or cord. Usually, the cord is reinforced with metal links to prevent the prey from simply biting or tearing the bolas to escape. The master bolo learns to accurately target his prey, bringing them down by binding the legs. A bolas has an AC of 15 and 2HP and is immune to bludgeoning damage. When your enemy makes a save to escape or reduces the bolas to 0hp, it is destroyed.

Simple One Handed, Thrown (10/30) Awkward

Martial One Handed, Thrown (20/30), Entangle

Master One Handed, thrown (40/60), Entangle, Trip.

Master Perk You can entangle and trip with the same attack and deal damage on a hit

BOOMERANG

The boomerang is primarily a hunting tool, but it is not uncommon to carry these versatile weapons into battle. A boomerang is made of wood and is flat, with a long haft, a pronounced forward curve, and a sharp backward bend at the head. If you miss with this weapon it will return to you as long as you succeed at a DC10 Acrobatics check. A master learns the fabled hit and return, allowing a boomerang to return to the user even if it hits.

Simple One Handed, Melee, Thrown (30/120), Awkward, Light

Martial One Handed, Melee, Thrown (40/120), Light

Master One Handed, Melee, Thrown (80/240), Light

Master Perk You ignore half and three quarters cover, and the weapon gains the Returning property. It will always return to you after your attack, hit or miss.



CHAKRAM

The chakram is an elegant and highly portable thrown weapon. It is a flat, open-centered metal discus with a sharpened edge. A master with a chakram can bounce the discus between several targets, though the damage decreases with each hit, and additionally, the master can bounce the weapon back to themselves after a hit like the boomerang.

Simple One Handed, Thrown (20/60), Awkward

Martial One Handed, Thrown (40/120), Finesse, Light

Master One Handed, Melee, Thrown (80/500), Finesse, Light

Master Perk If there is a target within 10ft of the target you have hit, you can choose to roll d4 damage against that target as well, including your modifier. You can also choose yourself as the second target, and will catch it without damaging yourself with a successful Acrobatics Check against DC10.

DART

More similar to a lawn dart than a pub dart, this throwing weapon is smaller than a javelin, typically fletched like an arrow and weighted with lead. It's superior piercing capability and weighted tip allow the master to pin targets to walls if the conditions are right.

Simple One Handed, Thrown, (20/60) Finesse, Light

Martial One Handed, Thrown, (30/60) Finesse, Light

Master One Handed, Thrown, (60/120) Finesse, Light

Master Perk When you make a successful hit, you can choose to deal no damage and instead pin the enemy to an adjacent wall or obstacle such as a tree or another creature. Your enemy is restrained, escape DC is your weapon DC. It must use a bonus action to remove the darts to free itself. If you pin your enemy to another creature, that creature takes damage, but do not apply your ability modifier to damage.

NET

A net is used to entangle enemies. A large or smaller creature hit by a net is restrained until freed. Dealing 5 slashing damage to the net (AC10) also frees the creature without harming it, ending the effect and destroying the net. A net cannot be used against Huge or larger enemies.

Simple Two handed, Thrown, Awkward.

Martial Two Handed, Thrown (10ft) Entangle

Master One Handed, Thrown (15ft), Entangle, Light, Trip

Master Perk If you have advantage when you entangle your enemy, it has disadvantage on the check made to escape. If you are wielding a light weapon in addition to the net, you may use the net in deflect attempts, using [d6] as the deflect dice

ORC THROWING SHOT

An Orc Throwing Shot is a weighty, round ball used offensively as a thrown weapon. A creature must take time to wind up and throw the shot, and this reflects in the attack. Only one attack can be made with the shot, regardless of how many attacks your attack action allows. However, such a heavy weapon in flight is fearsome for certain; not many can stand up to the impact. A master is deadly accurate with the shot and is able to target an enemy's head to smash them stunned. A creature with Strength less than 13 cannot wield an shot at all, regardless of his or level of training.

Simple Two Handed, Thrown (10ft) Awkward

Martial Two Handed, Thrown (20/60)

Master One Handed, Thrown (30/90)

Master Perk If you have advantage and both dice would have hit, your enemy is stunned until the end of its next turn. If you have disadvantage and one dice would have hit, deal your strength modifier in damage to the target. Finally, if you score a critical hit, the enemy is also stunned until the end of your next turn.

THROWING STAR

These small pointed disks are constructed from thin, flat plates of metal derived from a variety of sources including coins, carpentry tools, washers or nail removers. They often have a hole in the center and possess a fairly thin blade sharpened mainly at the tip. The flat, small design of these weapons allows many to be palmed at once and thrown all together.

Simple One Handed, Thrown (10/30), Finesse, Light

Martial One Handed, Thrown (20/60) Finesse, Light

Master One Handed, Thrown (40/120) Finesse, Light

Master Perk Three Throwing Stars can be thrown at once in the same attack. All three Throwing Stars make separate attacks and can hit the same or different targets. Your ability modifier only applies damage to one attack.

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CREDITS

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