

RANGED WEAPONS

Name	Cost	Damage	Reload Time	Range	Properties	Weight
Simple Weapons						
Light Crossbow	25 gp	2d8 piercing	4	80/320	Loading, two-handed	5 lb.
Dart	5 cp	1d4 piercing	0	20/60	Finesse, thrown	¼ lb.
Short Bow	25 gp	1d6 piercing	0	80/320	Loading, two-handed	2 lb.
Sling	1 sp	1d6 bludgeoning	0	30/120	Loading	-
Martial Weapons						
Blowgun	10 gp	1 piercing	1	25/100	Loading	-
Heavy Crossbow	50 gp	2d10 piercing	10	100/400	Heavy, loading, penetrative, two-handed,	18 lb.
Hand Crossbow	75 gp	2d6 piercing	2	30/120	Light, loading, two-handed,	3 lb.
Long Rifle	1000 gp	6d6 piercing	8	200/600	Deadly, gunpowder, two-handed, heavy, unwieldy	10 lb.
Long Bow	50 gp	1d8 piercing	0	150/600	Heavy, loading, two-handed	2 lb.
Musket	500 gp	3d12 piercing	6	80/320	Heavy, loading, penetrative, two-handed,	10 lb.
Pistol	250 gp	3d10 piercing	2	30/150	Deadly, gunpowder, light, penetrative, two-handed	3 lb.
Short Rifle	750 gp	3d12 piercing	4	60/240	Deadly, gunpowder, penetrative, two-handed	7 lb.
Ammunition & Gunpowder						
Bullets (10)	3 gp	-	-	-	-	2 lb.
Powder horn (50)	100 gp	3d6 fire	-	20/60	Special	2 lb.
Powder Keg (250)	500 gp	9d6 fire	-	10/30	Special	12 lb.

WEAPON PROPERTIES

Agile. Agile weapons can be used to help parry and defend. When wielding an agile weapon, increase your AC by the weapon's bonus. If a weapon is versatile, the second bonus given is the two-handed bonus. Your AC can only benefit from an agile weapon up to your strength modifier and you can only benefit from one agile weapon at a time.

Crushing. When attacking an opponent that is wearing medium or heavy armor, you gain +2 to hit. If the weapon is heavy, you gain an additional +2 (+4 total). This bonus can't exceed the total AC bonus of the armor.

Deadly. A deadly weapon is extra effective when used correctly and hits an enemy's weak point. When you roll damage dice with a deadly weapon and you roll the maximum number on any die, you may roll that die again and add the new number to the damage total.

Light. A light weapon is small and easy to handle, making it ideal for fighting with two weapons. It can also be drawn as part of an attack.

Penetrative. When attacking an opponent wearing medium or heavy armor, you gain +2 to hit. This bonus can't exceed the total AC bonus of the armor.

Savage. When you score a critical hit, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Very light. In addition to the benefits of a light weapon, a very light weapon can be used for two-weapon fighting even with a non-light weapon. However, it can only be used to attack the same target as the other weapon.

Gunpowder. You must reload your weapon before you can attack with it again, regardless of the number of attacks you can normally make. Each attack requires a bullet and charge of gunpowder.

Reload Time. A firearm's reload time is the number of actions you must spend to reload it before it can be fired again. If an ability allows you to use a bonus action to reload, this counts as one additional action.

Heavy. A heavy weapon's size and bulk make it too large for a Small or Tiny creature to use effectively. Creatures that are Small or Tiny have disadvantage on attack rolls with heavy weapons.

Unwieldy. When you make a ranged attack with an unwieldy weapon, you have disadvantage on the attack roll if you are within 10 feet of a hostile creature who can see you and who isn't incapacitated.