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How To Determine Dmg Dnd

You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.. It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table: Weapons), but a character who does so takes a -4 penalty on the attack roll.. You can use a halberd to make trip attacks If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.. (The weapon has a threat range of 18-20)Range Increment Any attack at less than this distance is not penalized for range.. The column labeled 'Dmg (S)' is for Small weapons The column labeled 'Dmg (M)' is for Medium weapons.. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.. Gnomes treat gnome hooked hammers as martial weapons Javelin Since it is not designed for melee, you are treated as nonproficient with it and take a -4 penalty on attack rolls if you use a javelin as a melee weapon.

Hammer, Gnome Hooked A gnome hooked hammer is a double weapon You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon.. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons.. These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).. --Crossbow, repeating heavy400 gp1d81d1019-20/x2120 ft 12 lb PiercingBolts (5)1 gp-----1 lb.. --Exotic WeaponsCostDmg (S)Dmg (M)CriticalRange IncrementWeight1Type2Light Melee WeaponsKama2 gp1d41d6x2--2 lb.

determine

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BludgeoningUnarmed strike--1d231d33x2---BludgeoningLight Melee WeaponsDagger2 gp1d31d419-20/x210 ft.. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons).. If a one-handed weapon is wielded with two hands during melee combat, add 1½ times the character's Strength bonus to damage rolls.. SlashingKukri8 gp1d31d418-20/x2--2 lb SlashingPick, light4 gp1d31d4x4--3 lb PiercingSap1 gp1d431d63x2--2 lb.. BludgeoningFlail, heavy15 gp1d81d1019-20/x2--10 lb BludgeoningGreatsword50 gp1d102d619-20/x2--8 lb.

determine synonym

You can also use this weapon to make trip attacks If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.. A creature wielding an orc double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.. Flail or Heavy Flail With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).. However, each full range increment imposes a cumulative -2 penalty on the attack roll.. Cost This value is the weapon's cost in gold pieces (gp) or silver pieces (sp).

determiner

A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.. Inappropriately Sized Weapons A creature can't make optimum use of a weapon that isn't properly sized for it.. A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, or sling.. Type Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing.. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.. Normally, operating a heavy crossbow requires

two hands However, you can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls.. Flail, Dire A dire flail is a double weapon You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon.. An improvised thrown weapon has a range increment of 10 feet Weapon Qualities Here is the format for weapon entries (given as column headings on Table: Weapons).. Ammunition Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings).. (The weapon has a threat range of 19-20)18-20/x2 The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit.. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.. Weapon Descriptions Weapons found on Table: Weapons that have special options for the wielder ('you') are described below.. 2 lb BludgeoningCrossbow, hand100 gp1d31d419-20/x230 ft 2 lb PiercingBolts (10)1 gp-----1 lb..)Double WeaponsDire flails, dwarven urgroshes, gnome hooked hammers, orc double axes, quarterstaves, and two-bladed swords are double weapons.. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly also some martial or even exotic weapons.. Gauntlet This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes.. Axe, Orc Double An orc double axe is a double weapon You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon.. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.. If two damage ranges are given then the weapon is a double weapon Use the second damage figure given for the double weapon's extra attack.. When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails).. x4 The weapon deals quadruple damage on a critical hit 19-20/x2 The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit.. Dagger You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).. Melee and Ranged Weapons Melee weapons are used for making melee attacks, though some of them can be thrown as well.. A Large version costs twice the listed price Damage The Damage columns give the damage dealt by the weapon on a successful hit.. Bullets, Sling Bullets come in a leather pouch that holds 10 bullets A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.. Such a weapon has a range increment of 10 feet Projectile WeaponsLight crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons.. PiercingRapier20 gp1d41d618-20/x2--2 lb PiercingScimitar15 gp1d41d618-20/x2--4 lb.. --Crossbow, repeating light250 gp1d61d819-20/x280 ft 6 lb PiercingBolts (5)1 gp-----1 lb.. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit.. The cost includes miscellaneous gear that goes with the weapon This cost is the same for a Small or Medium version of the weapon.. This penalty is cumulative with the penalty for one-handed firing Crossbow, Light You draw a light crossbow back by pulling a lever.. You can also use this weapon to make trip attacks If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.. BludgeoningLongsword15 gp1d61d819-20/x2--4 lb SlashingPick, heavy8 gp1d41d6x4--6 lb.. Special Some weapons have special features See the weapon descriptions for details.. Glaive A glaive has reach You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.. SlashingUrgrosh, dwarven550 gp1d6/1d41d8/1d6x3--12 lb Slashing or piercingRanged WeaponsBolas5 gp1d331d43x210 ft.. BludgeoningHammer, gnome hooked520 gp1d6/1d41d8/1d6x3/x4--6 lb Bludgeoning/PiercingSword, two-bladed5100 gp1d6/1d61d8/1d819-20/x2--10 lb.. 1 lb Piercing or slashingDagger, punching2 gp1d31d4x3--1 lb PiercingGauntlet, spiked5 gp1d31d4x2--1 lb.. 3 lb BludgeoningMace, heavy12 gp1d61d8x2--8 lb BludgeoningMorningstar8 gp1d61d8x2--6 lb.. An unarmed strike is always considered a light weapon One-Handed A one-handed weapon can be used in either the primary hand or the off hand.. Halberd If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.. Kama The kama is a special monk weapon This designation gives a monk wielding a kama special options.. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.. Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.. 0 lb BludgeoningBullets, sling (10)1 sp-----5 lb --Martial WeaponsCostDmg (S)Dmg (M)CriticalRange IncrementWeight1Type2Light Melee WeaponsAxe, throwing8 gp1d41d6x210 ft.. Most reach weapons double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square.. SlashingGuisarme49 gp1d62d4x3--12 lb SlashingHalberd10 gp1d81d10x3--12 lb Piercing or slashingLance410 gp1d61d8x3--10 lb.. Some weapons deal damage of multiple types If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types.. The character can also choose to use a double weapon two handed, attacking with only one end of it.. The cost and weight given are for a single gauntlet An attack with a spiked gauntlet is considered an armed attack.. --Shortbow, composite75 gp1d41d6x370 ft 2 lb PiercingArrows (20)1 gp-----3 lb.. Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow).. Reach WeaponsGlaives, guisarmes, lances, longswords, ranseurs, spiked chains, and whips are reach weapons.. This penalty is cumulative with the penalty for one-handed firing Crossbow, Repeating The repeating crossbow (whether heavy or light) holds 5 crossbow bolts.. SlashingWhip41 gp1d231d33x2--2 lb SlashingTwo-Handed Melee WeaponsAxe, orc double560

gp1d6/1d61d8/1d8×3--15 lb.. PiercingRanseur410 gp1d62d4×3--12 lb PiercingScythe18 gp1d62d4×4--10 lb Piercing or slashingRanged WeaponsLongbow75 gp1d61d8×3100 ft.. SlashingNunchaku2 gp1d41d6×2--2 lb BludgeoningSai1 gp1d31d4×210 ft 1 lb BludgeoningSiangham3 gp1d41d6×2--1 lb.. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her.. 3 lb PiercingArrows (20)1 gp-----3 lb --Longbow, composite100 gp1d61d8×3110 ft.. If the creature isn't proficient with the weapon a -4 nonproficiency penalty also applies.. Bolts A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (crit ×2).. Two-Handed Two hands are required to use a two-handed melee weapon effectively Apply 1½ times the character's Strength bonus to damage rolls for melee attacks with such a weapon.. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.. --Net20 gp-----10 ft 6 lb --Shuriken (5)1 gp11d2×210 ft ½ lb PiercingArrows An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier ×2).. When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading.. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls.. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.. SlashingShield, heavyspecial1d31d4×2--specialBludgeoningSpiked shield, heavyspecial1d41d6×2--specialPiercingTrident15 gp1d61d8×210 ft.. BludgeoningShield, lightspecial1d21d3×2--specialBludgeoningSpiked armorspecial1d41d6×2--specialPiercingSpiked shield, lightspecial1d31d4×2--specialPiercingSword, short10 gp1d41d619-20/×2--2 lb.. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away. e10c415e6f