

# FIGHTER CARD DECK



MANEUVERS  
CLASS FEATURES + TALENTS

*Customizable Character Class Deck  
compatible with 13<sup>th</sup> Age™, and The Archmage Engine™*

*Design by* Kazekami — [kazekami303@gmail.com](mailto:kazekami303@gmail.com)

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## BRACE FOR IT

MELEE ATTACK

FLEXIBLE

*Triggering roll:***ANY MISS**

## EFFECT

Until the end of your next turn, the first critical hit you take from a melee attack becomes a normal hit instead.

## ADVENTURER FEAT

LEARNED



*Brace for it* now works against a critical hit from any type of attack.

## CHAMPION FEAT

LEARNED



*Brace for it* works against any number of critical hits before your next turn.

# BRACE FOR IT

FLEXIBLE MANEUVER

MELEE ATTACK

## CARVE AN OPENING

MELEE ATTACK

FLEXIBLE

Triggering roll:

**ANY ODD ROLL**

## EFFECT

Your crit range with melee attacks expands by a cumulative +1 this battle until you score a melee critical hit. When you score a melee critical hit, your crit range drops back to normal.

## CHAMPION FEAT

LEARNED



The crit range bonus from *carve an opening* is +2 instead of +1.

FIGHTER MANEUVER LEVEL I

# CARVE ΑΠ ΟΡΕΠΙΠΓ

FLEXIBLE MANEUVER

MELEE ATTACK

## DEADLY ASSAULT

MELEE OR RANGED ATTACK

FLEXIBLE

Triggering roll: *ANY EVEN HIT*

Champion feat  
also on: *NATURAL 17+*

## EFFECT

Reroll any 1s from your damage roll.  
You're stuck with the rerolls.

## ADVENTURER FEAT

LEARNED



Now you can reroll both 1s and 2s  
with *deadly assault*.

## CHAMPION FEAT

LEARNED



*Deadly assault* now also triggers on a natural 17+

FIGHTER MANEUVER LEVEL I

# DEADLY ASSAULT

FLEXIBLE MANEUVER

MELEE OR RANGED ATTACK



## DEFENSIVE FIGHTING

MELEE ATTACK

FLEXIBLE

*Triggering roll:***NATURAL 16+***with a shield  
also on:***ANY EVEN ROLL**

## EFFECT

Gain a +2 bonus to AC until the end of your next turn.

## ADVENTURER FEAT

LEARNED



You also gain the bonus to Physical Defense.

## CHAMPION FEAT

LEARNED



The bonus increases to +3.

## EPIC FEAT

LEARNED



You also gain the bonus to Mental Defense.

# DEFENSIVE FIGHTING

FLEXIBLE MANEUVER

MELEE ATTACK

## GRIM INTENT

MELEE ATTACK

FLEXIBLE

*Triggering Roll:*      **ANY EVEN MISS**

## EFFECT

The next time you would deal miss damage with a melee attack, add a WEAPON die to that damage.

At 5<sup>th</sup> level, instead add 2 total WEAPON dice.

At 8<sup>th</sup> level, instead add 3 total WEAPON dice.

FIGHTER MANEUVER LEVEL I

# GRIM INTENT

FLEXIBLE MANEUVER

MELEE ATTACK

## HEAVY BLOWS

MELEE ATTACK

FLEXIBLE

*Triggering roll:***ANY EVEN MISS***Champion feat  
and 2h-weapon:***ANY MISS**

## EFFECT

You gain a bonus to your miss damage with that attack equal to the escalation die.

## CHAMPION FEAT

LEARNED



If you attacked with a two-handed weapon, *heavy blows* can trigger on any miss, odd or even.

## EPIC FEAT

LEARNED



The bonus instead equals double the escalation die with a one-handed weapon, or triple it with a two-handed weapon.

# HEAVY BLOWS

## FLEXIBLE MANEUVER

### MELEE ATTACK

## PRECISION ATTACK

MELEE ATTACK

FLEXIBLE

Triggering roll: **ANY HIT 16+**

## EFFECT

You gain a bonus to the damage roll equal to your Dexterity modifier.

At 5<sup>th</sup> level, the damage bonus increases to double your Dexterity modifier.

At 8<sup>th</sup> level the damage bonus increases to triple your Dexterity modifier.

## ADVENTURER FEAT

LEARNED ✦

You can now use *precision attack* with a ranged attack.

FIGHTER MANEUVER LEVEL I

# PRECISION ATTACK

FLEXIBLE MANEUVER

MELEE ATTACK



## SECOND SHOT

RANGED ATTACK

FLEXIBLE

*Triggering roll:***NATURAL 16+**

## EFFECT

After this attack, you can make a basic ranged attack with the same weapon (as long as it's not a weapon that takes a quick action to reload or draw) with a  $-4$  attack penalty.

You can't use any maneuvers with the second attack.

## CHAMPION FEAT

LEARNED



The *second shot* attack penalty is  $-2$  instead.

FIGHTER MANEUVER LEVEL I

## SECOND SHOT

FLEXIBLE MANEUVER

RANGED ATTACK

## SHIELD BASH

MELEE ATTACK

FLEXIBLE

Triggering roll: *ANY EVEN ROLL*

*Special:* You must be using a shield.

## EFFECT

The target pops free from you after the attack (does not allow opportunity attacks).

## ADVENTURER FEAT

LEARNED ✦

If the target is also engaged with any of your allies, you can have it pop free from them as well.

## CHAMPION FEAT

USED ✦ LEARNED ✦

Once per battle, you can also *daze* the target (save ends) of your *shield bash* attack, if that enemy is *staggered*.

## SHIELD BASH

## FLEXIBLE MANEUVER

## MELEE ATTACK

## DAZED

You take a -4 penalty to attacks.

## STAGGERED

When you are reduced to half your hit points or fewer, you're *staggered*.

## TWO-WEAPON PRESSURE

MELEE ATTACK

FLEXIBLE

*Triggering roll:***ANYMISS***Special:* You must be using a weapon in each hand.

## EFFECT

Until the end of your next turn, you gain a +2 melee attack bonus against the target.

## ADVENTURER FEAT

LEARNED



The bonus increases to +4.

# TWO-WEAPON PRESSURE

FLEXIBLE MANEUVER

MELEE ATTACK

# HACK & SLASH

MELEE ATTACK

FLEXIBLE

*Triggering roll:*

*Escalation Die 2+*  
**ANY EVEN ROLL**

*Special:* You can use this maneuver only once per round.

## EFFECT

Make another melee weapon attack against a different target.

# HACK & SLASH

FLEXIBLE MANEUVER

MELEE ATTACK



## MAKE 'EM FLINCH

RANGED ATTACK

FLEXIBLE

*Triggering roll:****ANY EVEN MISS*****EFFECT**

Add the higher modifier from your Strength or Dexterity to the miss damage.

At 5<sup>th</sup> level the damage bonus increases to double your chosen modifier.

At 8<sup>th</sup> level the damage bonus increases to triple your chosen modifier.

FIGHTER MANEUVER LEVEL 3

# MAKE 'EM FLINCH

FLEXIBLE MANEUVER

RANGED ATTACK

## PUNISH THEM

MELEE ATTACK

FLEXIBLE

Triggering roll: **ANY HIT 16+**

*Special:* You can use this maneuver only when you make an opportunity attack.

## EFFECT

The target is *dazed* until the end of its turn.

## ADVENTURER FEAT

LEARNED ✦

If the target was moving, it stops moving and loses the rest of its move action.

## CHAMPION FEAT

LEARNED ✦

The *dazed* effect is now save ends.

## EPIC FEAT

LEARNED ✦

The target is now *weakened* (save ends) instead of *dazed*.

## PUNISH THEM

### FLEXIBLE MANEUVER

#### MELEE ATTACK

#### DAZED

You take a -4 penalty to attacks.

#### WEAKENED

You take a -4 penalty to attacks and to defenses.

## STEADY POW

MELEE ATTACK

FLEXIBLE

*Triggering roll:***ANY EVEN MISS**

## EFFECT

You gain temporary hit points equal to your Constitution modifier.

## CHAMPION FEAT

LEARNED ✦

The temporary hit points increase to double your Constitution modifier.

# STEADY POW

FLEXIBLE MANEUVER

MELEE ATTACK

## STRONG GUARD

MELEE ATTACK

FLEXIBLE

*Triggering roll:***ANY MISS***Special:* You must be using a shield.

## EFFECT

One ally next to you (including an ally engaged with the same enemy as you) gains a +2 AC bonus until the start of your next turn or until you are no longer next to them.

## CHAMPION FEAT

LEARNED



The bonus also applies to PD.

## EPIC FEAT

LEARNED



The bonus increases to +3.

# STRONG GUARD

FLEXIBLE MANEUVER

MELEE ATTACK



## A DOZEN CUTS

MELEE ATTACK

FLEXIBLE

Triggering roll:

**ANY EVEN HIT**

## EFFECT

The target also takes ongoing damage equal to double your Dexterity modifier, or triple it at 8<sup>th</sup> level.

## CHAMPION FEAT

USED



LEARNED



Once per battle, you can trigger a *dozen cuts* with a natural odd hit.

# A DOZEN CUTS

FLEXIBLE MANEUVER

MELEE ATTACK

## HERO'S SKILL

MELEE OR RANGED ATTACK

FLEXIBLE

*Triggering roll:***ANY EVEN MISS**

## EFFECT

Add +2 to the attack roll, then halve any damage dealt by the attack if it hits.

## CHAMPION FEAT

LEARNED



Add +4 to the attack roll instead of +2.

## EPIC FEAT

LEARNED



The damage is no longer halved on a hit after using *hero's skill*.

# HERO'S SKILL

FLEXIBLE MANEUVER

MELEE OR RANGED ATTACK

SWORD MASTER'S  
ANTICIPATION

MELEE ATTACK

FLEXIBLE

*Triggering roll:*      **ANY EVEN ROLL***Special:* You must have the *Skilled Intercept* talent to use this maneuver.

## EFFECT

The next time you use *Skilled Intercept* this battle, your *Skilled Intercept* save automatically succeeds.

# SWORD MASTER'S ANTICIPATION

FLEXIBLE MANEUVER

MELEE ATTACK

## NEVER SURRENDER

MELEE ATTACK

FLEXIBLE

*Triggering roll:***ANY EVEN ROLL**

## EFFECT

You can roll a save against a save ends effect.

## EPIC FEAT

LEARNED ✦

You gain a +2 bonus to the save.

# NEVER SURRENDER

FLEXIBLE MANEUVER

MELEE ATTACK



## SPINNING CHARGE

MELEE ATTACK

FLEXIBLE

Triggering roll: *ANY EVEN HIT*

*Special:* You must have moved before the attack.

## EFFECT

After dealing damage, you can pop free from the target, move to a different nearby enemy, and make a basic melee attack against that enemy.

You can't use any maneuvers with the second attack, and it deals only half damage.

## EPIC FEAT

LEARNED



If the escalation die is 3+, the second *spinning charge* attack deals full damage.

# SPIPPING CHARGE

FLEXIBLE MANEUVER

MELEE ATTACK

## SWORD OF DESTINY

MELEE ATTACK

FLEXIBLE

*Triggering roll:***NATURAL 20***Epic feat  
also on:**Escalation Die 3+*  
**NATURAL 18+**

## EFFECT

You can heal using a *free recovery*.

## EPIC FEAT

LEARNED

If the escalation die is 3+, you can now trigger *sword of destiny* with a natural 18+.

## SWORD OF DESTINY

## FLEXIBLE MANEUVER

## MELEE ATTACK

## HEAL USING A FREE RECOVERY

You can recover hit points as if you were using a *recovery* (without actually spending the *recovery*).

# COMBAT MASTERY

MELEE ATTACK

FLEXIBLE  
ONCE PER BATTLE

*Triggering roll:*

**NATURAL 16+**

*Epic feat  
also on:*

**ANY EVEN HIT**

*Special:* You can use this maneuver only  
once per battle.

## EFFECT

Increase the escalation die by 1.

## EPIC FEAT

LEARNED ✦

*Combat mastery* now also triggers on  
any natural even hit.

FIGHTER MANEUVER LEVEL 9

# COMBAT MASTERY

**FLEXIBLE MANEUVER USED**

**ONCE PER BATTLE**

## SET 'EM UP

MELEE ATTACK

FLEXIBLE

*Triggering roll:***ANY HIT 16+**

## EFFECT

The crit range of your attacks against the target expands by 3 (generally 17+) until the end of the battle (cumulative).

## EPIC FEAT

LEARNED



The crit range bonus from *set 'em up* now also applies to any ally who attacks the target while you are engaged with it.

# SET 'EM UP

FLEXIBLE MANEUVER

MELEE ATTACK



## THREATENING

## CLASS FEATURE

## EFFECT

Whenever an enemy attempts to disengage from you, it takes a penalty to its check equal to your Dexterity or Constitution modifier, whichever is higher.

The penalty doesn't apply if you are *stunned*, *grabbed*, or otherwise incapable of making an opportunity attack.

## ADVENTURER FEAT

LEARNED



Whenever an enemy fails to disengage from you, you also deal damage to that enemy equal to your Dexterity or Constitution modifier.

At 5<sup>th</sup> level, damage is double the modifier.

At 8<sup>th</sup> level, triple the modifier.

## CHAMPION FEAT

LEARNED



Whenever a non-mook enemy fails to disengage from you, it's *vulnerable* to your attacks for the rest of the battle.

# EXTRA TOUGH

## CLASS FEATURE

### EFFECT

You start with nine *recoveries* instead of the usual eight.

## ADVENTURER FEAT

LEARNED



Increase your total *recoveries* by 1.

# FLEXIBLE ATTACKS

Flexible attacks allow you choose your target first, make your attack roll, and then use the natural unmodified die result to determine which of your eligible flexible attacks to use. You still use the modified roll to determine whether or not you hit, but your flexible attacks trigger off the natural result on the die sitting in front of you.

- You can only use one flexible attack at a time.
- You can't use a flexible attack when you make an opportunity attack.
- If you have some attacks that are flexible and some that are not, declare whether you are making a flexible attack or a specific non-flexible attack before you roll.

## CLEAVE

TALENT

ONCE PER BATTLE

FREE ACTION

*Trigger:* One of your melee attacks drops an enemy to 0 hit points.

EFFECT

Once per battle, **make a fighter melee attack** as a free action after one of your melee attacks drops an enemy to 0 hit points.

ADVENTURER FEAT

LEARNED ✧

If you have your move action available, you can use it before making your *Cleave* attack to reach an enemy you are not already engaged with.

CHAMPION FEAT

USED ✧ LEARNED ✧

You can use *Cleave* twice each battle, but only once a round.

EPIC FEAT

LEARNED ✧

You gain a +4 attack bonus with your *Cleave* attacks.

# CLEAVE

TALENT USED

ONCE PER BATTLE

## COMEBACK STRIKE

TALENT

ONCE PER BATTLE

FREE ACTION

*Trigger:* Your first fighter attack during your turn misses.

EFFECT

Once per battle as a free action, **make another attack with a -2 penalty** after your first fighter attack during your turn misses.

ADVENTURER FEAT

LEARNED



You no longer take the -2 penalty to your *Comeback Strike* attacks.

CHAMPION FEAT

USED



LEARNED



Once per day, you can use *Comeback Strike* twice in a battle.

EPIC FEAT

LEARNED



You gain a +4 attack bonus with your *Comeback Strike* attacks.

FIGHTER TALENT

# COMEBACK STRIKE

TALENT USED

ONCE PER BATTLE

## COUNTER-ATTACK

TALENT

ONCE PER ROUND

*(champion feat: once per turn)*

FREE ACTION

*Trigger:* Escalation die is even and an enemy misses you with a natural odd melee attack roll.

EFFECT

Once per round when the escalation die is even and an enemy misses you with a natural odd melee attack roll, you can **make a basic melee attack dealing half damage against that enemy** as a free action. (The attack can't use any limited abilities or flexible attack maneuvers.)

ADVENTURER FEAT

LEARNED



Your *Counter-Attack* attack now deals full damage.

CHAMPION FEAT

LEARNED



You can use *Counter-Attack* once per turn instead of once per round (in effect, you're free to *Counter-Attack* once per enemy turn).

EPIC FEAT

LEARNED



You can now use *Counter-Attack* when the escalation die is 3+.

FIGHTER TALENT

# COUNTER-ATTACK

TALENT

ONCE PER ROUND



## DEADEYE ARCHER

## TALENT

## EFFECT

Your attacks with d8 ranged weapons (heavy crossbow, longbow) now deal d10 damage per level.

Your attacks with d6 ranged weapons (light crossbow, shortbow) now deal d8 damage per level.

In addition, your misses with basic ranged attacks deal damage equal to your level.

## ADVENTURER FEAT

LEARNED



If you spend a quick action to aim before making a ranged basic attack, add your Dexterity modifier to the damage if you miss.

## CHAMPION FEAT

USED



LEARNED



Once per battle, expand your crit range with a fighter ranged attack by 4 (usually to 16+) for that attack. Declare you're using this feat power before you roll the attack.

## EPIC FEAT

LEARNED



Your crit range with ranged weapon attacks expands by 1 (usually to 19+).

## DEADEYE ARCHER

## TALENT

*You can use the Deadeye Archer basic attacks card instead of the standard fighter version.*

## HEAVY WARRIOR

TALENT

ONCE PER BATTLE

FREE ACTION

*Trigger:* While wearing heavy armor, when you are hit by an attack that targets AC.

EFFECT

Once per battle while wearing heavy armor, when you are hit by an attack that targets AC, as a free action, you can **take half damage from that attack** instead.

ADVENTURER FEAT

USED



LEARNED



Once per day, you can use *Heavy Warrior* twice in a battle (against different attacks).

CHAMPION FEAT

LEARNED



You can also use the power against an attack that targets PD.

EPIC FEAT

USED



LEARNED



Once per day, you can reroll a recharge roll for a magic armor power.

# HEAVY WARRIOR

**TALENT USED**

**ONCE PER BATTLE**

## POWER ATTACK

TALENT

ONCE PER BATTLE

*Trigger:* Before you roll an attack, you can declare you're using **Power Attack**

EFFECT

Once per battle before you roll an attack, you can declare you're using *Power Attack* to **deal additional damage with that attack roll**. If the attack hits, you deal the following additional damage:

- Deal 1d4 additional damage per level if you are using a one-handed weapon.
- Deal 1d6 additional damage per level if you are using a two-handed weapon.

## POWER ATTACK

## TALENT USED

## ONCE PER BATTLE

## ADVENTURER FEAT

LEARNED ✦

You deal the additional *Power Attack* damage even if the attack misses.

## CHAMPION FEAT

USED ✦ LEARNED ✦

One battle per day, you can use *Power Attack* twice in the battle.

## EPIC FEAT

LEARNED ✦

One-handed weapon damage using *Power Attack* increases to 1d6 per level.

Two-handed weapon damage using *Power Attack* increases to 1d8 per level.

## SKILLED INTERCEPT

TALENT

ONCE PER ROUND

FREE ACTION

EFFECT

Once per round as a free action, roll a normal save (11+) to intercept an enemy who is moving to attack one of your nearby allies.

You can pop free from one enemy to move and intercept the attack. If you are engaged with more than one enemy, the others can take opportunity attacks against you.

The moving enemy makes its attack with you as a target instead. If you're wearing heavy armor and the attack hits, you only take half damage.

## SKILLED INTERCEPT

## TALENT

## ONCE PER ROUND

## ADVENTURER FEAT

LEARNED ✦

You can pop free from up to two enemies when using *Skilled Intercept*.

## CHAMPION FEAT

LEARNED ✦

You gain a bonus to your *Skilled Intercept* save equal to the escalation die.

## EPIC FEAT

LEARNED ✦

Enemies can't make opportunity attacks against you during your *Skilled Intercept* movement.



## TOUGH AS IRON

TALENT

ONCE PER BATTLE

QUICK ACTION

EFFECT

Once per battle, you can *rally* using a quick action instead of a standard action.

ADVENTURER FEAT

USED



LEARNED



Once per day, you can *rally* twice during a battle as a quick action, without needing to roll a save for the second *rally*.

CHAMPION FEAT

LEARNED



Increase your total number of *recoveries* by 2.

EPIC FEAT

LEARNED



When you roll a natural 20 with an attack, you gain an additional use of *Tough As Iron* this battle.

## TOUGH AS IRON

## TALENT USED

## ONCE PER BATTLE

## RALLY

Once a battle, you can use a standard action to *rally*, spending one of your *recoveries* and regaining hit points you have lost in combat.

If you want to *rally* again later in the same battle, make a normal save (11+). If you succeed, you can *rally* again that battle. If you fail the save, you can take your turn normally, but you can't *rally* that round.

# FIGHTER POWER PROGRESSION

## POWER PROGRESSION

FIGHTER	MANEUVERS		TALENTS
	KNOWN	POOL AVAILABLE	
Level 1	3	1 <sup>st</sup> level	3
Level 2	4	1 <sup>st</sup> level	3
Level 3	4	3 <sup>rd</sup> level	3
Level 4	5	3 <sup>rd</sup> level	3
Level 5	5	5 <sup>th</sup> level	3
Level 6	6	5 <sup>th</sup> level	4
Level 7	6	7 <sup>th</sup> level	4
Level 8	7	7 <sup>th</sup> level	4
Level 9	7	9 <sup>th</sup> level	4
Level 10	8	9 <sup>th</sup> level	4

# POWER PROGRESSION

Fighter weapon attack maneuvers deal damage based on the fighter's level. You also don't have to keep track of upgrading a 1<sup>st</sup> level maneuver into a 3<sup>rd</sup> level maneuver, because all the maneuvers function at your level.

You can change which maneuvers you know and have ready whenever you gain a level.

Fighters have flexible attacks called maneuvers; you roll your attack and then choose which maneuver you want the attack to use. You only get to use one maneuver with each attack, so it's usually best to choose maneuvers with a few different triggering rolls.

## FIGHTER BASIC ATTACKS

### MELEE ATTACK

#### BASIC ATTACK

AT-WILL

**Target:** One enemy

**Attack:** Strength + Level vs. AC

#### HIT

Weapon + Strength damage

#### MISS

Damage equal to your level

### RANGED ATTACK

#### BASIC ATTACK

AT-WILL

**Target:** One enemy

**Attack:** Dexterity + Level vs. AC

#### HIT

Weapon + Dexterity damage

#### MISS

—

#### ARMOR AND AC

<i>Armor Type</i>	None	Light	Heavy	Shield
<i>Base AC</i>	10	13	15	+1
<i>Attack Penalty</i>	—	—	—	—

# MELEE WEAPONS

## ONE-HANDED

## TWO-HANDED

### SMALL

1d8 dagger

1d6 club, staff

### LIGHT OR SIMPLE

1d8  
shortsword, hand axe

1d8  
spear

### HEAVY OR MARTIAL

1d8  
longsword, warhammer

1d10  
greatsword, greataxe

# RANGED WEAPONS

## THROWN

## CROSSBOW

## BOW

### SMALL

1d4  
dagger

1d4  
hand crossbow

—

### LIGHT OR SIMPLE

1d6  
javelin, axe

1d6  
light crossbow

1d6  
shortbow

### HEAVY OR MARTIAL

—

1d8  
heavy crossbow

1d8  
longbow

# DEADEYE ARCHER BASIC ATTACKS

## MELEE ATTACK

### BASIC ATTACK

AT-WILL

**Target:** One enemy

**Attack:** Strength + Level vs. AC

#### HIT

Weapon + Strength damage

#### MISS

Damage equal to your level

## RANGED ATTACK

### BASIC ATTACK

AT-WILL

**Target:** One enemy

**Attack:** Dexterity + Level vs. AC

#### HIT

Weapon + Dexterity damage

#### MISS

Damage equal to your level

### ARMOR AND AC

<i>Armor Type</i>	None	Light	Heavy	Shield
<i>Base AC</i>	10	13	15	+1
<i>Attack Penalty</i>	—	—	—	—

# DEADEYE ARCHER WEAPONS

## MELEE WEAPONS

### ONE-HANDED

### TWO-HANDED

#### SMALL

1d8 dagger

1d6 club, staff

#### LIGHT OR SIMPLE

1d8  
shortsword, hand axe

1d8  
spear

#### HEAVY OR MARTIAL

1d8  
longsword, warhammer

1d10  
greatsword, greataxe

## RANGED WEAPONS

### THROWN

### CROSSBOW

### BOW

#### SMALL

1d4  
dagger

1d4  
hand crossbow

—

#### LIGHT OR SIMPLE

1d6  
javelin, axe

1d8  
light crossbow

1d8  
shortbow

#### HEAVY OR MARTIAL

—

1d10  
heavy crossbow

1d10  
longbow