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# List of finesse weapons 5e



Expanded Weapons Table 5E				
Name	Cost	Damage	Weight	Properties
<b>Simple Melee Weapons</b>				
Bo Staff	1 sp	1d6 Bludgeoning	1 lb	Finesse
Club	1 sp	1d4	2 lb.	Light
Light War Pick	2 gp	1d6 Piercing	1 lb	Finesse, Light
Partisan	5 gp	1d6 Piercing	3 lb.	Thrown (range 20/60), Versatile (1d8)
Sickle	2 gp	1d6 Piercing	1 lb	Heavy, Versatile (1d6)
Splined Hammer	2 gp	1d6 Bludgeoning	3 lb.	Versatile (1d6 Piercing)
Splined Gauntlet	2 gp	1d6 Piercing	1 lb	Heavy, Versatile (1d6)
Light Flail	4 gp	1d6 Bludgeoning	1 lb.	—
Katar	4 gp	1d6 Piercing	1 lb	Finesse, Light
Spear	1 gp	1d6 Bludgeoning	1 lb.	Light, Versatile (1d8)
<b>Simple Ranged Weapons</b>				
Shuriken	1 sp	1d4 Piercing	—	—
Gauntlet, Spring Loaded	200 gp	1d6 Piercing	1 lb	Ammunition (range 20/60), loading, Special*
Shank	150 gp	3d6 Fire	1 lb.	—
<b>Martial Melee Weapons</b>				
Double Axe	30 gp	2d6 Slashing	7 lb.	Heavy, two-handed
Iron Flail	50 gp	2d6 Bludgeoning	4 lb.	Heavy, two-handed
Lacrosse Hammer	20 gp	1d10 Bludgeoning	7 lb.	Heavy, reach, two-handed
Barbed	20 gp	1d10 Slashing	4 lb.	Heavy, reach, two-handed
Full Helm	50 gp	1d10 Slashing	8 lb.	Heavy, reach, two-handed
Yugie	20 gp	1d10 Slashing	4 lb.	Reach, two-handed, Versatile (1d10 Piercing)
Barbed Sword	15 gp	1d8 Slashing	3 lb.	Versatile (1d10)
Katana	15 gp	2d6 Slashing	1 lb.	Finesse, Light
Colt	50 gp	1d6 Slashing	3 lb.	Finesse, Versatile (1d10)
Falchion	25 gp	1d8 Slashing	4 lb.	Finesse, Light
Greatsword	100 gp	2d6 Slashing	6 lb.	Heavy, two-handed
Jo Staff	2 gp	1d8 Bludgeoning	2 lb.	Finesse
Wakizashi	10 gp	1d6 Slashing	1 lb.	Finesse, Light
Chain Whip	4 gp	1d6 Slashing	3 lb.	Reach
Shish Lancer	30 gp	1d12 Slashing	3 lb.	Finesse, reach, special
Splined Shield	25 gp	1d6 Piercing	3 lb.	Light
Flanged Mace	10 gp	1d8 Bludgeoning	7 lb.	Heavy, Versatile (1d10)
<b>Martial Ranged Weapons</b>				
Flintlock Pistol	250 gp	1d10 Piercing	3 lb.	Ammunition (30/90), loading
Bullets (10)	2 gp	—	—	—



Simple Melee Weapons				
Name	Cost	Damage	Weight	Properties
Club	1 sp	1d4	2 lb.	Light
Handaxe/Light Hammer/Sickle	1 gp	1d4	2 lb.	Light, thrown (range 20/60)
Dagger	2 gp	1d4	1 lb.	Finesse, light, thrown (20/60)
Javelin	5 sp	1d4	2 lb.	Thrown (range 30/120)
Quarterstaff	2 sp	1d4	4 lb.	Versatile (1d6)
Mace	1 gp	1d6	4 lb.	—
Axe	6 gp	1d6	2 lb.	Light
Shortsword	10 gp	1d6	2 lb.	Finesse<>light
Spear	2 gp	1d6	4 lb.	Thrown (20/60)<>versatile (1d8)
Greatclub	2 sp	1d8	10 lb.	2-handed, Heavy

Martial Melee Weapons				
Name	Cost	Damage	Weight	Properties
Whip	2 gp	1d4	3 lb.	Finesse, reach
Rapier / Scimitar	20 gp	1d6	3 lb.	Finesse, light
Trident	5 gp	1d6	4 lb.	Thrown (range 20/60)<>versatile (1d8)
Long Spear	3 gp	1d6	4 lb.	Reach, versatile (1d8)
Morningstar/War pick	3 gp	1d8	3 lb.	—
Broadsword	30 gp	1d8	2 lb.	Finesse
Long Staff	5 sp	1d8	4 lb.	Reach, 2-handed
Flail	12 gp	2d4	4 lb.	—
Battleaxe/Warhammer	10 gp	1d8	3 lb.	Versatile (1d10)
Longsword	50 gp	1d8	3 lb.	Finesse, versatile (1d10)
Polearm	20 gp	1d10	6 lb.	Heavy, reach, 2-handed
Lance	10 gp	1d12	6 lb.	Reach, special
Maul	10 gp	1d12	10 lb.	Heavy, 2-handed
Greataxe	75 gp	2d6	6 lb.	Heavy, finesse, 2-handed
Greataxe	30 gp	2d6	7 lb.	Heavy, 2-handed

Simple Ranged Weapons				
Name	Cost	Damage	Weight	Properties
Sling	1 sp	1d4	—	Ammunition (30/120)
Dart	5 cp	1d4	1/4 lb.	Finesse, thrown (20/60)
Shortbow	25 gp	1d6	2 lb.	Ammunition (80/320), 2-handed
Crossbow, light	25 gp	1d8	5 lb.	Ammunition (80/320), loading, 2-handed
<b>Martial Ranged Weapons</b>				
Name	Cost	Damage	Weight	Properties
Blowgun	10 gp	1	1 lb.	Ammunition (25/100), loading
Crossbow, hand	75 gp	1d6	3 lb.	Ammunition (30/120), light, loading
Longbow	50 gp	1d8	2 lb.	Ammunition (150/600), heavy, 2-handed
Crossbow, heavy	50 gp	1d10	18 lb.	Ammunition (100/400), loading, heavy, 2-handed
Net	1 gp	—	3 lb.	Special, thrown (5/15)

New Weapons				
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Flintlock Pistol	250 gp	1d10 Piercing	3 lb.	Ammunition (30/90), loading
Bullets (10)	2 gp	—	—	—

This is one of the classic multiclass combinations of D&D 5e that has been a favorite of Barbarian players since 2015. Action Surge from the Fighter Class will further improve the Barbarian's ability to fish for critical hits when it matters most. Danger Sense is great for any character lacking advantage on Dexterity saving throws. Reckless Attack can be useful for players to fish for critical hits. The Dexterity saving throw is one of the most common saving throw types, so you can't afford to ignore it. Reckless Attack will enable advantage for attacks so you can gain Sneak Attack damage when you're alone. Path of the Berserker Warrior (PHB) Multiclass Recommendations Berserker Barbarian (10) / Conquest Paladin (10) This is super gimmicky, but I figured out that there is a cool combination here. Reckless Charge Ahead to Another Section: General Multiclassing Notes Dipping 1-2 Levels in Barbarian Path of the Ancestral Guardian Path of the Battlerager Path of the Beast Path of the Berserker Path of the Storm Herald Path of the Totem Warrior Path of the Zealot Conclusion More Barbarian/Multiclassing Content from Flutes Loot! My multiclassing terminology: Core Class: The main class for a character usually holds the majority of level investment for a character.Secondary Class: The class that is supplementarily added to the core class.Dipping: Multiclassing very few levels into a secondary class. As your fur stands on end, you rage, creating static electricity that jolts your enemies like a thunderbolt attack. This character will be a crit-fishing powerhouse after tacking on feats like Sentinel + Great Weapon Master + Polearm Master. Since Passing through rage, we don't want to focus on Paladin's spells, so any of which is indicated as Subclass would be fine for the Paladin. Barbary Totem Champion (4) Combining durability with offensive devastation, the Totem / Champion is a powerful fighter. This asked me, "Is there any way for the way of the barbarian of Zealoth to be resurrected?" I found the answer: The rogue may be the exception to competitive redundancies. Reviving is only meant to address a newly dead creature, not one that is currently alive. Your unarmed mode will make you faster than most opponents, making them incapable of catching up without using their action to guide. This concept has narrative and thematic richness so that the character is pleasant for the role-playing game. I'm sure not all DMS would allow this, but it seems to me that crude would allow it. These damage gains will be more satisfying when you roll your dice twice since your reckless attack of attack crits. Zealot Barbarian (3) / Arcana Cleric (17) Art by Shinyu, CC License. The ancestral guardian does an excellent job of hindering an enemy who would attack others at the barbarian's feast. I would say that these characteristics of beastly class are compatible with the rules of the wild form because these characteristics are based on transformation and do not depend on the shape of the chosen beast. Barbary Totem (15) / swashbuckler Rogue (5) You are a master duelist and showman; You are used to fight with the mighty beasts and play hide and seek with the agile creatures of the desert. The Kensei can choose weapons like these for Kensei's weapons specialization, upgrading the natural weapons of the barbaric beast. Beast barbarian (8) / kensei monk (12) ~ ~ ~ | I'm Logan, but you can call me Wolverine. As I mentioned in combination of above, the shape of the barbarian of the beast. The weapons of the beast count as simple weapons; therefore, the natural weapons here can be used as Art weapons. This is definitely the kind of character that can go into a racket like Wolverine, cutting the armor harder like the adamantium claws when the kensei uses the sharpened blade function. They don't use magic weapons as much, but the volume of attacks and freedom to choose other feats can be released. If you read the Monk-class martial arts feature, you can use any single melee weapon as a monk weapon, as long as they don't have two-handed or heavy properties. I am analyzing the barbaric class, since both the nucleus and the secondary within a multicolored construction. Choosing Multiclass as the middle-class Ranger is an easy option as rangers don't usually get valuable skills at higher levels. After resisting the damage, you can use your reaction with Rogue's strange Dodge to halve the remaining damage, allowing you to reduce the incoming damage of an attack per turn by 75%. The Phoenix will rise from its own ashes. I love that Zealot's trick is resurrected without the need for expensive spell components because the character is chosen by the gods. Berserker Barbarian (4) / Champion Fighter (4) / Watchers / Ancients Paladin (12) Cry fishing is fun, but it's even better with the shot! Berserkers may make more attacks during the rage of frenzy. This means that a one-level Ranger bath can help the Berserker become more viable. Multiclassing By Barbarian Subclass While I can't point out every powerful combination of Powerful Multiclass, I'll provide you with some of my favorites to inspire you! I have collected my thoughts by the barbarian underclass for your convenience. He didn't regenerate like Wolverine, but you'll rip things to shred while resisting the damage on the gun. You will be revived with a hitpoint! I might even delay the trigger for a few if you think it will help avoid problems. You remain strangely in the realm of life as you enter into a spiritual rage that gives to Your main weapon must be a polearm so you can use your range property. If you use Flurry of Blows, A attack five times per A . Speaking of fun concepts, some of my recommendations made the cut mostly because they are thematically cool or unique to D&D. Since most people have compared the Armorer to Ironman, "this is like Hulkbustor armor! Beast Way (TCoE) Recommendations Multiclass Beast (10) / Druid Moon (10) "The Mutant! While you use the Wild Form to transform into real beasts, you can mutate your beast form using the characteristics of the A of the Beast Route that A begin when it rages with the characteristic Beast Form. However, A s' you A it at level 20. DiviA© more competing with the enemies melee with the Mobile and Slicer beasts while you walk away freely so that they chase you with reduced speeds. You can divide the levels between Durbar and Monk as you like, and there are pros and cons for any division<sup>3</sup> in which you choose. Cha-ching, this combination's money! Your Extra Attack feature<sup>2</sup> allow you to make three attacks instead of two because<sup>3</sup> construction. Choosing Multiclass as the middle-class Ranger is an easy option as rangers don't usually get valuable skills at higher levels. After resisting the damage, you can use your reaction with Rogue's strange Dodge to halve the remaining damage, allowing you to reduce the incoming damage of an attack per turn by 75%. The Phoenix will rise from its own ashes. I love that Zealot's trick is resurrected without the need for expensive spell components because the character is chosen by the gods. Berserker Barbarian (4) / Champion Fighter (4) / Watchers / Ancients Paladin (12) Cry fishing is fun, but it's even better with the shot! Berserkers may make more attacks during the rage of frenzy. 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The Barbarian Beast has more chances of synergy with the Monk class due to the simple hand-to-hand weapons manifested by the Beast's Form. You have a special attack in each round that deals radiant damage and scales with your barbaric level; your first attack in a fight gives you another attack that deals additional damage. Champions can capitalize on critical hits with Divine Smite. At level ten, Druid Moon can form Wild in elementals, allowing the storm to come to life for real. The defensive impulse that Rage gives against blows, punctures, and shear damage can effectively double a character's hit points against those types of damage. Berserker Barbarian (4) / Champion Fighter (16) This combination is designed to catch critical hits. If your DM dictates that you use this combination, you're ready to go. Let me know your ideas by releasing Post in the comments below, and I can add your concept to the list if I think it sounds fun and feasible. If you do multiple classes in a way that depends on bonus actions, you may need to delay other moves if you want to start your Rage.Level 2: Reckless attack and sense of danger.The reckless attack is great to gain advantage if you are willing to receive punches in return. Your statistics will be well rounded with this compilation due to multiclassing statistics requirements. Since the Berserker Barbarian is not a great class, you could try it just for a high-level adventure as a single shot. With the Bear Totem on level three, you will withstand all kinds of damage except mental damage. This is how it is done: First, the barbarian It needs to be level three, so that it can be resurrected without needing material components to achieve revival. Remember Superitality Dados get rolled twice times Crite shots as well as other dadded dice. The champions can do a test in a 19-20. What ideas add you to the list? Each level of a secondary class is an opportunity cost for your main class. Art of Matbirdie, CC License. The defensive disadvantage of the reckless attack can be considered compensated by the resistance to the RAGE damage, but only if the character is likely to suffer basic weapon damage. An innocent beast as a giant elk could win a bite attack that is cured by itself. Wild Magic Sorcerer (3) A / Wild Magic Bárbaro (14) Some players love wild magic, so we're going to crash the two unpredictable subclasses together. This is not what I would call an optimized combination, but surely it sounds great to play! Path of the Totem Warrior (PHB) Multiclass Recommendations Totem Barbarian (11) / Phantom Rogue (9) Art by Hextroyal, DC license. Honestly I do not love the path of wild magic, so I do not surprise me much more for inspiring Multiclass ideas. You can create a Rogue character that I trust the strength while you get Sneak Attack so that a BÀRBARO is a good option for prayers. It depends on you, but the concept seems fun. The cluster of peace will form a link with the allies that will allow them to teleport to help each other. Multiclassing can be useful for role-playing games, so you do not make the mistake of thinking that this guide is only for min-max style styles. Your training focuses on using your instinctive intuition and your ferocity to get the best out of other warriors. Road Del Battleger (SCAG) Recommendations Multiclass Battleger Barbarian (3) / Paladin (17) Ekoputeh Art, CC License. This construction of Guardian comes from Treantmonk, and has a video dedicated to explaining it. But if you are playing at once, divide me resist everything except the psychic damage while angry during your Wild Shaping. The characters who trust the spell will not want this, and those who do not invest in their Force scores will not be able to Levels in bÀ baro. Make sure your DM lets you choose your natural weapons as Kensei's weapons, or be a sad Tasmanian devil... Barbarian Barbarian Beast (16) / Battle Master Fighter (4) You come from a line of LycanthrÀ warriors who use limited bestial transformations in combat. You can also settle for three levels of combat or barbarians, if you have only occupied the levels of paladÀn from thirteen to fourteen to obtain fourth level spells. "This sounds fun to me! As the Druid of the Moon, you can become an elemental at level ten, and that can be a lot of fun to alter with the beast's barbaric mutations. That assumes that the character falls to zero hit points at all (don't count on it). Ancient Guardian Barbarian (14) / Peace Cleric (6) A Teamwork makes work happen! This combination " mastery of peace and the path of the ancestral tutor come fully loaded with skills to protect their allies to prevent the team from leaving. It hurts to give up those high-level skills. You want to perform cost-benefit class analysis when you consider multiclass. The Berserker can use a reckless attack, and he wins a bonus action attack' as he " in a frenzy. Their defensive capabilities can be reinforced by growing a tail that will stitch them to attacks when they rage. Any enemy missing attacks or spells at a distance, probably die alone of you slowly drifting away at their hit points with a unique day of your aura while they were scared. It is true that there is a flaw in this plan, so check with your DM; Contingency says you can use a spell that can point to yourself. Focus on strength for your monk attacks, as you will get anger gifts to each one, as long as you are using hand-to-hand weapons. Maybe your skin has dust in the form of dust Turn off the magic. Use an extinction attack to stay away from the attack attacks of an enemy, while using ancestral protectors to give that enemy disadvantage in the attacks that give up anyone other than you, then move away away The enemy must choose between pursuing him and potentially taking advantage of the opportunity attacks of his allies, or making disadvantageous attacks against his allies, for whom your spiritual shield will be a vanguard. "A crUtic blow to allow Supreme Smiting and Smashing! Choose the Paladin subclass, it sounds fun for you. Enjoy coming up with this idea, regardless of its degree of practicality. Second, the arcane liquor needs to have a fifth level or a lower spell that can revive a person; Reviving is the spell for the job because the top level spell crÀa dead will incur roll penalties later. Ancestral Guardian Barbarian (17) / Battle Master Fighter (3) In addition to supporting your allies with their ancestral spurs (avoiding damage and hindrances), you can use Battle Master Dados of Superiority and maneuvers to back up your allies. The divine blow will be fun with the sorcerer's spell slots. Slots.

Details about Sword of Vengeance, a D&D 5e magic item, including items effects, rarity and value. A Dungeons and Dragons 5e magic item. 18/07/2021 · The attacks you make with ranged and finesse weapons rely on dexterity, your light armor is more effective because of it, and many of your important skills are governed by it. To an effective rogue (in most cases), you'll want to get your dexterity to 16 at character creation. Back to Main Page – 5e Homebrew – Equipment – Weapons – Traditional Weapons – Martial Melee Weapons. This list of homebrew content includes martial melee weapons made on D&D Wiki for 5e, but excludes magic weapons, anachronistic weapons, and any pages with maintenance templates.For the definitions of "martial" and "melee" in this context, see 5e ... "The Yuan-Ti cast off their humanity long ago, and with it, their sanity." -From Masters of the Forbidden City by Codo Vidak Yuan-Ti are a half-snake half-human race, however their appearance differs depending on their subrace. Abominations appear like an anthropomorphic snake, Malisons appear like either a human body with a snake head or a human upper body with a ... 06/08/2020 · DND 5E Fighter Class Features. Hit Points:- For a martial character like the Fighter 5e, you couldn't ask for a better Hit Dice than 1d10 per Fighter level.At the 1 st level, you get Hit Point equivalent to your Constitution modifier added to 10. However, every time you make your Fighter level up 5e, your Hit Points equal a combination of your Constitution modifier and 1d10 ... A fighter may select Weapon Finesse as one of his fighter bonus feats. Natural weapons are always considered light weapons. Weapon Focus [General] Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat. Prerequisites 22/02/2021 · You might be wondering what your second stat is... You don't get one. Kobolds only get a +2 to Dexterity. This lessens their potential... But Dexterity is good. Really good. Dexterity improves your attack rolls with finesse weapons, ranged weapons, dexterity saves, acrobatics, stealth, sleight of hand... Oh, and also boosts your AC! 20/04/2021 · Revenant Blade adds the Finesse property to the Double Scimitar, making it equivalent to using a rapier and a dagger with Fighting Style (Two-Weapon Fighting). Dual Wielder allows you to use non-light weapons while two-weapon fighting, allowing you to use two rapiers, two longswords, or something else along those lines. Dungeons and Dragons (D&D) Fifth Edition (5e) Magic Items. A comprehensive list of all official magic items for Fifth Edition. 20/04/2021 · Defensive Duelist PHB. Most Clerics won't use Finesse weapons, and the ones who do have plenty of options to boost their AC. Dual Wielder PHB: You won't use the Attack action enough to justify two-weapon fighting, and you need a shield for the AC bonus and to hold your holy symbol, and Divine Strike only works once on each of your turns.

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