

**DAGGER / KNIV**

Melee weapon (simple).  
Finesse, Light, Range, Thrown.

**To hit:** Proficiency bonus + DEX  
eller STR modifier

**Damage:** 1d4 piercing + DEX eller  
STR modifier

(DEX ved kast, STR ved stikk.)

Range: 20/60

**WHIP / PISK**

Melee weapon (martial).  
Finesse, Reach.

**To hit:** Proficiency bonus + DEX  
modifier

**Damage:** 1d4 slashing + DEX  
modifier

**SPEAR / SPYD**

Melee weapon (simple).  
Range, Thrown, Versatile.

**To hit:** Proficiency bonus + DEX  
eller STR modifier.

(DEX ved kast, STR ved stikk)

**Damage:** 1d6 piercing + STR  
modifier

Range: 20/60

**SHIELD / SKJOLD**

Gir AC + 2 når holdt i ene hånda.

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**CHAIN SHIRT / RINGBRYNJE**  
Medium armor

Gir AC 13 + DEX modifier (max 2).



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### HEAVY CROSSBOW / ARMBRØST

Ranged weapon (martial, crossbow).

Heavy, loading, two-handed.

**To hit:** Proficiency bonus + DEX modifier.

**Damage:** 1d10 piercing.

Range: 100/400



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### LONGSWORD / LANGSVERD

Melee (versatile om du brukar begge hender)

**To hit:** Proficiency bonus + STR modifier.

**Damage:** 1d8 slashing (1d10 ved bruk av begge hender) + STR modifier



### SHORTSWORD / KORTSVERD

Melee (finesse)

**To hit:** Proficiency bonus + DEX modifier.

**Damage:** 1d6 piercing + DEX modifier



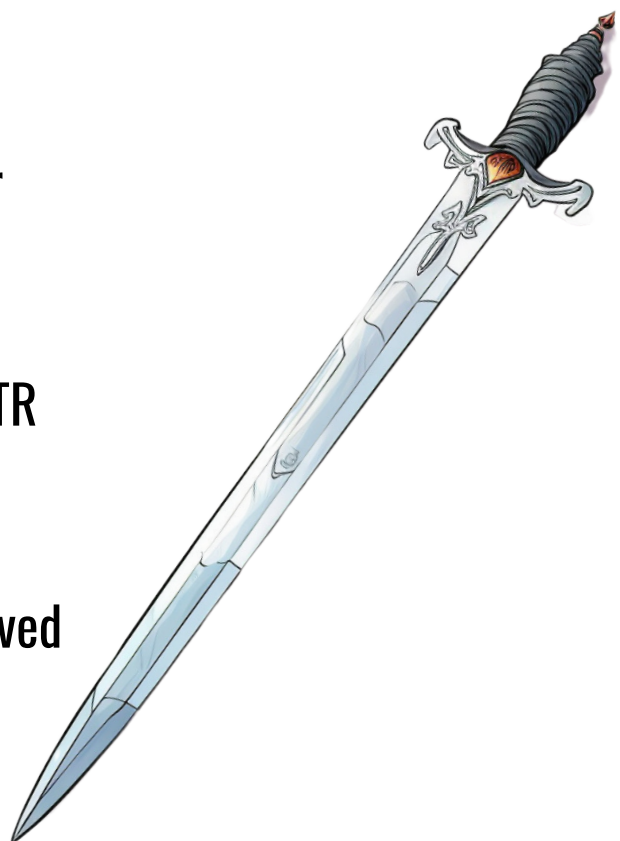


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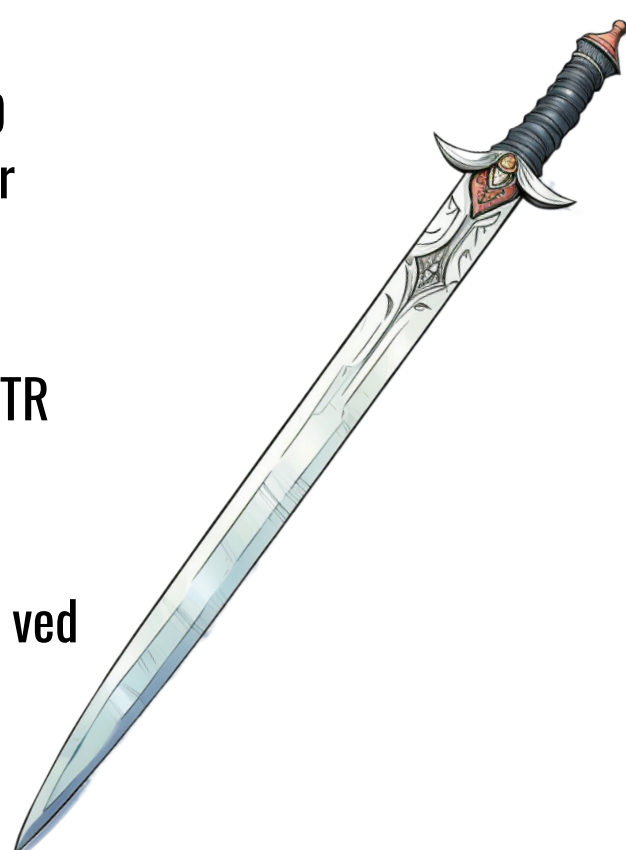
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**VEDLEGG 5**

