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A character can bind sticks of dynamite together so they explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet). Dynamite can be rigged with a longer fuse to explode after a set amount of time, usually 1 to 6 rounds. Roll initiative for the dynamite. After the set number of rounds goes by, the dynamite explodes on that initiative.

GRENADES

As an action, a character can throw a grenade at a point up to 60 feet away. With a grenade launcher, the character can propel the grenade up to 120 feet away. Each creature within 20 feet of an exploding **fragmentation grenade** must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one. One round after a **smoke grenade** lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

FIGURING OUT ALIEN TECHNOLOGY

Int. Check Total	Result
9 or lower	One failure; one charge or use is wasted, if applicable; character has disadvantage on next check.
10-14	One failure.
15-18	One success.
20 or higher	One success; character has advantage on next check.

FIREARMS

Renaissance Item	Cost	Damage	Weight	Properties
Meatly Ranged Weapons				
Pistol	250 gp	1d10 piercing	3 lb.	Ammunition (range 30/90), loading
Musket	500 gp	1d12 piercing	10 lb.	Ammunition (range 40/180), loading, two-handed
Ammunition				
Bullets (10)	3 gp	—	2 lb.	—
Modern Item				
Meatly Ranged Weapons				
Pistol, automatic	—	2d6 piercing	3 lb.	Ammunition (range 30/120), reload (11 shots)
Revolver	—	2d8 piercing	3 lb.	Ammunition (range 40/180), reload (6 shots)
Rifle, hunting	—	2d10 piercing	8 lb.	Ammunition (range 80/240), reload (3 shots), two-handed
Rifle, automatic	—	2d8 piercing	8 lb.	Ammunition (range 80/240), burst fire, reload (30 shots), two-handed
Shotgun	—	2d8 piercing	7 lb.	Ammunition (range 30/90), reload (2 shots), two-handed
Ammunition				
Bullets (10)	—	—	1 lb.	—
Futuristic Item				
Meatly Ranged Weapons				
Laser pistol	—	3d6 radiant	2 lb.	Ammunition (range 40/120), reload (30 shots)
Automator rifle	—	6d8 necrotic	10 lb.	Ammunition (range 100/360), reload (2 shots), two-handed
Laser rifle	—	3d8 radiant	7 lb.	Ammunition (range 100/300), reload (30 shots), two-handed
Ammunition				
Energy cell	—	—	1-cc	—

ALIEN TECHNOLOGY

When adventurers find a piece of technology that isn't from their world or time period, the players might understand what the object is, but the characters rarely will. To simulate a character's ignorance about the technology, have the character make a series of Intelligence checks to figure it out.

To determine how the technology works, a character must succeed on a number of Intelligence checks based on the complexity of the item: two successes for a simple item (such as a cigarette lighter, calculator, or remote) and four successes for a complex item (such as a computer, chainsaw, or hovercraft). Then consult the Figuring Out Alien Technology table. Consider making the item break if a character fails four or more times before taking a long rest.

A character who has seen an item used or has operated a similar item has advantage on Intelligence checks made to figure out its use.

EXPLOSIVES

Renaissance Item	Cost	Weight
Bomb	100 gp	1 lb.
Compend, keg	250 gp	20 lb.
Compend, powder horn	15 gp	2 lb.

Modern Item	Cost	Weight
Dynamite (stick)	—	1 lb.
Cremale, fragmentation	—	1 lb.
Cremale, smoke	—	2 lb.
Cremale launcher	—	7 lb.

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Which is as a specifically Chinese period martial arts story Samurai fiction is a bit of a different bag, especially since it would often see the use of muskets if you're going for a Warring States period feel.. Problems[edit]Cool concept However, Ambidexterity isn't a feat in the 3 5 rule set.

1. [hand hand](#)
2. [hand hand fingers thumb](#)
3. [hand and hand soap](#)

Also, what is an 'unarmed DC throw'? Perhaps I'm missing something obvious, but I honestly don't know what that means.. Also, not all creatures do 1d3 with an unarmed strike The damage is dependent upon the size of the creature (I believe a size small creature does 1d2).. Lifting and Carrying Your Strength score determines the amount of weight you can bear.

hand hand

hand hand, hearth and hand, hand hand fingers thumb, hand hand fingers thumb rap, hand and hand soap, hand and hand sanitizer, hand handle, hand hand fruit one piece, hand hand fingers thumb lyrics, hand handle vacuum, hand hand pic, hand handicapped, hand handwriting, hand handbag [Character Design And Modeling For Next-gen Games Download](#)

--The Archivist 06:56, 13 September 2007 (MDT)Just to add my 2 cents This feat is the same as Improved Natural Attack.. If your unarmed strikes already do 1d6 (or more) they instead increase the damage dice by by one category (per the table in the DMG).. The 5e DMG provides rules for them, but they are honestly so perfunctory they need to be expanded on for actual play. [Alien Skin Eye Candy 3 Free download free software](#)



Felices 23 Lauon Flowvella

hand hand fingers thumb

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We'll analyze Xanathar's next, and you, as the DM, can determine which set of rules, or a combination, you would like to enforce. [Avid Pro Limiter Download](#)

hand and hand soap

[Safe Cracking Auto Dialer](#)

Dungeons & Dragons 3.5 Edition Index – Feats February 28, 2007 Index Page 3 Combat Panache.. Here's my version of a Jun 12, 2017 Basically, what I'm saying is that the entry in the 5e DMG stretches the definition of wuxia past where it actually fits.. --Skwyd 12:40, 7 September 2007 (MDT)Thanks much for the advice- I wasn't aware that Ambidexterity isn't a feat in 3.. Hand-to-hand Dmg 5e SystemDmg 5e PdfHand-to-hand Dmg 5e GuideHand To Hand Damage 5eFrom D&D WikiJump to: navigation, searchDungeon Master's Guide.. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.. Dmg image burner for windows Benefit: Your unarmed strikes do 1d6 instead of their normal die.. 5, and I'm always open to suggestions I'm also aware that my wording gets a little weird sometimes.. 115, 120, 127, 164, 169 Combat Reflexes35, 42, 75, 169 Seeing as my next campaign is going to focus more on surface world skirmishes than dungeons, I want to include things like ballistas in the tactical mix.. I would suggest modifying the wording to read as follows:The ISOs you gave me still have data in the exact same places. cea114251b [Muat Turun Al Quran Epub Converter App Book](#)

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