

# Dagger

*melee weapon (simple, dagger)*

- **Category:** Items
- **Damage:** 1d4
- **Damage Type:** Piercing
- **Item Rarity:** Standard
- **Properties:** Finesse, Light, Range, Thrown
- **Range:** 20/60
- **Weight:** 1

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Revision #1

Created 17 August 2023 10:14:59 by Ben

Updated 15 October 2023 01:07:05 by Ben