3 types of weapons:

Melee:

Sword

Dagger

Hammer

Long Axe

Axe

Spear

Shield

Ranged:

Bow

Crossbow

Magical:

Staff

Orb

Tome

weapons properties:

Speed:

Damage:

Type of damage:

3 types of armor:

Cloth:

Leather

Plate

Armor properties:

Speed(auto attack/spells):

Magic damage res:

Physical damage res:

Damage amp(magical/physical):

armors:

Helmet/hat/cap

Chest

Arms

Shoulders

Gloves

Belt

Pants

Shoes

2 rings

2 trinkets

1 necklace

there's also magic spells which can be either melee or ranged, offensive or defensive