

Equipment List

Coinage

The most common coin is the gold piece (gp). A gold piece is worth 10 silvers, a silver is worth 10 coppers. Platinum is 10 gold.

Characters begin with some money (with which to buy their initial equipment):

- Fighter: 150
- Paladin: 130
- Rogue: 125
- Mage: 70
- Cleric: 115
- Druid: 60

Weapons

Format: (cost, damage, range)

- Unarmed Strike (0, 1d3)

Light Weapons

- Dagger (2gp, 1d4)
- Handaxe (6gp, 1d4)
- Light Mace (5gp, 1d6)
- Light Pick (4gp, 1d4 + 1)
- Rapier (20gp, 1d6)
- Sickle (6gp, 1d6)
- Shortsword (10gp, 1d6)

One-handed Weapons

- Battleaxe (10gp, 1d8)
- Club (0, 1d6)
- Flail (8gp, 1d8)
- Longsword (15gp, 1d8)
- Heavy Mace (12gp, 1d8)
- Morningstar (8gp, 1d8)
- Heavy Pick (8gp, 1d6 + 1)
- Scimitar (15gp, 1d6)
- Spearspear (1gp, 1d6)
- Bastard Sword (35gp, 1d8/1d10) (-1 attack when 1-handed)
- Trident (15gp, 1d8)
- Dwarven Waraxe (30gp, 1d8/1d10) (-1 attack when 1-handed)
- Warhammer (12gp, 1d8)
- Whip (1gp, 1d3)

Two-handed Weapons

- Spiked Chain (25gp, 2d4)
- Falchion (75gp, 1d6 + 1)
- Heavy Flail (15gp, 1d8)
- Glaive (8gp, 1d8)
- Greataxe (20gp, 1d10) (-1 attack) (Requires STR > 16)

- Greatclub (5gp, 1d8) (Requires STR > 16)
- Greatsword (50gp, 2d6) (Requires STR > 16)
- Guisarme (9gp, 2d4)
- Halberd (10gp, 1d6/1d10) (-1 attack close, range 10ft)
- Lance (10gp, 1d4/3d6) (charge can use mounted damage, but -4 to hit)
- Longspear (5gp, 1d8)
- Quarterstaff (0, 1d4) (+1 attack, +1 AC while defending)
- Spear (2gp, 1d8) (+1 AC while defending)

Ranged Weapons

- Throwing Axe (8gp, 1d6, 18ft)
- Dagger (2gp, 1d4, 15ft)
- Light Hammer (1gp, 1d4, 20ft)
- Shortspears (1gp, 1d6, 20ft)
- Trident (15gp, 1d8, 15ft)

Armor

Format: (cost, AC, weight)

- Padded (2gp, +1, Light)
- Leather (10gp, +2, Light)
- Studded Leather (25gp, +3, Light)
- Chain Shirt (100gp, +4, Light)
- Hide (15gp, +3, Medium)
- Scale Mail (50gp, +4, Medium)
- Chainmail (150gp, +5, Medium)
- Breastplate (200gp, +5, Medium)
- Splint Mail (200gp, +6, Heavy)
- Banded Mail (250gp, +6, Heavy)
- Half-Plate (600gp, +7, Heavy)
- Full-Plate (1500gp, +8, Very Heavy)

Shields

Format: (cost, AC, size)

- Wooden Buckler (2gp, +1, 24" round) (defensive spread of 1 breaks shield 50%)
- Steel Buckler (15gp, +1, 24" round)
- Heavy Wooden Shield (7gp, +2, 35" tall) (defensive spread of 1 breaks shield 50%)
- Heavy Steel Shield (20gp, +2, 35" tall)
- Tower Shield (30gp, +4, 54" tall)