Weapon	Cost	Dam	age I	Range
Unarmed Strike	_	1d3	_	
Light Weapons Axe, throwing Dagger Hammer, light Handaxe Mace, light Pick, light Sap Sickle Sword, short	8 gp 2 gp 1 gp 6 gp 5 gp 4 gp 1 gp 6 gp 10 gp	1d6 1d4 1d6 1d4 1d6 1d4 1d6 1d6	10 f 10 f 20 f — —	t.
One-Handed Weap Battleaxe Club Flail Longsword Mace, heavy Morningstar Pick, heavy Rapier Scimitar Shortspear Sword, bastard Trident Waraxe, dwarven Warhammer Whip	10 gp	1d8 1d6 1d8 1d8 1d8 1d8 1d6 1d6 1d6 1d6 1d10 1d8 1d10 1d8		t.

Two-Handed Weapons Chain, spiked 2d4 Falchion 75 gp 1d6 Flail, heavy 15 gp 1d8 Glaive ap 8 1d8 _ 20 gp 1d10 Greataxe Greatclub 5 gp 1d8 50 gp 2d6 Greatsword 2d4 Guisarme 9 qp _ Halberd 10 gp 1d10 10 gp Lance 1d8 Longspear 5 gp 1d8 Quarterstaff 1d6 _ 18 gp 2d4 Scythe 20 ft. 2 gp 1d8 Spear Ranged Weapons Crossbow, hand 100 gp 1d4 30 ft. Crossbow, heavy 50 gp 1d10 120 ft. Crossbow, light 35 gp 1d8 80 ft. Dart 5 sp 1d4 20 ft. Javelin 1 qp 1d6 30 ft. 75 qp 1d8 100 ft. Longbow Net 20 gp 10 ft.

30 gp

1d6

1d4

60 ft.

50 ft.

Shortbow

Sling

ARMOUR & SHIELDS

Here is the format for armour entries (given as column headings on the table below).

Cost: This value is the price for purchasing the

AC Bonus: The column gives the Armour Class bonus provided by the armour.

Light Armour

Padded 2 gp +1 Leather 10 gp + 2Studded Leather 25 gp +3 Chain Shirt 100 gp +4

Medium Armour

15 gp Hide +3 Scale Mail 50 gp +4 Chainmail 150 gp +5 Breastplate 200 gp +5

Heavy Armour Splint Mail 200 gp +6 Banded Mail 250 gp +6 Half-plate 600 gp +7 Full Plate 1,500 gp +8

Shields

15 gp Buckler Shield, light wooden 3 gp +1Shield, light steel 9 gp Shield, heavy wooden 7 gp +2 Shield, heavy steel 20 gp +2 30 gp +4 Shield, tower

ADVENTURING EOUIPMENT

Adventuring Gear

Acid (flask) 10 gp Antitoxin (vial) 50 gp Artisan's Tools 5 gp Backpack (empy) 2 gp Barrel (empty) 2 gp Basket (empty) 4 sp Bedroll 1 sp 1 gp Blanket, winter 5 sp Block and Tackle Bottle, wine, glass (empty) 2 gp Bucket (empty) 5 sp Caltrops 1 gp Candle 1 cp Canvas (sq. yd.) 1 sp Case, map or scroll 1 qp Chain (10 ft.) 30 gp Chalk, 1 piece 1 cp Chest (empty) 2 gp Craftsman's Tools

Parchment (sheet) 2 sp

Musical Instrument 5 gp

Mug/Tankard, clay 2 cp

Mirror, small steel 10 gp

12 gp

з ср

ds Ţ

d6 ⊊7

d6 05

ds Ţ

d6 05

100 gp

d6 ⊊7

72 db

Paper (sheet) 4 sp

Oil, pint flask I sp

Magnifying Glass

госк' доод 80 др

Lock, average 40 gp

Lock, simple 20 gp

Lantern, hooded 7 gp

Lantern, bullseye 12 gp

Lamp, common 1 sp

Ladder, 10 ft. 5 cp

Ink (1 oz. Vial) 8 gp

Holy Water (flask)

Holy Symbol, silver Holy Symbol, wooden 1 gp

Grappling Hook 1 gp

Flint and Steel 1 gp Elask (empty) 3 cp

Fishing net (25 sq.ft.) 4 gp

Eirewood (per day) 2 cp

Healer's Kit

натшег

Fishhook

Crowbar

Disguise Kit

Manacies

Jug, clay

lukbeu

Hourglass

Cold Weather Outfit 8 gp Cleric's Vestments Artisan's Outfit I gp

Clothing z cb Whetstone d6 T Waterskin Vial, ink or potion 1 gp J cb lorch Thieves' Tools 30 gp 10 gb J,000 gp Spyglass Spellbook, wizard's (blank) 15 gp Spell Component Pouch 5 gp Spade or Shovel 2 gp 209b (ber lb.) 5 sp d6 T əbpəis d6 ς Signet Ring Signal Whistle 8 sp ds & slbssM gniws2 d6 T xeW gnile92 29CK (6mbfy) I sp Rope, silk (50 ft.) 10 gp Rope, hempen (50 ft.) 1 gp Rations, trail (per day) 5 sp Ram, portable 10 gp Pouch, belt (empty) 1 gp ds ç Pot, iron ds z Pole, 10 ft. ds T PIEON Pitcher, clay z cb Pick, miner's

d6 00T Marpony Warhorse, light

Warhorse, heavy 400 gp Stabling (per day) d6 þ Spedelbbes Saddle, riding 10 gp gaddle, pack 5 gp Saddle, military 20 gp 30 gb Pony d6 ⊊∠ Horse, light ногзе, ћеаvу 200 др Feed (per day) 5 cp Donkey or Mule 8 gp dն ՏՀ Dog, war 72 db Dog, guard Bit and Bridle 2 gp Barding, large creature armour price x4 Barding, medium creature armour price x2 Mounts and Related Gear

120 gp

Traveler's Outfit 1 gp 2cholar's Outfit 5 gp Royal Outfit 200 gp Peasant's Outfit I sp Moble's Outfit 75 gp Monk's Outfit 5 gp db nt Explorer's Outfit gg & Entertainer's Outfit ვე მხ

Courtier's Outfit

Fighter: Vial of Holy Water & 5 Gold Pieces Cleric: Silver Holy symbol & 5 Gold Pieces Finally, add the following, based on your Class:

Mage: Spellbook & 2 Spell Pouches & 5 Gold Pieces

Rogue: Thieves Tools

	4d Rations	4d Rations
4d Rations	Waterskin	Waterskin
Waterskin	Crowbar	10. Pole
Signal Whistle	Mirror	Grappling Hook
2st Caltrops	10. Pole	50. Rope
Shovel	10 pcs of chalk	Flint & Steel
Flint & Steel	Flint & Steel	2 Oil Flasks
10 Oil Flasks	4 Oil Flasks	20 Torches
Lantern (hooded)	To Torches	Jn9T
Bedroll	Bedroll	Bedroll
Belt Pouch	Belt Pouch	Belt Pouch
васкраск	вэскрэск	вэскраск

Pack A (1-2) Pack B (3-4) Pack C (5-6) Choose a pack or tab to select one randomly

50 Gold Pieces each Fast Packs

Equipment List Microlite20

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