

# D&D Refined Stuff

## Armor

Armor is important for character survival.

Armor	Armor Class (AC)	Damage Resistance (DR)	cost	Armor Penalty
No Armor	0	0	0	0
Gauntlets, Leather	0	+1*	2	-1
Gauntlets, Chain	0	+2*	5	-2
Gauntlets, Plate	0	+4*	10	-4
Shield	+1	0	10	-1
Shield, Large	+2	0	40	-2
Helmet, Leather	+1	+1*	5	0
Helmet, Cap	+1	+4*	15	0
Helmet, Full	+2	+5*	40	-4
Helmet, Visored	+2	+5*	50	-4
Padded	0	+1	20	0
Leather	+1	+1	35	0
Hide	+2	+1	40	-2
Ring Mail	+1	+2	50	-1
Hard Leather	+3	0	55	-3
Chain Shirt	+2	+1	60	-1
Scale Mail	+2	+2	65	-2
Chain Mail	+3	+2	80	-3
Brigandine	+2	+3	90	-4
Lamellar	+3	+3	100	-5
Splint	+4	+3	110	-6
Banded	+3	+4	150	-4
Lorica	+4	+4	200	-5
Plate Mail	+5	+4	300	-6
Field Plate	+4	+5	600	-5
Full Plate	+5	+6	1500	-6

\* Gauntlet and Helm DR doesn't add to overall DR for a suit of armor (while AC does stack), but is the DR used if damage clearly is occurring only to the hands or head respectively.

## Armor Penalty

This penalty is to things that armor might make difficult, such as sneaking about, climbing, endurance checks etc, for most suits of armor (and stacking with the penalty for shields). In these cases, the penalty counts double for swimming. The penalty for a visored or full helm, on the other hand, is more to do with perception while the visor is down. With the visor up, it protects as a normal helmet. A full helm must be taken off to remove the penalty. The penalty for gauntlets is for doing things that

require fine motor skills.

## Weapons

Adventurers often find themselves regretably needing to fight. Below are the tools for the job.

### Melee Weapons

Weapon	Cost	To Hit Mod	Dmg Mod	Range Increment	Weight(1)	Type(2)
<b>Unarmed Attacks</b>						
Gauntlet	2 gp	0	-3		— 1 lb.	Bludgeoning
Unarmed strike	—	0	-5		—	Bludgeoning
<b>One-Handed Melee Weapons</b>						
Gauntlet, spiked	5 gp	+1	0		— 1 lb.	Piercing, Also cestus
Dagger	2 gp	+1	0	10 ft.	1 lb.	Piercing or slashing
Dagger, punching	2 gp	+2	0		— 1 lb.	Piercing
Kukri	8 gp	+2	0		— 2 lb.	Slashing
Longsword	15 gp	+1	+2		— 4 lb.	Slashing
Scimitar	15 gp	+2	+1		— 4 lb.	Slashing
Sword, bastard	35 gp	+1	+3		— 6 lb.	Slashing
Sickle	6 gp	0	+1		— 2 lb.	Slashing
Axe, throwing	8 gp	0	+1	10 ft.	2 lb.	Slashing
Handaxe	6 gp	+1	+1		— 3 lb.	Slashing
Battleaxe	10 gp	+1	+2		— 6 lb.	Slashing
Waraxe, dwarven	30 gp	0	+4		— 8 lb.	Slashing
Whip(3)	1 gp	0	-2		— 2 lb.	Slashing and Entangling
Club	—	0	+1	10 ft.	3 lb.	Bludgeoning
Hammer, light	1 gp	+1	0	20 ft.	2 lb.	Bludgeoning
Mace, light	5 gp	+2	+1		— 4 lb.	Bludgeoning
Mace, heavy	12 gp	+1	+3		— 8 lb.	Bludgeoning
Morningstar	8 gp	0	+2		— 6 lb.	Bludgeoning and piercing
Flail	8 gp	0	+2		— 5 lb.	Bludgeoning, +1 AC
Warhammer	12 gp	+1	+2		— 5 lb.	Bludgeoning
Flail, heavy	15 gp	0	+3		— 10 lb.	Bludgeoning, +1 AC, Also Mace & Chain
Sap	1 gp	0	+1		— 2 lb.	Bludgeoning
Shield, light	10 gp	-1	-1		— special	Bludgeoning
Spiked shield, lt.	50 gp	-1	0		— special	Piercing
Shield, heavy	40 gp	-1	0		— special	Bludgeoning
Spiked shield, hvy.	80 gp	-1	+1		— special	Piercing
Spiked armor	50 gp	-	+1		— special	Piercing
Sword, short	10 gp	0	+1		— 2 lb.	Piercing or Slashing
Shortspear	1 gp	0	+1	20 ft.	3 lb.	Piercing
Pick, light	4 gp	+1	0		— 3 lb.	Piercing

Weapon	Cost	To Hit Mod	Dmg Mod	Range Increment	Weight(1)	Type(2)
Pick, heavy	8 gp	0	+1		— 6 lb.	Piercing
Rapier	20 gp	+2	+1		— 2 lb.	Piercing
<b>Two-Handed Melee Weapons</b>						
Falchion	75 gp	+1	+3		— 8 lb.	Slashing
Greataxe	20 gp	0	+5		— 12 lb.	Slashing
Greatsword	50 gp	+1	+4		— 8 lb.	Slashing
Greatclub	5 gp	0	+4		— 8 lb.	Bludgeoning
Quarterstaff(4)	—	+1	+2		— 4 lb.	Bludgeoning
Flail, dire(4)	90 gp	+1	+2		— 10 lb.	Bludgeoning
Axe, orc double(4)	60 gp	+1	+2		— 15 lb.	Slashing
Sword, two-blade(4)	100 gp	0	+2		— 10 lb.	Slashing
Chain, spiked(3)	25 gp	0	+3		— 10 lb.	Piercing, +1 AC
<b>Polearms</b>						
Spear	2 gp	0	+2	20 ft.	6 lb.	Piercing
Guisarme(3)	9 gp	+2	+2		— 12 lb.	Slashing
Glaive(3)	8 gp	0	+4		— 10 lb.	Slashing
Longspear(3)	5 gp	+1	+2		— 9 lb.	Piercing
Halberd	10 gp	0	+4		— 12 lb.	Piercing or slashing
Lance(3)	10 gp	0	+2		— 10 lb.	Piercing
Ranseur(3)	10 gp	0	+3		— 12 lb.	Piercing
Trident	15 gp	+1	+2	10 ft.	4 lb.	Piercing
Scythe	18 gp	0	+3		— 10 lb.	Piercing or slashing

## Ranged Weapons

Weapon	Cost	To Hit Mod	Dmg Mod	Range Increment	Weight(1)	Type(2)
Longbow	75 gp	0	+2	100 ft.	3 lb.	Piercing
Longbow, composite	100 gp	0	+2	110 ft.	3 lb.	Piercing
Shortbow	30 gp	0	+1	60 ft.	2 lb.	Piercing
Shortbow, composite	75 gp	0	+1	70 ft.	2 lb.	Piercing
20 Arrows	1 gp	—	—		— 3 lb.	—
20 Arrows, broad	1 gp	-1	+1		— 3 lb.	—
Crossbow, heavy	50 gp	+1	+4	120 ft.	8 lb.	Piercing
Crossbow, light	35 gp	0	+2	80 ft.	4 lb.	Piercing
Crossbow, hand	100 gp	0	0	30 ft.	2 lb.	Piercing
10 Bolts	1 gp	—	—		— 1 lb.	—
Dart	5 sp	0	0	20 ft.	½ lb.	Piercing
Javelin	1 gp	0	+1	30 ft.	2 lb.	Piercing, Melee at -4 to hit
Sling	—	0	0	50 ft.	0 lb.	Bludgeoning
10 Bullets, sling	1 sp	—	—		— 5 lb.	—
Net	20 gp	—	—	10 ft.	6 lb.	Entangling
5 Throwing Stars	1 gp	0	-3	10 ft.	½ lb.	Piercing

1. Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large

weapon weighs twice as much.

2. When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”
3. Reach weapon.
4. Double weapon.

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