

# Standard Equipment

These are items that every vendor has available, and which are considered “normal.”

## Weapons

<b>Unarmed Attacks</b>	<b>Cost</b>	<b>Dmg</b>	<b>Range Increment</b>	<b>Weight</b>	<b>Notes</b>
Gauntlet	2 gp	+1	—	1 lb.	Bludgeoning
Unarmed strike	0	0	—	—	Bludgeoning
<b>One-Handed Melee Weapons</b>	<b>Cost</b>	<b>Dmg</b>	<b>Range Increment</b>	<b>Weight</b>	<b>Notes</b>
Dagger	2 gp	+2	10 ft.	1 lb.	Piercing or slashing, +1 Fight
Gauntlet, spiked	5 gp	+2	—	1 lb.	Piercing
Mace, light	5 gp	+3	—	4 lb.	Bludgeoning
Sickle	6 gp	+3	—	2 lb.	Slashing
Club	—	+3	10 ft.	3 lb.	Bludgeoning
Mace, heavy	12 gp	+4	—	8 lb.	Bludgeoning
Morningstar	8 gp	+4	—	6 lb.	Bludgeoning and piercing
Shortspear	1 gp	+3	20 ft.	3 lb.	Piercing
Axe, throwing	8 gp	+3	10 ft.	2 lb.	Slashing
Hammer, light	1 gp	+2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	+2	—	3 lb.	Slashing
Pick, light	4 gp	+2	—	3 lb.	Piercing
Shield, light	special	+1	—	special	Bludgeoning
Spiked armor	special	+2	—	special	Piercing
Spiked shield, light	special	+2	—	special	Piercing
Sword, short	10 gp	+3	—	2 lb.	Piercing
Battleaxe	10 gp	+4	—	6 lb.	Slashing
Flail	8 gp	+4	-	5 lb.	Bludgeoning, +1 Fight vs Shield
Longsword	15 gp	+4	—	4 lb.	Slashing
Pick, heavy	8 gp	+3	—	6 lb.	Piercing
Rapier	20 gp	+3	—	2 lb.	Piercing, +1 Fight
Scimitar	15 gp	+3	—	4 lb.	Slashing
Shield, heavy	special	+2	—	special	Bludgeoning
Spiked shield, heavy	special	+3	—	special	Piercing
Trident	15 gp	+4	10 ft.	4 lb.	Piercing
Warhammer	12 gp	+4	—	5 lb.	Bludgeoning
Sword, bastard	35 gp	+5	—	6 lb.	Slashing -1 to hit
Waraxe, dwarven	30 gp	+5	—	8 lb.	Slashing
Whip	1 gp	+1	—	2 lb.	Slashing, -1 Damage vs Armor, Entangle
<b>Two-Handed Melee Weapons</b>	<b>Cost</b>	<b>Dmg</b>	<b>Range Increment</b>	<b>Weight</b>	<b>Notes</b>
Longspear	5 gp	+4	—	9 lb.	Piercing, Reach

<b>Unarmed Attacks</b>	<b>Cost</b>	<b>Dmg</b>	<b>Range Increment</b>	<b>Weight</b>	<b>Notes</b>
Quarterstaff5	—	+3	—	4 lb.	Bludgeoning
Spear	2 gp	+4	20 ft.	6 lb.	Piercing
Sword, bastard	35 gp	+5	—	6 lb.	Slashing
Falchion	75 gp	+4	—	8 lb.	Slashing
Glaive	8 gp	+5	—	10 lb.	Slashing, Reach
Greataxe	20 gp	+6	—	12 lb.	Slashing
Greatclub	5 gp	+5	—	8 lb.	Bludgeoning
Flail, heavy	15 gp	+5	—	10 lb.	Bludgeoning
Greatsword	50 gp	+6	—	8 lb.	Slashing
Guisarme	9 gp	+4	—	12 lb.	Slashing, Reach
Halberd	10 gp	+5	—	12 lb.	Piercing or slashing
Lance	10 gp	+4	—	10 lb.	Piercing, Reach
Ranseur	10 gp	+4	—	12 lb.	Piercing, Reach
Scythe	18 gp	+4	—	10 lb.	Piercing or slashing
<b>Ranged Weapons</b>	<b>Cost</b>	<b>Dmg</b>	<b>Range Increment</b>	<b>Weight</b>	<b>Notes</b>
Crossbow, heavy	50 gp	+5	120 ft.	8 lb.	Piercing
Crossbow, light	35 gp	+4	80 ft.	4 lb.	Piercing
Crossbow, hand	100 gp	+2	30 ft.	2 lb.	Piercing
Bolts (10)	1 gp	—	—	1 lb.	—
Dart	5 sp	+2	20 ft.	½ lb.	Piercing
Javelin	1 gp	+3	30 ft.	2 lb.	Piercing
Sling	—	+2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	5 lb.	—
Longbow	75 gp	+4	100 ft.	3 lb.	Piercing
Longbow, composite	100 gp	+4	110 ft.	3 lb.	Piercing
Shortbow	30 gp	+4	60 ft.	2 lb.	Piercing
Shortbow, composite	75 gp	+3	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	3 lb.	—
Bolas	5 gp	+2	10 ft.	2 lb.	Bludgeoning
Net	20 gp	—	10 ft.	6 lb.	—

- Bludgeoning weapons are +1 Damage vs flexible armors (which do relatively little to stop their intended type of damage).
- Armor Piercing weapons are +1 Damage vs all armor.
- Slashing weapons are +1 Fight, (but all armor is +1 Soak vs slashing weapons)

### Armor

<b>Armor</b>	<b>Cost</b>	<b>Soak</b>	<b>Deflection</b>	<b>Armor Check*</b>	<b>Move Rate</b>	<b>Weight</b>
Padded	5 gp	1	0	0	30 ft.	10 lb.
Leather	10 gp	2	0	0	30 ft.	15 lb.
Hardened Leather	20 gp	2	1	-1	30 ft.	15 lb.
Studded leather	25 gp	3	1	-1	30 ft.	20 lb.
Chain shirt	100 gp	4	1	-2	30 ft.	25 lb.

Armor	Cost	Soak	Deflection	Armor Check*	Move Rate	Weight
Hide	15 gp	3	0	-3	25 ft.	25 lb.
Scale mail	50 gp	4	1	-4	25 ft.	30 lb.
Chainmail	150 gp	5	1	-5	25 ft.	40 lb.
Breastplate	200 gp	5	2	-4	25 ft.	30 lb.
Splint mail	200 gp	6	2	-7	20 ft.	45 lb.
Banded mail	250 gp	6	2	-6	20 ft.	35 lb.
Half-plate	600 gp	7	2	-7	20 ft.	50 lb.
Full plate	1,500 gp	8	3	-6	20 ft.	50 lb.
Buckler	15 gp	1	-	-1	-	5 lb.
Shield, light wooden	3 gp	1	-	-1	-	5 lb.
Shield, light steel	9 gp	1	-	-1	-	6 lb.
Shield, heavy wooden	7 gp	2	1	-2	-	10 lb.
Shield, heavy steel	20 gp	2	1	-2	-	15 lb.
Shield, tower	30 gp	4	2	-10	-	45 lb.
Armor spikes	+50 gp	-	-	-	-	+10 lb.
Gauntlet, locked	8 gp	-	-	Special	-	+5 lb.
Shield spikes	+10 gp	-	-	-	-	+5 lb.

\*Armor checks are only a penalty to deft maneuvering, such as swimming, climbing, moving silently, etc. Specifically it does not penalize attacking or defending.

## Gear

Goods	Cost	Weight
Backpack (empty)	2 gp	2 lb.
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb.1
Bell	1 gp	—
Blanket, winter	5 sp	3 lb.
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	—
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	½ lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask (empty)	3 cp	1½ lb.

<b>Goods</b>	<b>Cost</b>	<b>Weight</b>
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock (very simple)	20 gp	1 lb.
Lock (average)	40 gp	1 lb.
Lock (good)	80 gp	1 lb.
Lock (amazing)	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	½ lb.
Mug/Tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	½ lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt (empty)	1 gp	½ lb.
Ram, portable	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb.
Rope, hempen (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	½ lb.
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Signal whistle	8 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10 lb.
Soap	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	1/10 lb.
Waterskin	1 gp	4 lb.
Whetstone	2 cp	1 lb.

## Exceptional Equipment

These items are only found where the random-generation systems place them, and are generally rarer, because they are generally superior to standard equipment.

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