

Standard Equipment

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

Weapons

| Unarmed Attacks | Cost | Dmg | Range Increment | Weight | Notes |
|---------------------------------|-------------|------------|------------------------|---------------|--|
| Gauntlet | 2 gp | +1 | — | 1 lb. | Bludgeoning |
| Unarmed strike | 0 | 0 | — | — | Bludgeoning |
| One-Handed Melee Weapons | Cost | Dmg | Range Increment | Weight | Notes |
| Dagger | 2 gp | +2 | 10 ft. | 1 lb. | Piercing or slashing |
| 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. | Armor 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. | Armor 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 |
| Two-Handed Melee Weapons | Cost | Dmg | Range Increment | Weight | Notes |
| Longspear | 5 gp | +4 | — | 9 lb. | Piercing, Reach |

| Unarmed Attacks | Cost | Dmg | Range Increment | Weight | Notes |
|------------------------|-------------|------------|------------------------|---------------|----------------------|
| Quarterstaff | — | +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 |
| Ranged Weapons | Cost | Dmg | Range Increment | Weight | Notes |
| 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. | — |
| Net | 20 gp | — | 10 ft. | 6 lb. | Entangle |

- 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

| Armor | Cost | Soak | Deflection | Armor Check* | Move Rate | Weight |
|------------------|-------------|-------------|-------------------|---------------------|------------------|---------------|
| 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. |
| Hide | 15 gp | 3 | 0 | -3 | 25 ft. | 25 lb. |

| Armor | Cost | Soak | Deflection | Armor Check* | Move Rate | Weight |
|----------------------|----------|------|------------|--------------|-----------|---------|
| 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. |
| Flint and steel | 1 gp | — |

| Goods | Cost | Weight |
|--------------------------|-------------|---------------|
| 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.

From:

<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:

<https://wiki.wishray.com/doku.php?id=livehack:equipment&rev=1328141289>

Last update: **2012/02/01 16:08**

