

WEAPONS AND ARMOUR						
Simple Weapons	Cost	Dmg	Crit	Range	Weight	Type
<i>Unarmed attacks</i>						
Gauntlet	2 gp	d3	x2	--	1 lb	B
Unarmed Strike		d3 <sup>1</sup>	x2	--	--	B
<i>Light Melee Weapons</i>						
Dagger	2 gp	d4	19-20/x2	10 ft	1 lb	P/S
Dagger, punching	2 gp	d4	x3		1 lb	P
Gauntlet, spiked	5 gp	d4	x2		1 lb	P
Mace, light	5 gp	d6	x2		4 lb	B
Sickle <sup>4</sup>	6 gp	d6	x2		2 lb	S
<i>One-handed Melee Weapons</i>						
Club		d6	x2	10 ft	3 lb	B
Mace, heavy	12 gp	d8	x2		8 lb	B
Morningstar	8 gp	d8	x2		6 lb	B+P
Shortspear	1 gp	d6	x2	20 ft	3 lb	P
<i>Two Handed Melee Weapons</i>						
Longspear <sup>2</sup>	5 gp	d8	x3		9 lb	P
Quarterstaff <sup>3</sup>		d6/d6	x2		4 lb	B
Spear	2 gp	d8	x3	20	6 lb	P
<i>Ranged Weapons</i>						
Crossbow, heavy	50 gp	d10	19-20/x2	120 ft	8 lb	P
Crossbow, light	35 gp	d8	19-20/x2	80 ft	4 lb	P
Bolts, crossbow(10)	1 gp				1 lb	
Dart	5 sp	d4	x2	20 ft	½ lb	P
Javelin	1 gp	d6	x2	30 ft	2 lb	P
Sling		d4	x2	50 ft	0 lb	B
Bullets, sling(10)	1 sp				5 lb	
Martial Weapons	Cost	Dmg	Crit	Range	Weight	Type
<i>Light Melee Weapons</i>						
Axe, throwing	8 gp	d6	x2	10 ft	2 lb	S
Hammer, light	1 gp	d4	x2	20 ft	2 lb	B
Handaxe	6 gp	d6	x3		3 lb	S
Kukri	8 gp	d4	18-20/x2		2 lb	S
Pick, light	4 gp	d4	x4		3 lb	P
Sap	1 gp	d6 <sup>1</sup>	x2		2 lb	B
Shield, light		d3	x2			B
Spiked armour	+50 gp	d6	x2		+10 lb	P
Spiked shield, light	+10 gp	d4	x2		+5 lb	P
Sword, short	10 gp	d6	19-20/x2		2 lb	P
<i>One Handed Melee Weapons</i>						
Battleaxe	10 gp	d8	x3		6 lb	S
Flail <sup>4</sup>	8 gp	d8	x2		5 lb	B
Longsword	15 gp	d8	19-20/x2		4 lb	S
Pick, heavy	8 gp	d6	x4		6 lb	P
Rapier	20 gp	d6	18-20/x2		2 lb	P
Scimitar	15 gp	d6	18-20/x2		4 lb	S
Shield, heavy		d4	x2			B
Spiked shield, heavy		d6	x2			P
Sword, bastard	35 gp	d10	19-20/x2		6 lb	S
Trident	15 gp	d8	x2	10 ft	4 lb	P
Warhammer	12 gp	d8	x3		5 lb	B
<i>Two-handed Melee Weapons</i>						
Falchion	75 gp	2d4	18-20/x2		8 lb	S
Glaive <sup>2</sup>	8 gp	d10	x3		10 lb	S
Greataxe	20 gp	d12	x3		12 lb	S
Greatclub	5 gp	d10	x2		8 lb	B
Flail, heavy	15 gp	d10	19-20/x2		10 lb	B
Greatsword	50 gp	2d6	19-20/x2		8 lb	S
Guisarme <sup>2,4</sup>	9 gp	2d4	x3		12 lb	S
Halberd <sup>4</sup>	10 gp	d10	x3		12 lb	P/S
Lance <sup>2</sup>	10 gp	d8	x3		10 lb	P
Ranseur <sup>2</sup>	10 gp	2d4	x3		12 lb	P
Scythe <sup>4</sup>	18 gp	2d4	x4		10 lb	P/S
<i>Ranged Weapons</i>						
Longbow	75 gp	d8	x3	100 ft	3 lb	P
Longbow, composite	100 gp	d8	x3	110 ft	3 lb	P
Shortbow	30 gp	d6	x3	60 ft	2 lb	P
Shortbow, composite	75 gp	d6	x3	70 ft	2 lb	P
Arrows(20)	1 gp				3 lb	
Exotic Weapons	Cost	Dmg	Crit	Range	Weight	Type
<i>Light Melee Weapons</i>						
Buckler-axe, dwarven	20 gp	d6	x3		4 lb	S
Kama <sup>4</sup>	2 gp	d6	x2		2 lb	S
Lightblade, elven	50 gp	d6	18-20/x2		1 lb	P
Nunchaku	2 gp	d6	x2		2 lb	B
Sai	1 gp	d4	x2	10 ft	1 lb	B
Siangham	3 gp	d6	x2		1 lb	P
Tortoise blade, gnome	10 gp	d6	19-20/x2		3 lb	P
<i>One-handed Melee Weapons</i>						
Maul	15 gp	d10	x3		20 lb	B
Pick, dire	30 gp	d8	x4		12 lb	P

Exotic Weapons	Cost	Dmg	Crit	Range	Weight	Type
Scourge	20 gp	d8	x2		2 lb	S
Sword, bastard	35 gp	d10	19-20/x2		6 lb	S
Thinblade, elven	100 gp	d8	18-20/x2		3 lb	P
Waraxe, dwarven	30 gp	d10	x3		8 lb	S
Warmace	25 gp	d12	x2		10 lb	B
Whip <sup>2,4</sup>	1 gp	d3 <sup>1</sup>	x2		2 lb	S
<i>Two-handed Melee Weapons</i>						
Axe, orc double <sup>4</sup>	60 gp	d8/d8	x3		15 lb	S
Chain, spiked <sup>2,4</sup>	25 gp	2d4	x2		10 lb	P
Flail, dire <sup>3,4</sup>	90 gp	d8/d8	x2		10 lb	B
Greetspear	25 gp	2d6	x3	10 ft	9 lb	P
Hammer, double <sup>3</sup>	70 gp	d8/d8	x3		18 lb	B
Hammer, gnome hooked <sup>3,4</sup>	20 gp	d8/d6	x3/x4		6 lb	B+P
Lajatang <sup>3</sup>	90 gp	d8d8	x2		7 lb	S
Mancatcher <sup>2</sup>	20 gp	d4 <sup>1</sup>	x2		8 lb	B
Poleaxe, heavy	20 gp	2d6	x3		15 lb	P/S
Sword, two-bladed <sup>3</sup>	100 gp	d8/d8	19-20/x2		10 lb	S
Urgrosh, dwarven <sup>3</sup>	50 gp	d8/d6	x3		12 lb	S/P
<i>Ranged Weapons</i>						
Blowgun, greater	15 gp	d3	x2	10 ft	2 lb	P
Bolas <sup>4</sup>	5 gp	d4 <sup>1</sup>	x2	10 ft	2 lb	B
Bolas, barbed <sup>4</sup>	10 gp	d4	x2	10 ft	3 lb	P
Boomerang	10 gp	d4 <sup>1</sup>	x2	20 ft	2 lb	B
Crossbow, hand	100 gp	d4	19-20/x2	30 ft	2 lb	P
Crossbow, repeating heavy	400 gp	d10	19-20/x2	120 ft	12 lb	P
Crossbow, repeating light	250 gp	d8	19-20/x2	80 ft	6 lb	P
Greatbow	150 gp	d10	x3	120 ft	6 lb	P
Greatbow, composite	200 gp	d10	x3	130 ft	6 lb	P

WEAPON DAMAGE BY WEAPON SIZE <sup>5</sup>					
Tiny	Small	Medium	Large	Huge	
--	1	d2	d3	d4	
1	d2	d3	d4	d6	
d2	d3	d4	d6	d8	
d3	d4	d6	d8	2d6	
d4	d6	d8	2d6	3d6	
d6	d8	d10	2d8	3d8	
d8	d10	d12	3d6	4d6	
d4	d6	2d4	2d6	3d6	
d8	d10	2d6	3d6	4d6	
d10	2d6	2d8	3d8	4d8	
2d6	2d8	2d10	4d8	6d8	

ARMOUR	Cost	Bonus	Max Dex	Check Penalty	Spell Failure	Speed	Weight
<i>Light armour</i>							
Padded	5 gp	+1	+8	0	5%	30/20	10 lb
Leather	10 gp	+2	+6	0	10%	30/20	15 lb
Studded leather	25 gp	+3	+5	-1	15%	30/20	20 lb
Chain shirt	100 gp	+4	+4	-2	20%	30/20	25 lb
<i>Medium armour</i>							
Hide	15 gp	+3	+4	-3	20%	20/15	25 lb
Scale mail	50 gp	+4	+3	-4	25%	20/15	30 lb
Chainmail	150 gp	+5	+2	-5	30%	20/15	40 lb
Breastplate	200 gp	+5	+3	-4	25%	20/15	30 lb
<i>Heavy armour</i>							
Splint mail	200 gp	+6	+0	-7	40%	20/15 <sup>6</sup>	45 lb
Banded mail	250 gp	+6	+1	-6	35%	20/15 <sup>5</sup>	35 lb
Half-plate	600 gp	+7	+0	-7	40%	20/15 <sup>5</sup>	50 lb
Full-plate	1500 gp	+8	+1	-6	35%	20/15 <sup>5</sup>	50 lb
<i>Shields</i>							
Buckler	15 gp	+1		-1	5%		5 lb
Shield, light wooden	3 gp	+1		-1	5%		5 lb
Shield, light steel	9 gp	+1		-1	5%		6 lb
Shield, heavy wooden	7 gp	+2		-2	15%		10 lb
Shield, heavy steel	20 gp	+2		-2	15%		15 lb
Shield, tower	30 gp	+4 <sup>7</sup>	+2	-10	50%		45 lb
<i>Extras</i>							
armour spikes	+50 gp						+10 lb
Gauntlet, locked	8 gp			Spcl			5 lb
Shield spikes	+10 gp						+5 lb

ARMOUR COSTS AND WEIGHTS BY CREATURE SIZE				
Size	Humanoid		Non humanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller	x½	x1/10	x1	x1/10
Small	x1	x½	x2	x½
Medium	x1	x1	x1	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5

1 The weapon deals nonlethal damage.  
2 Reach weapon.  
3 Double weapon.  
4 Tripping weapon.

5 Small weapons cost the same as standard, large weapons cost double. Halve the standard weight for small weapons, double it for large weapons.  
6 When running in heavy armour, you can only move triple your speed, not quadruple.  
7 A tower shield can instead grant you cover.