

Microlite20 Equipment List

STARTING WEALTH

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

Exchange	cp	sp	gp	pp
Copper piece	1	1/10	1/100	1/1,000
Silver piece	10	1	1/10	1/100
Gold piece	100	10	1	1/10
Platinum piece	1,000	100	10	1

You begin with a certain amount of acquired wealth, determined by your character class.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Mage	75 gp
Cleric	120 gp

The character uses this accumulated wealth to purchase his initial weapons, armour, and adventuring equipment, using the price lists on the tables below.

WEAPONS

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

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Damage: The Damage column gives the damage dealt by the weapon on a successful hit.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weapon	Cost	Damage	Range
Unarmed Strike	—	1d3	—
<i>Light Weapons</i>			
Axe, throwing	8 gp	1d6	10 ft.
Dagger	2 gp	1d4	10 ft.
Hammer, light	1 gp	1d6	20 ft.
Handaxe	6 gp	1d4	—
Mace, light	5 gp	1d6	—
Pick, light	4 gp	1d4	—
Sap	1 gp	1d6	—
Sickle	6 gp	1d6	—
Sword, short	10 gp	1d6	—
<i>One-Handed Weapons</i>			
Battleaxe	10 gp	1d8	—
Club	—	1d6	10 ft.

Flail	8 gp	1d8	—
Longsword	15 gp	1d8	—
Mace, heavy	12 gp	1d8	—
Morningstar	8 gp	1d8	—
Pick, heavy	8 gp	1d6	—
Rapier	20 gp	1d6	—
Scimitar	15 gp	1d6	—
Shortspear	1 gp	1d6	20 ft.
Sword, bastard	35 gp	1d10	—
Trident	15 gp	1d8	10 ft.
Waraxe, dwarven	30 gp	1d10	—
Warhammer	12 gp	1d8	—
Whip	1 gp	1d3	—

Two-Handed Weapons

Chain, spiked	25 gp	2d4	—
Falchion	75 gp	1d6	—
Flail, heavy	15 gp	1d8	—
Glaive	8 gp	1d8	—
Greataxe	20 gp	1d10	—
Greatclub	5 gp	1d8	—
Greatsword	50 gp	2d6	—
Guisarme	9 gp	2d4	—
Halberd	10 gp	1d10	—
Lance	10 gp	1d8	—
Longspear	5 gp	1d8	—
Quarterstaff	—	1d6	—
Scythe	18 gp	2d4	—
Spear	2 gp	1d8	20 ft.

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 gp	1d6	30 ft.
Longbow	75 gp	1d8	100 ft.
Net	20 gp	—	10 ft.
Shortbow	30 gp	1d6	60 ft.
Sling	—	1d4	50 ft.

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 armour.

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

Armour	Cost	AC Bonus
<i>Light Armour</i>		
Padded	2 gp	+1
Leather	10 gp	+2
Studded Leather	25 gp	+3
Chain Shirt	100 gp	+4
<i>Medium Armour</i>		
Hide	15 gp	+3
Scale Mail	50 gp	+4
Chainmail	150 gp	+5
Breastplate	200 gp	+5
<i>Heavy Armour</i>		
Splint Mail	200 gp	+6
Banded Mail	250 gp	+6
Half-plate	600 gp	+7
Full Plate	1,500 gp	+8

Shields

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

ADVENTURING EQUIPMENT

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

Cost: This value is the price for purchasing the desired equipment.

Equipment

Cost

Adventuring Gear

Acid (flask)	10 gp
Antitoxin (vial)	50 gp
Artisan's Tools	5 gp
Backpack (empty)	2 gp
Barrel (empty)	2 gp
Basket (empty)	4 sp
Bedroll	1 sp
Bell	1 gp
Blanket, winter	5 sp
Block and Tackle	5 gp
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 gp
Chain (10 ft.)	30 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Craftsman's Tools	5 gp
Crowbar	2 gp
Disguise Kit	50 gp
Firewood (per day)	1 cp
Fishhook	1 sp
Fishing net (25 sq.ft.)	4 gp
Flask (empty)	3 cp
Flint and Steel	1 gp
Grappling Hook	1 gp
Hammer	5 sp
Healer's Kit	50 gp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Hourglass	25 gp
Ink (1 oz. Vial)	8 gp
Inkpen	1 sp
Jug, clay	3 cp
Ladder, 10 ft.	5 cp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock, simple	20 gp
Lock, average	40 gp
Lock, good	80 gp
Magnifying Glass	100 gp
Manacles	15 gp
Mirror, small steel	10 gp
Mug/Tankard, clay	2 cp
Musical Instrument	5 gp

Oil, pint flask	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp
Pick, miner's	3 gp
Pitcher, clay	2 cp
Piton	1 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack (empty)	1 sp
Sealing Wax	1 gp
Sewing Needle	5 sp
Signal Whistle	8 sp
Signet Ring	5 gp
Sledge	1 gp
Soap (per lb.)	5 sp
Spade or Shovel	2 gp
Spell Component Pouch	5 gp
Spellbook, wizard's (blank)	15 gp
Spyglass	1,000 gp
Tent	10 gp
Thieves' Tools	30 gp
Torch	1 cp
Vial, ink or potion	1 gp
Waterskin	1 gp
Whetstone	2 cp

Clothing

Artisan's Outfit	1 gp
Cleric's Vestments	5 gp
Cold Weather Outfit	8 gp
Courtier's Outfit	30 gp
Entertainer's Outfit	3 gp
Explorer's Outfit	10 gp
Monk's Outfit	5 gp
Noble's Outfit	75 gp
Peasant's Outfit	1 sp
Royal Outfit	200 gp
Scholar's Outfit	5 gp
Traveler's Outfit	1 gp

Mounts and Related Gear

Barding, medium creature	armour price x2
Barding, large creature	armour price x4
Bit and Bridle	2 gp
Dog, guard	25 gp
Dog, war	75 gp
Donkey or Mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Saddle, military	20 gp
Saddle, pack	5 gp
Saddle, riding	10 gp
Saddlebags	4 gp
Stabling (per day)	5 sp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp

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