

ARMOR					
ARMOR	AC	TYPE	COST	WGT	NOTES
Padded	11	Light	5 gp	8	+DEX mod / dis DEX
Leather	11	Light	10 gp	10	+DEX modifier
Studded Leather	12	Light	45 gp	13	+DEX modifier
Hide	12	Medium	10 gp	12	+DEX mod (+2max)
Chain Shirt	13	Medium	50 gp	20	+DEX mod (+2max)
Scale Mail	14	Medium	50 gp	45	+DEX mod (+2max)*
Breastplate	14	Medium	400 gp	20	+DEX mod (+2max)
Half Plate	15	Medium	750 gp	40	+DEX mod (+2max)*
Ring Mail	14	Heavy	30 gp	40	no mod / disadv DEX
Chain Mail (str 13)	16	Heavy	75 gp	55	no mod / disadv DEX
Splint Mail (str 15)	17	Heavy	200 gp	60	no mod / disadv DEX
Plate Mail (str 15)	18	Heavy	1500gp	65	no mod / disadv DEX
Shield	2	Shield	10 gp	6	

TRAVEL		
ITEM	COST	SPD
Donkey or Mule (carry 420)	8 gp	40 ft
Horse, draft (carry 540)	50 gp	40 ft
Horse, riding (carry 480)	75 gp	60 ft
Warhorse (carry 540)	150gp	60 ft

ITEM	COST	WGT
Bit and bridle	2 gp	1
Feed (per day)	5 cp	10
Saddle, pack	5 gp	15
Saddle, riding	10 gp	25
Saddlebags	4 gp	8
Stabling (per day)	5 sp	-
Wagon (carry 1000)	35 gp	400

WEAPONS					*simple weapon
WEAPON	DMG	TYPE	COST	WGT	NOTES
Club *	1d4	bludgeoning	1 sp	2	light
Dagger *	1d4	piercing	2 gp	1	finesse, light, (20/60)
Greatclub *	1d8	bludgeoning	2 sp	10	two-handed
Handaxe *	1d6	slashing	5 gp	2	light, (20/60)
Javelin *	1d6	piercing	5 sp	2	thrown (30/120)
Light Hammer *	1d4	bludgeoning	2 gp	2	light, (20/60)
Mace *	1d6	bludgeoning	5 gp	4	
Quarterstaff *	1d6	bludgeoning	2 sp	4	versatile 1d8
Sickle *	1d4	slashing	1 gp	2	light
Spear *	1d6	piercing	1 gp	3	(20/60), versatile 1d8
Battleaxe	1d8	slashing	10 gp	4	versatile 1d10
Flail	1d8	bludgeoning	10 gp	2	
Glaive	1d10	slashing	20 gp	6	heavy, reach, 2-H
Greataxe	1d12	slashing	30 gp	7	heavy, two-handed
Greatsword	2d6	slashing	50 gp	6	heavy, two-handed
Halberd	1d10	slashing	20 gp	6	heavy, reach, 2-H
Lance	1d12	piercing	10 gp	6	reach, special
Longsword	1d8	slashing	15 gp	3	versatile 1d10
Maul	2d6	bludgeoning	10 gp	10	heavy, two-handed
Morningstar	1d8	piercing	15 gp	4	
Pike	1d10	piercing	5 gp	18	heavy, reach, 2-H
Rapier	1d8	piercing	25 gp	2	finesse
Scimitar	1d6	slashing	25 gp	3	finesse, light
Shortsword	1d6	piercing	10 gp	2	finesse, light
Trident	1d6	piercing	5 gp	4	(20/60), versatile 1d8
War pick	1d8	piercing	5 gp	2	
Warhammer	1d8	bludgeoning	15 gp	2	versatile 1d10
Whip	1d4	slashing	2 gp	3	finesse, reach
Crossbow, light *	1d8	piercing	25 gp	5	ammo (80/230),L,2-H
Dart *	1d4	piercing	5 cp	0.25	finesse, thrown (20/60)
Shortbow *	1d8	piercing	25 gp	2	ammo (80/230), 2-H
Blowgun	1	piercing	10 gp	1	ammo (25/100), L
Crossbow, hand	1d6	piercing	75 gp	3	ammo (30/120),L, Lt.
Crossbow, heavy	1d10	piercing	50 gp	10	ammo (100/140),L,2-H
Longbow	1d8	piercing	50 gp	2	ammo (150/600), 2-H
Net	-		1 gp	3	special, thrown (5/15)

LODGINGS	
ITEM	COST
Ale, Gallon	2 sp
Ale, Mug	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
Inn, Squalid (per day)	7 cp
Inn, Poor (per day)	1 sp
Inn, Modest (per day)	5 sp
Inn, Comfortable (per day)	8 sp
Inn, Wealthy (per day)	2 gp
Inn, Aristocratic (per day)	4 gp
Meals, Squalid (per day)	3 cp
Meals, Poor (per day)	6 cp
Meals, Modest (per day)	3 sp
Meals, Comfortable (per day)	5 sp
Meals, Wealthy (per day)	8 sp
Meals, Aristocratic (per day)	2 gp
Wine, Common (pitcher)	2 sp
Wine, Fine (pitcher)	10 gp

SERVICES	
SERVICE	COST
<i>Coach Cab</i>	
Between towns	3 cp / mile
Within a city	1 cp
<i>Hirelings</i>	
Skilled	2 gp / day
Unskilled	2 sp / day
Messenger	2 cp / mile
Road or Gate toll	1 cp
Ship's Passage	1 sp / mile