

# Microlite2020

## Equipment List 1.0

### Equipment

**Note:** The Damage, Range, and AC Bonus rules given here are more detailed/complex than those of the core Microlite2020 rules. *Their use is optional.*

### 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.

#### Two-Handed

Weapon	Cost (gp)	Damage	Range (ft.)
Chain, spiked	25	2d4	-
Falchion	75	1d6	-
Flail, heavy	15	1d8	-
Glaive	8	1d8	-
Great axe	20	1d10	-
Great club	5	1d8	-
Great sword	50	2d6	-
Guisarme	9	2d4	-
Halberd	10	1d10	-
Lance	10	1d8	-
Long spear	5	1d8	-
Quarterstaff	-	1d6	-
Scythe	18	2d4	-
Spear	2	1d8	20

#### Light

Weapon	Cost (gp)	Damage	Range (ft.)
Unarmed	-	1d3	-
Axe, throwing	8	1d6	10
Dagger	2	1d4	10
Hammer, light	1	1d6	20
Hand axe	6	1d4	-
Mace, light	5	1d6	-
Pick, light	4	1d4	-
Sap	1	1d6	-
Sickle	6	1d6	-
Sword, short	10	1d6	-

#### One-Handed

Weapon	Cost (gp)	Damage	Range (ft.)
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Battle axe	10	1d8	-
Club	-	1d6	10
Flail	8	1d8	-
Longsword	15	1d8	-
Mace, heavy	12	1d8	-
Morningstar	8	1d8	-
Pick, heavy	8	1d6	-
Rapier	20	1d6	-
Scimitar	15	1d6	-
Short spear	1	1d6	20
Sword, bastard	35	1d10	-
Trident	15	1d8	10
War axe	30	1d10	-
Warhammer	12	1d8	-
Whip	1	1d3	-

#### Ranged

Weapon	Cost (gp)	Damage	Range (ft.)
Crossbow, hand	100	1d4	30
Crossbow, heavy	50	1d10	120
Crossbow, light	35	1d8	80
Dart	0.5	1d4	20
Javelin	1	1d6	30
Longbow	75	1d8	100
Net	20	-	10
Shortbow	30	1d6	60
Sling	-	1d4	50

### Armor and Shields

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

**Cost:** This value is the price for purchasing the armor.

**AC Bonus:** The column gives the Armor Class bonus provided by the armor.

#### Armor

Light	Cost (gp)	AC Bonus
Padded	2	+1
Leather	10	+2
Studded Leather	25	+3
Chain Shirt	100	+4

Medium	Cost (gp)	AC Bonus
Hide	15	+3
Scale Mail	50	+4
Chainmail	150	+5
Breastplate	200	+5

Heavy	Cost (gp)	AC Bonus
Splint Mail	200	+6
Banded Mail	250	+6
Half-plate	600	+7
Full Plate	1,500	+8

Shields	Cost (gp)	AC Bonus
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Buckler	15	+1
Shield, Light Wooden	3	+1
Shield, Light Steel	9	+1
Shield, Heavy Wooden	7	+2
Shield, Heavy Steel	20	+2
Tower	30	+4

## Adventuring Gear

### 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
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
Fish Hook	1 sp
Fishing Net (25 sq. ft.)	4 gp
Flask (empty)	3 cp
Flint and Steel	1 gp
Glass Bottle, wine	2 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
Ink pen	1 sp
Jug, clay	3 cp
Ladder (10 ft.)	5 cp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock, simply	20 gp
Lock, average	40 gp
Lock, good	80 gp
Magnifying Glass	100 gp
Manacles	50 gp
Mirror, small steel	10 gp
Mug/Tankard, clay	2 cp
Musical Instrument	5 gp
Oil, flask (1 pint)	1 sp
Paper (sheet)	5 sp
Parchment (sheet)	2 sp
Picker, 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
Shovel or Spade	2 gp
Signal Whistle	8 sp
Signet Ring	5 gp
Sledge	1 gp
Soap (per lb.)	5 sp
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	armor price x2
Barding, large creature	armor 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
War pony	100 gp

## Quick Start Packs

For a fast start, players may select one of the following packs (A, B, or C) instead of purchasing their equipment item by item. In addition to the pack of items selected, the character also starts with 50 gold pieces and special items based on their class. Choose a pack or roll 1d6 to select one randomly.

**Pack A (1–2):** Backpack, Bedroll, Belt Pouch, 2 sets of Caltrops, Flint and Steel, Lantern (hooded), 10 Oil Flasks, Trail Rations (1 week), Shovel, Signal Whistle, Waterskin.

**Pack B (4–5):** Backpack, Bedroll, Belt Pouch, 10 pieces of Chalk, Crowbar, Flint and Steel, Small Steel Mirror, 4 Oil Flasks, 10' Pole, Trail Rations (1 week), 10 Torches, Waterskin.

**Pack C (5–6):** Backpack, Bedroll, Belt Pouch, Flint and Steel, Grappling Hook, 5 Oil Flasks, 10' Pole, Trail Rations (1 week), 50' Rope, Tent, 10 Torches, Waterskin.

Finally, add the following, based on your Class:

**Cleric:** Silver Holy Symbol, 5 Gold Pieces.

**Fighter:** Vial of Holy Water, 5 Gold Pieces.

**Mage:** Spellbook, 2 Spell Pouches, 5 Gold Pieces.

**Rogue:** Thieves' Tools.

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