

Arms & Armor

Master Screen



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====Table 1: Simple Weapons—Melee====

Weapon	Cost	Damage	Critical	Range	Weight	Type	Reach	Disarm	Trip	Double
Unarmed Attacks										
Brass Knuckles*	5 sp	1d4	x2	—	1 lb.	Bl	0 ft.	—	—	—
Chain, Ladies	5 gp	1d3	x2	—	¼ lb.	Bl	0 ft.	—	—	—
Knife, Push	1 gp	1d3	x3	—	½ lb.	P	0 ft.	—	—	—
Razor, Fixed	3 sp	1d3	x2	—	½ lb.	Sl	0 ft.	—	—	—
Tiny										
Dagger, Carvet	40 gp	1d4+1	19–20/x2	10 ft.	1 lb.	P	5 ft.	—	—	—
Dagger, Leeching	10 gp	1d4	19–20/x2	—	1 lb.	P	5 ft.	—	—	—
Daggers, Ta Mo Hidden	6 gp	1d4	19–20/x2	10 ft.	2 lb.	P	5 ft.	—	—	—
Dirk	2 gp	1d4	19–20/x2	10 ft.	1 lb.	P	5 ft.	—	—	—
Gutblade	5 gp	1d4	18–20/x2	—	1 lb.	P	5 ft.	—	—	—
Iron brush	2 gp	1d4	x3	—	1 lb.	P	5 ft.	—	—	—
Knife, Black	2 gp	1d3	19–20/x2	10 ft.	½ lb.	P	5 ft.	—	—	—
Wire, Strangling	2 sp	1d2	—	—	¼ lb.	SL	5 ft.	—	—	—
Small										
Club, Small	—	1d4	x2	10 ft.	2 lb.	Bl	5 ft.	—	—	—
Claw, Fighting	5 gp	1d6	x3	—	2 lb.	P	5 ft.	—	—	—
Iron flute	5 gp	1d4	x2	—	1 lb.	Bl	5 ft.	—	—	—
Machete	5 gp	1d6	x2	10 ft.	2 lb.	Sl	5 ft.	—	—	—
Medium-size										
Hammer, Golden Melon	15 gp	1d8	x3	—	14 lb.	Bl	5 ft.	—	—	—
Iron pipe	5 gp	1d6	x2	—	2 lb.	Bl	5 ft.	—	—	—
Mace, Chained	75 gp	1d8	x2	—	12 lb.	Bl	5 ft.	+2	base	—
Shortstaff	—	1d4/1d4	x2	—	2 lb.	Bl	5 ft.	—	—	Yes
Large										
Master's Hand	12 gp	1d8	x2	—	7 lb.	Bl	10 ft.	—	—	—
Rake	10 gp	1d8	x3	—	7 lb.	Bl, P	10 ft.	—	—	—
Staff, Lashing	3 gp	1d8	x2	—	5 lb.	Bl	5 ft.	—	—	—
Staff, Telescopic	85 gp	1d6/1d6	x2	—	5 lb.	Bl	5 ft.	—	—	Yes

====Table 2: Martial Weapons—Melee====

Weapon	Cost	Damage	Critical	Range	Weight	Type	Reach	Disarm	Trip	Double
Small										
Bushknife	10 gp	1d6	19–20/x2	—	4 lb.	S	5 ft.	—	—	—
Cinqueda	15 gp	2d3	x3	—	3 lb.	P	5 ft.	—	—	—
Flail, small	8 gp	1d6	x2	—	3 lb.	Bl	5 ft.	+2	base	—
Longsword, small	15 gp	1d6	19–20/x2	—	3 lb.	Sl	5 ft.	—	—	—
Rapier, small	20 gp	1d4	18–20/x2	—	2 lb.	P	5 ft.	—	—	—
Saber, Fencing	20 gp	1d6	18–20/x2	—	3 lb.	Sl	5 ft.	—	—	—
Spade, Duck	15 gp	1d6	19–20/x2	—	3 lb.	Sl	5 ft.	Yes	—	—
Medium-size										
Backsword, Basket-hilted	20 gp	1d6	18–20/x2	—	6 lb.	Sl, B	5 ft.	—	—	—
Blade, Fanged	450 gp	1d8+1	19–20/x2	—	3 lb.	Sl	5 ft.	—	—	—
Dadao	25 gp	1d6	19–20/x3	—	5 lb.	Sl	5 ft.	—	—	—
Dart Mace	65 gp	1d8	x2	20 ft.	12 lb.	Bl or P	5 ft.	—	—	—
Straightsword	20 gp	1d6	19–20/x2	—	2 lb.	Sl or P	5 ft.	—	—	—
Large										
Broadsword, Ghost Head	80 gp	1d10	18–20/x2	—	17 lb.	Sl	5 ft.	—	—	—
Claymore	60 gp	1d12	19–20/x2	—	15 lb.	Sl	5 ft.	—	—	—
Claw	15 gp	1d8	x2	—	7 lb.	Sl	5 ft.	—	—	—
Cleaver, Nightling	35 gp	1d10	18–20/x2	—	20 lb.	Sl	5 ft.	—	—	—
Club, Wolf Teeth	8 gp	1d8	x3	—	5 lb.	Bl and P	5 ft.	—	—	—
Cudgel, Monk's	12 gp	2d4	x2	—	13 lb.	Bl	10 ft.	—	—	—
Fork, Dragon Whisker	20 gp	2d4	x2	20 ft.	7 lb.	P	5 ft.	—	base	—
Pike	7 gp	1d8	x3	—	13 lb.	P	10–15 ft.	—	—	—
Pike, Choke	8 gp	1d8	x3	—	14 lb.	P	10–15 ft.	—	—	—
Spade, Gold Coin	20 gp	1d8	x2	—	7 lb.	Bl or Sl	10 ft.	—	—	—
Spear, Hooked	4 gp	1d8	x3	20 ft.	5 lb.	P	10 ft.	—	base	—
Staff, Battle	10 gp	1d8/1d8	x2	—	15 lb.	Bl	5 ft.	—	—	Yes
Sword, 3-point double blade	15 gp	2d4	x3	20 ft.	10 lb.	Sl or P	10 ft.	—	—	—
Sword, Executioner's	75 gp	1d12	x4	—	18 lb.	Sl	5 ft.	—	—	—
Tiger Fork	15 gp	1d10	x2	20 ft.	15 lb.	P	5 ft.	—	—	—
Trident, Spiked Wolf Teeth	20 gp	2d4	x2	20 ft.	7 lb.	P	5 ft.	—	—	—
War Fork	20 gp	1d12	19–20/x2	—	15 lb.	P and S	5 ft.	—	—	—
Widowmaker	35 gp	1d12	19–20/x3	—	25 lb.	Sl	5 ft.	—	—	—
Wolf Spear	20 gp	1d8	x3	—	20 lb.	P	10 ft.	—	—	—

Table 3: Exotic Weapons—Melee

Weapon	Cost	Damage	Critical	Range	Weight	Type	Reach	Disarm	Trip	Double
Tiny										
Brush, Scholar's	2 gp	1d3	x2	10 ft.	½ lb.	P	5 ft.	—	—	—
Cat Gloves	5 gp	1d4	x2	—	2 lb.	Sl	5 ft.	—	—	—
Dagger, Ribbon	1 gp	1d3	x2	20 ft.	0.2 lb.	P	5 ft.	—	—	—
Emei Piercer	2 gp	1d3	x3	—	½ lb.	P	5 ft.	—	—	—
Hairpin, poisoned	15 gp	1d2	x2	—	0.1 lb.	P	5 ft.	—	—	—
Small										
Blade, Buckler	30 gp	1d6	x3	—	4 lb.	P	5 ft.	—	—	—
Blade, Duck	12 gp	1d6	x3	—	2 lb.	Sl	5 ft.	—	—	—
Blade, Ring	25 gp	1d6	x3	—	4 lb.	Sl	5 ft.	—	—	—
Blade, Rooster	16 gp	1d6	x3	—	2 lb.	P	5 ft.	—	—	—
Gauntlet, Battle	25 gp	1d6	x2	—	5 lb.	Bl	5 ft.	—	—	—
Halberd, Horse	5 gp	1d6	x2	—	2 lb.	P	5 ft.	—	—	—
Hokk	10 gp	1d6	x3	—	3 lb.	Sl	5 ft.	base	—	—
Hook, Combat	10 gp	1d6	x3	—	3 lb.	P	5 ft.	base	base	—
Ring, Snake	14 gp	1d4	19–20/x2	—	2 lb.	Sl or P	5 ft.	—	—	—
Sword, Gauntlet	55 gp	1d6	19–20/x2	—	3 lb.	P	5 ft.	—	—	—
Sword, Unicorn Horn	15 gp	1d6	19–20/x2	—	2 lb.	Sl	5 ft.	—	—	—
Wheel, Wind and Fire	16 gp	1d6	x3	—	2 lb.	Sl	5 ft.	—	—	—
Medium-size										
Axe, Chained	15 gp	1d8	x3	—	15 lb.	Sl	5 ft.	+2	base	—
Axe, Double-bladed	60 gp	1d10	19–20/x2	—	8 lb.	Sl	5 ft.	—	—	—
Axe, Double-chained	30 gp	1d8/1d8	x3	—	20 lb.	Sl	5 ft.	+2	base	Yes
Axe-Hammer, Double-bladed	55 gp	1d8/1d8	x3	—	8 lb.	Bl and Sl	5 ft.	—	—	—
Hammer, Meteor	8 gp	1d6/1d6	19–20/x2	—	3 lb.	Bl	5–15 ft.	+1	+1	Yes
Hammer, Nine Teeth	18 gp	1d6	x3	—	3 lb.	Sl or Pi	5 ft.	base	base	—
Hook, Tiger	15 gp	1d6	19–20/x2	—	3 lb.	Sl, P	5 ft. or 10ft.	+2	+2	—
Lance, Sky	1,060 gp	1d12	x3	—	10 lb.	P	30 ft.	—	—	—
Ribbon Sword	15 gp	1d8	x3	—	3 lb.	Sl	5 ft.	+1	—	—
Scarf Chain	10 gp	1d4	x3	—	1 lb.	Sl	5 ft.	+1	+1	—
Shield, Water Parting	12 gp	1d6	19–20/x2	—	3 lb.	Sl	5 ft.	—	—	—
Stick, Dragon Head	10 gp	1d4/1d4	x2	—	3 lb.	Bl or P	5 ft.	+2	base	Yes
Sword, Double Flying	18 gp	1d6/1d6	x2	—	4 lb.	Sl	5 ft.	+2	base	Yes
Sword, Double-Headed	40 gp	1d10	x3	—	15 lb.	Sl	5 ft.	—	—	—
Sword, Pole	10 gp	1d8	19–20/x2	5 ft.	5 lb.	Sl	5 ft.	—	base	—
War cleaver	50 gp	2d4	19–20/x2	—	10 lb.	Sl	5 ft.	—	—	—
Weight, Flying	5 gp	1d6	19–20/x2	10 ft.	1 ½ lb.	Bl	5–15 ft.	+1	+1	—
Large										
Axe, Crushing	75 gp	1d8/1d8	x3/x2	—	25 lb.	Sl, Bl	5 ft.	—	—	Yes
Bloodaxe	50 gp	2d8	x3	—	20 lb.	Sl	5 ft.	—	—	—
Chain, Balled	20 gp	1d8/1d8	x2	—	18 lb.	Bl, P	5–10 ft.	+2	base	Yes
Flail, Hook	15 gp	1d8	19–20/x2	—	20 lb.	Bl, Sl	5 ft.	+3	base	—
Hammer, Mother and Son	7 gp	1d8/1d8	19–20/x2	—	7 lb.	Bl	5–10 ft.	+1	+1	Yes
Hammer, Wolf Teeth	12 gp	1d8	x2	—	5 lb.	Bl, P	5–15 ft.	+1	+1	—
Mace, Double	70 gp	1d8/1d8	x2	—	22 lb.	Bl	5 ft.	—	—	Yes
Maul, War	75 gp	2d8	x3	—	30 lb.	Bl	5 ft.	—	—	—
Pen	15 gp	1d6	18–20/x2	—	5 lb.	P	10 ft.	—	—	—
Sickle, Four Section	12 gp	2d4	x3	—	11 lb.	Bl, Sl	5 ft.	—	—	Yes
Spade, Monk's	30 gp	1d10/2d4	x2	—	11 lb.	Sl	5 ft.	+1	—	Yes
Spear, Bane	50 gp	1d8/1d8	x3/x2	20 ft.	7 lb.	P, Bl	5 ft.	—	—	Yes
Spear, Double-headed	5 gp	1d8/1d8	x3	20 ft.	6 lb.	P	5 ft.	—	—	Yes
Spear, Jump	8 gp	1d8	x3	—	7 lb.	P	5 ft.	—	—	—
Sword, Cicada Wing	120 gp	1d6/1d6	19–20/x2	—	10 lb.	Sl	5 ft.	—	—	Yes
Sword, Heaven/Sun/Moon	120 gp	1d6/1d6	19–20/x2	—	10 lb.	Sl	5 ft.	—	—	Yes
Sword, Heaven Lotus/Phoenix	35 gp	1d8/1d8	x3	20 ft.	11 lb.	P, Sl	5 ft.	—	—	Yes
Sword, Horse Hacking	30 gp	1d6/1d4	x2	—	8 lb.	Sl, Bl	5 ft.	—	—	Yes
Tripbag	5 gp	1d8 (subdual)	x2	—	20 lb.	Bl	5 ft.	—	+4	—

Table 4: Simple Weapons—Ranged

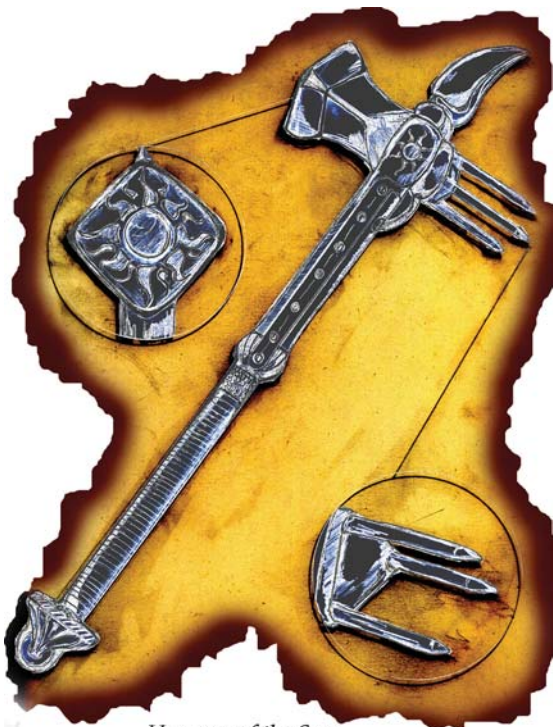
Weapon	Cost	Damage	Critical	Range	Weight	Type
Tiny						
Knife, Throwing	1 gp	1d3	x2	10 ft.	½ lb.	P
Sling, Sand	2 gp	—	—	15 ft.	1 lb.	—
Small						
Arrow, Piercing (20)	2 gp	1d8	x3	Per Bow	3 lb.	P
Bullets, spiked (10)	5 sp	1d4 +1	x2	—	5 lb.	Bl
Medium-size						
Flask Launcher	50 gp	—	19-20/x2	60 ft.	8 lb.	Sl

Table 5: Martial Weapons—Ranged

Weapon	Cost	Damage	Critical	Range	Weight	Type
Medium-size						
Arrows, barbed	2 gp	1d8	19-20/x2	Per Bow	3 lb.	P

Table 6: Exotic Weapons—Ranged

Weapon	Cost	Damage	Critical	Range	Weight	Type
Small						
Blowgun	1 gp	—	—	30 ft.	½ lb.	P
Darts, Blowgun	1 sp	—	—	—	0.1 lb.	—
Flutegun	15 gp	—	—	30 ft.	3 lb.	P
Net, Small	20 gp	—	—	10 ft.	5 lb.	—
Slingstick	10 gp	1d4	x2	50 ft.	1 lb.	B
Medium-size						
Crossbow, Dual	150 gp	1d8	19-20/x2	80 ft.	9 lb.	P
Cloak, Dueling	15 gp	—	—	10 ft.	3 lb.	—
Razor Disk Launcher	1 gp	1d10	19-20/x2	30 ft.	2 lb.	Sl
Razor Disk	5 gp	—	—	—	1 lb.	—

*Hammer of the Sun**Trickle Sword*

====Table 10: Armor Qualities====

Minor	Medium	Major	Armor Quality	Armor Type	Market Price Mod
—	—	—	Custom Fit	Armor	+0
01-02	—	—	Bashing*	Shield	+1
03-04	—	—	Blinding*	Shield	+1
05-06	—	—	Bludgeoning Resistance	Armor	+1
07-08	—	—	Buoyant	Armor	+1
09-10	—	—	Clamping	Shield	+1
11-12	—	—	Fortification, Light*	Any	+1
13-14	—	—	Gaze Protection	Shield	+1
15-16	—	—	Glamered*	Armor	+1
17-18	—	—	Healing	Any	+1
19-20	—	—	Inspiration	Any	+1
21-22	—	—	Piercing Resistance	Armor	+1
23-24	—	—	Quick Don	Any	+1
25-26	—	—	Quick Release	Any	+1
29-30	—	—	Rust Proof	Any	+1
31-32	—	—	Shadow*	Armor	+1
33-34	—	—	Silent Moves*	Armor	+1
35-36	—	—	Slashing Resistance	Armor	+1
37-38	—	—	Slick*	Armor	+1
39-40	—	—	Spell Storing	Any	+1
41-42	—	—	Spellcasting	Any	+1
43-44	—	—	Undetectable	Any	+1
45-46	—	—	Variant	Any	+1
47-48	—	—	Viscid	Any	+1
49-50	01-02	—	Animated*	Shield	+2
51-52	03-04	—	Aquan	Armor	+2
53-54	05-06	—	Arrow Deflection*	Shield	+2
55-56	07-08	—	Barbed/Bladed	Any	+2
57-58	09	—	Bear's Armor +2 Con	Any	+2
59-60	10	—	Bull's Armor +2 Str	Any	+2
61-62	11	—	Cat's Armor +2 Dex	Any	+2
63-64	12-13	—	Dark	Any	+2
65-66	14-15	—	Dopple	Any	+2
67-68	16-17	—	Glimmer	Any	+2
69-70	18-19	—	Grotesque	Any	+2
71-72	20-21	—	Healing, Greater	Any	+2
73-74	22-23	—	Imprinted	Any	+2
75-76	24-25	—	Magnetic	Any	+2
77-78	26-27	—	Morphic	Any	+2
79-80	28-29	—	Muse	Any	+2
81	30	—	Owl's Armor +2 Wis	Any	+2
82	31	—	Raven's Armor +2 Int	Any	+2
83-84	32-33	—	Reflection, Spell	Any	+2
85-86	34	—	Reinvigorating	Armor	+2
87-88	35-36	—	Solace	Any	+2
89-90	37	—	Solace, Dark	Any	+2
91-92	38	—	Spell Resistance (13)*	Any	+2
93-94	39-40	—	Stowing	Any	+2
95-96	41-42	—	Water Breathing	Any	+2
97-98	43-44	—	Weightless	Any	+2
99	45	—	Wolverine's Armor +2 Cha	Any	+2



Sword of Power

====Table 10: Armor Qualities====

Medium	Major	Armor Quality	Armor Type	Market Price Mod	
—	46-47	01-02	Absorption, Spell	Any	+3
—	48-49	03-04	Acid Resistance*	Any	+3
—	50-51	05	Auran	Armor	+3
—	52	06	Bear's Armor +4 Con	Any	+3
—	53	07	Bull's Armor +4 Str	Any	+3
—	54	08	Cat's Armor +4 Dex	Any	+3
—	55-56	9-10	Cold Resistance*	Any	+3
—	57-58	11	Dark, Greater	Any	+3
—	59-60	12	Deathwarding	Any	+3
—	61-62	13	Fire Resistance*	Any	+3
—	63-64	14-15	Firm Faith	Any	+3
—	65	16	Fortification, Moderate*	Any	+3
—	66-67	17-18	Ghost Touch*	Any	+3
—	68	19-20	Impact Resistance	Any	+3
—	69-70	21-22	Invulnerability*	Armor	+3
—	71-72	23-24	Lightning Resistance*	Any	+3
—	73	25	Owl's Armor +4 Wis	Any	+3
—	74	26-27	Phoenix	Armor	+3
—	75	28	Picker	Any	+3
—	76	29	Raven's Armor +4 Int	Any	+3
—	77-78	30	Resisting, Enhanced Spell	Any	+3
—	79-80	31-32	Rusting	Armor	+3
—	81	33	Sonic Resistance*	Any	+3
—	82	34	Spell Resistance (15)*	Any	+3
—	83-84	35	Spell Storing, Greater	Any	+3
—	85-86	36-37	Summoned	Any	+3
—	87	38-39	Terran	Armor	+3
—	88-89	40-41	Thorny	Any	+3
—	90-91	42-43	Totem	Any	+3
—	92	44-45	Vampiric	Armor	+3
—	93	46	Wolverine's Armor +4 Cha	Any	+3
—	94-95	47-48	WyrdWeave	Any	+3
—	—	49-50	Bone, Celestial	Any	+4
—	—	51-52	Bone, Fiendish	Any	+4
—	—	53-54	Dopple, Greater	Any	+4
—	—	55	Ignan	Armor	+4
—	—	56-57	Living	Any	+4
—	—	58-59	Nagley	Armor	+4
—	—	60-61	Recall	Any	+4
—	—	62-63	Restorative	Any	+4
—	—	64-65	Shifting	Any	+4
—	—	66-67	Solace, Greater	Any	+4
—	—	68-69	Solace, Greater Dark	Any	+4
—	—	70	Spell Resistance (17)*	Any	+4
—	—	71-72	Tentacled	Any	+4
—	—	73-74	Totem, Dire	Any	+4
—	—	75-76	Contingency	Any	+5
—	—	77-78	Etherealness*	Armor	+5
—	—	79-80	Fortification, Heavy*	Any	+5
—	—	81-82	Patchwork**	Any	+5
—	—	83-84	Reflecting*	Shield	+5
—	—	85-86	Reflection, Greater Spell	Any	+5
—	—	87-88	Spell Resistance (19)*	Any	+5
—	—	89-90	Shifting, Greater	Any	+6
100	96-100	91-100	Roll twice again	—	—

Note: Reroll if you get a duplicate quality, or if the quality rolled is incompatible with the armor type or with a quality already rolled.

* This quality is detailed in the DMG

** Roll one major and one minor or one medium and two minor qualities to determine patchwork armor properties



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