

## Armor

Name	Cost	AC	Strength	Stealth	Weight
<i>Light Armor</i>					
Padded Vest	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Leather Duster	10 gp	11 + Dex modifier	—	—	10 lb.
Bridandine	45 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Heavy Leather Duster	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Brigandine Jacket	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Lamellar	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
<i>Heavy Armor</i>					
Cuirass	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
Bullet Proof Vest	30 gp	14	—	Disadvantage	40 lb.
Boiler Plate	75 gp	16	Str 13	Disadvantage	55 lb.
Field Plate	200 gp	17	Str 15	Disadvantage	60 lb.
Ned Kelly Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.
<i>Shield</i>					
Shield	10 gp	+2	—	—	6 lb.

## Weapons

Name	Cost	Dmg	Type	Weight (lbs)	Notes
Cudgel	1 sp	1d4	bludgeoning	2	Light
Knife	2 gp	1d4	piercing	1	Finesse, light, thrown (range 20/60)
Bludgeon	2 sp	1d8	bludgeoning	10	Two-handed
Tomahawk	5 gp	1d6	slashing	2	Light, thrown (range 20/60)
Javelin	5 sp	1d6	piercing	2	Thrown (range 30/120)
Ball Pein Hammer	2 gp	1d4	bludgeoning	2	Light, thrown (range 20/60)
Mace	5 gp	1d6	bludgeoning	4	—
Quarterstaff	2 sp	1d6	bludgeoning	4	Versatile (1d8)
Sickle	1 gp	1d4	slashing	2	Light
Spear	1 gp	1d6	piercing	3	Thrown (range 20/60), versatile (1d8)
Unarmed strike	0 gp	1	bludgeoning	0	—
Crossbow, light	25 gp	1d8	piercing	5	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4	piercing	0.25	Finesse, thrown (range 20/60)
Shortbow	25gp	1d6	piercing	2	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4	bludgeoning	0	Ammunition (range 30/120)
Woodsman's Axe	10 gp	1d8	slashing	4	Versatile (1d10)
Flail	10 gp	1d8	bludgeoning	2	—
Glaive	20 gp	1d10	slashing	6	Heavy, reach, two-handed
Lumber Axe	30 gp	1d12	slashing	7	Heavy, two-handed
Ceremonial Sword	50 gp	2d6	slashing	6	Heavy, two-handed
Halberd	20 gp	1d10	slashing	6	Heavy, reach, two-handed
Lance	10 gp	1d12	piercing	6	Reach, special
Calvary Saber	15 gp	1d8	slashing	3	Versatile (1d10)
Maul	10 gp	2d6	bludgeoning	10	Heavy, two-handed
Morningstar	15 gp	1d8	piercing	4	—
Pike	5 gp	1d10	piercing	18	Heavy, reach, two-handed
Rapier	25 gp	1d8	piercing	2	Finesse
Bowie Knife	25 gp	1d6	slashing	3	Finesse, light
Hatchet	10 gp	1d6	piercing	2	Finesse, light
Pitchfork	5 gp	1d6	piercing	4	Thrown (range 20/60), versatile (1d8)
Pickaxe	5 gp	1d8	piercing	2	—
Sledgehammer	15 gp	1d8	bludgeoning	2	Versatile (1d10)
Whip	2 gp	1d4	slashing	3	Finesse, reach
Blowgun	10 gp	1	piercing	1	Ammunition (range 25/100), loading
Crossbow, hand	75 gp	1d6	piercing	3	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10	piercing	18	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8	piercing	2	Ammunition (range 150/600), heavy, two-handed
Lasso	1 gp	*See Below	bludgeoning	1	Reach, special
Net	1 gp	—	—	3	—

### Lasso

A rope with a loop that can be used to grapple a creature at a distance. It deals no damage, but has the reach and special properties. Reach 10 feet, Special: A lasso can be used to make a ranged attack against a creature that is Large or smaller. On a hit, the target is grappled by the lasso (escape DC 10 + your Strength modifier). Until the grapple ends, you can use a bonus action to pull the target 10 feet closer to you, and the target can use a bonus action to pull you 10 feet closer to it. You can release the lasso as a free action, causing the grapple to end. A creature grappled by the lasso can use an action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the lasso (AC 10) also frees the creature without harming it, and destroys the lasso.

## Items

Name	Cost	Weight (lbs)	Name	Cost	Weight (lbs)	Name	Cost	Weight (lbs)
Abacus	2 gp	2	Holy water (flask)	25 gp	1	Painter's supplies	10 gp	5
Acid (vial)	25 gp	1	Hourglass	25 gp	1	Potter's tools	10 gp	3
Alchemist's fire (flask)	50 gp	1	Hunting trap	5 gp	25	Smith's tools	20 gp	8
<i>Ammunition</i>			Ink (1 ounce bottle)	10 gp	0	Tinker's tools	50 gp	10
Arrows (20)	1 gp	1	Ink pen	2 cp	0	Weaver's tools	1 gp	5
Blowgun needles (50)	1 gp	1	Jug or pitcher	2 cp	4	Woodcarver's tools	1 gp	5
Crossbow bolts (20)	1 gp	1 1/2	Ladder (10-foot)	1 sp	25	Disguise kit	25 gp	3
Sling bullets (20)	4 cp	1 1/2	Lamp	5 sp	1	Forgery kit	15 gp	5
Handgun Ammunition (10)	3 gp	1	Lantern, bullseye	10 gp	2	Gaming set	—	—
Shotgun Ammunition (10)	5 gp	1	Lantern, hooded	5 gp	2	Dice set	1 sp	0
Rifle Ammunition (10)	7 gp	1	Lock	10 gp	1	Dragonchess set	1 gp	0.5
Specialty Ammunition (10)	10 gp	1	Magnifying glass	100 gp	0	Playing card set	5 sp	0
Antitoxin (vial)	50 gp	0	Manacles	2 gp	6	Three-Dragon Ante set	1 gp	0
<i>Arcane focus</i>			Mess kit	2 sp	1	Herbalism kit	5 gp	3
Weird Gemstone	10 gp	1	Mirror, steel	5 gp	0.5	Musical instrument	—	—
Rabbit's Foot	20 gp	3	Oil (flask)	1 sp	1	Bagpipes	30 gp	6
The Fifth Ace	10 gp	2	Paper (one sheet)	2 sp	0	Drum	6 gp	3
Walking Stick	5 gp	4	Parchment (one sheet)	1 sp	0	Bass Guitar	25 gp	10
Dowsing Rod	10 gp	1	Perfume (vial)	5 gp	0	Flute	2 gp	1
Backpack	2 gp	5	Pick, miner's	2 gp	10	Guitar	35 gp	2
Ball bearings (bag of 1,000)	1 gp	2	Piton	5 cp	0.25	Fiddle	30 gp	2
Barrel	2 gp	70	Poison, basic (vial)	100 gp	0	Trumpet	3 gp	2
Basket	4 sp	2	Pole (10-foot)	5 cp	7	Accordian	12 gp	2
Bedroll	1 gp	7	Pot, iron	2 gp	10	Spoons	2 gp	1
Bell	1 gp	3	Potion of healing	50 gp	0.5	Banjo	30 gp	1
Blanket	5 sp	3	Pouch	5 sp	1	Navigator's tools	25 gp	2
Block and tackle	1 gp	5	Quiver	1 gp	1	Poisoner's kit	50 gp	2
Book	25 gp	5	Ram, portable	4 gp	35	Thieves' tools	25 gp	1
Bottle, glass	2 gp	2	Rations (1 day)	5 sp	2	—	—	—
Bucket	5 cp	2	Robes	1 gp	4	—	—	—
Caltrop (bag of 20)	1 gp	2	Rope, hempen (50 feet)	1 gp	10	—	—	—
Candle	1 cp	0	Rope, silk (50 feet)	10 gp	5	—	—	—
Case, crossbow bolt	1 gp	1	Sack	1 cp	0.5	—	—	—
Case, map or scroll	1 gp	1	Scale, merchant's	5 gp	3	—	—	—
Chain (10 feet)	5 gp	10	Sealing wax	5 sp	0	—	—	—
Chalk (1 piece)	1 cp	0	Shovel	2 gp	5	—	—	—
Chest	5 gp	25	Signal whistle	5 cp	0	—	—	—
Climber's kit	25 gp	12	Signet ring	5 gp	0	—	—	—
Clothes, common	5 sp	3	Soap	2 cp	0	—	—	—
Clothes, costume	5 gp	4	Spellbook	50 gp	3	—	—	—
Clothes, fine	15 gp	6	Spikes, iron (10)	1 gp	5	—	—	—
Clothes, traveler's	2 gp	4	Spyglass	1,000 gp	1	—	—	—
Component pouch	25 gp	2	Tent, two-person	2 gp	20	—	—	—
Crowbar	2 gp	5	Tinderbox	5 sp	1	—	—	—
<i>Warden focus</i>			Torch	1 cp	1	—	—	—
Sprig of mistletoe	1 gp	0	Vial	1 gp	0	—	—	—
Totem	1 gp	0	Waterskin (full)	2 sp	5	—	—	—
Wooden staff	5 gp	4	Whetstone	1 cp	1	—	—	—
Yew wand	10 gp	1	Alchemist's supplies	50 gp	8	—	—	—
Fishing tackle	1 gp	4	Brewer's supplies	20 gp	9	—	—	—
Flask or tankard	2 cp	1	Calligrapher's supplies	10 gp	5	—	—	—
Grappling hook	2 gp	4	Carpenter's tools	8 gp	6	—	—	—
Hammer	1 gp	3	Cartographer's tools	15 gp	6	—	—	—
Hammer, sledge	2 gp	10	Cobbler's tools	5 gp	5	—	—	—
Healer's kit	5 gp	3	Cook's utensils	1 gp	8	—	—	—
<i>Holy symbol</i>			Glassblower's tools	30 gp	5	—	—	—
Amulet	5 gp	1	Jeweler's tools	25 gp	2	—	—	—
Emblem	5 gp	0	Leatherworker's tools	5 gp	5	—	—	—
Reliquary	5 gp	2	Mason's tools	10 gp	8	—	—	—