

<b>VEHICLES</b> <ul style="list-style-type: none"> <li>• Cart: 15 gp</li> <li>• Sled: 20 gp</li> <li>• Wagon: 35 gp</li> <li>• Carriage: 100 gp</li> <li>• Chariot: 250 gp</li> <li>• Rowboat: 50 gp, 1 ½ mph</li> <li>• Keelboat: 3,000 gp, 1 mph</li> <li>• Longship: 10,000 gp, 3 mph</li> <li>• Sailing: 10,000 gp, 2 mph</li> <li>• Warship: 25,000gp, 2.5 mph</li> <li>• Galley: 30,000 gp, 4 mph</li> <li>• Airship: 40,000 gp, 8 mph</li> </ul>	<b>ANIMALS</b> ( <i>cost, move</i> ) <ul style="list-style-type: none"> <li>• Sheep: 2 gp, 30 ft</li> <li>• Pig: 3 gp, 30 ft.</li> <li>• Mule: 8 gp, 420, 40 ft</li> <li>• Ox: 15 gp, 30 ft.</li> <li>• Mastiff: 25 gp, 40 ft</li> <li>• Pony: 30 gp, 40 ft</li> <li>• Camel: 50 gp, 50 ft</li> <li>• Horse, draft: 50 gp, 40 ft</li> <li>• Horse, riding: 75 gp, 60 ft</li> <li>• Horse, war: 400 gp, 60 ft</li> <li>• Elephant: 200 gp, 40 ft</li> </ul>	<b>ANIMAL HANDLING</b> <ul style="list-style-type: none"> <li>• Stabling (per day): 5 sp</li> <li>• Horse armor (barding): 4x equivalent normal cost</li> <li>• Bit &amp; bridle: 2 gp</li> <li>• Feed (per day): 5 cp</li> <li>• Saddlebags: 4 gp</li> <li>• Saddles <ul style="list-style-type: none"> <li>◦ Riding: 10 gp - <i>standard saddle</i></li> <li>◦ Exotic: 60 gp - <i>flying, non-standard</i></li> <li>◦ Military: 20 gp - <i>ADV on saves to stay mounted</i></li> <li>◦ Pack: 5 gp - <i>carry items only, no riding</i></li> </ul> </li> </ul>		<b>ALCHEMY &amp; HERBALISM</b> <ul style="list-style-type: none"> <li>• Acid vial: 25 gp - <i>throw 20 ft., DEX 8 + your DEX mod + prof. or 2d6 acid</i></li> <li>• Alchemist's fire: 50 gp - <i>throw 20 ft., DEX 8 + your DEX mod + prof.</i> <ul style="list-style-type: none"> <li>◦ <i>Fail: 1d4 fire damage &amp; start Burning</i></li> </ul> </li> <li>• Antitoxin: 50 gp - <i>B.A. to drink, ADV on saves against Poisoned for 1 hour</i></li> <li>• Healing potions - <i>Bonus Action to drink</i> <ul style="list-style-type: none"> <li>◦ Basic: 50 gp, <i>2d4+2</i></li> <li>◦ Greater: 400 gp, <i>4d4 + 4</i></li> <li>◦ Superior: 4,000 gp, <i>8d4 + 8</i></li> <li>◦ Supreme: 40,000 gp, <i>10d4 + 20</i></li> </ul> </li> <li>• Alchemist's supplies / Poisoner's kit: 50 gp</li> <li>• Healer's kit / Herbalism kit: 5 gp</li> </ul>
<b>SERVICES</b> <ul style="list-style-type: none"> <li>• Coach b/w towns: 3 cp / mile</li> <li>• Coach w/i a city: 1 cp / mile</li> <li>• Hireling, untrained: 2 sp / day</li> <li>• Hireling, skilled: 2+ gp / day</li> <li>• Messenger: 2 cp / mile</li> <li>• Road or gate toll: 1 cp</li> <li>• Ship's passage: 1 sp / mile</li> <li>• Spellcasting (varies)</li> </ul>	<b>DRINKS &amp; FOOD</b> <ul style="list-style-type: none"> <li>• Ale (mug): 4 cp</li> <li>• Wine (bottle, common): 2 sp</li> <li>• Wine (bottle, fine): 10 gp</li> <li>• Bread loaf: 2 cp</li> <li>• Cheese wedge: 1 sp</li> </ul>	<b>INSTRUMENTS</b> <ul style="list-style-type: none"> <li>• Bagpipes: 30 gp</li> <li>• Drum: 6 gp</li> <li>• Dulcimer: 25 gp</li> <li>• Flute/Shawm: 2 gp</li> <li>• Horn: 3 gp</li> <li>• Lute: 35 gp</li> <li>• Lyre/Viol: 30 gp</li> <li>• Pan flute: 12 gp</li> </ul>	<b>SPELLCASTING SERVICES</b> <ul style="list-style-type: none"> <li>• Cantrip: 30 gp</li> <li>• Level 1: 50 gp</li> <li>• Level 2: 200 gp</li> <li>• Level 3 (town/city): 300 gp</li> <li>• Level 4-5 (town/city): 2,000 gp</li> <li>• Level 6-8 (city): 20,000 gp</li> <li>• Level 9 (city): 100,000 gp</li> </ul>	<b>POISONS</b> <ul style="list-style-type: none"> <li>• Poison, basic: 100 gp - <i>Injury</i> <ul style="list-style-type: none"> <li>◦ <i>1d4 poison damage. Dries up in 1 min.</i></li> </ul> </li> <li>• Assassin's Blood: 150 gp - <i>Ingested</i> <ul style="list-style-type: none"> <li>◦ <i>CON 10: F = 1d12 poison, poisoned 24 hr, S = ½ damage + not poisoned</i></li> </ul> </li> <li>• Truth Serum: 150 gp - <i>Ingested</i> <ul style="list-style-type: none"> <li>◦ <i>CON 11: poisoned, under the effects of Zone of Truth for 1 hour</i></li> </ul> </li> <li>• Blinding Weed: 200 gp - <i>Ingested</i> <ul style="list-style-type: none"> <li>◦ <i>CON 15: poisoned &amp; blind for 10 minutes</i></li> </ul> </li> <li>• Giant Slug Mucus: 200 gp - <i>Contact</i> <ul style="list-style-type: none"> <li>◦ <i>CON 15: under the effect of the Slow spell for 1 minute</i></li> </ul> </li> <li>• Carrion Crawler Mucus: 200 gp - <i>Contact</i> <ul style="list-style-type: none"> <li>◦ <i>CON 13: paralyzed+poisoned for 1 min, repeat throw end of each turn</i></li> </ul> </li> <li>• Drow Poison: 200 gp - <i>Injury</i> <ul style="list-style-type: none"> <li>◦ <i>CON 13: F = poisoned 1 hr; F &gt; 5 = uncon, wake on dmg / other's action</i></li> </ul> </li> <li>• Giant Spider Venom: 200 gp - <i>Injury</i> <ul style="list-style-type: none"> <li>◦ <i>CON 11: F = 2d8, S = ½ dmg. If HP = 0, poisoned/paralyzed for 1 hour</i></li> </ul> </li> <li>• Serpent Venom: 200 gp - <i>Injury</i> <ul style="list-style-type: none"> <li>◦ <i>CON 11: F = 3d6 poison damage, S = ½ damage</i></li> </ul> </li> <li>• Malice: 250 gp - <i>Inhaled</i> <ul style="list-style-type: none"> <li>◦ <i>CON 15: poisoned and blind 1 hour</i></li> </ul> </li> <li>• Pale Tincture: 250 gp - <i>Ingested</i> <ul style="list-style-type: none"> <li>◦ <i>CON 16: 1d6 poison dmg, poisoned 24 hrs, repeat every 24 hrs, F = 1d6</i></li> <li>◦ <i>Unhealable, ends on 7 successes</i></li> </ul> </li> <li>• Essence of Ether: 300 gp - <i>Inhaled</i> <ul style="list-style-type: none"> <li>◦ <i>CON 15: poisoned &amp; unconscious 8 hrs, wake on dmg or other's action</i></li> </ul> </li> <li>• Myconid Spores: 300 gp - <i>Inhaled</i> <ul style="list-style-type: none"> <li>◦ <i>CON 15: under the effect of Confusion, repeat save end of each turn</i></li> </ul> </li> <li>• Oil of Taggit: 400 gp - <i>Contact</i> <ul style="list-style-type: none"> <li>◦ <i>CON 13: poisoned &amp; unconscious 24 hours, wake on damage only</i></li> </ul> </li> <li>• Burnt Othur Fumes: 500 gp - <i>Inhaled</i> <ul style="list-style-type: none"> <li>◦ <i>CON 13: 3d6 poison dmg, repeat save until 3 successes, 1d6 poison/fail</i></li> </ul> </li> <li>• Ghoul Saliva: 600 gp - <i>Contact</i> <ul style="list-style-type: none"> <li>◦ <i>CON 13, F = paralyze lower limbs (restrained) for 2d6 mins, S = ½ time</i></li> </ul> </li> <li>• Torpor: 600 gp - <i>Ingested</i> <ul style="list-style-type: none"> <li>◦ <i>CON 15: poisoned &amp; incapacitated for 4d6 hours</i></li> </ul> </li> <li>• Wyvern Poison: 1,200 gp - <i>Injury</i> <ul style="list-style-type: none"> <li>◦ <i>CON 15: F = 7d6 poison damage, S = ½ damage</i></li> </ul> </li> <li>• Midnight Tears: 1,500 gp - <i>Ingested (No effect until midnight)</i> <ul style="list-style-type: none"> <li>◦ <i>CON 17: F = 9d6 poison damage, S = ½ damage</i></li> </ul> </li> <li>• Purple Worm Poison: 2,000 gp - <i>Injury</i> <ul style="list-style-type: none"> <li>◦ <i>CON 21: F = 10d6 poison damage, S = ½ damage</i></li> </ul> </li> <li>• Green Dragon Bile: 2,500 gp - <i>Contact</i> <ul style="list-style-type: none"> <li>◦ <i>CON 22: F = 15d6 poison damage (8d6 for young dragon), S = ½ dmg</i></li> </ul> </li> </ul>
<b>KITS &amp; TOOLS</b> <ul style="list-style-type: none"> <li>• Alchemist's supplies: 50 gp</li> <li>• Brewer's supplies: 20 gp</li> <li>• Calligrapher's tools: 10 gp</li> <li>• Carpenter's tools: 8 gp</li> <li>• Cartographer's tools: 15 gp</li> <li>• Climber's kit: 25 gp</li> </ul>	<ul style="list-style-type: none"> <li>• Cobbler's tools: 5 gp</li> <li>• Cook's utensils: 1 gp</li> <li>• Disguise kit: 25 gp</li> <li>• Forgery kit: 15 gp</li> <li>• Glassblower's tools: 30 gp</li> <li>• Healer's kit: 5 gp</li> <li>• Herbalism kit: 5 gp</li> </ul>	<ul style="list-style-type: none"> <li>• Jeweler's tools: 25 gp</li> <li>• Leatherworker tools: 5gp</li> <li>• Mason's tools: 10 gp</li> <li>• Navigator's tools: 25 gp</li> <li>• Painter's supplies: 10 gp</li> <li>• Poisoner's kit: 50 gp</li> <li>• Potter's tools: 10 gp</li> </ul>	<ul style="list-style-type: none"> <li>• Smith's tools: 20 gp</li> <li>• Thieves' tools: 25 gp</li> <li>• Tinker's tools: 50 gp</li> <li>• Weaver's tools: 1 gp</li> <li>• Woodcarver tools: 1 gp</li> </ul>	
<b>ADVENTURING GEAR</b> <ul style="list-style-type: none"> <li>• Ammo, arrows (20): 1 gp</li> <li>• Ammo, bolts (20): 1 gp</li> <li>• Ammo, blowgun (50): 1 gp</li> <li>• Ammo, firearm (10): 3gp</li> <li>• Ammo, sling (20): 4 cp</li> <li>• Arcane focus (crystal): 10 gp</li> <li>• Arcane focus (orb): 20 gp</li> <li>• Arcane focus (rod): 10 gp</li> <li>• Arcane focus (staff): 5 gp</li> <li>• Arcane focus (wand): 10 gp</li> <li>• Backpack: 2 gp (<i>1 ft<sup>2</sup>, 30 lbs</i>)</li> <li>• Ball bearings: 1 gp (<i>prone</i>)</li> <li>• Barrel: 2 gp (<i>40 gal / 4 ft<sup>3</sup></i>)</li> <li>• Basket: 4 sp (<i>40 lbs / 4 ft<sup>3</sup></i>)</li> <li>• Bedroll: 1 gp (<i>small / medium</i>)</li> <li>• Bell: 1 gp (<i>heard 60 ft away</i>)</li> <li>• Blanket: 5 sp (<i>ADV vs cold</i>)</li> <li>• Block and tackle: 1 gp</li> <li>• Book: 25 gp (<i>+5 INT on topic</i>)</li> <li>• Bottle, glass: 2 gp (<i>1 ½ pints</i>)</li> <li>• Bucket: 5 cp (<i>½ ft<sup>3</sup></i>)</li> <li>• Caltrops (bag of 20): 1 gp <ul style="list-style-type: none"> <li>◦ <i>DEX or 1 dmg &amp; Speed = 0</i></li> </ul> </li> <li>• Candle: 1 cp (<i>1 hr, 5 ft + 5 ft</i>)</li> <li>• Case, Bolt (x20): 1 gp</li> <li>• Case, Map/Scroll (x10/5): 1 gp</li> </ul>	<ul style="list-style-type: none"> <li>• Chain (10 ft): 5 gp (<i>Restrained</i>)</li> <li>• Chest: 5 gp (<i>12 ft<sup>3</sup></i>)</li> <li>• Clothes (common): 5 sp</li> <li>• Clothes (robes): 1 gp</li> <li>• Clothes (traveler's): 2 gp</li> <li>• Clothes (costume): 5 gp</li> <li>• Clothes (fine): 15 gp</li> <li>• Component pouch: 25 gp</li> <li>• Crowbar: 2 gp (<i>ADV: STR</i>)</li> <li>• Druidic focus (sprig): 1 gp</li> <li>• Druidic focus (staff): 5 gp</li> <li>• Druidic focus (wand): 10 gp</li> <li>• Flask: 2 cp (<i>1 pint</i>)</li> <li>• Grappling hook: 2 gp</li> <li>• Holy symbol (any): 5 gp</li> <li>• Holy water: 25 gp (<i>radiant</i>)</li> <li>• Hunting trap: 5gp (<i>speed=0</i>)</li> <li>• Ink (1 oz): 10 gp (<i>500 pages</i>)</li> <li>• Ink pen: 2 cp</li> <li>• Jug: 2 cp (<i>1 gallon</i>)</li> <li>• Ladder (10ft): 1 sp</li> <li>• Lamp: 5 sp (<i>15 ft + 30 ft</i>)</li> <li>• Lantern, Bullseye: 10 gp <ul style="list-style-type: none"> <li>◦ <i>Cone: 60ft + 60ft</i></li> </ul> </li> <li>• Lantern, Hooded: 5 gp <ul style="list-style-type: none"> <li>◦ <i>30ft + 30ft, low: 5ft dim</i></li> </ul> </li> <li>• Lock: 10 gp (<i>Sleight 15</i>)</li> </ul>	<ul style="list-style-type: none"> <li>• Magnifying glass: 100 gp <ul style="list-style-type: none"> <li>◦ <i>Start fire, ADV inspect</i></li> </ul> </li> <li>• Manacles: 2 gp (<i>Restrained</i>)</li> <li>• Map: 1 gp (<i>+5 Survival</i>)</li> <li>• Mirror: 5 gp</li> <li>• Net: 1 gp (<i>Restrained</i>)</li> <li>• Oil (flask): 1 sp (<i>can burn</i>)</li> <li>• Pack, Burglar's: 16 gp</li> <li>• Pack, Diplomat's: 39 gp</li> <li>• Pack, Dungeoneer: 12 gp</li> <li>• Pack, Entertainer's: 40 gp</li> <li>• Pack, Explorer's: 10 gp</li> <li>• Pack, Priest's: 33 gp</li> <li>• Pack, Scholar's: 40 gp</li> <li>• Paper (sheet): 2 sp</li> <li>• Parchment (sheet): 1 sp</li> <li>• Perfume vial: 5 gp (<i>CHA</i>)</li> <li>• Pole (10 ft): 5 cp</li> <li>• Pot, Iron: 2 gp (<i>1 gallon</i>)</li> <li>• Pouch: 5 sp (<i>6 lbs, ½ ft<sup>3</sup></i>)</li> <li>• Quiver: 1 gp (<i>20 arrows</i>)</li> <li>• Ram, portable: 4 gp (<i>STR</i>)</li> <li>• Rations (1 day): 5 sp</li> <li>• Rope: 1gp (<i>climb/restrain</i>)</li> <li>• Sack: 1 cp (<i>30 lbs, 1 ft<sup>3</sup></i>)</li> <li>• Scroll (cantrip): 30 gp</li> <li>• Scroll (1st level): 50 gp</li> </ul>	<ul style="list-style-type: none"> <li>• Shovel: 2 gp (<i>1 hr: 5 ft</i>)</li> <li>• Signal whistle: 5cp</li> <li>• Spikes, iron (10): 1 gp</li> <li>• Spyglass: 1,000 gp</li> <li>• String (10 ft): 1 sp</li> <li>• Tent, two-person: 2 gp</li> <li>• Tinderbox: 5 sp</li> <li>• Torch: 1 cp (<i>20ft + 20ft</i>)</li> <li>• Vial: 1 gp (<i>4 oz</i>)</li> <li>• Waterskin: 2 sp (<i>4 pint</i>)</li> </ul> <div> <b>INNS</b> (<i>food, lodging</i>) <ul style="list-style-type: none"> <li>• Squalid: 1 cp, 7 cp</li> <li>• Poor: 2 cp, 1 sp</li> <li>• Modest: 1 sp, 5 sp</li> <li>• Comfortable: 2 sp, 8 sp</li> <li>• Wealthy: 3 sp, 2 gp</li> <li>• Aristocratic: 6 sp, 4 gp</li> </ul> </div> <div> <b>LIFESTYLE COSTS</b> (1 day) <ul style="list-style-type: none"> <li>• Wretched: 1 dignity</li> <li>• Squalid: 1 sp</li> <li>• Poor: 2 sp</li> <li>• Modest: 1 gp</li> <li>• Comfortable: 2 gp</li> <li>• Wealthy: 4 gp</li> <li>• Aristocratic: 10 gp</li> </ul> </div>	

<p style="text-align: center;"><b>MELEE WEAPONS</b></p> <p><b>IMPROVISED:</b> 1d4 any, <i>Thrown (20/60), no prof. bonus</i></p> <p><b>SIMPLE MELEE WEAPONS</b></p> <ul style="list-style-type: none"> <li>Club: 1 sp, 1d4 bludgeoning, SLOW - <i>Light</i></li> <li>Dagger: 2 gp, 1d4 piercing, NICK <ul style="list-style-type: none"> <li><i>Range 20 ft / 60 ft Thrown, Finesse, Light</i></li> </ul> </li> <li>Greatclub: 2 sp, 1d8 bludgeoning, PUSH - <i>2-Handed</i></li> <li>Handaxe: 5 gp, 1d6 slashing, VEX <ul style="list-style-type: none"> <li><i>Thrown (20/60), Light</i></li> </ul> </li> <li>Javelin: 5 sp, 1d6 piercing, SLOW - <i>Thrown (30/120)</i></li> <li>Light Hammer: 2 gp, 1d4 bludgeoning, NICK <ul style="list-style-type: none"> <li><i>Thrown (20/60), Light</i></li> </ul> </li> <li>Mace: 5 gp, 1d6 bludgeoning, SAP</li> <li>Quarterstaff: 2 sp, 1d6/1d8 bludg, TOPPLE - <i>Versatile</i></li> <li>Sickle: 1 gp, 1d4 slashing, NICK - <i>Light</i></li> <li>Spear: 1 gp, 1d6 / 1d8 piercing, SAP <ul style="list-style-type: none"> <li><i>Thrown (20/60), Versatile</i></li> </ul> </li> </ul> <p><b>MARTIAL MELEE WEAPONS</b></p> <ul style="list-style-type: none"> <li>Battleaxe: 10 gp, 1d8/1d10 slashing, TOPPLE - <i>Versat.</i></li> <li>Flail: 10 gp, 1d8 bludgeoning, SAP</li> <li>Glaive: 20 gp, 1d10 slash, GRAZE - <i>Heavy, Reach, 2H</i></li> <li>Greataxe: 30 gp, 1d12 slash, CLEAVE - <i>Heavy, 2-Hand</i></li> <li>Greatsword: 50 gp, 2d6 slashing, GRAZE - <i>Heavy, 2H</i></li> <li>Halberd: 20gp, 1d10 slash, CLEAVE <i>Heavy/Reach/2H</i></li> <li>Lance: 10 gp, 1d10 piercing, TOPPLE - <i>Reach</i> <ul style="list-style-type: none"> <li><i>Two-Handed unless you are mounted</i></li> </ul> </li> <li>Longsword: 15 gp, 1d8/1d10 slashing, SAP - <i>Versatile</i></li> <li>Maul: 10 gp, 2d6 bludgeoning, TOPPLE - <i>Heavy, 2H</i></li> <li>Morningstar: 15 gp, 1d8 piercing, SAP</li> <li>Pike: 5 gp, 1d10 piercing, PUSH - <i>Heavy, Reach, 2H</i></li> <li>Rapier: 25 gp, 1d8 piercing, VEX - <i>Finesse</i></li> <li>Scimitar: 25 gp, 1d6 slashing, NICK - <i>Finesse, Light</i></li> <li>Shortsword: 10 gp, 1d6 piercing, VEX - <i>Finesse, Light</i></li> <li>Trident: 5 gp, 1d8 / 1d10 piercing, TOPPLE <ul style="list-style-type: none"> <li><i>Thrown (20/60), Versatile</i></li> </ul> </li> <li>War Pick: 5 gp, 1d8 / 1d10 piercing, SAP - <i>Versatile</i></li> <li>Warhammer: 15 gp, 1d8/1d10 blud, PUSH - <i>Versatile</i></li> <li>Whip: 2 gp, 1d4 slashing, SLOW - <i>Finesse, Reach</i></li> </ul>	<p style="text-align: center;"><b>RANGED WEAPONS</b></p> <p><b>SIMPLE RANGED WEAPONS</b></p> <ul style="list-style-type: none"> <li>Dart: 5 cp, 1d4 piercing, VEX <ul style="list-style-type: none"> <li><i>Thrown (20/60), Finesse</i></li> </ul> </li> <li>Light crossbow: 25 gp, 1d8 piercing, SLOW <ul style="list-style-type: none"> <li><i>Range (80/320, bolt), Loading, Two-Handed</i></li> </ul> </li> <li>Shortbow: 25 gp, 1d6 piercing, VEX <ul style="list-style-type: none"> <li><i>Range (80/320, arrow), Two-Handed</i></li> </ul> </li> <li>Sling: 1 sp, 1d4 bludgeoning, SLOW <ul style="list-style-type: none"> <li><i>Range (30/120, bullet)</i></li> </ul> </li> </ul> <p><b>MARTIAL RANGED WEAPONS</b></p> <ul style="list-style-type: none"> <li>Blowgun: 10 gp, 1 piercing, VEX <ul style="list-style-type: none"> <li><i>Range (25/100, needle), Loading</i></li> </ul> </li> <li>Hand crossbow: 75 gp, 1d6 piercing, VEX <ul style="list-style-type: none"> <li><i>Range (30/120, bolt), Light, Loading</i></li> </ul> </li> <li>Heavy crossbow: 50 gp, 1d10 piercing, PUSH <ul style="list-style-type: none"> <li><i>Range (100/400, bolt), Heavy, Loading, Two-Handed</i></li> </ul> </li> <li>Longbow: 50 gp, 1d8 piercing, SLOW <ul style="list-style-type: none"> <li><i>Range (150/600, arrow), Heavy, Two-Handed</i></li> </ul> </li> <li>Net: 1 gp, <i>Restrained on hit, STR 10 to free</i> <ul style="list-style-type: none"> <li><i>Thrown (15, DEX save), AC 10, HP 5 (immune bludg./poison/psychic)</i></li> </ul> </li> </ul> <p><b>WEAPON PROPERTIES</b></p> <ul style="list-style-type: none"> <li>Finesse: <i>Can choose to use DEX instead of STR.</i></li> <li>Heavy: Melee = DISADV if STR &lt; 13, Ranged = DISADV if DEX &lt; 13.</li> <li>Light: <i>Can use B.A. to make attack with another Light weapon (no mod if +).</i></li> <li>Loading: <i>Only one shot per Action/BA/Reaction, regardless of multi-attack.</i></li> <li>Reach: <i>+5 ft of melee reach, including for Opportunity Attacks.</i></li> <li>Two-Handed (2H): <i>Must use two hands.</i></li> <li>Versatile: <i>Can be one-handed or two-handed (2H = more damage).</i></li> <li>Burst: expend 10 ammo in a 10 ft. cube in range. DEX 15 or take damage.</li> </ul> <p><b>WEAPON MASTERIES</b></p> <ul style="list-style-type: none"> <li>CLEAVE: 1 / turn. On a hit, make a 2nd attack w/i 5 ft. Don't add mod (if +)</li> <li>GRAZE: Deal damage on a miss equal to your ability modifier</li> <li>NICK: 1 / turn. Dual-wield 2nd attack can be part of your Action (not B.A.)</li> <li>PUSH: On a hit, push back the target up to 10 feet (Large or smaller only)</li> <li>SAP: On a hit, target gets DISADV on its next attack before your next turn</li> <li>SLOW: On a hit, -10 to target's speed until your next turn. Doesn't stack.</li> <li>TOPPLE: On a hit, target makes CON save: DC 8 + mod + prof. Fail = Prone.</li> <li>VEX: On a hit+dmg, ADV on next attack on the tgt till end of your next turn.</li> </ul>	<p style="text-align: center;"><b>ARMOR</b></p> <p><b>LIGHT ARMOR</b> (don 1 min, doff 1 min)</p> <ul style="list-style-type: none"> <li>Padded: 5 gp, AC 11 + DEX mod (<i>Stealth DISADV</i>)</li> <li>Leather: 10 gp, AC 11 + DEX mod</li> <li>Studded leather: 45 gp: AC 12 + DEX mod</li> </ul> <p><b>MEDIUM ARMOR</b> (don 5 min, doff 1 min)</p> <ul style="list-style-type: none"> <li>Hide: 10 gp, AC 12 + DEX mod (max 2)</li> <li>Chain shirt: 50 gp, AC 13 + DEX mod (max 2)</li> <li>Scale mail: 50 gp, AC 14 + DEX mod (max 2) (<i>Stealth DISADV</i>)</li> <li>Breastplate: 400 gp, AC14 + DEX mod (max 2)</li> <li>Half-plate: 750 gp, AC 15 + DEX mod (max 2) (<i>Stealth DISADV</i>)</li> </ul> <p><b>HEAVY ARMOR</b> (don 10 min, doff 5)</p> <ul style="list-style-type: none"> <li>Ring mail: 30 gp, AC 14 (<i>Stealth DISADV</i>)</li> <li>Chain mail: 75 gp, AC 16 (<i>Stealth DISADV, requires STR &gt;= 13</i>)</li> <li>Splint: 200 gp, AC 17 (<i>Stealth DISADV, requires STR &gt;= 15</i>)</li> <li>Plate: 1,500 gp, AC 18 (<i>Stealth DISADV, requires STR &gt;= 15</i>)</li> </ul> <p><b>SHIELD</b> (don/doff 1 action)</p> <ul style="list-style-type: none"> <li>Shield: 10 gp, AC + 2</li> </ul> <p><b>EXPLOSIVES</b></p> <ul style="list-style-type: none"> <li>Bomb: 100 gp, Thrown (60), 5 ft radius, DEX 12: 3d6 fire or ½</li> <li>Dynamite: same as a Bomb, but force damage instead of fire</li> <li>Grenade, frag: Thrown (60), 20ft rad., DEX 15: 5d6 pierce or ½</li> <li>Grenade, smoke: 50 gp, Thrown (60), 20ft rad., smoke 1 min.</li> <li>Grenade launcher: launch a grenade up to 1,000 ft.</li> <li>Powder keg: 250gp, Ignitable, 10 ft rad., DEX 12: 7d6 fire or ½</li> <li>Powder horn: 35gp, Ignitable, 10 ft rad., DEX 12: 3d6 fire or ½</li> </ul> <p><b>FIREARMS</b></p> <ul style="list-style-type: none"> <li>Pistol: 250 gp, 1d10 piercing, VEX - <i>Range 30/90, Loading</i></li> <li>Musket: 500 gp, 1d12 piercing, SLOW <ul style="list-style-type: none"> <li><i>Range (40/120, bullet), Loading, Two-Handed</i></li> </ul> </li> <li>Rifle, Auto: 2d8 pierce, SLOW - <i>80/240, Burst, Reload (30), 2H</i></li> <li>Rifle, Hunt: 2d10 pierce, SLOW - <i>80/240, Reload (5), 2-Handed</i></li> <li>Revolver: 2d8 piercing, SAP - <i>Range 40/120, Reload (6)</i></li> <li>Semi-Auto Pistol: 2d6 piercing, VEX - <i>Range 50/150, Reload (6)</i></li> <li>Shotgun: 2d8 piercing, PUSH - <i>30/90, Reload (2), Two-Handed</i></li> </ul>
<p><b>WEAPON MODIFIERS</b></p> <ul style="list-style-type: none"> <li>Silvered: <i>Extra die on crit vs. shapeshifted creature</i></li> <li>Vicious: <i>Extra 2d6 damage on all hits</i></li> </ul> <p><b>WEAPON MODIFICATION PRICES</b></p> <ul style="list-style-type: none"> <li>Vicious-ing weapon: 2,000 gp (<i>4,000 gp to purchase</i>)</li> <li>Silvering weapon/ammo: 50 gp (<i>400 gp to purchase</i>)</li> </ul> <p><b>ARMOR MODIFIERS</b></p> <ul style="list-style-type: none"> <li>Adamantine armor: 200 gp (<i>400 gp to purchase</i>) <ul style="list-style-type: none"> <li><i>No crits on you, only medium/heavy/non-hide</i></li> </ul> </li> <li>Mithril armor: 200 gp (<i>400 gp to purchase</i>) <ul style="list-style-type: none"> <li><i>Removes stealth DISADV &amp; STR requirement</i></li> <li><i>Only medium/heavy/non-hide</i></li> </ul> </li> </ul>	<div> <div> <p><b>MAGIC WEAPON PRICES</b></p> <ul style="list-style-type: none"> <li>+1 weapon: 400 gp</li> <li>+2 weapon: 4,000 gp</li> <li>+3 weapon: 40,000 gp</li> <li>+1 wand of the war mage: 400 gp</li> <li>+2 wand of the war mage: 4,000 gp</li> <li>+3 wand of the war mage: 40,000 gp</li> </ul> </div> <div> <p><b>MAGIC ARMOR PRICES</b></p> <ul style="list-style-type: none"> <li>+1 armor: 4,000 gp</li> <li>+2 armor: 4,000 gp</li> <li>+3 armor: 200,000 gp</li> <li>+1 shield: 400 gp</li> <li>+2 shield: 4,000 gp</li> <li>+3 shield: 40,000 gp</li> </ul> </div> </div> <p><b>FUTURISTIC RANGED WEAPONS</b></p> <ul style="list-style-type: none"> <li>Antimatter Rifle: 6d8 necrotic, SAP - <i>Range 120/360, Reload (2), Two-Handed</i></li> <li>Laser Pistol: 3d6 radiant, VEX - <i>Range 40/120, Reload (50)</i></li> <li>Laser Rifle: 3d8 radiant, SLOW - <i>Range 100/300, Reload (30), Two-Handed</i></li> </ul>	<p><b>SIEGE EQUIPMENT</b></p> <ul style="list-style-type: none"> <li>Ballista: AC 15, HP 50. +6, 120/480, 16 (3d10) piercing</li> <li>Cannon: AC 19, HP 75. +6, 600/2400, 44 (8d10) bludgeoning</li> <li>Flamethrower Coach: AC 19, HP 100. DEX 15, 60ft line. <ul style="list-style-type: none"> <li>4d6 fire damage + burning, ½ damage on success</li> </ul> </li> <li>Keg Launcher: AC 15, HP 30. CON 15 w/i 20 ft, lands 30-300 ft <ul style="list-style-type: none"> <li>4d6 poison, or ½ damage on success</li> </ul> </li> <li>Lightning Cannon: AC 19, HP 30. +6, 300/1200, 4d10 lightning</li> <li>Mangonel: AC 15, HP 100. +5, 200/800 (min 60). 5d10 bludge.</li> <li>Ram: AC 15, HP 100. +8, 5 ft., 3d10 bludgeoning.</li> <li>Siege Tower: AC 15, HP 200. 40 feet high. Grants total cover.</li> <li>Suspended Cauldron: AC 19, HP 20. DEX 15 w/i 10 ft. 3d6 or ½.</li> <li>Trebuchet: AC 15, HP 150. +5, 300/1200 (min 60). 8d10 bludge.</li> </ul>