Items and Armaments
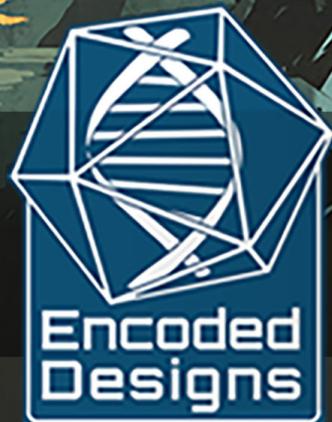# UNLOCKED

Expanded Systems for 5E
- Alternative Currency and Costs System
- Modular Weapon and Armor System

Encoded Designs

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Special thanks to Robert M. Everson, who had to do extra editing because of my logistical mistakes.

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Introduction

One thing I've always struggled with in fantasy games is making currency and items "feel" right. Over my years of gaming I've often watched players bribe a street urchin with a year's salary for a blacksmith or ask for some kind of special item that I had no idea how to price out within that world. I realized the underlying issue of these situations is the lack of understanding of what the currency of gold and silver actually means. That led me to move towards a different way of thinking about costs and items in game - an adaptable alternative currency system that works with ranges of cost and quality for different categories of items. The more I tested the setup, the more I and my players found it easier to use and price items out with.

I've also often watched players want to upgrade their armor or weapons in some way, even if they weren't at a place in the game where magic items were the norm. I realized these requests weren't fully about the mechanical benefit, but instead about a sense of ownership and uniqueness in their own personal narrative. That led me to build a system for weapons and armor that tied the cost to the mechanics and provided ways to add and remove modifiers. Suddenly I was able to present a much higher quality knife with slightly better damage when my players asked for it. For my more anime / high fantasy style games, this system let me build an entire range of weapons outside of the listed ones. A boomerang was as easy to build as a steampunk fire-shooting spear, I just had to decide if I allowed it as the Game Master.

Both of these systems are presented here for you to use and adapt to your own games however you see fit. Hopefully they will provide you some new options and find some use in your games.

                                                   - John Arcadian

Alternative Currency and Cost System

The Silver Standard Way of Thinking

When presented with a fictional monetary system, it's natural to try to relate to it in terms we understand and use in real life. When we play in space games and use "credits," we tend to gravitate towards thinking of a credit as being close in value to one unit of whatever the common currency in our life is - dollar, peso, euro, drachma, yen, etc. When the Gamemaster says "That will cost a hundred credits," we almost immediately think of it as a hundred "dollars" if we use dollars, or a hundred yen if we use yen, and those are two vastly different amounts of money.

When we go to coinage based systems like silver, gold, platinum, etc. it becomes even harder. "That will be 10 gold for the room for the night," the barkeep says, and you think of it like 10 dollars, but maybe that is more like 100 USD or 108 CAD or 1,367 yen if we converted it in our brains. That gold price almost automatically feels like 1 gold = 1 unit of money for us and that is often misleading. That is why a lot of talk has been done over the years about the Silver Standard.

The Silver Standard has seen many iterations over the years, but the core idea of it is that prices get listed in silver, and gold pieces are just a type of more expensive currency - a 20 dollar bill or a 5,000 yen note essentially. Listing the prices in silver often makes the quick mental conversions easier and more accurate when we try to figure them out as part of the narrative. Suddenly, a 10gp inn stay becomes closer to a 100 dollar inn room, and that is something we can probably understand more easily. Your character could then ask if they have a nicer room and you can more quickly imagine that maybe they have a "nobles' suite" for closer to 300 silver.

Why it matters

The Silver Standard way of thinking simplifies so much of our mental approach to currency and items. The closer it is to how we operate in the real world, the easier we can just envision the prices. In most places you wouldn't say "That will cost 5 20s," but that is essentially what saying "5 gold" is in game. You might say 5 benjamins with slang, but you still understand that it means 100 dollars. Now, this isn't perfect of course and if your normal currency is closer to the yen end of things you may need to work at a copper standard or even less, but making the prices match more evenly with the mental math we are doing anyways helps make pricing make more sense. **The most important thing about this is to list all prices in a currency that is closer to how we might normally use currency in the real world.**

Competing Silver Standards

So, technically there are multiple different interpretations of the Silver Standard and they definitely vary by genre. In OSR games there are different takes from high fantasy games and there are some that aim for medieval verisimilitude while others just aim to simplify the system. You can do some sleuthing on these if you are curious, but the end goal of using it here is the idea of simplification.

Credits, Saren, Gil, Sens, etc? Even better!

A take I find even better than the implementation of a Silver Standard is to use a made up currency that is completely decoupled from coinage. This is essentially the way most countries use currency. If you can just assign a name to a currency and make the amounts feel vaguely realistic to real world pricing, it becomes easier to implement an alternative way of pricing. There can still be mixed gold and silver coins worth 10 saren or a minted coin worth 1 saren that is backed by a kingdom.

There could even be a precious gem or smartphone sized bar of a very precious metal that equals 100, 500, or even 10,000 saren. The actual form of the currency doesn't matter so much as the value of it. It's essentially the same as the Silver Standard with even more decoupling from specific coinage. So long as you set up relative lifestyle costs that can help contextualize the values, you can use whatever name you want.

The System

With that bit of background out of the way, the alternative currency system is actually a very simple 3 step process.

- ❧ **Step 1 - Set a Standard Currency**
  Set up a standard monetary unit for currency like "silver pieces" ala the Silver Standard or an arbitrary denomination like "credits" or "crowns". I've listed prices as silver pieces (sp) for ease of integration into most fantasy games. The important thing is that all prices will be represented in this denomination.

- ❧ **Step 2 - Categories and Quality Tiers**
  Create categories and quality / cost tiers for various types of goods that are likely to show up in your world setting, and set them up in a table. For example: Mundane Items, Clothing, Ammunition, Furniture, Building Materials, Potions, Food and Drink, etc. would go along the top of a table you might create. Use whatever categories of goods and services the players would likely come across. Then assign Cheap, Moderate, Expensive, Very Expensive along the side of the table. These may be different in some cases. Under a travel table you might have Short, Moderate, Far, Very Far, Extreme to represent costs of travel and then In-City, Overland, Sea Travel, Airship, etc. for whatever modes of travel exist in your world.

- ❧ **Step 3 - Price Ranges**
  Assign price ranges for each category and tier pairing. Choose a range that Cheap Mundane Items would likely fall into and then decide what Moderate Mundane Items would often cost at the top and bottom, then do Expensive, etc.

When you are done creating your pricing tables, you will have everything you need to determine the cost of any item or service in the relevant categories and will be able to adapt to changing circumstances within the game world. The system lets you determine what the relevant cost of the item would be based on the context and lets you move up and down within the range, however it might be appropriate.

Example Ammunition Costs Table

Cost Tiers	Ammunition (Per Piece)
Cheap	1 sp
Moderate	1 – 2 sp
Expensive	3 – 5 sp
Very Expensive	6 – 40 sp
Extravagant	40 – 100 sp

Imagine ammunition is one of your categories and a player wants to buy some special silver arrows in case they run into werewolves. Now you can look at your table and quickly determine the cost. Those aren't likely to be Cheap and the base material is silver, so Expensive? But in this town are they just available or does a blacksmith need to make them as a special request? Okay, lets go high end of Expensive… maybe even the low range of Very Expensive. The blacksmith quotes 10 sp per arrow. The player tries to talk them down and succeeds in reminding them that they are dealing with the town's problem and gets them down to 7 sp per arrow.

Look at almost any product sold through an online marketplace where there are multiple versions of the same thing. You'll see pricing varies greatly for goods that are made by multiple different manufacturers. The same goods would also cost different prices in different locations. Anything on an island is usually more expensive because of supply chain costs. Buying something from an open air market compared to an established shop with more overhead and upkeep will create large variations in the price. Are you buying a loaf of bread in a neighborhood grocery store compared to a loaf in a fancy district with lots of tourism? The price will be different for the same product just based on the atmosphere and client base. How much can a banana cost anyways - 10 silver?

Using the System

I've written out the tables I use in my fantasy games and they should be almost instantly usable for medium to high fantasy games. For more traditional OSR style games, you may want to tweak a bit to fit the constraints of the setting. For other genres it is just about figuring out what the relevant categories are for the system - spaceship maintenance, junk parts, security services, gate transport fees, etc.

Grouping by overarching categories will also help you quickly reference the price you want. With the costs for all transportation grouped into one larger table, you can quickly make assessments between types of transportation. Airships would be quicker and thus likely cost more, but determining the difference when you have to make up prices on the fly for PCs who want to know which is going to fit their budgets more is suddenly just about comparing between two columns of similar options.

If you are building your own monetary system based solely on your world and not tied to things like silver or gold and don't want to work in the paradigm of 1 unit of fictional currency is about 1 comparable real world unit of currency, I'd suggest starting with lifestyle costs. Understanding what amount of the currency allows a barely livable lifestyle and an extravagant lifestyle gives you a base to make other determinations in. If 600 to 1,000 saren a month is barely enough to survive while 6,000 to 10,000 is enough to live comfortably, you can better estimate what cheap food costs vs extravagant food.

You can also more readily set "bounty" or "job" costs and rewards for PCs without making them infinitely rich in the world. If a decent lifestyle is acquired at around 6,000 a month, then a 40,000 saren job payout or reward is pretty darn decent - depending on the work. It will let a single person live decently well for about half a real world year. Split by a party of 4 it's about a month and a half of living expenses if you are somewhat moderate in your spending. Now you can gauge the amount of work in a more realistic way. Will the job take a week as well as travel to the other side of the county? Will it require a month's journey with lots of danger? Hey, want to spend a month walking to get to a dungeon where you have to fight some random things and probably a big bad for just a bit more than that merchant makes in a month?

With a system like this in place you can also more easily charge "upkeep" on existing in the world so the PCs aren't just murder hobos. If you don't want to charge or keep track of every inn fee and drink, determine the lifestyle cost that most closely matches how the PCs have been spending. Cheap inns and food or camping and hunting the whole way there, maybe it's a cheap range for the monthly upkeep. The next month is spent more or less in the city working for a noble who pays them a salary, so you can easily subtract the Moderate lifestyle cost from the monthly salary they are paid to determine the total they receive that can be spent on whatever they want.

Sample Cost Tables

Basic Goods

Cost Tiers	Mundane Item	Ammunition (Per piece)	Adventuring Gear	Apothecary or Herbalism Item
Cheap	1 – 10 sp	1 sp	1 – 20 sp	10 – 30 sp
Moderate	10 – 30 sp	1 – 2 sp	30 – 75 sp	30 – 150 sp
Expensive	30 – 75 sp	3 – 5 sp	75 – 300 sp	150 – 500 sp
Very Expensive	75 – 150 sp	6 – 40 sp	300 – 1,000 sp	500 – 2,000 sp
Extravagant	150 – 1,000 sp	40 – 100 sp	1,000 – 5,000 sp	2,000 – 5,000 sp

Lifestyle Costs

Cost Tiers	Food or Drink (Full Meal)	Food or Drink (Single Item)	Lodging (Per Night)	Lifesteyle or Pay (Per day)	Lifestyle or Salary (Month)
Cheap	5 – 15 sp	2 – 4 sp	20 – 40 sp	10 – 30 sp	300 – 900 sp
Moderate	15 – 30 sp	6 – 12 sp	40 – 80 sp	30 – 80 sp	900 – 2,400 sp
Expensive	30 – 60 sp	12 – 20 sp	80 – 150 sp	80 – 120 sp	2,400 – 3,600 sp
Very Expensive	60 – 100 sp	20 – 40 sp	150 – 300 sp	120 – 200 sp	3,600 – 6,000 sp
Extravagant	100 – 200 sp	40 – 60 sp	300 – 500 sp	200 – 500 sp	6,000 – 15,000 sp

Travel Costs (Per Person)

Distance Covered	Cart / Mount	Boat	Airship	Teleportation
Short	10 – 30 sp	30 – 60 sp	80 – 100 sp	150 – 300 sp
Moderate	30 – 50 sp	60 – 100 sp	100 – 300 sp	300 – 600 sp
Far	50 – 200 sp	100 – 250 sp	300 – 500 sp	600 – 900 sp
Very Far	200 – 400 sp	250 – 500 sp	500 – 900 sp	900 – 1,500 sp
Extreme	400 – 1,000 sp	500 – 900 sp	900 – 1,200+ sp	1,500+ sp

Travel distances can be subjective per world. You may want to set specific distances for each range, have a separate table for large cities and long distance travel, or might also add mount rental fees for renting a mount per week or month. Set your travel costs table up for how granular you want to represent travel.

Special / Magic Item General Price

Item Rarity	Character Level	Bonus	Value
Common	1st or higher	–	100 – 500 sp
Uncommon	1st or higher	–	500 - 5,000 sp
Rare	5th or higher	+1	5,000 – 50,000 sp
Very Rare	11th or higher	+2	50,00 – 250,000 sp
Legendary	17th or higher	+3	250,000+ sp

Prices based off the tiers from the 5e DMG magic items chart. Magic item prices will vary greatly depending on setting. This chart is for general consideration only.

A Modular Weapon and Armor System

The Core Concepts

The setup of this system is similar to the Alternative Currency and Cost System but adds a few additional mechanical components to better model weapons and armor. Just like the previous system, I've included tables at the end so you don't have to do more than light tweaking to drop it into your game. Should you want to build or modify more deeply, here is the core setup of this system.

The Three Factors of the System

❧ **Tiers by Mechanical Effect**
The first part of the system is to assign quality tiers to the basic categories for weapons and armor. The categories would be Simple Weapons, Martial Weapons, and one category each for Light, Medium, and Heavy Armor. Keeping these categories is essential so that the system dovetails into class capabilities without any issue.

The next step is to add quality ratings based on mechanical effect. Poor, Basic, Good, Great, Excellent, etc. are the ratings I use and they are linked to the most basic relevant factor of the armor or weapon. For weapons that is the damage die and for armor that is the armor class. A Poor weapon may be a d4 damage while a Basic weapon is a d6 damage. A Heavy armor ranked at Poor may grant 12 armor class while a Basic armor would be 14 armor class.

❧ **Base Costs per Tier**
With the appropriate tiers set up, now we find a base cost for each tier within the category. For example: A Simple weapon of Poor (d4 damage) quality would be 20 sp, while a weapon of Basic (d6 damage) quality would be 60 sp, etc.

❧ **Weapon and Armor Property Modifiers**
With our tiers and base costs in place, we just need to figure out our modifiers and give them percentage costs. The modifiers are all of the weapon and armor properties that are available in core SRD. Versatile, disadvantage on stealth, Finesse, etc. Each of the modifiers would have a percentage cost like +10% or -20% that would modify the base cost.

That's the basic setup of building the system. With that in place, you and your players are able to build any weapons or armor you want by choosing the base tier, adding modifiers, and calculating the final cost.

Building Weapons and Armor

❧ **Step 1 - Base Cost and Effect**
Determine the base damage / quality of the weapon or armor.

❧ **Step 2 - Modifiers**
Add weapon property modifiers and tally up the costs associated with those. You will add or subtract all the modifiers together to get a final percentage that is applied against the base cost. Adding modifiers that cost +20% and -10% would equal out to a final +10% modifier.

❧ **Step 3 - Calculate Final Price**
There Game Master can now determine if there should be any setting or narrative modifiers to the price. The player may want to have the weapon made of a special material, so the Game Master determines there should be another +10% cost added into the modifiers. The player may narratively need the armor created from scratch within a short time frame, so the armorsmith says they are going to charge double their normal rate. The Game Master may also just want to represent non-mechanical elements or help with balance issues.

Example

Let's look at an in-depth example of building a weapon for a player.

ȣ **Step 1 - Base Cost and Effect**
Aven's player wants a new staff that is more capable and sturdy in combat to represent their nature as a battlemage. The GM says figure it out and then we'll come up with the narrative of how you get it. The player wants it to be the max damage possible based on the tables, so they pick a d8 for a base cost of 120 sp.

ȣ **Step 2 - Modifiers**
A regular quarterstaff is written up with the Versatile property, so Aven's player adds that. From the list of modifiers Versatile is a +10% cost. At this point, we have a regular - if slightly more damaging - quarterstaff. Aven's player doesn't want to just let it stop there. They are a magic user and they want something really special. How about an extra damage type? Let's add slashing *AND* piercing! Well, that's two +10% modifiers so we are up to +30% total.

ȣ **Step 3 - Calculate Final Price**
At 120sp + 30% the staff costs 156 sp. Aven's player talks with the Game Master and they decide that Aven meets another traveling battlemage who knows some interesting tricks. The mage teaches Aven how to add "quicksilver" channels into the staff that make it more sturdy as well as let Aven channel magical energy to create ephemeral manna blades from the staff.

The GM ponders it and likes it, but decides that effect might make it a concealed weapon, so they say add +10% to the base cost. That takes the modifier total to +40% which makes the final cost 168 sp. Add a quick montage of the battlemage showing how to carve the channels, giving Aven the bottle of "quicksilver" to pour in, and showing them how to channel the energy into a blade. The material cost could be spent on special components rather than outright paying the battlemage, depending on your narrative.

There are a lot of benefits that come out of using a system like this that allows some options.

Narrative Freedom with Relative Mechanical Balance

If a player wants a weapon for a character that is unique or special in some way, it's easy enough to create. Aven's staff in the previous example could easily be an armblade, even though it isn't a martial weapon or set up as a ranged weapon with the ranged weapon modifier. Then Aven could "throw" energy blasts as part of their sweeping attacks. Decoupling the costs and weapon properties from arbitrary assignments lets you build and add on as much or as little as you like, and opens up the possibility to create truly unique weapons. This is especially good for high-fantasy settings, but can still offer lots of options for lower fantasy settings with a few thematic adjustments and limits.

Upgradability

Maybe Aven's player realizes that their weapon doesn't actually count as magical even though they use magic to power it. The Game Master could decide it will be an additional +50% of the base cost to add that option in with the new total for the weapon being 228 sp, which means they owe an extra 60 sp. The Game Master could also decide that Aven actually needs to pay the full cost rather than the difference because it takes as much effort to modify as it would to make it from scratch, but the paradigm of upgradability is built into the system and allows the Game Master to say yes to the option.

Cost by Function, not Form

In stock 5e, a handaxe costs 5 gp while a shortsword costs 10 gp. The handaxe has the Thrown property while the shortsword has Finesse. A scimitar is 1d6 slashing with Finesse, just like a shortsword, but has a cost of 25 gp. A trident costs 5 gp and the damage is 1d6 piercing with Thrown and Versatile. Much of the actual price in these instances is based on narrative functions and older fantasy gaming concepts, which is fine but lacks a certain feeling of balance.

Using a system where cost is based on function allows you to work in a non-arbitrary way. You can still set narrative modifiers to cost, but those will have a basis in some sort of verisimilitude. A handaxe made with elven craftsmanship to be a Finesse weapon? If you want to consider it more expensive because it is an art piece or because it is made with a special material, you are able to calculate off the base price or just declare it costs 5,000 sp because it is so beautiful while a regular non-artistic handaxe costs 168 sp. The extra cost reflects the narrative elements rather than attaching the mechanical effects to a solely narrative cost.

Expandability

A system like this that provides mechanical basis for the modifiers allows you to figure out ways to add in your own special properties rather easily. If the modifier costs are kept to simple percentages or you decide on changes based on narrative elements, you can do almost anything. Want a Returning property? Maybe that is +60% or +200% based on the amount

of magic in your world setting. The option to say yes is there if you feel it would be balanced and fair. If you are running a setting with steampunk elements and need to add a tax for a complex weapon, there are multiple ways to do that without dipping too deep into the arbitrary well.

Armor and Weapon Creation Tables

The example tables on the next few pages are built to emulate the basic fantasy world setup. I have standard tables for all of the base categories and modifiers as well as a few extra modifiers I have found useful and interesting in my slightly higher fantasy games. There are also tables that build the standard SRD weapons list into this pricing structure. If you change the base weapon and armor creation tables, you'll want to go through and redo the standard list as well if you want to use it.

Also of note, the pre-built tables here have some more standard fantasy options and limits. Simple weapons don't go above d8 and base costs are different between different categories to represent the different types of weapons and armors that are accessible by different types of classes. This provides a bit more balance, but you can "salt to taste" for your own games. You could decide a simple weapon can go up to d12 damage by creating new base costs or having the martial weapon cost ranges apply to simple weapons as well.

The Weapons and Armor Building Formula

Step 1 - Base Cost and Effect
Determine the damage or armor class of the weapon or armor you want and get the base cost.

Step 2 - Modifiers
Add weapon or armor property modifiers and tally up the *TOTAL* percentage costs associated with those.

Step 3 - Calculate Final Price
Determine if there should be any setting, balance, narrative, or other modifiers to the price.

Armor Creation Tables

Light Armor Base Costs

Light Armor	Cost	AC	Strength	Stealth	Weight
Basic	125 sp	10 + Dex modifier	—		
Good	250 sp	11 + Dex modifier	—	—	
Great	500 sp	12 + Dex modifier	—	—	

Medium Armor Base Costs

Armor	Cost	AC	Strength	Stealth	Weight
Basic	500 sp	12 + Dex modifier (max 2)	—	—	
Good	1,000 sp	13 + Dex modifier (max 2)	—	—	
Great	2,000 sp	14 + Dex modifier (max 2)	—	—	
Excellent	4,000 sp	15 + Dex modifier (max 2)	—		

Heavy Armor Base Costs

Armor	Cost	AC	Strength	Stealth	Weight
Basic	1,000 sp	14	—	Disadvantage	
Good	2,000 sp	16	Str 13	Disadvantage	
Great	4,000 sp	17	Str 15	Disadvantage	
Excellent	8,000 sp	18	Str 15	Disadvantage	

Shield Base Costs

Armor	Cost	AC	Weight
Shield	400 sp	+2	6 lb.

Armor Modifiers Table

Armor	Cost	Properties
Clunky	-10%	Disadvantage on stealth
Silenced, Heavy	+30%	Heavy armor does not incur disadvantage on stealth
Concealed	+20%	Armor does not appear as armor
Concealed, Heavy	+50%	Heavy armor does not appear as armor
Heavy	-10% to -40%	The armor requires a certain strength score to wear and move about in - starts at 13 STR.

Standard Armor Price List

Light Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Padded	225 sp	11 + Dex modifier	—	Disadvantage	8 lb.
Leather	250 sp	11 + Dex modifier	—	—	10 lb.
Studded leather	500 sp	12 + Dex modifier	—	—	13 lb.

Medium Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Hide	500 sp	12 + Dex modifier (max 2)	—	—	12 lb.
Chain shirt	1,000 sp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale mail	1,800 sp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Breastplate	2,000 sp	14 + Dex modifier (max 2)	—	—	20 lb.
Half plate	3,600 sp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.

Heavy Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Ring mail	1,000 sp	14	—	Disadvantage	40 lb.
Chain mail	2,000 sp	16	Str 13	Disadvantage	55 lb.
Splint	4,000 sp	17	Str 15	Disadvantage	60 lb.
Plate	8,000 sp	18	Str 15	Disadvantage	65 lb.

Shield

Armor	Cost	AC	Weight
Shield	400 sp	+2	6 lb.

Weapon Creation Tables

Simple Melee Weapons Base Costs

Name	Cost	Damage	Properties
Poor	20 sp	1d4	Choose one basic damage type
Basic	60 sp	1d6	Choose one basic damage type
Good	120 sp	1d8	Choose one damage type

Martial Melee Weapons Base Costs

Name	Cost	Damage	Properties
Poor	20 sp	1d4	Choose one basic damage type
Basic	60 sp	1d6	Choose one damage type
Good	120 sp	1d8	Choose one damage type
Great	250 sp	1d10	Choose one damage type
Excellent*	600 sp	1d12 or 2d6	Choose one basic damage type, may have some counterbalance like heavy, two-handed, or a special material.

Weapon Modifiers Table

Name	Cost	Properties
Ranged, Thrown	+10%	Range (20/60), have to retrieve
Ranged, Ammunition	+30%	Range (30/120), uses ammunition
Ranged, Long	+40%	Range (80/320), uses ammunition
Ranged, Very Long	+60%	Range (150/600), uses ammunition
Loading	-10%	Can only be fired 1 / turn
Light	+10%	Weapon can be used for dual wielding (max 1d6 damage)
Heavy	-10%	Small creatures have disadvantage
Reach	+10%	
Finesse	+10%	Use DEX or STR as attribute (max 1d8 damage)
Two-handed	-10%	Requires 2 hands to use it
Versatile	+10%	Can use one handed or 2 handed (up one damage die type, 1d6 becomes 1d8)
Extra Damage Type	+10%	Add piercing, bludgeoning, or slashing to weapon
Ranged / Melee	+10%	Weapon functions equally well as well as a ranged or a melee weapon, requires ranged ammunition
Concealed	+20% to +50%	Does not appear as a weapon
Special Materials	+1 level base cost / extra % costs	Made of some special unique material making construction more expensive. If the base cost is a d8, consider it as if it were a d10 instead. Alternatively, add in an extra +10%, +40%, +200%, etc. as relevant.
Complexity "Tax"	+1 level base cost / extra % costs	Fairly complex in some way as the mechanical parts and labor are more expensive. If the base cost is a d8, consider it as if it were a d10 instead. Alternatively, add in an extra +1 0%, +40%, +200%, etc. as relevant.
Other Option	Variable	You can easily add extra options here just by determining a percentage modifier to justify the special option.

Standard Weapons List

Simple Melee Weapons

Name	Cost	Damage	Weight	Properties
Club	22 sp	1d4 bludgeoning	2 lb.	Light
Dagger / Dart	26 sp	1d4 piercing	1 lb.	Finesse, Light, Thrown (range 20/60)
Greatclub	114 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	72 sp	1d6 slashing	2 lb.	Light, Thrown (range 20/60)
Javelin	72 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Mace	60 sp	1d6 bludgeoning	4 lb.	—
Quarterstaff	66 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	22 sp	1d4 slashing	2 lb.	Light
Spear	24 sp	1d6 piercing	3 lb.	Thrown (range 20/60), Versatile (1d8)

Simple Ranged Weapons

Name	Cost	Damage	Weight	Properties
Crossbow, light	144 sp	1d8 piercing	5 lb.	Ammunition (range 80/320), Loading, Two-handed
Shortbow	90 sp	1d6 piercing	2 lb.	Ammunition (range 80/320), Two-handed

Martial Melee Weapons

Name	Cost	Damage	Weight	Properties
Battleaxe	132 sp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	120 sp	1d8 bludgeoning	2 lb.	—
Glaive / Halberd	225 sp	1d10 slashing	6 lb.	Heavy, Reach, Two-handed
Greataxe / Greatsword	320 sp	1d12 slashing	7 lb.	Heavy, Two-handed
Lance	400 sp	1d12 piercing	6 lb.	Reach, Special
Longsword	132 sp	1d8 slashing	3 lb.	Versatile (1d10)
Morningstar	120 sp	1d8 piercing	4 lb.	—
Rapier	132 sp	1d8 piercing	2 lb.	Finesse
Scimitar / Shortsword	72 sp	1d6 slashing	3 lb.	Finesse, Light
Trident	72 sp	1d6 piercing	4 lb.	Thrown (range 20/60), Versatile (1d8)
War pick	120 sp	1d8 piercing	2 lb.	—
Warhammer	132 sp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	24 sp	1d4 slashing	3 lb.	Finesse, Reach

Martial Ranged Weapons

Name	Cost	Damage	Weight	Properties
Blowgun	12 sp	1 piercing	1 lb.	Ammunition (range 25/100), Loading
Crossbow, hand	72 sp	1d6 piercing	3 lb.	Ammunition (range 30/120), Light, Loading
Crossbow, heavy	275 sp	1d10 piercing	18 lb.	Ammunition (range 100/400), Heavy, Loading, Two-handed
Longbow	168 sp	1d8 piercing	2 lb.	Ammunition (range 150/600), Heavy, Two-handed
Net	24 sp	—	3 lb.	Special, Thrown (range 5/15)

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