Equipment: Weights have been eliminated.

**Weapons**: Weapon classes, such as martial and simple, have been eliminated. Any character may use any weapon. Weapon types have been eliminated. Small damage has been eliminated. Shields cannot be used as weapons. Because there are no bullets needed for phasers, players do not have to keep track of bullets, bolts, or arrows.

One-Handed Weapons

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weapon Name | Cost | Damage | Critical | Range |
| Gauntlet | 2 g | 1d3 | X2 | - |
| Unarmed Strike | - | 1d3 | X2 | - |
| Dagger | 2 g | 1d4 | 19-20/X2 | 10 ft |
| Mace, light | 5 g | 1d6 | X2 | - |
| Sickle | 6 g | 1d6 | X2 | - |
| Club | - | 1d6 | X2 | 10 ft |
| Mace, heavy | 12 g | 1d8 | X2 | - |
| Morningstar | 8 g | 1d8 | X2 | - |
| Shortspear | 1 g | 1d6 | X2 | 20 ft |
| Handeaxe | 6 g | 1d6 | X3 | - |
| Kukri | 8 g | 1d4 | 18-20/X2 | - |
| Short sword | 10 g | 1d6 | 19-20/X2 | - |
| Battleaxe | 10 g | 1d8 | X3 |  |
| Longsword | 15 g | 1d8 | 19-20/X2 | - |
| Rapier | 20 g | 1d6 | 18-20/X2 | - |
| Scimitar | 15 g | 1d6 | 18-20/X2 | - |
| Warhammer | 12 g | 1d8 | X3 | - |
| Nunchaku | 2 g | 1d6 | X2 | - |
| Sai | 1 g | 1d4 | X2 | 10 ft |
| Bastard Sword | 35 g | 1d10 | 19-20/X2 | - |
| Whip | 1 g | 1d3 | X2 | - |

Two-Handed Weapons

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Bat’leth | 20 g | 1d8/1d8 | X3 | 10 ft |
| Longspear | 5 g | 1d8 | X3 | - |
| Quarterstaff | - | 1d6/1d6 | X2 | - |
| Falchion | 75 g | 2d4 | 18-20/X2 | - |
| Greataxe | 20 g | 1d12 | X3 | - |
| Greatclub | 5 g | 1d10 | X2 | - |
| Greatsword | 50 g | 2d6 | 19-20/X2 | - |
| Halberd | 10 g | 1d10 | X3 | - |
| Lance | 10 g | 1d8 | X3 | - |
| Scythe | 18 g | 2d4 | X4 | - |
| Dire Flail | 90 g | 1d8/1d8 | X2 | - |
| Two-bladed sword | 100g | 1d8/1d6 | X3 | - |

Ranged Weapons

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Phaser, strong | 50 g | 1d10 | 19-20/X2 | 120 ft |
| Phaser, light | 35 g | 1d8 | 19-20/X2 | 80 ft |
| Dart | 5 g | 1d4 | X2 | 20 ft |
| Javelin | 1 g | 1d6 | X2 | 30 ft |
| Axe, throwing | 8 g | 1d6 | X2 | 10 ft |
| Great Phaser | 75 g | 1d8 | X3 | 100 ft |
| Small Phaser | 30 g | 1d6 | X3 | 60 ft |
| Dire Phaser | 250 g | 1d10 | 19-20/X3 | 80 ft |

**Armor and Shields**: All armor and shields are the same as listed in table 7-6 in the Player’s Handbook.

**Goods**: All goods are the same as listed in the Player’s Handbook. The DM may feel free to add or subtract any goods at leisure.