This document contains expanded armor and weapon lists for DCC.

The Smith's Arsenal

Description: Expanded weapon and armor lists for DCC, plus a list of materials and effects.

				Melee Weapons	
D30	**Weapon**	**DMG**	**Range**	**Notes**	**Cost**
1	Battleaxe	1d10	-	*Two-handed weapon*, use d16 on initiative checks.	7 gp
2	Bastard sword	1d8/1d10	-	Can be used as a *two-handed weapon*, if so, use d16 for initiative checks.	15 gp
3	Blackjack	1d3/2d6	-	Increased damage on *backstab*, always causes *subdual* damage.	3 gp
3	Brass knuckles	1d4	-	All damage caused is *subdual*.	1 gp
4	Cestus	1d5	-	All damage caused is *subdual*.	2 gp
5	Club	1d4	-		3 gp
6	Dagger	1d4/1d10 or 1d8	10/20/30	Increased damage on *backstab* (melee or thrown), STR mod to damage only *in melee*, AGI mod when *thrown*.	3 gp
7	Flail	1d6	-		6 gp
8	Garrote	1/3d4	-	Increased damage on *backstab*.	2 gp
9	Handaxe	1d6	10/20/30	STR mod to damage only *in melee or on close range*.	4 gp
10	Heavy flail	1d12	-	*Two-handed weapon*, use d16 on initiative checks, *fumble range* increased to 1-2.	12 gp
11	Hunting spear	1d8	-	+2 damage against *charging* opponents.	5 gp
12	Katana	1d8	-	*Critical range* increased to 19-20.	30 gp
13	Kris	1d5	-		5 gp
14	Lance	2d12	-	Can only be used while *mounted*.	25 gp
15	Longspear	1d10	-	*Two-handed weapon*, use d16 on initiative checks, can be *used from the second rank* of a formation.	12 gp
16	Longsword	1d8	-		10 gp
17	Mace	1d6	-		5 gp
18	Maul	1d10	-	*Two-handed weapon*, use d16 on initiative checks.	7 gp

				Melee Weapons	
D30	**Weapon**	**DMG**	**Range**	**Notes**	**Cost**
19	Net	-	5/10/15	Can *entangle* (-1d to rolls) if Ref save is failed, DC equal to attack roll; if save successful, target is *hampered* (-2 to rolls) until an action is spent to clear netting.	1 gp
20	Polearm	1d10	-	*Two-handed weapon*, use d16 on initiative checks.	7 gp
21	Rapier	1d6	-	*Critical range* increased to 19-20.	20 gp
22	Sabre	1d8	-	*Critical range* increased to 19-20 while *mounted*.	
23	Scimitar	1d7	-		7 gp
24	Short sword	1d6	-		7 gp
25	Spear	1d8/2d8/1d6	10/20/30	Increased damage while *mounted*, reduced damage when *thrown*.	3 gp
26	Staff	1d4	-		5 sp
27	Two-handed sword	1d10	-	*Two-handed weapon*, use d16 on initiative checks.	15 gp
28	Warhammer	1d8	-		5 gp
30	Whip	1d4	-	Can *hamper* (-2 to rolls) if Ref save is failed and contact is maintained, DC equals attack roll result; all damage is *subdual*.	2 gp

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				Ranged Weapons		
D10	**Weapon**	**DMG**	**Range**	**Notes**	**Cost**	**Ammo**
1	Blowgun	1d3/1d5	20/40/60	Increased damage on *backstab*.	6 gp	20/5 gp
2	Crossbow	1d6	80/160/240	*Two-handed weapon*, use d16 on initiative checks.	30 gp	30/10 gp
3	Dart	1d4	20/40/60		5 sp	-
4	Hand crossbow	1d4/2d4	30/60/90	Increased damage on *backstab*.	40 gp	30/10 gp
5	Heavy crossbow	1d10	90/180/270	*Two-handed weapon*, use d16 on initiative checks; takes *a round* to reload.	50 gp	30/10 gp
6	Javelin	1d6	30/60/90	Can be used as a *melee weapon*, STR mod to DMG *in melee/on close range*.	1 gp	-
7	Longbow	1d8	70/140/210		40 gp	20/5 gp
8	Shortbow	1d6	50/100/150		25 gp	20/5 gp
9	Shuriken	1d5	20/40/60	*Critical range* increased to 19-20.	5 gp	-
10	Sling	1d4	40/80/120		2 gp	30/1 gp

D10	Armor	AC bonus	Check penalty	Speed penalty	Fumble die	Cost
	Armor					
0	(Unarmored)	0	-	-	d4	-
1	Padded	+1	-	-	d8	5
2	Leather	+2	-1	-	d8	20
3	Studded leather	+3	-2	-	d8	45
4	Hide	+3	-3	-	d12	30
5	Scale mail	+4	-4	-5'	d12	80
6	Chainmail	+5	-5	-5'	d12	150
7	Banded mail	+6	-6	-5'	d16	250
8	Half-plate	+7	-7	-10'	d16	550
9	Full plate	+8	-8	-10'	d16	1200
10	Barding for mount	+X*	-X*	-X'*	dX*	X* x4

*: *As man-sized armor of the this type.*

D6	Armor	AC bonus	Check penalty	Fumble die	Notes	Cost
	Shields					
1	Buckler	+1	-1	d6	*Can be used while wielding a weapon in the shield hand*, attacks with that weapon suffer a -2 to hit.	20
2	Shield	+1	-1	d8		10
3	Kite shield	+2	-2	d8		20
4	Round shield	+2	-2	d10	Adds +4 AC in a narrow space or when forming a shield wall.	30
5	Tower shield	+3	-4	d12	*Reduces initiative* by -1 die. Adds +8 AC in a narrow space or when forming a shield wall.	50
6	Pavise	+2	-	-	*Immobile*, takes an action to set up (only provides AC bonus when set up), provides minor cover against ranged attacks (-2 to ranged attacks against target).	20

Materials			
D16	Material	Effect	Value
1	Adamantine	Damage increased by +1d or AC increased by +2 and halve armor check penalty on spellchecks; item is very heavy.	x1000
2	Assassin's	Includes a mechanical injector for poisons (increasing *Handle poison* rolls by +2d) OR reduces check penalty by -2.	x30
3	Blessed	Apply +1 on to-hit and DMG rolls against unholy OR -1 to unholy attacks against user (target depends on divinity that bestowed blessing); item detects as alignment & magical.	x1000
4	Bronze	Item has a 50/50 chance to break on a critical OR increase armor check penalty by +1.	/2
5	Cold iron	Double damage to fae and elves OR -1 to fae and elf attacks against user and double armor check penalty on spellchecks.	x50
6	Demon-forged	Item detects as chaotic and magical, opponents at -2 to morale checks; no armor check penalty on spellchecks but count 2s rolled on spellchecks as 1s.	x1000
7	Dragonbone/ Dragonscale	Item does +2 damage based on dragon type OR protects from elements based on dragon type and no armor check penalty on spellchecks.	x1000
8	Ebony	Item is made of wood. If the item is predominantly made of wood, adds +1 to DMG OR reduces AC bonus by -2; item is very heavy.	x20
9	Goblin-made	Item is worthless, no one will buy it, and user may be openly ridiculed for using item.	x0
10	Gold	Apply -1 to all DMG dice OR reduce AC bonus by 1.	x50
11	Iron oak	Item weighs half as much and is made of wood; iron oak can be used in lieu of iron with similar results.	x40
12	Mastercrafted	Apply +1 on to-hit rolls OR reduce check penalty by -2.	x20
13	Mithril	Item weighs half as much and resists damage and age, reduce armor check penalty by 2.	x50
14	Octaron	Detects as magical, +5 to checks to enchant item, no armor check penalty on spellchecks.	x200
15	Silver	Double damage to were-creatures OR -1 to were-creature attacks against user.	x20
16	Stone	Apply a -1d to all DMG rolls and item breaks on a critical OR increase fumble die by +1d on the chain.	/3