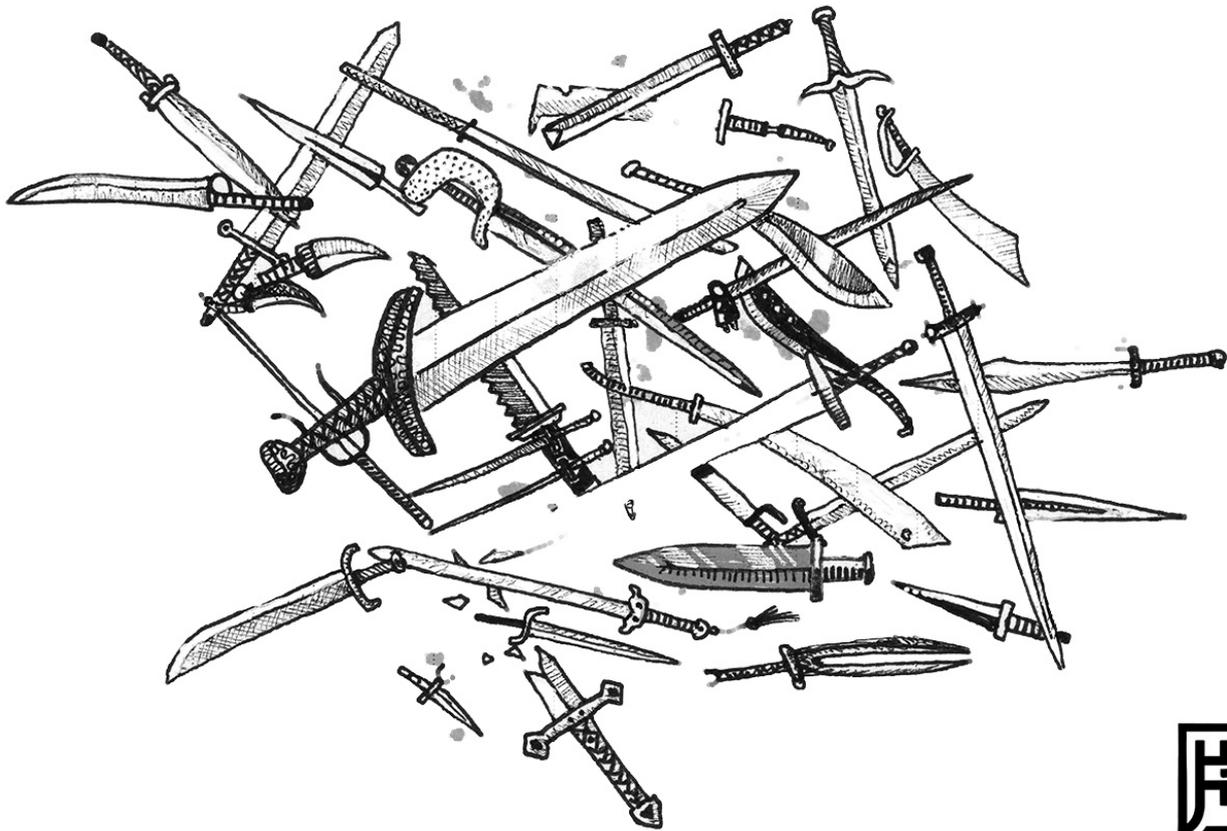


This document contains rules for equipment qualities and materials for DCC.



## Equipment qualities & materials

**Description:** The following tables<sup>1</sup> contain details on how craftsmanship and materials effect weapons and armor in DCC. Generally effects are given for weapons and armor separately in different columns. A cost multiplier has also been included to give a general estimate on the value of any given specialist piece.

The availability of any equipment is obviously up to Judge's discretion, and many of the items created using the effects listed here are probably best suited to be loot found in a dungeon rather than items purchased from the market. Common quality iron or steel items are assumed as a baseline, whatever that means. The effects listed in the tables are to be added on to the base utility of an item, for better or worse.

The value estimations are all based on a rudimentary OSR economy (1 gp = 10 sp = 100 cp and so on). Value modifiers are of course suggestions, and should be subject to change based on Judge's discretion. When applying multiple price modifiers calculate final value as an addition of applied modifiers, not as a chain of multipliers, i.e. a mastercrafted cold-iron longsword costs 350 gold (10 x 10 + 10 x 25), not 2500 gp (10 x 10 x 25).

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<sup>1</sup> This article expands on the basic list in the old expanded equipment list article.

## Equipment qualities

The maker matters the most, and accordingly the skill of a smith may confer some small but important benefits to a piece of equipment. Additionally, different races at different times have unlocked various secret techniques to their craft, and sometimes an item assumed to be magical is simply of a better make than is commonly available.

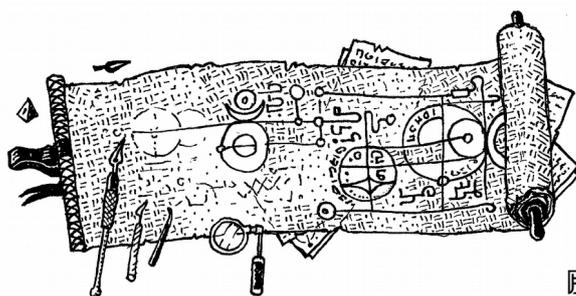
The below table can be used as a simple reference when generating available or found equipment. It is weighed so that the benefits conveyed to the item from its craftsmanship increase considerably with higher results. (results 1-4 are all negative and results 13-16 are all almost magical). Use the d20 column to generate a completely random quality item, the common quality row has been included in the table for this purpose.

Note that shields can have some qualities applied both for the weapon and the armor perks: a serrated, spike-adorned shield has its damage increased by +1d and +1, dealing 1d4+1 damage total.

Table A: Item Qualities & Craftsmanship				
D16	D20	Quality	Effect	Value
1	1	<i>Cursed</i> Infested by a curse most foul.	<b>Weapon:</b> Increased fumble chance, roll d3: (1) 1-2; (2) 1-3; (3) 1-4 (or Judge's discretion); item detects as alignment and magical, and cannot be removed without magic.	x 0
			<b>Armor:</b> Increased fumble die, roll d3: (1) +1d; (2) +2d; (3) +3d (or Judge's discretion); item detects as alignment and magical, and cannot be removed without magic.	
2	2	<i>Goblin-made</i> Crafted by proud goblin artisans, or something.	<b>Weapons and armor:</b> Item is worthless, no one will buy it, and user may be openly ridiculed for using item. Regardless, it still works as intended for some reason.	x 0
3	3	<i>Primitive</i> Created with simple, unskilled techniques.	<b>Weapon:</b> Item suffers a to-hit penalty of -2.	x 0.5
			<b>Armor:</b> Check penalty increased by -2.	
4	4	<i>Decayed</i> Rusted, moldy or downright worn.	<b>Weapon:</b> Damage reduced by -1; item can be fixed to work as intended.	x 0.75
			<b>Armor:</b> Armor class bonus reduced by -1; item can be fixed to work as intended.	
--	5 - 8	<i>Common</i> Of regular, common quality.	<b>Weapons &amp; armor:</b> No change, item is baseline functional. For additional flavour roll d4: (1) unusual colour; (2) strange decorations; (3) foreign design; (4) curious markings.	No change.
5	9	<i>Ingenious</i> Designed with additional functionality in mind.	<b>Weapons &amp; armor:</b> Item has a bonus function as a tool or other contrivance: an axe that is also a shovel, or a set of leather armor which also functions as life jacket; details up to Judge's discretion.	x 5
6	10	<i>Mastercrafted</i> Made by a master artisan.	<b>Weapon:</b> Apply +1 on to-hit rolls.	x 10
			<b>Armor:</b> Reduce armor check penalty by 2.	
7	11	<i>Reinforced</i> Has added weights or padding.	<b>Weapon:</b> Damage increased by +1; item is unusually heavy.	x 10
			<b>Armor:</b> Armor class bonus increased by +1; item is unusually heavy.	

**Table A: Item Qualities & Craftsmanship**

D16	D20	Quality	Effect	Value
8	12	<i>Serrated</i> Adorned with spikes or blades to rip and tear.	<b>Weapon:</b> Damage increased by +1d.	x 10
			<b>Armor:</b> Unarmed/bash damage increased by +1, may apply lethal damage with unarmed strikes.	
9	13	<i>Assassin's</i> Designed for a hidden murderer or a silent killer.	<b>Weapon:</b> Increase crit range by 1. Includes a mechanical injector for poisons, no risk of poisoning oneself while applying poison.	x 25
			<b>Armor:</b> Reduces armor check penalty by 2.	
10	14	<i>Barbaric</i> Made by cruel hands with brutal purpose.	<b>Weapon:</b> Increase weapon damage and fumble die by +1d; item is bulky, cumbersome and ugly.	x 5
			<b>Armor:</b> Increase armor class bonus by +2 and check penalty by -4; item is bulky, cumbersome and ugly.	
11	15	<i>Elven</i> Created by inspired elven artisans.	<b>Weapon:</b> May choose higher of Strength or Agility modifier as to-hit and damage roll bonus; cannot be applied to iron items.	x 30
			<b>Armor:</b> Reduce armor check penalty by 3; cannot be applied to iron items.	
12	16	<i>Dwarven</i> Forged by the skillful masters of the deep.	<b>Weapon:</b> Reduce fumble die by -2d.	x 40
			<b>Armor:</b> Reduce armor movement penalty by 5'.	
13	17	<i>...from the FUTURE!</i> Energy weapons, motorized armor and other odd things.	<b>Weapon:</b> Can expend a charge to deal double damage, has 4d3 charges to begin with; recharging item only at Judge's discretion.	x 100
			<b>Armor:</b> Can expend a charge to add +4 to AC and immunity to <i>magic missiles</i> for 1d3 turns, starts with 2d3 charges. Recharging item only at Judge's discretion.	
14	18	<i>Demon-forged</i> Forged in the fires of hell, or carved into being in the abyss.	<b>Weapon:</b> Weapon ignores all damage immunities and detects as chaotic and magical.	x 200
			<b>Armor:</b> No armor check penalty on spell checks, but increase spell fumble range by 1; item detects as chaotic and magical.	
15	19	<i>Blessed</i> Touched by some powerful divine entity.	<b>Weapon:</b> Apply +1 on to-hit and damage rolls against unholy targets depending on deity. Item detects as alignment and magical, and may grow in power if wielded by the faithful.	x 200
			<b>Armor:</b> All damage from unholy sources is reduced by 1 point, effect depends on deity. Item detects as alignment and magical, and may grow in power if worn by the faithful.	
16	20	<i>Lucky</i> Brings glorious fortune, or maybe just dumb luck.	<b>Weapon &amp; armor:</b> User may spend a point of Luck to change a fumbled attack roll to a critical hit; roll crit result with character's fumble die on table III (DCC rulebook pg. 84). Item does not detect as magical.	x 500



## Equipment materials

From simple weapons made of knapped stone to futuristic alloys wrested from the hands of dimensional travelers, delvers come across wildly varied items on their adventures. It is also not unusual for seasoned treasure hunters to commission items made from exceptional substances.

This list is obviously focused on melee weapons and metal armor: you cannot forge a bow out of cold iron, or make leather armor from adamantine. Should such situations come up Judge's are encouraged to rely on their own discretion and ingenuity<sup>2</sup>. Also, applying multiple materials may be possible sometimes: a spear with an adamantine point and an ebony haft is certainly a treasure to be coveted.

The table can be used as a simple reference when generating available or found equipment. It is weighed so that the benefits conveyed to the item from its material increase considerably with higher results. (results 1-4 are all negative and results 13-16 are all almost magical). Use the d20 column to generate a completely random item, the common material row has been included in the table for this purpose.

Table B: Item Materials				
D16	D20	Material	Effect	Value
1	1	<i>Bone</i> Crafted from common animal bone.	<b>Weapon:</b> Apply -1d to damage. Item breaks if a fumble or a critical is rolled, after roll effect takes place.	x 0.5
			<b>Armor:</b> Apply -2 to armor class bonus; item breaks if wearer suffers a critical blow, although it may be repaired with skill.	
2	2	<i>Stone</i> Carved of sturdy stone. Roll d3 for stone rarity: (1) common; (2) semi-precious; (3) gemstone.	<b>Weapon:</b> Apply a -1d to all DMG rolls and item breaks on a critical, after roll effect takes place.	(1) x 0.75 (2) x 1 (3) x 5
			<b>Armor:</b> Apply a -2 to armor class bonus and -4 to check penalty, increase fumble die by +1d.	
3	3	<i>Gold</i> Made of solid, softly gleaming gold. Or is it just gilded? (Roll 50/50, apply only value modifier on gilded items.)	<b>Weapon:</b> Apply -1d to damage rolls.	solid x 10 gilded x 5
			<b>Armor:</b> Reduce armor class bonus by 3, armor is very heavy.	
4	4	<i>Bronze</i> Forged from hardened bronze.	<b>Weapon:</b> Item has a 50/50 chance to break if a critical is rolled, after crit effect takes place.	x 0.75
			<b>Armor:</b> Item has a 50/50 chance to break if wielder suffers a critical blow.	

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2 When in doubt, the *mastercrafted* and *reinforced* qualities from table A are easy replacement effects: bone padded armor is simply *reinforced* with bone, and a mithril longbow is *mastercrafted* with mithril inlays. Also consider simply switching item types: after all, a stone sword is just a club, although an Aztec *macuahuitl* would certainly deal d8 damage on a hit.

**Table B: Item Materials**

D16	D20	Material	Effect	Value
--	5 - 8	<i>Common</i> Made of the usual materials: iron and oak, cloth and leather.	<b>Weapons &amp; armor:</b> No mechanical change to item function. For more fantastic options <sup>3</sup> , roll d8: (1) deep-sea coral; (2) ironcrab shell; (3) leviathan-bone; (4) cold obsidian; (5) eldritch crystal; (6) the bones of the earth; (7) mystical dreamweave; (8) Plasti-Steel™.	No change.
5	9	<i>Silver</i> Shining, pure silver, or simply silver-coated? (Roll 50/50, apply only positive effects on silvered items.)	<b>Weapon:</b> Apply -1d to damage rolls; item does double damage to were-creatures (and to other vulnerable foes, at Judge's discretion). <b>Armor:</b> Armor class bonus -2, armor is very heavy; +4 armor class versus were-creatures (and other foes at Judge's discretion).	pure x 5 coated x 3
6	10	<i>Ebony</i> Crafted from an exotic, dark hardwood	<b>Weapon:</b> Item is made of wood. Apply +1 to damage rolls. <b>Armor:</b> Item is made of wood. Reduce armor class by -2.	x 15
7	11	<i>Mithril</i> Legendary truesilver, known to elves and dwarves alike	<b>Weapon:</b> Apply a -2 modifier to any fumble rolls with weapon, it resists damage and age and weighs half as much as iron. <b>Armor:</b> Reduce armor check penalty by 2, item resists damage and age and weighs half as much as iron.	x 25
8	12	<i>Cold iron</i> A black metal, mined from the deepest reaches under the mountains.	<b>Weapon:</b> Double damage to fae and elves; counts as iron for elven vulnerabilities. <b>Armor:</b> Grants a +3 bonus to saving throws against magic; arcane spells cannot be cast while wearing armor.	x 25
9	13	<i>Beast-chitin</i> Carved from the armor plates of a vicious monster from the deep.	<b>Weapon:</b> Increase crit range by 1 step. Item is not made of metal. <b>Armor:</b> Armor is made of tough chitin plates. Reduce fumble die by -2d, armor is very light	x 25
10	14	<i>Songsten</i> A blue metal alloy, tempered with the sorrows of dwarven dirgesingers.	<b>Weapon:</b> Apply +2d against targets of opposite alignment. Item is very heavy. <b>Armor:</b> Wearer may spend Luck to cancel damage, at a point for point basis. Increase check penalty by 3, item is very heavy.	x 40
11	15	<i>Octaron</i> Forged from the inherently magical life-blood of the world.	<b>Weapon:</b> Item is innately magical; +10 to checks to enchant item. <b>Armor:</b> Armor is innately magical, no armor check penalty on spell checks; +10 to checks to enchant item.	x 50
12	16	<i>Adamantine</i> The Smith's Challenger, the hardest metal found underground.	<b>Weapon:</b> Weapon breaks through all damage resistances, damage increased by +1d. Item is very heavy. <b>Armor:</b> AC increased by +2 and halve armor check penalty on spellchecks; item is very heavy.	x 60
13	17	<i>Planar alloy</i> A strange material taken from planar thieves or trans-dimensional sorcerers	<b>Weapon:</b> Add highest attribute modifier as an additional bonus to attack and damage rolls. Item is not made of metal <b>Armor:</b> Add highest attribute modifier as an additional bonus to armor class and saving throws. Item is not made of metal.	x 100

3 This option is included to avoid cluttering this list with materials that would boil down to "it's as tough as steel/leather/wood, but it's actually a rare mushroom/unknown animal hide/manifestation of mystical will". After all, this is a fantasy game: we can have functional swords made of sharp coral and armor made of magical wood and not make a too big of a fuss about it. Any value modification for exotic materials with common utility is up to Judge's discretion. Feel free to add your own weird things to the roll!

**Table B: Item Materials**

D16	D20	Material	Effect	Value
14	18	<p><i>Elder oak</i> Wood from a knowing tree, older than the eldest elves.</p>	<p><b>Weapon:</b> Weapon grants +1 to all spell checks and can be invoked instead of most material components. Item is made of wood, very light, and detects as neutral and magical.</p>	x 150
			<p><b>Armor:</b> Wearer heals at double normal rate, apply -2 to armor class bonus. Item is made of wood and is very light. Item detects as neutral and magical.</p>	
15	19	<p><i>Dragoncore</i> Made from the scales, bones or leather of a mighty dragon.</p>	<p><b>Weapon:</b> Apply 1d5 bonus damage, item does elemental damage based on dragon type. Item is not made of metal.</p>	x 200
			<p><b>Armor:</b> Wearer has damage resistance against 5 points of elemental damage based on dragon type. Item is not made of metal.</p>	
16	20	<p><i>Star-metal</i> A rare gift from the sky, condensed secrets of the heavenly bodies.</p>	<p><b>Weapon:</b> Increase attack action die and damage die by +1d. Item is magical and cannot be touched by time.</p>	x 800
			<p><b>Armor:</b> Increase armor class bonus by +2, reduce check penalty by 4 and fumble die by -1d. Armor is magical and cannot be touched by time.</p>	

