

Items by Character Level

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The following system simplifies and speeds up the selection of equipment for PC's and NPC's by switching from buying individual items to selecting an array of appropriately powered items. Items are divided into categories of power, labeled with the letters A-M, with A being the weakest and M being the strongest, based on the costs given in the core rules. M indicates minor artifacts. All characters are assumed to have starting equipment; it is not listed on the table. Each category also has a gold piece value listed so that characters may have gold, gems, and other liquid assets. Only representative, common items are listed; if other items are desired, it is easiest to simply select a gold piece option of sufficient value then deduct the cost of the item. Mundane items are also not listed, as they have minimal impact on balance past 1st or second level.

The table below lists appropriate numbers of items for 4 categories of characters: PC's with an abundance of magical equipment (the 'Standard' option), PC's with a few more powerful items (the 'Power Items' option), and NPC versions of both options. For example, a PC of 8th level using the standard option would have one item each from categories A-E, two items from category F, and starting equipment.

If a character is in need of more but lower level equipment, he can 'trade down' a selection for one selection each of the next two weaker. For instance, a character can forego an item of level D for one from C and one from B.

The item level lists follow the table.

Table 1: Items by Character Level

Level	PC Standard	PC Power Items	NPC Standard	NPC Power Items
1	Ax2	B	Ax3,B	A,Bx2
2	A,Bx2	C	A,Bx2,C	Cx2
3	A-B,Cx2	A,D	A,B,Cx2	D
4	A,Bx2,Cx2,D	B,E	A,Bx2,D	C-D
5	A-E	F	A,Bx2,C-D	Cx2,D
6	A-D,Ex2	D,F	A,Bx2,Cx2,D	A-B,E
7	A-F	D,G	A,Cx2,Dx2	D-E
8	A-E,Fx2	C,F,G	Cx2,D-E	Ex2
9	A-G	D-E,H	Cx2,Dx2,E	D,F
10	A-F,Gx2	E,G-H	C,E-F	G
11	A-H	E,G,I	C,Ex2,F	E,G
12	A-G,Hx2	G-I	D,Ex2,G	H
13	A-I	H,J	A-G	D-E,H
14	A-H,Ix2	H-J	A-F,H	I
15	A-J	G,I,K	E-H	E-F,I
16	A-I,Jx2	I-K	D-G,I	H-I
17	A-K	H,J,L	F-I	G,J
18	A-J,Kx2	J-L	G-H,Ix2	I-J
19	A-L	I,K,M	G-J	I,K
20	A-K,Lx2	K-M	G-H,Ix2,J	J-K

Table 2: Level A Items

100 GP
Potions (2 1st-level)
Scroll (1 2nd-level)
Scrolls (3 1st-level and 3 cantrip)
Sleep arrow

Table 3: Level B Items

300 GP

Ammunition +1 (10 arrows, bolts, or bullets)
 Armor, masterwork (any except half-plate or full-plate)
Potion (2nd-level)
Scroll (2 2nd-level)
Wand (0-level, 50 charges)
Wand (1st-level, 25 charges)
 Weapon, masterwork

Table 4: Level C Items

750 GP

Ammunition +2 (10)
Armor +1 (hide, leather, padded, or studded leather)
Bracers of Armor +1
Cloak of Resistance +1
 Mithral Heavy Shield
 Mithral Shirt
Pearl of Power, 1st-level spell
Potions (3 2nd-level)
Potion (3rd-level)
Scrolls (6 2nd-level)
Scrolls (2 3rd-level)
Wand (1st-level, 50 charges)

Table 5: Level D Items

2000 GP

Amulet of Natural Armor +1
Armor +1
Boots of Elvenkind
Cloak of Elvenkind
Hat of Disguise
Handy Haversack
Potions (3 3rd-level)
Ring of Feather Falling
Ring of Protection +1
Rod of Metamagic, lesser (*Enlarge*, *Extend*, or *Silent*)
Scrolls (6 3rd-level)
Wand (2nd-level, 25 charges)
Weapon +1

Table 6: Level E Items

4000 GP

Ability Booster +2
Ammunition +3 (10)
Amulet of Mighty Fists +1
Armor +1 (Elven Chain)
Armor +2 (standard, mithral shirt)
Bracers of Armor +2
Cloak of Resistance +2
Immovable Rod
Potions (6 3rd-level)
Ring of Counterspells
Scrolls (4 4th-level and 6 3rd-level)
Slippers of Spider Climbing
Wand (2nd-level, 50 charges)
Weapon +1 (adamantine, double)

Table 7: Level F Items

9000 GP

Ammunition +5 (10)
Amulet of Natural Armor +2
 Adamantine Breastplate
Armor +2 (Elven Chain)
Armor +3 (standard, mithral shirt)
Bracers of Armor +3
Cloak of Resistance +3
Ioun Stone (ability booster +2)
Ring of Force Shield
Ring of Protection +2
Rod of Metamagic, lesser (*Empower*)
Scrolls (2 6th level and 4 5th level)
Wand (3rd level, 50 charges)
Weapon +2

Table 8: Level G Items

16000 GP

Ability Booster +4
Ammunition +6 (10)
Amulet of Natural Armor +3
Armor +4 (standard, mithral shirt)
Dwarven Plate
Bracers of Armor +4
Cloak of Resistance +4
Monk's Belt
Ring of Protection +3
Ring of Spell Storing, Minor
Rod of Metamagic, Lesser (Maximize)
Scrolls (2 7th level, 4 6th level)
Staff (Charming or Fire)
Wand (4th level, 25 charges)
Weapon +2 (double, adamantine)
Weapon +3

Table 9: Level H Items

27000 GP

Ability Booster (Inherent) +1
Ammunition +8 (10)
Amulet of Mighty Fists +2
Armor +5 (standard, mithral shirt, elven chain)
Bracers of Armor +5
Cloak of Resistance +5
Ring of Energy Resistance, Major
Ring of Evasion
Ring of Invisibility
Ring of Wizardry (I)
Scrolls (2 8th level, 4 7th level)
Staff (Healing, Insects, or Size Alteration)
Wand (4th level, 50 charges)
Weapon +3 (adamantine)

Table 10: Level I Items

40,000 GP

Ability Booster +6
Ammunition +10 (10)
Amulet of Natural Armor +4
Amulet of Mighty Fists +3
Armor +5 (dwarven plate)
Armor +6 (standard, mithral, adamantine breastplate)
Bracers of Armor +6
Ring of Energy Resistance (Greater) *Ring of Freedom of Movement*
Ring of Wizardry (II)
Scrolls (2 9th-level, 4 8th-level)
Weapon +3 (double adamantine)
Weapon +4 (adamantine)

Table 11: Level J Items

75000 GP

Ability Booster (Inherent) +3
Armor +8 (adamantine)
Armor +9 (standard, mithral)
Bracers of Armor +8
Ring of Regeneration
Ring of Telekinesis
Ring of Wizardry (III)
Rod of Lordly Might
Rod of Metamagic (Maximize, Quicken)
Staff (Wizard school, *Earth and stone*)
Wand (4th level, 25 charges)
Weapon +4 (double adamantine)
Weapon +6 (adamantine)

Table 12: Level K Items

125000 GP

Ability Booster (Inherent) +5
Amulet of the Planes
Amulet of Mighty Fists +5
Armor +10 (mithral, adamantine)
Ring of Spell Turning
Ring of Wizardry (IV)
Rod of Metamagic, greater (Maximize)
Staff (Life or Woodlands)
Weapon +6 (double adamantine)
Weapon +8 (adamantine)

Table 13: Level L Items

200000 GP

Ability Booster (Inherent) +5

Mirror of Mental Prowess

Ring of Elemental Command

Ring of Spell Storing, major

Rod of Metamagic, greater (Quicken)

Staff (Passage or Power)

Weapon +7 (double adamantine)

Weapon +10 (adamantine)