



# MICROLITE TWENTY

Chain, spiked	25 gp	2d4	—
Falchion	75 gp	1d6	—
Flail, heavy	15 gp	1d8	—
Glave	8 gp	1d8	—
Greataxe	20 gp	1d10	—
Greatclub	5 gp	1d8	—
Greatsword	50 gp	2d6	—
Guisarme	9 gp	2d4	—
Halberd	10 gp	1d10	—
Lance	10 gp	1d8	—
Longspear	5 gp	1d8	—
Quarterstaff	—	1d6	—
Scythe	18 gp	2d4	—
Spear	2 gp	1d8	20 ft.
<b>Ranged Weapons</b>			
Crossbow, hand	100 gp	1d4	30 ft.
Crossbow, heavy	50 gp	1d10	120 ft.
Crossbow, light	35 gp	1d8	80 ft.
Dart	5 sp	1d4	30 ft.
Javelin	1 gp	1d6	30 ft.
Longbow	75 gp	1d8	100 ft.
Net	20 gp	1d6	60 ft.
Shortbow	30 gp	1d6	50 ft.
Sling	—	1d4	—

Light Weapons	8 gp	1d6	10 ft.
Dagger	2 gp	1d4	10 ft.
Hammer, light	1 gp	1d6	20 ft.
Handaxe	6 gp	1d4	—
Mace, light	5 gp	1d6	—
Pick, light	4 gp	1d4	—
Sap	1 gp	1d6	—
Sickle	6 gp	1d6	—
Sword, short	10 gp	1d6	—
<b>One-Handed Weapons</b>			
Battleaxe	10 gp	1d8	—
Club	8 gp	1d6	10 ft.
Flail	8 gp	1d6	—
Longsword	15 gp	1d8	—
Mace, heavy	12 gp	1d8	—
Morningstar	8 gp	1d8	—
Pick, heavy	8 gp	1d6	—
Rapier	20 gp	1d6	—
Scimitar	15 gp	1d6	—
Shortspear	1 gp	1d6	20 ft.
Sword, bastard	35 gp	1d10	—
Trident	15 gp	1d8	10 ft.
Waraxe, dwarf	30 gp	1d10	—
Warhammer	12 gp	1d8	—
Whip	1 gp	1d3	—

Ability Score	Modifier
3-4	-3
5-6	-2
7-8	-1
9-11	0
12-13	+1
14-15	+2
16-17	+3
18+	+4

Class Level	Spell Level Available	+1 To One Ability Score	+1 to Fighter's ATK / DAM
1-2	0, 1 <sup>st</sup>	-	-
3-4	2 <sup>nd</sup>	3 <sup>rd</sup>	-
5-6	3 <sup>rd</sup>	6 <sup>th</sup>	5 <sup>th</sup>
7-8	4 <sup>th</sup>	-	-
9-10	5 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>
11-12	6 <sup>th</sup>	12 <sup>th</sup>	-
13-14	7 <sup>th</sup>	-	-
15-16	8 <sup>th</sup>	15 <sup>th</sup>	15 <sup>th</sup>
17+	9 <sup>th</sup>	18 <sup>th</sup>	20 <sup>th</sup>

Attack Bonus	Additional	Attacks
+6	+1	-
+7	+2	-
+8	+3	-
+9	+4	-
+10	+5	-
+11	+6	+1
+12	+7	+2
+13	+8	+3

Spell level	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
HP Cost	1	3	5	7	9	11	13	15	17	19