

## MELEE WEAPONS

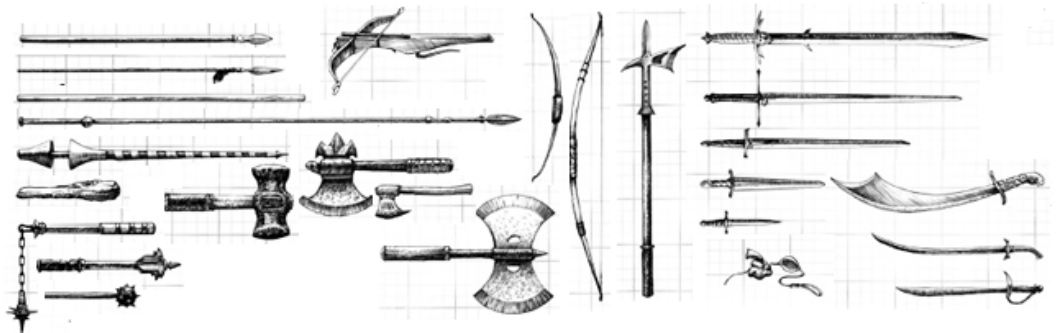
Weapon	Damage	MinStr	Weight	Cost	Notes
Battle Axe	Str+3	D8	6	10	
Club	Str+1		3	-	
Dagger	Str+1		1	2	
Falchion	Str+4	D10	8	50	Parry -1; Requires 2 hands
Flail	Str+2	D6	5	8	Ignores shield parry bonus
Gauntlet	Str+1		1	2	
Great Axe	Str+4	D10	12	20	AP 1; Parry -1; Requires 2 hands
Great Sword	Str+4	D10	8	50	Parry -1; Requires 2 hands
Halberd	Str+3	D8	12	10	Reach 1; Requires 2 hands
Hand Axe	Str+2		3	6	
Lance	Str+4	D8	10	10	AP 1; Reach 2
Long Sword	Str+3	D6	4	15	
Mace	Str+2	D6	8	12	
Maul	Str+3	D10	10	24	AP 2 vs. Rigid Armor; Parry -1; Requires 2 hands
Pick	Str+2	D6	5	12	AP 1
Pike	Str+3	D8	9	5	Reach 2; Requires 2 hands
Rapier	Str+1		2	20	Parry +1
Scimitar	Str+2		4	10	
Short Spear	Str+2		3	1	Parry +1
Short Sword	Str+2		2	10	
Spear	Str+2	D6	9	5	Parry +1; Reach 1; Requires 2 hands
Staff	Str+1		4	-	Parry +1; Reach 1; Requires 2 hands
War Hammer	Str+2	D6	5	12	AP 1 vs. Rigid Armor

## RANGED WEAPONS

Weapon	Range	Damage	RoF	Shots	MinStr	Weight	Cost	Notes
Crossbow	15/30/60	2d6	1	1	D6	8	50	AP 2; Requires 1 action to reload
Dagger	3/6/12	Str+1	1	1		1	2	
Javelin	4/8/12	Str+2	1	1		1	2	
Short Bow	12/24/48	2d6	1	1	D6	30	2	
Short Spear	3/6/12	Str+2	1	1		3	1	Parry +1
Sling	4/8/16	Str+1	1	1		1	-	
Spear	3/6/12	Str+2	1	1	D6	5	9	Parry +1; Reach 1; Requires 2 hands
Arrow* (20)						1	3	Comes with quiver
Quarrel* (10)						1	1	Comes with quiver
Sling Stone** (20)						1	5	Comes with bullet bag

\*Outdoors, arrows and quarrels are recovered on a d6 roll of 4-6 (50% chance). Underground or indoors, the chance decreases to a roll of 5-6 on a d6 to reflect the increased chance of breakage.

\*\* Stones can be found for free with a Notice roll and 1d10 minutes searching, depending on terrain.

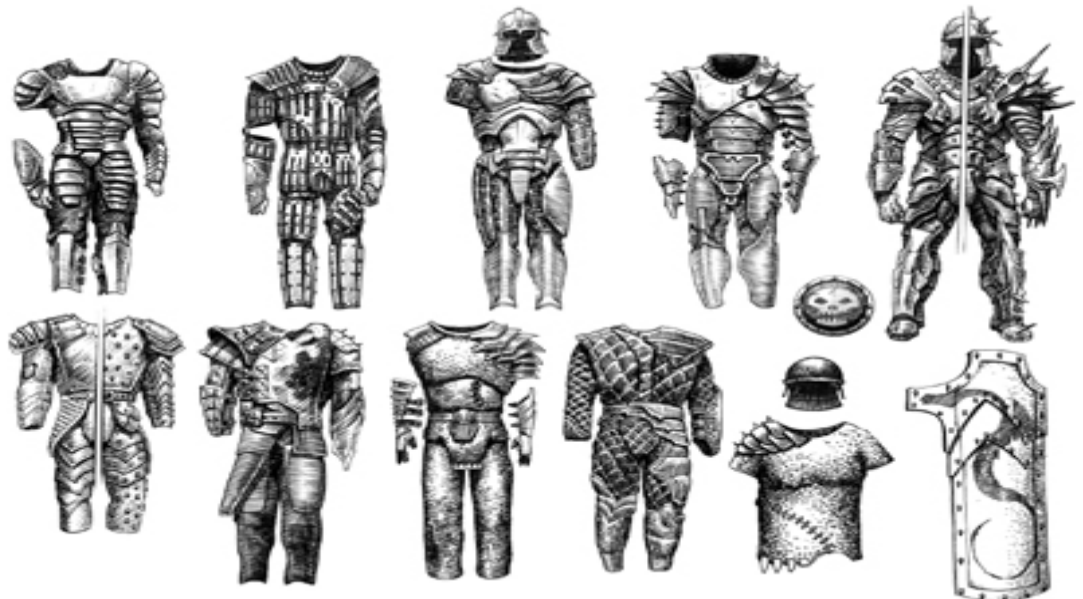


## ARMOR AND SHIELDS

Type	Armor	Weight*	Cost	Notes
Leather Armor	+1	15	20	Covers torso, arms; Can be worn under other types of armor
Leather Greave	+1	5	6	Covers leg
Leather Cap	+1	4	5	50% chance of protecting head
Hide Armor	+1	25	10	Covers torso, arms
Hide Arm Wrap	+1	8	3	Covers arm
Hide Leg Wrap	+1	8	3	Covers leg
Chain Shirt	+2	25	100	Covers torso, arms
Chain Long Coat	+2	40	170	Covers torso, arms, legs
Chain Mantle	+2	8	30	50% chance of protecting head
Plate Corselet	+3	30	200	Covers torso
Plate Vambace	+3	10	65	Covers arm
Plate Greave	+3	10	65	Covers leg
Pot Helm	+3	9	50	50% chance of protecting head
Full Helm	+3	10	65	Covers head
Buckler	**	5	15	+1 parry vs. front and side shield is carried on only; Can use weapon with hand buckler is carried on
Small Shield	**	5	3	+2 parry vs. front and side shield is carried on only
Medium Shield	**	10	7	+3 parry vs. front and side shield is carried on only
Large Shield	**	15	10	+4 parry vs. front and side shield is carried on only
Tower Shield	**	45	30	+5 parry vs. front and side shield is carried on only; Provides Medium cover vs. front and side shield is carried on only; -1 to Fighting roll

\* This is the effective weight for properly fitted armor when worn. Most armor weighs quite a bit more if improperly fitted or carried. Shields are assumed to be made of wood. Weight (and cost) is doubled if shield is made of steel.

\*\* If a character with a shield is hit by a ranged attack from the protected side or front, roll damage normally, but add the Armor bonus of the shield to the character's Toughness in the affected area (it acts as an obstacle).



## ***EQUIPMENT***

<b>Adventuring Gear</b>	<b>Cost</b>	<b>Weight*</b>	<b>Notes</b>
Backpack	2	2	Holds up to 40 pounds
Bedroll	1/10	5	Can double as stretcher in emergency
Belt Pouch	1	1/2	Holds 2 pounds
Blanket, Winter	1/10	3	Thick, quilted, wool blanket
Block and Tackle	1	5	+1 on Strength roll to lift; must be properly set up
Candle	1/10	-	Provides light in 2" radius; Burns for 1 hour
Case, Map or Scroll	1	1/2	Capped leather, bone or wood tube
Chain (10 ft.)	30	2	
Chalk	1/10	-	
Chest	2	25	Holds 50 pounds; Can be locked
Climber's Kit	80	5	+1 on Climb rolls
Crowbar	2	5	+1 on Strength roll to pry something open
Fishing Gear	1	1	+1 on Survival roll when fishing
Flask, Bottle etc.	1	1/2	6 oz.
Flint and Steel	3/10	-	+1 on Survival roll to start fire
Grappling Hook	1	4	
Hammer	1	2	Small hammer used as a tool. Not effective as a weapon
Healer's Kit	50	1	+1 on Healing roll
Ink (1 oz.)	8	-	
Ink pen	1/10	-	
Ladder (10 ft.)	5/10	20	
Lantern	1/10	1	Provides light in 4" radius
Lock	1	1	
Manacles	15	2	
Mess kit	1	3	
Mirror, Small Steel	10	1/2	
Musical Instrument	5	3	
Oil (1 pt. flask)	1/10	1	Burns for 6 hours
Paper (1 sheet)	5/10	-	
Piton	1/10	1/2	
Pole (10 ft.)	2/10	8	
Ram, Portable	10	20	If used by 2 characters, grants one of them an automatic success on cooperative roll to break down door
Rations (1 day)	5/10	1	
Rope, Hempen (50 ft.)	1	10	
Rope, Silk (50 ft.)	10	5	
Sack	1/10	1/2	Holds up to 40 pounds
Sewing Kit	5/10	-	
Shovel	2	8	
Sledgehammer	1	10	+1 on Strength roll to smash objects; Can be used as weapon, counts as maul
Spyglass	1,000	1	+4 on Notice roll; 100 ft. away or more only
Tent	10	20	
Thieves Tools	30	1	+1 on Lockpick rolls
Tool Kit	5	5	
Torch	1/10	1	Provides light in 4" radius; Burns for 1 hour
Waterskin	1	1	Hold up to 1 gallon (8 lb.)
Whistle	1	-	

