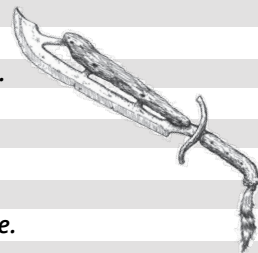


Melee Weapons	Damage	Range	Wt	Cost	Notes
Bastard sword	1d8	C, R	6	35gp	Normally two-handed. Take a trait to use one-handed.
Battle axe	1d8	C	6	10gp	
Bearded axe	3d4	C	10	20gp	2-handed weapon
Cane, sword	1d6	C	2	25gp	Finesse weapon.
Cane, walking	1d4	C	2	—	Breaks on minor consequence.
Cestus/Myrmex	1d6	H	1	1gp	Spiked or bladed glove.
Club	1d6	C	3	—	
Club, spiked	1d6+1	C	4	5sp	
Dagger	1d4	H (R, S)	1	2gp	Throwable, finesse weapon; backstab weapon.
Fist/kick	1d3	H	—	—	Large creatures do 1d6 instead.
Flail	1d8	C	5	8gp	Good for disarming and tripping opponents.
Garrotte	1d10	H	—	10gp	May only be used in backstab. Can't use against plate.
Gladius	1d6+1	C	2	20gp	Fine quality shortsword.
Great axe	1d12	R	12	20gp	2-handed weapon.
Great maul	1d10	R	8	5gp	2-handed weapon.
Great sword	2d6	R	8	50gp	2-handed weapon.
Halberd	1d10	R	12	10gp	May be set against a mounted charge.
Lance	1d8	R	10	10gp	Your mount may make a helping action on your attack.
Longsword	1d8	C	4	15gp	
Mace, heavy	1d6+1	C	8	12gp	
Mace, light	1d6	C	4	5gp	
Main gauche	1d4	H	1	2gp	Finesse weapon. 1d4+1 damage by a proficient user.
Man catcher	(1d10)	C, R	12	10gp	Catch and control size M opponent.
Mang	1d8	C/R	5	n/a	Orc weapon (large bladed club). Hand-and-a-half weapon.
Mankar	1d6	C	2	n/a	Goblin weapon. Small scimitar.
Morning star	2d4	C	10	8gp	
Poleaxe	1d8	R	12	8gp	2-handed. May be set against charge.
Quarterstaff	1d6	C	4	—	Finesse weapon.
Rapier	1d6	C	2	20gp	Finesse weapon.
Sap	(1d6)	H	1	—	Easily improvised.
Scimitar	1d8	C	4	30gp	+1 to hit vs light armour, -1 vs heavy.
Spear	1d8	R	6	2gp	As halberd, may be set against charge.
Shortsword	1d6	C	2	10gp	
Sword breaker	1d3	H	3	30gp	Requires proficiency otherwise treat as blunt dagger.
Trident	1d6	C, R	4	15gp	Incurs no disadvantage when used underwater.
Warhammer	1d8	C	5	12gp	
Whip	(1d4)	R	1	5sp	Attacks physical AC, but inflicts MHP.



Social equipment	Bonus	Cost	Social equipment	Bonus	Cost
Banner, war	+1d6	10gp	Fine perfume (10 uses)	+1d3	20gp
Barbed plate	+1d8	x5	Flashy weapon	+4	x10
Blood Blade	+1d6	x2	Gloves, fine	+1d2	10gp
Cloak, fur-lined	+1d4	50gp	Helm of brilliance	+1d6	300gp
Court dress	+3	150gp	Herald	+1d4	10gp
Decorative armour	+3	x5	Letter of introduction	+1d6	—
Dragonscale armour	+1d8	10+TP	Luxurious holy symbol	+1d8	250gp
Destrier	+4/+1d4	40pp	Sorcerer's robes	+1d6	250gp



Ranged Weapons	Damage	Range	Wt	Cost
Arrows (20)	—	—	3	1gp
Blowgun	(1d4)	S	1	5sp
Bolas	(1d8)	R, S	2	15gp
Bolts (10)	—	—	1	1gp
Bow	1d6	S/M	2	30gp
Bow, composite	1d8	S/M/L	3	100gp
Bow, long	1d8+1	S/M/L	3	75gp
Bullets (10)	—	—	5	1sp
Crossbow, hand	1d6	C/R/S	2	100gp
Crossbow, light	1d8	S/M	4	35gp
Crossbow, heavy	2d8	S/M/L	5	100gp
Javelin	1d6	S	2	1gp
Lasso	(1d8)	C/R/S	10	1gp
Net, hooked	2d6	C/R	15	30gp
Net, weighted	(2d6)	C/R	10	20gp
Shuriken	1d6	R/S	1	2gp
Sling	1d4	S/M	0	—
Throwing axe	1d6	S	2	8gp

Armour	Bonus	Wt	Cost
<b>Light armour</b>			
Padded	+1	10	5gp
Leather	+2	15	10gp
Studded leather	+3	20	25gp
Ring mail	+3	20	25gp
<b>Medium armour</b>			
Scale mail	+4	30	50gp
Chain mail	+5	40	150gp
<b>Heavy armour</b>			
Splint mail	+6	45	200gp
Banded mail	+6	35	250gp
Plate mail	+7	50	600gp
Full plate	+8	150	2000gp

Shields	Bonus	Wt	Cost
Small, wood	+1	3	3gp
Small, steel (buckler)	+1	4	15gp
Medium, wood	+2	6	7gp
Medium, steel	+2	8	25gp
... mirrored, special	spc		x2
Large, wood	+2/+3m	12	20gp
Large, steel	+2/+3m	16	60gp
Tower shield	+3/+4m	200	40gp

