##### Bone Weapons

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Dagger | +1 | 1d4 | -1 | +2 | S | 1 | Shard(3), Fast(2) | 20g |
| Spear, Short | +1 | 1d6 | -1/-3 | 0 | L | 1 | Shard(3), Thrust | 35g |
| Staff | +1 | 1d6 | +1 | +2 | L | 2 | 2-Hands, Normal Damage | 30g |

##### Bronze Weapons

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Axe | 0 | 1d8+1 | -1 | 0 | M | 2 | Limb Breaker(1), Shield Smash | 60g |
| Cudgel | 0 | 1d8 | -1 | 0 | M | 4 | Concussion(3), Skull Smasher(1) | 40g |
| Dagger | +1 | 1d6 | 0 | +1 | S | 2 | Fast(1), Thrust | 30g |
| Mace, Hammer | 0 | 1d10 | -1 | 0 | M | 3 | Concussion(3), Skull Smasher(1) | 60g |
| Maul | -1 | 1d10+1 | -2 | -2 | M | 3 | Bulky(4), 2-Hands, Str(14) | 80g |
| Spear, Long | -1 | 1d8+1 | -3 | -1 | L | 2 | Bulky(7), Dismount(2), Reach(1), Set, Thrust | 70g |
| Spear, Short | 0 | 1d8 | 0/-2 | -1 | L | 2 | Bulky(2), Dismount(2), Set, Staff Parry, Thrust | 50g |
| Sword | 0 | 1d8 | +1 | 0 | M | 2 | Thrust | 50g |

##### Elven Weapons

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Spear, Short | +1 | 1d8+1 | 0/-2 | 0 | L | 3 | Bulky(2), Dismount(2), Iron, Set, Staff Parry, Thrust | 250g |
| Sword | +1 | 1d8+1 | +1 | +1 | M | 3 | Iron, Thrust | 250g |

##### Dwarven Weapons

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Axe | 0 | 1d8+2 | 0 | 0 | M | 4 | Limb Breaker(2), Shield Smash(2) | 250g |

##### Iron Weapons

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Axe | 0 | 1d8+2 | -1 | 0 | M | 3 | Iron, Limb Breaker(1), Shield Smash | 120g |
| Cudgel | 0 | 1d8+1 | -1 | 0 | M | 5 | Concussion(3), Skull Smasher(1) | 80g |
| Dagger | +1 | 1d6+1 | 0 | +1 | S | 3 | Fast(1), Iron, Thrust | 60g |
| Mace, Hammer | 0 | 1d10+1 | -1 | 0 | M | 4 | Concussion(3), Skull Smasher(1) | 120g |
| Maul | -1 | 1d10+2 | -2 | -2 | M | 4 | 2-Hands, Bulky(5), Str(14) | 160g |
| Spear, Long | -1 | 1d8+2 | -3 | -1 | L | 3 | Bulky(8), Dismount(2), Iron, Reach(1), Set, Thrust | 140g |
| Spear, Short | 0 | 1d8+1 | 0/-2 | -1 | L | 3 | Bulky(3), Dismount(2), Iron, Set, Staff Parry, Thrust | 100g |
| Sword | 0 | 1d8+1 | +1 | 0 | M | 3 | Iron, Thrust | 100g |

##### Theyd Weapons

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Spear, Hooked | 0 | 1d6+1 | +1/-1 | -1 | L | 2 | Bulky(3), Dex(14), Disarm(1), Dismount(3), Jagged(3), Set, Staff Parry, Thrust | 75g |
| Sword | 0 | 1d6+1 | +1 | 0 | M | 1 | Jagged(3) | 50g |

##### Wood Weapons

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Cudgel | 0 | 1d8 | -1 | 0 | M | 3 | Concussion(3), Normal Damage, Skull Smasher(1) | 25g |
| Staff | 0 | 1d6 | +2 | 0 | L | 2 | 2-Hands, Normal Damage | 30g |
| Staff, Heavy | 0 | 1d8 | +1 | 0 | L | 2 | 2-Hands, Normal Damage | 40g |

##### Shields

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Shield** | **Block** | **Dur** | **Traits** | **Cost** |
| Buckler | +1 | 1,2,3 | No Missile |  |
| Round Shield | +1 | 1,2,3 | Bulky(1,2,3) |  |
| Large Shield | +2 | 1,2,3 | Bulky(3,4,5), Str(12) |  |
| Phalanx Shield | +3 | 1,2,3 | Bulky(6,7,8), Str(15) |  |

##### Missile Weapons

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Dmg** | **Init** | **Dur** | **Range** | **Traits** | **Cost** |
| Short Spear (Javelin) | 0 | 1d8+1 | -1 | 2 | 3/6/12/24 |  | 50g |
| Sling | 0 | STR | -2 | 2 | 3/10/18/32 |  | 10g |
| Self Bow | 0 | 1d6 | -1 | 1 | 4/15/25/45 | Quick Firing | 50g |
| Short Bow | 0 | 1d8 | -2 | 1 | 5/20/35/60 |  | 80g |
| Thrown Axe | -1 | STR-1 + weap | 0 | ? | 3/6/9/15 |  |  |
| Thrown Dagger | -1 | STR-1 + weap | 0 | ? | 3/6/9/15 |  |  |

##### Weapon Traits

|  |  |
| --- | --- |
| **Trait** | **Description** |
| **Bulky(x)** | Your weapon is heavy and/or awkward and hard to carry. Carrying this weapon increases your encumbrance by *x*. |
| **Concussion(x)** | If you hit your target in the head, you have an x/12 chance to stun him for one round. Alternately, if you have the *Stunning Blow* talent, you can add two to its chance stun. |
| **Dex(x)** | You must have x dexterity to properly wield this weapon. If you have less, you take a -1 to hit, a -1 to parry and the leverage die drops one step. |
| **Disarm(x)** | You get a +x to disarm maneuvers. |
| **Dismount(x)** | You gain a +x bonus to hit and damage against mounted units. |
| **Fast(x)** | You have an x/12 chance of gaining a second attack action, based on your initiative roll. So, a Fast(1) weapon, gives another action on an initiative roll of 12. A Fast(2) weapon gives an action on 11 or 12. |
| **Iron** | Against bronze armor, you gain Pierce(3). |
| **Jagged(x)** | Successful attacks have an x/12 chance of applying the *Bleeding* status on the target. |
| **Knockdown(x)** | An attack to the legs has a x/12 chance of knocking the opponent prone. |
| **Limb Breaker** | You do an additional point of damage when hitting the arms or legs. |
| **No Missile** | Your shield is not suited to block missile attacks. It only allows you to use your block skill against melee attacks. |
| **Normal Damage** | This weapon does normal damage and wound rolls are at a -1. |
| **Quick Firing** | This bow takes only a half-action to draw and aim. Fast draw cannot reduce this further, but can remove the penalty for moving. |
| **Reach(x)** | You have a reach of x hexes when using this weapon. |
| **Set** | If someone charges you from the front, you get a free first attack with a +1 damage if you hit. |
| **Shard(x)** | On an attack that wounds your opponent, your weapon has an x/12 chance of breaking off in the wound. This increases all wound penalties by one. Removing the weapon takes a full round and gives the target a bleeder. If you have the talent *Impaler*, you get a +2 to the chance of the talent activating and can choose if the weapon breaks or not. |
| **Shield Smash(x)** | When blocked by a shield that has a lower durability than this weapon, you have a x/12 chance of smashing the shield. |
| **Skull Smasher** | You do an additional point of damage when you hit your target in the head. |
| **Staff Parry** | This weapon has two parry values. The first is used when the weapon is wielded with two hands. The second is used when the weapon is wielded with one hand. |
| **Stagger(x)** | A blow to the chest has a x/12 chance of knocking your opponent back one hex and giving him a -1 penalty to his next action. |
| **Str(x)** | You must have x strength to properly wield this weapon. If you have less, you take a -1 to hit, a -1 to parry and the leverage die drops one step. |
| **Thrust** | You may perform the thrust maneuver with this weapon, taking a -1 to hit, but gaining the Pierce(2) effect. |
| **Two Hands** | This weapon requires two-hands to use. |

##### Armor

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Material** | **AV** | **Enc** | **Full Suit** | **Cost** |
| Furs, Hides, Padded Cloth | 1 | 1.0 | 12.0 | 10g/loc |
| Bone, Leather | 2 | 2.2 | 26.4 | 25g/loc |
| Bronze | 3 | 3.6 | 43.2 | 40g/loc |
| Iron | 4 | 5.2 | 62.4 | 75g/loc |

###### **Equipment Encumbrance**

|  |  |
| --- | --- |
| **Pack** | **Added Enc.** |
| Light Pack: Travels with little food, no bedroll. Only the barest essentials. | 10 |
| Standard Pack: Bedroll, about a week or so of food. Some standard gear. | 20 |
| Heavy Pack: Food, bedroll and loaded with treasure and adventuring items. This character carries torches, iron spikes and poles. A walking general store. | 30 |

##### Encumbrance Penalties

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Enc. Total** | **INI/Skill** | **Action** | **DEF** | **Attack** | **Move** |
| 0-24 | 0 | 0 | 0 | 0 | 0 |
| 25-35 | -1 | -1 | 0 | 0 | 0 |
| 36-45 | -2 | -2 | -1 | -1 | -1 |
| 46-55 | -3 | -4 | -2 | -1 | -1 |
| 56-65 | -4 | -6 | -3 | -2 | -2 |
| 66-75 | -5 | -8 | -4 | -2 | -2 |
| 76 or more | -6 | -10 | -5 | -3 | -3 |

Action penalties include run/jump tests, acrobatics, climb, escape, ride, stealth, swim (penalties are doubled).

Skill penalties include chariot, craft (GM’s discretion), disarm traps, escape, fast draw, meditate, spell casting, survival, and track.