

Pristine Musket T2			Musket T1			Hand Cannon T1		
<small>Skill</small> ♠Aim	<small>Damage</small> 3(2d6)	<small>Range</small> 10/20	<small>Skill</small> ♠Aim	<small>Damage</small> 3(2d6)	<small>Range</small> 10/20	<small>Skill</small> ♣♠Ope	<small>Damage</small> 2d6(1d6)	<small>Range</small> 10/30
		<small>Traits</small> Backfire(1) Reload(30)			<small>Traits</small> Backfire(1) Reload(30)	Requires ♠4		<small>Traits</small> Backfire(3) Reload(60)
		<small>Masterworks</small> Keen Reload(15)			<small>Masterworks</small>			<small>Masterworks</small>
A gleaming musket, expertly crafted and maintained			A simple musket, Costa technology that fires Lead balls using black powder			A cannon which could conceivably be carried and fired by a very large person		
Stormstick T1			Cutlass T1			Hatchet T1		
<small>Skill</small> ♠Ope	<small>Damage</small> 1d6(2)	<small>Range</small> 5-15	<small>Skill</small> ♣♠Fgt	<small>Damage</small> 3(3)	<small>Range</small> 5-5	<small>Skill</small> ♣♠Fgt	<small>Damage</small> 3(2)	<small>Range</small> 0-5
		<small>Traits</small> Pierce(1d6) Deliberate			<small>Traits</small> Bleed(1)			<small>Traits</small> Thrown(10) Siege
		<small>Masterworks</small>			<small>Masterworks</small>			<small>Masterworks</small>
A special lightweight baton designed to arc electricity over short distances			A sailor's hefty curved blade			A lightweight and utilitarian handaxe		
Boarding Axe T1			Anchor's Boarding Axe T2			Knuckles T1		
<small>Skill</small> ♣Fgt	<small>Damage</small> 4(3)	<small>Range</small> 5-5	<small>Skill</small> ♣Fgt	<small>Damage</small> 4(3)	<small>Range</small> 5-5	<small>Skill</small> ♣Ath	<small>Damage</small> 2(3)	<small>Range</small> 0-0
		<small>Traits</small> Climbing Siege	Counterweight: Hit 2 targets with each attack		<small>Traits</small> Climbing Siege			<small>Traits</small> Unarmed Pierce(2)
		<small>Masterworks</small>			<small>Masterworks</small> Counterweight			<small>Masterworks</small>
A long but easy to wield axe, helpful in boarding ships and breaking doors			A long but easy to wield axe, helpful in boarding ships and breaking doors			An easy to conceal set of metal knuckles for enhanced punching		
Blessing Wand T2			Shortsword T1			Wicked Harpoon T1		
<small>Skill</small>	<small>Damage</small>	<small>Range</small>	<small>Skill</small> ♣Fgt	<small>Damage</small> 3(3)	<small>Range</small> 0-5	<small>Skill</small> ♣♠Fgt	<small>Damage</small> 4(3)	<small>Range</small> 5-10
Grants access to school of Benediction while held		<small>Traits</small> Fragile			<small>Traits</small>			<small>Traits</small> Thrown(20)
		<small>Masterworks</small> Grant BEN			<small>Masterworks</small>			<small>Masterworks</small> Keen
A small stick with a peculiar air of significance			A sharp, balanced blade roughly 2 feet long			A barbed throwing spear, glinting with dried blood		
"Pietra" T2			"Nadine" T2			King's Cutlass T2		
<small>Skill</small> ♠Aim	<small>Damage</small> 3(1d6)	<small>Range</small> 0/15	<small>Skill</small> ♠Aim	<small>Damage</small> 1d6(1d6)	<small>Range</small> 30 Burst	<small>Skill</small> ♣♠Fgt	<small>Damage</small> 3(3)	<small>Range</small> 5-5
Fires twice before reloading		<small>Traits</small> Reload(15)	Fires a burst of shrapnel		<small>Traits</small> Reload(15)	When attacked, you can use Flurry against that target on your turn Gain Presence Specialty while drawn		<small>Traits</small> Bleed(1)
		<small>Masterworks</small> Twin Barrel			<small>Masterworks</small>			<small>Masterworks</small> Retaliate Presence+
An engraved pistol, treated with care.			An engraved pistol with a broad barrel, designed to fire shrapnel			A brilliantly shining and authoritative cutlass		
Billowing Longcoat T2			Dramatic Rope T1			Captain's Tricorn T1		
<small>Skill</small>	<small>Damage</small>	<small>Range</small>	<small>Skill</small> ♣♠Aim	<small>Damage</small>	<small>Range</small> 30	<small>Skill</small>	<small>Damage</small>	<small>Range</small>
Reaction: Reduce damage by 2d6 Recharge: Move 30'		<small>Traits</small>	Bonus Action: Attach rope as grappling hook and swing up to 20' Recharge: Bonus Action to release/coil		<small>Traits</small>	Gain Presence and Deception specialty while worn		<small>Traits</small>
		<small>Masterworks</small> Magic(ANI T2)			<small>Masterworks</small> Magic(ANI T1)			<small>Masterworks</small> Presence+ Deception+
A thick coat that billows dramatically, seeming to catch blows in its folds			A length of rope that yearns to swing dramatically			A very impressive Looking hat		

Pirate's Scarf			T0			Reverent Studs			T2			Greataxe			T1		
Skill		Damage		Range		Skill		Damage		Range		Skill		Damage		Range	
												♣Fgt		6(2)		5-5	
				Traits		Nearby allies can spend a Bonus Action to Heal you by 1. The act is instinctive and unconscious, and requires only loyalty.				Traits		Requires ♣3				Traits	
				Masterworks						Magic (BEN 3)						Sweep	
																Two-Handed	
																Masterworks	
How mysterious						Small pearl-inlaid stud earrings. They capture respect and adulation and channel it into the wearer.						An extraordinarily large and heavy double-bladed axe					
Caestus						T1											
Skill		Damage		Range													
♣Ath		2(3)		0-0													
Keen vs Grappled Grapple on Crit				Traits		Unarmed Bleed(1)											
				Masterworks													
Protective Leather handwraps reinforced by iron plates																	