

Melee Weapons					
Weapon	Atr.	Dmg	Rng	Special	
Fist	☞☞	2(½☞)	0	Unarmed	
Claws	x☞	2(3)	0	Unarmed	Bleed(1)
Knuckles	☞x	2(3)	0	Unarmed	Pierce(2)
Blades					
Dagger	x☞	3(☞)	0	Throw(3)	
Shortsword	☞☞	3(3)	0-1	-	
Straightsword:1	☞x	4(3)	1	Versatile(1h)	
Straightsword:2	☞☞	5(3)	1	Versatile(2h)	
Giantsword	☞x	6(☞)	1-2	Massive	Sweep
Cutlass	☞☞	3(3)	1	Bleed(1)	
Rapier	x☞	3(3)	1	Pierce(2)	
Axes					
Hatchet	☞☞	3(2)	0-1	Throw(3)	
Boarding Axe	☞x	4(3)	1	Climb	Siege
Battleaxe:1	☞x	5(1)	1	Versatile(1h)	
Battleaxe:2	☞x	6(1)	1	Versatile(2h)	Siege
Grandaxe	☞x	6(☞)	1	Massive	Sweep
Hammers					
Hammer	☞x	3(1d6)	0-1	Throw(3)	
Cudgel	☞x	4(☞)	1	Slow	Athletic
Maul	☞x	5(1)	1-2	2-Hand	Siege
Grandhammer	☞x	6(☞)	1-2	Massive	Slow
Pole Weapons					
Staff	☞☞	2(3)	1-2	Athletic	Reach
Spear:1	☞☞	3(3)	1	Versatile(1h)	Throw(5)
Spear:2	☞☞	4(3)	1-2	Versatile(2h)	
Glaive	☞x	4(3)	1-2	2-Hand	Sweep
Halberd	☞x	4(☞)	1-2	2-Hand	Pierce(1)
Pike	☞☞	4(3)	2-4	2-Hand	Planted(◇)
Exotic Melee Weapons					
Mail Breaker:1	x☞	2(☞)	0	Versatile(1h)	✕Def+1
Mail Breaker:2	x☞	2(☞)	0	Versatile(2h)	Pierce(☞)
Studded Gaunt.	☞x	2(3)	0	Unarmed	Shield(2)
Needle	x☞	1(◇)	0	Keen	Throw(2)
Whip	x☞	1(☞)	1-3	Bleed(1)	Reach
Chain	☞☞	3(3)	1-3	Slow	Reach

Ranged Weapons					
Weapon	Atr.	Dmg	Rng	Special	
Sling	☞☞	2(3)	1-3	1-Hand	
Bows/Crossbows					
Shortbow	x☞	3(☞)	1-3	-	
Hunting Bow	x☞	4(☞)	2-4	Planted(◇)	
Longbow	☞☞	5(☞)	3-8	Planted(◆)	
Greatbow	☞x	8(☞)	3-10	Planted(◆◇◇)	Massive
Crossbow	☞☞	3(3)	1-4	Reload(◇)	Pierce(1)
Heavy Crossbow	☞x	5(1d6)	2-8	Reload(◆)	Pierce(3)
Firearms					
Sash Pistol	x☞	3(1d6)	0-3	Reload(◇)	1-Hand
Musket	x☞	3(2d6)	2-5	Reload(◆)	Backfire(1)
Cannon	☞x	2d6(3)	2-10	Reload(◆◆)	Massive

**Melee Attacks:** To make a Melee Attack against a target in range, a character must roll ☞☞Fight (the weapon will specify which attribute applies). If the result meets or exceeds the target's ✕Defense, the attack hits.

**Ranged Attacks:** To attack with a Ranged Weapon, you must roll ☞☞Aim (the weapon will specify which attribute applies). Hitting a target has a specific Difficulty Tier. Hitting a medium target in range is Simple (T1; roll 9+).

- If the target is at twice your range, T+1
- If the target is at 4x your range, T+2
- If the target is smaller than you, T+1
- If the target has Cover, T+1
- If the target is larger than you, T-1
- If the target is still, restrained, or unable to move, T-1

**Range:** Weapons have a Range listed. While most weapons can be used while adjacent to a target, some require you to be in Close Quarters (sharing a space) or to be farther away. Your target must be within range of your weapon to attack.

**Close Quarters:** When you are in close quarters (you share a space with the target), you can only attack with weapons with a Range of Zero.

**Crit Damage:** For every '6' rolled during your attack, you deal extra damage. Add the number in the parentheses to the damage dealt.

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Planted(X): Must spend X actions planting feet before using.

Can then use freely until move or knocked down.

Reload(X): Must spend X actions reloading before shooting again

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1-Hand: Can be used in 1 hand

2-Hand: Requires 2 hands to use

Athletic: Can use Athletic instead of Fight to attack

Backfire(X): User takes X damage per 1 rolled

Bleed(X): Deal X additional damage if target has no AP

Climb: Gives Advantage on checks to climb or prevent falling

Keen: Crit on 5/6

Massive: Requires 4☞ or 4 Endurance. Has 'Siege'. Needs Two Hands. Character counts as Heavy (1 size bigger for Falling/Brawl) and loses 1 Speed while using.

Pierce(X): Deal X additional damage to AP

Siege: Extra effective at destroying objects and structures

Slow: Can't be used for Reactions, including Free Attacks and Ripostes. Can't make Offhand Attacks.

Shield(X): Can be used as a Shield to block X damage with ♷  
Sweep: Hits everything in a 180° arc around target. Obstacles cause Disadv.

Reach: Can be used to Brawl at range (push, trip, grab, etc)

Throw(X): Can be thrown using Aim with Range 1-X

Unarmed: Can be used to Brawl. Can attack with Athletics

Versatile: Can be used with 1 or 2 hands for different stats

<b>Light Armor (No Requirements)</b>				
<b>Armor</b>	<b>AP</b>	<b>Brace</b>	<b>Properties</b>	
Common Clothes	0	-		
Enchanted Garb	0	-	Mana+2	
Sturdy Garb	2	-	-	
Specialist Garb	2	-	Specialist	
Leather Armor	4	-	-	
Silk Armor	6	-	Elite	

<b>Medium Armor (Requires Endure 2)</b>				
Quilted Armor	3R	-	Slow(1)	Insulated
Banded Leather	3R	-	-	
Chain Mail	4R	-	Noisy	
King's Mail	6R	-	Elite	

<b>Heavy Armor (Requires Endure 4)</b>				
Scrap Mail	3R	1	Slow(1)	Noisy
Blast Suit	6	-	Slow(2)	Insulated
Breast Plate	3R	1	-	
Full Plate	4R	2	Slow(1)	Noisy
Titan Plate	6R	3	Slow(2)	Elite

<b>Shields</b>				
<b>Shield</b>	<b>Type</b>	<b>Block</b>	<b>Properties</b>	
Buckler	Light	1	xDefense+1	
Small Shield	Light	2	-	
Round Shield	Med.	2	Cover	
Kite Shield	Med.	3	-	
Tower Shield	Hvy	5	Cover	Slow(1)

**Reinforced (R):** Regain AP immediately when Injured

**Braced(B):** Regain AP each time Health is lost

*Cover:* Grants Cover+1 from Ranged/Burst attacks for the round when used

*Elite:* Hard to obtain and obviously expensive

*Insulated:* While you have AP, Take ½ damage (rounded down) from Burst Attacks, as well as any source of Fire, Cold, Shock, or Buffeting (does not stack)

*Mana+X:* Grants X additional Mana which can be applied to any school

*Noisy:* Disadvantage on stealth when moving

*Specialist:* Grants Advantage to any \*Extended checks (taking 2-5 minutes during Rest) related to a particular field

*Slow(X):* Reduce Speed by X when using