

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	-	
Straightswd:1h	☹x	4(3)	1	Versatile(1h)	
Straightswd:2h	☹☹	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:1h	☹x	5(1)	1	Versatile(1h)	
Battleaxe:2h	☹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:1h	x☹	2(☹)	0	Versatile(1h)	✕Def+1
Mail Breaker:2h	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

Glossary

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 for each 5 or 6 rolled
Massive	Requires 4☹ or 4 Endurance; Has 'Siege'; Needs Two Hands; Character counts as Heavy (+1 Size for Falling/Brawl); Speed-1 while using
Pierce(X)	Deal X additional damage to AP
Planted(X)	Must spend X actions planting feet before using. Can then use freely until moving or being knocked down.
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)
Reload(X)	Must spend X Actions reloading before able to shoot again
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

Armor

Armor offers increased protection in the form of **Armor Points (AP)**, which acts as a buffer against damage. When a character takes damage, it reduces AP before affecting Health.

When a character ✱Rests (any break in danger and exertion for 2-5 minutes) they recover their AP back to its normal level.

Armor Points represent a kind of stability and poise granted by protection; as such, the armor is not physically damaged or deformed when AP is lost. Instead, the character is shaken and offbalanced, their armor taking the brunt of an otherwise dangerous blow.

Armor Types

Armor comes in Light, Medium, and Heavy varieties. Heavier armor provides better protection, but requires that the character has the **Endure** skill on their grid to use.

Light Armor requires no special training or experience to wear. It typically gives modest AP and some other special perks.

Medium Armor requires the wearer to have Good (+2) Endurance to wear effectively. It is often **Reinforced** (marked with an R). When a character with Reinforced Armor is injured, their Armor Points are restored (just like Health)

Heavy Armor requires the wearer to have Excellent (+4) Endurance to wear. In addition, due to the armor's bulk, the wearer has Disadvantage on tasks involving climbing, maintaining balance, and squeezing through tight spaces.

Heavy Armor is often **Braced** (marked by a 'B') in addition to being Reinforced. Braced Armor returns a small amount of AP each time a character loses any Health.

Shields

Characters can also defend themselves by wielding Shields. When a character holding a Shield would take damage from an attack, they can make a special ⚔**Reaction** to reduce the amount of damage they take. If the damage is reduced to zero, this also nullifies any extra effects that the attack would have.

Just like Armor, Shields come in Light, Medium, and Heavy varieties. Shields require Endurance to use properly just like Armor.

Standard Armor

Armor	Type	AP	Bracing	Special	
Common Clothes	Light	0	-	-	-
Enchanted Garb	Light	0	-	Mana+2	-
Sturdy Garb	Light	2	-	-	-
Specialist Garb	Light	2	-	Specialist	-
Leather Armor	Light	4	-	-	-
Silk Armor	Light	6	-	Elite	-

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

Heavy Armor (Requires Endure 4)					
Scrap Mail	Heavy	2	2B	Noisy	
Blast Suit	Heavy	6	-	Slow(2)	Insulated
Breastplate	Heavy	3R	1B	-	
Full Plate	Heavy	4R	2B	Slow(1)	Noisy
Titan Plate	Heavy	6R	3B	Slow(2)	Elite

Shields					
Armor	Type	⚔ Block	Special		
Buckler	Light	1	-	✕Defense+1	
Small Shield	Light	2	-	-	
Round Shield	Medium	2	-	Cover	
Kite Shield	Medium	3	-	-	
Tower Shield	Heavy	5	-	Cover	Slow(1)

Glossary

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	The item is 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 rolls when moving
Specialist	Armor designed for a single, special purpose. Gain Advantage on ✱Extended checks (tasks performed during Rest over 2-5 minutes) related to that purpose
Slow(X)	Reduce Speed by X while wearing