

## WEAPONS

Type	Weapons Skill	Damage	Range	Traits	Expert Traits	Weight	Price
<i>Light Weapons</i>							
Javelin	Light	1d6 keen	Melee	Thrown (30/120)	Indirect	2 lb.	20 mk
Knife	Light	1d4 keen	Melee	Discreet	Offhand, Thrown (20/60)	1 lb.	8 mk
Mace	Light	1d6 impact	Melee		Momentum	3 lb.	20 mk
Rapier	Light	1d6 keen	Melee	Quickdraw	Defensive	2 lb.	100 mk
Shortspear	Light	1d8 keen	Melee	Two-handed	Thrown (20/60)	3 lb.	10 mk
Sidesword	Light	1d6 keen	Melee	Quickdraw	Offhand	2 lb.	40 mk
Staff	Light	1d6 impact	Melee	Two-handed, Discreet	Defensive	4 lb.	1 mk
Shortbow	Light	1d6 keen	Ranged (80/320)	Two-handed	Quickdraw	2 lb.	80 mk
Sling	Light	1d4 impact	Ranged (30/120)	Discreet	Indirect	1 lb.	2 mk
<i>Heavy Weapons</i>							
Axe	Heavy	1d6 keen	Melee	Thrown (20/60)	Offhand	2 lb.	20 mk
Greatsword	Heavy	1d10 keen	Melee	Two-handed	Deadly	6 lb.	200 mk
Hammer	Heavy	1d10 impact	Melee	Two-handed	Momentum	3 lb.	40 mk
Longspear	Heavy	1d8 keen	Melee + 5	Two-handed	Defensive	9 lb.	15 mk
Longsword	Heavy	1d8 keen	Melee	Two-handed	Loses Two-handed	3 lb.	60 mk
Poleaxe	Heavy	1d10 keen	Melee	Two-handed	Melee reach +5	5 lb.	40 mk
Shield	Heavy	1d4 impact	Melee	Defensive	Offhand	2 lb.	10 mk
Crossbow	Heavy	1d8 keen	Ranged (100/400)	Two-handed, Loaded [1]	Deadly	7 lb.	200 mk
Longbow	Heavy	1d6 keen	Ranged (150/600)	Two-handed	Indirect	3 lb.	100 mk
<i>Special Weapons</i>							
Improvised Weapon	As similar weapon	As similar weapon	Melee	Unique	Unique	—	—
Unarmed Attack	Athletics	Unique	Melee	Unique	Momentum, Offhand	—	—
Shardblade	Heavy	2d8 spirit	Melee	Dangerous, Deadly, Unique	Loses Dangerous	4 lb.	Priceless

## ARMOR

Type	Deflect Value	Traits	Expert Traits	Weight	Price
Uniform	0	Presentable	—	5 lb.	40 mk
Leather	1	—	Presentable	10 lb.	60 mk
Chain	2	Cumbersome [3]	Loses Cumbersome	25 lb.	80 mk
Breastplate	2	Cumbersome [3]	Presentable	30 lb.	120 mk
Half Plate	3	Cumbersome [4]	Cumbersome [3] instead of [4]	40 lb.	400 mk
Full Plate	4	Cumbersome [5]		55 lb.	1,600 mk

## EQUIPMENT

Name	Weight	Price
Alcohol (1 serving)	0.2 lb.	0.5–50 mk
Alcohol (bottle)	2–4 lb.	1–300 mk
Anesthetic (5 doses)	1.5 lb.	75 mk
Antiseptic (potent, 5 doses)	1 lb.	50 mk
Antiseptic (weak, 5 doses)	1 lb.	25 mk
Backpack*	5 lb.	8 mk
Barrel*	70 lb.	15 mk
Blanket*	2 lb.	2 mk
Book (reference)	1–5 lb.	10–500 mk
Bottle (crem)*	3 lb.	0.5 mk
Bottle (glass)*	2 lb.	1 mk
Bucket*	2 lb.	1 mk
Candle	0.2 lb.	0.2 mk
Case (leather)	1 lb.	4 mk
Chain (thick, 10 feet)	10 lb.	20 mk
Chain (thin, 1 foot)	0.5 lb.	20 mk
Chest*	25 lb.	30 mk
Clothing (common)	3 lb.	2 mk
Clothing (fine)	6 lb.	50–200 mk
Clothing (ragged)	1.5 lb.	0.5 mk
Crowbar	3 lb.	10 mk
Ear trumpet	1 lb.	50 mk
Flask or tankard	1 lb.	1 mk
Flint and steel	1.5 lb.	4 mk
Food (ration, 1 day)	0.5 lb.	0.2 mk
Food (street, 1 day)	1.5 lb.	3 mk
Food (fine, 1 day)	0.5 lb.	25 mk
Grappling hook	4 lb.	10 mk
Hammer (handheld)*	3 lb.	4 mk
Ink (1-ounce bottle)*	0.2 lb.	40 mk
Ink pen*	0.1 lb.	0.1 mk
Jug or pitcher*	4 lb.	2 mk
Ladder (10-foot)*	20 lb.	5 mk
Lantern (oil)	2 lb.	20 mk

Name	Weight	Price
Lantern (sphere)	2 lb.	20 mk
Lock and key	1 lb.	50 mk
Lockpick	0.5 lb.	5 mk
Magnifying lens	0.2 lb.	400 mk
Manacles	6 lb.	10 mk
Mirror (handheld)*	2 lb.	25 mk
Musical instrument	0.5–20 lb.	1–50 mk
Net (hunting)	5 lb.	4 mk
Net (fishing)	15 lb.	10 mk
Oil (1 flask)	1 lb.	1 mk
Paper or parchment (1 sheet)*	0.1 lb.	0.5 mk
Perfume (1 vial)*	0.5 lb.	20 mk
Pick (mining)*	10 lb.	10 mk
Poison (weak, 1 dose)	0.2 lb.	20 mk
Poison (effectual, 1 dose)	0.2 lb.	50 mk
Poison (potent, 1 dose)	0.2 lb.	120 mk
Pot (iron)*	10 lb.	8 mk
Pouch*	1 lb.	1 mk
Pulley system	12 lb.	100 mk
Rope (50 feet)	5 lb.	30 mk
Sack*	0.5 lb.	0.2 mk
Scale	3 lb.	20 mk
Shovel*	5 lb.	8 mk
Soap*	0.1 lb.	1 mk
Spyglass	1 lb.	500 mk
Surgical supplies	3 lb.	20 mk
Tent (two-person)*	20 lb.	10 mk
Treatment (medical, 1 dose)	0.2 lb.	10 mk
Tuning fork	0.5 lb.	50 mk
Unencased gem (infused)	0.01 lb.	2 mk
Vial (glass)*	0.2 lb.	4 mk
Waterskin*	1 lb. (empty)	1 mk
Wax (1 block)*	0.5 lb.	2 mk
Whetstone*	1 lb.	0.2 mk

\*These items are included for narrative purposes and do not have any specific statistics or rules.

