# Chapter 5: Money and equipment

This is a list of advanced ruled.

### Economy size (Advanced)

For more complexity in the economy, use the Economy Size table to get a multiplier for all prices and wages depending of the location.

In a large city you will be able to find more variety of materials and highly skilled professionals but their services will cost more (but will be higher quality). In the other hand, hamlets or villages will have fewer items or professional services and will usually be lower quality.

|  |  |  |
| --- | --- | --- |
| Type | Population | Price Multiplier |
| Hamlet | 100 | x0.2 |
| Village | 1000 | x0.4 |
| Town | 10000 | x0.6 |
| City | 100000 | x1 |
| Capital | 1000000 | x2 |
| Megacity | 10000000+ | x4 |

It is possible to find very high quality items crafted by incredibly skilled specialists in a hamlet that cost a fraction than the same item quality in a city. Smart traders can make their living by buying exceptional quality trade goods in villages on the cheap and selling them in the big cities where they can fetch huge prices.

## Materials

Items are built using materials. Crafting a sword normally requires metal, but it is possible to make a sword using wood. The material system provides information on material hardness and quality.

### Material Categories

### Material tables

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The material tables list some common materials by name, quality and unit price.

In order to simplify pen and paper gameplay, the prices have been truncated for easier printing.

**If you are using the Warscale web tools the prices might be slightly different.**

#### Fabrics and ropes

Ropes can be threaded by twining the fibres into longer and stronger fibres allowing it to pull more weight. Rope thickness is measured in millimetres. For each 30m of rope:

**Rope price = Fabric Price \* thickness \* thickness**

**Carry weight (kg) = Hard \* Hard \* thickness \* thickness**

**Weight = 2 \* thickness / 10**

**Hardness = Fabric hardness+1**

Examples:

30m of 10mm hemp rope costs 4sp (4bp\*10\*10), can carry 900kg (3\*3\*10\*10) and weights 2kg (2\*10/10).

30m of 4mm silk rope costs 2gp (128\*4\*4), can carry 1024kg (8\*8\*4\*4) and weights 0.8kg (2\*4/10)

The two example ropes above are the most common types for adventurers, however there may be cases where a stronger rope is required, for example binding the hands of a giant will require thick and strong ropes.

A rope is one point harder than its base fibre for all purposes. This hardness makes it more resistant to damage.

#### Advanced fabrics (Advanced)

All materials in the tables are common nature fibers. Write rules for advanced materials like Kevlar, spandex, UHM Polyethylene.

#### Raw materials (Optional)

The materials presented before are processed and ready to use. Gems are polished, metals are purified, wood is cleaned, leather is cured, fibres are woven.

However, it is common for characters to find raw materials. In that case the quality of the material is considered to be 5 points lower. This lower quality also affects item price and material Modifier.

For example, raw gold is considered quality 25 due to the impurities, 5 less than the default quality 30 for purified gold.

Character can use their different skills to process the raw materials into processed materials. The DR of the skill check is the final material quality.

### Material properties

All the materials exhibit the following properties.

#### Weight

All materials on the same category have a similar weight for the same volume. For example all nature items are considered to weight the same, all metals are considered to weight the same, all gemstones are considered to weight the same. So a gold armor weights the same as a steel armor as both are metals; and a block of wood weights the same as any other block of wood regardless of the quality.

*Advanced: In reality weights differ with material density. To simulate this add 100gr per point of difference in hardness.*

#### Material price (Mp)

Is the price per unit of element. It may be defined as kilogram (metal, wood), square meter (fabrics) or karat (gemstones). Each table 5-4 describes a price per unit.

#### ***Material quality(Q)***

Each material has a quality level which defines its purity. The higher the quality of the material, the harder it is to work with, but provides more bonuses to any item crafted with such material.

The quality level also gives the players an idea of how hard is it to find such material and how expensive the material is.

#### ***Material quality Modifier (Mb)***

The Modifier provided by this material to any item based on this material. The material quality Modifier can always be computed as (drop any fractions down):

**Material quality Modifier = Material quality/5**

#### ***Material hardness***

The total hardness of a material is given by the material category base hardness (table 5-4) plus the particular material quality Modifier. For example, a Walnut Wood Staff has a base hardness of 8 plus a quality of 5 for a total hardness of 13.

On any contest between two objects of a similar size, weight and mass (i.e. a sword against a staff) the object with higher hardness will survive. The other object has a break probability 5% per difference in hardness.

For example, a sword with hardness 17 hits a staff with hardness 13. The change of the staff of breaking after each blow is 5 \* (17-13) = 5 \* 4 = 20%.

### Other materials

During a game, the GM might need to create new and different materials like rare pigments for an artist, or exotic coloured paper, stronger woods, or polished stones.

The GM may declare a special material treatment or variation only available to a culture, a community or maybe a single expert. For example tempered steel might have quality level of +6 instead of the normal +4, and 21 karat gold is more valuable than 18 karat gold. Or maybe a community may grow higher quality cotton fibres making for exceptional cotton fabrics.

## Items

Weapons and armour, craft tools, everyday objects like backpacks or clothing, jewellery, books, etc; are called items. Items fall in five categories:

**Armour (Wearable):** Garments that are used to protect the character against physical damage like clothing, capes, robes, armour, helmets, gauntlets and such.

**Jewellery (Wearable):** Different valuable objects used to adorn the character like rings, brooches, necklaces, belt buckles, earrings and others.

**Equipment (Implement/Wearable):** Miscellaneous items from books, candles, ropes, backpacks and other everyday use objects.

**Tools (Implement):** Different tools of trade required for some trades and professions like pliers, pencils, brushes, jewellery tools, lockpicks, etc.

**Weapons (Implement):** Handheld objects used to deal damage to other characters or monsters. This group includes shields as well.

The former two categories, armour and jewellery, are considered wearable items. That is, when the character wears the items, any Modifier provided by the item is automatically active and affects the user with no active effort from the character.

The latter two categories, tools and weapons, are considered implements. Implements require the character to actively wield them in order to gain the bonuses in his skills.

Equipment is so varied that sometimes will be wearable (i.e. a backpack) and sometimes an implement (i.e. a rope).

Wearable items may have additional abilities or bonuses that are not automatically conferred to the user and need to be activated via a command word or special action. For example, a priest carries his holy symbol as a necklace. However when he needs to invoke his god for a favour, he has to grab it and pray according to his faith.

### Item base DR

The item base DR is a representation of its manufacturing, engineering or technological complexity.

Example, a sword requires some knowledge on metal working, tempering and balance while a club is just a sturdy branch or piece of wood. So the sword has a higher DR than a club.

#### Item modifications

A modification is an alteration to the item providing certain advantages like for example increasing its sharpness, sturdiness or balance. Modifying an item adds complexity to the item increasing its DR.

Example, a Broadsword is a sword with the *War* modifier and has a DR of +4 (sword) +3 for the War modifier for a total DR of +7.

The different items in this chapter tables already include the item DR plus modifications.

### Item material

Every item has a material category. Swords are made of metal, bows are made of wood, armour is made of multiple materials.

Items can be manufactured using materials in their relevant categories. For example, a metal sword can be made or iron, steel, gold or titanium.

The material used for the item grants its material Modifier to any skill using that item. So a *platinum* sword receives a +7 material Modifier to any melee attack for a total of +5 (sword) +7 (platinum) = +12; while *steel* lockpicks grant a +2 material Modifier to the Open Locks skill.

The items described in the tables in this chapter are crafted using the base material in their own categories providing no material bonuses or penalties.

### Item total DR (crafting DR)

In order to craft an item, a character has to beat the final item DR which includes the material quality and modifications:

**Total DR = Item DR + Material Quality**

Example, a *platinum* sword with the *light* modifier requires a total DR of 40 (platinum) + 4 (sword) +2 (light) = 46. This is the DR to beat in order to craft this sword.

***The DR for the items presented in this chapter is the Item DR and does not include the material quality, only the base DR plus modifications.***

### Item price

The price of an item is given as:

**Item price = Item DR \* Weight \* Material price**

Example, a broadsword has a DR of +7 and a weight of 2.5kg.

The price of an iron (10bp/kg) broadsword is:

7 \* 10bp \* 2.5 = 175bp.

The price of a steel (10sp/kg) broadsword is:

6 \* 10sp \* 2.5 = 150sp

A character with the appropriate skills can craft their own weapons and in that case the final cost will be just the price of the required material. Read the *Crafting an item* rules for more detail.

The different item tables show a precomputed price for each item using the base material of its category.

## Armour (Wearable)

Armour is a series of garments that covers the character body granting some level of protection against physical damage. Armour increases the character resistance to damage by deflecting or reducing the impact, effectively **soaking** damage. Armour adds weight and restricts movement, which forces some penalties to the character skill checks.

Armour can be created in any material. The higher the quality and hardness of the material used, the higher the protection granted by the armour. Clothing counts as armour.

### Armour sections

Armour sets are composed of six sections protecting main portions of the player anatomy: head, body, arms, legs, hands and feet.

The main piece of armour is the body section. By default all attacks against the character are automatically considered to hit the chest unless the attack is specifically targeted to a specific body part.

Attackers get a -4 penalty in their checks when targeting a specific body part. If the attack succeeds then the specified body part will take the damage and the armour in that location should be used to soak the damage instead of the body armour.

Damage may come from other than weapon attacks. For example if the character is walking over floor full of sharp glass then he should be wearing strong boots or will suffer damage in his feet. Or if the character is disabling a trap and a spring needle jumps it will prickle his finger unless he is wearing gloves.

### Armour and action penalties

Armour is cumbersome and affects the character actions. The GM should consider the effect of the armour in each situation.

The most common, chest armour, will provide penalties to any action requiring body contortions, for example using the Acrobatics skill when dodging an attack, trying to squeeze through a hole or attempting a stealth check. However, body armour but won’t affect the chances of any fine skill like picking a lock or disarming a trap.

Gloves or gauntlets won’t affect the character combat abilities but disarming a trap, opening a lock or trying to bandage a wound while wearing gloves will force penalties in the skill.

Boots may affect some skills as well, for example a ninja should be better using soft shoes instead of hard boots while trying to climb a wall or walk quietly behind some guards.

A helmet will provide penalties to any Detection checks as the character senses are effectively blocked.

The GM should consider the armour and the situation and judge accordingly if a penalty should be applied.

### Armour size

Armour is created for a creature size. Any creature on that size will be able to use it. The armour won’t grow or shrink to fit a user in other size.

The armour can be used by a creature one size category larger or smaller but they will incur a +1 increase in penalties as it will be more cumbersome. It can’t be used by a creature two size category larger or smaller.

### Armour weight

The weight of a body armour depends on the material used and is related to the base material hardness in kg.

The weight of other portions of armour is 1/8 of the weight of a body armour of the same material. Arms, legs, gauntlets and boots are counted separately.

So for example if a metallic breastplate weights 15kg, a full plate armour which includes all six sections of armour weights 15kg (breastplate) plus 1 head, 2 gloves, 2 boots, 2 legs and 2 arms weights around 32kg (breastplate plus 9 sections).

### Base armour

Armour is composed of a base armour which can be reinforced with plates to allow for greater protection.

The most basic armour (base armour) is made of soft or flexible materials and is comfortable to wear making it suitable for extended use. Common materials for the base armour are fabrics or soft leather but it can also be crafted entirely using harder materials like metal. Such is the case of a chain mail where small metallic rings are interlocked making for a very strong and coarse fabric-like material.

Some examples of base armour are common clothing items like pants, cloaks, vests, etc. Most of those items can be crafted using metallic materials (chain mail).

Note: Some high quality Japanese armour was made of rhinoceros leather.

Base armour has the following attributes:

**Soak = Material hardness – 4**

**Air penalty = Material category hardness / 4**

**Weight = Material category hardness in kg**

The final soak value can never be less than 0. For example a wool or cow leather vest won’t provide any damage soak, but a cotton or wolf leather vest will. Even if the base armour does not provide any Modifier it can still be reinforced.

The action penalty is rounded down. Only the material category hardness is used to compute this penalty. So all metal armour have the same penalty regardless of the particular metal hardness.

For example a set of steel chain mail has a damage soak of 8 (=12-4) and provides 2 points of penalty to movement actions (=10/4). A set of steel chain mail weights about 10kg.

### Reinforced armour

The base armour can be reinforced to make it more resistant to damage but will add weight and movement penalties. There is no limit to the number of reinforcements that can be applied to the armour but as more are applied the armour becomes more rigid, heavier and harder to craft. Reinforcements can only be applied when the armour is crafted. It not possible to reinforce the armour after it has been crafted.

Seven reinforcements can be applied to the base armour:

The first reinforcement level consists studs riveted all over the armour. For example, studded leather armour.

The second level of reinforcement consists of plates inserted in internal pockets. This is the case of the brigandine or the coat of arms.

The third reinforcement laces metallic rings over the armour making it very resistant to melee damage. They are very noisy. This armour is known as ring armour or ring mail.

The fourth reinforcement laces metallic plates covering all the armour. This type of armor is called laminar armour or lamellar.

The fifth reinforcement uses metallic scales or feathers overlapped in a pattern similar to reptiles or birds. It is known as scale armour or feathered armour.

The sixth reinforcement level uses large metallic bands. This armour is still flexible and can be stored in a very compact way. This armour is known as banded mail.

The seventh reinforcement level uses solid plates. This armour is rigid but provides the best protection at the cost of movement and action penalties.

Armour can be further reinforced. Bonuses and penalties will keep accumulating.

Effects of reinforcements can be found in the Armour Modification section.

### Armour materials

The base armour can be manufactured using any material. In order to craft a base armour it is necessary to provide the required materials for it.

Armour reinforcements require are made of the same material as the base armour. So an iron chain mail can only be reinforced with iron. The added weight for the reinforcements must be provided on that material and adds to the final cost.

It is possible to reinforce fabric armour with fabric patches making for padded armour.

***Advanced:*** The base armour the reinforcements can be made of different materials depending on the availability. For example it is possible to craft a leather vest then reinforce it with steel.

Armour reinforcements require a material of at least the same hardness than the base armour. For example, leather armour can be reinforced with leather, wood or metal.

The added weight for the reinforcements must be provided on that material. For example a leather armour with gold studs requires 1 kg of gold to be provided which costs 100gp.

For the two first reinforcements, the armour is still considered to be made of this base material. For example a brigandine, leather armour with plates, is still considered to be made of leather.

Once the third reinforcement is applied, the armour is considered to be fully made of the reinforcement material, no longer of the base armour material. For example leather armour reinforced with gold rings is considered to be a gold ring mail (no longer a leather armour) and gold is used to compute the armour damage soaking capacity instead of the base leather.

It depends on the players to compute the final costs of the armour based on such material combinations.

### Armour lists

Table 5-5 lists some common armour types.

**DR:** Is the base difficulty for crafting one set of this armour type.

**Price:** Is the standard price of the item on the base quality material and no modifications.

**Soak:** The amount of damage this armour prevents. If you want a more detailed system, the values in the parenthesis provide specific bonuses against slash, piercing and blunt attacks.

**Penalty:** The penalty applied to any relevant skills when using the set of armour.

**Material:** Base material category used to craft the armour.

**Weight:** Total weight of the armour.

#### Body armour

Body armour protects the upper and lower torso, including front and back. This is the primary armour as all the attacks are considered to hit the torso by default.

Body armour can be fitted with spikes to harm an opponent when doing a body slam or grappling.

**Vest:** Soft and flexible garments made of fabrics or leather covering the upper body like a shirt with short sleeves. It may be open or closed at the front.

**Doublete:** Vest; Reinforced (with cloth).

**Studded vest:** Vest; Reinforced.

**Leather vest:** Leather Vest.

**Chain vest:** Iron Vest.

**Studded leather:** Leather Vest; Reinforced.

**Brigandine:** Vest; Reinforced(x2).

**Ring mail:** Vest; Reinforced(x3).

**Lamellar:** Vest; Reinforced(x4).

**Scale mail:** Plated vest; Reinforced(x5).

**Banded mail:** Plated vest; Reinforced(x6).

**Breastplate:** Plated vest; Reinforced(x7).

**War plate:** Plated vest; Reinforced(x8).

#### Head armour

Head armour protects the head and neck of the user soaking lethal damage. Any point of damage soaked by head armour is transformed to stun damage. Padding the head armour will halve the stun time.

**Hood:** Soft garments made of fabric or leather covering the head and neck. The front is left unprotected. If the hood is fitted tight around the head it receives the name of coif.

**Hat:** Soft garments made of fabric or leather covering the top of the head only while neck is left unprotected.

**Chain hood:** Iron hood.

**Helmet:** Hood; Reinforced (x7)

**Basinet:** Hat; Reinforced (x7)

#### Arm armour

Arm armour protects the upper and lower arm. This armour can be fitted with spikes to deal additional damage while grappling. If the reinforcements are thick enough it can be used to parry attacks with the arm.

**Bracers:**  Bracers are made of fabrics or leather and protect the lower arm covering from the wrist to the elbow. They are used to protect the archer arm from injury from bowstring or the fletching of the arrow.

**Chain bracers:** Iron bracers.

**Plated bracers:** Bracers; Reinforced(x7).

#### Leg armour

Leg armour protects the upper and lower legs.

**Breeches:** Soft garments made of fabric or leather covering the legs.

**Chain breeches:** Iron breeches.

**Gaiters:** Soft garment made of fabric or leather covering the knee and shin down to the ankle. It is commonly used for riding.

**Greaves:** Gaiters; Reinforced(x7).

#### Hand armour

Hand armour protects the hand and fingers. While it is primarily protective, it can be used for hand to hand combat. A character can use his martial arts skills while wearing hand armour to increase his damage capacity.

Hand armour cannot be disarmed. Any size 1 or size 2 weapon can be fitted to a gauntlet or knuckle by adding the weapon DR to the glove DR. This weapon can’t be disarmed. Appropriate weapon modifiers can be applied to this attached weapon.

**Glove:** Soft gloves are garments made of cloth or leather covering the fingers, palm and back of the hand.

**Gauntlet:** Glove; Reinforced(x7).

**Mittens:** Fingerless gloves designed to protect the hand and leave the fingers free. They allow for fine actions while allowing some hand protection.

**Knuckles:** Mittens; Reinforced(x7). A knuckle (or brass knuckle) is a metal, wood or plastic bar with ring-like holes for each finger and a support that rests in the palm of the hand. When worn it protects the fingers and allow hitting the target with increased damage. All damage dealt by a knuckle is considered lethal damage.

**Boxing Gloves:** Leather Glove; Padded.

**Cestus:** Leather Glove; Spiked.

**Locking Glove:** Gauntlet; Locking.

**Pata:** Gauntlet; Dagger.

**Tiger Claws:** Knuckles; Claw.

**War Gauntlet:** Gauntlet; Spiked.

#### Foot armour

Foot armour protects the feet and toes. While they are primarily protective, they can be used for hand to hand combat. A character can use his martial arts skills while wearing foot armour to increase his damage capacity.

Foot armour cannot be disarmed. Size 1 blades or picks can be attached to a boot or sabaton by adding the weapon DR to the glove DR. Those blades are usually modelled after claws or talons and designed to kick the enemies. Appropriate weapon modifiers can be applied to this attached weapon.

**Slippers:** Slippers are foot garments made of fabrics. They are extremely comfortable, lightweight and do not hinder the character in any way. They provide no penalties in skill checks. They will wear down quickly if used constantly.

**Shoes:** Slippers; Reinforced. Shoes are foot garments made of leather with a hardened sole.

**Boots:** Slippers; Reinforced(x2). Strong shoes, usually made of hardened leather and reinforced with plates.

**Sabaton:** Slippers; Reinforced(x6).

#### Armour of multiple pieces

While armour is very localized, many armour sets are a combination of multiple pieces joined together.

For example a full plate mail is a combination of all six portions of armour covering all the upper and lower body and the head.

Another example, a chain shirt covers torso and arms but hands or legs are left unprotected. However it is not uncommon to find a chain coat that extends the protection to the legs and in some cases includes a coif to protect the head.

In all those cases just consider that the multiple pieces of armour are sewn, laced, soldered or joined together as a single unit. Just add the weight and cost of the different sections as a single unit.

Remember that while normal attacks are usually directed to the body, is good to have protection for unexpected damage in other parts of the body.

**Shirt: Vest + Arms**

**Coat: Vest + Arms + Legs**

### Armour modifications

High skilled armourers can craft quality hard armour by reducing the movement penalties and armour weight. For example, knight full plate armour is made of quality materials, light and with excellent weight distribution allowing the wearer to fight and jump with minimal movement restrictions. With weight not being an issue, some even used a chain mail inside the plate armour to increase the protection.

At the same time, footman and mercenary plate armour (also known as munition armour) is made of lower quality materials and unbalanced. The effect is that many soldiers and mercenaries just discarded some less important portions of the armour like the leggings and bracers and kept the most important ones like gauntlets, helmets and breastplate.

***Balanced armor (DR +2):*** The weight is balanced across the body. Any movement penalty is reduced by 1. The movement penalty can never be reduced to less than 0.

***Gemstone (DR +5):*** A socket is crafted for a gemstone. This is a requisite to craft magical items. Up to 5 gemstones can be embedded into the armor.

***Heavy (DR +2):*** The armor is thicker, effectively increasing the protection but making it heavier and more cumbersome.

***Light (DR +2):*** The armor weight is reduced by 1kg. It can never weight less than half its original weight.

## Equipment (Wearable)

Equipment is everyday items required during adventure use. It includes clothing, backpacks, boots, gauntlets, books, torches, etc.

Items which are not used by the character but by his mounts are also covered by this section like mount tack and harnesses.

### Light sources

Light sources are used to increase the light level in an area. For more information in light conditions and areas read the *Lighting and visibility* rules in chapter 7.

**Intensity:** Is the power emitted by a light source in a particular direction. The intensity provides an increment in the light level of the location.

**Area:** This is the area affected by this light source. The light extends farther in radius but on each increment the intensity in that area decreases by one.

For example, a torch in a dark room increases the light by two levels, taking it to a low light condition. However this low light condition is only applied to the first three metres around the torch. Between 3 metres and 6 metres the light intensity is reduced by one so the condition will be very low light in that area. The torch light has no effect from 6 or more metres away.

#### Lamps (and electric torch)

Lights can be tricky to use mainly because even when the light benefit fades quickly, creatures far away can still see the light source. In order to cover the light source adventurers prefer using lamps.

Lamps cover the light source while providing a single light escape point. This focuses the light in a single direction making it harder for others to see the light source.

In addition, lamps also have extremely polished interiors significatively increasing the distance covered by the light.

#### Light source modifiers

Lamps made of metal can be affected by materials with each Modifier increasing the light radius.

In additions some modifiers can be added:

**Catlight (DR +10):** The lamp has a specialized cover that restricts the light area even more (5 degree aperture). This does not increase the light distance but it makes the light almost impossible to detect by anyone not placed directly in front of the light beam. This is particularly useful for thieves and burglars.

**Gemstone (DR +5):** The lamp has been fitted with a gemstone. This is a requisite to craft magical items. Up to two gemstones can be embedded into the equipment and the price doubles with each gemstone.

## Jewellery (Wearable)

Jewellery are expensive clothing items used as an adornment like rings, necklaces, broochs, pendants, earrings. They are usually made of expensive materials and gemstones.

Jewellery adds its material bonuses so any social skill and, in some cases, a crafty artisan may conceal some small locket useful to carry pills or poison; or maybe add some small tools like needles, thread, a camera or lockpicks. Given jewellery usually have gemstones, they are the perfect item to bestow with magical enchantments.

### Jewellery modifications

***Hidden compartment (DR +5):*** A compartment is added for hiding small items like pills, folded notes, poison, etc.

***Tool (DR +5):*** A small tool like a needle, lockpick, camera, USB key, is hidden in the jewel.

***Gemstone (DR +5):*** A socket is crafted for a gemstone. Gemstones are requisite to craft magical items. Up to five gemstones can be embedded into the jewellery and the price doubles with each gemstone.

## Tools (Implement)

Tools are objects used during the execution of some skills. Tools are very specialized objects to facilitate certain tasks required by each skill for example lockpicks, glass cutters, blacksmith (or jeweller) hammers, pens, brushes, telescopes, weighting equipment, astrolabes, stethoscopes, needles (medical or tailoring), ropes and more. The diversity depends only on the task at hand.

Tools must be actively used to gain any Modifier. Weapons and shields are considered specialized tools so they have their own entries.

### Tool modifications

The following modifications can be applied to tools:

***Light (DR +5):*** The tool weight is reduced by 20% (1/5). This modification can be applied up to two times and it doubles the price of the tool each time.

***Precision (DR +5):*** Reduce the time required to finish the task by 10%. This modification can be applied up to two times and it doubles the price of the tool each time.

***Gemstone (DR +5):*** A socket is crafted for a gemstone. This is a requisite to craft magical items. Up to two gemstones can be embedded into a tool and the price doubles with each gemstone.

## Weapons and shields (Implement)

Weapons are used to deal damage to the character opponents. Table 5-6 lists some common weapons.

Rules of combat can be found on chapter 6.

Shields are considered weapons with protection bonuses but no damage.

**DR:** Is the DR required to make the weapon. The DR is a representation of the complexity of the item due to its manufacturing or engineering process.

**Price:** Is the standard price of the item on the lowest material quality and no modifications.

**Hands:** The number of hands required to wield this weapon. For more information read *Weapon weight* in this chapter.

**Reach:** The maximum distance in metres from any point in the area of the attacker to any point in the area of the target.

**Range:** The base weapon range. This value is used for thrown or missile weapons.

**Damage:** The damage potential. This value is added when computing damage.

**Dmg Type:** The type of damage this weapon deals (Slash, Pierce or Blunt).

**Parry:** The effectiveness of the weapon when used to parry an attack. This value is added as a Modifier to your weapon skill when parrying.

**AP:** The number of action points it takes to attack with this weapon. This value is added to the character base action (usually 6 for a normal medium character).

**Material:** The material to manufacture this weapon as presented in the table. Improving the material.

**Size:** The size of the weapon relative to a medium character. Read more in the *Weapon size* section in this chapter.

***In many tables, there are specialized variations of the weapons. Those variations have already been modified, however the players may still add the Gemstone modifiers and improve the materials.***

### Melee Weapons

Melee weapons are used for close quarter combat

#### Axe

The axe consists of an axe head with a handle. The axe head normally has a single side or blade but may be adapted with a second one for balance.

**Hand Axe:** This is a small and light axe that can be used in a single hand. It is small enough to be concealed.

**Medium Axe:** This is a standard woodsman axe. It is designed to be used with one or two hands.

**Broad Axe:** A broad axe has its head blade increased in size for a greater cut length.

**Specialized**

**Pick:** Hand Axe; Pick.

**War Axe:** Broad Axe; Double, War.

**Battle Axe:** Medium Axe; Double, Pick, War.

**Pick Axe:** Medium Axe; Double, Pick.

**Double Axe:** Broad Axe; Double.

**Military Pick:** Broad Axe; Double, Pick(x2), War.

**Tomahawk:** Hand Axe; Throwing.

#### Blunt

A blunt weapon consists of a heavy head attached to a reinforced rod or shaft. Its main objective is to break bones and shatter armor and weapons. Blunt weapons have an increased damage capacity due to its weight.

**Club:** A club is the simplest blunt weapon available. Usually a heavy branch or wood piece carved with some rudimentary handle for easier manipulation. Primitive cultures may use animal bones.

**Mace:** A mace consists of a reinforced shaft with an attached head made of metal or stone.

**Hammer:** A war hammer consists of a handle and a double sided head designed to deliver greater damage.

**Specialized**

**Flanged mace:** Mace; War.

**Spiked club:** Club; Spiked.

**Spiked mace:** Mace; Spiked.

**Warhammer:** Hammer; War.

#### Flexible

Flexible weapons are made of flexible, bendable or movable sections. Ropes are most common but they may also consist on smaller sections like metal rings, to more complex objects like poles or blades linked one to the other forming chains.

Non-rigid weapons usually have a handle in one end. Additional lashes (of chain or rope) can be attached to the same handle for a multi lash weapon.

Flexible weapons can be modified adding spikes, blades or balls in any section of the chain, usually in the ends. The same modification is applied to each additional lash added to the weapon, so if two additional lashes are added to the weapon (making for three chains in total) and the blade modification is added, then all the three chains are considered to have the blade modification.

**Chain:** The simple chain is made of a series of metallic rings connected one to the other. The chain can be used as a blunt weapon or to trip or grapple an opponent using the *Weapon grapple* perk. More complex chains may consist on blades or spikes linked together.

**Rope:** A rope is a length of strands of cloth which are twisted or braided together. A rope can’t deal damage but can be used to grapple or trip an opponent using the *Weapon grapple* perk. It can be customized with blades, spikes or ball heads for additional damage.

**Short flail:** A short flail consists of two handles connected at the end by a short chain or rope. The handles double as the hitting end. The most iconic example of this weapon is the Nunchaku.

**Whip:** A whip is a flexible weapon made of leather. It consists of three parts, the handle of about 40cm, the lash which is a long thong about 3m long made of braided leather and the fall or tail which is replaceable and attached to the end of the thong. The tail usually travels at faster-than-sound speeds producing a very recognizable crack.

***A whip is a single handed weapon only. It is not possible to use it two handed.***

***Cracker tail:*** The cracker tail is the standard attachment on any whip and deals 1 point of stun damage (per lash) in addition to any slash damage cause by the whip (read the stun damage type).

***Soft tail:*** A whip with a soft leather tail can be used as an extension of the character limb allowing some gross control in order to push things or to exert some pressure on contact. Some perks may allow the user to grab and release things effectively allowing the whip to be used as an extension of the hand. The soft tail negates any slashing damage but the whip still delivers 1 point of stun damage per thong.

***Blade tail:*** This tail consists of a series of hooks or blades. It increases the attack Modifier of the whip by 1 points per lash. The blade tail negates any stun damage effectively replacing it for lethal damage.

**Specialized**

**Meteor hammer:** Chain; Ball, Additional lash.

**Dragon claw:** Chain; Claw, War.

**Nunchaku:** Short flail.

**Spiked chain:** Chain; Spiked.

**Scourge (5 tails):** Whip; Additional lash(x4).

**Bullwhip:** Whip; Long lash.

**Military flail:** Chain; Ball, War.

**Bolas:** Rope; Ball, Throwing.

**Three section staff:** Short flail; Three section.

**Kusarigama:** Chain; Ball, Bladed, Long lash.

**Flying claw:** Rope; Claw.

**Flying hook:** Rope; Hook, Long lash.

#### Knife

Short blades, like knifes or daggers, are weapons with a blade between 20 to 30 cm long that can be easily carried and concealed. They are designed to be used in very close quarters where a normal melee weapon is ineffective (i.e. while grappling an opponent).

The short blade provides a range advantage to any opponent fighting with a weapon with a longer reach (read *Weapon reach* in the combat rules).

Some short blades can also be thrown and used as ranged weapons with a base range equal to twice the character Fire attribute in meters.

**Dagger:** A dagger is a fighting knife with a sharpened point designed to be used as a stabbing weapon. It can be used to deal slashing damage but its main purpose is to strike the opponents in a single vital point.

**Knife:** A fighting knife consists of a sturdy blade with a single cutting edge. It is primarily used to cut through hide and muscle but can be used to stab if necessary.

A knife is also a utilitarian tool for those with wilderness skills.

**Sickle:** A sickle consists on a handle and a curved blade where the sharp (and sometimes serrated) edge is located in the inner (smaller) side. The sickle requires long slashing movement but provide an improved damage potential as well.

**Specialized**

**Cutlass:** Dagger; Handguard, War, Long blade.

**Dart:** Dagger; Throwing, Light, Foil.

**Machete:** Knife; War, Long blade.

**Sai:** Dagger; Weaponcatch, Foil.

**Shuriken:** Knife; Throwing, Light.

**Tanto:** Knife; War, Light.

**Throwing dagger:** Dagger; Throwing.

**Wakisashi:** Knife; War, Light, Long blade.

#### Polearm

Polearms consist of a long shaft on different sizes, typically made of wood. The shaft may be used alone as a staff or may be fitted with different heads like axes, blades, picks, spikes and more.

In order to make a polearm pick any weapon then add the long shaft modifier. Any melee weapon with the long shaft modifier is considered a polearm.

A polearm has a different fighting style than its original weapon type and must be used with the Weapon polearm skill. So, for example, a polearm based on a blunt weapon must be used with the Weapon polearm skill, no longer with the Weapon blunt skill.

**Staff:** The short staff receives its name because it is relatively short compared with other staffs. It measures about 1.30m to 1.80m. This is the common staff used by old men to lean on while walking.

**Specialized**

**Bec de corbin:** Hammer; Long shaft(x2), Pick.

**Javelin:** Dagger; Long shaft, Throwing, Foil.

**Lance:** Dagger; Long shaft(x2), War.

**Long staff:** Staff; Long shaft(x2).

**Morning star:** Mace; Long shaft, Spiked.

**Naginata:** Backsword; Long shaft, War, Light.

**Pike:** Staff; Long shaft, Spiked.

**Poleaxe:** Medium Axe; Double, Long shaft, Pick.

**Quarterstaff:** Staff; Long shaft.

**Short spear:** Dagger; Long shaft.

**Spear:** Dagger; Long shaft(x2).

**Spetum:** Dagger; Long shaft, Long blade, Foil.

**Trident:** Sword; Long shaft, Weaponcatch, War.

**War scythe:** Scythe; Long shaft, War.

#### Sword

A long blade consists of a blade of about 80cm to 1m attached to a handle (hilt). The hilt usually consists of a grip section, a guard to protect the hand of the user and a pommel to balance the blade weight. The blade may have one edge (backsword) or two edges (sword).

Long blades evolved from the knife and daggers to provide better reach and improved damage.

Long blades are designed to slash but can be used to pierce as well, which is very useful against some kinds of armor.

***Long blades are considered elite weapons used by gentleman and warriors. Many swords are made by renowned weaponsmiths who give their name to the weapon (i.e Muramasa katana). Swords with no known weaponsmith to give them a renowned name are known as bastard swords.***

**Backsword:** A backsword consists of a curved blade with an edge on the external (larger) side. It is designed to take advantage of the swing motion in order to increase the cutting power. Examples are the European *szabla* or the Japanese katana.

**Scythe:** A scythe consists of a curved blade angled between 45 to 90 degrees to the hilt and designed for cutting. Unlike the sword and backsword this is considered a peasant tool used to reap and sow.

**Sword:** A sword consists of a straight blade with two edges and a hilt. It is designed for cutting or thrusting. Some examples are the stiletto or the European knight swords.

**Specialized**

**Broad sword:** Sword; War.

**Cavalry sabre:** Backsword; Handguard, Long blade.

**Claymore:** Sword; Weaponcatch, War, Long blade(x2).

**Falchion:** Backsword; Handguard, War.

**Katana:** Backsword; War, Light.

**Odachi:** Backsword; War, Light, Long blade.

**Rapier:** Sword; Handguard, Light.

**Sabre:** Backsword; Handguard.

**Stiletto:** Sword; Foil.

**Two-handed sword:** Sword; Long blade.

#### Melee weapon modifications

Each weapon category in the tables has two sections. The upper section contains the base weapon for each category and the lower section contains variations of the base weapons.

A weapon variation consists of a base weapon plus some modifications applied. Weapon skills are compatible with any weapon of the same category, so an Axe Weapon skill can be used with any base or specialized axe.

Weapon perks (i.e. *Weapon specialization)* are applied to a specific weapon and are not compatible with another weapon form. For example, a battle axe is not the same as a broad axe so the battle axe specialization does not work with a broad axe.

Each weapon description also lists which modifications have been applied to a base weapon in order to get a specialized form.

Unless otherwise specified, each modification can only be applied once.

***Additional lash:*** The flexible weapon or whip is fitted with one additional lash. This modification can be applied up to 9 times.

***Ball:*** A ball chain adds a heavy balls or weights to the end of the flexible weapon providing a greater concussive force.

***Bladed:*** The weapon is fitted with blades around its edge allowing for slashing damage.

***Dagger:*** The weapon is fitted with a dagger allowing for piercing damage. The attached blade is fixed and can’t be thrown or disarmed and it protrudes making it hard to conceal.

***Claw:*** This modification adds a claw to the weapon which works as a talon allowing for slashing damage.

***Chain whip (Whip only):*** The lash is made out of small links. This modification improves the overall strength of the whip and increments the amount of slashing damage. If the whip has multiple thongs then all the thongs need to be made of chain otherwise the whip won’t work due to different material speeds.

***Double:*** The axe has been fitted with a second blade head allowing for a faster recovery time. The second head may be replaced by a pick.

***Extending:*** The weapon has a extending mechanism that can release its blade or lash. The extension is activated with a gesture. The blade or lash displaced from a concealed location into its proper location ready for battle. For example a gauntlet with a dagger can keep the dagger retracted over the arm until the gesture extends the blade over the hand.

***Foil (Blades only):*** A foil blade has all its edge removed making it lighter and turning it into a piercing only weapon.

***Gemstone:*** A socket is crafted for a gemstone. Gemstones are requisite to craft magical items. Up to three gemstones can be embedded into a weapon.

***Hook:*** This modification adds a hook to the weapon. This modification may help in combat but is also highly utilitarian as the hook can be used to grab a ledge for climbing.

***Light:*** A light weapon is crafted with lighter heads to reduce the weight but reducing the damage as well. This modification can be applied up to three times but the final weight can’t be less than 0.1kg.

***Locking (Glove only):*** The glove is fitted with a locking mechanism which sets the fingers in place. It can lock tools or weapons. Any disarm attempt on a locked item receives a -10 penalty. When the glove is locked the hand is useless for anything else than grabbing the desired object.

***Long blade:*** A blade is extended by around 20 to 50cm. increasing the weapon damage. If this modifier is applied twice (the maximum) the weapon reach is increased by 1. A short sword is an example of a knife with a long blade.

***Long lash:*** The lash or chain in a flexible weapon or whip is lengthened increasing the weapon reach. This reduces the throwing distance (if any).

***Long shaft:*** The shaft or handle of the weapon is lengthened increasing the weapon reach. Any hard weapon (no flexible, no gauntlet) can be fitted with a long shaft. A weapon with the long shaft modification is no longer considered of its base type but a polearm (i.e. a sword with a long shaft is no longer considered a sword but a polearm). The weapon must be used with the polearm weapon skill. This modifier can be applied up to 3 times.

***Padded:*** The weapon is cushioned with cloth or soft leather so half of the damage is considered non-lethal.

***Pick:*** One of the heads of the weapon (axe or hammer) is replaced by a sturdy pick head allowing to deliver all the damage in a single point as piercing damage.

***Retracting:*** The weapon has a retracting mechanism that can retract the weapon blade or lash. The retraction is activated with a gesture. The blade or lash is displaced to a concealed location. For example a gauntlet with a dagger can retract the blade but it will probably displace over the arm.

***Spiked:*** The weapon is fitted with strong spikes or nails to deliver piercing damage. Hammers can’t be fitted with spikes but can be fitted with a pick head.

***Three section flail (Flail only):*** This modification adds a third section to the flail. The additional section provides a greater momentum, delivering more impact.

***Throwing:*** The weapon has been balanced allowing the character to increase its base trowing distance but reducing its damage as well. More details can be found in the Thrown weapons entry in this chapter.

***Weighted:*** The weapon is fitted with extra metal weights providing more momentum but making it heavier.

***War:*** The weapon is balanced and reinforced for increased damage and making it harder to break.

### Ranged Weapon

Ranged weapons are designed to attack and deal damage from a safe distance. They are very effective in an open field but may not be useful at close quarters.

This section describes multiple ranged weapons. The GM should decide which ones are allowed for his campaign.

#### Parts of a ranged weapon

Ranged weapons consist of two elements, the launcher and the missile.

The launcher provides the kinetic energy to the missile. The more powerful the launcher, the farther the missile will get and with greater precision.

The missile is the damaging portion of the ranged weapon. Missiles are designed to penetrate into flesh and hit vital points. However, missiles can be specialized for different functions.

Example, a bow uses arrows as missiles; a crossbow uses bolts, a sling uses pebbles or metal balls, a machine gun uses bullets.

#### Load, reload and fully reload

A firing cycle for a weapon consists of *loading* a missile into the launcher and firing it usually by pressing or releasing a trigger. Once the missile is fired the weapon can be reloaded and fired again.

Some launchers can be modified with a chamber that holds multiple missiles allowing for multiple shots before a reload is required. An internal mechanism speeds up the reload time. When all the missiles in the chamber have been used the weapon must be fully reloaded. A full reload uses the same time in APs as reloading a single shot of the base weapon multiplied by the number of chambers.

Full reloads are time consuming. To that end, some weapons can be reloaded by using magazines. A magazine is a fully loaded chamber that can be preloaded and switched when needed. The old chamber is removed and the new one is quickly set in place. Replacing a magazine uses the same time in APs as loading a single shot of the base weapon.

#### No reload (Optional)

Keeping track of the missiles is annoying so the GM may decide to ditch the reload process and allow the weapons to have a continuous supply of missiles. This is less realistic but keeps the game session flowing. This is equivalent to allowing everyone the Quick reload perk at maximum level.

#### Ranged weapon materials

A high quality material launcher reduces the range and distance penalties. Each material Modifier point adds 10 metres over the launcher base range.

For example a normal pine short bow has a base range of 10 metres. A cedar bow has a +1 Modifier which means a base range of 10 + 10 = 20 metres.

High quality missiles add the material bonuses to the missile damage. So it is possible to have some iron tipped arrows for common enemies and save some silver tipped arrows for more powerful ones.

#### Maximum missile distance

The maximum firing distance is equal to ten times the base range of the launcher. So a weapon with base range 10 will have a maximum missile distance of 100m.

#### Bow

The bow and arrow is a projectile weapon system common to many cultures. Someone who makes bows is known as a bowyer, and one who makes arrows is a fletcher.

**Short Bow:** A short bow is a small and basic bow. Mostly used during horseback riding.

**Hunter Bow:** A medium bow, mostly used by hunters.

**Long Bow:** A large bow, used by expert hunters and trained troops.

**Arrow:** The basic projectile of a bow is the wooden arrow. Special arrow heads can be built by an arrowsmith to improve damage and function.

#### Crossbow

A crossbow is a weapon consisting of a bow mounted on a stock with a mechanism in it to hold the drawn bowstring. Crossbow missiles are called bolts or quarrels.

**Hand Crossbow:** Also known as *pistol crossbow*. The hand crossbow has short range and limited damage, but is silent and easily concealed. It has short range and damage but is very quiet so it’s a weapon favoured by thieves and assassins.

**Light Crossbow:** This is a standard crossbow. The bow is usually made of wood.

**Heavy Crossbow:** Also known as *arbalest.* The bow in this crossbow was usually forged with iron or steel allowing for a greater force and range.

**Bolt:** The basic projectile of a crossbow is the metal bolt. The bolt is shorter but heavier than the arrow with more penetration power due to the momentum

#### Launcher modifications

Each table presented before has three sections. The upper section contains the base weapon forms for each

ranged weapon category. The middle section contains specialized variations of the base weapons. Finally the lower section contains the projectile for this weapon and basic variations.

Ranged weapon modifications follow the same rules as described in the *Melee weapon modifications* section.

***Additional shot:*** The chamber has an additional space allowing for another missile. This modification can be picked multiple times in order to have more shots available. Once the shots are used each chamber must be fully reloaded.

***Chamber:*** The launcher has a missile chamber. This reduces the firing time by 5 APs. A missile chamber comes with *one* additional shot. This modification can only be applied once. Bows can’t be adapted with a chamber.

***Composite:*** The arc of the bow or crossbow can be crafted using a combination of materials which allow for better energy distribution increasing the range and damage.

***Gemstone:*** A gemstone is added to the launcher. This modification can be applied up to 5 times.

***Magazine:***The chamber has an ejection mechanism allowing for it to be ejected and replaced by a fully loaded chamber.

***Quick shot:*** The chamber has an improved loading mechanism allowing for a faster firing cycle. This modification can be picked multiple times. The firing APs can’t be less than 1, however for each point under 1, one additional missile is fired with the same shot. For example if a the quick reload modifications would take the weapon to -2 AP, then it means the weapon fires 3 times each time the trigger is squeezed.

***Recurve:***The bow or crossbow is crafted with some curves in the tips of the arc. The curves allow for greater tensile strength allowing for increased range. This modifier can be applied only once.

***Targeting:*** A series of markers are calibrated and attached to the launcher allowing for more precise shots. Each time this modifier is applied the system becomes more precises as it adds more features like distance marks, crosshairs, magnifier lenses, reflection suppressor, night sight, lasers and more in increasing levels of precision. The description of the targeting system depends on the adventure technology level. The character needs to perform a targeted attack to gain this benefit.

#### Missile modifications

The following are the modifications which may be applied to a missile.

Missile modifications follow the same rules as described in the *Melee weapon modifications* section.

***Armor piercing:*** Armor piercing missiles are designed to bypass the target damage soaking. The arrow will negate 2 points of damage soak when it hits its target.

***Blunt:*** The missile damage is delivered as a concussive blow. Half the damage is considered stunning damage instead. This is achieved by using round or squared heads, salt instead of lead, electricity or other.

***Broad:*** A broad missile delivers extra damage. It may consist on a larger head, additional blades, increased bullet calibre, higher energy voltages, etc.

***Incendiary:*** Some incendiary item is attached to the point of the missile like a red hot iron, coals, or chemicals. The arrow will ignite any material it gets in contact with.

***Expansive:*** The missile is made of some brittle material that breaks on contact and opens inside the target. The damage is incremented but the target can soak 2 extra points of damage (only if he can soak damage).

***Explosive:*** An explosive missile contains some chemical that will explode on contact. All people in a 2m area around the target are affected by the explosion and must parry or dodge as a missile attack.

***Tracer:*** A tracer head has a chemical that burns quickly with the air leaving sparks which last a few milliseconds. This can help marking a target so other people know where to attack. It also marks the obvious location of the attacker.

### Thrown and hurled weapons

Multiple melee weapons like throwing daggers, darts or javelins (among others) are specialized to be thrown but this doesn’t mean they are the only ones that can be thrown. Almost all melee weapons can be thrown in case of necessity. They won’t be nicely balanced and will have less range than specialized weapons but they still can be hurled.

By default, a size 1 weapon can be thrown a base range equal to the character Fire attribute, a size 2 weapon has a base range of half the Fire attribute and a size 3 weapon has a base range of one quarter the character Fire attribute. For example a javelin has a base range of Fire \* 2. A character with Fire attribute 5 has a base range of 10 for the Javelin.

The maximum distance for a thrown weapon is equal to ten times the base range. So a weapon with base range 10 will have a maximum throwing distance of 100m.

The Accuracy skill is combined with the appropriate weapon skill then throwing weapons, instead of the Melee skill.

Read more about base range on the *Ranged combat* rules in chapter 6.

The weapon tables have the throw ranges already computed for different weapons. Some weapon ranges are marked as 0 or (-) meaning they can be thrown as they might be unbalanced or attached to the character limb (i.e. a gauntlet).

The *throwing* modifier reduces the weapon weight and Improve the balance and aerodynamics, increasing the throwing range. Each time the *throwing* modifier is applied to the weapon, it doubles its base throwing distance but reduces its damage.

A specialized throwing weapon can be used for melee combat but the lighter design makes it easy to break if parried or used to parry.

### Shields

A shield is a weapon specially designed to deflect melee attacks and block projectiles. It is strapped to the wearer hand by means of a handle and/or leather straps. It prevents the shield hand from doing other things but it can be easily dropped and donned again.

Shields are made of light but strong materials. Very old shields were made of leather with a wood spine. In the medieval age it was made of wood and sometimes reinforced with a metal rim. Fantasy settings have them in metal and in modern times it is made of light metal alloys or polycarbonate.

***The AP cost to parry is always 6.***

***The AP cost in the shield table is only used when the shield is used to attack as a weapon.***

**Buckler/Bracer:** This is a small shield between 15 and 45 cm diameter. It is designed to deflect melee attacks but is very ineffective against ranged attacks.

As it is small but hard it can be used to deal punch attacks.

**Medium shield:** A medium shield is about 40 to 100 cm diameter. It provides defense against melee and ranged attacks.

The most popular version of this type of shield is the ‘kite’ shield which extended to cover the wearer legs. This is the classical shield used by knights.

**Body shield:** This shield protects the whole body of the wearer. It has an oval or rectangle shape and is about 150cm high. It allows the wearer to crouch behind for full cover (see combat rules).

**Table 5-15: Shield modifications**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | DR | Price | Hands | Reach | Range | Attack | Dmg Type | Defense | AP | Material | Weight | Size |
| Gemstone | +5 | \*1.5 | - | - | - | - |  | - | - | - | - | - |
| Lantern | +2 | \*1.2 | - | - | - | - |  | - | - | - | 0.5 | - |
| Reinforced | +2 | \*1.3 | - | - | - | - |  | +1 | - | - | 0.5 | - |
| Spiked shield | +2 | \*1.4 | - | - | - | +1 | P | - | - | - | 0.5 | - |

Examples of this shield are the roman *scutum* and the modern anti-riot shields used by the police.

**Tower shield:** This huge shield is about 2.2m high and fully covers the whole body of the wearer providing full protection against all forms of attacks coming from the front. Other people can take cover behind the shield bearer so it is very useful for covering friends when expecting ranged attacks.

**Specialized**

**Battle shield:** Medium shield; Reinforced.

**Lantern shield:** Buckler; Lantern.

**Scutum:** Body shield; Reinforced.

**Spiked shield:** Medium shield; Reinforced.

**War shield:** Medium shield; Spiked shield, Reinforced(x2).

#### Shield modifications

Shield modifications follow the same rules as described in the *Melee weapon modifications* section.

The modifiers can be applied multiple times unless otherwise stated.

***Gemstone:*** A socket is crafted for a gemstone. Gemstones are requisite to craft magical items. Up to three gemstones can be embedded into a shield.

***Lantern:*** A bright lantern is attached to outer side of the shield. In low light conditions the bright light provides visibility for the shield user while blinding the opponent (read combat light rules). The shield provides cover for the light so the user of the shield is unaffected by it. This modifier can only be applied once.

***Reinforced:*** A shield is reinforced increasing the protection. The main material of the shield remains the same.

***Spike shield:*** The shield is adorned with sharp spikes. Whenever you successfully block a natural attack (no weapons used), the attacker suffers one point of damage. If the attacker was charging or attempting to grapple and the attack is fully blocked he suffers 2 points of damage (can be soaked). If the shield is used as a weapon, it adds a +1 attack Modifier.

### Weapon weight

The Weapon stat indicates the maximum weapon weight the character can lift during combat. **He may carry up to this weight using both hands or half this weight using a single hand.** For example, a character with strength 3 can use a weapon of up to 9 kg using both hands, so he has to use both hands to wield a hammer (5 kg) as the maximum weight he can carry in one hand is 4.5kg. However, a character with strength 4 can easily carry a 5kg hammer on each hand as his total limit is 16kg or 8kg on each hand.

Some weapons like bows, fighting staffs, pole weapons among others require two hands to use. This is related to the way the weapon is used during combat. Even if your character has 100 strength he still needs two hands to knock and pull an arrow in the bow.

### Weapon size

Weapon size is a very relative term. The size of a weapon depends on the size of the user. A weapon that is large for one character may be just normal size for another. For example, a medium - size 2 - axe can be used by a medium - size 2 - humanoid, however the same axe is considered large for a small – size 1 – Halfling, and will be considered small for a big – size 3 – creature.

The size column in the weapon tables contains the size of the weapon. A character can use a weapon which is up to twice his own size or down to half his size. No more and no less.

For example: An ogre is a large size 4 creature. For the ogre, a human sized long bow - size 3 - is considered a small weapon. An ogre can also use a normal human sized sword as it is size 2 but it will be like a dagger. The ogre can’t use a size 1 dagger as it is just too small for his hands.

## Technology levels (Advanced)

Every culture develops and improves its technology. Depending on his campaign the GM may decide new technology makes some items and materials more readily available. The following rules may also be used if the players find themselves with a more or less advanced civilization.

The available technology levels are:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Lvl | Technology | Base DR | Avg DR | Base wage |
| 0 | Caveman | -2 | 1 | 10bp |
| 1 | Ancient | 2 | 5 | 1sp |
| 2 | Medieval/Fantasy | 6 | 9 | 10sp |
| 3 | Romantic ages | 10 | 13 | 1gp |
| 4 | Contemporary | 14 | 17 | 10gp |
| 5 | Modern | 18 | 21 | 1pp |
| 6 | Steampunk | 22 | 25 | 10pp |
| 8 | Future | 30 | 33 | 1000pp (10 cr) |
| 10 | Space | Unlimited | Unlimited | 100000pp (1000cr) |

**Caveman:** Technology is that of a caveman level. Crude weapons like clubs with crude stone, copper or iron chunks tied to the edge making crude maces. Very crude spear tips made of stone and spear tips hardened on fire. Some communities may have learned to control fire and domestication but in general bhieftains have control of small wandering tribes.

**Ancient:** Weapons are more refined. People has learned to control fire and use it for forges, crafting better blades. Bronze has replaced iron and bronze as the preferred material. Animals have been domesticated. Bow and crossbow weapons appear. Conquerors raise vast armies to conquer vast empires.

**Medieval/Fantasy:** Stronger armor and sharper blades are crafted using steel. Towns grow and become prosper. Countries have established limits. In fantasy setting, magic and fantastical creatures can be found everywhere. This is the most typical RPG setting.

**Romantic:** This is the age of pirates and swashbucklers, where warriors fight with weapons as much as with charm and wits in order to conquer the heart of a beautiful lady and, sometimes, the fiercest battle fields can be found in the political courts of powerful kings.

**Contemporary:** Cities controlled by gangs, merry music playing in small joints, dancing girls on short frocks, poker games with high stakes. Party tonight before the stock market crashes and the world war begins.

**Modern:** Computers and microchips, the beginnings of internet, wide area communications and the infancy of robotics and artificial intelligence. Teams of hackers roam the darker waters of the web attacking unprotected servers, stealing secrets and selling them to the best bidder. Corporations have enough money to manipulate governments.

**Steampunk:** Humans, elves, orcs and other races roam the world riding sport cars and wielding guns and hacking computers. Technology and magic are combined by technowizards to craft powerful new devices. Corporations rule the world.

**Future:** The technology has advanced. Robots with human appearance socialize with human beings. Hover cars and energy weapons are everywhere. Some space travel to close moons and planets is possible.

**Space:** Space travel has developed. Humans have colonized all planets and moons in the solar system and close stars. Same as humans come from earth, orcs and elves come from other planetary systems where they are the predominant race.

### Technology level materials

The materials available for each level are those with a Modifier less or equal than the technology level. For example, in a fantasy age, it is not uncommon to find steel weapons and bear leather (fur) items. They are not commoner materials but not impossible to find either. Lower quality materials like bronze is normal and iron or lower are common.

For a character from a caveman level setting where Iron or copper are the norm will find a steel weapon completely fantastic. However the same might be said if a fantasy campaign character faces a modern character where gold weapons and tools can be found.

The relation between the technology and materials are so strong that is not uncommon to name the age like the material. For example, ancient ages are also known as bronze age.

### Technology level items

The final item DR, including any additional DR due *modifications*, can’t exceed the value in the *Avg DR* column. Material quality is not counted as a modification.

Some artisans can exceed this DR limit thanks to its high intelligence. Those gifted individuals can reach a total DR equal to the Base DR column plus his Water attribute value.

For example, a normal caveman can craft any item with final DR 1. This means very basic weapons and very basic modifications like a club, a staff, a short spear. He can’t craft a short bow as its DR 2 is above his technology level. However, a gifted individual with Water score 4 that may reach to a maximum DR of -2 + 4 = 2. This individual can craft items undreamed of by ordinary people.

### Technology level economy

A development in technology is also accompanied by a development in production and economy. The standard wage for *a year* of work is taken from the price of a kg of metal with an equivalent quality Modifier as the technology level. The low and high salary levels correspond to the prices of the metal above and below that. For example, the economy rules in this chapter are taken for a fantasy technology level (2) which corresponds to the steel metal Modifier (+2). This means a good yearly salary in an average city is 10sp, a low salary is 1sp and a high salary is 1gp.

The modern age has a tech level 5 which corresponds to gold. A modern age yearly salary is equivalent to 1kg of gold at about 1pp (around 50000 dollars). A low salary is 10gp (around 5000 dollars) and a high salary is 10pp (around 500000dollars).

Note that those figures correspond to a normal sized city. Larger cities can have larger wages (read the *Economy size* rules).

#### Comparison with contemporary money

To transform the coinage into modern currency, replace 1gp for USD 500. Silver and copper follow on dollars and cents. Titanium pieces follow on tens of thousands of dollars.

Table 5-3 : Modern currency conversion

|  |  |
| --- | --- |
| Coin | Modern equivalent |
| 1bp | 5 cent |
| 1sp | 5 dollar |
| 1gp | 500 dollars |
| 1pp | 50k dollars |

This means a contemporary yearly salary for a good professional Is about 50k.

## Crafting

Should the character prefer to craft his own items, he needs the appropriate tools, facilities, enough materials and, of course, the appropriate skills.

**Materials:** The material to be used dictates the DR of the crafting attempt. The artisan must beat a DR equal to the quality of the main material used for the item. I.e. to craft a silver item the artisan needs to beat the quality of silver (20).

The main material for the item is the most important material of the item.

For example, to create a diamond necklace the main material is diamonds even if the support and latches are made with gold. If you make a platinum sword then the main material is platinum even if you adorn it with rubies and the grip uses leather. If you make a silver spear then the main material is the silver blade even when the wooden shaft is larger than the tip.

**Skills:** The skill to use in the craft depends on what you want to create and is described under each skill entry. If you are using the combined skill rule you may also gain bonuses from other related skills.

The GM must decide which of the character skills is to be used as the main skill and which to combine as the supporting skill(s). For example to craft a sword the main skill would be *Blacksmith* and the support skill would be *Weapon (Sword)*.

Knowledge of some perks may be required to craft some items.

The GM may set more requirements which the character should meet in order to craft an item.

Once you get all the things you need roll the appropriate skill to craft the item. The total result of your skill check should equal or exceed the crafting DR.

**Modifiers:** The item can be adjusted with specific alterations which provide bonuses to the item. Each modifier adds a DR to the item material DR. Any number of modifiers can be added but the DR to craft the item will keep adding up.

The weapon and armor table specify a DR to add for each modification but the GM may provide any value he sees fit for any item modification.

**Tools and facilities:** Other bonuses for tools and facilities (as described in the skill rules in chapter 4) also apply to the crafting process. High quality tools made of quality materials provide bonuses to the crafting skill.

### Crafting time

The time required to craft an object depends on the size of the object and the material quality.

|  |  |  |
| --- | --- | --- |
| Size | Time | Example |
| Tiny | 1hr/quality | Jewellery, lockpicks |
| Small | 5h/quality | Daggers |
| Medium | 1day/quality | Swords, Shields |
| Large | 1week/quality | Armor |
| Huge | 1month/quality | Full plate armor |

### Failed crafting

If the roll is unsuccessful, then the item has a flaw. The time used in the craft is lost and the character needs to start the process all over again. As a result of a failed attempt some material is lost in the process. Consider 1% of the material lost for each point under the required DR.

For example, to craft a gold ring with DR 40, it uses 10gr of gold. The resulting roll is 30 which is a failure. Then 40-30 = 10% of the material is lost as a result. You may need to craft a lighter ring or get more material.

### Low quality items

If the character failed his craft DR, he may declare the item successfully finished if he gives one penalty to the item for every 5 points under the DR. So for example if the character is crafting a gold shield with DR 41 and the skill result is 30, then he may decide to declare the object finished if he assigns a 2 penalties to the item.

The most common penalization is to add weight or to reduce the material Modifier by 1 per each penalty point (i.e. the gold shield described above would receive a +3 material Modifier instead of the normal +5 for gold).

Another kind of penalty is to add some kind of curse. The curse can be simple like the item making undesired sound, firing sparks when the character is hiding, to something more powerful like turning the character into a frenzied killing machine, lowering attributes, taking control of the character or more.

Curses make for great ways to flavour the history of a weapon and maybe providing story arcs like a quest to remove the curse.

Remember to announce curses in a dramatic way like “It is said that this golden sword will break when the warrior most needs it”. Then, during the adventure, when the character is just about to slay the adventure boss, the weapon breaks allowing the monster to flee and fight another day. And when the weapon breaks recall the text again so everybody knows the curse has acted.

Other suggestions are included under each item category.

#### Low quality armor

If a lower quality armor is forged, then for each penalty point one of the following characteristics is assigned:

1. Reduce the material Modifier by 1.
2. Increase the weight by 20%
3. Increase the Precision penalty by one point.
4. Bestow the armor with a magical curse.

* turning into a werewolf (or werechicken or wererabbit?) on full moon nights;
* the armor does more noise than usual when moving;
* there is a 10% chance for the armor to fall down in pieces after any attack received.
* armor rings when hit by blunt weapons adding stun damage.

#### Low quality weapon

If a lower quality weapon is forged, (read the *Low quality item* rule in this chapter) then for each low quality penalty point one of following characteristics should be assigned:

1. Reduce the material bonuses by 1.
2. Increase the weight by 20%
3. Increase the AP required to use the weapon by one point.
4. Bestow the weapon with a magical curse.

* once the weapon is unsheathed the character will continue fighting until the weapon draws blood from friend or foe;
* the weapon will break on the first critical hit only to be reformed after the fight is finished;
* the weapon talks and shouts (like a parrot with no intelligence) alerting enemies in the area;
* the weapon will attempt to take control of the character and force him to flee at the beginning of the fight;
* every time it is unsheathed it is covered with blood;
* every night the souls of the people slain by the sword haunt the character, ghostly figures appear repeating again and again a scene where the weapon slayed them.

### Crafting items in different sizes

All the items presented in this chapter are considered for a medium humanoid. However items can be crafted in different sizes.

#### Crafting large items

For each size increment the item receives the adjustments listed in tables 5 – 16.

Missile speeds

|  |  |
| --- | --- |
| Speed | Description |
| Falling objects | |
| 1 | Object falling 1m |
| 6 | Object falling 10m |
| 12 | Object falling 100m |
| Hurled, Normal projectiles | |
| 8 | Thrown club, hammer, axe |
| 9 | Dart, spear |
| Arrow, Bolt, Mechanical projectiles | |
| 13 | Hand crossbow |
| 14 | Normal bow |
| 15 | Crossbow, composite bow |
| 16 | Composite Crossbow |
| Bullet, Explosive projectiles | |
| 20 | Pistol |
| 30 | Machine gun |
| 31 | Tank gun |
| 33 | Assault rifle, armor piercing |
| 41 | Tank piercer |
| Energy projectiles | |
| 50 | Railgun |
| 60 | Light gas gun |
| 70 | Plasma gun |
| Ray | |
| 100 | Lightning |
| 200 | Ray |
| 400 | Instant |

**Table 5-16: Item size change**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Reach | Range | Attack | Def | Weight |
| Melee weapon | +1 | - | +3 | - | x1.5 |
| Weapon, Ranged | - | +10 | +2 | - | x1.5 |
| Weapon, Shield | - | - | - | +2 | x1.5 |
| Armor, Any | - | - | - | +2 | X1.5 |

Range for thrown weapons is still dependent on the character strength.

Items do not increase in complexity due to armor size changes. So plate armor for a human is as complex as plate armor for a Halfling or as complex as plate armor for an ogre. They have the same DR because the involved parts are the same.

There is, however, a logistical problem. The item becomes harder to create for each size category relatively to the craftsman. The objects just become heavier and harder to manipulate.

For example, an orc weaponsmith (size 2) is crafting a medium axe (DR +3) for an ogre (size 4). The DR due to the size difference is +3 +2 = +5 due to the difference in size. However, this penalty is eliminated were the weaponsmith an ogre; for him the axe is just a normal size so it is still a DR +3.

#### Crafting small items

The items for creating a small item are similar to crafting a large item except the bonuses and multipliers are inverted.

The size difference penalty is still maintained. Following the same example as before, an ogre weaponsmith (size 4) trying to craft a medium axe (DR +3) for an orc (size 2) still has the same +2 DR penalty due to size. This is because the smaller parts and pieces just makes it harder to craft the item.

### Armor for different species

A craftsman is usually accomplished in crafting items for its own species. Given there are no huge specific changes, the same craftsman can craft armor for other species with similar body types. So a human can craft armor for elves, orcs, giants or, in general, any species with a head, torso, two arms and two legs.

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### Weapon in different material types

Weapons can be crafted in a different material type. For example, instead of crafting a sword using metal it can be crafted using wood, or maybe using gemstones.

A weapon in a different material has its attack and parry values changed by the difference in material category.

For example, wood has a category of 8 while metal has a category of 10.

So a sword made of wood instead of metal will have a -2 penalty in attack or parry.

In the same way, a sword crafted from a gemstone will have a +2 Modifier to attack or parry as it has a higher material category.

This rule can be applied to other items like armor.

### Missile speeds

Launchers allow for greater ranges and missile speeds than any hurled weapon; but, in turn, an arrow can’t compare with the speed of an explosive or energy based missile. Table 6-5 provides some reference about different missile speeds.

### Crafting magical items (Advanced)

The GM is free to create any magical item he decides at his own desire. However some crafty players may prefer to create their own items special abilities which exactly match their requirements. This is not a simple process as there are many things to take into consideration so the following rules are recommended for advanced players only.

Before reading the following rules you must be comfortable with the magic concepts introduced in chapter 7 and already designed items available in chapter 8.

A magic item it should be crafted with the most pure materials and have the highest quality possible.

A material with higher quality allows for more powerful enchantments while a higher quality allows grafting the gemstones required to power the magic activation.

Crafting a magical item requires the expenditure of character points by the artisan that creates the magic item.

#### Define the magic abilities

The first step is to define which spells to imprint into the item. The character crafting the item must be able to cast the spell being imprinted to the desired casting level.

Once imprinted, the magical abilities effects are set and it is not possible to alter any characteristic of the spell like the range, area, effect or any other condition. If a 6-dice fireball at 10 meter range is imprinted into the item then that is the effect the character will get any time the ability is activated.

For each magical ability the character adds to the item he has to pay 1 character point (any mental or physical).

It is possible for an item to hold multiple abilities but the character has to pay for each one.

#### Maximum ability rank

The maximum spell rank that can be embedded into a magical item is equal to the item material quality Modifier. For example, an item crafted using a material with a +3 quality Modifier can hold any number of activated abilities but each one with a maximum level of 3.

It is possible to embed a higher ability rank into an item with a lower material quality, however the item will break the moment the ability is used. The ability rank in this case can’t be more than 3 levels higher than the material quality Modifier.

#### Mana source (Simple)

Attach a gemstone of at least 20 karat and a quality Modifier of at least the rank of the spell being embedded. This will allow for energy to power the abilities.

#### Mana source (Advanced)

Magical abilities require mana. Gemstones work as a mana generator to power the item abilities. Simply put, they are magical energy batteries.

Gemstones are embedded into items as a result of a higher quality item crafting. There are two characteristics to consider in a gemstone: the quality and the size (karats).

The gem quality Modifier defines the maximum ability level it can power. So for a rank 5 ability, a gem with a quality Modifier of at least +5 (i.e an Amethist) should be attached to the item.

The gem size gives the number of uses per day, higher carats allow more uses per day. The uses per day can be defined using this formula:

**Uses = (24 x Spell Rank) / (Gem Quality x karats) hour**

Round up or down to the nearest time period for simplicity.

For example, a 5 rank fireball has been imprinted into a Palladium (+5) ring. The craftsman has attached a 48 carat ruby (+11 quality) to the ring. This allow the fireball ability to be used every 15 minutes (24x5/11x48 = 0.227hrs = 13.33 mins = 15 mins rounded up).

Some spells have some continuous duration you might want to keep going on until dismissed. In that case match the number of uses per day with the spell duration.

For example, a basic Light spell is a rank 1 spell, illuminating everything on a 10 meter radius for 1 hour. You may increase the spell to 6 ranks making it last for 6 hours. You can put this spell in a gold ring (+6) and add a 4 carat cobalt (+6). That will make for (24x6/6x4) =1 use / 6 hour, which matches the duration of each use of the spell.

#### Define the ability activation conditions

An item ability is dormant until the character performs some activation trigger like slipping a ring to his finger, wielding a sword for battle, uttering some command words, touching the item in some particular points, rubbing it, doing some gesture with one hand or any other activation specified during the creation process. Conditions may also include external conditions like “receiving a fireball attack” but will activate after the fireball has blasted the character so it may not be useful to prevent the damage. Conditions are very specific and if not met the ability won’t activate.

For example a ring of invisibility with a trigger condition of “when the ring is worn” will turn the character invisible at the moment the ring is put on his finger but not if he just has the ring in the palm of his hand. If the ability is activated by command word the character may have the ring on at all times but will only turn invisible when the command word is uttered.

Each ability can be assigned its own activation sequence.

If the ability is of continuous effect, then a deactivation sequence can be added to dispel the effect.

#### Crafting time

If the artisan crafting checks fail, then the character points paid to imprint the abilities are not lost. However the gemstones have a 50% chance to get damaged and break into pieces.

#### Gemstone affinity (Optional)

Gemstones have an affinity to a magical element depending on its color.

|  |  |
| --- | --- |
| Color | Affinity |
| Black | Death |
| Brown/Ochre/Orange | Earth |
| Red | Fire |
| Green | Life |
| Purple | Air |
| Blue | Water |
| Colorless (Diamond only) | Any |

So if the gem is red (i.e. a Ruby), then it can be loaded with mana of the Fire element and can power fire spells only. A gem with affinity with one element can’t power a spell from another element. Diamonds are very special as they are not related to any magical element and can power any spell.

#### Material and time (Optional)

The material quality limits the time the item will be able to hold the magic. Each material has a capacity for magic and will slowly lose the magical energy over a period of time. Higher quality materials are able to hold the magical energies for longer.

|  |  |
| --- | --- |
| Material quality | Years |
| 10 | 0 |
| 15 | 12.5 |
| 20 | 50 |
| 25 | 112.5 |
| 30 | 200 |
| 40 | 450 |
| 50 | 800 |
| 100 | 4050 |
| F(n) | (Quality-10)\*(Quality-10)/2 |

Magic leaving the item does not mean the item is destroyed. It will still function as the basic item with no additional magical properties.

### Crafting scrolls

Requires: Illustrator

A scroll is similar to a magical spell recipe written down in one or more sheets of some flexible material like paper, parchment, skin, etc. Any person able to read the words and follow the instructions in the scroll should be able to fire the described spell effect.

The character needs to write the scroll in a particular language. Any character able to read the language and with an affinity (perk) with the magical element of the inscribed spell can fire the effect on the scroll.

A scroll is designed for a single use. Once the words in the scroll are read, the scroll is consumed in some way related to the magic being liberated (a flash of light, blown by the wind, burn to ashes, turn to dust, etc).

The character reading the scroll must pay for the spell mana cost from his own mana pool. It is possible to have a scroll so powerful that the character reading the scroll is unable to pay for the mana cost. In that case the spell fizzles and fails (the scroll is consumed anyway).

The time to use the scroll is the same required to case the original spell. The effect written in the scroll is what you get. It is not possible to adjust the characteristics of the spell in any way.

The cost for the materials required to make a scroll is the square of the spell rank in gold:

**Material Cost = Rank x Rank gp**

A scroll can then be sold for twice the cost if anyone is willing to pay.

There is no need to pay any character points to scribe a scroll.

You need 1 day per spell level to craft a scroll.

A scroll can be used by a character to improve his skill level on that particular spell given the inscribed spell level is higher than the character skill level. The scroll is destroyed if used in such way.

### Crafting potion

A potion is a magical liquid that fires some effect on the character using it, usually by drinking, applying it as an ointment or breaking the container vial. It is similar to a scroll but there is no need to read anything.

To craft a potion a character needs to have the Alchemy skill. For each skill level in Alchemy the character can embed one mana point into the potion.

There are three type of potions, drinking, ointments and explosive.

Drinking potions are the most common. The effects of those potions are personal and affect the character drinking the potion only. They can’t be made to affect an area.

Ointment potions are activated by rubbing the potion content over the desired object or character. The effect is personal and affects the character or object being covered by the potion only.

Explosive potions contain corrosive, freezing or explosive spells which are activated when the liquid enters into contact with the air, usually when the container is broken. The effect of this potions cover an area but no specific targets can be specified so the effects will affect any character or object in the area.

Explosive potions are usually thrown so range and precision is limited by the character Fire and Accuracy. Explosive potions may be dangerous if the vial breaks inside the user backpack.

Using a potion uses up all the potion content. It is not possible to use half a dose for a reduced effect.

### Crafting books

Requires: Illustrator

### Crafting armour

Requires: Illustrator

### Crafting weapons

Requires: Illustrator

### Crafting arrows

Requires: Illustrator

### Crafting power sources

Requires: Power sources

### Crafting maps

Requires: Cartographer

### Crafting poisons

Requires: Cartographer