

Health	1	1 2	-3	3	-2	4	2	2 1	-4	5	10	
Academic	-4	1 7	4	-1	4	-3	1	9	8	2	6	
Mobility	3	0	3	3	3	2	2	-3	3	2	-5	
trength	6	-3	1	0	1	2	1	-2	-2	-3	-5	
kills						Actions						
skills type	#1	#2	#3	#4	#5	Action Type	Building	Mine	Chop Wood	Farm	Gaurd	Cook
lealth	Medicine	Tending	Defense	Rest	Foraging	Health						
cademic	Arcana	History	Insight	Calm	Religion	Academic						
Nobility	Acrobatics	Athletics	Survival	Speed	Stealth	Mobility						
Strength	Intimidation	Offense	Weight	Pain	Rage	Strength						
ttributes		Swords										
'alue	Modification	Weapon Name	Icon	Damage Type	Dice Rool	Health	Academic	Mobility	Strength	Value (gold)	Lootable	Craftable
;	3 -2	Short Sword		Slashing	1d6					5		
4	4 -2	Long Sword		Slashing	2d6					10		
		Excalibur		Slashing	2d6					25		
		Zweihandler		Slashing	4d6					50		
		Dagger		Slashing	1d4					8		
8		Rapier		Slashing	1d6					14		
(		Katana		Slashing	1d6					16		
10		Scimitar		Slashing	1d6					18		
1		Sabre		Slashing	1d6					15		
1:		Falchion		Slashing	1d6					28		
1:		Barbarian Sword		Slashing	1d12					60		
14		Arming Swords		Slashing	2d4					6		
1		Lance		Piercing	1d8					20		
10		Bec de corbin		Piercing	1d8					24		
17		Pike		Piercing	1d10					30		
18		Halberg		Piercing	1d10					45		
19		War Hammer		Bludgening	1d8					20		
20		8 Axe		Bludgening	1d4					5		
2		Mace		Bludgening	1d6					10		
2:		Morning Star		Bludgening	1d12					25		
23		Quarterstaff		Bludgening	1d4					4		
24		Bow		Piercing	1d6					35		
2		Longbow		Piercing	1d8					70		
20		Flail		Piercing	1d4					120		
2		Crossbow		Piercing	1d12					150		
28		Arquebus		Piercing	1d12					250		
29		Blunderbuss		Piercing	1d20					500		
30		Musket		Piercing	1d10					350		
3:												
32 33		Armor		D 40	Disc Book	1114-	Accelousing	NA - In Illian	Otro or oth	\/-l	Leastable	Oveftelel
- 7	5	Armor Name	Icon	Base AC	Dice Rool	Health	Academic	Mobility	Strength	Value (gold)	Lootable	Craftable

35	8	Leather Armor		12						0	No	Yes
36	8	Chain Armor		14						100		Yes
37	9	Plate Armor		16						150		Yes
38		Kevlar Armor		15						125		No
39		Ballistic Armor		17						500		No
40		Flak Armor		18						750		No
		Power Armor		20						1000	No	No
Mobs (Human)												
Mob Name	Scavenger	Feral Man	Bandit	Soldier	Sniper							
Icon												
Level												
XP												
Class												
Alignment												
Power Points												
Weapon												
Shield												
Food												
Water												
AC Health												
Academic												
Mobility												
Strength												
Kills												
Deaths												
Mobs (Animals)							_					
	wolf	bear	rabbit	deer	lizard	spider	snake	racoon	duck	toad		
Icon												
Level												
XP												
Class												
Alignment												
Power Points												
Weapon												
Shield												
Food												

Water											
AC											
AC Health											
Academic											
Mobility											
Strength											
Kills											
Deaths											
Mobs (Beasts)											
Mob Name	Rock Ent	Skeleton	Mimic	Dragon	Grable	Mushroom Ent	Goblin	Serpant	Ghost	Glarb	
Icon											
Level											
XP											
Class											
Alignment											
Power Points											
Weapon											
Shield											
Food											
Water											
AC											
Health											
Academic											
Mobility											
Strength											
Kills											
Deaths											