

[illegible]

Health	1	2	-3	3	-2	4	2	1	-4	5	10	4
Academic	-4	7	4	-1	4	-3	1	9	8	2	6	4
Mobility	3	0	3	3	3	2	2	-3	3	2	-5	2
Strength	6	-3	1	0	1	2	1	-2	-2	-3	-5	4
Skills						Actions						
Skills type	#1	#2	#3	#4	#5	Action Type	Building	Mine	Chop Wood	Farm	Gaurd	Cook
Health	Medicine	Tending	Defense	Rest	Foraging	Health						
Academic	Arcana	History	Insight	Calm	Religion	Academic						
Mobility	Acrobatics	Athletics	Survival	Speed	Stealth	Mobility						
Strength	Intimidation	Offense	Weight	Pain	Rage	Strength						
Attributes		Swords										
Value	Modification	Weapon Name	Icon	Damage Type	Dice Roll	Health	Academic	Mobility	Strength	Value (gold)	Lootable	Craftable
3	-2	Short Sword		Slashing	1d6					5		
4	-2	Long Sword		Slashing	2d6					10		
5	-2	Excalibur		Slashing	2d6					25		
6	-1	Zweihandler		Slashing	4d6					50		
7	-1	Dagger		Slashing	1d4					8		
8	-1	Rapier		Slashing	1d6					14		
9	0	Katana		Slashing	1d6					16		
10	0	Scimitar		Slashing	1d6					18		
11	0	Sabre		Slashing	1d6					15		
12	0	Falchion		Slashing	1d6					28		
13	1	Barbarian Sword		Slashing	1d12					60		
14	1	Arming Swords		Slashing	2d4					6		
15	1	Lance		Piercing	1d8					20		
16	2	Bec de corbin		Piercing	1d8					24		
17	2	Pike		Piercing	1d10					30		
18	2	Halberg		Piercing	1d10					45		
19	3	War Hammer		Bludgening	1d8					20		
20	3	Axe		Bludgening	1d4					5		
21	3	Mace		Bludgening	1d6					10		
22	4	Morning Star		Bludgening	1d12					25		
23	4	Quarterstaff		Bludgening	1d4					4		
24	4	Bow		Piercing	1d6					35		
25	5	Longbow		Piercing	1d8					70		
26	5	Flail		Piercing	1d4					120		
27	5	Crossbow		Piercing	1d12					150		
28	6	Arquebus		Piercing	1d12					250		
29	6	Blunderbuss		Piercing	1d20					500		
30	6	Musket		Piercing	1d10					350		
31	7											
32	7	Armor										
33	7	Armor Name	Icon	Base AC	Dice Roll	Health	Academic	Mobility	Strength	Value (gold)	Lootable	Craftable
34	8	Wood Armor			10					0	No	Yes

