

Unchained worlds: Basic Edition



Card Compendium

Howdy! This is a decent way to print cards that can be cut out and used as player handouts. Build a deck of variant items to draw for shop inventory, or as random loot.

Print all but this first page



Variant items

1

CP

D4

DMG

Stick



Breaks if it deals max damage.

Minor Weapon

LG

5

SP

D4

DMG

Dart

-1 Melee DMG (Minimum 1)

Minor Weapon

TN

5

GP

1

DMG

Bola

Binds ankle on hit, grappling. (2 Actions for target to remove)

Minor Weapon

SM

5

GP

D4

DMG

Whip

10 foot range.

Minor Weapon

SM

5

GP

D4

DMG

Boomerang

Returns to thrower on miss.

Minor Weapon

SM

5

GP

D4

DMG

Handaxe

Deals max DMG when thrown.

Minor Weapon

LG

1

GP

D2

DMG

Sling

Any tiny item can be used as ammo.

Ranged Weapon

SM

2

GP

1

DMG

Blowdart

Commonly used for poisoning targets.

Ranged Weapon

SM

30

GP

D10

DMG

Longbow

Requires 2 actions to fire.

Ranged Weapon

2

XL Slots

30

GP

D12

DMG

Crossbow

Takes 2 actions to reload.

Ranged Weapon

2

XL Slots

10

GP

D12

DMG

Rocket

Single use. Up to 1 minute fuse. 10ft sphere of fire.

Ranged Weapon

SM

2

GP

1

DMG

Blowdart

Commonly used for poisoning targets.

Ranged Weapon

SM



