**Base Starting Weapon Templates**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Parry** | **Lev** | **Ini** | **Wgt** | **Len** | **Dur** | **Traits** | **Cost** |
| Basic Light | +1 | +1 | 1d3 | +1 | L | M | 0 |  | 30G |
| Basic Medium | 0 | 0 | 1d4 | 0 | M | M | 0 |  | 45G |
| Basic Heavy | -1 | -1 | 1d6 | -1 | H | H | 0 |  | 60G |

**Starting Weapons**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Parry** | **Lev** | **Ini** | **Wgt** | **Len** | **Dur** | **Traits** | **Cost** |
| Axe | -1 | 0 | 1d4+1 | 0 | M | M | 0 | Limb Breaker (1), Shield Smash (1) | 45G |
| Bow, L | 0 | -- | 1d3 | -2 | L | -- | 0 | Pierce (1), Range (4), Quick Fire | 30G |
| Bow, M | 0 | -- | 1d4 | -2 | L | -- | 0 | Pierce (1), Range (5) | 45G |
| Dagger | +1 | 0 | 1d3 | +1 | L | S | 0 | Bleeder (1), Fast (2), Thrust | 30G |
| Great Axe | -1 | -1 | 1d6+1 | -1 | H | M | +1 | Limb Breaker (1), Shield Smash (1), 2H | 60G |
| Great Sword | 0 | -1 | 1d6 | -1 | H | M | +1 | Bleeder (1), Thrust | 60G |
| Lance | -1 | -1 | 1d6+1 | -1 | H | L++ | 0 | Reach (1), Set, Thrust, 2H | 60G |
| Mace | 0 | -1 | 1d4 | 0 | M | M | +1 | Concussion (3), Skull Smasher | 45G |
| Rapier | 0 | +1 | 1d3 | +1 | L | M | -1 | Bleeder (1), Pierce (1), Thrust | 30G |
| Spear | 0 | -1 | 1d4+1 | 0 | M | L+ | -1 | Set, Thrust | 45G |
| Staff | +1 | +1 | 1d3 | 0 | L | L | -1 |  | 30G |
| Sword | 0 | 0 | 1d4 | 0 | M | M | 0 | Bleeder (1), Thrust | 45G |

**Starting Armor**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Armor** | **AV** | **Wgt** | **Traits** | **Cost** |
| Padded, Chest | 1 | L |  | 90G |
| Padded, Other | 1 | L |  | 30G |
| Leather, Chest | 2 | M |  | 135G |
| Leather, Other | 2 | M |  | 45G |
| Light Scale, Chest | 2 | M |  | 135G |
| Light Scale, Other | 2 | M |  | 45G |
| Iron Plate, Chest | 3 | H |  | 270G |
| Iron Plate, Other | 3 | H |  | 90G |

* Medium Armor is -1 to Cast, Athlete, Sneak, Steal, Climb
* Heavy Armor is -2 to Cast, Athlete, Sneak, Steal, Climb

**Starting Gear**

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Wgt** | **Notes** | **Cost** |
| Arrows, Crude | L | * 20 Arrows/Quiver * -1 Accuracy | 15G |
| Arrows | L | * 20 Arrows/Quiver | 30G |
| Campfire, S | L | * Allows 6 people to rest | 15G |
| Crafting Kit | 2xL | * Allows you to use one of your crafting skills * Different kits exist for each different skill (i.e. Woodwork kit, clothier kit, etc.) * Exception is “Smithing Kit” works for both armor/weapon smith * Exception is “Woodworking Kit” works for trapping * Also includes tools for gathering from the related nodes | 60G |
| Instrument | L | * For Perform skill | 90G |
| Lantern | L | * Can be hooked on belt | 45G |
| Lantern Oil | L | * Pack of 4 * Burns for 3H | 40G |
| Lock Picks | L | * Pack of 6 * Breaks on failure | 30G |
| Medical Kit | L | * 6 Uses | 50G |
| Repair Kit | L | * 6 Uses * Either metal, or wood | 30G |
| Rope | L | * 50-foot rope | 15G |
| Trap Disarm Kit | L | * 6 Uses * Allows disarming of traps | 65G |
| Tool | L | * Simple hand-held tool like a hammer, or hatchet | 15G |
| Torch | L | * Pack of 6 * Lasts 1 hour, lights 10M | 15G |

**Economics Notes**

* There are a lot of mini gold sinks in the game
* To balance the in/out of gold, we have to assume that each battle, or extended adventure, costs each PC a certain amount of gold (which we don’t know)
  + Battle Assumptions
    - Each character needs a heal, so 1 med kit – 50
    - A camp is used – 15
    - Potions, a couple heal I – 150
    - Everyone has to repair – 30
    - Arrows – 15
    - So as a party, they spend 260… around 60-70 per PC
    - This does seem high – we’ll see
  + Dungeon Assumptions
    - At least 6 torches – 15
    - A couple lock picks – 15
    - A couple trap disarms – 40
    - Food buffs – 120
    - So… maybe 50 per PC added to the cost of individual battles?