



STARTING PRIMARY WEAPONS – PHYSICAL

Name	Trait	Range	Damage	Burden	Feature
Broadsword	Agility	Melee	d8 phy	One-Handed	Reliable: +1 to attack rolls
Longsword	Agility	Melee	d8+3 phy	Two-Handed	—
Battleaxe	Strength	Melee	d10+3 phy	Two-Handed	—
Greatsword	Strength	Melee	d10+3 phy	Two-Handed	Massive: –1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Mace	Strength	Melee	d8+1 phy	One-Handed	—
Warhammer	Strength	Melee	d12+3 phy	Two-Handed	Heavy: –1 to Evasion
Dagger	Finesse	Melee	d8+1 phy	One-Handed	—
Quarterstaff	Instinct	Melee	d10+3 phy	Two-Handed	—
Cutlass	Presence	Melee	d8+1 phy	One-Handed	—
Rapier	Presence	Melee	d8 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Halberd	Strength	Very Close	d10+2 phy	Two-Handed	Cumbersome: –1 to Finesse
Spear	Finesse	Very Close	d10+2 phy	Two-Handed	Cumbersome: –1 to Finesse
Shortbow	Agility	Far	d6+3 phy	Two-Handed	—
Crossbow	Finesse	Far	d6+1 phy	One-Handed	—
Longbow	Agility	Very Far	d8+3 phy	Two-Handed	Cumbersome: –1 to Finesse

STARTING PRIMARY WEAPONS – MAGIC

Name	Trait	Range	Damage	Burden	Feature
Arcane Gauntlets	Strength	Melee	d10+3 mag	Two-Handed	—
Hallowed Axe	Strength	Melee	d8+1 mag	One-Handed	—
Glowing Rings	Agility	Very Close	d10+1 mag	Two-Handed	—
Hand Runes	Instinct	Very Close	d10 mag	One-Handed	—
Returning Blade	Finesse	Close	d8 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Shortstaff	Instinct	Close	d8+1 mag	One-Handed	—
Dualstaff	Instinct	Far	d6+3 mag	Two-Handed	—
Scepter	Presence	Far	d6 mag	Two-Handed	Versatile: This weapon can also be used with these statistics— Presence, Melee, d8.
Wand	Knowledge	Far	d6+1 mag	One-Handed	—
Greatstaff	Knowledge	Very Far	d6 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.

STARTING SECONDARY WEAPONS

Name	Trait	Range	Damage	Burden	Feature
Shortsword	Agility	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Round Shield	Strength	Melee	d4 phy	One-Handed	Protective: +1 to Armor Score
Tower Shield	Strength	Melee	d6 phy	One-Handed	Barrier: +2 to Armor Score; –1 to Evasion
Small Dagger	Finesse	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Whip	Presence	Very Close	d6 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Grappler	Finesse	Close	d6 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Hand Crossbow	Finesse	Far	d6+1 phy	One-Handed	—

STARTING ARMOR

Name	Base Thresholds	Base Score	Feature
Gambeson Armor	5 / 11	3	Flexible: +1 to Evasion
Leather Armor	6 / 13	3	—
Chainmail Armor	7 / 15	4	Heavy: –1 to Evasion
Full Plate Armor	8 / 17	4	Very Heavy: –2 to Evasion; –1 to Agility