

Name	Type	Cost	Related_Sk	Description	Effect	Logic_Tags
Greatsword	Weapon	50	The Breaker	Heavy two-	Deal 2d6 Sl	DMG:2d6:Slash PROP:Heavy PRO
Maul	Weapon	45	The Breaker	Massive iro	Deal 2d6 Bl	DMG:2d6:Bludgeon PROP:Heavy I
Warbow	Weapon	75	The Draw	Heavy draw	Deal 1d10 F	DMG:1d10:Pierce RANGE:150/60C
Arbalest	Weapon	100	The Draw	Portable ba	Deal 1d12 F	DMG:1d12:Pierce RANGE:100/40C
Rapier	Weapon	25	The Blades	Elegant thri	Deal 1d8 Pi	DMG:1d8:Pierce PROP:Finesse
Shiv	Weapon	2	The Blades	Concealabl	Deal 1d4 Pi	DMG:1d4:Pierce PROP:Light PROI
Throwing Ki	Weapon	2	The Thrown	Balanced k	Deal 1d4 Pi	DMG:1d4:Pierce RANGE:20/60 PF
Hand Axe	Weapon	5	The Thrown	Small axe s	Deal 1d6 Sl	DMG:1d6:Slash RANGE:20/60 PR
Cestus	Weapon	5	The Fist	Leather/Iro	Deal 1d4 Bl	DMG:1d4:Bludgeon PROP:Unarme
Tiger Claws	Weapon	10	The Fist	Metal claw:	Deal 1d6 Sl	DMG:1d6:Slash PROP:Unarmed P
Sling	Weapon	1	The Simple	Simple leat	Deal 1d4 Bl	DMG:1d4:Bludgeon RANGE:30/12I
Shortbow	Weapon	25	The Simple	Compact b	Deal 1d6 Pi	DMG:1d6:Pierce RANGE:80/320 F
Katana	Weapon	150	The Long Bl	Masterwork	Deal 1d8 (1	DMG:1d8:Slash PROP:Versatile
Longsword	Weapon	15	The Long Bl	Standard k	Deal 1d8 (1	DMG:1d8:Slash PROP:Versatile
Flintlock Pi:	Weapon	200	The Blast	Black powd	Deal 1d10 F	DMG:1d10:Pierce RANGE:30/90 F
Blunderbus	Weapon	250	The Blast	Short-rang	Deal 2d6 Pi	DMG:2d6:Pierce RANGE:15:Cone
Halberd	Weapon	20	The Polearr	Axe head o	Deal 1d10 S	DMG:1d10:Slash PROP:Reach PR
Spear	Weapon	1	The Polearr	Simple poir	Deal 1d6 (1	DMG:1d6:Pierce PROP:Reach PR
Sniper Cros	Weapon	200	The Long Sl	High-tensic	Deal 1d10 F	DMG:1d10:Pierce RANGE:200/80C
Long Rifle	Weapon	300	The Long Sl	Precision b	Deal 1d12 F	DMG:1d12:Pierce RANGE:100/40C
Chain Whip	Weapon	15	Melee Exoti	Segmented	Deal 1d4 Sl	DMG:1d4:Slash PROP:Reach PRO
Nunchaku	Weapon	5	Melee Exoti	Connected	Deal 1d6 Bl	DMG:1d6:Bludgeon PROP:Light PI
Bola	Weapon	5	Ranged Exc	Weighted c	Deal no dar	EFFECT:Prone RANGE:20/60 PRO
Blowgun	Weapon	10	Ranged Exc	Silent dart t	Deal 1 Pierc	DMG:1:Pierce RANGE:25/100 PRC
Full Plate	Armor	1500	Plate	Interlocking	Immunity to	IMMUNE:Crit_Dmg PROP:Heavy S
Juggernaut	Armor	2000	Plate	Reinforced	Advantage i	BUFF:Advantage:Physics PROP:He
Duelist Lea	Armor	45	Leather	Fitted flexit	Stand up fr	BUFF:Free_Stand PROP:Light
Shadow Le:	Armor	100	Leather	Darkened, i	Advantage i	BUFF:Advantage:Stealth COND:Di
Bone Mesh	Armor	40	Bio	Armor mad	Advantage i	BUFF:Advantage:Social MAT:Bone
Troll Hide	Armor	100	Bio	Cured rege	Regenerate	REGEN:1:Hourly MAT:Hide
Highborn R	Armor	200	Robes	Silk vestme	Advantage i	BUFF:Advantage:Social PROP:Fan
Warding Ro	Armor	150	Robes	Cloth inscri	Resistance	RESIST:Arcane PROP:Magic
Ghillie Suit	Armor	50	Rigs	Camouflag	Invisible to	EFFECT:Invis COND:Stationary
Tactical Ve:	Armor	100	Rigs	Vest with m	Hold 2 Con	SLOTS:2 USE:Instant
Mithral Cha	Armor	500	Mail	Fine, lightw	Concealabl	PROP:Hidden PROP:Light
Dragon Sca	Armor	750	Mail	Scales of a	Resistance	RESIST:Elem MAT:Scale
Piston Ham	Weapon	150	The Breaker	Hammer wi	Deal Max D	DMG:2d6:Bludgeon EFFECT:Siege
Executione	Weapon	100	The Breaker	Flat-tipped	Auto-Critic	DMG:1d12:Slash CRIT:Auto:Prone
Compound	Weapon	125	The Draw	Pulley-syst	Add Streng	DMG:1d8:Pierce MOD:Str RANGE:
Main-Gauci	Weapon	20	The Blades	Large parry	advantage i	DMG:1d4:Pierce BUFF:clash adva
Cane Swor	Weapon	50	The Blades	Hidden bla	Enemy is S	DMG:1d6:Pierce EFFECT:Surprise
Chakram	Weapon	15	The Thrown	Circular thr	Returns to I	DMG:1d6:Slash PROP:Return RAN
Quarterstal	Weapon	1	The Polearr	Simple iron	weighted hi	DMG:1d6:Bludgeon PROP:hit 2nd ;

Mancatche Weapon	25	The Polearm Pole with s; Grapples to	EFFECT:Grapple PROP:Reach PRC
Pneumatic Weapon	400	The Long St Air-pressur	Silent firing DMG:1d10:Pierce PROP:Silent PR
Hand Cann Weapon	300	The Blast Large bore	Knocks targ DMG:1d12:Pierce CRIT:Prone RA
War Fan Weapon	25	Melee Exoti Reinforced	advantage DMG:1d4:Slash PROP:clash advan
Spiked Plat Armor	1600	Plate Armor cove	Deal 1d4 d; DMG:1d4:Grapple PROP:Heavy
Ceramic Pl: Armor	1400	Plate Heat-resist	Resistance RESIST:Fire PROP:Heavy
Mirror Shiel Armor	50	The Shield Polished ch	Reaction: Ir DEF:Gaze PROP:Shield
Lantern Shi Armor	75	The Shield Shield with	Hands-free LIGHT:20ft DMG:1d4:Bash PROP:!
Acrobat's L: Armor	60	Leather Tight, grip-e	Gain Climb SPEED:Climb PROP:Light
Chitin Cara Armor	80	Bio Insectoid p	Resistance RESIST:Acid MAT:Chitin
Fungal Rair Armor	60	Bio Living moss	Immunity to IMMUNE:Inhaled MAT:Plant
Scholar's R Armor	30	Robes Many deep,	Hold 4 Scrc CAP:Scrolls PROP:Light
Engineer's I Armor	120	Rigs Harness wi	Reduce tim BUFF:Craft_Speed PROP:Tech
Gilded Mail Armor	200	Mail Gold-wash; +2	Bonus to BUFF:Insight+2 PROP:Flashy

