

Name	Type	Cost	Related_Sk	Description	Effect	Logic_Tags
Greatsword	Weapon	50	The Breake	Heavy two-handed	Deal 2d6 Sl	DMG:2d6:Slash PROP:Heavy PRO
Maul	Weapon	45	The Breake	Massive	Deal 2d6 Bl	DMG:2d6:Bludgeon PROP:Heavy I
Warbow	Weapon	75	The Draw	Heavy draw	Deal 1d10 F	DMG:1d10:Pierce RANGE:150/600
Arbalest	Weapon	100	The Draw	Portable	ba Deal 1d12 F	DMG:1d12:Pierce RANGE:100/400
Rapier	Weapon	25	The Blades	Elegant thrust	Deal 1d8 Pi	DMG:1d8:Pierce PROP:Finesse
Shiv	Weapon	2	The Blades	Concealed	Deal 1d4 Pi	DMG:1d4:Pierce PROP:Light PRO
Throwing Ki	Weapon	2	The Thrown	Balanced	ki 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:30/120
Shortbow	Weapon	25	The Simple	Compact	b Deal 1d6 Pi	DMG:1d6:Pierce RANGE:80/320 F
Katana	Weapon	150	The Long Bl	Masterwork	I Deal 1d8 (1 DMG:1d8:Slash PROP:Versatile	
Longsword	Weapon	15	The Long Bl	Standard	ki Deal 1d8 (1 DMG:1d8:Slash PROP:Versatile	
Flintlock Pi:	Weapon	200	The Blast	Black powder	Deal 1d10 F	DMG:1d10:Pierce RANGE:30/90 F
Blunderbus	Weapon	250	The Blast	Short-range	Deal 2d6 Pi	DMG:2d6:Pierce RANGE:15:Cone
Halberd	Weapon	20	The Polearm	Axe head	oi Deal 1d10 S	DMG:1d10:Slash PROP:Reach PR
Spear	Weapon	1	The Polearm	Simple	polearm Deal 1d6 (1 DMG:1d6:Pierce PROP:Reach PR	
Sniper Cross	Weapon	200	The Long Sl	High-tension	Deal 1d10 F	DMG:1d10:Pierce RANGE:200/800
Long Rifle	Weapon	300	The Long Sl	Precision	b Deal 1d12 F	DMG:1d12:Pierce RANGE:100/400
Chain Whip	Weapon	15	Melee Exotic	Segmented	Deal 1d4 Sl	DMG:1d4:Slash PROP:Reach PRO
Nunchaku	Weapon	5	Melee Exotic	Connected	Deal 1d6 Bl	DMG:1d6:Bludgeon PROP:Light PI
Bola	Weapon	5	Ranged	Exc	Weighted c	Deal no damage EFFECT:Prone RANGE:20/60 PRO
Blowgun	Weapon	10	Ranged	Exc	Silent dart	t Deal 1 Piercing DMG:1:Pierce RANGE:25/100 PRO
Full Plate	Armor	1500	Plate	Interlocking	Immunity to	IMMUNE:Crit_Dmg PROP:Heavy S
Juggernaut	Armor	2000	Plate	Reinforced	Advantage	BUFF:Advantage:Physics PROP:He
Duelist Leather	Armor	45	Leather	Fitted flexible	Stand up from	BUFF:Free_Stand PROP:Light
Shadow Leather	Armor	100	Leather	Darkened,	Advantage	BUFF:Advantage:Stealth COND:Dil
Bone Mesh Armor	Armor	40	Bio	Armor made	Advantage	BUFF:Advantage:Social MAT:Bone
Troll Hide	Armor	100	Bio	Cured	regeneration	REGEN:1:Hourly MAT:Hide
Highborn Robes	Armor	200	Robes	Silk vestments	Advantage	BUFF:Advantage:Social PROP:Fan
Warding Robe	Armor	150	Robes	Cloth inscriptions	Resistance	RESIST:Arcane PROP:Magic
Ghillie Suit	Armor	50	Rigs	Camouflage	Invisible to	EFFECT:Invis COND:Stationary
Tactical Vest	Armor	100	Rigs	Vest with	multiple Hold 2 Con	SLOTS:2 USE:Instant
Mithral Chain	Armor	500	Mail	Fine, light	Concealed	PROP:Hidden PROP:Light
Dragon Scale	Armor	750	Mail	Scales of a	Resistance	RESIST:Elem MAT:Scale
Piston Hammer	Weapon	150	The Breake	Hammer with	Deal Max D	DMG:2d6:Bludgeon EFFECT:Siege
Executioner	Weapon	100	The Breake	Flat-tipped	Auto-Critic	: DMG:1d12:Slash CRIT:Auto:Prone
Compound	Weapon	125	The Draw	Pulley-system	Add Strength	DMG:1d8:Pierce MOD:Str RANGE:
Main-Gauge	Weapon	20	The Blades	Large parry advantage	i DMG:1d4:Pierce BUFF:clash advan	
Cane Sword	Weapon	50	The Blades	Hidden blade	Enemy is Stun	DMG:1d6:Pierce EFFECT:Surprise
Chakram	Weapon	15	The Thrown	Circular throw	Returns to hand	DMG:1d6:Slash PROP:Return RAN
Quarterstaff	Weapon	1	The Polearm	Simple iron weighted	hit 2nd hand	DMG:1d6:Bludgeon PROP:hit 2nd hand

Mancatche Weapon	25 The Polearr Pole with s Grapples ta	EFFECT:Grapple PROP:Reach PR
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 RAP
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 tc 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 tc BUFF:Insight+2 PROP:Flashy

adjacent target on crit | PROP:Versatile

