OQ3 SRD Equipment

Currency

For ease of use here’s a simple coin-based currency that will be used throughout the rest of this book to give value to an item.

5 Lead Bits (LB) = 1 Copper Penny (CP)

10 Copper Pennies (CP) = 1 Silver Piece (SP)

20 Silver Pieces (SP) = 1 Gold Ducat (GD)

The Equipment Lists

Equipment lists make up the rest of this chapter. These lists provide the cost of the item and details any game effects. They also, where appropriate, give an Encumbrance value (ENC) for the item in question. Encumbrance is a value which rates both the weight and how physically unwieldy an object is. Encumbrance rules are given in The Quest chapter.

Close Combat Weapons

All Close Combat weapons use the Close Combat skill. The following qualities characterise each close combat weapon:

*Damage Dice:* The damage the weapon deals on a successful attack.

*Hands:* The number of hands the weapon requires to use.

*ENC:* The weapon’s encumbrance a measure of its weight and bulk.

*Cost:* The cost of silver pieces to purchase this weapon.

***Close Combat Weapons***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weapon | Damage | Hands | ENC | Cost |
| **Melee weapons** |  |  |  |  |
| Cosh | 1D4 | One | 1 | 5 SP |
| Club, Hatchet | 1D6 | One | 1 | 20 SP |
| Quarterstaff | 1D8 | Two | 2 | 20 SP |
| Battleaxe, Warhammer, War pick, Ball & Chain, Mace | 1D8 | One | 2 | 120 SP |
| Greathammer,  Great Axe, Military Flail, War Maul | 2D8 | Two | 4 | 200 SP |
| Halberd,Polearm,  Glaive | 1D8 | Two | 3 | 200SP |
| **Shields** |  |  |  |  |
| Small  (eg. Buckler or Psilos) | 1D4 | One | 1 | 50 SP |
| Medium  (eg. Target Shield) | 1D6 | One | 2 | 150 SP |
| Large  (Hoplon, Kite, Viking Round) | 1D8 | One | 3 | 300 SP |
| Spears |  |  |  |  |
| Lance | 1D10 | Two | 3 | 150 SP |
| Longspear | 1D8 | Two | 2 | 30 SP |
| Shortspear | 1D6 | One | 2 | 20 SP |
| **Swords and Knives** |  |  |  |  |
| Bastard Sword | 1D10 | One or Two | 3 or 2 | 250 SP |
| Dagger, Knife | 1D4+1 | One | — | 20 SP |
| Greatsword | 2D8 | 2 | 4 | 300 SP |
| Longsword, Scimitar | 1D8 | One | 2 | 150 SP |
| Rapier | 1D6 | One | 1 | 150 SP |
| Shortsword, Gladius | 1D6 | One | 1 | 100 SP |

Ranged Weapons

The following qualities characterise each ranged weapon:

*Damage Dice:* The damage the weapon deals on a successful attack.

*Hands:* The number of hands the weapon requires to use.

*Range:* This is the effective range of the weapon. Within the weapon’s range, the Attacker shoots without penalty. If the target is within double the weapon’s range, the attacker’s Ranged Combat skill is modified by -20%. Attacks cannot be made at a distance beyond twice/double the weapon’s range.

*Rate:* This shows how many missiles can be fired per Combat Rounds, taking into consideration the time to load the weapon. For example, 1 CR, means one missile every combat round, while 1/3 CR means one missile every three combat rounds.

*ENC:* The weapon’s encumbrance. The weight and bulk of the weapon.

*Cost:* The price in silver pieces of the weapon.

***Ranged Weapon Ammunition***

|  |  |  |
| --- | --- | --- |
| Ammunition | ENC | Cost |
| Arrows (10) | — | 1 SP |
| Blowgun darts (10) | — | 2 SP |
| Crossbow bolts (10) | — | 2 SP |
| Sling bullets (10) | — | 5 CP |

**Using Ranged Weapons in Close Combat**

Unless the weapon can be used in close combat, and has an entry in that table, a ranged weapon is treated as an improvised weapon, doing damage equal to its closest hand-to-hand equivalent if that is less than its ranged weapon damage.

***Ranged Combat Weapons***

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Damage | Hands | Range | Rate | ENC | Cost |
| **Missile Weapon** |  |  |  |  |  |  |
| Blowgun | 1D2 | Two | 15m | 1 CR | — | 30 SP |
| Heavy Crossbow | 2D6 | Two | 150m | 1/3 CR | 2 | 350 SP |
| Light Crossbow | 1D8 | One | 125m | 1/2 CR | 1 | 150 SP |
| Long Bow | 1D10 | Two | 150m | 1 CR | 1 | 150 SP |
| Nomad Bow | 1D8 | Two | 125m | 1 CR | 1 | 150 SP |
| Short bow, Staff Sling | 1D8 | Two | 75m | 1 CR | 1 | 75 SP |
| Sling | 1D6 | One | 50m | 1 CR | — | 5 SP |
| **Thrown Weapons** |  |  |  |  |  |  |
| Dagger, Knife | 1D6 | One | STR\*m | 1 CR | - | 30 SP |
| Dart, Throwing Star | 1D4 | One | STR\*m | 1 CR | — | 15 SP |
| Hatchet | 1D8 | One | STR\*m | 1 CR | 1 | 25 SP |
| Javelin/Shortspear | 1D6 | One | STR\*2m | 1 CR | 1 | 20 SP |
| Rock/ improvised | 1D4 | One | STR\*m | 1 CR | 1 | — |

Armour

The following qualities characterise a set of armour:

*AP:* The armour point value of the armour.

*ENC:* The armour’s encumbrance. The weight and bulk of the armour.

*Cost:* The cost of the armour in silver pieces.

**Effects of SIZ on Armour**

Armour made for a character of SIZ 1 to 5 will have its cost and ENC halved from that shown on the Armour table. Characters of SIZ 21 or higher will double the cost and ENC for armour made for them.

*Plate Armour:* Characters may try using plate armour not designed for them, but at double ENC.

*Layering Armour:* Characters may not wear more than one type of armour, i.e. layer armour, to get increased Armour Points.

***Armour***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Armour | AP | ENC | Cost | Description |
| Leather | 2 | 3 | 500 SP | Either padded leather or boiled and stiffened leather or linen armour. |
| Ringmail | 3 | 5 | 1000 SP | Metal rings sown onto a padded leather suit. |
| Scalemail | 4 | 7 | 1500 SP | Metal scales sewn on to a padded leather suit. |
| Chainmail | 5 | 8 | 3000 SP | Links of chain made into a suit. |
| Platemail | 6 | 12 | 9000 SP | Steel plates that cover the body, over a chain mail backing. |

General Items

|  |  |  |
| --- | --- | --- |
| Item | ENC | Cost |
| Backpack | 1 | 5 SP |
| Bedroll | 1 | 1 SP |
| Block & Tackle | 1 | 15 SP |
| Bottle, glass | — | 2 SP |
| Candle, 1 hour | — | 1 CP |
| Chain, 2 metres | 2 | 40 SP |
| Climbing kit | 1 | 25 SP |
| Codex | 1 | 60 SP |
| Craft Tools | 2 | 75 SP |
| Crowbar | 1 | 25 SP |
| First Aid Kit | — | 25 SP |
| Fish Hook | — | 2 LB |
| Fishing Kit | 1 | 15 SP |
| Flint & Tinder | — | 5 CP |
| Grappling Hook | — | 5 SP |
| Hammer | — | 1 SP |
| Healer’s Kit | 1 | 150 SP |
| Ladder, 3m | 4 | 2 SP |
| Lantern | 1 | 10 SP |
| Lock Picks | — | 75 SP |
| Mining Pick | 1 | 35 SP |
| Musical Instrument | 2 | 70 SP |
| Oil, Flask | 1 | 1 SP |
| Papyrus, Sheet | — | 5 CP |
| Pole, 3m | 1 | 1 SP |
| Quiver | — | 2 SP |
| Rope, 10m | 2 | 10 SP |
| Sack, Large | 1 | 5 CP |
| Sack, Small | — | 2 CP |
| Scythe | 2 | 30 SP |
| Slingbag | 1 | 5 CP |
| Spade | 1 | 25 SP |
| Torch / Flaming Brand | — | 4 CP |
| Waterskin | 1 | 5 CP |
| Writing kit | 1 | 45 SP |

*Backpack*: It can hold 20 ENC of equipment.

*Block & Tackle:* Adds +20% to Mechanisms tests to make or disarm large traps and makes Engineering tests possible in some circumstances. It requires at least 10m of rope to function.

*Candle, 1 Hour:* A candle illuminates a one-metre radius. Any wind stronger than a slight breeze will extinguish a candle.

*Climbing Kit:* A climbing kit provides a bonus of +20% to any Athletics skill tests made to climb.

*Crowbar:* Adds +20% to brute force Athletics tests. If used as a weapon, it is considered a club (wielded with a –20% penalty).

*First Aid Kit:* A first aid kit is good for five uses (whether the skill test succeeds or fails).

*Fish Hook:* This item allows a character to use their Lore (Natural World) skill to catch a fish without suffering a penalty on the test.

*Fishing Kit:* The fishing kit grants a character a +20% bonus to their Lore (Natural World) test to catch fish.

*Flint & Tinder:* A character with flint and tinder can build a fire in one minute under normal conditions without having to roll his Lore (Natural World) skill.

*Grappling Hook:* It will support the weight of 50 ENC or 50 SIZ, or any combination thereof.

*Hammer:* If used as a weapon, it is treated as a club (wielded with a –20% penalty). Hammers may be used on inanimate objects without being destroyed.

*Lantern:* A lantern provides bright illumination out to a three-metre radius. It will burn for two hours on a flask of oil.

*Mining Pick:* If used as a weapon, it is considered a club (wielded with a –20% penalty). Mining picks may be used on inanimate objects without being destroyed.

*Oil, Flask:* A flask of oil is enough to fuel a lantern for two hours or, if broken on the ground and ignited, enough to sustain a small fire for one minute.

*Quiver:* Quivers can hold up to 30 arrows or crossbow bolts.

*Rope, 10 Metres:* A standard rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof.

*Sack, Large:* Able to hold 10 ENC of equipment.

*Sack, Small:* A small sack can hold 5 ENC of equipment.

*Scythe:* If used as a weapon, it is considered a bill (wielded with a –20% penalty).

*Slingbag:* It can carry 15 ENC of equipment.

*Spade:* If used as a weapon, it is considered a club (wielded with a –20% penalty).

*Torch, 1 Hour:* It will burn for one hour. A torch illuminates within a three metre radius. If used as a weapon, it is considered a club (wielded with a –20% penalty), except that it does not inflict normal damage – instead, it inflicts 1D4 fire damage and a fumble, or critical hit will also extinguish the brand.

*Waterskin:* A waterskin can hold enough water to sustain an adventurer for two days.

Animals

|  |  |
| --- | --- |
| Item | Cost |
| Bison | 200 SP |
| Bull | 250 SP |
| Cart | 75 SP |
| Cat | 2 SP |
| Chariot | 600 SP |
| Cow | 150 SP |
| Dog, Domestic | 2 SP |
| Dog, Hunting | 25 SP |
| Fowl | 1 SP |
| Goat | 50 SP |
| Hawk | 400 SP |
| Horse, Draft | 400 SP |
| Horse, Riding | 350 SP |
| Horse, Combat Trained | 500 SP |
| Mule | 125 SP |
| Ox | 200 SP |
| Pig | 50 SP |
| Rhino | 3,000 SP |
| Saddle & Bridle | 75 SP |
| Sheep | 30 SP |

Transportation

|  |  |
| --- | --- |
| Animal | Cost |
| Travel (by Coach) | 1 SP per kilometre |
| Travel (by Post-Horse) | 2 SP per kilometre |
| Travel (by Ship) | 1 SP per kilometre |
| Travel (by Wagon) | 5 SP per kilometre |
| Wagon | 300 SP |
| Zebra | 300 SP |

Food and Lodging

|  |  |
| --- | --- |
| Item | Cost |
| Lodging, Poor | 2 CP |
| Lodging, Average | 1 SP |
| Lodging, Superior | 5 SP |
| Food & Drink, Poor, 1 Day | 1 CP |
| Food & Drink, Average, 1 Day | 5 CP |
| Food & Drink, Superior, 1 day | 2 SP |
| Trail Rations, 1 Day | 5 CP |