

Dark Fantasy

CHARACTERS



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Credits

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You can find more of my work in my blog: methodsetmadness.blogspot.com.

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What is this book about?

This book is a collection of tables to inspire the creation of characters. It includes tables meant for player characters, non-player characters, or (frequently) both. You can also use this book to generate characters for stories, comic books, etc.

The focus is on dark fantasy tropes: flawed heroes, terrible villains, corrupting magic, ominous ruins and damned wastelands.

This is system-less book, to be used with any game of your choice. It is especially suited for medieval dark fantasy games, such as my own ([Dark Fantasy Basic](#)). The only exception is the Ability Scores section, which is meant for games that use the “classic” six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. Even the sections containing classes can be easily adapted.

How many tables to use?

A quick word of advice: you are not supposed to use all the tables at once. Of course, you can create a detailed character if you have the time, but usually you will only need a table or two, especially when you’re creating NPCs. When you need a name, roll a name; when you’re asked to describe a warrior’s appearance, roll on the appearance table. Do not bother with personality unless she gets the opportunity to talk.

Player characters will need a name, and you can roll for ability scores, but other aspects (appearance, weapons, etc.) are usually chosen by the player. If you want to let everything to chance, notice that not all player characters need a dark secret or flaw, and they can definitely ignore the grievous sins tables – this is meant for villains!

And the player characters are not villains... right?

The Tables

Names

There are millions of names to choose from; here is a short list for inspiration. Pick a name (male, female or any) and surname (if needed). Add a particle if you want. Make any changes you want to gain endless variations (Andrei, Anders, Andrius, Andrelle, Andrea, Adrielle, Andrina, Eander, etc.) or to generate a result that is pleasing to your ears. You can also roll once or twice in the title tables to generate an ominous moniker (or surname) for your character.

If the result sounds ridiculous, roll again - or just make yourself worthy of the name Sigmund Dragonfire! If you prefer a less impressive surname, use the “ordinary” background list in the next page to get some ideas (Butcher, Baker, Mason, Smith, Fisher and Sheppard).

Most NPCs do not need more than ONE name or a title. An important NPC might have a couple, and only famous aristocrat will carry three or more.

One way of rolling choosing this quickly is rolling 3d20 over this page, using it as a die drop table (see below). The NPCs most common name corresponds to the die that is closest to the center of the page. The other dice can be ignored (especially if they fall out of the table). Use multiple d20s (a few more than the number of characters) at once to generate names for an entire party: Bran, Kay, Octavia Von Morn and Ulric Ravenstorm.

d20	Male	Male	Female	Female	Any	Particle	Surname	Title (1)	Title (2)
1	Andre	Arcturos	Agnes	Aleena	Ali	Al-	Arn	Black	Arm
2	Bastian	Bran	Beatrice	Brigid	Blake	Auf	Ashton	Blood	Blade
3	Corbin	Damon	Cassandra	Christina	Cyan	Ben	Barker	Cold	Claw
4	David	Dexter	Diana	Elisa	Dana	Dal	Castaigne	Dark	Dog
5	Eldric	Erasmus	Ember	Emma	Erin	D', de	Cook	Death	Eyes
6	Felix	Gaius	Fatima	Gaia	Finn	El	Domavyl	Demon	Face
7	Gary	Hector	Gwen	Helen	Gwyn	Gil	Ervin	Dragon	Fire
8	Henrik	Hieronymus	Hilda	Illyria	Hawk	Hur	Groan	Foul	Fury
9	Ian	Jason	Iris	Jane	Ikram	Kir	Harker	Giant	Hill
10	Kane	Kael	Joan	Kara	Kay	Kan	Holbrook	Grey	Hand
11	Leonel	Lucius	Luna	Lya	Jules	Le	Kirowan	Green	Hearth
12	Malazor	Malik	Maya	Morgan	Logan	Mac	Livingstone	Half	Helm
13	Nikolai	Odo	Nebula	Nyx	Maddox	O'	Morn	Hidden	River
14	Orion	Pace	Octavia	Ophelia	Nico	of	Otranto	King	Slayer
15	Parson	Rickard	Padma	Priscila	Piper	-son	Reuter	Raven	Storm
16	Rowan	Sigmund	Regina	Rhea	Ryan	-s	Shelley	Red	Skull
17	Titus	Tom	Rowan	Scarlet	Strix	Ur	Stoker	Star	Tongue
18	Tristan	Ulric	Selene	Thalia	Tyler	The	Wayne	True	Tooth
19	William	Yuvan	Ursula	Victoria	Willow	Von	Wells	White	Wind
20	Xavier	Xylar	Xandra	Zoe	Zane	Zu	Zarovis	Young	Wolf

Backgrounds & specialties

This is a list of possible backgrounds for your characters – things he or she did before adventuring. It also contain possible specializations. For example, a fighter can be a knight, a soldier, or a former gladiator. She may also have an ordinary background as a farmer or baker, or a background that is more typical of a different class – e.g., a wizard’s apprentice or hermit. If you roll get any result with an asterisk, roll again in the corresponding table.

d20	Fighter	Thief	Wizard	Cleric	Ordinary
1	Mercenary	Swindler	Apprentice	Acolyte	Farmer
2	Soldier	Cutpurse	Scholar	Preacher	Shepherd
3	Knight	Assassin	Alchemist	Priest	Butcher
4	Guard	Acrobat	Demonologist	Cultist	Mason
5	Gladiator	Bard	Pyromancer	Prophet	Slave
6	Hunter	Actor	Necromancer	Scribe	Merchant
7	Ranger	Forger	Illusionist	Initiate	Beggar
8	Squire	Smuggler	Fortune-teller	Druid	Blacksmith
9	Barbarian	Aristocrat	Summoner	Inquisitor	Baker
10	Duelist	Jester	Enchanter	Monk	Goldsmith
11	Tactician	Thug	Runesmith	Shaman	Tailor
12	Paladin	Burglar	Hypnotist	Hermit	Tinker
13	Brawler	Scout	Sorcerer	Blessed	Fisherman
14	Manhunter	Charlatan	Psionicist	Guru	Leatherworker
15	Berserker	Fence	Medium	Chaplain	Barber-Chirurgion
16	Warlord	Explorer	Witch	Zealot	Sailor
17	Thief*	Fighter*	Fighter*	Fighter*	Moneylender
18	Wizard*	Wizard*	Thief*	Wizard*	Weaver
19	Cleric*	Cleric*	Cleric*	Thief *	Shoemaker
20	Ordinary*	Ordinary*	Ordinary*	Ordinary*	Furrier

Ability Scores

Roll three 20-sided dice one for each pair of abilities: Strength and Intelligence, Wisdom and Dexterity, and Constitution and Charisma. For example, if you roll 3, 7 and 10 using the gritty column, your abilities are 12, 9, 8, 13, 12, 9. After you're finished, add a +1 bonus to any ability of your choice for every time you rolled 15 or more on the d20.

The gritty column is recommended for "basic" games. It emulates rolling 3d6 for each ability. Use the hopeless column if you want to create a hopeless character or ordinary level-0 human. If you want more powerful characters (starting or not) use the columns on the right.

Alternatively, you can let the players roll 3d20 and pick three different columns of his or her choice.

d20	Hopeless	Gritty	Advanced	Heroic	Epic
1	13, 7	14, 7	15, 7	15, 8	16, 9
2	12, 8	13, 8	14, 8	14, 9	15, 10
3	11, 9	12, 9	13, 9	13, 10	14, 11
4	10, 10	11, 10	12, 10	12, 11	13, 12
5	9, 9	10, 11	11, 11	11, 12	12, 13
6	9, 11	9, 12	10, 12	10, 13	11, 14
7	8, 12	8, 13	9, 13	9, 14	10, 15
8	7, 13	7, 14	8, 14	8, 15	9, 16
9	12, 8	13, 8	7, 15	14, 9	15, 10
10	11, 9	12, 9	13, 9	13, 10	14, 11
11	10, 10	11, 10	12, 10	12, 11	13, 12
12	9, 9	10, 11	11, 11	11, 12	12, 13
13	9, 11	9, 12	10, 12	10, 13	11, 14
14	8, 12	8, 13	9, 13	9, 14	10, 15
15	12, 7*	12, 8*	13, 8*	14, 8*	15, 9*
16	11, 8*	11, 9*	12, 9*	13, 9*	13, 10*
17	10, 9*	10, 10*	11, 10*	12, 10*	13, 10*
18	9, 10*	10, 10*	10, 11*	10, 12*	10, 12*
19	8, 11*	9, 11*	9, 11*	9, 13*	10, 14*
20	7, 12*	8, 12*	8, 13*	8, 14*	9, 15*

Skills

Some games have their own list of skills... and some have none. Dark Fantasy Basic has ten (the first ten on the list). The latter ten are a bit more specific. This table is not meant for player character generation, but to give a quick talent to your NPCs, in order to make them more flavorful or useful.

d20	Skills	d20	Skills
1	Athletics	11	Commerce
2	Combat	12	Performance
3	Lore	13	Languages
4	Nature	14	Sailing
5	Persuasion	15	Gambling
6	Perception	16	Local knowledge
7	Science	17	Carrying stuff
8	Spellcasting	18	Masonry or demolition
9	Thievery	19	Animal handling
10	Turn Undead	20	Writing (travel logs, etc.)

Weapons and equipment

Use this table to describe armed adventures, gladiators, tribes, mercenary companies, etc. Feel free to ignore or re-imagine results that sound absurd (for example, a quarterstaff in each hand looks strange; replace them with short clubs or sticks).

d10	Weapon	Fighting style	Armor	Equipment style	Miscellanea
1	Dagger	Unarmed	Almost naked	Exotic	Rope
2	Sword	One weapon	No armor	Rugged	Crowbar
3	Axe	Two weapons	Piecemeal armor	Magic	10' Pole
4	Spear	Weapon and shield	Leather	Enameled	Torches
5	Mace	Thrown weapon	Hide	Marked with runes	Lantern
6	Flail	Two handed weapon	Scale	Sumptuous	Iron spikes
7	Polearm	Assassination	Chain	Dark	Oil flask
8	Hammer	Mounted	Half-plate	Spiked	Wine
9	Staff	Bow	Full plate	Colorful	Holy symbol
10	Net	Crossbow	Big helmet and roll again	Emblazoned	Healing kit

Character flaws

Characters, both malevolent and benign, can have flaws. The difference is one of degree... and often lies in the eye of the beholder.

d20	Flaw	d20	Flaw
1	Drunkenness	11	Recklessness
2	Lust	12	Cruelty
3	Sloth	13	Extremism
4	Gluttony	14	Idealism
5	Wrath	15	Fragility
6	Greed	16	Naiveté
7	Cowardice	17	Tactlessness
8	Xenophobia	18	Bad Luck
9	Power-hunger	19	Arrogance
10	Paranoia	20	Unlawfulness

Dark Secrets

Dark secrets are not only for villains, but also for tragic heroes. Even PCs may chose a dark secret if they want. If the secret is revealed, the character might be shunned, cast away, or even hunted down. Hirelings and followers may have dark secrets if the player characters get unlucky while hiring them.

d20	Secret
1	Family. Your family is made of criminals, monsters, tyrants, or traitors.
2	Crime. You committed a heinous crime that would scare away even your allies.
3	Trauma. You (or someone close to you) has been the victim of unspeakable acts. It haunts you.
4	Birthright. You could rightfully claim a position or thing that is currently into a powerful usurper's hands.
5	Curse. There is a dark prophecy about your future. It may manifest repeatedly (everyone you love will get hurt, etc.)
6	Addiction. You cannot be trusted near a bottle of alcohol (or other dangerous substance).
7	Debt. You owe someone, big time. He or she will come to collect eventually.
8	Cult. You are part of a secret cult. It is secret for a reason.
9	Sin. You committed acts that, while not criminal, would get you shunned if discovered.
10	Insanity. You have bouts of madness, or even hallucinations, that you think you can control.
11	Disease. You have a terminal or infectious disease.
12	Pact. You made a deal with a dark entity, and now you have to fulfill it.
13	Knowledge. You know something that outs you in danger.
14	False identity. You are not who you say you are.
15	Enemy. A dangerous foe is searching for you.
16	Disgusting. You have a (mostly harmless) habit that would make people disgusted.
17	Fraud. Your stories about your deeds and skill are greatly exaggerated.
18	Suicidal. Your bravery hides a strong death wish.
19	Artifact. You are hiding a dangerous object that you are not willing to throw away.
20	Bond. You have a deep affection (or loyalty, etc.) for someone that most people see as an enemy.

Dark motivations

These motivations are dangerous at best and downright villainous at worst. Heroic characters may use these motivations, with a heroic interpretation (for example, protect tradition but bend it to save innocent lies, pursue utopia but not at all costs, etc.), or choose something more altruistic. Conversely, an evil character can pursue “beauty” or “purity” though hideous means.

There is some overlap between character flaws and dark motivations, but the two things are different. A character with a flaw may try to overcome it; a character with a dark motivation uses it as fuel and guidance for his actions.

d20	Motivation	d20	Motivation
1	Revenge	11	Love
2	Power	12	Xenophobia
3	Utopia	13	Rebellion
4	Immortality	14	Misguided altruism
5	Wealth	15	Fear of change
6	Lust	16	Fanaticism
7	Pride (family)	17	Insanity
8	Pride (selfish)	18	Sadism
9	Fame/glory	19	Envy
10	Hunger	20	Just following orders

Grievous sins

Most villains will commit heinous crimes at some point in their lives. Murder, theft, and lies are all common. This list, however, contains some of the most vile deeds a villain can perform. No one with the vaguest hint of humanity left would commit these acts lightly.

These deeds should be imagined in the worst possible way. For example, cannibalism is not simply eating the body of the deceased to avoid starvation, but actually hunting and killing humanoids for pleasure. Likewise, claiming false authority is not merely posing as a town guard to avoid imprisonment, but building an entire kingdom or church by falsely claiming you were chosen by a deity. Deicide might be justifiable if committed against evil gods – this is not the case here. And so on.

Needless to say, you should never describe these acts in your game, or even bring them up, unless all players agreed beforehand to deal with these themes.

d20	Sin	d20	Sin
1	Child abuse	11	Terrorism
2	Genocide	12	Treason
3	Torture	13	Warmongering
4	Slavery	14	False Authority
5	Brainwashing	15	Kin-slaying
6	Human sacrifice	16	Oppression
7	Cannibalism	17	Stealing souls
8	Sexual assault	18	Deicide
9	Demonolatry	19	Simony
10	Necromancy	20	Human experimentation

Distinctions (appearance & personality)

Use this table not only to describe, but also to distinguish one character from others. There are many characters with dark hair or brown eyes, but few are obese or disfigured.

d20	Appearance	Personality
1	Androgynous	Alcoholic
2	Armored	Boisterous
3	Beautiful	Cheerful
4	Childish	Disrespectful
5	Clean	Enigmatic
6	Dark	Faithful
7	Disfigured	Forgetful
8	Diseased	Funny
9	Disproportionate	Greedy
10	Elderly	Helpless
11	Flamboyant	Impulsive
12	Gaunt	Loud
13	Hairy	Pessimistic
14	Maimed	Quixotic
15	Obese	Scared
16	Ragged	Silent
17	Pale	Sluggish
18	Short	Suspicious
19	Slovenly	Stubborn
20	Tattooed	Traumatized

Wounds and scars

This table has two different functions. You can use it to add old wounds and scars to a veteran character (the “description” column) or as “critical hit table” to establish the effects of a current wound (the “effects” column; the exact mechanics of a critical hit are up to you).

You usually roll three dice when using this table. The first for description or effect (the first two columns), the second to establish what body part is affected (the third column), and the third to describe the wound in more detail (“head”, “torso”, or “limbs”).

For example, if you are describing a wounded character and roll 3, 5, and 2, the character might have a prosthetic leg, up to the thigh. Ignore or change effects that wound end in obvious death (it is not likely that many people are walking around with no throat, for example, but some warriors may be unable to speak because of their wounds).

If someone suffers a critical hit and you roll 5, 2, and 3, the character endures intense pain in the torso (stomach) – maybe he vomits, is unable to act in his next turn, etc. A shield or helmet can protect certain body parts from these effects, but may get damaged in the process.

d6	Description	Effect	Part	Head	Torso	Limbs
1	Scarred	Permanent scar	Head	Skullcap	Chest	Shoulder/hips
2	Missing	Broken bones	Torso	Eye	Ribs/lungs	Biceps/thigh
3	Prosthetic	Bleeding	Left arm	Ear	Stomach	Elbow/knee
4	Bad / weak	Muscle tear	Right arm	Nose	Sides	Forearm/shin
5	Paralyzed	Intense pain	Left leg	Jaw	Vitals	Wrist/ankle
6	Deformed	Infection	Right leg	Throat	Groin	Hands/feet

Marks of corruption

Contact with dark magic, cursed locations, evil forces, and alien entities can warp one's body and mind (not to mention the soul). These are the most obvious marks of corruption. In the early stages, they might be hidden or disguised, but continued exposure can turn a man into a monster.

d20	Mark of Corruption
1	Tongue. Bifurcated, long, or purple.
2	Teeth. Sharp, fangs, or horse-like.
3	Hands. Crooked, clawed, or tentacled.
4	Skin. Hairy, pale, or wet.
5	Eyes. Glowing, feline, or dilated pupils.
6	Wounds. Scars, open sores, or bleeding.
7	Feet. Cloven, inverted, or webbed.
8	Organs. Dilated, twinned, or pulsating.
9	Belly. Bulging, moving, or negative.
10	Additional parts (human). Arms, misplaced eyes, or misplaced mouths.
11	Additional parts (other). Tentacles, tail, or horns.
12	Bones. Deformed, apparent, or malleable.
13	Smell. Sulfur, death, or spice.
14	Mind. Hallucinations, rage, or despair.
15	Missing. Mouth, eyes, hair.
16	Surrounded. By insects, smoke, or worms.
17	Scary. To small animals, children, or horses.
18	Rotting. Sours milk, ages plants, or spoils wine.
19	Limbs. Too long, too flexible, or too thick.
20	Torso. Too fat, too thin, or too muscular.

Complicated allegiances

Allies and enemies are not always easy to tell apart. Even when they are, there might be other complications. For example, two of your allies may hate each other, and your enemy might have a faithful following of misguided innocents.

d20	Our ally is...	Our enemy is...
1	A liar	Hidden
2	Reckless	Repentant
3	Deluded	Followed by deluded people
4	Self-righteous	Needed to accomplish a goal
5	Infectiously ill	Aware of a secret we need
6	Without empathy	Friend of our friends
7	Thick as a brick	Also enemy to our enemies
8	Selfish	Loved by many
9	Cowardly	Able to enact revenge upon our loved ones
10	Merciful and naive	Invulnerable to normal weapons
11	Unwillingly dangerous to others	Disguised as an ally
12	A repentant criminal	The last defense against a greater evil
13	Friends with an enemy	Dangerous after death (cursed, toxic, etc.)
14	Secretive and suspicious	Hibernating
15	Weak and dependent	Too powerful to be defeated directly
16	Doomed	Capable of returning from the dead
17	Fanatical	The head of a kingdom, army or church
18	Impossible to tell from a foe	Quick to escape when confronted
19	Suicidal	Craving for martyrdom
20	Friends with an enemy	A righteous and honest person

Die drop tables

A die drop table is a special type of random table. To use one, you need to roll your dice over a physical (printed) version of the table. The result of the roll will be determined not only by the number in the dice, but also by the place where the dice falls.

For example, if you roll a d10 over the next page, and get a 7, this might indicate different things depending on where the dice falls. If it falls near the upper left corner, give your NPC the “ranger” background. If it falls on the lower right, it might indicate that the NPC is carrying an oil flask... or has a wounded knee!

It is useful to have some sort of barrier (such as a box, etc.) to prevent the dice from rolling away from the page. This is not strictly necessary, however; you can just aim for the center and bring the back to the page if it falls somewhere else (if it falls to the right, for example, put it over “sins” or “motivation”).

If you dislike die drop tables, or do not want to print pages nor roll dice over your tablet, you can use a more traditional alternative. For example, notice that, in the next page, there are four groups of tables, with six columns each, and 10 lines. Just roll 1d4 (group), 1d6 (column) and 1d10 (line) to establish something about your NPC. If you roll 1, 2 and 8, it means your character is an aristocrat.

Universal NPC die drop table

The next page is a die drop table designed to give you quick ideas for NPCs. In any case, it is up to you to define how much information you need.

Our advice, once again, is to keep these details to a minimum, at least until the NPC becomes important. Start with a single d10 and roll over the next page to see the most important distinction about this particular character.

If you want to generate lots of information at once, you can use multiple d10. You can also use d20s to avoid redundancy or contradiction, since many columns are twinned. A number of 1 to 10 indicates a column to the left, and 11 to 20 a column to the right. For example, if you roll 14 over “weapon” OR “fighting style”, it means your NPC fights with two weapons.

You can extrapolate lots of information about a character using your imagination instead of die rolls. For example, if your NPC is nothing but a wounded knee, maybe you can describe him as a tough veteran warrior with a limp, that fights on despite his disadvantages, etc. Alternatively, you can roll again and combine.

Needless to say, this is only one option... Like the rest of the book, this last page is made to be used according to your own needs.

	Background	Background	Background	Background	Background	Background
1	Mercenary	Swindler	Psionicist	Acolyte	Farmer	Tailor
2	Soldier	Cutpurse	Scholar	Preacher	Shepherd	Tinker
3	Knight	Assassin	Alchemist	Priest	Butcher	Fisherman
4	Guard	Acrobat	Demonologist	Cultist	Mason	Leatherworker
5	Gladiator	Bard	Pyromancer	Scribe	Slave	Chirurgeon
6	Hunter	Actor	Necromancer	Druid	Merchant	Sailor
7	Ranger	Smuggler	Illusionist	Inquisitor	Beggar	Moneylender
8	Squire	Aristocrat	Fortune-teller	Monk	Blacksmith	Weaver
9	Barbarian	Explorer	Summoner	Shaman	Baker	Shoemaker
10	Duelist	Jester	Witch	Hermit	Goldsmith	Furrier

	Appearance	Appearance	Personality	Personality	Secret	Sins
1	Androgynous	Flamboyant	Alcoholic	Impulsive	Criminal	Child abuse
2	Armored	Gaunt	Boisterous	Loud	Cultist	Torture
3	Beautiful	Hairy	Cheerful	Pessimistic	Insane	Genocide
4	Childish	Maimed	Disrespectful	Quixotic	Debt	Cannibalism
5	Clean	Obese	Enigmatic	Scared	Curse	Sexual assault
6	Dark	Ragged	Faithful	Silent	Family	Demonolatry
7	Disfigured	Pale	Forgetful	Sluggish	Enemy	Terrorism
8	Diseased	Short	Funny	Suspicious	Diseased	Treason
9	Disproportionate	Slovenly	Greedy	Stubborn	Liar	Kin-slaying
10	Elderly	Tattooed	Helpless	Traumatized	Corruption	Human sacrifice

	Skill	Skill	Flaw	Flaw	Motivation	Motivation
1	Athletics	Commerce	Drunkenness	Recklessness	Revenge	Love
2	Combat	Performance	Lust	Cruelty	Power	Xenophobia
3	Lore	Languages	Sloth	Extremism	Utopia	Rebellion
4	Nature	Sailing	Gluttony	Idealism	Immortality	Altruism
5	Persuasion	Gambling	Wrath	Fragility	Wealth	Fear
6	Perception	Local knowledge	Greed	Naiveté	Lust	Fanaticism
7	Science	Carrying stuff	Cowardice	Tactlessness	Family	Insanity
8	Spellcasting	Demolition	Xenophobia	Bad Luck	Pride	Sadism
9	Thievery	Animal handling	Power-hunger	Arrogance	Fame/glory	Envy
10	Turn Undead	Writing	Paranoia	Unlawfulness	Hunger	Orders

	Weapon	Fighting style	Armor	Equipment style	Item	Wounds
1	Dagger	Unarmed	Almost naked	Exotic	Rope	Eye
2	Sword	One weapon	No armor	Rugged	Crowbar	Ear
3	Axe	Two weapons	Piecemeal	Magic	10' Pole	Nose
4	Spear	Weapon + shield	Leather	Enameled	Torches	Jaw
5	Mace	Thrown weapon	Hide	Runes	Lantern	Throat
6	Flail	2H weapon	Scale	Sumptuous	Iron spikes	Torso
7	Polearm	Assassination	Chain	Dark	Oil flask	Knee
8	Hammer	Mounted	Half-plate	Spiked	Wine	Foot
9	Staff	Bow	Full plate	Colorful	Holy symbol	Arm
10	Net	Crossbow	Big helmet	Emblazoned	Healing kit	Hand