

SHIELDS	BONUS	COST	FEATURES
Small Shield	1	6	Light
Large Shield	2	15	Uncommon
ARMOR	RATING	COST	FEATURES
Leather	2	3	Light
Studded Leather	3	5	Uncommon
Chainmail	6	24	Uncommon. Heavy item. Armor Rating 3 against arrows and Stabs.
Plate Armor	8	80	Rare. Heavy item. Modifes Move by -2
HELMETS	RATING	COST	FEATURES
Studded Leather Cap	1	2	Uncommon. Light
Open Helmet	2	8	Uncommon. Light
Closed Helmet	3	18	Uncommon.
Great Helm	4	30	Rare. Modifes Scout by -2

RANGED	GRIP	BONUS	DAMAGE	RANGE	COST	FEATURES
Rock	1H	-	1	Short	-	Light
Throwing Knife	1H	1	1	Short	1	Light
Throwing Axe	1H	1	2	Short	2	
Throwing Spear	1H	2	1	Short	3	
Sling	1H	1	1	Short	1	Light
Short Bow	1H	2	1	Short	6	Light
Longbow	1H	2	1	Long	12	Uncommon
Light Crossbow	1H	1	2	Long	24	Uncommon
Heavy Crossbow	1H	1	3	Long	40	Rare. Heavy
MELEE	GRIP	BONUS	DAMAGE	RANGE	COST	FEATURES
Unarmed	-	-	1	Arm	-	Blunt
Knife	1H	1	1	Arm	1	Light, Pointed
Dagger	1H	1	1	Arm	2	Light, Edged, Pointed
Falchion	1H	1	2	Arm	4	Edged, Pointed
Shortsword	1H	2	1	Arm	6	Edged, Pointed, Parrying
Broadsword	1H	2	2	Arm	10	Edged, Pointed, Parrying
Longsword	1H	2	2	Arm	18	Uncommon. Heavy, Edged, Pointed, Parrying
Two-Handed Sword	2H	2	3	Arm	40	Rare. Heavy, Edged, Pointed, Parrying
Scimitar	1H	1	2	Arm	8	Edged, Pointed, Hook, Parrying
Handaxe	1H	2	2	Arm	2	Edged, Hook
Battleaxe	1H	2	2	Arm	6	Uncommon. Heavy, Edged, Hook
Two-Handed Axe	1H	2	3	Arm	18	Uncommon. Heavy, Edged, Hook
Mace	1H	2	1	Arm	4	Blunt
Morningstar	1H	2	2	Arm	8	Uncommon. Blunt
Warhammer	1H	2	2	Arm	12	Uncommon. Blunt, Hook
Flail	1H	1	2	Near	16	Uncommon. Blunt
Wooden Club	1H	1	1	Arm	1	Blunt
Large Wooden Club	2H	1	2	Arm	2	Heavy, Blunt
Heavy Warhammer	2H	2	3	Arm	22	Rare. Heavy, Blunt, Hook
Staff	1H	1	1	Near	1	Blunt, Hook, Parrying
Short Spear	1H	1	1	Near	2	Pointed
Long Spear	1H	2	1	Near	4	Pointed
Pike	1H	2	2	Near	12	Uncommon. Heavy, Pointed
Halberd	1H	2	2	Near	30	Rare. Heavy, Pointed, Edged, Hook
Trident	1H	1	2	Near	6	Rare. Pointed, Hook