

FANTASY Equipment



FLAMBERGE



BROADSWORD



KHOPESH



SHORTSWORD



CUTLASS



BASTARD SWORD

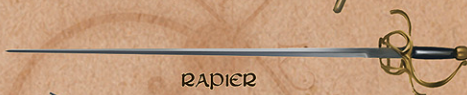


CLAYMORE

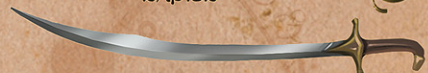
TWO-BLADED
SWORD



LONGSWORD



RAPIER



SCIMITAR



MACHETE



GLADIUS



FALCHION



SMALLSWORD



SABER



ZWEIHÄNDER

W.O.I.N.

ROLEPLAYING GAME SYSTEM

**Requires the Use of a
What's O.L.D. Is N.E.W.
Core Rulebook**

Fantasy Equipment

by Russ Morrissey

INTRODUCTION.....	2	ARMOR.....	28
STARTING MONEY	2	CUSTOMIZING GEAR.....	36
Wealth & Gold.....	2	Named Items.....	39
EQUIPMENT, SKILLS, & QUALITY	3	How Rare Are Enchanted Items?.....	39
Item Quality in Context	4	HERBS	42
SELLING GEAR.....	5	MOUNTS	47
GENERAL GEAR.....	5	SERVICES & FOODSTUFFS.....	49
Out of Time	5	ORGANIZATIONS & REQUISITIONS	50
Improvised Equipment.....	6	SAMPLE ENCHANTED ITEMS.....	52
WEAPONS.....	9	Artifacts	53
Resistance and Vulnerability	10		
Melee Weapons and Size.....	11		



Artists Bartłomiej Fedyczak, Bien Flores, Felipe Gaona, Carl Holden, Darren Morrissey, Claudio Pozas, Alida Saxon, Carly Sorge, jupeart, Dabarti CGI, cigdem, Yuttana Samol, diversepixel, denisgo, Obsidian Dawn (obsidiandawn.com), Egil Thompson.

Art Directors Alida Saxon, Gayle Reick, Michael McCarthy

Art Commissioned by Savage Mojo

Layout and Graphic Design by Eric Life-Putnam

©2016 EN Publishing



One of the aims of WHAT'S O.L.D. IS N.E.W. is not just to allow fans and third party publishers to create and/or sell content for the games, but to encourage and actively support it. Third-party publishers and fans are free to create and sell compatible content for WHAT'S O.L.D. IS N.E.W. You can create sourcebooks, adventures, resources, expansions, and so on, and indicate compatibility. You can also make or sell electronic applications. The license is free, and you do not need to ask permission or submit an application to use it—just head to wainrpg.com for more information, and start publishing!

WHAT'S O.L.D. IS N.E.W.TM WOINRPG.COM
ROLE-PLAYING GAME SYSTEM

In this chapter you'll find details on swords, bows, and other weapons; armor, including helmets and gauntlets; adventuring gear and kits; mounts; and many other fantasy items including herbs and assorted goods and services, along with rules on equipment quality and details on how to enchant or customize equipment, weapons and armor.

To determine a character's starting money, roll a REP dice pool and a LUC dice pool and multiply the total by 20. If the total comes to less than 100 gc, increase it to 100 gc. You may spend this starting cash on equipment, weapons, armor, and other gear.

Typical monthly wages (as a point of comparison) can be 500 gc (for the lowest paid jobs) to 1,500 gc for an average loremaster or bureaucratic occupation.

EXAMPLE NPC WAGES

Occupation	REP	Monthly	Yearly	Carry
Guard, footman	2 (1d6)	1,000	12,000	50
Guildmaster	15 (5d6)	16,500	198,000	825
Laborer, cargo handler	3 (2d6)	1,500	18,000	75
Loremaster, junior	3 (2d6)	1,500	18,000	75
Loremaster, senior	5 (2d6)	2,500	30,000	125
Maid, bartender, food seller	1 (1d6)	500	6,000	25
Market trader	2 (1d6)	950	11,400	50
Military, admiral	10 (4d6)	4,800	57,600	240
Military, captain	7 (3d6)	3,400	40,800	170
Military, ensign	3 (2d6)	1,600	19,200	80
Military, lieutenant	4 (2d6)	2,000	24,000	100
Military, recruit	1 (1d6)	400	4,800	20
Scribe	4 (2d6)	1,800	21,600	90
Waiter/waitress/clerk/wagon driver	1 (1d6)	800	9,600	40

Example Wages

The figures in the Example NPC Wages table, above, are for reference only. Player characters will not (typically) have a monthly salary—they earn their gold coins during play. An NPC will typically only carry 5% of his monthly salary on his person, and have access to an amount equal to his monthly salary in the form of savings.

Equipment, Skills, & Quality

Throughout this chapter, prices and information are presented for the basic or standard version of each item of equipment, whether that be a spyglass, a crossbow, or a set of thieves' tools.

Sometimes equipment is of a higher quality. Such items are more expensive, but grant the user bonuses to attribute checks made while using them. Equipment contributes to a dice pool if it is of high quality or greater. Performing the action already assumes you are using appropriate basic tools.

Standard equipment doesn't contribute to the dice pool; it merely allows you to perform the corresponding action without suffering any penalties for improvised equipment. For example, a crossbow allows you to shoot somebody, a lockpick allows you to



Item Quality in Context

Exceptional quality items are rare, and those of mastercraft quality and above should seldom be encountered in a campaign. Generally speaking, characters should not be able to easily purchase items of higher than high quality, and those of mastercraft quality should require considerable effort to obtain (also, given that they grant a +3d6 bonus to attribute checks, only characters with 6 or more ranks in a related skill will be able to fully benefit from them). Items of artisanal or legendary quality are items spoken of in awe, and never seen by regular people.

In 21st-century terms, as a point of comparison, a standard new automobile might cost \$20,000; a luxury car would be considered high quality at \$60,000; a high-end sports car is exceptional at \$100,000; mastercraft vehicles at \$200,000 would include the average supercar. Artisanal automobiles, therefore, are priced in the region of \$2,000,000—the very best cars in the world, such as the Bugatti Veyron in 2014 (also in 2014, the Lamborghini Veneno Roadster cost around \$4,000,000, and only nine were ever made), and legendary cars would be unique vehicles worth something in the region of \$20,000,000—the sort of vehicle only bought and sold in private auctions.

These real-world examples should give you an idea of what the equipment quality categories mean, and help give a sense of perspective on what it means for a character to run around in an artisanal set of chainmail.

pick a lock, and a healer's kit allows you to perform emergency medical aid.

To gain an equipment bonus, you need high-quality equipment or better. A high-quality longsword gives you +1d6 to your attack dice pool, a high-quality lockpick gives you +1d6 to your AGI dice pool when picking a lock, and so on.

You can also improvise equipment if you don't have the right tools available. This inflicts a -2d6 penalty to your dice pool. You can use a hairpin to pick a lock, but that's an improvised item.

This same rule applies in combat. When trying to attack somebody, the character rolls a dice pool made up of an attribute, a skill, and sometimes equipment bonuses. When Gimnor fires his crossbow at a goblin, he normally rolls 4d6, which includes his attribute and his skill. If he picks up a high-quality crossbow, that increases to 5d6.

An item cannot change quality, or be upgraded to a higher quality. The table below details the various quality levels.

Dice Pool. This indicates the contribution to a dice pool that high-quality equipment grants (subject to minimum skill limits). Conversely, the same is applied as a penalty to oppose a higher quality item (for example, break an exceptional chain or pick an exceptional lock).

Rarity. This is an indication of how common high quality equipment is.

Min. Skill. Effective equipment quality is limited by skill level—you cannot gain more dice in your dice pool from equipment than you have from skills. For example, if you have 2d6 in your dice pool from *lock-picking*, you gain only 2d6 from mastercraft lockpicks.

EQUIPMENT QUALITY

Quality	Price	Rarity	Dice Pool	Min. Skill	Upgrades	Armor
Improvised	—	—	-2d6	—	—	—
Standard	Normal	Common	—	—	—	—
High quality	×3 then +100	Uncommon	+1d6	1 (1d6; proficient)	+1	+2 SOAK
Exceptional	×5 then +250	Rare	+2d6	3 (2d6; skilled)	+1	+4 SOAK
Mastercraft	×10 then +500	Very rare	+3d6	6 (3d6; expert)	+2	+6 SOAK
Artisanal	×100 then +1,000	Very rare	+4d6	10 (4d6; mastery)	+2	+8 SOAK
Legendary	×1,000 then +2,500	Unique	+5d6	15 (5d6; authority)	+3	+10 SOAK

This minimum skill rule applies to all equipment, including gear, weapons, and armor. WOIN is a game system which relies on attributes and skills more heavily than equipment; excellent equipment can help make up for a shortfall, but an optimized character in terms of skill and raw ability is often near the peak of his potential even without superior gear. The mark of a true master is one who can accomplish a incredible tasks without aids.

If the user doesn't have the minimum skill level required to benefit from equipment quality, then the quality of the equipment is effectively reduced to match the user's skill level. For example, a character with 3 ranks (2d6; skilled) in the *light armor* skill treats artisanal light armor as exceptional, and only gains the benefits of exceptional light armor.

Upgrades. Weapons and armor can be upgraded with new features. The upgrade capacity depends on size (for weapons) or type (for armor). Higher quality weapons and armor gain additional upgrade slots.

Armor. High-quality armor gains a SOAK bonus.

Availability

Advancement Level (AL), detailed elsewhere, determines the available technology in a game setting. Most fantasy campaigns tend to be between AL 0 and AL 4 (Stone Age through to Renaissance). The equipment in this book is generally available in all settings with the following restrictions: firearms are all AL 4, crossbows are AL 3, and metal objects are AL 2. In a higher AL setting, such as a modern or future setting, all equipment is available.

Selling Gear

Items can normally be sold to an appropriate buyer for half their listed value—some careers or exploits may enable characters to sell items for more. If a character wishes to haggle, make an opposed CHA check versus the merchant and adjust the price up or down by 20%, depending on who wins. A typical merchant will make a 5d6 check (combining her CHA and *negotiation* skills), but some merchants may be much more proficient.

Out of Time

Out of Time is an optional rule for those mixing gear from other W.O.I.N. reference books.

Characters operating equipment not from their own era (archaic, modern, or future) suffer -1d6 to attribute checks.

This applies to futuristic characters using archaic equipment, or vice versa.

Generally speaking, characters will know the value of an item. Unique items, however, require LOG checks (and a good *appraisal* skill), otherwise the characters will have no idea of their worth. Usually, that will be a check with the following difficulty benchmarks:

APPRAISAL BENCHMARKS

Item is worth....	Difficulty
Under 100 gc	Challenging [13]
Hundreds of gc	Difficult [16]
Thousands of gc	Demanding [21]
Tens of thousands of gc	Strenuous [25]
Hundreds of thousands of gc or more	Severe [29]

General Gear

General gear consists of a variety of basic, common equipment types. General gear is usually widely available, and can be purchased easily at even the smallest villages and towns.

Most of the items in the table below simply allow character to perform a particular task. A compass, for example, simply tells a character which way is north; a lantern sheds light in a specified area. Other items, like the various toolkits available, are used to assist attribute checks, and it is these items which benefit the most from being of higher quality. That's not to say that a mastercraft compass is not a beautiful, valuable, and obviously expensive object, or that exceptional soap is not delightfully fragrant and rare, but in game terms certain high-quality items won't do a lot more than standard ones do.

Fantasy Equipment

GENERAL GEAR TABLE

Item	Cost (gc)	Weight (lbs.)
Abacus	5	2
Backpack	4	2
Bandolier	3	0.5
Bedroll	0.5	6
Bell	1	2
Blanket	0.5	3
Candle	0.2	0.1
Chain, per 10'	40	4
Chest, large	15	75
Chest, small	5	20
Clothing	1	4
Compass	50	0.5
Crowbar	1	4
Dagger, shoe	100	4
Ear trumpet	8	2
Flask	0.2	0.5
Flint and steel	1	0.5
Grappling harness	200	15
Grappling hook	1	3
Healing kit	75	2
Holy water, flask	1	1
Horn	1	2
Hourglass	20	1
Lantern, bullseye	10	3
Lantern, hooded	5	2
Lantern, open	2	2
Magnifying glass	75	1
Manacles	30	1
Mirror	20	1

Item	Cost (gc)	Weight (lbs.)
Musical instrument	75	4+
Oil, flask	1	1
Parchment, sheet	1	0.1
Pick, mining	3	8
Pocket watch	10	0.5
Pole, 10'	1	4
Pouch	1	0.5
Rope, 50', hemp	4	10
Sack	0.1	0.5
Satchel	2	1
Saw	0.5	2
Scale	4	4
Scroll case	1	1
Sextant	250	2
Sheath, spring	75	3
Shovel	2	10
Smoke bomb	15	0.2
Soap	1	0.5
Spyglass	250	2
Tent, 2-man	50	50
Tent, 7-man shelter	350	200
Toolkit (see text)	75	4
Torch	1	4
Trap, bear	30	12
Vial, glass	1	0.5
Waterskin	1	2
Whetstone	0.5	1
Whistle	2	0.5
Whistle, dog	3	0.5

Improvised Equipment

Standard quality equipment allows you to perform an action without suffering any penalty for improvisation.

If you don't have basic equipment, you can often still attempt an action by improvising. For example, lacking lockpicks, you might try to use a hairpin (or a large nail) as a lockpick. When improvising, you suffer a penalty of $-2d6$ to your dice pool.

Abacus. Also known as a counting frame, this tool is made of wood and is used by merchants to quickly make calculations.

Backpack. A typical backpack holds up 60 lbs. of equipment. It grants the wearer a +20 lb. carrying capacity bonus.

Bandolier. A belt which runs diagonally across the body and holds 10 items—potions, ammunition, gunpowder measures, knives, and so on. A bandolier improves the reloading time of firearms by one action (i.e. a firearm which takes two actions to reload instead takes only one, and a firearm which takes one action to reload can do so as a free action).

Bedroll. Often made with oilskin and thinly padded with straw, a bedroll can be rolled tightly and stored.

Bell. A one-handed metal percussion instrument.

Blanket. Often used in conjunction with a bedroll, a blanket can provide warmth while travelling.

Candle. A candle sheds dim light in a 10' radius.

Chain, per 10'. Chains can hold weights of up to 1,000 lbs. and require a *Herculean* [33] STR check to break.

Chest. Chests are typically wooden and bound in iron. A small chest holds about 2 cubic feet of goods, while a large one holds 5 cubic feet.

Clothing. Clothing comes in various prices and quality. As with many things, you get what you pay for, and high quality, exceptional quality, mastercraft, and artisanal clothing can be obtained for the appropriate prices. Clothing includes robes, travel wear, vestments, peasant's clothes, and more.

Compass. A magnetic instrument used for navigation. The needle on a compass always points North.

Crowbar. A crowbar can be used to pry items open, or as an improvised club.

Dagger, shoe. A dagger which protrudes from the toe of a shoe, this weapon can be used to ambush others (via the bluffing approach). It changes unarmed damage to piercing damage.

Ear trumpet. A funnel or cone which amplifies sound. Ear trumpets can be used to listen through doors or walls, or to aid those with partial hearing.

Flask. A steel flask holds about 8 oz. of liquid.

Flint-and-steel. A flint-and-steel can be used to light a fire; it takes two actions to start a fire in normal conditions, or one minute in adverse weather.

Grappling harness. A grappling harness can be disguised as suspenders and a belt or within a bulky outfit. Once tethered or anchored, the wearer can ascend at a speed of 20' a round or rappel down as fast as 60' a round. Once used to ascend or for controlled descent, a grappling harness becomes unusable until rewound, which takes one minute.

Grappling hook. Attached to a rope, a grappling hook can secure a line for a climber, turning the surface into a wall-and-rope rather than a simple wall.

Holy water. Holy water acts like acid to those with the Evil virtue—a pint flask causes 1d6 good damage.

Horn. A horn is used to summon or alert others. A typical horn can be heard for one mile.

Hourglass. A sand-filled device used to measure time. Made of two glass bulbs connected vertically, sand runs from one to the other. Most hourglasses measure one hour, but other sizes are available.

Lantern, open. A lantern which sheds light in all directions to a radius of 30'. A lantern requires a flask of oil to burn for 4 hours.

Lantern, bullseye. A lantern which can be directed. It has a longer range (50') than a regular lantern but only illuminates in a cone ahead of the holder.

Lantern, hooded. Either a bullseye or an open lantern with a cover which can be snapped open and shut.

Magnifying glass. A circular lens with a handle, a magnifying glass can be used both to examine objects close-up, or to light fires in bright sunlight (which takes 2 actions).

Manacles. Metal iron cuffs are chained together and made to only open when a specific type of key is inserted within. A *Strenuous* [25] STR check or *Demanding* [21] AGI check can free a person from a pair of manacles. Every level of quality a pair of handcuffs has increases the difficulty to break out of or escape from them by one benchmark.

Mirror. A mirror can be used for viewing a reflection or for signalling.

Musical instrument. The list of musical instruments is vast, especially taking into account the many alien cultures in the universe. A musical instrument works much like a toolkit—it offers bonuses to related checks depending on its quality.

Oil, flask. A pint of oil enables a lantern or lamp to burn for 4 hours. An oil flask can be thrown; it coats a 5' square area. When lit (a single action), it burns for 3 rounds and causes 1d6 fire damage to those who enter or start their turn in the square. Multiple flasks can be used to cover larger areas which, when combined with a flaming arrow, can make for a good ambush.

Parchment, sheet. Parchment is used for writing, ledgers, and records.

Fantasy Equipment

Pick, mining. A hammer with a spike on the reverse end; can be used as an improvised military pick.

Pocket watch. A small timepiece, the hands of pocket watches spin wildly in the presence of fey; this does not happen with elves, as those beings are very attuned to the mortal realm.

Pole, 10'. A common item used to test for traps, probe the depths of water and other liquids, used as a lever, poling a raft, and a myriad of other tasks.

Pouch. A pouch can hold about 25 coins.

Rope, 50', hemp. Hemp rope can hold weights of up to 500 lbs., and require a *Strenuous* [26] STR check to break.

Sack. A sack can hold about 60 lbs. of goods.

Satchel. A satchel is often used by messengers to carry letters and scrolls.

Saw. A serrated blade used to cut through wood. A saw can be used as an improvised shortsword. It does double damage to an object when used to saw through wood.

Scale. Merchants use scales to measure the weight of goods. The goods are balanced against various set weights.

Scrollcase. A scrollcase holds one scroll or parchment and protects it from water, fire, and other environmental damage.

Sextant. A nautical navigational instrument, the sextant measures the angle between two distant objects (usually a star or the sun and the horizon). In this manner, it accurately determines the user's latitude. It can also be used to determine the distance to or between visible objects.

Sheath, spring. A blade can be concealed in a spring sheath and called to hand instantly. It makes it easy to ambush someone using the bluffing technique.

Shovel. A standard tool used to dig holes or move earth.

Smoke bomb. A smoke bomb, when thrown, emits concealing smoke in a 10' radius area for 3 rounds.

Soap. Soap is not too common amongst the peasantry, but most nobles are fans.

Spyglass. A spyglass enables objects and scenes up to a mile away to be seen clearly.

Tent. A tent is designed to protect against inclement weather.

Toolkit. A toolkit is an important piece of equipment. Almost any specialized activity uses a toolkit. A toolkit allows you to undertake the activity with no improvisation penalties; high quality toolkits grant bonuses to your dice pool.

Alchemist's Kit. This includes beakers, flasks, utensils, measuring devices, and other items designed to assist in the gathering and mixing of alchemical substances.

Climbing Gear. Climbing gear includes pitons, ropes, and more.

Cooking Kit. Pots, pans, spoons, knives, and other assorted cooking utensils for use on the go.

Disguise Kit. Makeup, mirror, putty, wigs, and more.

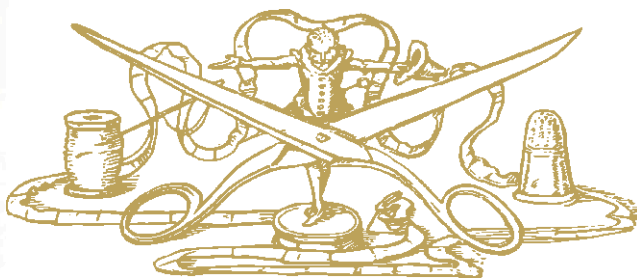
Healer's Kit. A healer's kit contains various items, including a bandages, poultices, some basic herbs and salves, needle and thread, splints, leeches, and other assorted items.

Herbalist's Kit. An assortment of basic herbs, pipes, bowls, pestle, mortar, and other items to aid in the gathering, preparation, and storage of herbs.

Interrogation Kit. This type of kit is not looked upon favorably; it consists of herbs and devices designed to facilitate the gathering of information from a captured suspect. It doesn't include torture equipment; but some of the techniques can be unpleasant.

Survival Kit. A survival kit includes a compass, iron rations, flint, tinder, some very basic medical supplies, and more.

Thieves' Tools. Thieves' tools contain lockpicks, saws, and other items which aid the burglar in infiltration.



Torch. A flask of oil can light up to 5 torches. A lit torch burns for one hour and emits light in a 30' radius.

Trap, bear. A bear trap attacks (5d6) anyone who enters its square, doing 2d6 piercing damage on a hit, and rendering the victim Immobilized until the condition is shaken off.

Vial, glass. A glass vial holds a small amount of liquid.

Waterskin. A waterskin holds a pint of water which lasts one day.

Whetstone. Used to keep weapons sharp.

Whistle. A whistle can be heard up to a quarter of a mile away.

Whistle, dog. As a whistle, but can only be heard by those with INT 8 or higher.

Weapons

There are many weapons available to a character—melee weapons, ranged weapons, polearms, large weapons, small weapons, and more. The following sections list a number of common weapons and their statistics. Weapons are divided into different groups for convenience—swords, polearms, other melee weapons, Eastern melee weapons, and ranged weapons (including firearms).

READING THE WEAPON TABLES

The weapon tables below have the following categories.

Damage. This entry tells you how much damage a weapon does to a target on a successful hit. Damage may be reduced by SOAK values often found in armor or large creatures. Most weapons do at least 2d6 damage.

If the wielder has skill with a weapon type, the size of the dice pool may be added to the damage. For example, skill of 6 (3d6) in knives adds 3 to a knife's damage, resulting in a total of 2d6+3 piercing damage rather than the listed 2d6 damage. Alternatively, the size of the wielder's STR pool can be added to melee weapons if that is larger than the skill pool.

When damage is completely negated by SOAK, any 6s in the damage roll always cause 1 point of damage each anyway.

Type. This is the type of damage the weapon does, such as piercing, fire, or sonic. Sometimes different armors have different SOAK values vs. different types of damage, or certain creatures or objects might be vulnerable to certain damage types. This also determines what type of effect occurs when a critical hit (rolling double-sixes on a successful attack roll) occurs.

Cost. The cost in gold coins to purchase a standard version of this weapon.

Size. The size of the weapon (tiny, small, medium, or large) can be used to determine one or two-handed use of a weapon, eligibility for two-weapon use and more. Size is a relative term—the table indicates a weapon's size as compared to a human, but larger or smaller species will adjust the (relative) size up or down. For example, an Ogre, which is size Large, using a longsword, which is size Medium, considers it to be a Small weapon. Similarly, a size Small Dwarf considers a shortsword (a Small weapon) to be size Medium.

Weight. This is the item's weight in pounds.

Range. In the case of ranged weapons, this indicates a range increment. For each range increment, an attacker takes a 1d6 penalty to his attack roll. Unless otherwise noted, weapons can be used out to five range increments, although an attacker will suffer a -4d6 penalty to attack rolls at that range.

DAMAGE TYPES

Every bit of damage caused to a creature or object is of a certain type, whether fire damage, blunt damage, or any of dozens of other damage types. A fireball does fire damage, a crossbow does piercing damage, and a warhammer does blunt damage. The list of damage types is an open-ended set of keywords. Any given weapon can have multiple damage keywords associated with it (although most only have one). These damage types are listed in the weapons tables.

Damage type also determines which status track a target is pushed along when it suffers a critical hit (double-sixes on a successful attack roll).

Because damage type is a keyword system, there is no finite list of damage types. However, you will find a list of some common types below.

Resistance and Vulnerability

Resistance. Some armor, creatures, objects, or materials have SOAK values based on a damage type. This means that they are particularly good at resisting damage of that type. Fire-resistant armor, for example, might have a SOAK entry which reads SOAK 5 (heat). Many creature stat-blocks will also list resistances (and, in some cases, immunities) to certain damage types. A SOAK value is the amount by which damage of that type is reduced when it affects the target.

SOAK only applies to attacks which target DEFENSE (not MENTAL DEFENSE) except for SOAK which specifically designates psychic or psionic damage.

When damage is fully SOAKed, some may still get through—any sixes in the damage roll automatically do 1 point of damage regardless of SOAK. This means that it is always possible to damage a target, even if it's just a little.

Ballistic. Projectiles fired from pistols and muskets tend to do ballistic damage.

Blunt. Blunt damage comes from falls, heavy blunt weapons, and most forms of unarmed combat.

Crushing. Large objects can cause crushing damage.

Cold. Cold weapons are uncommon, but cold is a common environmental damage.

Death/Necrotic. This type of damage is usually referred to as necrotic damage; it can be caused by weapons or creatures channeling the *secret of death*.

Electricity. Electricity damage can come about in a number of ways, including magical traps; electricity weapons usually have the stun trait, meaning that a target reduced to 0 HEALTH with the weapon is knocked unconscious but is not dying.

Force. Force is a type of energy damage, usually caused by magic.

Good/Holy. This type of damage is usually referred to as holy damage, and can be caused by weapons or creatures with the Good Virtue.

Evil/Unholy. This type of damage is usually referred to as unholy damage, and can be caused by weapons or creatures with the Evil Virtue.

Vulnerability. Conversely, something might be particularly vulnerable to a damage type. Ice creatures are vulnerable to heat damage, and devils are vulnerable to holy damage. A vulnerability entry will generally note how vulnerable the target is—typically 1d6 or 2d6—and that entry tells you how many extra damage dice to roll when affecting the target. A golem, for example, has vulnerability 1d6 (electricity) which means that an lightning spell which normally does 2d6 electricity damage would do 3d6 electricity damage to the golem.

Targets suffer from vulnerability if the keyword is listed amongst a weapon's damage types.

Targets benefit from resistances only if they are resistant to all listed damage types. A target resistant to heat damage does not benefit from resistance to a weapon which does heat/sonic damage. The target would need to be resistant to both damage types.

Heat/Fire. Heat damage is caused by fire or by magical attacks. It is often referred to as fire damage.

Piercing. Piercing damage, like slashing damage, can be caused by swords and knives

Poison. Poison damage can come about from gas, food, stingers, bites and more; armor does not soak it unless noted.

Slashing. Swords and other slashing weapons do slashing damage.

Sonic. Sonic damage is caused by sound waves; armor does not soak it unless noted.

SPECIAL TRAITS

This column indicates any particular properties or notes associated with a weapon or item.

Agile. An agile weapon is complex and difficult to use. You need an AGILITY of 8 to use it without penalty, otherwise you take a -1d6 penalty to your attack rolls. These weapons always use AGI for their attack rolls.

Bypass. A weapon with this trait is able to ignore shields. An example is the Eastern three-section-staff, which can be used to strike around a shield.

Climber. A weapon with this trait counts as climbing gear.

Close-quarters. A close-quarters weapon can always be used, even when its user is grappling. These weapons gain +1d6 to attacks against foes in the same square.

Double. Double weapons are melee weapons treated as though they were two weapons, one in each hand. This typically means that the attacker will gain an additional attack per turn with it. Review the combat rules on dual-wielding and double weapons.

Heavy. A heavy weapon is difficult to use. You need a STRENGTH of 8 to use it without penalty, otherwise you take a -1d6 penalty to your attack rolls. These weapons always use STR for their attack rolls.

Hook. Many polearms incorporate hooks. Against a mounted target, a successful strike can dismount the rider. When using it to dismount a target, a hooked weapon does no direct damage and costs 2d6.

Huge. A huge weapon (which is almost always heavy as well) is so large that medium-sized or smaller creatures need STR 10 to avoid the heavy penalty.

INITIATIVE bonus. Some weapons are lighter and faster than others. These may grant a bonus to INITIATIVE.

MELEE DEFENSE bonus. Some weapons grant a flat bonus to the wielder's MELEE DEFENSE score.

Reach. A reach weapon is a longer melee weapon. It can attack opponents up to 10' away. Weapons with long reach can attack up to 15' away, but cannot attack adjacent targets.

Sacrificial. Sacrificial weapons are often used in ritual and rites. They gain +1d6 to attack a prone foe.

Set. Some piercing polearms can be set as a single action against incoming attackers. This creates a cone (10' for reach weapons, 15' for long reach weapons) in the direction in which the weapon is set. As an attacker enters the cone from the front edge, it is subject to an automatic attack from the polearm. If successful, the attacker is stopped in its tracks, and its movement ends for that action, as well as taking damage as normal. The attacker may attempt to enter the cone again.

Melee Weapons and Size

The size of a melee weapon is indicated in the weapons table. Weapons can be increased or decreased in size to make oversized or undersized versions suitable for larger or smaller creatures.

An **undersized** weapon is one size category smaller and weighs half the regular weapon.

An **oversized** weapon is one size category larger, weighs twice the regular weapon, and does an extra 1d6 points of damage. Oversized weapons cost three times the regular price. The wielder of a weapon must use two hands to use a weapon one size category larger than himself, and must use his STRENGTH attribute for attacks even when the regular sized version offers an option to use AGILITY. Weapons two sizes larger cannot be used.

Shield. The wielder of this weapon is automatically considered to be also wielding a shield of the same size category. This applies for the purposes of MELEE DEFENSE only.

Sidearm. Weapons designated as sidearms gain +1d6 to hit at point-blank range (when the user is adjacent to the target) and do not suffer a penalty for firing at an adjacent target.

Single. A weapon with this quality can only be used once per round, even if the user is able to make multiple attacks.

Stonebreaker. These weapons are designed to break stone and do +1d6 damage to stone targets.

Stun. When the target is reduced to 0 HEALTH by a weapon with the Stun trait, it is unconscious but not dying. It wakes with 1 HEALTH 5 minutes later.

Thrown. A melee weapon with this trait can be thrown with the noted range increment. For example, a weapon with the trait "Thrown (3)" has a range increment of 3. Without this trait, a thrown weapon has a range increment of 2 and counts as improvised (inflicting a -2d6 penalty to the attack roll).

Trap. Some weapons can be used to trap a foe. A weapon which can trap an enemy does so on a successful hit, rendering the target immobilized until they shake off the status.

Fantasy Equipment

SWORDS

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Bastard sword (hand-and-a-half sword)	3d6 / 3d6+2	Slashing	40	M	6	Versatile
Broadsword (basket-hilted sword)	3d6	Slashing	30	M	5	+1 MELEE DEFENSE
Claymore (great sword)	3d6+4	Slashing	70	M	7	Heavy
Cutlass	2d6+2	Slashing	20	M	4	Close-quarters
Falchion (cleaver)	2d6+4	Slashing	8	M	5	—
Flamberge (flame-bladed sword)	3d6	Slashing	30	M	4	Vicious
Gladius	2d6	Piercing	15	S	3	Close-quarters
Khopesh (sickle-sword)	2d6+2	Slashing, Blunt	25	M	6	—
Longsword	3d6+2	Slashing	15	M	4	—
Machete	2d6	Slashing	10	S	3	Close-quarters
Rapier (dueling sword)	2d6	Piercing	20	M	3	+1 MELEE DEFENSE, +1 INITIATIVE
Saber (backsword)	2d6	Slashing	18	M	3	+1 MELEE DEFENSE
Scimitar	2d6	Slashing	15	M	4	—
Shortsword	2d6	Piercing	10	S	3	Swords or knives skill
Smallsword	1d6+4	Piercing	15	S	2	+1 INITIATIVE
Two-bladed sword (double sword)	2d6	Slashing	100	L	10	Double, Agile
Zweihander (two-handed sword)	4d6	Slashing	25	L	8	Heavy

Versatile. A versatile weapon has two damage values: the first is for the weapon used one-handed, and the second is for the weapon used two-handed.

Vicious. Some weapons are barbed or jagged; conditions from such weapons are harder to shake off, and inflict a -1d6 penalty to attempts to do so.

Woodbreaker. Designed to split wood, these weapons do +1d6 damage against wood targets.

SWORD LIST

Swords are bladed weapons, and are designed for thrusting or cutting. Swords vary in size, style, and shape, from single-edged straight blades (backswords), doubled-edged straight blades (broadswords), dueling weapons, curved swords designed to slash from horseback, to massive, heavy weapons which bludgeon as much as they cut.

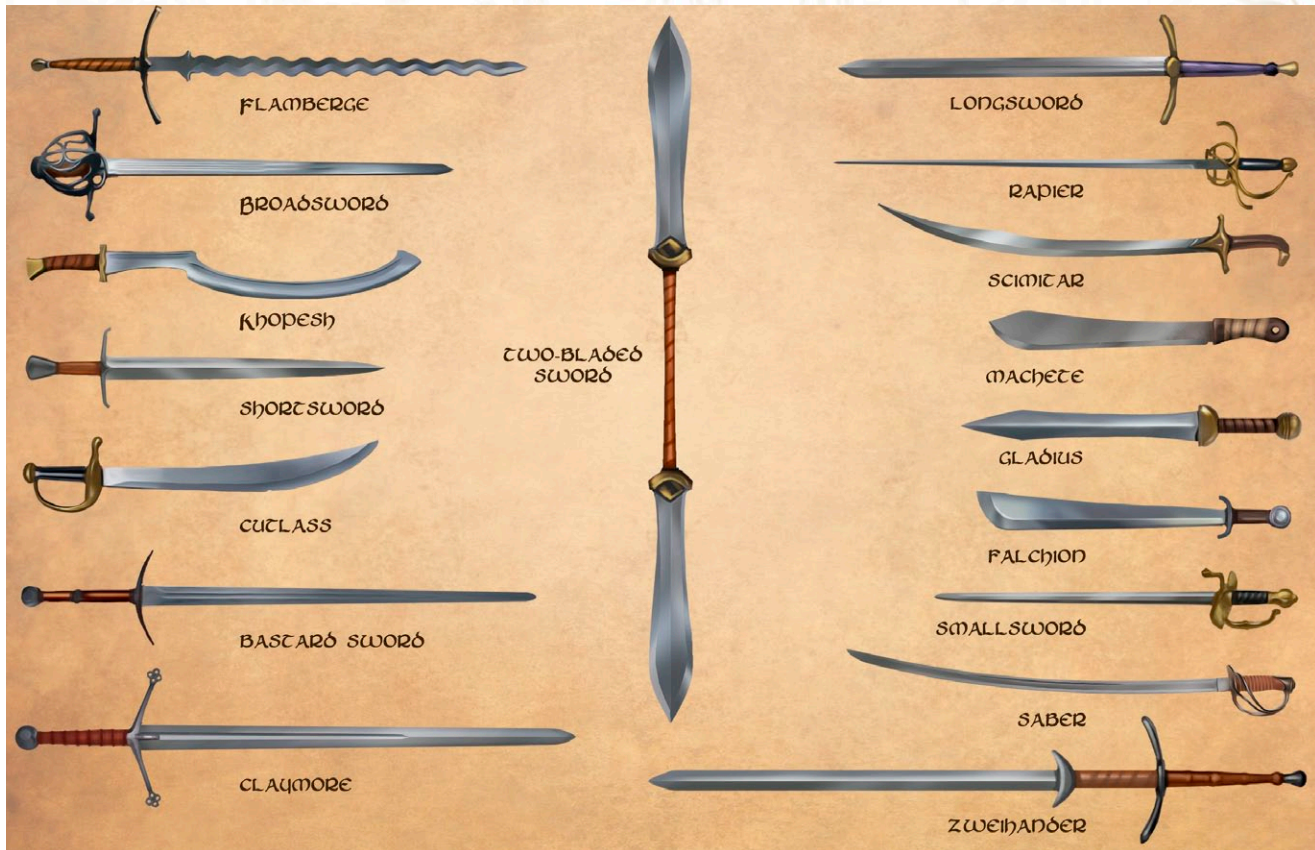
Different sword types have different strengths and weaknesses—cutlasses are short curved swords

designed for use in close-quarter ship combat, while rapiers are thin, fast piercing weapons with an emphasis on dueling. Some swords have wide cross guards, quillions, or basket-hilts which aid in defense and protect the wielder's hand.

Eastern swords such as the katana are included in the Eastern Melee Weapons List, below.

Bastard sword. A bastard sword, or a “hand-and-a-half sword,” is designed to be used either one-handed or two-handed. Used two-handed, the weapon does slightly more damage.

Broadsword. A double-edged cut-and-thrust sword, often including a basket hilt which encloses the hand, with a wider blade than a rapier. The basket hilt has a number of variations, including the Walloon hilt and the Sinclair hilt. From the broadsword is descended both the saber and the claymore. The term “broadsword” distinguishes the weapon from various “backswords,” which have only a single edge.



Claymore. The claymore is a large bastard sword often used by highlanders. Its name translates roughly as “great sword.”

Cutlass. A short, curved saber often associated with sailors; a backsword, with a single edge, that can be equally used for close-quarter shipboard combat and for chopping through ropes and sails.

Falchion. A cheap one-handed single-edged sword, the falchion resembles a large machete. Falchions often do double-duty as tools, and tend to be thought of as a lower quality than more expensive swords.

Flamberge. Noted for its wavy blade, this weapon is sometimes called the “flame-bladed” or “wave-bladed” sword. The undulating blade shape can cause more damage when pulled across a surface than a straight edge, and can also damage a foe’s weapon.

Gladius. A short thrusting weapon, the gladius is typically accompanied by a large shield and used to stab at the opponent’s mid-section. Gladii have two edges and a tapered point.

Khopesh. The sickle-sword has a straight hilt and a curved blade. The sharp edge is on the outside of the curved end, while the blunt tip can serve as a bludgeon.

Longsword. The longsword is a straight blade, double-edged, with a cruciform hilt. Designed for two-handed use, the hilt is typically long. It is this hilt which gives rise to the weapon’s name, not the length of the blade. It is strongly associated with knights, although variations are numerous.

Machete. A short sword shaped like a large cleaver. The machete is used to cut through undergrowth, or for agriculture. Easy to obtain, it is a popular weapon for civilian uprisings.

Rapier. The rapier is the classic dueling sword, fast and accurate. Thin and long, often with elaborate hilts and hand-guards, rapiers are designed for thrusting.

Saber. The saber is a single-edged, curved backsword with a large hand-guard. It is frequently used as a cavalry weapon—it is light enough to be swung easily one-handed, and the curved blade makes slashing attacks very easy, not requiring a “pull” like a straight sword does.

Scimitar. Another single-edged curved sword, the scimitar is longer and thinner than the saber. Like the saber, it is primarily used in mounted combat.

Fantasy Equipment

Shortsword. The shortsword is related to the longsword. Where the former has a long hilt designed for two-handed use, the shortsword's hilt is shorter and designed for one-handed use. Despite the name, the blade is not very short, and it is a common weapon used in combination with a shield. You can use either the *swords* or *knives* skill with a shortsword.

Smallsword. The smallsword is a light, thrusting sword descended from the rapier. They are commonly used both by the military and for dueling, and are often used as dress swords.

Two-bladed sword. This double sword has a hilt in the middle and blades which extend from both ends. It is wielded more like a staff than a sword, and its use requires a lot of practice and coordination.

Zweihander. Descended from the longsword, the *zweihander* is a large two-handed sword. These

weapons are typically 5–6 feet in length and carried across the shoulder. *Zweihanders* require two hands.

AXE LIST

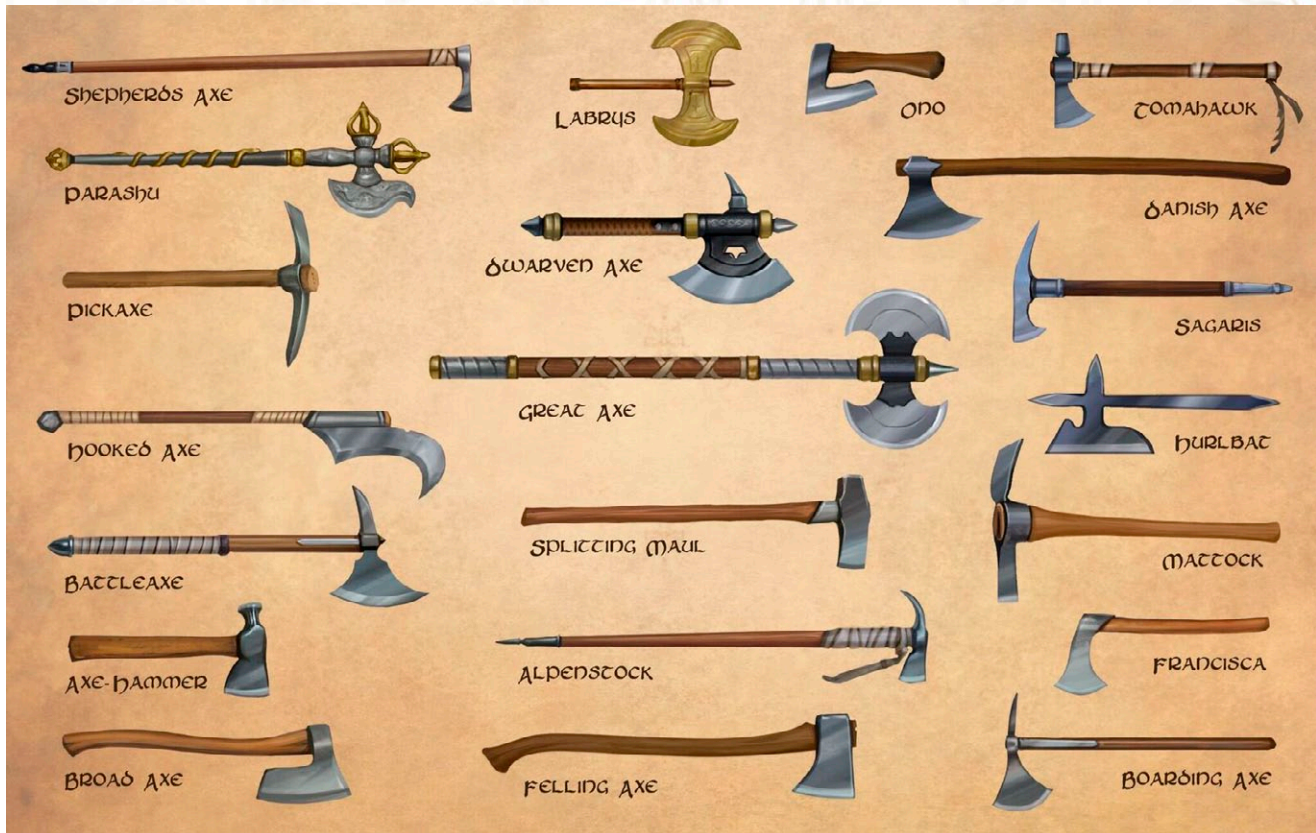
This category of weapons includes a number of hafted tools designed for chopping wood or breaking stone.

Alpenstock. The ice, or climbing axe, is a multi-purpose tool. It functions as a walking stick (with a pick at the handle end), as an anchor or belay, and as an axe and pick for chopping ice and carving hand and footholds. It has a number of components: head, pick, hammer, spike, and shaft.

Axe-hammer. The axe-hammer, or hammer axe, features a hammer head mounted opposite the blade. Stone axe-hammers are common in Stone Age settings, while iron versions exist later. As tools, axe-hammers are useful for a range of activities.

AXES

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Alpenstock	1d6+3	Slashing/Piercing	2	M	2	Climber
Axe-hammer	2d6+2	Slashing/Blunt	15	M	6	—
Battleaxe	3d6	Slashing	10	M	5	—
Boarding axe	2d6	Slashing	9	M	4	Close-quarters
Broadaxe	3d6	Slashing	8	L	7	Heavy, woodbreaker
Danish axe	2d6+2	Slashing	8	L	3	—
Dwarven axe	3d6	Slashing	10	S	10	Heavy
Felling axe	2d6	Slashing	5	M	6	Woodbreaker
Francisca	1d6+3	Slashing	4	S	2	Thrown, woodbreaker
Great axe	3d6+3	Slashing	25	L	12	Heavy, huge
Handaxe	2d6	Slashing	4	S	2	Thrown
Hatchet	2d6	Slashing/Blunt	3	S	3	—
Hooked axe	2d6+2	Slashing	12	M	3	Hook
Hurlbat	1d6+2	Slashing, Blunt	2	S	2	—
Labrys	2d6+3	Slashing	20	L	7	Sacrificial
Mattock	2d6	Piercing	3	M	4	Stonebreaker
Ono	2d6	Slashing/Blunt	3	S	3	—
Parashu	2d6+3 / 3d6	Slashing	12	M	6	Versatile
Pickaxe	2d6	Piercing	3	M	4	Stonebreaker
Sagaris	2d6+2	Slashing	9	M	4	—
Shepherd's axe	1d6+3	Slashing/Blunt	2	M	2	—
Splitting maul	2d6	Slashing/Blunt	8	M	8	Woodbreaker
Throwing axe	2d6	Slashing	4	S	2	Thrown
Tomahawk	2d6	Slashing	9	M	3	Close-quarters, thrown



Battleaxe. This is a two-handed axe designed for combat. Many variations on the battleaxe exist, both primitive and, in the case of many warlike cultures, ceremonial.

Boarding axe. A sailor's implement, the boarding axe is used for firefighting, combat, cutting through enemy nets and rigging, and smashing doors. While it is not quite as effective in combat as a cutlass, its other functions more than compensate.

Broadaxe. A large axe with a single broad blade designed to hew wooden logs. These axes are also sometimes known as long-bearded axes.

Danish axe. A primitive battleaxe, this weapon is often called the sparthe, pale-axe, sparr axe, or hafted axe. The Danish axe is the quintessential Viking axe—a wide, thin blade, and a long 3'–4' haft. The blade has a pronounced heel and toe, making the shape almost horn-like.

Dwarven axe. Dwarves are heavily associated with axes and hammers. The dwarven axe is short, but heavy. Dwarven axes are of high craftsmanship, often ornate, and even the standard versions are able to receive enchantments (normally a weapon must be

of exceptional quality to be enchanted). Although the weapon has the heavy trait, it does not have that trait when wielded by a dwarf.

Felling axe. A sharp, long-handled axe specifically designed to cut down trees.

Francisca. The francisca, or Frankish axe, is a throwing weapon with an arch-shaped head. It is traditionally thrown just before hand-to-hand combat with the intention of breaking wooden shields.

Great axe. A larger version of the battleaxe, this immense weapon is formidable indeed. Very few people can wield a great axe.

Hooked axe. The blade on this small battleaxe is hooked, designed to disarm or dismount enemies.

Hurlbat. This weapon, also known as the whirlbat or the whorlbat, is a type of throwing axe. Some variations are actually throwing clubs. A given hurlbat does either slashing or blunt damage (not both).

Labrys. The labrys, or double-axe, is a Greek weapon, and is often associated with the Minoan civilization. In fantasy settings, it is commonly used by minotaurs. The labrys features a blade on either side of the shaft, and is often very ornamental and used in

Fantasy Equipment

ritualistic or ceremonial events, including sacrifices of both people and animals.

Mattock. Similar to the pickaxe, the mattock is a versatile tool used to chop ground, and dig holes. It is designed to be swung between the wielder's legs.

Ono. An Eastern-style axe, this weapon is often used in depicting folk heroes. It is essentially a hatchet.

Parashu. A one or two-handed iron or steel battleaxe, the parashu does an additional +2 damage

when wielded two-handed. The parashu is closely associated with Hindu deities.

Pickaxe. The pickaxe is a tool used for digging and breaking ground. It is very effective at breaking stone.

Sagaris. A long-shafted axe with a small metal head, this weapon is favored by Amazons. Some say it is the precursor to the battleaxe.

Shepherd's axe. A long, light axe, used both as a walking tool and a weapon. Other similar axes

MISCELLANEOUS MELEE WEAPONS

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Baton	1d6+3	Blunt	5	S	3	—
Cestus	—	Blunt	10	S	1	—
Chain, weighted	2d6+2	Blunt	7	L	9	Reach
Club	2d6	Blunt	1	M	3	—
Club, spiked	2d6+2	Piercing/Blunt	8	M	6	—
Flail, footman's (ball-and-chain)	2d6	Blunt	20	M	5	—
Flail, horseman's	2d6+4	Blunt	50	L	9	Heavy
Garrote	1d6	-	2	S	-	—
Hammer, light	2d6	Blunt	1	S	2	—
Knife/dagger	2d6	Piercing	2	T	1	Thrown (3)
Lance, heavy	4d6	Piercing	200	L	50	—
Lance, light	3d6	Piercing	120	L	30	—
Lasso	-	-	1	L	4	Trap
Mace, footman's	2d6+2	Blunt	15	M	5	—
Mace, horseman's	2d6+4	Blunt	30	M	9	—
Main gauche (parrying dagger)	1d6+4	Slashing	5	S	5	Shield
Morningstar	3d6+2	Piercing/Blunt	75	L	7	Heavy
Net	—	—	5	L	3	Trap
Pick, military	2d6+3	Piercing, Blunt	10	M	5	—
Quarterstaff	2d6	Blunt	-	L	4	—
Sap	2d6	Blunt	1	S	2	Stun
Scythe	2d6	Slashing	4	M	9	—
Sickle	2d6+4	Slashing	8	L	2	—
Spear	2d6+2	Piercing	3	M	6	Thrown (6)
Spear, long spear	3d6+2	Piercing	8	L	9	Reach
Spear, shortspear (javelin)	2d6	Piercing	2	M	3	Thrown (5)
Stake, wooden	1d6	Piercing	-	S	1	—
Warhammer (maul)	3d6	Blunt	12	M	5	—
Whip	2d6	Slashing	12	M	2	Reach, Trap
Whip, cat-o'-nine-tails	1d6	Slashing	20	M	2	Reach

include the fokos, bartka, or baltag. This axe is often overlooked as a weapon, making it easy to get past guards and the like.

Splitting maul. This axe has a variety of names—go-devil, sledge axe, blockbuster. It is a long-handled, heavy tool with an axe head on one side and a sledgehammer head on the reverse. It is very effective at splitting wood.

Tomahawk. A single-handed axe used for close-quarters combat and for throwing.

MISCELLANEOUS MELEE WEAPON LIST

Throughout history, nearly everything has been used as a weapon. Hammers, chains, picks, sickles, even wooden stakes have all been turned against foes in anger. The following list contains a variety of weapons, some specifically designed as such, or based on an existing tool, and others which were tools which came to be used as such. These weapons do not fall neatly into an existing category.

Baton. A baton, or truncheon, is a short club. It is often called a billy-club, blackjack, or nightstick, and

is used by ruffians and law-enforcement.

Cestus. A battle-glove, made of leather and iron. The cestus was originally devised for a particularly gladiatorial form of boxing. A cestus adds +1d6 to base unarmed damage (this does not stack with other items or effects which increase base unarmed damage).

Chain, weighted. A chain with blunt weights at either end, designed to reach out to 10'.

Club. A simple wooden or metal stick or bat. This includes baseball bats, cricket bats, tire-irons, and other crude blunt weapons.

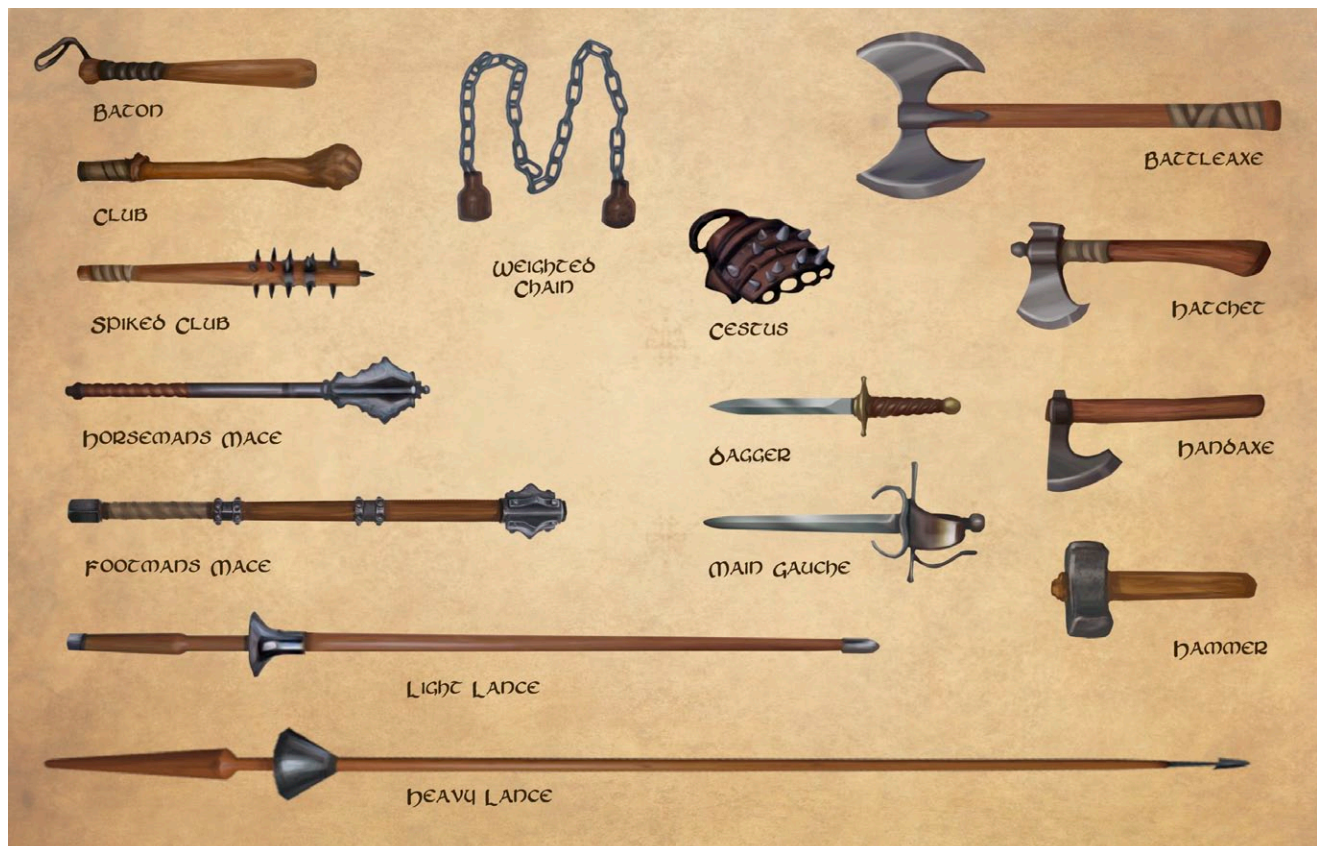
Club, spiked. A club with sharp metal protrusions.

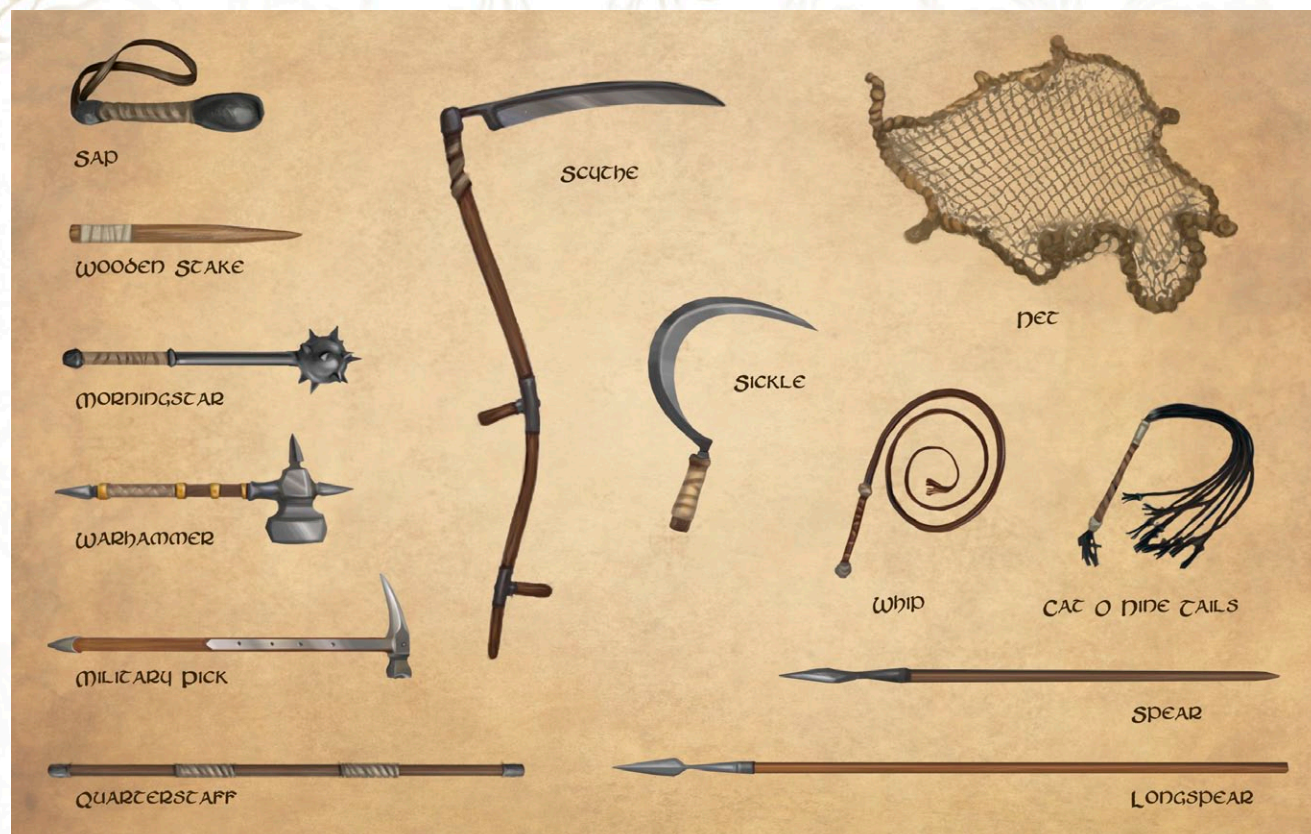
Hammer, light. A light hammer is heavier than a standard tool, but lighter than a sledgehammer.

Knife/dagger. Knives and daggers range from kitchenware to ceremonial blades.

Lance, heavy. A lance is along spear designed for use by a mounted warrior referred to as a lancer. Lances are heavily associated with knighthood.

Lance, light. Light lances are often used for training or sport, or sometimes by footmen (in which case it is referred to as a footman's lance).





Lasso. A lasso has a range increment of 3, and only has two range increments.

Mace, footman's. A mace is a heavy bludgeoning head on the end of a sturdy handle. Some maces have flanges which help them to pierce plate armor, while others are knobbed and designed to cause damage without penetrating the armor.

Mace, horseman's. A horseman's mace is heavier than the footman's version. It has a shorter shaft, making it easier to use from horseback.

Main-gauche. The main-gauche is a parrying dagger. Usually used in the off-hand, it operates like a small shield.

Morningstar. A morningstar resembles a mace, but has a spiked head. It is a common backup weapon of the medieval knight.

Net. Nets are usually weighted, and are able to entangle and immobilize a foe.

Pick, military. A military, or horseman's pick, resembles a warhammer but has a down-curved spike on the reverse of the hammer head. The spike is designed to penetrate thick armor or mail, but can be unwieldy.

Quarterstaff. A quarter staff is a six-foot staff, often made of wood, but sometimes of metal.

Sap. A sap is a small, blunt object used to render a target unconscious. It does little damage, and that damage is non-lethal (stunning) damage, and it is a weak melee weapon, but if the target is unaware of the attack he must make a *Difficult* [16] END check or become stunned.

Scythe. An agricultural tool used for reaping crops. A scythe has a long wooden shaft, with a back-curving blade extending sideways from the end. The sharp edge is on the inside of the blade. Scythes are sometimes used in combat.

Sickle. A sickle is a one-handed tool shaped much like a scythe but with a much shorter handle.

Spear. A spear is a long stick with a pointed impact head that can be thrown. The shortspear, or javelin, is designed to be thrown but can be used in melee in a pinch. The longspear is about 8' in length—longer than a spear but shorter than a pike. Too large to be thrown, it is the ancestor of many polearms.

Stake, wooden. A wooden stake makes for a poor melee weapon; however, against vampires it instead

counts as a dagger, and is not subject to a vampire's SOAK.

Warhammer. A warhammer is designed especially for battle. Warhammers weigh about the same as a sledgehammer, although some designs are larger and heavier.

Whip. A whip is a melee weapon with a 10' reach. Skilled practitioners can perform tricks with a whip. The whip can trap an opponent by paying 2d6; if successful, the opponent is immobilized, although the whip itself cannot be used while trapping a victim. A whip can also be used to grab items and objects.

Whip, cat-o'-nine-tails. This whip, known as the cat, has multiple tails and is generally used for inflicting pain rather than in combat. The nine tails are knotted cord. The cat is a common military and naval punishment tool.

POLEARM LIST

Polearms are, in short, long sticks with an assortment of blades, hammers, and hooks at the other end. These weapons provide greater reach to the footman, greater angular momentum than shorter weapons, and are cheaper to make than swords and the like. For this reason, they are greatly favored by peasants

and militia. The wide range and variety of polearms is immense, and some weapons defy classification.

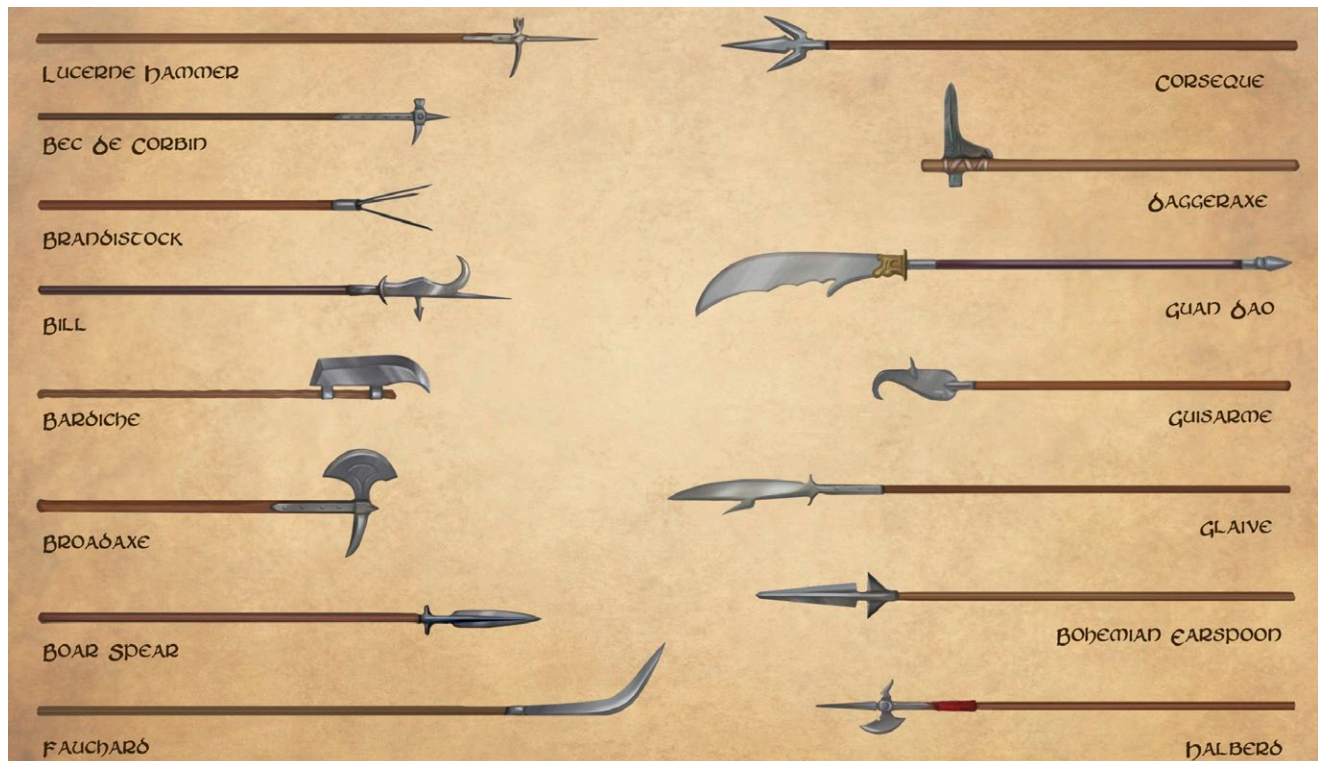
Eastern polearms such as the *naginata* and *nagamaki* are included in the Eastern Melee Weapons List.

Bardiche. A bardiche is similar to a halberd, but lacks the hook and spear point. A long cleaver-like blade is attached to a 5' pole, making it one of the shortest polearms; variations include the Lochaber axe and the Jeddart staff.

Bec de corbin. Similar to a Lucerne hammer, this polearm has a hammer head and spike atop a long pole, although the "beak" is typically used rather than the hammer head.

Bill. Similar to the halberd, the bill is also known as the bill hook or the bill-guisarme. It has a hooked, edged blade with pointed spikes mounted on the end of a pole; the hooked blade curves back to form a hook. A couple of variations include the 6' black (military) bill and the 8'-9' forest (civilian) bill. This weapon is ideal for fighting mounted knights with heavy stopping power in the spearhead, a powerful swing, and the hook to drag the unlucky horseman to the ground.

Boar spear. Used for boar hunting, this shortish spear has two lugs behind the spearhead; this stops



Fantasy Equipment

POLEARMS

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Bardiche	2d6	Slashing	4	L	4	—
Bec de corbin	2d6	Blunt, Piercing	5	L	5	Reach
Bill	3d6	Slashing, Piercing	7	L	6	Reach, Hook
Boar spear	2d6	Piercing	4	L	4	+1 MELEE DEFENSE, Set
Bohemian earspoon	2d6	Piercing	4	L	5	Reach, +1 MELEE DEFENSE
Brandistock	2d6	Piercing	4	L	4	—
Broadaxe	2d6+4	Slashing	5	L	6	Reach
Corseque	2d6	Slashing, Piercing	5	L	7	Reach
Dagger-axe	2d6	Piercing	4	L	4	Reach
Fauchard	2d6+2	Slashing	5	L	6	Reach
Glaive	2d6+4	Slashing	5	L	7	Reach
Guan dao	2d6	Slashing, Piercing	5	L	6	Reach
Guisarme	2d6	Slashing	4	L	5	Reach, Hook
Halberd	2d6	Slashing, Piercing	5	L	5	Reach, Hook
Lucerne hammer	2d6+2	Piercing, Blunt	5	L	7	Reach
Man-catcher	2d6	-	4	L	7	Reach, Trap
Military fork	2d6	Piercing	4	L	5	Reach, Set
Ox-tongue	2d6	Piercing	4	L	4	Reach, Set
Partisan	2d6	Piercing	4	L	4	Reach, +1 MELEE DEFENSE
Pike	3d6	Piercing	6	L	8	Long Reach, Set
Poleaxe	2d6	Slashing, Piercing	4	L	7	Reach
Ranseur	2d6	Piercing	4	L	6	Reach, +1 MELEE DEFENSE
Sovnya	2d6	Slashing	4	L	6	Reach
Spetum	2d6	Piercing	4	L	7	Reach
Svärdstav	2d6	Slashing	4	L	8	Reach
Trident	2d6	Piercing	4	L	6	Reach, Set
Voulge	2d6	Slashing	4	L	6	Reach
War-scythe	2d6	Slashing	4	L	6	Reach

an angry boar from working its way up the shaft after being impaled, and this trait made it very effective against a charging horse.

Bohemian earspoon. This unusually-named hunting weapon has a long, wide spearhead with two lugs at the head's base in a guard-like fashion.

Brandistock. This weapon is only about 5' long, and is often used by militia. It has a retractable blade (sometimes up to three thin blades) kept inside the hollow shaft and propelled and locked in place with a sharp thrust.

Broadaxe. A 5' haft with a heavy crescent-shaped axe-head on the end. Also known as a longaxe. The

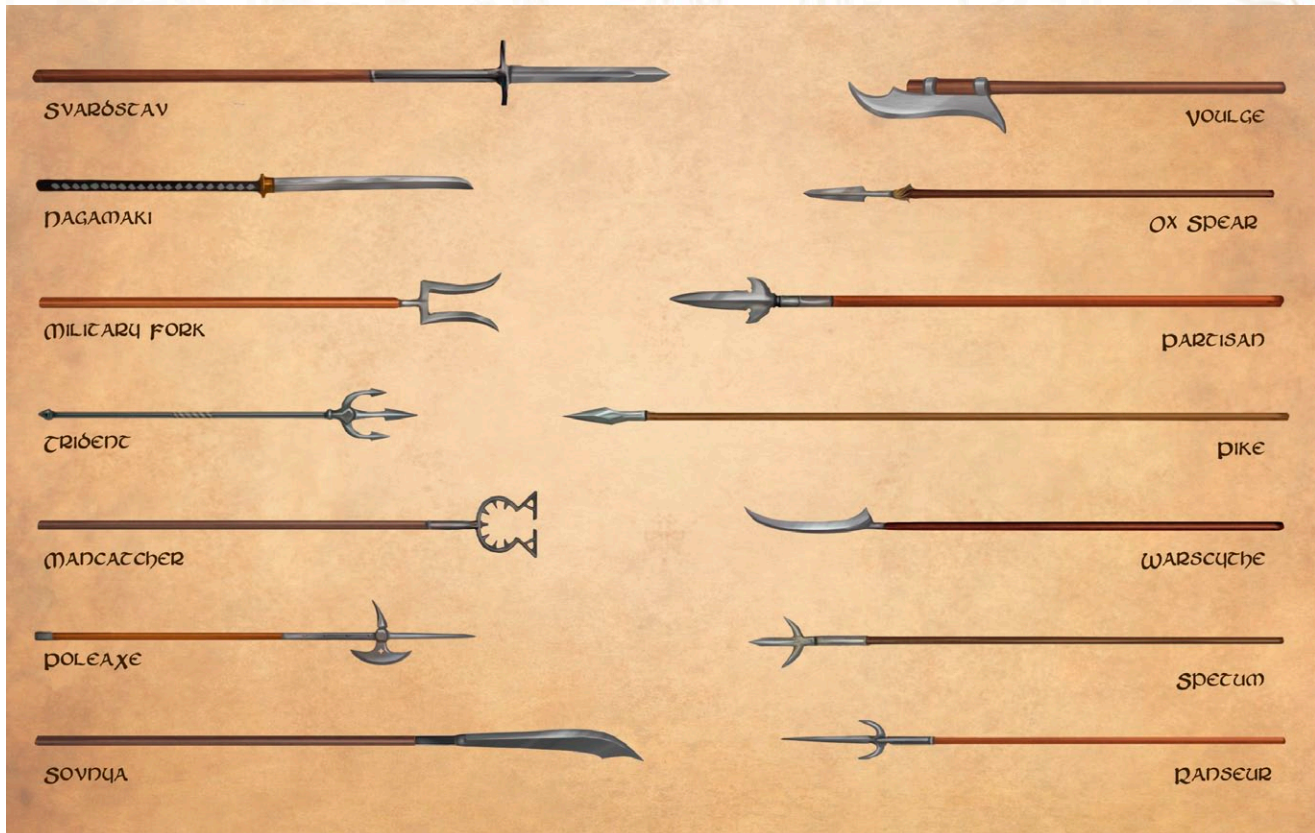
sparr axe is similar to the broadaxe; this weapon has a larger head, and the bottom part of the crescent is curved back to touch the haft.

Corseque. A 7' pole with a three-bladed head on the end, typically a long spike with a shorter blade on either side at 45–90 degrees.

Dagger-axe. This oriental weapon has a bronze or iron dagger mounted atop a wooden staff. Some ceremonial variations include two or three blades.

Fauchard. This polearm consists of a long pole up to 7' in length with a curved blade atop it; the sharp edge is the inside (concave) edge of the blade.

Guan dao. This cavalry weapon, also known as the



moon blade, has a 6' pole with a heavy curved blade counterweighted by a pointed metal spike.

Guisarme. This weapon was designed to dismount mounted opponents, knights in particular. It is basically a hook on a spear shaft, although some variants contain additional points or spikes.

Glaive. Glaives have a single-edged 18" blade on the end of a 7' pole, affixed in a manner similar to an axe-head. A variation, called the glaive-guisarme, combines the glaive and the guisarme by including a hook on the other side of the pole.

Halberd. The halberd is one of the most common polearms. It has an axe blade and spike atop a long shaft, with a hook on the reverse side similar to that of a guisarme.

Lucerne hammer. This weapon combines a bec de corbin with a warhammer—a three or four pronged head on a 7' pole, with long spikes on the reverse and the end.

Man-catcher. This polearm has two semicircular spring-loaded prongs able to encircle and trap a man-sized target. It was primarily used to dismount riders and then restrain them.

Military fork. Based on the pitchfork, this weapon has two prongs which point straight forward, parallel or close to it. It is easier to use than a sword.

Ox-tongue. A broad-headed double-edged spear.

Partisan. A spearhead on a long shaft, this weapon has side-protrusion used to parry swords.

Pike. A pike is a very long spear, over 10' and up to 20' in length. Its extensive reach makes it useful in massed formations to defend against charging horses.

Poleaxe. A weapon which came about in order to penetrate plate armor, the poleaxe is like a longaxe or broadaxe with additional spikes—one on the back, and one on the end.

Ranseur. The ranseur is a long spear with a crescent-shaped cross hilt, almost like a *sai* on the end of a 6' staff. It can be used to trap enemy weapons.

Scythe. A pole with a curved blade mounted at 90 degrees to the pole; this is primarily a farming implement, but can be tasked to combat.

Sovnya. This resembles a long pole with a curved sword on the end, much like a *naginata*.

Spetum. This 7' pole has a spearhead with two shorter single-edged prongs set at an acute angle.

Fantasy Equipment

Svärdstav. The *svärdstav* is a double-edged sword blade attached to a 7' staff.

Trident. A trident is a three-pronged spear; originally designed for fishing, it was quickly adopted as a military weapon.

Voulge. A voulge is a primitive glaive—a long blade is attached to a pole by binding the lower half or more of it to the shaft, making it almost a long axe.

War scythe. Similar to a regular scythe, the blade extends upright from the pole rather than sideways.

EASTERN MELEE WEAPONS LIST

Eastern weapons are as many and varied as any other. The following is a list of some common Eastern weapons for settings which include cultures which use such weapons. The availability of these weapons is decided by the GM—they may be freely available, they may only be available in certain regions, or they may be used exclusively by a particular culture. Many Eastern weapons are descended from agricultural tools, including sickles, staves, threshers, forks, and fans.

Butterfly sword. These short, single-edged swords

are usually used in pairs. About the length of a forearm, they can easily be concealed. The swords are only sharpened for half their length, enabling the user to deliver bludgeoning attacks and to parry easily.

Gunbai. The *gunbai*, or war fan, can be used as a blade, a shield, and signalling device. War fans are typically made of wood or metal.

Hanbō. The *hanbō*, or half-staff, is about 3' long. The stick is often used as a walking cane, and can be used in a variety of ways to strike, block, and achieve joint locks and throws.

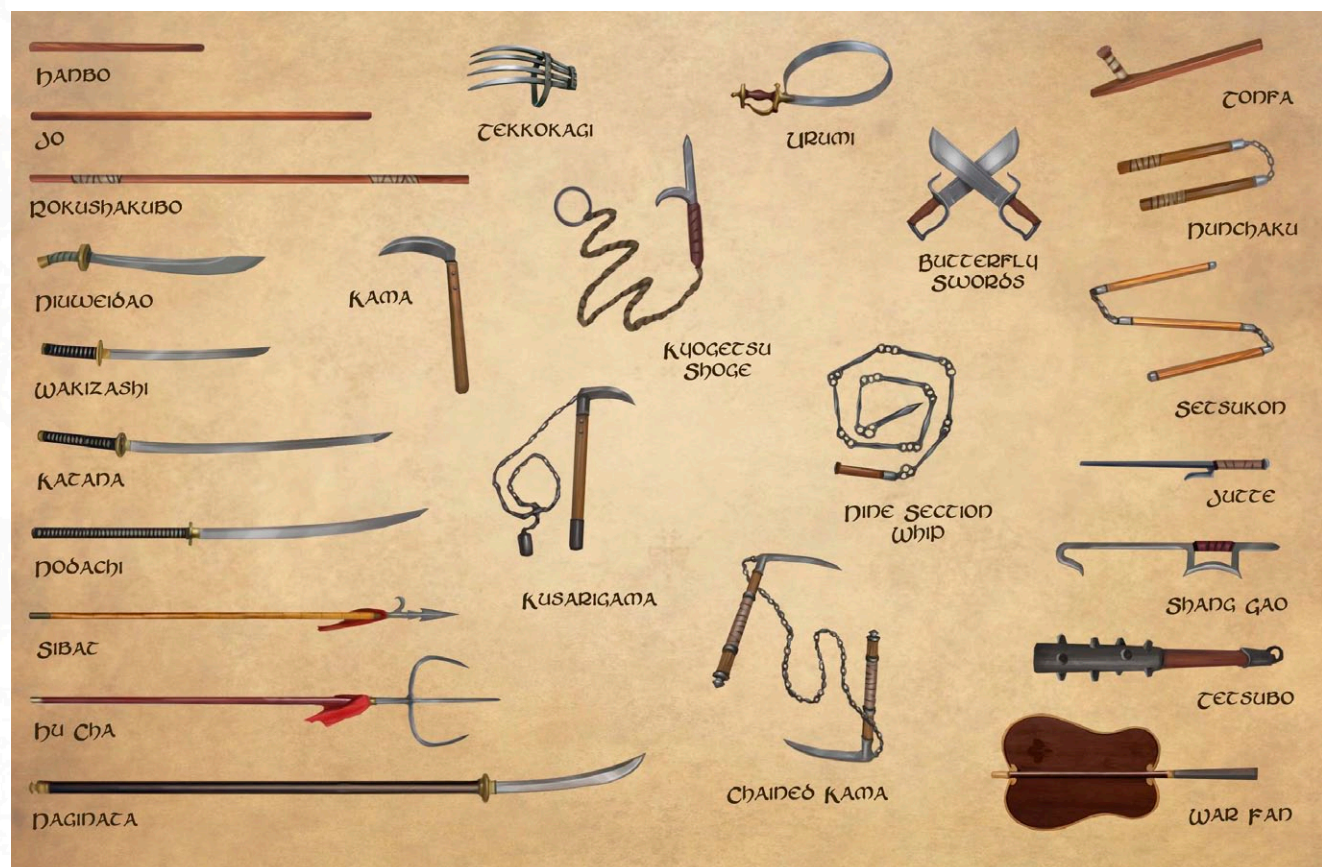
Hu cha. A hunting trident, this weapon is known as the “tiger fork.”

Jō. The *jō* is a wooden staff, shorter than the *rokushakubō*, typically around 4' in length.

Jutte/Sai. A weapon often used by militia, the *jutte* is used to block and parry sword attacks. Often made of heavy iron, the *jutte* can also be used to deliver very painful close-quarter strikes. The *sai* is a two-pronged variant with the same statistics.

Kama. The *kama* is a sickle-type weapon.

Kama, double-chained. The *kama* can sometimes



EASTERN MELEE WEAPONS

Weapon	Damage	Type	Cost (gc)	Size	Weight (lbs.)	Special
Butterfly sword	2d6	Slashing/Blunt	20	M	1	+1 MELEE DEFENSE
Gunbai (war fan)	2d6	Slashing	5	S	—	Shield
Hanbō	1d6+4	Blunt	1	S	1	—
Hu cha (tiger fork)	3d6	Piercing	5	L	8	Reach
Jō	2d6	Blunt	1	M	2	—
Jutte/Sai	2d6	Blunt	8	S	1	Disarm, shield
Kama	3d6	Slashing	4	M	2	—
Kama, double-chained	2d6+2	Slashing	8	L	6	Double, reach
Katana	3d6+2	Slashing	50	M	6	—
Kusarigama (sickle and chain)	2d6+2	Blunt	12	L	3	Reach, trap
Kyogetsu-shoge	2d6	Slashing	6	S	1	Reach, trap
Nagamaki	3d6+2	Slashing	75	L	7	Reach
Naginata	3d6	Slashing	35	L	9	Reach
Niuweidao (Chinese broadsword)	3d6	Slashing	15	L	4	Heavy
Nodachi (great sword)	3d6+4	Piercing	60	L	8	—
Nunchaku	2d6	Blunt	4	M	2	Bypass
Rokushakubō (bō staff)	2d6+2	Blunt	1	L	3	Double, reach
Sansetsukon (three-piece-staff)	3d6	Blunt	8	L	3	Bypass
Shang gou (hook sword)	2d6	Slashing	6	S	1	Disarm
Sibat (spear)	2d6+1	Slashing	2	S	2	Thrown
Tekko-kagi (iron claw)	see text	Slashing	2	S	1	—
Tetsubo (war club)	2d6+4	Blunt	20	M	10	Heavy
Tonfa	2d6	Blunt	1	S	1	Shield
Urumi (curling blade)	3d6	Slashing	30	M	6	Bypass, reach
Wakizashi (side-sword)	2d6+1	Piercing	35	S	2	Close-quarters
Whip, nine-section (steel whip)	2d6+2	Blunt	8	L	3	Shield, trap

be used in pairs, with a chain linking the two weapons.

Katana. A katana is a curved, single-edged sword, not dissimilar in role to the longsword. It is designed for two-handed use, but, like the bastard sword, can be used with one hand.

Kusarigama. The chain-sickle consists of a *kama* on a *kusari-fundo*, or weighted chain. The weapon is swung in a circle over the head and then whipped forward. It can be used to both strike and trap.

Kyogetsu-shoge. This is a double-edged knife which has a back curving blade extending like one half of a crossguard. The device is attached to the end of about 15' of rope or chain, on the other end of

which is a metal ring. It has multiple uses, and can be used for slashing, stabbing, climbing, and entangling. The weapon counts as climbing gear when climbing.

Nagamaki. With a shorter staff and longer blade than the *naginata*, this weapon is considered more upper-class than the latter.

Naginata. The *naginata* is an Eastern polearm consisting of a pole with a curved blade at the end.

Niuweidao. This heavy bladed saber is sometimes called the “ox-tailed sword.”

Nodachi. This is a large, curved longsword, designed for two-handed use. The blade is at least three feet in length, and is worn across the back.

Fantasy Equipment

Nunchaku. This traditional martial-arts weapon is made of two sticks connected by a short chain or rope, derived from a rice-threshing tool. The weapon can strike around shields.

Rokushakubō. A long hardwood staff, typically around 6' in length, the *rokushakubō* uses thrusting and swinging techniques based on movements similar to empty hand movements. The same literally translates as “six foot staff,” although it is often referred to simply as a “bō staff.”

Sansetsukon. This is a flail weapon made of three short staffs connected by short chains, rings, or ropes. It can be spun over or around shields.

Shang gou. A longsword with a hook near the tip which can be used to deflect other weapons.

Sibat. A *sibat* is a bamboo spear with a metal, often barbed, head. It can be used for melee or ranged combat.

Tekko-kagi. An Eastern cestus, this weapon has four iron “claws.” It increases unarmed damage by +1d6 and turns it into slashing damage.

Testsubo. The *tetsubo* is a heavy one-handed club covered in metal spikes or knobs.

Tonfa. A short stick with a handle one-third of the way down its length. It can be used to strike or block.

Urumi. This unusual weapon is a cross between a sword and a whip. The blade is thin and whip-like, and able to curl around shields. It is worn coiled around the waist like a belt.

Wakizashi. A short sword, often worn with a katana, the wakizashi is used as a back-up weapon or for some ceremonial uses, including executions and ritual suicide. It is often used instead of the katana when close-quarters fighting is expected.

Whip, nine-section. A nine-section whip, or chain whip, is made of connected metal rods. The other end often has a blade. It is sometimes simply called a “steel whip.”

RANGED WEAPON LIST

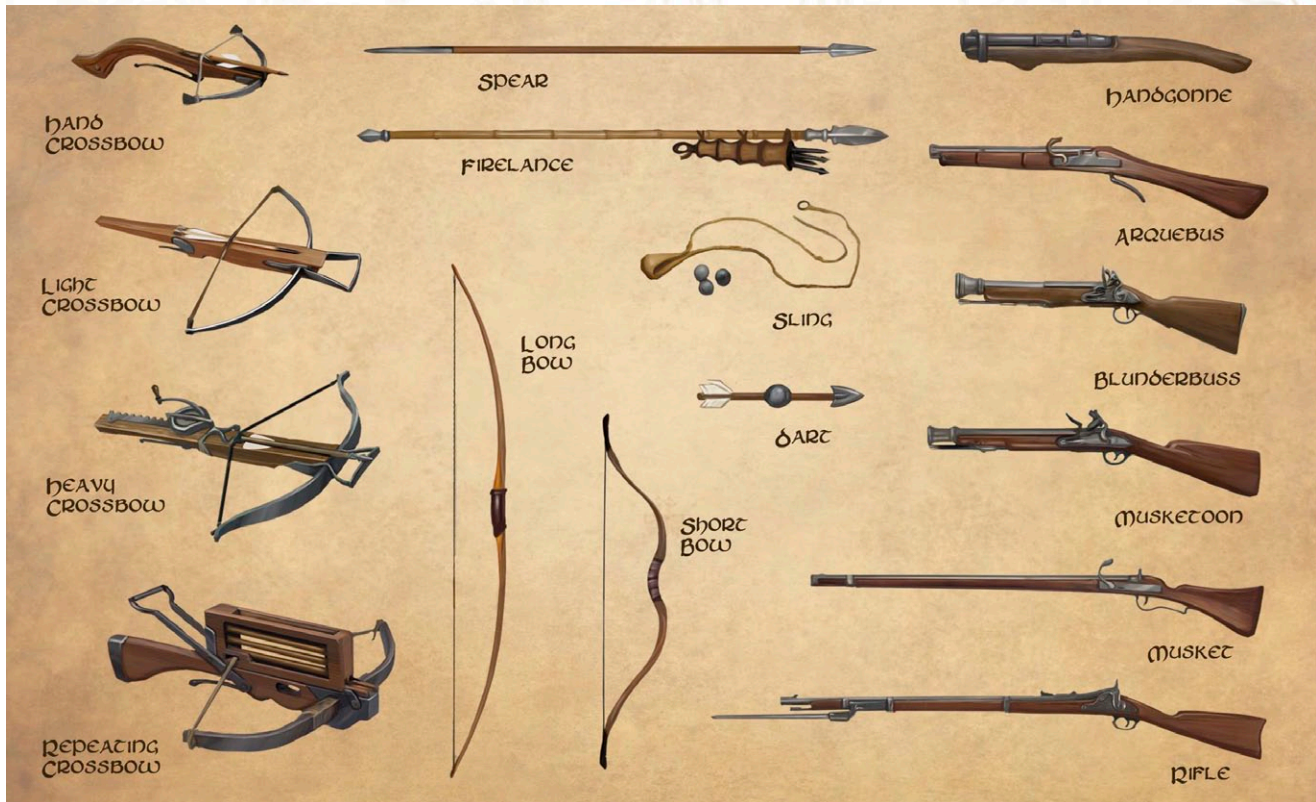
Ranged weapons are tremendously useful. Most of the weapons listed herein have been adopted with little variation across multiple cultures down through the centuries.

Crossbow. Crossbows are horizontal, mechanical weapons which shoot bolts or quarrels; easier to use than a longbow, they are common with guardsmen, militia, or rank-and-file military. Hand crossbows are small, light items, easily concealed. Heavy crossbows do more damage and have a longer range. Crossbows can only be fired once per round.

Crossbow, repeating. A repeating crossbow uses a cunning automation system to string the bow and place the bolt, allowing it to be used much more rapidly. It mounts a “magazine” which typically holds 6 bolts, and it can be fired twice per round, rather than once like most crossbows. Reloading the magazine takes a full turn (two actions).

RANGED WEAPONS

Bows	Damage	Type	Range Inc	Cost (gc)	Size	Weight (lbs.)	Special
Crossbow, hand	1d6	Piercing	6	130	S	3	Single
Crossbow, heavy	2d6+4	Piercing	15	60	M	10	Single
Crossbow, light	1d6+2	Piercing	10	40	S	5	Single
Crossbow, repeating	1d6	Piercing	10	750	M	12	—
Longbow	2d6+2	Piercing	18	70	L	4	—
Shortbow	1d6+2	Piercing	12	25	M	3	—
Thrown Weapons	Damage	Type	Range Inc	Cost (gc)	Size	Weight (lbs.)	Special
Dart	1	Piercing	3	1	S	1	—
Sling	1d6	Blunt	8	—	S	—	—
Spear	2d6+2	Piercing	6	2	M	6	Thrown (6)
Spear, shortspear (javelin)	2d6	Piercing	5	2	M	3	Thrown (5)



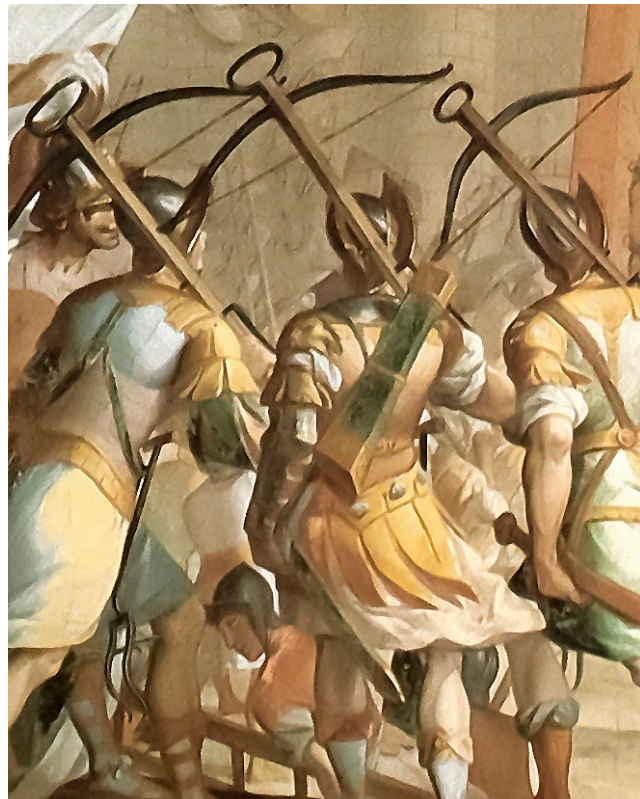
Dart. A dart is a small piercing weapon. It can be thrown or fired from a blowgun. Darts do very little damage, but can deliver poisons.

Longbow. A longbow is a tall, wooden weapon which projects arrows at the enemy. Typically 5–6 feet in height, bows are frequently made of yew or elm. Bows are used for both hunting and for warfare. The practice of bow-use is called archery.

Shortbow. A shortbow is a recurved composite bow, more modern than the longbow. Its use is primarily military, and often incorporate bamboo into the weapon, with birch arrows.

Sling. A sling is used to fire a stone or bullet. It is comprised of a pouch between two lengths of cord. The sling is swung in an arc above the head so that the stone or bullet is released at the apex of the swing.

Spear. A spear is a long stick with a pointed impact head that can be thrown. The shortspear, or javelin, is designed to be thrown but can be used in melee in a pinch.



GUNPOWDER WEAPON LIST

More so than most, the availability of these weapons is very dependent upon the setting—especially the existence of advanced firearms such as the rifle and revolver. Some settings may exclude gunpowder weapons altogether. Firearms are AL 4 weapons. Ammunition for an archaic firearm costs one-twentieth (5%) the cost of the weapon (round up) for 20 shots (includes shot, gunpowder, and wadding). The ammunition costs are noted in parenthesis in the above table for convenience. Ammunition weights 1 lb for 20 shots.

Note that weapons with the Single trait can be fired only once per round; a separate action is not required to reload them.

Arquebus. A forerunner of the musket, an arquebus is a large muzzle-loaded smoothbore firearm which uses a matchlock firing action.

Axe-pistol. The axe-pistol is a dwarven innovation, attaching a handaxe to an extended, reinforced pistol barrel. With a simple switch of grip, which can be done as a free action, an axe-pistol can be used either as a handaxe or a pistol, albeit with a shorter range increment.

Bayonet, pistol. Adding a short blade to the end of the pistol allows the wielder to strike any foe who gets too close to safely shoot. This item can be added to any pistol, allowing the pistol to be used as either a dagger or a pistol.

Blade pistol. Similar to a pistol with a built-in bayonet, a blade pistol's cutting edge is sturdier, with the barrel of the gun built into the blade. The blade is treated as a short sword.

Blunderbuss. A lightweight firearm often used by cavalry which spreads shot over a wide area. A blunderbuss can attack two adjacent targets with each shot.

Caplock pistol. The caplock is the successor of the earlier flintlock, and uses a percussion cap struck by a hammer to ignite the gunpowder in the firing chamber. These pistols are more reliable than flintlocks, and more weather-proof.

Dueling pistol. The dueling pistol is a gentleman's weapon, its design heavier and slightly larger than

the standard pistol in order to give it added punch. Designed for use in duels and other forms of single combat where a single shot is the sole arbiter of success or failure, the care that's taken with crafting and balancing a dueling pistol gives it more accuracy and power. Dueling pistols are typically personalized by their owners, bearing ornate markings and decoration that show an individual aesthetic. Apart from the members of the gentry who use them to settle disputes of honor, dueling pistols often find their way into the hands of officers, royalty, particularly rich pirates and adventurers.

Fire lance. This is one of the earliest gunpowder weapons, also known as the fire spear. The fire lance is a bamboo tube containing gunpowder and small projectiles or darts. The weapon also incorporates a spear, and can be used as such. This weapon might be available at AL 3, depending on the campaign.

Flintlock pistol. This is the "default" pistol - a one handed firearm with a flint striking mechanism. All of the pistols in this section are technically variations on the flintlock.

Handgonne. The handgonne (or hand cannon) is the oldest portable firearm. It requires ignition via a touch hole and fuse rather than an actual trigger, resembling more a simple barrel with a handle. It can only be fired once per round.

Hilt pistol. Essentially a pistol built into the hilt or cross guard of a melee weapon, the hilt-pistol allows an easy switch between melee and ranged combat. The pistol and the blade it will be attached to are forged separately, then fused in the last stages of the weapons forging. Of necessity the size of the pistol is reduced to avoid unbalancing the weapon it is being attached to, and it is often damaged by errant attacks or parries. Reduce the SOAK of the melee weapon by 2, and reduce its HEALTH by 25%.

Hold-out pistol. Easily tucked into the sleeve of a robe, a ladies muff, or in the folds of a sash, the hold-out pistol is a favourite among many who would prefer to be seen as unarmed. Rarely longer than seven or eight inches, the hold-out pistol sacrifices power for concealability. The reduced size means the weapon has smaller ammunition and a reduced range, but for

GUNPOWDER WEAPONS

Weapon	Damage	Type	Range Inc	Cost (gc)	Size	Weight (lbs.)	Special
Arquebus	2d6	Ballistic	5	500	L	7	Single
Axe-pistol	2d6	Ballistic or slashing	4	125	S	6	Sidearm, single
Bayonet, pistol	1d6	Piercing	—	8	T	1	—
Blade pistol	2d6	Ballistic or piercing	5	150	S	4	Sidearm, single
Blunderbuss	2d6+1	Ballistic	5	250	M	7	Single
Caplock pistol	2d6	Ballistic	7	75	S	3	Sidearm, single
Duelling pistol	2d6+3	Ballistic	6	300	S	4	Sidearm, single
Fire lance	1d6	Piercing	7	25	L	4	Single
Flintlock pistol	2d6	Ballistic	6	50	S	3	Sidearm, single
Handgonne	1d6+2	Ballistic	5	60	S	4	Single
Hilt pistol	1d6+3*	Ballistic*	3	500	S	2	Sidearm, single
Hold-out pistol	1d6	Ballistic	3	175	T	1	Sidearm, single
Musket	2d6+2	Ballistic	8	100	M	7	Single
Musketoon	2d6	Ballistic	5	75	M	4	Single
Ogre pistol	3d6	Ballistic	3	400	M	7	Sidearm, single
Revolver	2d6	Ballistic	4	500	S	3	Sidearm
Rifle	2d6+3	Ballistic	10	350	M	8	Single
Shield pistol	1d6+2	Ballistic	2	350	M	6	Sidearm, single
Twin-barrel pistol	2 × 1d6+3	Ballistic	3	800	S	4	Sidearm, single

* Or damage of the melee weapon

those who want to sneak a weapon into a place where a standard pistol would be all too noticeable it is the perfect choice. The small size of the hold-out pistol gives a +1d6 bonus on checks made to conceal the weapon on a characters body.

Musket. The musket is a muzzle-loaded smooth-bore firearm, and is the successor to the arquebus. Muskets include matchlock, flintlock, or loose powder weapons, and can sometimes be fitted with a bayonet (a musket with a bayonet fitted can be used as a shortsword).

Musketoon. This is a short-barrelled musket, used much like a shotgun or carbine. It is easier used by mounted troops or on ships.

Ogre pistol. While experimenting with the length of a pistol quickly led to weapons capable of greater range and accuracy, the solution to dealing greater damage came by expanding the width of the barrel. Ogre-pistols are named for their wide barrels and the crude shot used as ammunition in the weapon, often referred to as “ogre spit” or “ogre fist,” which has a

closer resemblance to a small cannonball than standard pistol ammunition. While it sacrifices some of the already limited range of the pistol in order to inflict greater damage, the ogre pistol remains popular among many savage humanoids and those who want to wield a pistol that seems more imposing than its size would suggest.

Revolver. Early revolvers were used in Germany as far back as the 16th century, although they were complex and expensive. They didn’t become popular for another 200 years. This revolver is an early, powder-and-shot version. An early revolver cannot easily be reloaded in the midst of battle—it takes a full minute—but once loaded the revolver allows the wielder 6 shots before it is empty. Revolvers can be fired twice in one round.

Rifle. More advanced than the musket, a rifle is breach-loading weapon. It gets its name from its innovative rifled barrel.

Shield pistol. The shield pistol consists of a small shield or buckler with a single pistol-barrel emerging

from its centre, its firing mechanism on the other side. Designed primarily to compliment the idea that the pistol is a weapon of self defence, it is awkward to use and difficult to built. Accurately firing a shield pistol at a target over any kind of distance can become a difficult proposition, as the weight and bulk of the shield often prevent careful aim at the target. The wielder counts as using a small shield (+2 DEFENSE).

Twin-barrel pistol. The twin-barrel pistol allows the wielder to fire two bullets at his target, each of which has its own separate damage roll. Only one attack roll is needed. While such pistols are popular choices among those who wish to ensure they're always ready for trouble, the cost and complexity of crafting such twin mechanisms is often prohibitive. If the pistol is enchanted, each barrel must be enchanted separately.



ARMOR

Armor is as varied as weapons are. Protective coverings which deflect sword and arrows can be made from hide, leather, metal or scales; they may be fashioned in plates, or rings, and decorated and styles in a hundred different ways.

Note that armor, like all equipment, is limited in quality by the wearer's skill level in the armor type. Armor skills include *light armor*, *medium armor*, and *heavy armor*. While any character can wear any armor, to fully benefit from high-quality armor you must be skilled in its use.

Armor does not include a shield, helm, or gauntlets; these must be acquired separately.

The tables below include general armor, Eastern armor, shields, helms, and gauntlets.

READING THE ARMOR TABLE

The armor tables include the following entries.

SOAK. This is the most important part of an armor's entry. It tells you how much damage the armor can absorb. Usually this is expressed as a simple number (SOAK 5, for example). Sometimes, however, a damage type might be noted also—so a SOAK 5 (heat) entry means that the armor soaks five points of heat damage, but cold or blunt damage is unaffected. An armor type can have multiple SOAK entries for different damage types.

Cost. This is the cost in gold coins of a standard example of this armor type.

Type. This indicates whether the armor is light, medium, or heavy, which can affect things like available upgrades and upgrade slots.

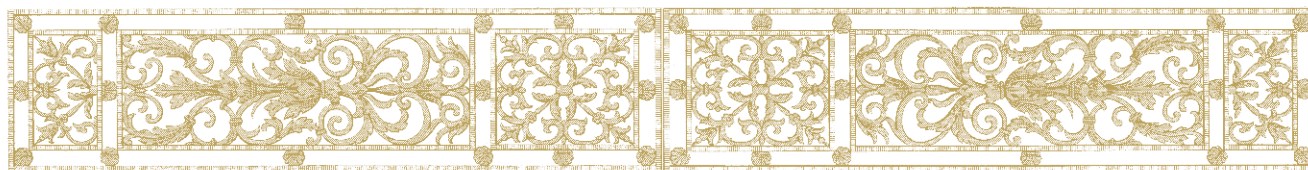
DEFENSE. Heavy armor imposes a -4 DEFENSE penalty. Medium armor enforces a -2 DEFENSE penalty.

Weight. This is the weight in pounds of the armor. Armor can be heavy, and exceeding your CARRY value can have negative effects.

Ineffective. The armor does not offer any SOAK towards damage of this type. This is not the same as Vulnerability (which means that the target takes additional damage).

GENERAL ARMOR

Armor	SOAK	Cost (gc)	Type	DEFENSE	Weight (lbs.)	Ineffective
Banded mail	7	300	Medium	−2	40	Electricity
Brigandine	5	70	Light	−0	25	—
Chainmail	6	200	Medium	−2	50	Crushing, Electricity
Cloth	2	20	Light	−0	8	Crushing, Fire
Full plate armor	10	2,000	Heavy	−4	70	Electricity
Hide armor	3	30	Light	−0	20	Fire
Iron breastplate	6	40	Medium	−4	50	Electricity
Lamellar	6	120	Medium	−2	27	—
Leather	4	35	Light	−0	15	—
Padded	2	30	Light	−0	10	Fire
Platemail	8	1,000	Heavy	−2	60	Electricity
Ringmail	5	50	Light	−0	20	Piercing
Scalemail	6	100	Medium	−2	30	—
Splintmail	7	230	Medium	−2	45	—
Studded leather	5	50	Light	−0	20	—



Fantasy Equipment

ARMOR LIST

Banded mail. Horizontal strips of metal fashioned into circular bands (referred to as “girth hoops”) and attached to leather straps. The metal bands encircle the body horizontally, overlapping downwards, while the shoulders are protected by separate shoulder guards.

Brigandine. This is cloth armor, often a doublet, with small steel plates riveted onto it. The plates are sometimes riveted between two layers of sturdy cloth, and sometimes onto the outside, and often larger plates cover the central chest. Brigandine is flexible, and commonly used by archers and men-at-arms.

Chainmail. Chainmail (often simply called “mail”) is made of thousands of small metal rings linked together in a mesh pattern. Typically, the armor consists of leggings, a coif, and a hauberk. Chainmail is weak against stabbing attacks, especially arrows and crossbow bolts.

Cloth. The most basic form of armor, this is merely multiple layers of cloth or fabric sewn together to create very rudimentary protection.

Full plate armor. Full plate armor is a metal suit which completely encases the wearer. Lighter suits,

known as **platemail**, have fewer plates and use chainmail in the gaps. Plate armor is carefully articulated, allowing for surprising flexibility. Higher quality plate armor is often fitted to one wearer, although largely restricted to the wealthy and jousters. Plate armor sometimes incorporates “pieces of exchange”—parts which can be switched out for different purposes.

Hide armor. Animal hide is a primitive form of armor fashioned from the hides of animals. The hides are tanned and preserved.

Iron breastplate. A breastplate covers the torso, leaving the arms uncovered.

Lamellar armor. Rectangular scales of iron, leather, or bronze, laced into horizontal rows. Lamellar replaced scale armor because it was lighter and more flexible.

Leather armor. Hard-boiled leather, fashionably sewn or bonded together, leather armor is designed for both fashion and utility. **Studded leather** is leather armor reinforced with metal studs.

Padded armor. Padded armor is a very basic tunic or vest filled with quilted cloth designed to protect the wearer.

Ringmail. Ringmail is a leather or cloth tunic with





metal rings sewn directly onto it. Unlike chainmail, the rings do not interlock. This type of armor is sometimes referred to as an “eyelet doublet.” Some knights and armorers prefer this name, because “mail” is technically a term referring to interlinked meshes.

Splintmail. Splint armor is made of hundreds of vertical metal strips riveted or sewn to a leather backing.

Scalemail. Scale armor uses many small plates in an overlapping pattern, attached to a leather backing. The scales are typically made of bronze or iron, although other materials are sometimes seen. The plate arrangement resembles the scales of a fish or reptile. A variation, lamellar armor, uses perforated scales which are lashed together and not attached to backing, making the result slightly lighter.

EASTERN ARMOR LIST

Eastern armor is varied and often stylized. Leather and lacquer are common materials, with later styles constructed from iron and steel plates. The bright lacquer is designed to protect against harsh climates.

Eastern armor is presented here separately so that the GM can decide whether or not to make it available to player characters.

Haramaki. A *haramaki* is a thick cloth wrap around the midsection.

Huxinjing. A type of partial plate armor developed from metal mirrors worn over mail. The mirrors reflect heat, and many believe they also protect from magic. The mirrors are usually disc-shaped, but other variations exist.

Kusari gusoku. Typically made with tiny rings (smaller than regular chainmail), this chain armor comes in an incredibly wide variety of styles. The chain weaves can be square or hexagonal patterns, and are sometimes doubled-up and lacquered against rusting.

Lamellar cuirass. A leather breastplate and shoulder guards attached to a silk or cloth shirt.

Lamellar (various types). Eastern lamellar was made of rectangular plates of leather, horn, steel, or iron arranged in rows to form a snug body armor. The plates are called *kozane*. Lamellar is not attached

Fantasy Equipment

EASTERN ARMOR

Armor	Cost (gc)	SOAK	Type	DEFENSE	Weight (lbs.)
Dō-maru (body wrap)	200	5	Medium	-2	30
Haramaki (cloth wrap)	3	1	Light	-0	1
Huxinjing (four-mirror armor)	450	6 (10 fire, magic)	Medium	-2	45
Kikko armor (tortoise armor)	30	5	Medium	-2	25
Kusari gusoku (chain armor)	350	7	Heavy	-4	45
Lamellar cuirass	15	2	Light	-4	8
Lamellar, horn	100	5	Medium	-2	30
Lamellar, iron	200	7	Heavy	-4	50
Lamellar, leather	60	4	Light	-0	25
Lamellar, steel	150	6	Medium	-2	35
O-yoroi (great armor)	1,700	8	Heavy	-4	45
Shānwénkāi (mountain pattern armor)	250	6	Medium	-2	40
Stone coat	5,000	12	Heavy	-4	100
Tatami-do (folding armor)	100	4	Heavy	-4	45

to a cloth backing, and as such is usually worn over a padded tunic. Early types resemble a sleeveless jacket.

Dō-maru. Leather scales laced into plates to form chest armor. The *dō-maru* opens on the right side.

Kikko armor. *Kikko* consists of hexagonal iron plates attached to a cloth lining.

O-yoroi. Heavy armor designed for horsemen, this armor is the full-fledged samurai armor. The name means “great armor.” *O-yoroi* is extremely expensive to make, and a symbol of wealth of power.

Shānwénkāi. This armor, known as “mountain pattern armor,” has many small metal pieces riveted to cloth or leather, covering the body, shoulders, and upper legs. The pieces are shaped like the symbol for “mountain,” giving the armor its name.

Stone coat. An ancient armor, hundreds of pieces of stones are carefully assembled into a heavy suit of armor. The stones are connected by bronze wires, which enable it to remain flexible.

Tatami-do. A lightweight portable armor used by light infantry. The armor includes a jacket and hood, and is convenient for transportation.



Shields

Shields add to the wielder’s DEFENSE rather than acting as a damage soak. A shield requires a free arm, and so cannot be used with two-handed weapons. Larger shields inflict a SPEED penalty on the wielder.

Shields can be used as melee weapons (see below).

SHIELDS

Shield	DEFENSE	Cost (gc)	Weight (lbs.)	SPEED
Aspis, metal	+4*	1,000	100	-1
Aspis, wooden	+4*	350	50	-1
Buckler, metal	1	30	3	
Buckler, wooden	+1	10	1	
Large, metal	+6	700	50	-1
Large, wooden	+6	200	25	-1
Medium, metal	+4	200	20	-1
Medium, wooden	+4	90	10	-1
Small, metal	+2	80	12	
Small, wooden	+2	40	6	
Throwing shield	+3	400	15	
Tower, metal	+6**	900	80	-1
Tower, wooden	+6**	350	40	-1

* Also +2 DEFENSE to allies on either side of the wearer

** +8 vs. ranged weapons as long as the wielder didn’t move in his or her last turn



Aspis. Similar to a tower shield, but offers protection to comrades on the left and right of the wearer.

Buckler. A buckler (see “swashbuckler”) is a small one-handed shield designed for melee protection against light weapons. It provides no defense against ranged weapons.

Tower. A tower shield is 6' in height and designed to provide full-body protection. It provides very effective defense against ranged weapons.

Throwing. A throwing shield has metal reinforced edges and is designed to be thrown at an enemy for 2d6 blunt damage. The shield has a range increment of 3 (15').

Metal shields. Metal shields cannot be sundered, but inflict Vulnerability (1d6) electricity on the wearer.

Wooden shields. Wooden shields are sundered if an attack roll with a weapon equal to or greater than the shield's size category successfully attacks the wearer and rolls 3 or more 6s for damage.

Attacking with a shield. A shield can be used as a melee weapon (primary weapon or off-hand weapon). Used this way, a shield causes 1d6 blunt damage (bucklers cannot be used to attack). A shield used as

a weapon does not grant its DEFENSE bonus until the beginning of the wielder's next turn. Shield spikes change the damage type from blunt to piercing and cost the same as the base shield.

Helms

Headgear protects the wearer, but can sometimes obstruct vision. Helms, or helmets, vary in style from simple caps to large, intimidating constructions which obscure the entire head.

SOAK. A helm can only provide a SOAK bonus if the wearer also wears armor—a helm on its own just encourages an attacker to focus on other areas of the body. Additionally, a helm cannot provide more SOAK than the wearer's armor. If the helm's SOAK bonus is greater than the armor's, reduce the helm's SOAK bonus to that of the armor.

DEFENSE. This column indicates the wearer's penalties (if any) to MELEE, and RANGED DEFENSE, and the bonus (if any) to MENTAL DEFENSE.

INT. Helms sometimes inflict a penalty to INTUITION checks, including but not limited to perception and INITIATIVE.

Fantasy Equipment

HELMETS

Helm	Cost (gc)	Weight (lbs.)	SOAK	DEFENSE	INT
Armet (close helm)	10	4	+3	-2 MELEE/RANGED, +1 MENTAL	-1d6
Aventail	8	3	+2	—	—
Barbute (open face helm)	7	3	+2	-1 MELEE/RANGED	—
Cap	2	1	+1	—	—
Frog-mouth helm (jousting helm)	12	4	+3 (+4 vs. piercing)	-3 MELEE/RANGED, +1 MENTAL	-1d6
Galea (Roman imperial helm)	9	2	+2	—	—
Great helm	15	5	+4	-3 MELEE/RANGED, +2 MENTAL	-2d6
Kabuto	10	3	+2	-1 MELEE/RANGED	—
Kettle hat	4	2	+1 (+2 vs. attacks from above)	—	—
Mail coif	3	1	+2	—	—
Morion (conquistador helm)	6	2	+1 (+2 vs. attacks from above)	—	—
Nasal helmet	6	3	+2	-1 MELEE/RANGED	—

Armet. A helm which completely encloses the head of the wearer and roughly follows the contours of the neck. This helm is made of four pieces, with moveable face and cheek plates. Armets often have plumes which emerge from the top of the helm. This helm is often associated with knights, and higher quality versions can be shaped and contoured.

Aventail. This helm consists of a pointed skull-cap with a mail curtain which covers the neck and shoulders.

Barbute. A war helmet with a “T” or “Y” shaped opening for eyes and mouth. The Corinthian (or hoplite, or Spartan) helmet is a type of barbute.

Cap. A leather or padded cap which covers the head.

Frog-mouth helm. This helm developed from the great helm, and is primarily used by jousting. The eye slit resembles a frog’s open mouth.

Galea. The galea is an open helm featuring cheek protectors and a limited visor, and is often decorated with a spike or a plume which adds to the illusion of height. A ridge (sometimes embossed eyebrows) protrudes from the forehead.

Great helm. The great helm (pot or bucket helm) is roughly cylindrical with a flat top and a narrow

slit for the eyes. This helm offers good protection, but limits the wearer’s senses.

Kabuto. The *kabuto* is an Eastern helmet with a notable central ridge and a suspended neck guard. The helm is usually adorned with a large frontal crest.

Kettle hat. The kettle hat is a wide-brimmed steel hat. It offers good protection from blows from above, and is used by infantry.

Mail coif. A close-fitting mail cap which extends down to the neck and shoulders, leaving the face free.

Morion. A development of the kettle hat, the morion has a flat brim and a crest or comb from front to back. This helm is also known as the pikeman’s pot, and is popular with pikemen and musketeers.

Nasal helmet. This combat helmet has a metal skullcap with a vertical nose-guard which protects the center of the wearer’s face.





Gauntlets

Gauntlets protect the hands during combat, but can make intricate hand-based activities difficult.

DEFENSE. Gauntlets provide a MELEE DEFENSE bonus. If the weapon also provides such a bonus, use the higher of the two. This bonus applies only to MELEE

DEFENSE. As with helms, gauntlets only provide a bonus if a suit of armor is also worn.

AGI. This column indicates the penalty the wearer suffers to hand-based AGILITY checks (lock-picking, knot-tying, etc.) as well as operation of non-thrown ranged weapons.

GAUNTLETS

Gauntlet	Weight (lbs.)	Cost (gc)	DEFENSE	AGI
Articulated gauntlets	1	9	+2	—
Boxer's gloves	1	6	—	-2d6
Cloth gloves	—	2	—	—
Demi-gauntlets	1	6	+1	—
Hourglass gauntlets	2	7	+2	-1d6
Leather gauntlets	0.5	2	—	—
Mail gloves	1	3	+1	—
Spiked gauntlet	3	10	+1	-1d6
Steel gauntlets	2	6	+2	-1d6



Articulated gauntlets. Steel gauntlets with articulated joints.

Boxer's gloves. These large, very cumbersome canvas and leather gloves allow the wearer to strike harder without fear of injuring the hand. They increase unarmed damage by +1d6, but change it to stunning damage rather than lethal damage. No objects can be held while wearing boxer's gloves.

Cloth gloves. These gloves provide basic comfort and fashion advantages, and they can be enchanted.

Demi-gauntlets, leather. Leather gloves which cover the back of the hand and the wrist but leave the palm and fingers free in order to not affect dexterity.

Demi-gauntlets, steel. Gauntlets which cover the back of the hand and the wrist but leave the palm and fingers free in order to not affect dexterity.

Hourglass gauntlets. Metal gauntlets with flared wrist cuffs.

Leather gauntlets. Sturdy leather gauntlets designed to protect the hands.

Mail gloves. Heavy rawhide covered with sturdy chainmail.

Spiked gauntlets. These gauntlets increase unarmed damage by +1d6 and change it to piercing damage. This damage increase does not stack with a cestus, claws, or other similar unarmed bonuses.

Steel gauntlets. Gauntlets with little articulation.

Customizing Gear

Weapons and armor can be customized and enchanted with additional features. These range from simple features like a larger quillon or hand-guard to more involved enhancements like serrated blades or enchantments which guide arrows, cause swords to burst into flame, or protect against the elements.

There are two types of customization: enhancements (mechanical alterations) and enchantments. Not all customizations are appropriate to all settings.

The number of customizations a weapon or set of armor can support is based on its size and quality. A customization must match quality with the item being upgraded, along with standard attached quality price increases—if an exceptional quality bow is being enchanted, the cost of each upgrade is multiplied by 5

with an additional 250 gc on top (if you are designing an item from scratch, simply design a standard one, add the regular customization costs, then apply the quality modifier to the total at the end).

UPGRADE SLOTS

Size/Type	Slots*
Small (weapon or item); light armor	2
Medium (weapon or item); medium armor	3
Large (weapon or item); heavy armor	5

* Additional slots are granted by higher quality items.

General Customizations

In addition to the individual customizations listed below, any spell can be stored in an item at a cost of 1,000 gc times the square of the spell's MP total. This grants the item a once-per-day usage of the spell. Using the W.O.I.N. spell creation rules, this allows a lamp to summon a spirit, or a ring to provide an aura of protection. An item must be of at least exceptional quality to accept an enchantment.

GENERAL CUSTOMIZATION COSTS

Spell MP	Cost (gc)
1	1,000
2	4,000
3	9,000
4	16,000
5	25,000
6	36,000
7	49,000
8	64,000
9	81,000
10	100,000
11	121,000
12	144,000
13	169,000
14	196,000
15	225,000
16	256,000
17	289,000
18	324,000
19	361,000
20	400,000

If not otherwise specified, a stored spell is usable once per day and requires two actions to activate. Increasing usage to three times per day increases the cost by 2 MP, and increasing it to at-will increases the cost by 5 MP. An enchanted item has a MAG attribute equal to the number of MP it holds; this attribute is referenced when its ability is used against an unwilling target.

Weapon Customizations

Weapon customizations include the following.

Black metal (base cost × 10). This customization can only be applied at the time of forging. A weapon made of black metal is able to hold two additional enchantments, cannot be destroyed, and will never dull. Black metal weapons can never be lower than exceptional quality. Black metal can be found in meteorites or in certain very dark and deep places.

Blessed (500 gp). A blessed weapon's damage gains the good type in addition to its regular damage type.

Cursed (10,000 gp). The wounds from this weapon will not heal naturally. Only healing magic can restore the victim's health.

Disease (5,000 gc). A successful strike from this weapon imparts a disease onto its victim. The disease must be chosen at the time of enchantment.

Elemental (2,000 gc). Once per day, the weapon can burst into flame or freeze into ice (chosen at the time of enchantment). The damage it does gains the fire or cold type. The effect lasts for one minute. If this enchantment is applied a second time, it lasts for 5 minutes; a third time makes it last an hour; four times means it will last all day.

Eversharp (1,000 gc). An eversharp weapon will never go blunt or rust. This enchantment can only be applied to bladed or pointed metal weapons.

Fast (2,500 gc). The weapon is unnaturally light and fast. If the wielder attacks twice in a round with it, he gains a third attack as a free action.

Light (500 gc). When drawn, the weapon emits a cold bright light in a 30' radius circle.

Malice (1,000 gc). A weapon imbued with malice is cruel and seeks to kill and maim. Every time its wielder slays a being, he recharges a LUC die (but cannot exceed his normal maximum LUC pool).

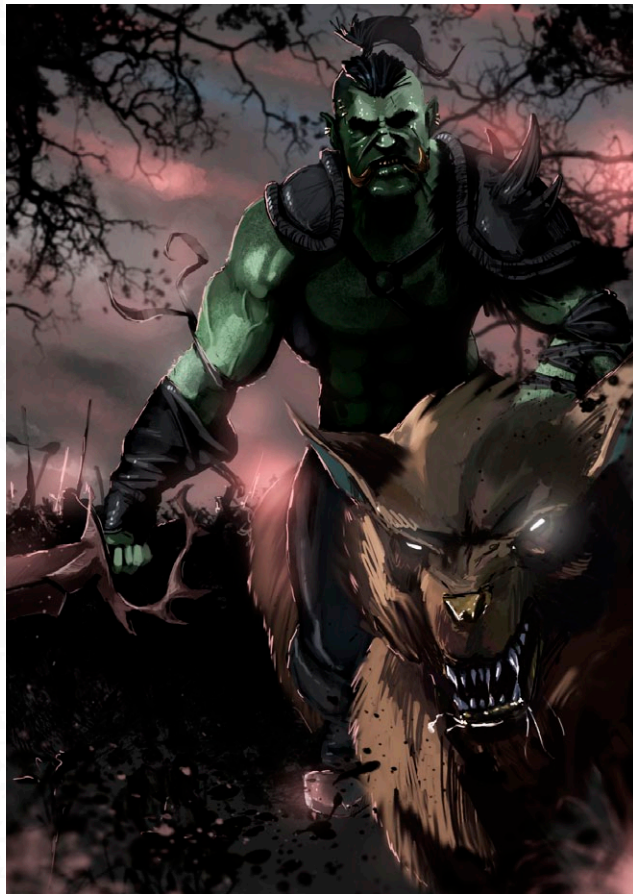
Fantasy Equipment

Pernicious (10,000 gc). More malevolent even than malice weapons, a pernicious weapon cannot be drawn without killing. The wielder loses 1d6 HEALTH every minute until the weapon kills a victim. The weapon cannot be discarded until it has been sheathed.

Rangefinder (1,000 gc). When placed upon a bow or other ranged weapon, the weapon's range increment increases by 50%. This enchantment cannot be placed upon ammunition.

Returning (1,000 gc). When applied to a thrown weapon, the weapon returns automatically to the wielder's hand after being thrown.

Serrated blade (1,000 gc). A bladed weapon can be serrated, rendering the sharp edge jagged. While this makes the weapon less useful for single cuts, it makes wounds much more cruel as the jagged edges are dragged across the target, causing an additional +1d6 damage. A serrated blade cannot be sharpened, however, and any abilities which improve weapon quality through maintenance or sharpening do not work with it.



Sharpened (1,000 gc). Most blades are sharp, but some are razor sharp. A sharpened blade automatically renders the target Bloodied [16], even if a critical hit is not achieved. A critical hit automatically renders the target Wounded [16].

Slayer (5,000 gc). The weapon is designed to destroy a specific creature type. Choose one, such as fey, goblinoids, reptiles, etc. That creature type cannot wield the weapon (and will suffer 1d6 damage every turn in which it is touching it) and automatically suffers critical hits from it on a successful attack.

Sonic (5,000 gc). The weapon emits an immense crashing sound when it strikes. Its damage type gains the sonic damage type in addition to its regular damage type. The sound is loud enough to be heard for up to a mile. On a critical hit, all within 30' also take 1d6 sonic damage.

Soulsucker (30,000 gc). A hit from this weapon not only physically harms the victim, but sucks out his very soul. The weapon targets the victim's CHA dice pool, reducing it by one die with every successful hit. If the target's CHA dice pool reaches 0d6, his soul is transferred to the weapon and consumed, and the victim dies. Many weapons with this property also have the malice property, making them truly malignant items.

Spellbreaker (2,500 gc). The weapon can smite magical effects, ending them. When it scores a hit on an enchanted creature or object, a MAG vs. MAG opposed check is made. If the weapon wins, the target's enchantment ends. The MAG dice pool of the weapon is 5d6; that of the target is the MAG pool of the caster of the enchantment. If the enchantment is a temporary one, it is ended immediately; if it is a permanent one, it is suppressed for one hour. This enchantment can be added multiple times; every time beyond the first adds +1d6 to the weapon's MAG pool.

Summoning (10,000 gc). A summoning enchantment allows the owner to speak the name of the weapon and call it to his hand as a free action from a distance of up to one mile. Taking this enchantment a second time makes the owner able to summon it from any distance. This property can be used once per day.

Quillon/Guard (200 gc). The handle of the weapon can have a hand guard added to it; or, if there is already one, the existing guard can be enlarged or strengthened. This enhancement grants the wielder +1 MELEE DEFENSE. If the weapon already grants such a bonus, it stacks with this additional bonus.

Unerring (10,000 gc). This enchantment is applied to an arrow or thrown weapon. It always hits its target as long as it is within one range increment. However, when using this property of the weapon, dice cannot be paid for additional effects.

Venom groove (2,500 gc). A slashing or piercing melee weapon can have a groove cut into it into which poison or venom can be delivered via a small container. The poison must be provided separately, and is delivered when the weapon delivers a critical hit. The container must be refilled (takes one minute) after it has delivered its poison.

Warning (750 gc). The weapon can warn of the presence of a selected creature type. Typically it does so with a soft glow, but alternatively it may do so with an audible hum or other signal. The range of the detection is 30', but if the enchantment is applied twice it becomes 100'. A third time extends the range to one mile.

Wilful (35,000 gc). A wilful weapon is intelligent. It can speak or whisper telepathically to its owner, and has its own agenda and desires which are established at the time of enchantment. Once per day it can attempt to take control of its owner for one minute by making an opposed check vs. its wielder's WIL dice pool. The weapon's CHA dice pool for this purpose is 5d6. This enchantment can be added multiple times; every time beyond the first adds +1d6 to the weapon's CHA pool. These weapons may be good or evil.

Worthy (5,000 gc). The weapon can only be wielded by those who meet a criteria set by the enchanter. This may be a specific person, or someone who meets a condition. Those who do not meet the criteria are unable to lift or move the weapon.



Named Items

Enchanted weapons are rare and precious. Upgraded weapons deserve names. In fact, enchantments only work on weapons with names, because the name itself forms part of the enchantment. Any weapon which has benefited from an upgrade or customization should be named, either by the owner, or by the person who performed the enhancement.

Many enhancements are performed at the time of forging, so the weapon's creator will be the one to name it.

Every enchanted weapon or other item should be named and given a unique description and history.

How Rare Are Enchanted Items?

The rarity of enchanted weapons, armor, and other items depends on the game setting. In one game, magic swords might be worn by every guard, adventurer, or rogue; in another, enchanted weapons might be rare and wondrous things to be treasured and prized. The GM will decide the genre of the setting before play begins. Below are some guidelines as to the rarity of magic items.

In a high fantasy setting, magic is commonplace. Enchanted items can be purchased in most large towns, and gear can be upgraded and enchanted as a routine matter. Most adventurers have one or more magical items after a quest or two.

In a middle fantasy setting, enchanted items are less common. Gaining a magical sword or shield is a rare occurrence; most adventurers have one magical item at most. Enchanted items can be purchased in the largest cities, but not in villages and small towns, save for the occasional potion or concoction of a hedge wizard or witch. Getting an existing item enchanted as a service is difficult—it requires making appropriate contacts and approaching an expert blacksmith and alchemist.

In a low fantasy setting, magic items are very rare. You cannot simply buy one; they are only obtained through the most fortuitous of circumstances. Having items enchanted as a service is next to impossible.

Once the genre has been chosen, the GM should remain consistent throughout the campaign.

Armor Customizations

Armor, too, can be customized. The following standard options are available.

Blinding (5,000 gc). This customization can only be applied to metal armor. The armor is polished to such an extent that it reflects light like a mirror. The wearer gains +10 DEFENSE against attacks dependent upon radiation (heat, light), and when in bright sunlight gains +5 DEFENSE against all other attacks. Additionally, once per day, it can reflect a spell, granting the wearer immunity to that one attack. Anyone wearing blinding armor suffers -3d6 to any attempts to hide.

Camouflage (300 gc). Camouflage armor is an easy and cheap way to blend into the surroundings. Camouflage can be applied to any armor, and must be selected for a specific terrain (desert, snow, jungle, night). Wearing the correct camouflage armor for the terrain grants a +1d6 bonus to checks to hide. This does not stack with the chameleon property, and cannot be combined with the blinding property.

Chameleon (5,000 gc). The ultimate in camouflage, a chameleon enchantment rapidly changes color to react to its environment. Chameleon armor grants a +2d6 bonus to checks to hide. This does not stack with the camouflage property, and cannot be combined with the blinding property.

Discrete (10,000 gc). This powerful enchantment makes the armor invisible to the naked eye. Even plate armor can be worn over clothing, and to the casual viewer, the wearer appears to be unarmored. This cannot be combined with the blinding property.

Elf-silk (10,000 gc). This customization can only be applied at the time of creation, and can only be applied to cloth or padded armor. Armor made of elf-silk gains +2 SOAK, is able to hold two additional enchantments, cannot be destroyed, and will never dull. Elf-silk armor can never be lower than exceptional quality, and weighs only 1 lb.

Fortified (5,000 gc). Fortified armor is designed in a way that weak spots are carefully protected. This is intense and expert work. To score a critical hit against a foe wearing fortified armor, four sixes are required on the attack roll, rather than three.

Healing (5,000 gc). Once per day, the wearer can use an action to magically heal herself 1d6 HEALTH.

Invisibility (10,000 gc). Once per day, the wearer of this armor can use a single action to turn invisible for up to five minutes.

Mighty (20,000 gc). This armor looks large and powerful, almost fantastically so. The wearer gains +1d6 to his STR dice pool.

Mithril (base cost × 10). This customization can only be applied at the time of forging, and can only be applied to metal armor. Armor made of mithril gains +2 SOAK, is able to hold two additional enchantments, cannot be destroyed, and will never dull. Mithril armor can never be lower than exceptional quality. Mithril is a silver-colored metal mined by dwarves.

Resistant (1,000 gc). For every 1,000 gc (and each slot used), the armor gains +2 SOAK against a specified elemental damage type. The type is chosen at the time of enchantment. This stacks with the armor's existing SOAK.

Silent (2,000 gc). Silent armor uses a noise-dampening enchantment to grant a +1d6 bonus to AGILITY checks to be stealthy, and—as a side-effect—provide 5 SOAK vs. sonic damage.

Staunching (10,000 gc). The wearer becomes immune to the Bleeding status track.

Spike (80 gc). This adjustment looks intimidating and exotic; however, their primary purpose is to cause damage to opponents who attempt to grab the wearer. Any attempt to grab the wearer of spiked armor causes the attacker 1d6 piercing damage.

Thermal (250 gc). Thermal armor both protects against cold environments, and also grants 5 SOAK vs. cold damage.

Unencumbering (2,000 gc). This armor is designed to be especially easy to move in. Unencumbering armor counts as one weight category lower for the purposes of determining DEFENSE penalties. Medium armor becomes light, and heavy armor becomes medium.

Weightless (10,000 gc). Weightless armor is enchanted so that it does not hinder the wearer at all. The wearer suffers no penalties to DEFENSE, and the armor weighs 0 lbs. when worn.

Shield Customizations

The following customizations are available for shields.

Elemental (2,500 gc). As a free reaction, the wearer can use the shield to absorb some or all of the damage of an elemental attack directed against her up to three times per day. The type of element must be selected at the time of enchantment. This property can be taken multiple times, and each time the shield gains +4 SOAK versus that elemental damage type.

Kingly (2,000 gc). A kingly shield has an elaborate enchanted rune or motif design which inspires allies. Once per day, the wearer can use an action to raise the shield aloft and inspire allies within 30', all of whom gain +1d6 to their next attribute check made within one minute.

Mirrored (1,000 gc). A mirrored shield has a very highly polished metal surface. The wearer can reflect light at a foe by making an attack with the shield; if successful, the target is rendered Bleary [16]. This property only works in areas of bright light.

Mithril (base cost × 10). This customization can only be applied at the time of forging, and can only be applied to metal shields. Shields made of mithril gain +2 DEFENSE, are able to hold two additional enchantments, cannot be destroyed, and will never dull. Mithril shields can never be lower than exceptional quality. Mithril is a silver-colored metal mined by dwarves.

Reflector (5,000 gc). A shield must be mirrored to receive this enchantment. Once per day, the wearer can reflect a spell cast at him back at the caster as a free reaction. This property can be taken multiple times; the ability works against spells of 3 MP for each time the property is taken (so taking it 3 times makes it effective against spells of 9 MP).

Spikes/Knobs (100 gc). Metal spikes or knobs can be added to a shield to aid in its use as an offensive item. This increases the damage inflicted by the shield by +1d6. Spikes change the damage from blunt to piercing.

Weightless (5,000 gc). Weightless shields are enchanted so that they do not hinder the wearer at all. The shield weighs 0 lbs. when worn.



Helmet Customizations

These standard customizations apply to helmets.

Darksight (1,000 gc). The wearer of this helm can see in the dark as though it were daylight.

Horns/spikes (50 gc). Horns or spikes enable the wearer to use the helm as a piercing head butt attack. This counts as an unarmed attack, but does an extra +1d6 damage. The damage is piercing damage.

Fortitude (1,000 gc). The helmet is enchanted to protect against mental attacks, granting the wearer +2 MENTAL DEFENSE. This property can be taken multiple times, adding +2 to MENTAL DEFENSE each time.

Invisibility (10,000 gc). Once per day, the wearer of this helm can use a single action to turn invisible for up to five minutes.

Visage (500 gc). The helm is shaped into the visage of a beast, animal, demon, or other creature.

Gauntlet Customizations

Lastly, the following customizations are available for gauntlets.

Claws (100 gc). Adding claws to gauntlets has a similar affect to spikes. Claws inflict a -1d6 AGI penalty if the gauntlets do not do so already. However, the gauntlets qualify as climbing gear when climbing.

Elf-silk (10,000 gc). This customization can only be applied at the time of creation, and can only be applied to cloth gloves. Gloves made of elf-silk gain +1 DEFENSE, are able to hold one additional enchantment, cannot be destroyed, and will never dull. Elf-silk gloves can never be lower than exceptional quality.

Elemental (1,000 gc). The gauntlets can take on the aspect of an element (fire, ice, etc.) and turn the wearer's unarmed damage into damage of that type.

Larceny (10,000 gc). This enchantment can only be applied to gloves. It increases the thief's manual dexterity, giving him a +1d6 bonus to AGI checks when performing actions with his hands.

Locking (50 gc). This simple mechanical enhancement allows the wearer to attach a held weapon to the gloves so that it cannot be dropped. The weapon cannot be disarmed. However, detaching the weapon takes 2 full actions, making switching weapon mid-combat more difficult.

Mithril (base cost × 10). This customization can only be applied at the time of forging, and can only be applied to metal gauntlets. Gauntlets made of mithril gain +1 DEFENSE, are able to hold one additional enchantment, cannot be destroyed, and will never dull. Mithril gauntlets can never be lower than exceptional quality. Mithril is a silver-colored metal mined by dwarves.

Spiked (100 gc). These gauntlets increase unarmed damage by +1d6 and change it to piercing damage. This damage increase does not stack with a cestus, claws, or other similar unarmed bonuses. This enhancement cannot be applied to spiked gauntlets or to gloves.

Strength (10,000 gc). Gauntlets with this enchantment increase the wearer's STR dice pool by +1d6.

Summoner (25,000 gc). The gauntlets can be used to summon a predefined item to hand as a single action. It takes one hour to attune an item to the gauntlets, and the effect has a range of one mile. The attuned item can be changed at any time, as long as the hour is spent. The item must be one which the summoner can hold in one hand.

Herbs

Herbs and other ingredients found in the wild have long been a staple part of the healer's toolkit. Indeed, herbalism is linked not just with healing, but also with protection, witchcraft, and—of course—poison. Whether applied as a poultice, infused as an incense, drunk as a soup or tea, nature's power over the world is undeniable, especially when applied by those skilled in its use.

Herbs have predefined uses; herbalism is a practice of following specific recipes.

Herbalism differs from alchemy in that the former is based on existing herbal properties and recipes, while the latter uses more exotic ingredients to create magic. Herbalism is covered here with equipment, while alchemy is dealt with separately in the magic rules (q.v.).

This section lists a range of herbs and their uses. Anybody can perform herbalism, but those with strong LOG attributes and ranks in the *herbalism* skill will find it much easier.

HERBS

Herb	Usage	Cost (gc)	Preparation	Difficulty	Alternate Skills
Abyssal bloom	Happiness	10	Gum	Challenging [13]	—
Acorn of the pipemold flower	Healing	100	Swallowed	Difficult [16]	medicine
Alfalfa	Good fortune	500	Leaf	Demanding [21]	—
Angelica	Protection from spirits	250	Incense	Demanding [21]	religion
Bittervine	Pain relief	30	Compress	Difficult [16]	medicine
Blessed bean	Protection from evil	100	Soup	Difficult [16]	—
Bulb of the goldbark bud	Concentration	75	Chewed	Challenging [13]	Any [magical]
Chamomile	Sleep	250	Potion	Demanding [21]	—
Darkberry	Darksight	100	Tea	Difficult [16]	mining
Death seed	Adrenaline	100	Raw	Difficult [16]	—
Devil's berry	Strong pain relief	50	Salve	Difficult [16]	medicine
Elder bean	Antidote	50	Tea	Challenging [13]	medicine
Firedrake petals	Fire protection	200	Ointment	Difficult [16]	—
Garlic	Repel vampires	250	Worn	Demanding [21]	religion
Gilly flower	Magic resistance	500	Smoked	Demanding [21]	—
Horsebloom	Disease resistance	50	Smoked	Challenging [13]	—
Lotus nut	Remove memories	500	Nut	Demanding [21]	—
Marjoram	Ease sickness	250	Tea	Demanding [21]	medicine
Mistletoe	Enhance nature magic	100	Worn	Difficult [16]	—
Pepper foil	Oxygenation	75	Paste	Challenging [13]	—
Pipe grass	Tranquilizer	100	Oil	Difficult [16]	—
Queen's orchid	Adrenaline	30	Incense	Challenging [13]	—
Silver garlic	Protection from undead	500	Worn	Demanding [21]	religion
Spiderbulb	Sight	100	Under tongue	Difficult [16]	—
Spirit petal	Fake death	1,000	Powder	Strenuous [25]	—
Sticky graysap	Stops bleeding	100	Paste	Difficult [16]	medicine
Stinkfruit	Ward off hunger and thirst	250	Eaten	Demanding [21]	—
Swamp slime	Cures blindness	250	Smeared	Demanding [21]	—
Tanglethorn	Mild antibiotic	5	Jelly	Challenging [13]	medicine
Thunder flower	Truth drug	250	Tea	Demanding [21]	—
Violet mold	Quick reactions	100	Brewed	Difficult [16]	—
Whistling vine	Youth	1,000	Ointment	Strenuous [25]	—
Yellow bark	Cures madness	250	Incense	Demanding [21]	medicine

The difficulty listed in the Herbs table above represents the challenge required to gather and prepare a dose of the herb in the wild. It takes one hour to make a LOG check; success results in one dose. A dose remains usable for only one day before it is spoiled. An herbalist kit is required; otherwise the -2d6 improvisation penalty is applied.

The *herbalism* skill can always be used to gather and prepare herbs. For some herbs, alternate skills can also be used; for example, *medicine* for healing herbs, and *religion* for herbs dealing with undead and the like.

Of course, a herbalist does not need to gather her herbs in the wild. At the GM's option, they can also be purchased at markets and similar places; the price

Fantasy Equipment

to purchase one dose of a herb is indicated in the Herbs table. When a herb is purchased, it does not expire in one day—it is already properly gathered, prepared, treated, and stored, and lasts until it is used. The GM should determine the availability of herbs for purchase, but generally no more than one dose should be available except in unusual circumstances.

One dose is sufficient to affect one medium-sized or smaller creature. Larger creatures require more doses. Each size category above medium doubles the dosage requirement. A large creature requires 2 doses, an enormous creature needs 4 doses, and so on.

Using an herb takes two actions. No creature can be affected by a given herb more than once per day, and no creature can benefit from the effects of more than one herb at a time.

Abyssal bloom. These common herbs are used to create a feeling of well-being or happiness for four hours. They are used recreationally by many and are easily available, though mildly addictive. Users are immune to the Anger and Fear status tracks while under the effect.

Acorn of the pipemold flower. These acorns are potent indeed. Stored correctly by an experienced herbalist in a vial of vinegar, the acorn becomes brittle and hard. Simply swallowing it is enough to recover 1d6 HEALTH, although doing so is a fairly unpleasant task and requires the recipient to swallow it whole.

Alfalfa. Alfalfa brings good fortune. Using this herb replenishes a LUC dice pool by one die; any given creature can only benefit from this herb once per day.

Angelica. This herb protects from spirits and is used in exorcisms. It grants +2 DEFENSE vs. spirits for one hour.

Bittervine. Painkillers can be used to grant temporary HEALTH—however, the effects wear off, and the temporary HEALTH wears off at the same time. The vine grants 1d6 temporary HEALTH for one hour.

Blessed bean. These beans grant the user a +4 DEFENSE vs. creatures with the Evil virtue for one hour.

Bulb of the goldbark bud. Sometimes used by student scholars and apprentice wizards, this foul-tasting bulb can be chewed to gain a degree of mental

clarity. For one minute, those who chew the bulb gain +1d6 on all LOGIC based checks. Unfortunately, there is a side effect: for one hour afterwards, the recipient suffers -1d6 to those same checks.

Chamomile. This herb can be turned into a sleep potion. The herbalist makes a LOG check vs. the target's MENTAL DEFENSE; if he succeeds, the target falls asleep for 5 minutes.

Darkberry. The darkberry is a small, sweet fruit with the ability to endow darkvision on those who eat it. Upon consuming the berry, the recipient gains superior darksight for ten minutes.

Devil's berry. Painkillers can be used to grant temporary HEALTH—however, the effects wear off, and the temporary HEALTH wears off at the same time. A berry grants 2d6 temporary HEALTH for one hour, but when it wears off, the imbiber loses an additional 1d6 HEALTH.

Elder bean. Antidotes work to counteract slow-acting toxins. The elder bean grants poison immunity for one minute.

Firedrake petals. Firedrake is a leafy bush, noted for its almost complete imperviousness to fire. Indeed, many craftsmen try to incorporate it into the walls of buildings, but the effects sadly do not last. When crushed and mixed into an ointment, and smeared all over the body, the recipient gains SOAK 10 (fire) for one hour.

Fireseed. Strong boosters which are rare, expensive and addictive. They grant a +1d6 bonus to AGILITY, but for five minutes only, and that same attribute suffers a -1d6 penalty for an hour thereafter.

Garlic. Properly prepared, garlic can repel vampires. This herb grants +4 DEFENSE vs. vampires.

Gilly flower. A group of very rare, valuable herbs. They are highly addictive, and extremely expensive, but they grant a +4 DEFENSE vs. magic for one hour.

Horsebloom. Immunity boosters are used as preventative herbs; they increase the user's resistance to disease. Horsebloom gives the user a +2d6 bonus to disease dice pools for one day. These herbs are often used in long-term medical care. Note that the +2d6 bonus is temporary—it wears off after a day (although another dose can be taken at that time).

Lotus nut. Lotus nuts are used to remove memories. Developed for trauma victims to help them forget certain events, less beneficial uses were soon found. The herbalist makes a LOG check vs. the target's MENTAL DEFENSE; on a success, the last day's event's are forgotten. There is a risk that more will be lost: roll 1d6, and on a roll of 6 the user loses one skill rank from a random skill.

Marjoram. Marjoram eases coughs and similar ailments. It reduces the Nausea status track by one stage; any given creature can only benefit from this herb once per day.

Mistletoe. This herb is used by druids and shamans to focus nature magic. Magic using the *secret of plants* gains +1d6 when this herb is worn by the caster. Mistletoe counts as an implement, and does not stack with any other implement.

Pepper foil. This herb can enable a creature to operate normally in a zero-oxygen environment (such as underwater) for 5 minutes, or a low-oxygen environment (like the thin air on a mountaintop) for one hour.

Pipe grass. Tranquilizers are used to put a patient (or victim) to sleep. These are used by hunters, criminals, and also by customers who have trouble with insomnia. The herbalist makes a LOG check vs. the target's MENTAL DEFENSE; if he succeeds, the target falls asleep for 5 minutes.

Queen's orchid. A basic, cheap herb which grants the user a temporary burst of strength. This herb gives the user a +1d6 bonus to her STR attribute for one minute. Doses do not stack with each other—taking two does not increase the bonus to +2d6.

Silver garlic. Silver garlic is a particularly potent form of garlic found near silver mines. It has powerful warding properties against the undead when worn around the neck in the form of a necklace, although the smell can be off-putting. The wearer gains +4 DEFENSE vs. all undead creatures for one hour; however, the wearer suffers a -1d6 penalty to all stealth related activity due to the obvious aroma.

Spiderbulb. Spiderbulb grows in the ground, and has a pungent, spicy taste and aroma which can sting the eyes. When carefully sliced and placed under the

tongue, it heightens the recipient's senses of sight and hearing for ten minutes, granting +1d6 to all *perception*-based checks.

Spirit petal. An extremely potent form of metabolic depressor, this herb completely halts metabolism and life signs for 4 hours. The user appears dead to a cursory visual inspection. The user is unconscious during this time.

Sticky graysap. This sap is made into a paste which is able to stop bleeding. Smearred over a creature's wounds, it removes all conditions from the Bleeding status track as far as the severe condition (bleeding); it is ineffective against the extreme condition (hemorrhage).

Stinkfruit. These fruits ward off the need for food and water for 24 hours. They are highly addictive, but are fortunately so much more expensive than actual food and water that they never became a societal problem.

Swamp slime. A disgusting, foul-smelling ointment smeared across the eyes can cure blindness. Any creature suffering from conditions on the Sight status track due to illness, poison, or other effects, but not including situations where vision is merely obscured, has its sight restored.



Fantasy Equipment

Tanglethorn. An antibiotic jelly which can treat small injuries. Application of tanglethorn cures 1 point of HEALTH. However, a person can only benefit from it once per day.

Thunder flower. Truth herbs like thunder flower compel the imbibor to talk truthfully. In reality, they're not a guarantee—the herbalist makes a LOG check vs. the target's MENTAL DEFENSE. The herb wears off after just 20 minutes.

Violet mold. Violet mold increases cognitive processing, awareness, and reaction speed. It adds +1d6 to INITIATIVE checks for one hour, and is mildly addictive.

Whistling vine. Anti-aging herbs are applied monthly, and each application effectively reduces the

user's age by 1d6 years. However, they are slightly addictive. If an application is missed, the user ages 3d6 years (but will not age beyond his actual, natural age).

Yellow bark. The yellow bark of the yewclaw is a wonderful way to ease the strain of madness on an afflicted person. Burnt as an incense, and deeply inhaled, the resultant smoke calms the mind, suppressing a short-term madness completely, and easing a long-term madness for one hour.

CREATING NEW HERBS

The New Herbs table can be used to generate a new herb. Simply roll d66 three times and read the results in the format “*alpha of/from the beta gamma.*” For example, *syrup of the abyssal mold.*

NEW HERBS

d66	Alpha	Beta	Gamma
11	water	red	mold
12	tea	bitter	leaf
13	soup	milk	plant
14	incense	devil's	wood
15	smoke	lotus	nut
16	poultice	abyssal	fig
21	ointment	black	mushroom
22	powder	elder	bark
23	pill	pepper	grass
24	unguent	dragon's	fruit
25	pellet	barnacle	acorn
26	elixir	wild	bloom
31	essence	blue	tree
32	cake	blessed	berry
33	injection	passion	orchid
34	stew	drake's	bean
35	raw	spirit	petal
36	boiled	witch	pod

d66	Alpha	Beta	Gamma
41	fragrance	gold	shrub
42	dried	morning	root
43	syrup	thunder	bud
44	snuff	king's	vine
45	brewed	assassin	stem
46	fermented	whistling	foil
51	bath	green	week
52	oil	evening	seed
53	dissolved	frost	rose
54	tincture	queen's	bush
55	compress	gilly	pollen
56	maceration	tangle	sap
61	decoction	violet	herb
62	liniment	horse	flower
63	bolus	pipe	stalk
64	salve	death's	spud
65	paste	flutter	bulb
66	gum	stink	thorn



MOUNTS

Mounts can be incredibly advantageous, especially in combat. They enable a traveller to move faster, and they give combatants a height advantage while making them harder to attack. While every mount has its own statistics as an independent creature, when mounted they are treated as part of the rider.

A mounted combatant automatically gains the following benefits while outdoors (an interior area counts as outdoors for this purpose if it is at least 100' wide and long). Indoors, things are too cramped and crowded to make full use of a mount, and while a rider can physically be astride a steed, he does not get the below benefits.

- › The rider gains the SPEED score, JUMP score, and any other movement mode of the mount.
- › The rider gains +4 MELEE DEFENSE.
- › The rider gains a +1d6 height advantage to attacks and +1d6 damage to opponents who are not mounted.
- › A mounted rider who is knocked down or pushed back is dismounted, falling prone to the ground and taking 1d6 blunt damage.

Normally, the mount does not get hit and lose HEALTH in combat; nor does it attack. The rider and mount are treated as one entity, unless a dismount exploit is used against the rider. Polearms having the hook trait are designed to dismount horsemen.

An attacker can choose to specifically attack a mount; this costs -2d6 to the attack, and if it is done within reach of the rider (many use long reach weapons, however), subjects the attacker to a free attack.

A rider can ride a mount of his size or larger.

After selecting a mount, roll randomly for its statistics on the Mount Statistics table. Reroll any die showing a 1 or a 6. Once the mount's base statistics have been determined, roll d66 twice on the following list (starting on the next page) to select two quirks.

- 11) **Fleet.** The mount is unusually fast. Increase its SPEED by +1d6.
- 12) **Hardy.** The mount gains +2 SOAK.
- 13) **Sturdy.** Increase the mount's CARRY value by 20%.
- 14) **Loyal.** The mount will always immediately come to you when it is called or whistled for.
- 15) **Lame.** The mount has a bad leg or foot. Reduce its SPEED by -1d6.
- 16) **Intelligent.** The animal is unusually intelligent and has a LOG attribute of 3 and can understand basic instructions.
- 21) **Aggressive.** In combat, once each round, the animal gets a free attack against an adjacent opponent. The attack's damage is based on size (1d6 for medium or smaller, 2d6 for large, 3d6 for enormous) and uses a 5d6 attack roll.
- 22) **Skittish.** Any time the rider is attacked in

MOUNT STATISTICS

Mount	Cost (gc)	Size	CARRY (lbs.)	SPEED	Jump (ft.)
Camel	175	L	1d6+1 × 100	3d6-2	2d6+4/1d6
Dog, riding	100	S	3d6+2 × 10	3d6	3d6/1d6+2
Donkey	30	M	3d6 × 10	2d6	1d6+2/1d6-1
Eagle, giant	12,000	E	1d6+2 × 100	3d6+6	Flight
Elephant	2,500	E	3d6 × 100	2d6	—
Griffon	10,000	L	1d6 × 100	3d6+4	Flight
Horse, heavy warhorse	1,500	L	1d6+2 × 100	3d6	2d6+2/1d6+4
Horse, light warhorse	1,000	L	1d6 × 100	3d6	2d6+4/1d6+4
Horse, riding	150	L	1d6 × 100	3d6+2	3d6/2d6+3
Mule	40	M	2d6 × 20	2d6-1	1d6/1d6+2
Pony	50	M	3d6 × 10	2d6+2	2d6+2/1d6+1
Tiger	4,000	L	1d6+2 × 100	3d6	3d6+5/2d6
Wolf, great	600	L	3d6 × 20	3d6-1	3d6+5/2d6

melee combat, there is a 1-in-6 chance that the mount will panic and flee in a random direction at full speed.

- 23) **Leaper.** Increase the mount's JUMP distances by 1d6 feet each (although vertical jumps still cannot exceed horizontal jumps).
- 24) **Guardian.** The mount is especially useful as a guard. It has a 6d6 INT check.
- 25) **Proud.** The mount will carry its rider, but refuses to carry bags.
- 26) **Jump-shy.** The mount will not attempt a jump of any kind.
- 31) **Kicks.** The mount will attack anybody it does not know who wanders close while it is not being ridden.
- 32) **Protective.** Once per day, the mount takes a hit for its rider. The attack is negated.
- 33) **Loud.** The animal barks, neighs, trumps, bays, etc. making it impossible to ambush anybody while the creature is nearby.
- 34) **Large.** The mount is large for its species. It grants its rider an additional +1 DEFENSE.
- 35) **Dislikes barding.** The mount will not wear barding of any kind.
- 36) **Charger.** When charging, the mount grants its rider an additional +1d6 damage.
- 41) **Spirited.** The mount is eager to act. The rider gains +1d6 to his INITIATIVE checks.
- 42) **Bestial.** The mount is unusually bestial-looking, perhaps with broken tusks, scars, or a missing eye. The rider can spend two actions to make the mount rear up fiercely, making a 5d6 attack vs. MENTAL DEFENSE of all foes within 30'. Those who are affected are rendered Apprehensive [16].
- 43) **Hunter.** The mount has an excellent sense of smell, gaining the *tracking* skill at a rank of 6 (3d6). The rider can use this skill as though it were his own.
- 44) **Unusual color.** The mount is an unusual color for its species, making it somewhat unique.
- 45) **Willing.** The mount assists when someone tries to mount it by lowering itself to accommodate the maneuver. In effect, the mount can always be mounted as a free action.
- 46) **Placid.** The mount is unusually docile and friendly.
- 51) **Rotund.** The mount enjoys its food a bit too much. It is round and fat. It gains +5 SOAK but suffers -2 SPEED.
- 52) **Devil-touched.** Somehow the mount has a little devil in its lineage, given away by its red eyes. It grants SOAK 2 (fire) to its rider.
- 53) **Plodder.** The mount is especially suited to long distances. Its SPEED counts as 4 higher for wilderness travel.
- 54) **Light-footed.** Especially light on its feet, the mount does not leave tracks except in snow or similar terrain.
- 55) **Independent.** Once per day, for one round, the rider can leave the mount to handle directions and movement decisions and focus on other activities; one move that turn is a free action.
- 56) **Vertigo.** The mount is afraid of heights. Any height, bridge, or ledge of over 10' height requires the mount to be coaxed. This takes an action and is a *Routine* [10] CHA check.
- 61) **Fey-touched.** Somehow the mount has a little fey in its lineage. It grants +1 MENTAL DEFENSE to its rider.
- 62) **Small.** The mount is small for its species. It gains +1 SPEED, but its CARRY capacity is reduced by 10%.
- 63) **Emaciated.** No matter how much it eats, this mount always looks painfully thin.
- 64) **Shy.** The mount takes a while to become acclimatized to its new owner due to its shy nature. For the first week, it holds back, moving at -2 SPEED and not allowing quick-mount abilities to work.
- 65) **Greedy.** When food is unattended within 30' of the mount, it moves to it and begins to chow down. It takes a *Challenging* [13] CHA check to persuade it to leave the food alone (a successful check regains control for five minutes).
- 66) **Fearful.** The mount is afraid of fire, and will not move within 5' of a fire source unless a *Difficult* [16] CHA check is made to persuade it.



Barding

Barding can be acquired to protect a mount. Barding is similar to regular armor, and comes in many of the same types.

The prices below indicate the cost of medium-sized barding. Double the price for each creature size above medium, and reduce it by half if the creature is smaller than medium sized.

Barding does not inflict a DEFENSE penalty on the mount wearing it, unlike armor worn by characters. While wearing barding, a mount uses either its natural SOAK or the SOAK of its barding, whichever is higher.

Barding can be customized with any of the same enhancements as regular armor (q.v.), and it follows the same quality rules.

BARDING

Medium Size		
Barding	Cost (gc)	SOAK
Cloth	30	2
Padded	35	2
Hide	40	3
Leather	50	4
Ringmail	70	5
Scalemail	130	6
Chainmail	250	6
Platemail	2,000	9

Services & Foodstuffs

When you need to know the cost of a drink or a carriage-ride, the table below lists appropriate costs for many services an adventurer may need.

SERVICES AND FOODSTUFFS

Services	Cost (gc)
Carriage, per mile	1
Drink, beer	2
Drink, coffee, tea	1
Drink, spirit, common	3
Drink, spirit, exotic	10
Inn, average, per night	20
Inn, cheap, per night	5
Inn, luxury, per day	100
Meal, restaurant, luxury	25
Meal, restaurant, typical	7
Meal, street vendor	3
Meal, tavern	5
Messenger, per mile	0.5
River crossing	2
Ship, basic, per mile	1
Ship, luxury, per mile	4
Theater, play or show	20
Wagon, per mile	0.5
Scribe, per page	1
Bath, hot, private	0.5
Bath, public	0.1

Organizations & Requisitions

Some characters are part of a larger organization which has greater resources than the character might have individually. Whether part of the crew of a pirate ship, a secret thieves' guild, or a unit of militia inquisitors, characters who are part of an organization can requisition gear for use in missions.

If organizational requisitions are used, all characters should be part of the organization.

Organizations have REPUTATION attributes, just like characters do. This helps determine the resources at the organization's disposal, the amount of gear that characters can requisition from the organization, as well as the organization's fame and influence.

When an organization is in play, characters do not use the normal rules for wealth and equipment. Instead, equipment is requisitioned from the organization itself. The total amount of gear that a character can requisition from the organization is noted by the Requisition Cap in the table below. Once this cap is reached, the character can requisition no further equipment until the previous allotment has been returned.

This has the advantage of giving starting characters access to better equipment; however, it means that

character wealth and upgrading gear becomes a less important part of the game.

The size category names have a military theme, but an organization does not have to be military in nature. A large corporation may have many thousands of employees and uses the same classifications. A single wizard's school may have 200 students, making it a Company, while a wealthy worldwide merchant's guild may have 80,000, making it a Corps. The organization itself will not use these terms (unless it actually is military—and even then, different military structures exist) and might call itself a guild, a cell, a gang, a league, a school, a church, or a militia.

REPUTATION. An organization's REP score indicates a number of things—its wealth, the resources at its disposal, how easy it is to find the organization, and more. This is how well-known an organization is and how likely people are to recognize its name or importance. Larger organizations are better known, and depending on its exploits, an organization may only have a reputation among certain circles like investigators and criminals, the military, or occultists, and so on—but remain hidden from the public at large (it can be a bit hard to attain worldwide domination when anybody can find and foil your schemes, after all).

REQUISITIONS AND ORGANIZATIONS TABLE

Size	Members	REP	Locate Info	Requisition Cap (gc)
Team	1–8	4 (2d6)	<i>Superhuman</i> [37]	700
Squad	8–12	6 (3d6)	<i>Herculean</i> [33]	1,100
Section	12–25	8 (3d6)	<i>Severe</i> [29]	1,100
Platoon	25–50	12 (4d6)	<i>Strenuous</i> [25]	1,400
Company	50–250	16 (5d6)	<i>Demanding</i> [21]	1,800
Battalion	250–1,500	20 (5d6)	<i>Difficult</i> [16]	1,800
Regiment	1,500–3,000	25 (6d6)	<i>Challenging</i> [13]	2,100
Brigade	3,000–5,000	30 (7d6)	<i>Routine</i> [10]	2,500
Division	5,000–25,000	40 (8d6)	<i>Easy</i> [7]	2,800
Corps	25,000–100,000	50 (9d6)	<i>Trivial</i> [—]	3,200
Service	100,000–500,000	60 (10d6)	<i>Trivial</i> [—]	3,500
Force	500,000–1,000,000	70 (11d6)	<i>Trivial</i> [—]	3,900
Country	1,000,000–5,000,000	100 (13d6)	<i>Trivial</i> [—]	4,600
Empire	5,000,000+	130 (15d6)	<i>Trivial</i> [—]	5,300

Being a member of an organization gives a character access to the organization's REP attribute rather than its own once per day. An organization may also provide access to specific careers or exploits. Note that an individual has access only to the REP of its sub-group, not the organization as a whole.

Locate Info. When attempting to gain information about or locate an organization of which they are not a member, characters make an attribute check (typically LOG or CHA, depending on the methods used); the difficulty of the check is noted in the Locate Info column in the organization table.

Requisition Cap. This is the maximum amount by which an organization can outfit all its members for missions. Usually, this will replace the money available to a character for equipment.

Sub-groups. Large organizations are composed of multiple smaller organizations—one does not normally encounter the entirety of a spy network at once, or an entire army. The sub-groups have REP attributes according to their size, which tend to escalate in larger and larger subgroups until the final group is the whole organization. For example, while a group of PCs may be part of the navy, their actual organization is a single ship.

EXAMPLE ORGANIZATIONS

CALAMITY, INC.

Size Battalion (400 thieves); **REP** 20 (5d6);

Locate Info *Difficult* [16]

Requisition Cap 1,800 gc

Calamity, Inc, is a thieves' guild based in the great temple city of Meerchant. A powerful organization, it has dealings with the militia and the major, and enjoys its freedom within certain boundaries. Its headquarters is a large warehouse in the docks area.

ROYAL HOMELAND CONSTABULARY (FLINT DIRECTORATE)

Size Company (20 constables, 100 civilians); **REP** 16 (5d6); **Locate Info** Demanding [21]

Requisition Cap 1,800 gc

The Royal Homeland Constabulary uses a combination of investigators, spies, and warriors to root out, undermine, capture, and if necessary kill any groups who endanger Risur. The 20 constables of the Flint Directorate are supported by almost a hundred researchers, office assistants, laboratory technicians, security guards, carriage drivers, and the like. The Flint branch is run by Lady Inspectress Margaret Saxby, a former superstar investigator who cracked many famous cases, became the darling of the public, and earned herself a knighthood. Saxby leaves most affairs of investigations to Assistant Chief Inspector Stover Delft, who oversees four units of constables and coordinates their activities.



Sample Enchanted Items

Breath of Dead Men

*Exceptional dueling pistol (rare)***Size** small; **weight** 4 lbs; **value** 31,750 gc; **traits** —**Attack** +2d6; **damage** 2d6+3 ballistic; **range** 6**Upgrade slots** 3 (soulsucker)

Description This pale, yellowed pistol appears to be a fragile construction of bone and sinew, with thin hairline cracks and chips apparent along its entire length. When the weapon is fired, a deep red glow seems to manifest deep within the weapon, seeping through these cracks in a disturbing display that puts men in mind of burning flame and dark deeds. The *Breath of Dead Men* was created by the necromancer Halzadar, a skilled marksman and duelist in addition to his magical studies. A hit from this weapon not only wounds the victim, but it injures his very soul, reducing his CHA dice pool by one die. When that pool reaches 0d6, the victim's soul is consumed by the weapon and the victim dies.

Dwarven Hand-Cannon

*Exceptional twin-barrel pistol (rare)***Size** small; **weight** 4 lbs; **value** 9,250 gc; **traits** —**Attack** +2d6; **damage** 2x 1d6+3 ballistic; **range** 3**Upgrade slots** 3 (worthy)

Description These double-barrelled flintlock pistols are hand-crafted by dwarven smiths. The weapons can only be wielded by dwarves.

Duelist's Mark

*Exceptional dueling pistol (rare)***Size** small; **weight** 4 lbs; **value** 21,750 gc; **traits** —**Attack** +2d6; **damage** 2d6+3 ballistic; **range** 6**Upgrade slots** 3 (unerring, cursed)

Description A *duelist's mark* is a finely crafted, enchanted dueling pistol. The enchantments ensure that the weapon always hits its target as long as it is within one range increment (however, no other effects or exploits may be applied to this shot).

Wounds from a *duelist's mark* will not heal naturally. Only healing magic can restore the victim's health.

Excalibur

*Legendary longsword (artifact)***Size** medium; **weight** 4 lbs.; **value** priceless; **traits** —**Attack** +5d6; **damage** 3d6+2 slashing/good**Upgrade slots** 6 (blessed, eversharp, sharpened, worthy, light)

*"There drew he forth the brand Excalibur,
And o'er him, drawing it, the winter moon,
Brightening the skirts of a long cloud, ran forth
And sparkled keen with frost against the hilt:
For all the haft twinkled with diamond sparks,
Myriads of topaz-lights, and jacinth-work
Of subtlest jewellery."*

—Alfred, Lord Tennyson

Description *Excalibur*, forged on the Isle of Avalon, is an ornate longsword, engraved along the blade on either side with two phrases. On one side it says "Take me up" and on the other it says "Cast me away." The hilt of *Excalibur* is golden, with a design of two chimeras. This holy sword can only be drawn (whether from scabbard or stone) by the rightful King of Albion. *Excalibur* is described as "the finest sword that there was, which sliced through iron as through wood".

When drawn, *Excalibur* emits a cold, bright light in a 30' radius circle. *Excalibur* will never go blunt or rust. In fact it is so sharp that any hit renders the target Bloodied [16], even if no critical hit is scored; a critical hit renders the target Wounded [16].

The wielder of *Excalibur* will never bleed; while injuries can be sustained, the wielder is immune to the Bleeding status track. If rendered unconscious and dying, the wielder automatically stabilizes (although any given creature can only benefit from this property once per day).

Executioner's Axe

Mastercraft labrys (very rare)

Size large; **weight** 7 lbs; **value** 10,700 gc; **traits** sacrificial

Attack +3d6; **damage** 2d6+3 slashing

Upgrade slots 7 (eversharp, pernicious)

Description: Ceremonial blades used in rituals and executions, executioner's axes possess a deep malevolence. Once drawn, the wielder must kill with it, and loses 1d6 HEALTH ever minute until he does so. An executioner's axe remains ever sharp, and will never go dull or rust.

Fastwalker Boots

Exceptional boots (very rare)

Size tiny; **weight** —; **value** 2,500 gc

Upgrade slots 3 (move self)

Description These boots grant the wearer +4 SPEED once per day for up to five minutes.

Gauntlets of Strength

Exceptional articulated gauntlets (very rare)

Size tiny; **weight** 1 lb.; **value** 3,600 gc

Upgrade slots 3 (infuse metal)

Description Once per day, these gauntlets grant the wearer +1d6 to all STR checks for five minutes. A more powerful version, *Greater Gauntlets of Strength*, increases the bonus to +2d6 and costs 81,000 gc.

Girdle of Aphrodite

Exceptional girdle (very rare)

Size medium; **weight** 3 lbs.; **value** 10,000 gc

Upgrade slots 3 (charm person)

Description These girdles allow the wearer to charm humanoid. Once per day, the wearer may invoke its power, rendering a target within 30' Enchanted [10]. A MAG (3d6) vs. the target's MENTAL DEFENSE is required. This is a subtle charm, and the target does not realize he has been affected, and thus cannot shake off the charm. The effect wears off after 10 minutes.

ARTIFACTS

Some legendary items (such as *Excalibur* and *Mjölnir*) are designated as artifacts. These items often possess additional unique properties not normally accessible via the regular process of enchantment. The GM should feel free to create unique artifacts for the game setting.

Priceless. Artifacts do not have a price or value attached – they are priceless and their value cannot be calculated. They cannot be purchased or constructed by player characters.

Unlimited. Artifacts have no limit on the number or power of enhancements or enchantments.

Indestructible. Artifacts, if they can be destroyed at all, can only be destroyed in specific, prescribed ways. This method is given in the artifact's description.

Iron Pyre

Exceptional caplock pistol (rare)

Size small; **weight** 3 lbs; **value** 7,625 gc; **traits** —

Attack +2d6; **damage** 2d6 ballistic/sonic; **range** 7

Upgrade slots 3 (sonic, elemental)

Description The red steel of this pistol is warm to touch, and its intricate design gives the impression of a small dragon that appears to curl around the targets fist and extend its long neck and open mouth towards the target. On any successful hit, a loud booming sound is heard. The sound is loud enough to be heard for one mile. On a critical hit (triple-sixes), all within 30' of the target also take 1d6 sonic damage. Once per day, the bullets fired from this pistol can burst into flame, and the pistol gains the fire damage type (doing ballistic/sonic/fire damage). The effect lasts for one minute, applying to all shots made within that time period. At least three pistols are known to exist bearing the name *Iron Pyre*, all with identical powers, thought to be the work of a crazed gnome that crafted them as a gift for the fire dragon he worshipped.

Fantasy Equipment

Legionnaire's Musket

Exceptional musket (rare)

Size medium; **weight** 7 lbs.; **value** 6,000 gc; **traits** —
Attack +2d6; **damage** 2d6+2 ballistic/good; **range** 12
Upgrade slots 4 (blessed, rangefinder)

Description These rare muskets are handmade for high-ranking Grand Elf officers. They are finely crafted, highly accurate to a greater than normal range, and each is individually blessed, making them excellent weapons against the undead.

Lesser Helm of Darkness

Mastercraft barbute (very rare)

Size medium; **weight** 3 lbs.; **value** 111,007 gc; **traits** —
SOAK +2; **MELEE/RANGED DEFENSE** -1
Upgrade slots 3 (invisibility, darksight)

Description A lesser form of the Helm of Hades, these helmets with “Y” shaped openings for eyes and mouth are nevertheless potent magical items. Like all barbutes, they offer +2 SOAK, although they inflict a -1 penalty to MELEE and RANGED DEFENSE due to the way they slightly obscure peripheral vision. The wearer of this helm can see in the dark as though it were daylight. Additionally, once per day, the wearer of this helm can use a single action to turn invisible for up to five minutes.

Lesser Thunderbolt

Exceptional javelin (very rare)

Size medium; **weight** 3 lbs.; **value** 15,760 gc; **traits** —
Attack +2d6; **damage** 2d6 piercing; **range** 5
Upgrade slots 6 (elemental, returning)

Description Once per day, these javelins can be transformed into lightning by the wielder as a free action. While in lightning form, they can be thrown as a normal javelin, but they deal lightning damage instead of piercing damage; additionally, while in lightning form, the javelin returns immediately to the wielder's hand after being thrown. *Lesser thunderbolts* can remain in lightning form for up to one minute.



Mage-Cuffs

High quality manacles (uncommon)

Size tiny; **weight** 1 lb.; **value** 1090 gc
Upgrade slots 3 (divine magic, create sound, evoke electricity)

Description *Mage-cuffs* are sturdy, high quality manacles and inflict a -1d6 penalty on attempts to break, escape, or pick them. When a person wearing *mage-cuffs* uses any magical power, the manacles glow, make a warning whistle sound, and deal 1d6 points of electricity damage to the wearer. A creature reduced to 0 HEALTH this way is knocked unconscious, not killed.

Mithril Shirt

Exceptional chainmail (rare)

Type medium; **weight** 3 lbs.; **value** 10,500 gc; **traits** —
SOAK 12; **MELEE/RANGED DEFENSE** -0; **ineffective** blunt, electricity
Upgrade slots 6 (mithril, unencumbering)

Description These rare dwarf-forged chain shirts are extra-ordinarily resistant. Mithril is a bright, shining silver which never dulls, and is almost indestructible. These shirts are designed to be very easy to move in, and count as light armor for the purposes of determining DEFENSE penalties, although their actual weight does not change.

Mjölnir

Legendary warhammer (artifact)

Size medium; **weight** 5 lbs.; **value** priceless; **traits** —

Attack +5d6; **damage** 3d6 blunt/sonic; **range** 6

Upgrade slots 6 (returning, slayer, unerring, worthy, sonic)

“Then he gave the hammer to Thor, and said that Thor might smite as hard as he desired, whatsoever might be before him, and the hammer would not fail; and if he threw it at anything, it would never miss, and never fly so far as not to return to his hand; and if be desired, he might keep it in his sark, it was so small; but indeed it was a flaw in the hammer that the fore-haft was somewhat short.”

—The Prose Edda

Description *Mjölnir* is the hammer of Thor, the god of thunder. It is said that *Mjölnir* is capable of levelling mountains. *Mjölnir* can only be lifted by those it deems worthy; the exact criteria are unknown, but it certainly shows preference for strong, honorable warriors. Crafted by a pair of dwarven brothers, this warhammer has an uncharacteristically short handle, and is designed for throwing as well as melee combat.

When thrown, *Mjölnir* always returns to its wielder's hand, and within one range increment (30') it always automatically hits its target as long as the wielder does not pay for additional effects out of his attack pool. Designed to destroy giants, the hammer always delivers a critical hit on a successful attack against a giant (and, indeed, any giant that attempts to touch the hammer takes 1d6 electricity damage).

Mjölhnir emits an immense crashing sound when it strikes, loud enough to be heard for up to one mile. On a critical hit, all within 30' take 1d6 sonic damage.

Ring of Invisibility

Exceptional ring (very rare)

Size tiny; **weight** —; **value** 3,600 gc

Upgrade slots 3 (illusion)

Description A *ring of invisibility* allows its user to turn invisible once per day for up to five minutes.

Royal Dwarven Waraxe

Exceptional dwarven axe (rare)

Size small; **weight** 10 lbs; **value** 300 gc; **traits** heavy

Attack +2d6; **damage** 3d6 slashing

Upgrade slots 3

Description These rare axes are welded by the bodyguards of mountain dwarf royalty. Of exceptional quality, like all dwarven waraxes they do not have the heavy trait when wielded by a dwarf.

Talaria

Exceptional boots (very rare)

Size tiny; **weight** —; **value** 64,000 gc

Upgrade slots 3 (move self)

Description These winged sandals grant the wearer flight equal to his normal base SPEED once per day for up to one minute. Upon utterance of the command word, small wings sprout from the boots.



STRAP ON YOUR ARMOR AND SHARPEN YOUR SWORD!

This manual includes a wide variety of weapons, armor, equipment, herbs, mounts, magic items, and more for characters in the WHAT'S O.L.D. IS N.E.W. roleplaying game system, along with rules for enchanting and customizing gear.

From 10-foot poles to herbalists' kits to ear trumpets; from crossbows to muskets to longswords; from ringmail to platemail; the equipment you choose is an important decision. And with magical items like the *Lesser Helm of Darkness*, *Ring of Invisibility*, or example artifacts like *Excalibur* and *Mjölnir*, you'll be sure to find something to suit your character's style.

Additional requisitions and organisations rules allow you to equip your characters from your local guard unit or your secret thieves' guild.

This book requires the use of a WHAT'S O.L.D. IS N.E.W. core rulebook.

Padded
Armor



Splint
mail



Brigandine



Iron
Breastplate



Cloth
Armor



Ringmail



Full Plate
Armor



Hide
Armor



Chainmail



Scalemail



Banded
mail



Leather
Armor



W.O.I.N.
ROLEPLAYING GAME SYSTEM