

**MELEE WEAPONS**

<b>WEAPON</b>	<b>PRICE</b>	<b>SUPPLY</b>	<b>WEIGHT</b>	<b>RAW MATERIALS</b>	<b>TIME</b>	<b>TALENT</b>	<b>TOOLS</b>
Knife	1 silver	Common	Light	1/2 Iron, 1/2 Wood	Quarter Day	Smith	Forge
Dagger	2 silver	Common	Light	1/2 Iron, 1/2 Leather	One Day	Smith	Forge
Falchion	4 silver	Common	Normal	1 Iron, 1/2 Leather	One Day	Smith	Forge
Shortsword	6 silver	Common	Normal	1 Iron, 1/2 Leather	Two Days	Smith	Forge
Broadsword	10 silver	Common	Normal	2 Iron, 1/2 Leather	One Week	Smith	Forge
Longsword	18 silver	Uncommon	Heavy	3 Iron, 1/2 Leather	One Week	Smith	Forge
Two-Handed Sword	4 gold	Rare	Heavy	4 Iron, 1 Leather	Two Weeks	Smith	Forge
Scimitar	8 silver	Uncommon	Normal	1 Iron, 1/2 Leather	One Week	Smith	Forge
Handaxe	2 silver	Common	Normal	1/2 Iron, 1 Wood	Quarter Day	Smith	Forge
Battleaxe	6 silver	Uncommon	Heavy	1 Iron, 1 Wood	One Day	Smith	Forge
Two-Handed Axe	24 silver	Uncommon	Heavy	2 Iron, 2 Wood	One Week	Smith	Forge
Mace	4 silver	Common	Normal	1 Iron, 1 Wood	One Day	Smith	Forge
<b>WEAPON</b>	<b>PRICE</b>	<b>SUPPLY</b>	<b>WEIGHT</b>	<b>RAW MATERIALS</b>	<b>TIME</b>	<b>TALENT</b>	<b>TOOLS</b>
Morningstar	8 silver	Uncommon	Normal	1 Iron, 1 Wood	Quarter Day	Smith	Forge
Warhammer	12 silver	Uncommon	Normal	1 Iron, 1 Wood	One Day	Smith	Forge
Flail	16 silver	Uncommon	Normal	2 Iron, 1 Wood	One Day	Smith	Forge
Wooden Club	1 silver	Common	Normal	1 Wood	Two Days	Smith	Forge
Large Wooden Club	2 silver	Common	Heavy	2 Wood	One Week	Smith	Forge
Heavy Warhammer	22 silver	Uncommon	Heavy	3 Iron, 2 Wood	One Week	Smith	Forge
Staff	1 silver	Common	Normal	2 Wood	Two Weeks	Smith	Forge
Short Spear	2 silver	Common	Normal	1/2 Iron, 1 Wood	One Week	Smith	Forge
Long Spear	4 silver	Common	Normal	1/2 Iron, 2 Wood	Quarter Day	Smith	Forge
Pike	12 silver	Uncommon	Heavy	1/2 Iron, 2 Wood	One Day	Smith	Forge
Halberd	3 gold	Rare	Heavy	1 Iron, 2 Wood	One Week	Smith	Forge
Trident	6 silver	Rare	Normal	1 Iron, 1 Wood	One Day	Smith	Forge



### MELEE WEAPONS

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

### RANGED WEAPONS

WEAPON	GRIP	BONUS	DAMAGE	RANGE	COST	FEATURES
Rock	1H	—	1	Near	—	Light
Throwing Knife	1H	+1	1	Near	1	Light
Throwing Axe	1H	+1	2	Near	2	
Throwing Spear	1H	+2	1	Short	2	
Sling	1H	+1	1	Short	1	Light
Short Bow	2H	+2	1	Short	6	Light
Longbow	2H	+2	1	Long	12	
Light Crossbow	2H	+1	2	Long	24	Loading is slow action.
Heavy Crossbow	2H	+1	3	Long	40	Heavy, Loading is a slow action.

### SHIELDS

WEAPON	BONUS	DAMAGE	RANGE	COST	FEATURES
Small Shield	+1	—	—	6	Light
Large Shield	+2	—	—	15	

### ARMOR & HELMETS

GEAR	ARMOR RATING	COST	BODY PART	FEATURES
Leather	2	4	Body	Light
Studded Leather	3	6	Body	
Chainmail	6	24	Body	Heavy item. Armor Rating 3 against arrows and Stabs.
Plate Armor	8	80	Body	Heavy item. Modifies Move by -2
Studded Leather Cap	1	3	Head	Light
Open Helmet	2	8	Head	Light
Closed Helmet	3	18	Head	
Great Helm	4	30	Head	Modifies Scout by -2

**RANGED WEAPONS**

<b>WEAPON</b>	<b>PRICE</b>	<b>SUPPLY</b>	<b>WEIGHT</b>	<b>RAW MATERIALS</b>	<b>TIME</b>	<b>TALENT</b>	<b>TOOLS</b>
Throwing Knife	1 silver	Common	Light	1/2 Iron, 1/2 Wood	Quarter Day	Smith	Forge
Throwing Axe	2 silver	Common	Normal	1/2 Iron, 1 Wood	Quarter Day	Smith	Forge
Throwing Spear	2 silver	Common	Normal	1/2 Iron, 1 Wood	Quarter Day	Smith	Forge
Sling	1 silver	Common	Light	1/2 Leather	Quarter Day	Bowyer	Knife
Short Bow	6 silver	Common	Light	1 Wood, 1/4 Leather	One Day	Bowyer	Knife
Longbow	12 silver	Uncommon	Normal	2 Wood, 1/4 Leather	Two Days	Bowyer	Knife
Light Crossbow	24 silver	Uncommon	Normal	1/2 Iron, 1 Wood, 1 Leather	One Week	Smith, Bowyer	Forge
Heavy Crossbow	4 gold	Rare	Heavy	1 Iron, 2 Wood, 1 Leather	Two Weeks	Smith, Bowyer	Forge

**SHIELDS & ARMOR**

<b>ITEM</b>	<b>PRICE</b>	<b>SUPPLY</b>	<b>WEIGHT</b>	<b>RAW MATERIALS</b>	<b>TIME</b>	<b>TALENT</b>	<b>TOOLS</b>
Small Shield	6 silver	Common	Light	1/2 Iron, 1/2 Wood, 1 Leather	Quarter Day	Smith, Tanner	Forge
Large Shield	15 silver	Uncommon	Normal	1 Iron, 1 Wood, 2 Leather	One Day	Smith, Tanner	Forge
Leather	4 silver	Common	Light	2 Leather	One Day	Tanner	Knife, needle and thread
<b>ITEM</b>	<b>PRICE</b>	<b>SUPPLY</b>	<b>WEIGHT</b>	<b>RAW MATERIALS</b>	<b>TIME</b>	<b>TALENT</b>	<b>TOOLS</b>
Studded Leather	6 silver	Uncommon	Normal	1/2 Iron, 2 Leather	Two Days	Smith, Tanner	Forge, knife, needle and thread
Chainmail	24 silver	Uncommon	Heavy	3 Iron	One Week	Smith	Forge
Plate Armor	8 gold	Rare	Heavy	6 Iron	Two Weeks	Smith	Forge
Studded Leather Cap	3 silver	Uncommon	Light	1/2 Iron, 1 Leather	One Day	Smith, Tanner	Forge, knife, needle and thread
Open Helmet	8 silver	Uncommon	Light	1 Iron, 1 Leather	Two Days	Smith, Tanner	Forge, knife, needle and thread
Closed Helmet	18 silver	Uncommon	Normal	2 Iron	Two Days	Smith	Forge
Great Helm	3 gold	Rare	Normal	3 Iron	One Week	Smith	Forge