

Weapon	Damage	Weight	Special	Range	RoF	Cost
Axe/Sword	1d6+1	6				10
Club	1d6-2	3	Can be improvised			{
Crossbow	1d6+1	8	Two handed	70	1/2	30
Dagger	1d6-2	1		15	1	3
Darts	1 HP	1/3		20	3	1
Flail	1d6	9	Ignore shield AC			8
Greatsword/Battle Axe	1d6+2	15	Two handed			15
Halberd/Pole Arm	1d6+1	20	Two handed, Reach 10 ft			10
Javelin	1d6	2	d6-2 dmg in melee	40	1	2
Longbow	1d6	5	Two handed	70	1	40
Mace/Warhammer	1d6	10	+1 AV vs. metal armor			5
Morning Star	1d6	20	Same as above, x3 crit dmg			8
Musket	1d6+2	10	Two handed	30	1/4	150
Pistol	1d6+1	3		20	1/3	100
Quarterstaff	1d6-1	4	Two handed, reach 10 ft			1
Scimitar	1d6	5	+1 AV while riding			8
Shortbow	1d6-1	4	Two handed, ride & use	50	1	25
Shortsword	1d6-1	3				8
Sling	1d6-2	1/2	Use with regular stones	30	1	2
Spear	1d6	8	Reach 10ft			2
Throwing Knife/Axe	1d6-2	1	-1 AV in melee	25	1	2
Unarmed	1 HP	{	Grapple (p. 18)			{

Burden (lbs)	Human or Elf	Halfling, Dwarf or Goblin
0-75	30	25
76-100	25	20
101-150	20	15
151+	15	10

Armor	AC	Weight	Cost
Cloth	1	10	10
Leather	2	15	15
Studded Leather	3	20	20
Chainmail	4	40	30
Splint Mail	5	50	40
Full Plate	6	60	50
Shield	+1	10	5

NOTES FOR THE DEFT

-2 AV with non-attuned two-handed melee weapons, but gets +1 to damage and AC from an off-hand weapon if she has a combat oriented vocation.

While wearing shields or armor heavier than studded leather, she loses her slot abilities and the option to switch positive double rolls to double damage.

NOTES FOR THE WISE

-2 AV when using two-handed melee or missile weapons, except the quarterstaff, the crossbow and the musket.

While wearing shields or armor heavier than leather, wise characters pay double for all their miracles.

Gear	Cost	Gear	Cost
Backpack (30 lbs. Capacity)	5	Mule	20
Bandages (5)	2	Oil (lamp), 1 pint	2
Boat	60	Pole, 10 ft	10
Bottle (wine), glass	1	Raft	1
Cart	50	Rations, dried (day)	3
Case (map or scroll)	3	Rations, trail (day)	1
Checkers (game)	5	Rope, elven (50 ft)	70
Compass	50	Rope, hemp (50 ft)	1
Crowbar	5	Sack (30 lbs capacity)	1
Dice	2	Saddle bags	10
Flint & steel	5	Saddle	10
Grappling hook	5	Scroll, empty	5
Hammer & wooden stakes	3	Shovel	5
Helmet	10	Skiing gear	15
Holy symbol, wooden	2	Sled	20
Holy Symbol, silver	25	Sleeping bag	2
Holy water, small vial	15	Snare	1
Horse (riding)	60	Spell book (blank)	100
Horse (battle trained)	120	Spike, iron	1
Laboratory (portable)	130	Tent	15
Lantern	10	Tinderbox	10
Lockpicks	20	Torch (bundle of 6)	1
Map	20	Waterskin	3
Mirror (small steel)	5	Wolfsbane & Garlic	10