

# Weapons & Armor

A weapon's cost, weight, and range are doubled per size up or halved per size down, and damage uses the damage sizing table.

## Melee/Thrown Weapons

### Proficiency

- "MM" indicates the Martial Melee combat proficiency is required.
- "MR" indicates the Martial Ranged combat proficiency is required.
- "Exotic" indicates the weapon is its own exotic weapon category.
- "Exotic: [cat]" indicates the weapon is a member of exotic weapon category [cat].

### Range

- "G" means the weapon can only be used in a grapple.
- "M" means melee reach, "M+" means melee reach for one size larger, "M++" means melee reach for two sizes larger, etc. If any of these have a "V", the weapon can attack at any range up to this.
- "[num]sq" means a ranged weapon, with a base range of [num] squares. For thrown weapons, [num] is a multiple of the thrower's TOU.

### Damage

The listed amount is for size ±0. "+1 sz" means increase the damage amount by one size. Types are as follows:

B	S	I	Cor	C	E	F	P	Son	Ax	An	H	L
Bash	Slash	Impale	Corrosion	Cold	Electricity	Fire	Poison	Sonic	Axiomatic	Anarchic	Hate	Love

If multiple types are split by a slash, the wielder chooses one damage type to deal each time they attack.

Damage Sizing Table

Tight		Medium		Loose	
1D4	1D3	1D4	1D3	1D4	1D3
1D6	1D5	1D6	1D5	1D6	1D5
2D4	2D3	1D8	2D3	1D8	1D7
2D6	2D5	2D6	1D10	1D12	1D10
2D8	3D4	2D8	2D7	1D18	1D15
3D8	2D10	2D12	2D10	1D26	1D22
4D8	3D10	2D18	2D15	1D38	1D30
6D8	5D8	2D26	2D22	1D53	1D45
11D6	9D6	2D37	2D31	1D75	1D63
	13D6		2D44		1D90

Sizing goes straight up and down. Do not change columns. The "half sizes" are used by bastard and dire weapons.

Weapon	Proficiency	Hands	Cost	Wt	Range	Crit	Damage	
							Amt	Type
Unarmed Attack	--	1	--	--	M	16+	1D6	Bμ
Gauntlet		1	200c	1pd	M	16+	1D6	B
Spiked Gauntlet		1	500c	1pd	M	16+	1D8	I
Light Shield*	Shields	1	900c	5pd	M	16+	1D6	B
Heavy Shield*	Shields	1	2p	10pd	M	16+	1D8	B
Shield Spikes			+1p	+5pd			+1 sz	I
Bladed Shield*	Exotic	1	5p	15pd	M	16+	2D8	S
Armor Spikes*	Natural	--	+5p	+10pd	G	16+	2D6	I

..... Axes .....

Handaxe	MM	1	500c	3pd	M	15+	1D12	S
(thrown)	MR	1			[TOU]sq	16+	1D12	S
Battleaxe	MM	1	1p	6pd	M	15+	1D18	S
Bastard Axe (1h)	Exotic: Bastard	1	3p	8pd	M	15+	1D22	S
(2h)	MM	2			M	15+	1D22	S
Greataxe	MM	2	2p	12pd	M	15+	1D26	S
Dire Axe	Exotic: Bastard	2	3p	8pd	M	15+	1D30	S
Double Axe (pri)	Exotic: Double	2	6p	15pd	M	15+	1D18	S
(sec)					M	15+	1D18	S
Spiked Axe (pri)	Exotic	2	5p	12pd	M	15+	1D18	S
(sec)					M	15+	2D6	I

..... Daggers & Swords .....

Dagger*	Simple	1	200c	1pd	M	15+	2D4	S/I
(thrown)	Simple	1			[TOU]sq	15+	2D4	I
Shortsword	MM	1	1p	2pd	M	15+	2D6	S

Weapon	Proficiency	Hands	Cost	Wt	Range	Crit	Damage	
							Amt	Type
Longsword	MM	1	1.500p	4pd	M	15+	2D8	S
Bastard Sword (1h)	Exotic: Bastard	1	3.500p	6pd	M	15+	2D10	S
Bastard Sword (2h)	MM	2			M	15+	2D10	S
Greatsword	MM	2	5p	8pd	M	15+	3D8	S
Dire Sword	Exotic: Bastard	2	7p	12pd	M	15+	3D10	S
Moon Sword (pri)	Exotic: Double	2	10p	10pd	M	15+	2D8	S/I
(sec)					M	15+	2D8	S/I
Windsaber	Exotic	1	50p	2pd	M	14+	2D6*	S
Kukri*	MM	1	800c	2pd	M	14+	2D4	S
Scimitar	MM	1	1.500p	4pd	M	14+	2D6	S
Falchion	MM	2	7.500p	8pd	M	14+	3D8	S
..... Polearms .....								
Lance*	MM	2*	2p	10pd	M+	15+	1D18	I
Shortspear	Simple	1	100c	3pd	M	16+	1D12§	I
(thrown)	Simple	1			[TOU×2]sq	16+	1D12	I
Fullspear	Simple	2	200c	6pd	M	15+	1D18§	I
(thrown)	Simple	2			[TOU×2]sq	15+	1D18	I
Longspear	Simple	2	500c	9pd	M+	15+	1D18§	I
(thrown)	Simple	2			[TOU×2]sq	15+	1D18	I
Staff (1/2 & 1/4)	Simple	2	800c	10pd	M+	16+	2D8	B
Staff (1/3 & 1/3 pri)	Simple	2			M	16+	2D6	B
(1/3 & 1/3 sec)					M	16+	2D6	B
Trident*	MM	1	1.500p	4pd	M	16+	2D8§	I
(thrown)	MR	1			[TOU]sq	16+	2D8	I
Tripole (1/2 & 1/4)*	MM	2	1p	10pd	M+	15+	1D22§	S/I
Tripole (1/3 & 1/3 pri)*	MM	2			M	15+	1D18	S
(1/3 & 1/3 sec)	MM				M	16+	2D6	B
..... Maces & Flails .....								
Light Mace	Simple	1	600c	4pd	M	16+	2D6	B
(thrown)	Simple	1			M	16+	2D6	B
Medium Mace	Simple	1	1.200p	8pd	M	16+	2D8	B
(thrown)	Simple	1			M	16+	2D8	B
Heavy Mace	Simple	2	2.400p	16pd	M	16+	2D12	B
(thrown)	Simple	2			M	16+	2D12	B
Light Flail*	MM	1	400c	2pd	M	16+	2D6	B
Medium Flail*	MM	1	800c	4pd	M	16+	2D8	B
Heavy Flail*	MM	2	1.600p	8pd	M	16+	2D12	B
Double Flail (pri)*	Exotic: Double	2	9p	10pd	M	16+	2D8	B
(sec)*					M	16+	2D8	B
Mace/Flail Spikes			+1p				+1 sz	I
..... Other Melee Weapons .....								
Light Pick*	MM	1	400c	3pd	M	14+	1D8	I
Medium Pick*	MM	1	800c	6pd	M	14+	1D12	I

Weapon	Proficiency	Hands	Cost	Wt	Range	Crit	Damage	
							Amt	Type
Heavy Pick*	MM	2	1.600p	12pd	M	14+	1D18	I
Scythe*	Simple	2	1p	10pd	M	14+	1D18	S/I
Sap	MM	1	100c	2pd	M	16+	2D6	Bμ
Whip*	Exotic	1	100c	2pd	M++V	16+	1D6*	Sμ
Spiked Chain ( <sup>1</sup> / <sub>2</sub> & <sup>1</sup> / <sub>4</sub> )	Exotic	2	2.500p	10pd	M+V	16+	2D8	I
Spiked Chain ( <sup>1</sup> / <sub>3</sub> & <sup>1</sup> / <sub>3</sub> pri)	Exotic	2			MV	16+	2D8	I
( <sup>1</sup> / <sub>3</sub> & <sup>1</sup> / <sub>3</sub> sec)					MV	16+	2D8	I
..... Thrown-Only Weapons .....								
Bolas*	Exotic	1	500c	2pd	[TOU]sq	16+	1D8	Bμ
Dart	Simple	1	50c	<sup>1</sup> / <sub>2</sub> pd	[TOU×2]sq	16+	1D8	I
Javelin	Simple	1	100c	2pd	[TOU×3]sq	16+	2D6	I
Shuriken	Exotic	1	20c	<sup>1</sup> / <sub>10</sub> pd	[TOU]sq	16+	1D4	S

\* Special rules or stats apply, see description.

μ Deals mana damage.

§ Can be set to receive a charge as a single action; while set, deals double damage against charging targets.

### Unarmed Attack

Everybody gets one of these as a primary natural weapon.

### Gauntlet & Spiked Gauntlet

Plain gauntlets are included in any metal armor; armor can be bought with spiked gauntlets instead for the difference.

### Light Shield, Heavy Shield, & Bladed Shield

A light shield grants a +1 shield bonus to Dodge and Fort defenses. A heavy or bladed shield grants a +2 shield bonus to Dodge and Fort defenses. A bladed shield can shield-bash as a heavy shield; a nonproficient user can't use it to defend themselves while either shield-bashing or slashing with the blade.

### Shield Spikes

These improve the damage of a shield. They can be added to a bladed shield, but they improve its shield-bash, not its blade.

### Armor Spikes

These are built into armor. They don't make a separate attack; instead, their damage is added to squeeze damage in a grapple.

## Axes

### Handaxe

A light axe, which can be thrown.

### Battleaxe

The most popular kind of axe, a battleaxe is a solid weapon for blade-and-board fighting.

### Bastard Axe

A light two-handed axe - it can be wielded one-handed as an exotic weapon. Less popular than comparable swords.

### Greataxe

A two-handed axe, the heaviest you can wield without specialized training.

### Dire Axe

Not truly a separate weapon type, but a modified bastard axe one size larger than the wielder.

### Double Axe

A single weapon with two axe heads equivalent to battleaxes.

### Spiked Axe

A weapon popular for vampire hunting; it can impale or sever as desired.

## Daggers & Swords

### Dagger

A small, concealable blade, popular among stealthy types.

You get a +2 bonus on Sleight Of Hand checks made to conceal a dagger on your body.

### Shortsword

A light sword, easy to dual-wield.

### Longsword

The most common sword for sword-and-board fighting.

### Bastard Sword

A light two-handed sword - it can be wielded one-handed as an exotic weapon.

### Greatsword

A two-handed sword, the heaviest you can wield without specialized training.

### Dire Sword

Not truly a separate weapon type, but a modified bastard sword one size larger than the wielder.

### Moon Sword

A single blade shaped like a crescent moon; the wielder can either stab or slash with each tip.

### Windsaber

A size  $\pm 0$  windsaber's blade is about 8" wide and 36" long, usually with a rounded tip, and edged all about. A windsaber is wielded with a light touch, and redirected by rotating the blade; this allows for sharp turns in the middle of a swing, including the "back beat" and "ring evade" maneuvers. However, the blade can only do so much as an airfoil, and this extreme maneuverability is provided by magic, making windsabers expensive.

TOU bonus doesn't apply to damage; proficient wielders apply AGI bonus to damage.

### Kukri, Scimitar, & Falchion

Tip-weighted swordlike weapons, frequently cutting deep.

You get a +2 bonus on Sleight Of Hand checks made to conceal a kukri on your body.

## Polearms

Some polearms are "double-gripped". Such a weapon can be wielded in either of two grips: half-and-quarter (typical polearm grip, as a reach weapon) or third-and-third (as a double weapon). Changing grips is a free action, but the wielder can't change grips in the middle of a full attack action.

### Lance

A large weapon honed by generations of mounted warriors.

A lance deals double damage in a mounted charge. While mounted in a war saddle, you can wield a lance with one hand. A lance is a reach weapon.

### Shortspear, Fullspear, & Longspear

A simple weapon that serves well in melee or when thrown, in three sizes.

Any spear can be set against a charge. A longspear is a reach weapon.

### Staff

A popular weapon due to its alternate use as a walking stick.

Double-gripped.

### Trident

A trident deals respectable melee damage, and is balanced suitable for throwing.

A trident can be set against a charge. With a trident, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

### Tripole

A polearm with three curved and pointed blades clustered around the tip.

Double-gripped, and can be set against a charge. With a tripole's bladed head, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

## Maces & Flails

### Light Mace, Medium Mace, & Heavy Mace

Solid weapons, easy to use, usually a studded ball or metal-shod tip on the end of a short staff. While light maces are most common, medium and heavy maces are sometimes used by strong characters - the ringing impact of a heavy mace can be very intimidating.

Blunt instruments usually use mace stats.

### **Light Flail, Medium Flail, & Heavy Flail**

Similar to a mace, but with a chain replacing all of the staff except the grip. Flails are harder to learn, but the combination of the weight and the chain allows for superior disarms and trips. While light flails are most common, medium and heavy flails are sometimes used by strong characters.

With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy(including the roll to avoid being disarmed if such an attempt fails). You can also use a flail to make trip attacks. If you are tripped during your own trip attempt, you can drop it to avoid being tripped.

### **Dire Flail**

Essentially two medium flails joined at the grip, with a short bit of staff between.

A dire flail gains the benefits of a flail with both heads.

### **Mace/Flail Spikes**

A spiked mace or flail(often flanged for strength) can inflict vicious wounds.

## **Other Melee Weapons**

### **Pick**

Known in military circles as "the gambler's weapon", picks deal less damage than a comparable axe or sword most of the time, making up the damage by occasionally severely goring the target. Light picks can be conveniently dual-wielded, but medium and heavy picks are favored by strong characters.

You can use a pick to make trip attacks. If you are tripped during your own trip attempt, you can drop it to avoid being tripped.

### **Scythe**

An inaccurate weapon whose damage mainly comes from the ability to get lucky and run someone through with the massive curved blade, its main virtue is that drafted farmers can bring their own, and are already as proficient as they're going to get. Periodically, someone will contemplate balancing and tuning one for war, and wind up reinventing the heavy pick.

A scythe is at -1 to hit. You can use a scythe to make trip attacks. If you are tripped during your own trip attempt, you can drop it to avoid being tripped.

### **Sap**

A weapon designed for subdual, ownership is suspicious, though rarely illegal.

### **Whip**

A whip deals no damage to any creature with at least an armor bonus of +1, a natural armor bonus of +3, or DR: 1.

A whip is treated as a melee weapon with M++V reach, though you don't threaten the area into which you can make an attack, and it provokes attacks of opportunity like a ranged weapon.

With a whip, you get a +2 bonus on opposed attack rolls made to disarm an enemy(including the roll to avoid being disarmed if such an attempt fails). You can also use a whip to make trip attacks. If you are tripped during your own trip attempt, you can drop it to avoid being tripped.

### **Spiked Chain**

In the proper hands, a spiked chain lays down a swirling field of death.

A spiked chain is double-gripped, like a polearm; in half-and-quarter grip, you can use it against foes anywhere within your reach(including adjacent foes).

With a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an enemy(including the roll to avoid being disarmed if such an attempt fails). You can also use a spiked chain to make trip attacks. If you are tripped during your own trip attempt, you can drop it to avoid being tripped.

## **Thrown-Only Weapons**

### **Bolas**

You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt with a set of bolas.

### **Dart**

A compact, cheap, easy-to-use thrown weapon.

### **Javelin**

A short spear specialized for throwing; it has improved flight characteristics, but if using it in melee, it's at -2 to hit.

### **Shuriken**

Compact thrown weapons, tricky to use but popular both for style and for violence per unit volume.

Shuriken can't be used as melee weapons. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown.

## Ranged Weapons

Weapon	Proficiency	Hands	Cost	Wt	Range	Crit	Damage		Ammo	Mts.
							Amt	Type		
..... Muscle-Powered Ranged Weapons .....										
Sling	Simple	1*	<neg>	<neg>	[TOU×5]sq	16+	1D8*	B	1	--
Shortbow	MR	2	7.500p*	2pd	[TOU×6]sq	15+	1D12*	I	1	T
Longbow	MR	2	10p*	3pd	[TOU×10]sq	15+	1D18*	I	1	T
Daikyu	Exotic	2	10p*	3pd	[TOU×10]sq	15+	1D18*	I	1	T
..... Slug-Throwers .....										
Holdout Slug Pistol (30cal)*	Simple	1	30p	2pd	5sq	15+	2D10	I	2	--
Slug Pistol (30cal)	Simple	1	40p§	5pd	10sq	15+	2D10	I	8	TB
Slug Carbine (30cal)	MR	1	60p§	10pd	50sq	15+	2D10	I	15	TB
Slug Rifle (30cal)	MR	2	70p§	20pd	100sq	15+	2D10	I	30	TBU
Sniper Slug Rifle (50cal)*	MR	2	140p	40pd	150sq	15+	4D8	I	4	BU
Grenade Launcher	MR	1	275p§	8pd	15sq	16+	<as grenade>		8	T
..... Blasters .....										
Holdout Blaster Pistol*	Simple	1	20p*§	2pd	8sq	16+	"2"*	*	10/¼E	--
Blaster Pistol	Simple	1	40p*§	6pd	20sq	16+	"4"*	*	20/½E	TB
Blaster Carbine	MR	1	60p*§	10pd	40sq	16+	"6"*	*	40/E	TB
Blaster Rifle	MR	2	100p*§	20pd	80sq	16+	"10"*	*	80/2×E	TBU

\* Special rules or stats apply, see description.

§ The listed cost includes only SA fire mode. SA/BF is +50% cost, and SA/BF/FA is +100%.

### Muscle-Powered Ranged Weapons

#### Sling

TOU bonus always applies to a sling damage, as if it were a thrown weapon. A sling can be wielded with one hand. Loading a sling is a single action that requires two hands and provokes attacks of opportunity; with a DC:20 Sleight Of Hand check it can be performed with only one hand, but if this check fails you've wasted a single action (and dropped a ball or stone on the ground).

You can hurl ordinary stones with a sling, but stones are not as dense or as round as balls. Thus, such an attack deals damage one size smaller, and you take an extra -1 penalty on attack rolls.

#### Shortbow, Longbow, & Daikyu

A shortbow is a small bow, filling roughly the role of a carbine. A longbow is a large bow, generally longer than the wielder is tall, maximizing archery effectiveness and phallic substitution at some inconvenience. A daikyu looks at first glance like the top of a longbow grafted onto the bottom of a shortbow; in the hands of a trained user it's as effective as a longbow, yet can be used from horseback, the only drawback being the training needed to learn the unusual geometry of aiming it.

You need at least two hands to use a bow, regardless of its size. You can use a shortbow or daikyu while mounted, but not a longbow.

The listed bows have a TOU of +6; a wielder must have at least TOU: +3 to draw such a bow, and it caps the wielder's TOU mod to damage at +6. This is the highest TOU that's easy to create. Each -1 to the bow's TOU reduces its cost by 2p; each +1 to the bow's TOU increases its cost by +100%.

#### Slug-Throwers

Removing a mag takes a single action, drawing a new mag takes a single action (or a free action with the Quick Draw feat), and slotting a new mag takes another single action (or a free action with the Rapid Reload feat). As a result, most characters using slug-throwers take cover or even retreat to reload.

#### Holdout Slug Pistol

You get a +2 bonus on Sleight Of Hand checks made to conceal a holdout slug pistol on your body.

#### Slug Pistol, Slug Carbine, & Slug Rifle

The most-commonly-used slug-throwers.

#### Sniper Slug Rifle

This accurate weapon has a +1 to hit, and includes an integral +2 scope.

## Blasters

The listed cost is for a blaster with a single mode. Each mode after the first adds +50% to the cost.

The number listed(in quotes) for the damage amount is the maximum number of energy levels the blaster can put into each shot. Accordingly, the ammo entry lists the number of energy levels it gets from its energy bars(or "E-bars" for short), with the E-bars that takes after the slash. A "1/2E" is an E-bar one size smaller, "1/4E" is an E-bar two sizes smaller, and "2xE" is two E-bars of the same size.

## Modes

Love: Fires a fuzzy blue beam, dealing [Level]D12 love damage. ×1/4 range.

Hate: Fires a fuzzy red beam, dealing [Level]D12 hate damage. ×1/4 range.

Chaos: Fires a scintillating multicolored beam, dealing [Level]D12 anarchic damage. ×1/4 range.

Law: Fires an opaque grey beam, dealing [Level]D12 axiomatic damage. ×1/4 range.

Laser: Fires an invisible beam of heat energy, dealing [Level]D12 fire damage and 1D6 per turn thereafter(Dodge DC [10 + Level] ends).

Xaser: Fires a thin purple beam of ionizing energy, dealing [Level]D12 electricity damage(halve DR). Counts as 2 modes for cost purposes.

Graser: Fires an invisible beam of cosmic energy, dealing [Level]D12 corrosion damage(quarter DR). Counts as 3 modes for cost purposes.

Ice: Fires a spike of conjured ice, dealing [Level]D6 cold damage and an equal amount of impaling damage.

Prod: Fires a slug of conjured stone. Deals [Level]D12 bashing damage.

Stat: Fires a straight beam of electricity, dealing [Level]D18 electricity damage. ×4 range.

## Weapon Accessories

Weapon accessories size the same as weapons.

Accessory	Cost	Wt	Mount
..... Ammo .....			
Arrows (20)	100c	3pd	Ammo
Sling Balls (2)	2c	1pd	Ammo
Slug Mag (empty)	100c	<neg>	Ammo
30cal Slugs (50)	750p	1pd	Mag
50cal Slugs (25)	1p	2pd	Mag
E-bar	1p	1pd	Ammo
..... Sights & Lights .....			
Gunlight	250c	1/2pd	U or T
Laser Sight	15p	1/2pd	U or T
+1 Scope	15p	1/2pd	T
+2 Scope	30p	1/2pd	T
..... Accessory Weapons .....			
Underbarrel Grenade Launcher	275p§	4pd	U
Underbarrel Blaster	60p§	5pd	U
..... Slug Modifiers .....			
Loudener	15p	<neg>	B
Silencer	15p	<neg>	B

§ The listed cost includes only SA fire mode. SA/BF is +50% cost, and SA/BF/FA is +100%.

## Accessory Weapons

### Underbarrel Grenade Launcher

An underbarrel grenade launcher adds adaptability to a rifle. Attacking with the underbarrel grenade launcher uses the same stats as an independent grenade launcher, except the equip type is as the weapon it's attached to.

### Underbarrel Blaster

An underbarrel blaster adds adaptability to a rifle. Attacking with the underbarrel blaster uses the same stats as a blaster carbine, except the equip type is as the weapon it's attached to.

## Slug Modifiers

### Loudener

### Silencer

## Armor

Armor	Proficiency	Cost	Wt	DR	Defense	Dodge	ACP	Spell Fail
..... Flashy .....								
Cutmail Bikini	Clothing	17p/2pμ	4pd	1		Full	-0	
Plate Bikini	Clothing	15p	5pd	2		Full	-0	
Cutmail Tunic	Light	20p/5pμ	15pd	2		Full	-0/-1	15%
..... Light But Serious .....								
Soft Leathers	Clothing	500c	4pd	1		Full	-0	5%
Boiled Leathers	Light	1p	15pd	2		Full	-0	10%
Reinforced Leathers	Light	2.500p	20pd	2	+1	Full	-1	15%
Hide Tunic	Light	3p	20pd	3		Full	-3	20%
Chain Tunic	Light	10p	25pd	3	+1	Full	-2	20%
..... Medium .....								
Hide Suit	Medium	5p	30pd	4		½	-4	25%
Chain Suit	Medium	15p	40pd	4	+1	½	-5	30%
Breastplate	Medium	20p	30pd	4	+1	½	-4	25%
..... Heavy .....								
	Heavy	25p	35pd	4	+2	¼	-6	35%
Half-Plate	Heavy	60p	50pd	5	+2	¼	-7	40%
Full Plate	Heavy	150p	50pd	6	+2	¼	-6	35%
Articulated Plate	Heavy	300p	60pd	6	+3	¼	-5	30%

μ This armor is always masterwork; stats are listed masterwork/base, for special materials and the like.

### Cutmail Bikini

Armor that exists more for fashion than for protection, every set is masterworked in the "cutmail" style to prevent pinching, scratching, or worse, even in actual combat.

At least it enchants as well as normal armor.

### Plate Bikini

Armor that exists more for fashion than for protection, with liners ranging from simple cloth padding to faerie fur.

At least it enchants as well as normal armor.

### Cutmail Tunic

A light chain shirt, masterworked in the "cutmail" style for comfort and fashion rather than protection.

## Misc. Items

Item	Cost	Wt
..... Food & Lodgings .....		
Trail Rations (per day)	50c <sup>2</sup>	1pd <sup>2</sup>
Herbivore Feed (per day)	1c <sup>2</sup>	2pd <sup>2</sup>
Carnivore Feed (per day)	25c <sup>2</sup>	1/2pd <sup>2</sup>
Meals, poor (per day)	10c <sup>2</sup>	N/A
Meals, common (per day)	30c <sup>2</sup>	N/A
Meals, good (per day)	50c <sup>2</sup>	N/A
Banquet (per person)	1p <sup>2</sup>	N/A
Inn Room, poor (per day)	50c <sup>2</sup>	N/A
Inn Room, common (per day)	200c <sup>2</sup>	N/A
Inn Room, good (per day)	700c <sup>2</sup>	N/A
Bread, loaf	2c	1/2pd
Cheese, chunk	10c	1/2pd
Meat, chunk	30c	1/2pd
Iron Food	×10	×1/2
Ale, mug	4c	1pd
Ale, gallon	20c	8pd
Fiery Ale	×10	×1
Wine, glass	1c	.3pd
Wine, bottle	5c	1 1/2pd
Wine, pitcher	20c	6pd
Fine Wine	×200	×1
..... Tools & Skill Kits .....		

.....		

<sup>1</sup> This property is halved per size smaller than ±0, and doubled per size larger than ±0.

<sup>2</sup> This property is at ×1/4 per size smaller than ±0, and ×4 per size larger than ±0.

<sup>3</sup> This property is at ×1/8 per size smaller than ±0, and ×8 per size larger than ±0.

### Trail Rations

These are basic portable foods. While they provide the nutrition you need, their flavor leaves something to be desired, and adventurers often supplement this diet with hunting and foraging.

### Herbivore Feed

### Carnivore Feed

### Meals

### Banquet

### Inn Room

Includes a day's meals at the same quality.

### Iron Food

These are quality food, providing much better nutrition than normal food, at a price only adventurers would bother with. If you eat iron food for one day, you gain +1 HEA for the next day.