

Weapons					
One Handed Weapons					
Name	Material Strength	Special Ability	Note	Cost	Damage Type
<i>Axe (BRZ, IRN, STL)</i>	Gd/Gd/Ex	Destroys shields of lesser material strength	Wooden Shaft, weapon shaft may break on a white result on defense, Civilian	1SP/5SP/ 2GP	Slashing
<i>Club</i>	Gd 10	Strength is -1CS from the strength to carry	All wood, destroys when it hits an equally hard object and swung at full strength, Civilian	5CP	Bludgeoning
<i>Dagger (BRZ, IRN, STL)</i>	Gd/Gd/Ex	-1CS damage	Attacks after any longer weapons, Civilian, Hidden, Noble	1SP/3SP/ 1GP	Piercing, Slashing
<i>OH Hammer (BRZ, IRN, STL)</i>	Ex/Ex/Rm	Can be all metal for X2 cost	Unbalanced no more than one attack per round, Wooden Shaft, weapon shaft may break on a white result on defense, Civilian	3SP/8SP/ 2GP	Bludgeoning
<i>OH Mace (BRZ, IRN, STL)</i>	Gd/Gd/Ex	Can be all metal for X2 cost	Wooden Shaft, weapon shaft may break on a white result on defense,	4SP/ 1GP/ 3GP	Bludgeoning
<i>Sling</i>	Ty	Damage is = strength	Range: 40ft, Cannot be used in close combat, unlimited ammo provided there are rocks, Civilian, Hidden	10CP	Bludgeoning
<i>Spear (BRZ, IRN, STL)</i>	Gd/Gd/Ex	None	Wooden Shaft, weapon shaft may break on a white result on defense, if used in TH then Reach of 10ft	1SP/3SP/ 1GP	Piercing
<i>Sword, Bronze</i>	Gd 10	None	Civilian, Noble	2 SP	Slashing, Piercing
<i>Sword, Iron</i>	Gd 10	None	Poisonous to some Fey (applies to all iron weapons), Civilian, Noble	7 SP	Slashing, Piercing
<i>Sword, Steel</i>	Ex 20	None	Civilian, Noble	3 GP	Slashing, Piercing

Two Handed Weapons					
Name	Material Strength	Special Ability	Note	Cost	Damage Type
<i>Bow</i>	Gd 10	Max damage = material strength/personal STR score	Range 75ft, -4CS in melee range, Two-handed, Civilian	1SP	Piercing
<i>Greataxe(BRZ, IRN, STL)</i>	Ex/Ex/Rm	Destroys shields of lesser material strength	Wooden Shaft, weapon shaft breaks on a white result, Two-handed	3SP/ 6SP/ 4GP	Slashing
<i>Greatsword, Bronze</i>	Ex 20	None	Two-handed	5 SP	Slashing, Piercing

<i>Greatsword, Iron</i>	Ex 20	None	Poisonous to some Fey (applies to all iron weapons), Two-handed	1 GP	Slashing, Piercing
<i>Greatsword, Steel</i>	Rm 30	None	Two-handed	5 GP	Slashing, Piercing
<i>TH Hammer (BRZ, IRN, STL)</i>	Ex/Rm/Fn	Can be all metal for X2 cost (min STR of EX)	Unbalanced no more than one attack per round, Wooden Shaft, weapon shaft may break on a white result on defense, Two-handed	7SP/ 1GP/ 5GP	Bludgeoning
<i>TH Mace</i>	Ex/Ex/Rm	Can be all metal for X2 cost	Wooden Shaft, weapon shaft may break on a white result on defense, Two-handed	1GP/ 2GP/ 6GP	Bludgeoning
<i>TH Quarterstaff (WD, BRZ, IRN, STL)</i>	Gd/Ex/Ex/Rm	None	Reach 10ft, weapon shaft may break on a white result on defense, Two-handed, Civilian	20CP/ 3SP/ 9SP/ 4GP	Bludgeoning

Specialty or Cultural Weapons					
Name	Material Strength	Special Ability	Note	Cost	Damage Type
<i>Bill/Naginata</i>	Gd/Gd/Ex	None	Wooden Shaft, weapon shaft may break on a white result on defense, Reach of 10ft	2SP/6SP/2 GP	Slashing
<i>Cestus/Brass knuckles (BRZ, IRN, STL)</i>	Ex/Ex/Rm	None	-1CS to fighting defense, Civilian, Hidden	4SP/9SP/3 GP	Piercing, bludgeoning
<i>Halberd (IRN, STL)</i>	Ex/Rm	Can be used as a Spear in TH or as a Greataxe	Wooden Shaft, weapon shaft may break on a white result on defense, Reach: 5Ft/10ft, always attacks before shorter weapons when used as a spear, Two-handed	4GP/10GP	Piercing, Slashing
<i>Lance (BRZ, IRN, STL)</i>	Ex/Ex/Rm	Uses Horse Strength/Endurance/Speed on a charge	Shatter on a White or a Red FEAT roll or if DMG is greater than or equal to Material Strength, Reach of 10ft	3SP/8SP/3 GP	Piercing
<i>Longbow</i>	Ex 20	Max damage = material strength/personal STR score	Must be used on foot, Range 150ft, -5CS in melee range, Two-handed, Civilian	4SP	Piercing
<i>Net (Cord, Wire)</i>	Gd/Ex	Force Agility Feat vs Material strength +1CS; failure = entangled and -4CS to all physical checks; No damage	Thrown, Range 15ft, Leather, hard to break +1CS, but cuts easily -1CS, If used to attack max of Gd Bludgeoning, Civilian	50CP/ 9SP	None

<i>Nunchaku (WD, BRZ, IRN, STL)</i>	Gd/Gd/Gd/Ex	Fighting +1CS to attacks -1CS for defense	Wood, weapon breaks on a white result, Civilian, Hidden	40CP/ 2SP/ 7SP/3GP	Bludgeoning
<i>TH Pick (IRN, STL)</i>	Rm/Fn	Can be all metal for X4 cost (Min STR of RM), damages armor on a successful hit permanently reducing it's rank by -1CS once	Unbalanced no more than one attack per round, Wooden Shaft, weapon shaft may break on a white result on defense, Two-handed	2GP/6GP	Piercing
<i>Pike (BRZ, IRN, STL)</i>	Gd/Gd/Ex	None	Wooden Shaft, weapon shaft may break on a white result on defense, Reach: 15ft, always attacks before shorter weapons, within 10ft no attack allowed, Two-handed	2SP/6SP/2GP	Piercing
<i>Rapier (BRZ, IRN, STL)</i>	Gd/Gd/Ex	May use Agility to attack (not defend)	Weapon will break if it strikes a shield or structure of +2CS higher rank, Civilian, Noble	4SP/ 1GP/ 3GP	Piercing
<i>Tonfa (WD, BRZ, IRN, STL)</i>	Gd/Gd/Gd/Ex	Fighting -1CS to attacks +1CS for defense	Wood, weapon breaks on a white result, Civilian, Hidden	30CP/ 2SP/ 7SP/3GP	Bludgeoning
<i>Whip</i>	Gd 10	Can initiate grapple and holds from a distance	Leather, hard to break +1CS, but cuts easily -1CS, Civilian, Hidden	60CP	Slashing

Shields					
Name	Material Strength	Special Ability	Note	Cost	Damage Type
<i>Buckler (WD, BRZ, IRN, STL)</i>	Gd/Gd/Ex/Rm	Pr Body Armor, Can be used as a weapon for -2CS damage	Can be strapped to the arm instead of hand if so -1CS to Fighting and Agility and +1CS Agility vs projectiles, Civilian, Noble	2SP/ 5SP/ 1GP/ 4GP	Bludgeoning
<i>Heater (WD, BRZ, IRN, STL)</i>	Gd/Gd/Ex/Rm	Pr Body Armor or +1CS to defense rolls and +2CS to ranged attack defense, Can be used as a weapon for -1CS damage	None	3SP/ 1GP/ 3GP/ 6GP	Bludgeoning
<i>Scutum (WD, BRZ, IRN, STL)</i>	Gd/Gd/Ex/Rm	Ty Body Armor or +1CS to defense rolls and +3CS to ranged attack defense, Can be used as a weapon for -1CS damage	None	7SP/ 2GP/ 5GP/ 8GP	Bludgeoning
<i>Pavise (WD, BRZ, IRN, STL)</i>	Gd/Gd/Ex/Rm	Gd Body Armor or +2CS to defense rolls and +4CS to ranged attack defense, Must have EX or higher STR to carry, Can be used as a weapon for -1CS damage	Can be planted on the field as mobile cover providing EX Body Armor or +1CS to Armor protection from projectiles	1GP/ 4GP/ 7GP/ 11GP	Bludgeoning

Armor					
Name	Material Strength	Protection	Note	Cost	Equipment
<i>Gambeson</i>	Ty 5	Pr 4	A thick and heavy cloth, Overheat	1SP	Cap, tunic sleeved, Pants, gloves, boots
<i>Cuirboulli (LTR, CRD)</i>	Ty 5	Ty 5	Made from boiled leather or a tough plant	3SP/5SP	Tunic, bracers greaves, boots
<i>Brigandine</i>	Gd 10	Gd 10	Cuirboulli with metal studs	7SP	Cap, tunic, bracers greaves, boots
<i>Breastplate (BRZ, IRN, STL)</i>	Gd/ Gd/ Ex	Gd 10	A metallic breastplate, can be worn over Cuirboulli or Gambeson for Gd 15 protection if made of Steel	1GP/ 2.3GP/ 4GP	Breastplate, helmet
<i>Chain (BRZ, IRN, STL)</i>	Gd/ Gd/ Ex	Gd 15	A metallic coat of small rings, provides Excellent protection against piercing projectiles	4GP/ 4.5GP/ 6GP	Coif, tunic sleeved, greaves or pants, mittens
<i>Scale (SHL, BRZ, IRN, STL)</i>	Gd/ Gd/ Ex/ Rm	Gd 15/Ex 20 -2CS Agility	A suit of armor made of small overlapping scale like plates on cloth or leather, requires 8SP in repairs every time you enter town after a battle; Must have GD or higher STR to wear	4GP/ 6GP/ 7GP/ 9GP	Helm, tunic half sleeve, bracers, greaves with foot covering
<i>Lamellar (LTR, BRZ, IRN, STL)</i>	Gd/ Gd/ Ex/ Rm	Gd 15/Ex 20 -1CS Agility	A series metallic or lacquered square plates laced together on top of leather or cloth; Must have TY or higher STR to wear	5GP/ 8GP/ 10GP/ 13GP	Helm(metal plate), pauldron, breastplate w/skirt, mittens (mail), greaves, bracers, foot covers
<i>Splint (SHL, BRZ, IRN, STL)</i>	Gd/ Gd/ Ex/ Rm	Gd 15/Ex 20 -1CS Agility	Long series of metal plates bound to together in semi-flexible manner ovetop of cloth or leather or both; Must have TY or higher STR to wear	5GP/ 8GP/ 10GP/ 13GP	Helm (metal plate), pauldron, breastplate, mittens (plate), cuisses,

					greaves bracers, boots
<i>Plate (IRN, STL)</i>	Ex/ Rm	(STL) Ex 20 -2CS Agility (IRN) Ex 20 -2CS Agility, -1CS Fighting	A formed set of metallic plates made to fit the human body and envelop it entirely in metal; must have Ex or higher STR to recover from a fall without using 1 turn; must have GD or higher STR to wear	25GP	Helm, pauldron breastplate, greaves, cuisses, boots, upper arm guards, bracers, gauntlets

Note:

1. Shell armor is brittle and sections must be repaired whenever possible, costing 7SP for the repairs.
2. If a weapon strikes an armor of lesser material strength, the armor makes a check to break. On a White FEAT it breaks. The opposite is true if the armor is of a greater material strength than the weapon, on a White FEAT the weapon breaks. This check occurs only once in a conflict between individuals. Both weapons and armors can be repaired from the broke state. If one weapon matches against many individuals wearing different armors, then this check can happen multiple times.
3. A weapon that is "broken" can still be used at a -2CS material strength. It must make it's strength check as if it is a new weapon. This continues until the weapon hits Shift-0 in which case it is totally destroyed
4. An armor that is "broken continues to protect but at a -5 lower level or -1CS whichever is less. It must make the check again at the lower level as if it was a new armor. If the armor continues to fail checks, it stops at Shift 0 where it offers no protection but an still be repaired if taken to a blacksmith. Armor penalties remain and do not lessen with the loss of protection.

Abbreviation: TH=Two Handed, OH=One handed, WD=Wood, BRZ=Bronze, IRN=Iron, STL=Steel, SHL=Shell, CRD=Cord, LTR=Leather, Civilian=Allowable to carry openly in civilized places, Noble=Allowed to carry openly when meeting nobility/leadership, Hidden=Bonus +4CS to hiding weapon

Money Conversion and Prices

1000CP	10SP	1GP
1SP	100CP	

Items	Prices	Items	Prices
1 Cattle	3SP	Bag of Flour (2lbs)	1CP
1 Sheep	1SP	Spade & Shovel (Wood)	15 CP
1 Chicken	15CP	Anvil	20 SP
Warhorse	40GP-80GP	Wine (Gallon)	5CP – 12 CP
Draft Horse	20SP	Ale (Gallon)	2CP – 3CP
Hammer (for work)	25CP	Dried Fruit (Per lb)	5CP – 10CP
Rations low quality-high quality (per day)	10CP-30CP	Oats (per 25lbs)	1SP
A Meal	3CP-15CP		
1 dozen eggs	1CP		
A book	1GP		
Cottage (Rent yearly) ¹	5SP		
Craftsman House (Rent yearly)	20SP		
Cottage (Construct/purchase)	2GP		
Craftsman House (Construct/Purchase)	15GP		
Merchant House (Construct/Purchase)	90GP		
Guild Hall (Construct/Purchase)	150GP		
Stone Tower	350GP		
Castle	3000GP		
Shoes ²	20CP		
Boots	55CP		
Hat	10CP		
Tunic (Cheap)	15CP		
Tunic (Wealthy)	2SP		
Tunic (Nobility)	5SP		
Cart	3SP		
Chariot	3GP		
Barge (boat)	10GP		
Candles (per lb.)	2CP		
Barrel	20CP		
Bottle	60CP		
Ceramic Cooking Pot	1CP		
Iron Cooking Pot	15CP		
Silver Jewelry	8SP		
Gold Jewelry	2GP		
Knight (per day)	3SP		

¹ Think a shack

² Shoes of all kinds are very expensive

10 Mounted Archers (per day)	1SP 30CP		
Captain (per day)	1SP		
Lieutenant (per day)	50CP		
10 Basic Infantry (per day)	60CP		
Laborer (per year/day)	1GP/2.5CP		
Craftsman-Master (per day)	6CP		
Low Nobility (Income)	400GP		
High Nobility (Income)	8,000GP		
Ruler (Income) Mid size kingdom	50,000GP		