

FAVOR OF THE GODS - EQUIPMENT

NAME	BONUS	DURABILITY	ASPECTS	COST	CATEGORY	TYPE
Arming sword or short sword	2d6	3	Parry, prestigious	170	One-handed	Melee
Brass knuckles or fist dagger	1d6	2	Inconspicuous, quick, unarmed	20	One-handed	Melee
Crude Club	2d6	1	-	2	One-handed	Melee
Dagger	1d6	3	Inconspicuous, parry, quick	120	One-handed	Melee
Estoc	2d6	3	Armor-piercing, parry	145	One-handed	Melee
Hatchet, hammer or sickle	1d6	2	Inconspicuous	10	One-handed	Melee
Knife or seax	1d6	2	Inconspicuous, quick	15	One-handed	Melee
Mace or war club	2d6	2	Shattering	30	One-handed	Melee
Morning star or war flail	2d6	2	Intimidating, unpredictable	30	One-handed	Melee
Short spear	2d6	2	Quick, short range	15	One-handed	Melee, Throwing
Torch	1d6	1	Flammable, quick, unpredictable	3	One-handed	Melee, Throwing
War axe	2d6	2	Cleaving	30	One-handed	Melee
Warhammer (bec de corbin)	2d6	2	Armor-piercing	30	One-handed	Melee
Heavy javelin or harpoon	2d6	2	Armor-piercing, short range	30	One-handed	Melee, Throwing
Javelin	2d6	1	Short range	10	One-handed	Melee, Throwing
Throwing knife or war dart (plumbata)	1d6	2	Quick, short range	10	One-handed	Throwing
Throwing axe	2d6	2	Quick, short range	15	One-handed	Throwing
Sling	2d6	1	Inconspicuous, long range, unwieldy	5	One-handed	Ranged
Matchlock pistol	2d6	1	Armor-piercing, firepower, reload, loud, misfire (20%), short range, triggered	240	One-handed	Ranged
Awl pike	4d6	2	Armor-piercing, long	75	Two-handed	Melee
Axe	3d6	2	Cleaving, unwieldy	20	Two-handed	Melee
Bastardsword	4d6	3	Parry, prestigious	220	Two-handed	Melee
Flail	3d6	2	Unpredictable, unwieldy	20	Two-handed	Melee
Great war club or wooden hammer	4d6	2	Shattering, unwieldy	60	Two-handed	Melee
Great knife (messer)	4d6	3	Cleaving, parry	75	Two-handed	Melee
Great mace	4d6	2	Armor-piercing, shattering, unwieldy	60	Two-handed	Melee
Great morning star	4d6	2	Intimidating, shattering, unpredictable, unwieldy	60	Two-handed	Melee
Great war axe	4d6	2	Cleaving, unwieldy	60	Two-handed	Melee
Great war flail	4d6	2	Intimidating, unpredictable, unwieldy	60	Two-handed	Melee
Great warhammer	4d6	2	Armor-piercing, shattering, unwieldy	60	Two-handed	Melee
Greatsword	4d6	3	Cleaving, intimidating, long, prestigious, unwieldy	300	Two-handed	Melee
Halberd, poleaxe, bill hook, bardiche or glaive	4d6	2	Cleaving, long, unwieldy	60	Two-handed	Melee
Large crude club	4d6	1	Unwieldy	5	Two-handed	Melee
Quarterstaff	3d6	2	Inconspicuous, long, quick, unwieldy	15	Two-handed	Melee
Spear or lance	4d6	2	Long	20	Two-handed	Melee
Crossbow	3d6	1	Armor-piercing, long range, reload, triggered	150	Two-handed	Ranged
Crude Bow	3d6	1	Long range	30	Two-handed	Ranged
Longbow	3d6	1	Armor-piercing, long range, unwieldy	60	Two-handed	Ranged
Matchlock Musket	4d6	1	Armor-piercing, firepower, long range, reload, loud, misfire (20%), triggered	320	Two-handed	Ranged
Recurve bow	3d6	1	Armor-piercing, long range	75	Two-handed	Ranged
Staff sling or fustibalus	3d6	1	Long range, unwieldy	7	Two-handed	Ranged
Bow arrows (10)	0	-	-	20	-	Ammo
Bow flame arrows (10)	-1d6	-	Flammable	30	-	Ammo

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Bow signal arrows (1)	-1d6	-	Whistling	4	-	Ammo
Crossbow bolts (10)	0	-	-	20	-	Ammo
Crossbow flame bolts (10)	-1d6	-	Flammable	30	-	Ammo
Gunpowder (10)	0	-	-	80	-	Ammo
Lead balls (10)	0	-	Shattering	5	-	Ammo
Stones (10)	0	-	-	1	-	Ammo
Gambeson or padded leather armor	1d6	2	-	300	Light	Armor
Padded chain mail or half plate	2d6	3	Loud	800	Medium	Armor
Lamellar, scale or plate armor	3d6	4	Gauntlets, loud, prestigious	2000	Heavy	Armor
Buckler or small round shield	1d6	2	Quick	35	Light	Shield
Big round shield or kite shield	2d6	3	-	70	Medium	Shield
Tower shield or large oval shield	2d6	3	Cover	120	Heavy	Shield
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