

# THE COMPLETE ARMORY



COMBINED WEAPONS AND ARMOR  
FOR ZWEIHÄNDER AND MAIN GAUCHE

POWERED BY

**ZWEIHÄNDER**  
GRIM & PERILOUS RPG

# ~ THE COMPLETE ARMORY ~



Other kids in Junior High School could list all the U.S. State Capitols, or recite the elements on the Periodic Table. While I respected those useful life skills, I could rattle off a dozen variant Pole Arms without breaking a sweat. Bec de corbin, Bill-Guisarme, Fauchard, Glaive, Halberd, etc. I also knew their damage vs. opponent size and weight in gold. I suppose if you are looking at this file, you understand. It's not the size of the weapon that matters -- it's the number of seemingly unnecessary hooks, spikes, hammers and blades.

This file is my attempt to easily bring all of the Zweihänder and Main Gauche weapons, armor and war machines together in a single easy to read, quick reference document. There is no original content in here, just a reformatting of the material. While I actually built this out for my own personal use, with the Creative Commons license, it seemed like a good idea to share this out to other fans of Zweihänder.

I hope you find it useful.

Jaime

**Note:** Items from Main Gauche are in *Italics*.

Please email any comments, suggestions or errata to [mrjamela@gmail.com](mailto:mrjamela@gmail.com)

Version 1.1

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## SIMPLE MELEE WEAPONS

| WEAPON                 | LOAD | HANDLING   | DISTANCE         | QUALITIES                       | TYPE            | ALT DMG | ENC  | PRICE  |
|------------------------|------|------------|------------------|---------------------------------|-----------------|---------|------|--------|
| Bare-handed            | 0    | One        | Engaged          | Pummeling, Slow                 | Brawling        | BB      | None | None   |
| <i>Baselard</i>        | 0    | One        | Engaged          | Fast, Finesse, Light, Weak      | Bladed          | CB      | 1    | 1gc    |
| Blackjack              | 0    | One        | Engaged          | Powerful, Pummeling             | Brawling        | CB      | 1    | 2ss    |
| <i>Bollock Dagger</i>  | 0    | One        | Engaged          | Slow, Vicious, Weak             | Bladed          | CB      | 1    | 10ss   |
| Bullwhip               | 0    | One        | Engaged or 1 yd. | Entangling, Ineffective, Reach  | Crushing        | None    | 1    | 5ss    |
| <i>Cestus</i>          | 0    | One        | Engaged          | Light, Pummeling                | Brawling        | BB      | 1    | 8bp    |
| Cudgel                 | 0    | One        | Engaged          | Light, Powerful, Weak           | Crushing        | CB      | 1    | 5ss    |
| Dirk                   | 0    | One        | Engaged          | Fast, Finesse, Light, Weak      | Bladed          | AB      | 1    | 5ss    |
| <i>Dusack</i>          | 0    | One        | Engaged          | Slow, Punishing, Weak           | Bladed          | CB      | 1    | 7ss    |
| <i>Fauchard</i>        | 0    | Two        | Engaged or 1 yd. | Entangling, Reach, Weak         | Bladed          | CB+1    | 3    | 7ss    |
| Fire-hardened Spear    | 0    | One or Two | Engaged or 1 yd. | Adaptable, Reach, Weak          | Bladed          | CB+1    | 2    | 7ss    |
| <i>Foil</i>            | 0    | One        | Engaged          | Binding, Finesse, Weak          | Bladed          | AB      | 1    | 3gc    |
| Garrote                | 0    | Two        | Engaged          | Entangling, Fast, Ineffective   | Brawling        | None    | 1    | 2ss    |
| <i>Hunting Sword</i>   | 0    | One        | Engaged          | Finesse, Light, Vicious, Weak   | Bladed          | AB      | 2    | 2gc    |
| Improvised Hand Weapon | 0    | One        | Engaged          | Pummeling                       | Varies          | BB      | 1    | Varies |
| <i>Khopesh</i>         | 0    | One        | Engaged          | Slow, Vicious, Weak             | Bladed          | CB+1    | 1    | 1gc    |
| Knuckleduster          | 0    | One        | Engaged          | Fast, Pummeling                 | Brawling        | BB      | 1    | 7ss    |
| <i>Pick Axe</i>        | 0    | Two        | Engaged          | Slow, Punishing, Weak           | Bladed          | CB+1    | 2    | 2ss    |
| <i>Pilgrim's Staff</i> | 0    | Two        | Engaged          | Defensive, Powerful, Pummeling  | Crushing        | BB+1    | 2    | 2ss    |
| <i>Pitchfork</i>       | 0    | Two        | Engaged or 1 yd. | Reach, Slow, Weak               | Bladed          | CB+1    | 2    | 2ss    |
| Rapier                 | 0    | One        | Engaged          | Fast, Finesse, Weak             | Bladed          | AB+1    | 1    | 5gc    |
| <i>Scythe</i>          | 0    | Two        | Engaged          | Powerful, Slow, Vicious, Weak   | Bladed          | CB+1    | 3    | 4ss    |
| Shiv                   | 0    | One        | Engaged          | Fast, Weak                      | Bladed          | CB      | 1    | 2ss    |
| <i>Sickle</i>          | 0    | One        | Engaged          | Finesse, Slow, Vicious, Weak    | Bladed          | AB      | 2    | 3ss    |
| Splitting Maul         | 0    | Two        | Engaged          | Slow, Weak                      | Bladed          | CB+1    | 3    | 4ss    |
| Staff                  | 0    | One or Two | Engaged          | Adaptable, Defensive, Pummeling | Crushing        | BB      | 2    | 1ss    |
| <i>Swordstick</i>      | 0    | One        | Engaged          | Finesse, Weak                   | Bladed/Crushing | AB      | 1    | 3gc    |
| Stiletto               | 0    | One        | Engaged          | Fast, Vicious, Weak             | Bladed          | CB      | 1    | 1gc    |
| Threshing Flail        | 0    | One or Two | Engaged          | Adaptable, Weak                 | Crushing        | CB      | 2    | 1ss    |
| <i>Trident</i>         | 0    | One or Two | Engaged          | Adaptable, Finesse, Weak        | Bladed          | AB      | 2    | 4ss    |
| <i>Trident Dagger</i>  | 0    | One        | Engaged          | Binding, Light, Weak            | Bladed          | CB      | 1    | 1gc    |
| Woodman's Axe          | 0    | One or Two | Engaged          | Adaptable, Slow, Weak           | Bladed          | CB      | 2    | 4ss    |

## MARTIAL MELEE WEAPONS

| WEAPON                    | LOAD | HANDLING   | DISTANCE         | QUALITIES                         | TYPE             | ALT DMG | ENC | PRICE |
|---------------------------|------|------------|------------------|-----------------------------------|------------------|---------|-----|-------|
| <i>Backsword</i>          | 0    | One        | Engaged          | Finesse, Light, Vicious           | Bladed           | AB+1    | 2   | 7gc   |
| <i>Barbed Spear</i>       | 0    | One or Two | Engaged          | Adaptable, Fast, Vicious          | Bladed           | CB+1    | 2   | 1gc   |
| <i>Battle Axe</i>         | 0    | One or Two | Engaged          | Adaptable, Slow                   | Bladed           | CB+2    | 2   | 2gc   |
| <i>Bec de Corbin</i>      | 0    | Two        | Engaged          | Fast, Powerful                    | Bladed, Crushing | CB+2    | 3   | 4gc   |
| <i>Bohemian Ear spoon</i> | 0    | Two        | Engaged          | Defensive, Vicious                | Bladed           | CB+2    | 3   | 5gc   |
| <i>Claymore</i>           | 0    | One or Two | Engaged          | Adaptable, Punishing, Slow        | Bladed           | CB+2    | 2   | 10gc  |
| <i>Court Sword</i>        | 0    | One        | Engaged          | Fast, Finesse                     | Bladed           | AB+2    | 1   | 7gc   |
| <i>Demilance</i>          | 0    | Two        | Engaged or 1 yd. | Powerful, Reach                   | Bladed           | CB+2    | 2   | 1gc   |
| <i>Estoc</i>              | 0    | One or Two | Engaged          | Adaptable, Finesse                | Bladed           | AB+2    | 2   | 7gc   |
| <i>Falchion</i>           | 0    | One or Two | Engaged          | Adaptable, Vicious                | Bladed           | CB+1    | 2   | 7gc   |
| <i>Flammard Rapier</i>    | 0    | One        | Engaged          | Binding, Defensive, Finesse, Weak | Bladed           | AB+2    | 1   | 5gc   |
| <i>Flanged Mace</i>       | 0    | One        | Engaged          | Powerful                          | Crushing         | CB+1    | 1   | 5gc   |
| <i>Gauntlet-Sword</i>     | 0    | One        | Engaged          | Arming, Finesse, Sword            | Bladed           | AB      | 2   | 7gc   |
| <i>Glaive</i>             | 0    | Two        | Engaged or 1 yd. | Reach, Vicious                    | Bladed           | CB+3    | 3   | 2gc   |
| <i>Great Sword</i>        | 0    | Two        | Engaged or 1 yd. | Finesse, Reach, Slow              | Bladed           | AB+3    | 3   | 12gc  |
| <i>Guisarme</i>           | 0    | Two        | Engaged or 1 yd. | Entangling, Finesse, Reach        | Bladed           | AB+2    | 3   | 4gc   |
| <i>Halberd</i>            | 0    | Two        | Engaged or 1 yd. | Powerful, Reach, Slow             | Bladed           | CB+2    | 3   | 5gc   |
| <i>Katzbalger</i>         | 0    | One        | Engaged          | Defensive, Weak                   | Bladed           | CB      | 1   | 2gc   |
| <i>Lochaber Axe</i>       | 0    | One or Two | Engaged          | Adaptable, Powerful               | Bladed           | CB+2    | 2   | 2gc   |
| <i>Main Gauche</i>        | 0    | One        | Engaged          | Defensive, Finesse, Weak          | Bladed           | AB      | 1   | 1gc   |
| <i>Man-catcher</i>        | 0    | Two        | Engaged or 1 yd. | Arming, Entangling, Reach, Weak   | Crushing         | CB+1    | 3   | 7gc   |
| <i>Military Fork</i>      | 0    | One or Two | Engaged          | Adaptable, Finesse                | Bladed           | AB+2    | 2   | 7gc   |
| <i>Military Lance</i>     | 0    | One or Two | Engaged or 1 yd. | Powerful, Reach, Vicious          | Bladed           | CB+3    | 3   | 1gc   |
| <i>Military Pike</i>      | 0    | Two        | Engaged          | Slow, Powerful, Punishing         | Bladed           | CB+2    | 3   | 5gc   |
| <i>Misericorde</i>        | 0    | One        | Engaged          | Fast, Finesse                     | Bladed           | AB      | 1   | 2gc   |
| <i>Morgenstern</i>        | 0    | One or Two | Engaged          | Adaptable, Powerful, Vicious      | Crushing         | CB+2    | 2   | 5gc   |
| <i>Mortuary Sword</i>     | 0    | One        | Engaged          | Vicious                           | Bladed           | CB+1    | 1   | 10gc  |
| <i>Pike</i>               | 0    | Two        | Engaged or 1 yd. | Finesse, Reach                    | Bladed           | CB+3    | 3   | 1gc   |
| <i>Pole Cleaver</i>       | 0    | Two        | Engaged or 1 yd. | Reach                             | Bladed           | CB+3    | 3   | 4gc   |
| <i>Rondel Dagger</i>      | 0    | One or Two | Engaged          | Adaptable, Vicious, Weak          | Bladed           | CB      | 1   | 1gc   |
| <i>Sabre</i>              | 0    | One        | Engaged          | Defensive                         | Bladed           | CB+1    | 1   | 6gc   |
| <i>Sparth Axe</i>         | 0    | Two        | Engaged          | Punishing, Slow, Vicious          | Bladed           | CB+3    | 3   | 2gc   |

| MARTIAL MELEE WEAPONS | LOAD | HANDLING   | DISTANCE         | QUALITIES                 | TYPE     | ALT DMG | ENC | PRICE |
|-----------------------|------|------------|------------------|---------------------------|----------|---------|-----|-------|
| <i>Swagger Stick</i>  | 0    | One        | Engaged          | Powerful, Pummeling, Slow | Crushing | BB      | 1   | 1gc   |
| <i>Swordbreaker</i>   | 0    | One        | Engaged          | Breaker, Finesse, Weak    | Bladed   | AB      | 1   | 8ss   |
| <i>Tulwar</i>         | 0    | One        | Engaged          | Fast, Finesse             | Bladed   | AB      | 1   | 7gc   |
| <i>Urumi</i>          | 0    | One        | Engaged          | Distraction, Fast, Weak   | Bladed   | CB      | 2   | 2gc   |
| <i>Voulge</i>         | 0    | Two        | Engaged or 1 yd. | Reach, Vicious            | Bladed   | CB+2    | 3   | 4gc   |
| <i>War Chopper</i>    | 0    | One or Two | Engaged          | Adaptable, Slow, Vicious  | Bladed   | CB+1    | 1   | 7gc   |
| <b>War Hammer</b>     | 0    | Two        | Engaged          | Powerful, Slow            | Crushing | CB+3    | 3   | 5gc   |
| <b>Zweihänder</b>     | 0    | Two        | Engaged or 1 yd. | Punishing, Reach, Slow    | Bladed   | CB+3    | 3   | 12gc  |

## SIMPLE RANGED WEAPONS

| WEAPON                      | LOAD | HANDLING | DISTANCE       | QUALITIES                                 | TYPE          | ALT DMG | ENC | PRICE  |
|-----------------------------|------|----------|----------------|-------------------------------------------|---------------|---------|-----|--------|
| <i>Blowpipe</i>             | 1 AP | One      | 1 + [PB] Yards | Fast, Ineffective, Throwing               | Missile       | None    | 1   | 1gc    |
| <b>Blunderbus</b>           | 4 AP | Two      | 3 + [PB] Yards | Gunpowder, Shrapnel, Volatile, Weak       | Gunpowder     | CB      | 3   | 13gc   |
| <b>Bolas</b>                | 1 AP | One      | 1 + [PB] Yards | Entangling, Ineffective, Throwing         | Missile       | None    | 1   | 2ss    |
| <b>Bottle Bomb</b>          | 1 AP | One      | 1 + [PB] Yards | Fiery, Ineffective, Throwing, Volatile    | Missile       | CB      | 1   | 12ss   |
| <b>Francisca</b>            | 1 AP | One      | 1 + [PB] Yards | Throwing, Weak                            | Missile       | CB+1    | 1   | 2gc    |
| <i>Glass Grenade</i>        | 1 AP | One      | 1 + [PB] Yards | Gas, Ineffective, Throwing                | Wytch-Science | None    | 2   | -      |
| <b>Hunting Bow</b>          | 1 AP | Two      | 9 + [PB] Yards | Finesse, Weak                             | Missile       | AB+1    | 3   | 4gc    |
| <b>Imp. Throwing Weapon</b> | 1 AP | One      | 1 + [PB] Yards | Pummeling, Slow, Throwing                 | Missile       | BB      | 1   | Varies |
| <b>Javelin</b>              | 1 AP | One      | 3 + [PB] Yards | Throwing, Weak                            | Missile       | CB      | 1   | 6ss    |
| <i>Lasso</i>                | 2 AP | Two      | 1 + [PB] Yards | Arming, Entangling, Ineffective, Throwing | Missile       | None    | 2   | 5ss    |
| <b>Light Crossbow</b>       | 2 AP | Two      | 6 + [PB] Yards | Fast, Punishing, Weak                     | Missile       | CB+1    | 3   | 3gc    |
| <i>Net</i>                  | 2 AP | One      | 1 + [PB] Yards | Entangling, Ineffective, Throwing         | Missile       | None    | 2   | 5ss    |
| <b>Shepherd's Sling</b>     | 1 AP | One      | 3 + [PB] Yards | Fast, Throwing, Weak                      | Missile       | CB      | 1   | 2ss    |
| <i>Smoke Bomb</i>           | 1 AP | One      | 1 + [PB] Yards | Ineffective, Smoke, Throwing              | Missile       | None    | 1   | 10ss   |
| <i>Staff Sling</i>          | 2 AP | Two      | 3 + [PB] Yards | Fast, Pummeling, Throwing                 | Missile       | BB      | 1   | 6ss    |
| <b>Throwing Knife</b>       | 1 AP | One      | 1 + [PB] Yards | Fast, Finesse, Throwing, Weak             | Missile       | AB      | 1   | 1gc    |
| <i>Throwing Star</i>        | 1 AP | One      | 1+[PB] Yards   | Distraction, Fast, Ineffective, Throwing  | Bladed        | None    | 1   | 1gc    |

## MARTIAL RANGED WEAPONS

| WEAPON                    | LOAD | HANDLING | DISTANCE        | QUALITIES                                                  | TYPE          | ALT DMG | ENC | PRICE |
|---------------------------|------|----------|-----------------|------------------------------------------------------------|---------------|---------|-----|-------|
| Arbalest Crossbow         | 2 AP | Two      | 9 + [PB] Yards  | Fast, Punishing                                            | Missile       | CB+2    | 3   | 5gc   |
| Arquebus                  | 4 AP | Two      | 6 + [PB] Yards  | Gunpowder, Volatile                                        | Gunpowder     | CB+2    | 3   | 33gc  |
| <i>Cast-Iron Grenade</i>  | 2 AP | One      | 1 + [PB] Yards  | Detonate, Gunpowder, Throwing, Volatile                    | Gunpowder     | BB+1    | 2   | 3gc   |
| Composite Bow             | 2 AP | Two      | 12 + [PB] Yards | Fast, Finesse                                              | Missile       | AB+2    | 3   | 7gc   |
| Dragon Pistol             | 4 AP | One      | 1 + [PB] Yards  | Gunpowder, Shrapnel, Volatile, Weak                        | Gunpowder     | CB      | 2   | 40gc  |
| Dueling Pistol            | 3 AP | One      | 3 + [PB] Yards  | Gunpowder                                                  | Gunpowder     | CB+2    | 2   | 50gc  |
| Flintlock Pistol          | 3 AP | One      | 3 + [PB] Yards  | Gunpowder, Volatile                                        | Gunpowder     | CB+1    | 2   | 20gc  |
| <i>Hand Bombard</i>       | 4 AP | Two      | 3 + [PB] Yards  | Detonate, Gunpowder, Volatile                              | Gunpowder     | CB+2    | 3   | 68gc  |
| <i>Handcannon</i>         | 2 AP | One      | 3 + [PB] Yards  | Gunpowder, Punishing, Recoil, Volatile                     | Gunpowder     | CB+1    | 2   | 34gc  |
| Longbow                   | 1 AP | Two      | 12 + [PB] Yards | Finesse                                                    | Missile       | AB+2    | 3   | 5gc   |
| Musket                    | 4 AP | Two      | 9 + [PB] Yards  | Gunpowder                                                  | Gunpowder     | CB+3    | 3   | 67gc  |
| <i>Rampart Gun</i>        | 6 AP | Two      | 15 + [PB] Yards | Brace, Gunpowder, Powerful, Punishing, Vicious             | Gunpowder     | CB+3    | 6   | 154gc |
| <i>Repeating Crossbow</i> | 4 AP | Two      | 6 + [PB] Yards  | Fast, Punishing, Repeating                                 | Missile       | CB+2    | 3   | 10gc  |
| Three-Barrel Pistol       | 4 AP | One      | 3 + [PB] Yards  | Gunpowder, Repeating, Volatile                             | Gunpowder     | CB      | 2   | 83gc  |
| <i>Wytchfyre Jezzail</i>  | 4 AP | Two      | 12 + [PB] Yards | Finesse, Gunpowder, Volatile, Wytchfyre                    | Wytch-Science | AB+2    | 4   | 603gc |
| <i>Wytchfyre Pistol</i>   | 3 AP | One      | 9 + [PB] Yards  | Finesse, Gunpowder, Vicious, Volatile, Wytchfyre           | Wytch-Science | AB+1    | 2   | 403gc |
| <i>Wytchfyre Thrower</i>  | 4 AP | Two      | 3 + [PB] Yards  | Brace, Gunpowder, Repeating, Shrapnel, Volatile, Wytchfyre | Wytch-Science | CB+2    | 6   | 503gc |

## WEAPON QUALITIES

| QUALITY              | DESCRIPTION                                                                                                                                                                                                                                                              |
|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Adaptable</b>     | Whenever weapons of this Quality are held in two hands instead of one for Attack Actions, add +1 to Damage.                                                                                                                                                              |
| <b>Arming</b>        | Weapons of this Quality cannot be Disarmed from their wielder.                                                                                                                                                                                                           |
| <b>Binding</b>       | Whenever a foe is threatened with Disarm with a weapon of this Quality, they suffer a -10 Base Chance when Resisting its effects.                                                                                                                                        |
| <b>Breaker</b>       | Whenever weapons of this Quality successfully Parry a melee weapon with the Finesse Quality, its wielder can spend 1 Action Point to force the attacking foe to Resist with a Warfare Test. If they fail, the foe's weapon gains the Ruined! Quality.                    |
| <b>Brace</b>         | A wielder of a weapon with this Quality cannot Charge, Maneuver or Run.                                                                                                                                                                                                  |
| <b>Castle-Forged</b> | Armor, weapons and shields of this Quality cannot acquire the Ruined! Quality, outside of special exceptions by the GM.                                                                                                                                                  |
| <b>Defensive</b>     | Shields and weapons of this Quality add a +10 Base Chance to Parry.                                                                                                                                                                                                      |
| <b>Detonate</b>      | Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. In addition, Detonate weapons always inflict a Grievous Injury whenever a target suffers Damage.                                                                          |
| <b>Distraction</b>   | Immediately after Taking Aim at an Engaged foe, weapons and shields of this Quality force the foe to Resist Dirty Tricks.                                                                                                                                                |
| <b>Entangling</b>    | Immediately after striking a foe, weapons of this Quality forces a foe to Resist either a Chokehold or Takedown. In addition, whenever a foe is threatened with a Chokehold or Takedown with this weapon, they must flip the results to fail when Resisting its effects. |

## WEAPON QUALITIES (CONT)

| QUALITY             | DESCRIPTION                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|---------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Fast</b>         | Whenever a foe is struck by weapons of this Quality, they suffer a -10 Base Chance to Dodge or Parry.                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Fiery</b>        | After a foe is struck with a weapon of this Quality, both the foe and one other combatant who is Engaged with them must succeed at a Coordination Test or be set On Fire.                                                                                                                                                                                                                                                                                                                       |
| <b>Finesse</b>      | Weapons of this Quality always reference [AB] whenever dealing Damage, instead of [CB].                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Gas</b>          | Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. The Gas effects remain immobile for 1D10+1 minutes, but a heavy wind will disperse it after one minute has passed.                                                                                                                                                                                                                                                                               |
| <b>Gunpowder</b>    | Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons cannot be Dodged or Parried.                                                                                                                                                                                                                                                                                                                                                        |
| <b>Immolate</b>     | After a foe is struck with a weapon of this Quality, they must succeed at a Coordination Test or be set On Fire. The weapon is immediately extinguished after a successful attack, until relit.                                                                                                                                                                                                                                                                                                 |
| <b>Ineffective</b>  | Weapons and shields of this Quality cannot deal Damage or inflict Injuries.                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Light</b>        | Whenever weapons or shields of this Quality are held in your off-hand when attacking with a melee weapon in your primary hand, add +1 to Total Damage.                                                                                                                                                                                                                                                                                                                                          |
| <b>Maker's Mark</b> | Weapons of this Quality gain a +5 Base Chance to strike.                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>Powerful</b>     | Immediately after striking an Engaged foe, weapons of this Quality force a foe to Resist with Toughness or be shoved out of the Engagement.                                                                                                                                                                                                                                                                                                                                                     |
| <b>Pummeling</b>    | Weapons of this Quality always refer to [BB] whenever inflicting Damage, instead of [CB]. Pummeling weapons can only inflict Moderate Injuries, never Serious or Grievous Injuries. Finally, Pummeling weapons cannot be used to cause Bleeding.                                                                                                                                                                                                                                                |
| <b>Punishing</b>    | Immediately after striking a foe, weapons of this Quality may add a 1D6 Fury Die to Total Damage in exchange for spending 1 additional AP on this Turn.                                                                                                                                                                                                                                                                                                                                         |
| <b>Reach</b>        | Weapons of this Quality may strike a foe a wielder is Engaged with or standing one yard away from outside of an Engagement. In addition, foes who are armed with a Reach weapon can make an Opportunity Attack whenever someone Charges or Runs toward them.                                                                                                                                                                                                                                    |
| <b>Recoil</b>       | After being fired, weapons of this Quality force its wielder to Resist with Toughness or be shoved out of the Engagement. If they Critically Fail this Skill Test, they also suffer an Injury, based on their current Damage Condition. If Moderately Wounded, they suffer a Hyperextended Elbow; if Seriously Wounded, they suffer from a Stress Fracture; and if Grievously Wounded, they suffer a Splintered Elbow. Finally, these weapons require three ammunitions to Load instead of one. |
| <b>Repeating</b>    | Ranged weapons of this Quality can be fired up to three times without having to spend APs to load.                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>Ruined</b>       | Weapons of this Quality suffer a -3 penalty to Total Damage.                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Shrapnel</b>     | Whenever a weapon with this Quality is fired, it affects multiple targets in a Cone Template.                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Slow</b>         | Whenever a foe is struck by weapons of this Quality, they gain a +10 Base Chance to Dodge or Parry its Damage.                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>Smoke</b>        | Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. The Smoke's effects remain immobile for 1D10+1 minutes, but a heavy wind will disperse it after one minute has passed. Those who stand inside or fire into the Smoke cannot use the Medium or Long Distance values of ranged weapons, while attacks made with weapons or Magick outside of Engaged suffer additional penalties to strike.                                                        |
| <b>Throwing</b>     | Weapons of this Quality do not have a Medium or Long Distance increment for ranged weapons.                                                                                                                                                                                                                                                                                                                                                                                                     |
| <b>Vicious</b>      | Weapons of this Quality grant an additional 1D6 Chaos Die to determine whether a wielder inflicts an Injury upon a foe.                                                                                                                                                                                                                                                                                                                                                                         |
| <b>Volatile</b>     | When a wielder Critically Fails an Attack Action or Perilous Stunt using weapons of this Quality, roll a 1D6 Chaos Die. On a result of '1' to '5', the weapon misfires, requiring an hour to clean and repair. On a result of face '6', it explodes, destroying the weapon and dealing 2D10+2 Damage from fire to its wielder. This Damage cannot be Dodged, Parried or Resisted.                                                                                                               |
| <b>Weak</b>         | Weapons of this Quality can only inflict Moderate or Serious Injuries, never Grievous Injuries.                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>Wytchfyre</b>    | Weapons of this Quality must be Loaded with gunpowder and shot, along with a pyreshot of Wytchfyre, in order to be used. After a foe is struck with this weapon, they must succeed at a Coordination Test or be set On Fire. Finally, a foe suffers 3 Corruption whenever they suffer Damage from these weapons.                                                                                                                                                                                |

## ARMOR

| ARMOR           | DAM. THRESH. MOD. | QUALITIES          | ENC | PRICE  |
|-----------------|-------------------|--------------------|-----|--------|
| Clothing        | 0                 | Dangerous, Natural | 0   | Varies |
| Fur or Hide     | 1                 | None               | 3   | 6gc    |
| Quilted         | 1                 | None               | 2   | 11gc   |
| Leather         | 2                 | None               | 3   | 20gc   |
| Brigandine      | 3                 | None               | 4   | 33gc   |
| <i>Ringmail</i> | 3                 | None               | 5   | 28gc   |
| Mail            | 4                 | Heavy              | 5   | 65gc   |
| Munitions Plate | 5                 | Heavy              | 5   | 88gc   |
| <i>Scale</i>    | 5                 | Heavy              | 7   | 77gc   |
| Full Plate      | 6                 | Heavy              | 6   | 179gc  |

## SHIELDS

| SHIELD                 | HANDLING | QUALITIES                 | ENC | PRICE |
|------------------------|----------|---------------------------|-----|-------|
| Buckler                | One      | Defensive                 | 1   | 1gc   |
| <i>Lantern Shield</i>  | One      | Distraction, Light        | 2   | 3gc   |
| <i>Mantle</i>          | One      | Distraction, Ineffective  | 1   | 3gc   |
| Metal                  | One      | Defensive, Protective     | 2   | 3gc   |
| <i>Pavise</i>          | Two      | Free-Standing, Protective | 3   | 4gc   |
| <i>Unrimmed Shield</i> | One      | Ineffective, Splintered   | 1   | 2ss   |
| Wooden                 | One      | Defensive, Light          | 1   | 2gc   |

## ARMOR QUALITIES

| QUALITY         | DESCRIPTION                                                                                                                                                                  |
|-----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Dangerous       | Clothing or armor of this Quality cannot adequately protect you from harm. Should you suffer an Injury during this time without wearing a suit of armor, you begin to Bleed. |
| <i>Flexible</i> | Armor of this Quality allows its wearer to Dodge attacks using Athletics.                                                                                                    |
| Heavy           | Armor of this Quality prohibits the use of Incantation Skill to cast Magick and Coordination in order to Dodge attacks.                                                      |
| Natural         | Armor of this Quality adds a +10 Base Chance to Dodge attacks.                                                                                                               |

## SHIELD QUALITIES

| QUALITY              | DESCRIPTION                                                                                                                                                                                                                                                                                                                                                    |
|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Defensive</b>     | Shields of this Quality add a +10 Base Chance to Parry                                                                                                                                                                                                                                                                                                         |
| <b>Distraction</b>   | Immediately after Taking Aim at an Engaged foe, weapons and shields of this Quality forces the foe to Resist Dirty Tricks                                                                                                                                                                                                                                      |
| <b>Free-Standing</b> | Shields of this Quality must be affixed into the ground for 1 AP to be useful. Once affixed, it provides medium cover for purposes of Take Cover. In addition, a single person who is Engaged with the shield can take advantage of the shield's Protective Quality (despite not wielding it in-hand). If left unfixed, a shield with this Quality is useless. |
| <b>Ineffective</b>   | Weapons and shields of this Quality cannot deal Damage or inflict Injuries                                                                                                                                                                                                                                                                                     |
| <b>Light</b>         | Whenever weapons or shields of this quality are held in the off-hand while attacking with a melee weapon in the primary hand, add +1 to Total Damage.                                                                                                                                                                                                          |
| <b>Protective</b>    | Shields of this Quality can be used to Parry any Attack Action made with a ranged weapon.                                                                                                                                                                                                                                                                      |
| <b>Splintered</b>    | Immediately after the wielder of a shield with this Quality suffers Damage from a melee or ranged weapon, they can spend a Fortune Point to automatically ignore it. The shield is then destroyed.                                                                                                                                                             |

## SPECIAL MATERIALS

| MATERIAL             | BENEFIT                                                                                                                                                                                                                                                                                                                                                                  | PRICE |
|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|
| <b>Cold Iron</b>     | Weapons made from cold iron are treated as if they had been made the benefactor of the Generalist Petty Magick spell called Anoint Weapon. However, whenever its user Critically Fails a Skill Test to strike with one of these weapons, roll a 1D6 Chaos Die. If the die lands on face '6', the weapon is Ruined! and must be repaired.                                 |       |
| <b>Cuir Bouilli</b>  | Only fur or hide, leather, ringmail and brigandine armor types can be made from cuir bouilli. Those who wear armor of cuir bouilli gains the Natural Quality. All armor made from cuir bouilli increases their Encumbrance Value by 1.                                                                                                                                   |       |
| <b>Ironwood</b>      | 'Strung' ranged weapons that are made from ironwood increase their Distance by 6 yards.                                                                                                                                                                                                                                                                                  |       |
| <b>Meteoric Iron</b> | Melee weapons and ranged weapons with the Throwing Quality made from meteoric iron add an additional Chaos Die when determining whether they Injure a foe (even if they already possess the Vicious Quality). Armor with the Heavy Quality made from meteoric iron enable its wearer to subtract an additional Chaos Die when determining whether they suffer an Injury. |       |
| <b>Mithril</b>       | Weapons made from mithril gain the Fast Quality, whereas shields made from mithril gain the Light Quality. Mail, scale, munitions plate and full plate armor made from mithril gain the Flexible Quality. Any armament from mithril decreases its Encumbrance Value by 1 (to a minimum of 1).                                                                            |       |

## WAR MACHINES

| WEAPON               | CREW | LOAD TIME  | DISTANCE          | DAMAGE    | QUALITIES                              | TYPE      | PRICE |
|----------------------|------|------------|-------------------|-----------|----------------------------------------|-----------|-------|
| <i>Battering Ram</i> | 6    | 1 minute   | Engaged or 3 yds. | 3D6+[PB]  | Artillery                              | Crushing  | 110gc |
| <i>Bolt Thrower</i>  | 3    | 9 minutes  | 6 x [PB] Yards    | 6D6+[PB]  | Artillery, Shrapnel                    | Missile   | 317gc |
| <i>Cannon</i>        | 6    | 12 minutes | 9 x [PB] Yards    | 12D6+[PB] | Artillery, Fiery, Gunpowder, Shrapnel  | Gunpowder | 952gc |
| <i>Demi-culverin</i> | 3    | 9 minutes  | 9 x [PB] Yards    | 9D6+[PB]  | Artillery, Gunpowder                   | Gunpowder | 952gc |
| <i>Powder Barrel</i> | 2    | 3 minutes  | Engaged           | 9D6+[PB]  | Gunpowder, Siege                       | Gunpowder | 24gc  |
| <i>Powder Keg</i>    | 1    | 1 minute   | Engaged           | 6D6+[PB]  | Detonate, Gunpowder                    | Gunpowder | 13gc  |
| <i>Puckle Gun</i>    | 3    | 3 minutes  | 6 x [PB] Yards    | 6D6+[PB]  | Artillery, Gunpowder, Repeating        | Gunpowder | 634gc |
| <i>Ribauldequin</i>  | 6    | 12 minutes | 9 x [PB] Yards    | 6D6+[PB]  | Artillery, Detonate, Gunpowder, Volley | Gunpowder | 317gc |
| <i>Stone Hurler</i>  | 9    | 15 minutes | 12 x [PB] Yards   | 9D6+[PB]  | Artillery, Siege, Smoke                | Crushing  | 634gc |

## WAR MACHINE QUALITIES

| QUALITY          | DESCRIPTION                                                                                                                                                                                                                                                                                                                                                                                                                              |
|------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Artillery</b> | Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons force foes to flip the results to fail whenever they attempt to Dodge or Parry an attack made with an Artillery weapon.                                                                                                                                                                                                      |
| <b>Detonate</b>  | Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. In addition, Detonate weapons always inflict a Grievous Injury whenever a target suffers Damage.                                                                                                                                                                                                                                          |
| <b>Gunpowder</b> | Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons cannot be Dodged or Parried.                                                                                                                                                                                                                                                                                                 |
| <b>Fiery</b>     | After a foe is struck with a weapon of this Quality, both the foe and one other combatant who is Engaged with them must succeed at a Coordination Test or be set On Fire.                                                                                                                                                                                                                                                                |
| <b>Repeating</b> | Ranged weapons of this Quality can be fired up to three times without having to spend APs to load.                                                                                                                                                                                                                                                                                                                                       |
| <b>Shrapnel</b>  | Whenever a weapon with this Quality is fired, it affects multiple targets in a Cone Template.                                                                                                                                                                                                                                                                                                                                            |
| <b>Siege</b>     | Whenever a weapon with this Quality is fired, it affects multiple targets in an Explosion Template. In addition, Siege weapons always inflict a Grievous Injury whenever a target suffers Damage.                                                                                                                                                                                                                                        |
| <b>Smoke</b>     | Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. The Smoke's effects remain immobile for 1D10+1 minutes, but a heavy wind will disperse it after one minute has passed. Those who stand inside or fire into the Smoke cannot use the Medium or Long Distance values of ranged weapons, while attacks made with weapons or Magick outside of Engaged suffer additional penalties to strike. |
| <i>Volley</i>    | Ranged weapons of this Quality can be fired up to nine times without having to spend APs to load.                                                                                                                                                                                                                                                                                                                                        |