**Items**

**Item Cash Value Weight**

**Basics**

Backpack 15c 1 lb

Bedroll 10c 7 lbs

Compass 10c 0.5 lbs

Flint & Steel 5c 0.5 lbs

Food 3c 1 lb

Journal 10c 0.5 lbs

Medical Supplies 5c 0.5 lbs

Quiver 5c 1 lb

Rations 5c 1 lb

Rope (50 ft) 10c 3 lbs

Torch 1c 1 lb

Waterskin 5c 3 lbs (full)

**Weapons**

Arming Sword 100c 2 lbs

Crossbow 120c 5 lbs

Dagger 40c 1 lb

Geat Axe 150c 6 lbs

Javelin 80c 2 lbs

Longbow 120c 3 lbs

Longsword 120c 3 lbs

Lumber Axe 50c 5 lbs

Mace 100c 3 lbs

Orb 60c 1 lb

Recurve Bow 120c 3 lbs

Spear 120c 3 lbs

Staff 120c 3 lbs

Survival Knife 20c 1 lb

Throwing Knife 30c 0.5 lbs

Wand 40c 0.5 lbs

War Axe 120c 4 lbs

**Armor**

Gambeson 60c 5 lbs

Hauberk 150c 15 lbs

Leather Armor 100c 7 lbs

Plate Armor 200c 30 lbs

Round Shield 50c 5 lbs

**Binding Crystals**

Lesser Binding Crystal 100c 0.5 lbs

**Potions**

Minor Healing Salve 25c 0.5 lbs

Repellent 75c 0.5 lbs

**Basics**

**Bedroll**

**Mundane Item**

**Value**: 10 Cash

**Weight**: 7 lbs

**Property**: You can use a bedroll to sleep outside with no penalties.

**Compass**

**Mundane Item**

**Value**: 10 Cash

**Weight**: 0.5 lbs

**Property**: Gives a +2 roll modifier on **Survival** checks to navigate wilderness.

**Food**

**Consumable**

**Value**: 3 Cash

**Weight**: 1 lb

**Property**: Restores all Stamina when eaten.

**Property**: Spoils in about 24 hours if not preserved.

**Flint and Steel**

**Mundane Item**

**Value**: 5 Cash

**Weight**: 0.5 lbs

**Property**: Gives a +2 roll modifier on **Survival** checks to make camp or start a fire.

**Journal**

**Mundane Item**

**Value**: 10 Cash

**Weight**: 0.5 lbs

**Property**: You can use this to recall important information about your adventures without the need for a check.

**Medical Supplies**

**Consumable**

**Value**: 5 Cash

**Weight**: 0.5 lbs

**Property**: Gives the user a +2 die bonus on a talent check to treat an injury.

**Quiver**

**Mundane Item**

**Value**: 5 Cash

**Weight**: 1 lb

**Property**: As long as a character has this item, it’s assumed that they have enough ammo for a bow or crossbow

**Rations**

**Consumable**

**Value**: 5 Cash

**Weight**: 1 lb

**Property**: Restores all Stamina when eaten.

**Property**: Doesn't spoil like normal food, but can't be cooked.

**Rope (50 ft)**

**Mundane Item**

**Value**: 10 Cash

**Weight**: 3 lbs

**Property**: Gives a +2 roll modifier on **Athletics** checks to climb.

**Torch**

**Consumable**

**Value**: 1 Cash

**Weight**: 1 lb

**Property**: Sheds light in a radius of 4 spaces for 1 hour.

**Waterskin**

**Mundane Item**

**Value**: 5 Cash

**Weight**: 3 lbs

**Property**: Holds 3 units of water, enough to keep 1 person hydrated for a day.

**Weapons**

**Arming Sword**

**1-Handed Melee Weapon**

**Value**: 100 Cash

**Weight**: 2 lbs

**Basic Attack**

**Major Action**

**Melee** 1

**Attack**: Fitness + Melee vs Deflection

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**Crossbow**

**2-Handed Ranged Weapon**

**Value**: 120 Cash

**Weight**: 5 lbs

**Basic Attack**

**Major Action**

**Ranged** 7

**Attack**: Sense + Ranged vs Deflection

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**Dagger**

**1-Handed Melee Weapon**

**Value**: 40 Cash

**Weight**: 1 lb

**Basic Attack**

**Major Action**

**Melee** 1

**Attack**: Agility + Melee vs Deflection

**Hit**: 2 damage per hit.

**Crit**: +1 Hit and the target becomes **Wounded**.

**Great Axe**

**2-Handed Melee Weapon**

**Value**: 150 Cash

**Weight**: 6 lbs

**Basic Attack**

**Major Action**

**Melee** 1

**Attack**: Fitness + Melee vs Deflection

**Hit**: 4 damage per hit.

**Crit**: +1 Hit.

**Javelin**

**1-Handed Melee Weapon**

**Value**: 80 Cash

**Weight**: 3 lbs

**Basic Attack**

**Major Action**

**Melee** 1

**Attack**: Fitness + Melee vs Deflection

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**Throw**

**Major Action**

**Ranged** 5

**Attack**: Agility + Ranged vs Deflection

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**Longbow**

**2-Handed Ranged Weapon**

**Value**: 120 Cash

**Weight**: 3 lbs

**Basic Attack**

**Major Action**

**Ranged** 7

**Attack**: Agility + Ranged vs Deflection

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**Longsword**

**2-Handed Melee Weapon**

**Value**: 120 Cash

**Weight**: 3 lbs

**Basic Attack**

**Major Action**

**Melee** 1

**Attack**: Fitness + Melee + 2 vs Deflection

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**Lumber Axe**

**2-Handed Melee Weapon**

**Value**: 50 Cash

**Weight**: 5 lbs

**Property**: When using this, you get a +2 roll modifier to any talent checks to chop wood.

**Basic Attack**

**Major Action**

**Melee** 1

**Attack**: Fitness + Melee vs Deflection

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**Mace**

**1-Handed Melee Weapon**

**Value**: 100 Cash

**Weight**: 3 lbs

**Basic Attack**

**Major Action**

**Melee** 1

**Attack**: Fitness + Melee vs Deflection

**Hit**: 2 damage per hit.

**Crit**: +1 Hit and target becomes **stunned**.

**Orb**

**1-Handed Magic Weapon**

**Value**: 60 Cash

**Weight**: 1 lb

**Basic Attack**

**Major Action**

**Ranged** 5

**Attack**: Sense + Magic vs Evasion

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**Recurve Bow**

**2-Handed Ranged Weapon**

**Value**: 120 Cash

**Weight**: 3 lbs

**Basic Attack**

**Major Action**

**Ranged** 5

**Attack**: Agility + Ranged + 1 vs Deflection

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**Spear**

**2-Handed Melee Weapon**

**Value**: 120 Cash

**Weight**: 3 lbs

**Basic Attack**

**Major Action**

**Melee** 2

**Attack**: Fitness + Melee vs Deflection

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**Staff**

**1-Handed Magic Weapon**

**Value**: 120 Cash

**Weight**: 3 lbs

**Basic Attack**

**Major Action**

**Melee** 1 **Blast** 1

**Attack**: Intellect + Magic vs Evasion

**Hit**: 2 damage per hit.

**Crit**: +1 Hit.

**Survival Knife**

**1-Handed Melee Weapon**

**Value**: 20 Cash

**Weight**: 1 lb

**Property**: When using this, you get a +2 roll modifier to any talent checks to cut inanimate objects.

**Basic Attack**

**Major Action**

**Melee** 1

**Attack**: Agility + Melee vs Deflection

**Hit**: 2 damage per hit.

**Crit**: +1 Hit.

**Throwing Knife**

**1-Handed Melee Weapon**

**Value**: 30 Cash

**Weight**: 0.5 lb

**Basic Attack**

**Major Action**

**Melee** 1

**Attack**: Agility + Melee vs Deflection

**Hit**: 2 damage per hit.

**Crit**: +1 Hit.

**Throw**

**Major Action**

**Ranged** 5

**Attack**: Agility + Ranged vs Deflection

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**Wand**

**1-Handed Magic Weapon**

**Value**: 40 Cash

**Weight**: 0.5 lb

**Basic Attack**

**Major Action**

**Ranged** 5

**Attack**: Intellect + Magic vs Evasion

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**War Axe**

**1-Handed Melee Weapon**

**Value**: 120 Cash

**Weight**: 4 lbs

**Basic Attack**

**Major Action**

**Melee** 1

**Attack**: Fitness + Melee +1 vs Deflection

**Hit**: 3 damage per hit.

**Crit**: +1 Hit.

**Armor**

**Gambeson**

**Armor**

**Value**: 60 Cash

**Weight:** 5 lbs

**Health:** +10

**Stamina:** -1

**Hauberk**

**Armor**

**Value**: 150 Cash

**Weight:** 15 lbs

**Health:** +20

**Stamina:** -2

**Leather Armor**

**Armor**

**Value**: 100 Cash

**Weight:** 15 lbs

**Health:** +20

**Stamina:** -1

**Speed**: -1

**Plate Armor**

**Armor**

**Value**: 200 Cash

**Weight:** 30 lbs

**Health:** +30

**Stamina:** -2

**Speed**: -1

**Round Shield**

**Shield**

**Value**: 50 Cash

**Weight**: 5 lbs

**Bash**

**Major Action**

**Melee** 1

**Attack**: Fitness + Melee vs Deflection

**Hit**: 1 damage per hit and you push the target 1 space.

**Crit**: +1 Hit.

**Guard**

**Minor Action**

**Personal**

**Effect**: Until the start of your next turn, attacks against you get a -2 roll modifier.

**Binding Crystals**

**Lesser Binding Crystal**

**Consumable**

**Value:** 100 Cash

**Weight**: 0.5

**Binding**

**Cost:** 1 Mana

**Major Action**

**Ranged** 5

**Attack:** Intellect + Binding vs Strength, Power, Deflection, or Evasion (whichever is highest)

**Hit:** If the target cryture has 5 **Health** per hit or less, it becomes bound to the crystal.

**Crit**: +1 Hit.

**Potions**

**Minor Healing Salve**

**Consumable**

**Value:** 25 Cash

**Weight**: 0.5

**Apply**

**Minor Action**

**Personal** or **Melee** 1

**Effect:** The target regains 20 Health.

**Repellent**

**Consumable**

**Value:** 75 Cash

**Weight**: 0.5

**Apply**

**Minor Action**

**Personal** or **Melee** 1

**Effect:** Reduces the difficulty of **Stealth** checks to avoid wild crytures by 2 for 8 hours.