



STARTING PRIMARY WEAPONS – PHYSICAL

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Battleaxe	Strength	Melee		d10+2	Phy	
Warhammer	Strength	Melee	Large: -1 to Agility.	d12+2	Phy	
Greatsword	Strength	Melee	Massive: -1 Agility, roll one extra damage die and drop the lowest.	d10+2	Phy	
Mace	Strength	Melee		d8	Phy	
Saber	Agility	Melee		d8	Phy	
Longsword	Agility	Melee	Reliable: +1 to attack rolls with this weapon	d8	Phy	
Shortsword	Agility	Melee		d10	Phy	
Rapier	Presence	Melee	Small: +1 to Agility.	d8	Phy	
Dagger	Finesse	Melee	Quick: Mark stress to attack an additional target in range.	d8	Phy	
Quarterstaff	Instinct	Melee		d10+2	Phy	
Halberd	Strength	Very Close		d10	Phy	
Shortbow	Agility	Far		d8+2	Phy	
Crossbow	Finesse	Far		d8	Phy	
Longbow	Agility	Very Far	Cumbersome: -1 to Evasion.	d10+2	Physical	

STARTING PRIMARY WEAPONS – MAGIC

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Arcane Gauntlets	Strength	Melee		d10+2	Mag	
Hallowed Axe	Strength	Melee		d10	Mag	
Hand Runes	Instinct	Melee		d10	Mag	
Glowing Rings	Agility	Very Close		d10+2	Mag	
Shortstaff	Instinct	Close		d10	Mag	
Returning Blade	Finesse	Close		d8+2	Mag	
Wand	Knowledge	Far		d8	Mag	
Dualstaff	Instinct	Far		d8+2	Mag	
Scepter	Presence	Far	Versatile: Presence Melee - d10	d8+2	Mag	
Greatstaff	Knowledge	Very Far	Powerful: Roll one extra damage die and drop the lowest.	d6+2	Mag	

STARTING SECONDARY WEAPONS

Name	Trait	Range	Feature	Damage	Damage Type	Burden
Round Shield	Strength	Melee	Protective: Add +2 to your armor score.	d4	Phy	
Tower Shield	Strength	Melee	Barrier: Add +4 to your armor score, -2 to Evasion.	d6	Phy	
Dagger	Finesse	Melee	Paired: +2 to Primary Weapon damage in melee.	d8	Phy	
Shortsword	Agility	Melee	Paired: +2 to Primary Weapon damage in melee.	d10	Phy	
Whip	Agility	Very Close	Whipcrack: Mark stress to scatter enemies in melee back to close range.	d6	Phy	
Grappler	Agility	Close	Hook: On a successful attack, you may also pull the target into melee with you.	d6	Phy	
Crossbow	Finesse	Far		d8	Phy	

STARTING ARMOR

Name	Feature	Armor Score
Leather Armor	Light: +1 to Evasion.	3
Breastplate Armor		5
Chainmail Armor	Heavy: -1 to Evasion.	7
Full Plate Armor	Very Heavy: -2 to Evasion and -1 Agility.	9