

**WOE TO THE WICKED / ALPHA v44**

# Equipment

Complete entries and section rules. Summary: [04 Equipment.pdf](#). Collected source: [01 All-Options.pdf](#).

## Contents

|                                           |    |
|-------------------------------------------|----|
| Equipment                                 | 1  |
| Reading equipment entries                 | 2  |
| CURVE property capacity                   | 2  |
| Equipment tags                            | 2  |
| Equipment at a glance                     | 4  |
| Weapons                                   | 9  |
| Knives & daggers                          | 9  |
| Swords                                    | 10 |
| Axes                                      | 12 |
| Blunt weapons                             | 13 |
| Polearms & spears                         | 15 |
| Staves                                    | 17 |
| Bows                                      | 18 |
| Crossbows                                 | 19 |
| Other ranged & control weapons            | 20 |
| Shields & defensive implements            | 22 |
| Armor & protective gear                   | 23 |
| Medical, expedition & vitality gear       | 26 |
| Intellect, investigation & crafting tools | 28 |
| Might and logistics                       | 31 |
| Tact & social equipment                   | 32 |
| Agility & precision tools                 | 35 |
| Spirit & magical equipment                | 36 |

Use bookmarks for subsections and entries; search by name for a specific option.

## Equipment

### Equipment use and repair

Tags and Weapon Families identify meaningful methods and restrictions. Use [Player Book](#) for equipment limits, flexible defenses, qualifying critical strikes and crafting repairs. Equipment breaks after qualifying critical strikes equal to its CURVE tier (1-5); a suitable successful crafting check resets the counter. A critical against the wearer does not automatically damage an item. Record damage and uses beside item details. No wearer Property Tolerance is tracked.

## Reading equipment entries

Read Name - Category, then Requires / Use / Effect. Requires gives eligibility; Use lists timing, targets, reach, cost and frequency; Effect gives resolution and consequences. Omitted fields follow **Player Book**. Italic text is flavor only; profile statistics stay separate.

An item states its requirements, weapon or support die, compatible methods, tags, properties and price. Use **Player Book** for armor, shields, Focus use, die boundaries, carrying and object damage. Mundane practical use depends on the actual object and situation.

Skills lists describe compatible methods and separate practical uses; do not sum the list. Ordinary attacks use the assigned Affinity plus Weapon Die, with authorized additions. Wound qualifiers identify delivery for narrow armor benefits; they are not separate damage types.

## CURVE property capacity

Common 0; Uncommon 1; Rare 2; Venerated 3; Exalted 4. Rarity measures supported Property capacity and exceptional qualities, not simply weapon die size. Prices remain playtest values.

## Equipment tags

Tags are divided by what they do in the rules. A tag should exist because it communicates a reusable mechanical or practical distinction, not merely because an item could be described that way.

### Category tags

Category tags identify what kind of equipment the object is and which broad rules can reference it.

**Melee Weapon** - designed to make attacks in close combat.

**Ranged Weapon** - designed to make attacks at range.

**Control Weapon** - designed primarily to restrain, entangle, redirect, or otherwise control rather than maximize damage.

**Shield** - purpose-built defensive equipment used to Block or otherwise intercept attacks.

**Armor** - worn protective equipment that supports physical Withstand.

**Implement** - an object primarily used to perform or support a specialized magical or technical function.

### Requirement tags

Requirement tags describe what must be true for an item to function as intended.

**One-Handed** - requires one free hand.

**Two-Handed** - requires two free hands.

**Heavy** - requires sufficient physical capability to handle or carry properly and may interact with burden rules.

**Mounted** - requires a mount, fixed platform, or equivalent support where specifically listed.

**Braced** - requires a stable stance, surface, or setup to function at its intended capability.

A requirement tag should not be added unless it creates an actual use condition.

## Technique tags

Technique tags describe compatibility. Each Weapon Technique keys off its listed tag. A character must have the matching Weapon Family Technique and wield a weapon with that tag to use the Technique. The weapon tag alone does not grant access.

**Heavy** - committed force, breaching, powerful follow-through, and similar applications.

**Reach** - controlling distance, intercepting movement, extending threat, and similar applications.

**Precision** - placement, control, exact targeting, and similar applications.

**Defensive** - parrying, guarding, redirection, interception, and similar applications.

**Thrown** - deliberate throwing techniques and controlled ranged use of hand-thrown weapons.

**Ranged** - deliberate ranged-combat techniques for bows, crossbows, slings, and similar weapons.

**Hooking** - pulling, tripping, redirecting, disarming, or catching.

**Impact** - crushing, staggering, breaching, and Withstand pressure.

**Sweeping** - broad arcs, space control, and multi-target pressure.

Technique lists should remain small during playtesting, generally 2-4 Techniques per tag. Published lists may expand where genuinely distinct options exist.

## Descriptive & functional tags

These tags communicate useful properties, construction, or non-combat roles but do not automatically require Technique lists.

**Mundane** - the item is not innately magical and does not have the Spell-Focus tag.

**Magical** - the item contains innate magic or performs a magical function of its own.

**Spell-Focus** - functions as a magical focus for channeling acquired spells. Its listed rank indicates the highest Spell Rank it can safely stabilize.

**Light** - compact or easy to handle.

**Concealable** - can reasonably be hidden on the body or among ordinary belongings.

**Tool** - enables or extends practical work.

**Medical** - supports treatment or bodily recovery.

**Climbing** - supports vertical movement or anchors.

**Travel** - supports sustained travel or exposure.

**Ritual** - suited to ritual requirements or preparation.

**Social** - creates legitimacy, presentation, access, or leverage.

**Protective** - protects against injury or environmental threats.

**Integrated** - combines functions that would normally be separate pieces of equipment.

Mundane and Spell-Focus are mutually exclusive by definition. Magical and Spell-Focus may coexist only when an item is both innately magical and also functions as a Spell Focus.

## Ammunition & reloading

Starter arrows: 20 ordinary arrows cost 10 G and occupy one Carry slot. Each bow attack consumes one, including misses. There is no reload Action. Recover arrows only with an actual retrieval opportunity. This price and the printed starter ranges are playtest values.

Using ammunition does not, by itself, create a Reload requirement or special reload action.

Reloading should only become a meaningful rule when the specific weapon's construction makes reloading a tactically significant limitation, such as a single-shot firearm, shotgun-like weapon, siege weapon, or another deliberately slow-loading design.

Ordinary bows, crossbows, thrown weapons, and similar equipment should not gain reload bookkeeping merely because they consume ammunition unless their specific design justifies it.

## Equipment at a glance

### Melee weapons

| Item          | Requirement              | Die / Support                    | Skills               | Price |
|---------------|--------------------------|----------------------------------|----------------------|-------|
| Utility Knife | Might d4 or Agility d4   | d4 Wound (slashing)              | Force, Maneuver      | 10 G  |
| Dagger        | Agility d6 or Might d6   | d6 Wound (piercing or slashing)  | Maneuver, Force, Aim | 50 G  |
| Stiletto      | Agility d6               | d6 Wound (piercing)              | Maneuver             | 50 G  |
| Main-Gauche   | Agility d8               | d6 Wound (piercing)              | Maneuver             | 100 G |
| Arming Sword  | Might d8 or Agility d8   | d8 Wound (slashing or piercing)  | Force, Maneuver      | 100 G |
| Rapier        | Agility d8               | d8 Wound (piercing)              | Maneuver             | 100 G |
| Sabre         | Agility d8               | d8 Wound (slashing)              | Maneuver, Force      | 100 G |
| Longsword     | Might d10 or Agility d10 | d10 Wound (slashing or piercing) | Force, Maneuver      | 250 G |
| Greatsword    | Might d12                | d12 Wound (slashing)             | Force                | 500 G |
| Hand Axe      | Might d6                 | d6 Wound (slashing)              | Force, Aim           | 50 G  |
| Battleaxe     | Might d8                 | d8 Wound (slashing)              | Force                | 100 G |
| Bearded Axe   | Might d8                 | d8 Wound (slashing)              | Force, Maneuver      | 100 G |
| Dane Axe      | Might d10                | d10 Wound (slashing)             | Force                | 250 G |
| Greataxe      | Might d12                | d12 Wound (slashing)             | Force                | 500 G |
| Club          | Might d4                 | d4 Wound (bludgeoning)           | Force                | 10 G  |

| Item         | Requirement            | Die / Support                        | Skills               | Price |
|--------------|------------------------|--------------------------------------|----------------------|-------|
| Mace         | Might d8               | d8 Wound (bludgeoning)               | Force                | 100 G |
| Flanged Mace | Might d10              | d10 Wound (bludgeoning)              | Force                | 250 G |
| Warhammer    | Might d10              | d10 Wound (bludgeoning or piercing)  | Force                | 250 G |
| Maul         | Might d12              | d12 Wound (bludgeoning)              | Force                | 500 G |
| Javelin      | Might d6 or Agility d6 | d6 Wound (piercing)                  | Force, Aim           | 50 G  |
| Spear        | Might d8 or Agility d8 | d8 Wound (piercing)                  | Force, Aim, Maneuver | 100 G |
| Trident      | Might d8 or Agility d8 | d8 Wound (piercing)                  | Force, Maneuver      | 100 G |
| Glaive       | Might d10              | d10 Wound (slashing)                 | Force, Maneuver      | 250 G |
| Halberd      | Might d10              | d10 Wound (slashing or piercing)     | Force, Maneuver      | 250 G |
| Pike         | Might d12              | d12 Wound (piercing)                 | Force                | 500 G |
| Quarterstaff | Might d6 or Agility d6 | d6 Wound (bludgeoning)               | Force, Maneuver      | 50 G  |
| War Staff    | Might d8 or Agility d8 | d8 Wound (bludgeoning)               | Force, Maneuver      | 100 G |
| Focus Staff  | Spirit d8              | d6 Wound (bludgeoning); Tier-1 Focus | Invoke, Maneuver     | 100 G |

### Ranged and control weapons

| Item           | Requirement | Die / Support        | Skills | Price |
|----------------|-------------|----------------------|--------|-------|
| Hunting Bow    | Agility d6  | d6 Wound (piercing)  | Aim    | 50 G  |
| Shortbow       | Agility d8  | d8 Wound (piercing)  | Aim    | 100 G |
| Longbow        | Agility d10 | d10 Wound (piercing) | Aim    | 250 G |
| War Bow        | Agility d12 | d12 Wound (piercing) | Aim    | 500 G |
| Hand Crossbow  | Agility d6  | d6 Wound (piercing)  | Aim    | 50 G  |
| Light Crossbow | Agility d8  | d8 Wound (piercing)  | Aim    | 100 G |

| Item               | Requirement              | Die / Support          | Skills        | Price |
|--------------------|--------------------------|------------------------|---------------|-------|
| Heavy Crossbow     | Agility d10 or Might d10 | d10 Wound (piercing)   | Aim           | 250 G |
| Arbalest           | Agility d12 or Might d12 | d12 Wound (piercing)   | Aim           | 500 G |
| Sling              | Agility d4               | d4 Wound (bludgeoning) | Aim           | 10 G  |
| Throwing Knife Set | Agility d6               | d6 Wound (piercing)    | Aim, Maneuver | 50 G  |
| Throwing Axe       | Might d6                 | d6 Wound (slashing)    | Aim, Force    | 50 G  |
| Bolas              | Agility d8               | d4 Wound (bludgeoning) | Aim, Maneuver | 100 G |

## Shields and armor

| Item              | Requirement | Die / Support         | Skills           | Price           |
|-------------------|-------------|-----------------------|------------------|-----------------|
| Improvised Shield | Might d4    | Block d4              | Block            | 10 G equivalent |
| Buckler           | Agility d6  | Block d6; Maneuver d6 | Block, Maneuver  | 50 G            |
| Round Shield      | Might d8    | Block d8              | Block            | 100 G           |
| Kite Shield       | Might d10   | Block d10             | Block            | 250 G           |
| Tower Shield      | Might d12   | Block d12             | Block            | 500 G           |
| Padded Jack       | Might d4    | d4                    | Withstand        | 10 G            |
| Leather Jack      | Might d6    | d6                    | Withstand, Exert | 50 G            |
| Chain Shirt       | Might d8    | d8                    | Withstand        | 100 G           |
| Brigandine        | Might d8    | d8                    | Withstand        | 100 G           |
| Mail Hauberk      | Might d10   | d10                   | Withstand        | 250 G           |
| Plate Harness     | Might d12   | d12                   | Withstand        | 500 G           |
| Weather Cloak     | none        | -                     | Exert, Withstand | 10 G            |
| Hazard Suit       | Vitality d8 | -                     | Withstand, Exert | 100 G           |

## Field and medical gear

| Item            | Requirement               | Die / Support | Skills          | Price |
|-----------------|---------------------------|---------------|-----------------|-------|
| Climber's Kit   | Vitality d6 or Agility d6 | d6            | Exert, Maneuver | 50 G  |
| Expedition Pack | Vitality d8               | -             | Exert, Recover  | 100 G |

| Item                | Requirement                 | Die / Support                                | Skills                 | Price |
|---------------------|-----------------------------|----------------------------------------------|------------------------|-------|
| Healer's Satchel    | Intellect d6 or Vitality d6 | d6                                           | Recover, Cunning       | 50 G  |
| Field Medic Kit     | Intellect d8                | d8                                           | Recover, Cunning       | 100 G |
| Surgical Kit        | Intellect d10               | d10                                          | Recover, Crafting      | 250 G |
| Breathing Apparatus | Vitality d8 or Intellect d8 | -                                            | Exert, Crafting        | 100 G |
| Crowbar             | Might d4                    | d4                                           | Force, Labor           | 10 G  |
| Sledgehammer        | Might d8                    | d8 Wound (bludgeoning) when used as a weapon | Force                  | 100 G |
| Rope and Pulley Kit | Might d6                    | d6                                           | Labor, Exert           | 50 G  |
| Block and Tackle    | Might d8                    | d8                                           | Labor                  | 100 G |
| Heavy Rigging Kit   | Might d10                   | d10                                          | Labor, Exert, Crafting | 250 G |

### Tools and social gear

| Item                      | Requirement                | Die / Support                  | Skills              | Price            |
|---------------------------|----------------------------|--------------------------------|---------------------|------------------|
| Scholar's Reference Folio | Intellect d6               | d6                             | Cunning             | 50 G             |
| Investigator's Kit        | Intellect d8               | d8                             | Cunning, Perception | 100 G            |
| Spyglass                  | Intellect d8               | d8 where magnification matters | Perception          | 100 G            |
| Cartographer's Kit        | Intellect d8               | d8                             | Cunning, Crafting   | 100 G            |
| Artisan Tools             | Intellect d6               | d6                             | Crafting            | 50 G             |
| Smith's Tools             | Intellect d8 or Might d8   | d8                             | Crafting, Force     | 100 G            |
| Tinker's Tools            | Intellect d8 or Agility d8 | d8                             | Crafting, Maneuver  | 100 G            |
| Alchemist's Kit           | Intellect d8               | d8                             | Crafting, Cunning   | 100 G            |
| Master Craft Kit          | Intellect d10              | d10                            | Crafting            | 250 G            |
| Disguise Kit              | Tact d6                    | d6                             | Presence            | 50 G             |
| Forgery Kit               | Tact d8 or Intellect d8    | d8                             | Presence, Crafting  | 100 G            |
| Formal Attire             | none                       | -                              | Influence, Presence | 50 G             |
| Guild Credentials         | none                       | -                              | Influence, Presence | 50 G replacement |

| Item                              | Requirement            | Die / Support | Skills                       | Price             |
|-----------------------------------|------------------------|---------------|------------------------------|-------------------|
| Performer's Instrument            | Tact d6 or Agility d6  | d6            | Influence, Resolve, Maneuver | 50 G              |
| Fine Gift                         | none                   | -             | Influence                    | 50 G              |
| Official Seal or Symbol of Office | Tact d8                | -             | Influence, Presence          | 100 G replacement |
| Lockpicks                         | Agility d6             | d6            | Maneuver                     | 50 G              |
| Precision Tool Set                | Agility d8             | d8            | Maneuver, Crafting           | 100 G             |
| Grapnel and Line                  | Agility d6 or Might d6 | d6            | Maneuver, Exert              | 50 G              |
| Acrobat's Rig                     | Agility d8             | d8            | Maneuver, Exert              | 100 G             |
| Balance Harness                   | Agility d6             | -             | Maneuver, Evade              | 50 G              |

### Magical gear

| Item                        | Requirement                                                    | Die / Support | Skills                   | Price |
|-----------------------------|----------------------------------------------------------------|---------------|--------------------------|-------|
| Rank 1 Spell Focus          | Spirit d4 or another explicitly supported casting requirement  | Rank 1 Focus  | Invoke                   | 10 G  |
| Rank 2 Spell Focus          | Spirit d6 or another explicitly supported casting requirement  | Rank 2 Focus  | Invoke                   | 50 G  |
| Rank 3 Spell Focus          | Spirit d8 or another explicitly supported casting requirement  | Rank 3 Focus  | Invoke                   | 100 G |
| Rank 4 Spell Focus          | Spirit d10 or another explicitly supported casting requirement | Rank 4 Focus  | Invoke                   | 250 G |
| Rank 5 Spell Focus          | Spirit d12 or another explicitly supported casting requirement | Rank 5 Focus  | Invoke                   | 500 G |
| Protective Charm            | Spirit d6                                                      | d6            | Ward                     | 50 G  |
| Warding Talisman            | Spirit d8                                                      | d8            | Ward                     | 100 G |
| Attunement Relic            | Spirit d6                                                      | d6            | Attune                   | 50 G  |
| Diviner's Tools             | Spirit d8 or Intellect d8                                      | d8            | Attune, Perception       | 100 G |
| Ritual Kit                  | Spirit d8 or Intellect d8                                      | d8            | Invoke, Attune, Crafting | 100 G |
| Specialist Ritual Apparatus | Spirit d10 or Intellect d10                                    | d10           | Invoke, Attune, Crafting | 250 G |

## Weapons

Weapon entries describe the object itself: what it looks like, what it is normally used for, and other reasonable uses. Trained combat expressions belong primarily to Weapon Techniques rather than being built into every individual weapon.

### Knives & daggers

#### Utility Knife - Equipment

**Tier / Capacity / Price:** Common (0) · 10 G

**Requires:** Might d4 or Agility d4

**Use:** Mundane, Melee Weapon, Light, One-Handed, Concealable, Tool, Precision · Primary Die: d4 Wound (slashing) · Skills: Force, Maneuver

*A utility knife is a small single-edged blade with a short grip and compact profile. It is most commonly used for ordinary cutting tasks and emergency self-defense.*

**Effect - Other uses:** Cutting rope, preparing food, carving soft material, skinning game, opening containers, and similar field work.

#### Dagger - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Agility d6 or Might d6

**Use:** Mundane, Melee Weapon, Light, One-Handed, Thrown, Concealable, Precision · Primary Die: d6 Wound (piercing or slashing) · Skills: Maneuver, Force, Aim

Thrown range: Close, maximum 15 feet. Throwing leaves the weapon at its resolved destination; retrieve it before reuse. Melee reach is unchanged.

*A dagger is a short pointed blade with a grip sized for one hand. It is most commonly used for close fighting, quick thrusts, and throwing.*

**Effect - Other uses:** Cutting, prying light material, marking surfaces, preparing food, and other tasks suited to a short rigid blade.

#### Stiletto - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Agility d6

**Use:** Mundane, Melee Weapon, Light, One-Handed, Concealable, Precision · Primary Die: d6 Wound (piercing) · Skills: Maneuver

*A stiletto is a narrow rigid blade built around a sharp point rather than a broad cutting edge. It is most commonly used for precise thrusting attacks.*

**Effect - Other uses:** Piercing thin material, probing narrow gaps, puncturing containers, and other precise point-work.

## Main-Gauche - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Agility d8

**Use:** Mundane, Melee Weapon, Light, One-Handed, Concealable, Defensive, Precision · Primary Die: d6 Wound (piercing) · Skills: Maneuver

*A main-gauche is a reinforced dagger with a broad guard designed to catch or redirect another weapon. It is most commonly used as an off-hand defensive blade.*

**Effect - Other uses:** Functions as a dagger for cutting and thrusting and as a parrying implement where its guard can reasonably intercept a weapon.

## Swords

### Arming Sword - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Might d8 or Agility d8

**Use:** Mundane, Melee Weapon, One-Handed, Precision, Defensive · Primary Die: d8 Wound (slashing or piercing) · Skills: Force, Maneuver

**Effect:** An arming sword is a balanced one-handed straight blade with a simple guard and point. It is most commonly used for general-purpose cutting and thrusting in close combat.

**Effect - Other uses:** Cutting rope or light material, controlled levering, guarding, and other tasks where a rigid balanced blade is useful.

### Rapier - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Agility d8

**Use:** Mundane, Melee Weapon, One-Handed, Precision, Defensive · Primary Die: d8 Wound (piercing) · Skills: Maneuver

*A rapier is a long narrow blade with a protective hand guard and pronounced point. It is most commonly used for precise thrusting and point control.*

**Effect - Other uses:** Reaching into narrow gaps, controlled probing, cutting light material with the edge where appropriate, and other precision work suited to a long blade.

## Sabre - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Agility d8

**Use:** Mundane, Melee Weapon, Light, One-Handed, Precision, Sweeping · Primary Die: d8 Wound (slashing) · Skills: Maneuver, Force

*A sabre is a curved single-edged sword built for fast cuts and redirection. It is most commonly used for mobile slashing attacks.*

**Effect - Other uses:** Cutting brush, rope, cloth, light branches, and similar material where a curved chopping edge is useful.

## Longsword - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Might d10 or Agility d10

**Use:** Mundane, Melee Weapon, One-Handed, Two-Handed, Precision, Defensive · Primary Die: d10 Wound (slashing or piercing) · Skills: Force, Maneuver

*A longsword is a long straight double-edged blade with a grip that can accommodate one or two hands. It is most commonly used for versatile cutting, thrusting, binding, and controlled leverage.*

**Effect - Other uses:** Levering, bracing, controlled cutting, reaching across small hazards, and other tasks suited to a long rigid blade.

## Greatsword - Equipment

**Tier / Capacity / Price:** Common (0) · 500 G

**Requires:** Might d12

**Use:** Mundane, Melee Weapon, Heavy, Two-Handed, Reach, Sweeping · Primary Die: d12 Wound (slashing) · Skills: Force

*A greatsword is an oversized two-handed blade with a long grip and broad cutting edge. It is most commonly used for powerful committed swings and controlling a wide space.*

**Effect - Other uses:** Cutting thick brush, chopping through light wooden obstacles, bracing across gaps, and other tasks where a long heavy blade provides leverage.

## Axes

### Hand Axe - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Might d6

**Use:** Mundane, Melee Weapon, One-Handed, Thrown, Tool · Primary Die: d6 Wound (slashing) · Skills: Force, Aim

*A hand axe has a compact wedge-shaped head mounted on a short haft. It is most commonly used for close fighting, throwing, and light chopping work.*

**Effect - Other uses:** Chopping branches, splitting kindling, shaping wood, breaking small wooden objects, and similar field work.

### Battleaxe - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Might d8

**Use:** Mundane, Melee Weapon, One-Handed, Heavy · Primary Die: d8 Wound (slashing) · Skills: Force

*A battleaxe has a broad metal cutting head mounted on a sturdy one-handed haft. It is most commonly used as a heavy chopping weapon in close combat.*

**Effect - Other uses:** Chopping wood, splitting timber, breaking wooden obstacles, cutting roots, and other work where a heavy axe is useful.

### Bearded Axe - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Might d8

**Use:** Mundane, Melee Weapon, One-Handed, Heavy, Hooking · Primary Die: d8 Wound (slashing) · Skills: Force, Maneuver

*A bearded axe has an extended lower blade that creates a hook beneath the main cutting edge. It is most commonly used for chopping while retaining the ability to catch and pull objects.*

**Effect - Other uses:** Hooking branches, dragging loose material, controlling ropes, pulling shields or tools, woodworking, and splitting timber.

## Dane Axe - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Might d10

**Use:** Mundane, Melee Weapon, Heavy, Two-Handed, Reach, Sweeping, Hooking · Primary Die: d10 Wound (slashing) · Skills: Force

*A Dane axe has a broad cutting head mounted on a long two-handed haft. It is most commonly used for long-reaching chopping attacks and powerful swings.*

**Effect - Other uses:** Felling small trees, cutting heavy timber, clearing brush, hooking distant objects with the head, and using the long haft for leverage.

## Greataxe - Equipment

**Tier / Capacity / Price:** Common (0) · 500 G

**Requires:** Might d12

**Use:** Mundane, Melee Weapon, Heavy, Two-Handed, Sweeping · Primary Die: d12 Wound (slashing) · Skills: Force

*A greataxe has an exceptionally large cutting head mounted on a heavy two-handed haft. It is most commonly used for maximum-force chopping attacks.*

**Effect - Other uses:** Heavy timber work, breaking wooden barriers, splitting thick material, and other jobs where raw chopping force matters more than precision.

## Blunt weapons

### Club - Equipment

**Tier / Capacity / Price:** Common (0) · 10 G

**Requires:** Might d4

**Use:** Mundane, Melee Weapon, One-Handed, Impact · Primary Die: d4 Wound (bludgeoning) · Skills: Force

*A club is a solid length of wood, bone, metal, or similar material shaped for striking. It is most commonly used as a simple close-combat bludgeon.*

**Effect - Other uses:** Hammering stakes, breaking fragile objects, knocking loose material free, and serving as a simple lever or walking aid when appropriate.

## Mace - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Might d8

**Use:** Mundane, Melee Weapon, One-Handed, Heavy, Impact · Primary Die: d8 Wound (bludgeoning)  
· Skills: Force

*A mace has a dense striking head mounted on a short rigid haft. It is most commonly used to deliver concentrated bludgeoning force.*

**Effect - Other uses:** Breaking locks, crushing brittle material, driving heavy pegs, and other work where a compact impact tool is appropriate.

## Flanged Mace - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Might d10

**Use:** Mundane, Melee Weapon, One-Handed, Heavy, Impact · Primary Die: d10 Wound (bludgeoning) · Skills: Force

*A flanged mace has a rigid metal head divided into raised striking flanges. It is most commonly used to focus blunt force onto smaller contact points.*

**Effect - Other uses:** Breaking rigid material, damaging hinges or locks, crushing brittle objects, and other impact work where concentrated force helps.

## Warhammer - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Might d10

**Use:** Mundane, Melee Weapon, One-Handed, Heavy, Impact, Hooking · Primary Die: d10 Wound (bludgeoning or piercing) · Skills: Force

*A warhammer has a compact hammer face opposite a narrow pick or spike. It is most commonly used for forceful bludgeoning or piercing strikes.*

**Effect - Other uses:** Hammering, breaking masonry or rigid material, driving spikes, pulling or puncturing material with the pick, and similar heavy work.

## Maul - Equipment

**Tier / Capacity / Price:** Common (0) · 500 G

**Requires:** Might d12

**Use:** Mundane, Melee Weapon, Heavy, Two-Handed, Impact · Primary Die: d12 Wound (bludgeoning) · Skills: Force

*A maul is a massive two-handed hammer with a long haft and oversized striking head. It is most commonly used for crushing blows and demolition.*

**Effect - Other uses:** Breaking doors, masonry, heavy crates, supports, stakes, and other structures where a large impact tool is appropriate.

## Polearms & spears

### Javelin - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Might d6 or Agility d6

**Use:** Mundane, Melee Weapon, Ranged Weapon, One-Handed, Thrown, Reach · Primary Die: d6 Wound (piercing) · Skills: Force, Aim

Thrown range: Nearby, maximum 30 feet. Throwing leaves the weapon at its resolved destination; retrieve it before reuse. Melee reach is unchanged.

*A javelin is a light narrow spear balanced for throwing. It is most commonly used as a ranged piercing weapon that can still be used in close combat.*

**Effect - Other uses:** Hunting, probing terrain, marking distance, reaching or retrieving light objects, and serving as a simple pole.

### Spear - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Might d8 or Agility d8

**Use:** Mundane, Melee Weapon, Ranged Weapon, One-Handed, Two-Handed, Thrown, Reach, Precision, Defensive · Primary Die: d8 Wound (piercing) · Skills: Force, Aim, Maneuver

*A spear is a pointed head fixed to a long straight shaft. It is most commonly used for thrusting, bracing, hunting, and controlling distance.*

**Effect - Other uses:** Probing hazards, supporting shelters, reaching across gaps, carrying light loads between two points, fishing, and other tasks suited to a long pole.

### Trident - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Might d8 or Agility d8

**Use:** Mundane, Melee Weapon, One-Handed, Reach, Hooking · Primary Die: d8 Wound (piercing) · Skills: Force, Maneuver

*A trident is a long-shafted spear ending in three rigid prongs. It is most commonly used for thrusting and catching or pinning targets.*

**Effect - Other uses:** Fishing, hooking objects, lifting loose material, pinning ropes or nets, and reaching into water or narrow spaces.

## Glaive - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Might d10

**Use:** Mundane, Melee Weapon, Heavy, Two-Handed, Reach, Sweeping · Primary Die: d10 Wound (slashing) · Skills: Force, Maneuver

*A glaive has a broad single-edged blade mounted on the end of a long pole. It is most commonly used for long-reaching cutting attacks.*

**Effect - Other uses:** Cutting brush, trimming branches, clearing vegetation, hooking light objects, and using the shaft for leverage or support.

## Halberd - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Might d10

**Use:** Mundane, Melee Weapon, Heavy, Two-Handed, Reach, Hooking, Sweeping · Primary Die: d10 Wound (slashing or piercing) · Skills: Force, Maneuver

*A halberd combines an axe blade, thrusting point, and rear hook on a long shaft. It is most commonly used as a versatile battlefield polearm.*

**Effect - Other uses:** Chopping wood, hooking or pulling objects, probing hazards, breaching light obstacles, and using the shaft as a brace or lever.

## Pike - Equipment

**Tier / Capacity / Price:** Common (0) · 500 G

**Requires:** Might d12

**Use:** Mundane, Melee Weapon, Heavy, Two-Handed, Reach, Defensive · Primary Die: d12 Wound (piercing) · Skills: Force

*A pike is an exceptionally long spear with a narrow point and extended shaft. It is most commonly used to control approach lanes and keep threats at distance.*

**Effect - Other uses:** Probing deep water or hazards, spanning narrow gaps, raising or lowering light objects, and serving as a long support pole where space allows.

## Staves

### Quarterstaff - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Might d6 or Agility d6

**Use:** Mundane, Melee Weapon, Two-Handed, Defensive, Impact, Tool · Primary Die: d6 Wound (bludgeoning) · Skills: Force, Maneuver

*A quarterstaff is a straight reinforced wooden or metal-bound pole sized for two-handed use. It is most commonly used for striking, blocking, and controlling space.*

**Effect - Other uses:** Walking support, probing terrain, carrying suspended loads, bracing doors or shelters, and levering light objects.

### War Staff - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Might d8 or Agility d8

**Use:** Mundane, Melee Weapon, Two-Handed, Defensive, Precision, Impact · Primary Die: d8 Wound (bludgeoning) · Skills: Force, Maneuver

*A war staff is a reinforced combat staff balanced for repeated strikes and controlled redirection. It is most commonly used for defensive fighting, trips, binds, and sweeping attacks.*

**Effect - Other uses:** Bracing, leverage, controlled pushing or pulling, probing, and other tasks suited to a strong balanced pole.

### Focus Staff - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Spirit d8

**Use:** Primary Die: d6 Wound (bludgeoning) · Skills: Invoke, Maneuver

**Effect:** Spell-Focus, Melee Weapon, Two-Handed, Defensive, Impact, Integrated

A focus staff is a reinforced staff built around a stable magical conduit, symbol, crystal, or similar focusing element. It is most commonly used as both a physical staff and a Spell Focus.

**Effect - Other uses:** Walking support, probing, bracing, ritual positioning, carrying attached charms or components, and other tasks suited to a durable staff.

Focus: safe Tier 1 (Common); channel ceiling d8.

Channel Die ceiling: d8. Its mundane staff d6 is a separate weapon die, never added to a spell pool. Attunement and Tier-1 safety use the common Focus rule.

## Bows

### Hunting Bow - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Agility d6

**Use:** Mundane, Ranged Weapon, Light, Two-Handed, Ranged · Primary Die: d6 Wound (piercing) · Skills: Aim

Range: Far, maximum 60 feet. Uses one arrow per attack; an active hostile within 5 feet imposes the existing ranged-attack Disadvantage.

*A hunting bow is a compact flexible bow sized for practical travel and field use. It is most commonly used for hunting and short-to-moderate ranged shooting.*

**Effect - Other uses:** Firing signal arrows, carrying light line over a gap with an appropriate arrow, and other tasks where a compact bow can project a light object.

### Shortbow - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Agility d8

**Use:** Mundane, Ranged Weapon, Light, Two-Handed, Ranged · Primary Die: d8 Wound (piercing) · Skills: Aim

*A shortbow is a compact combat bow with a moderate draw and short overall length. It is most commonly used for mobile ranged combat.*

**Effect - Other uses:** Hunting, signal shots, projecting light line, and shooting from cramped positions where a larger bow would be awkward.

### Longbow - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Agility d10

**Use:** Mundane, Ranged Weapon, Two-Handed, Ranged, Precision · Primary Die: d10 Wound (piercing) · Skills: Aim

*A longbow is a tall bow with long limbs and a strong draw. It is most commonly used for deliberate long-range shooting.*

**Effect - Other uses:** Hunting large game, signal shots, projecting line with specialized arrows, and other tasks where range matters more than compact handling.

## War Bow - Equipment

**Tier / Capacity / Price:** Common (0) · 500 G

**Requires:** Agility d12

**Use:** Mundane, Ranged Weapon, Heavy, Two-Handed, Ranged · Primary Die: d12 Wound (piercing) · Skills: Aim

*A war bow is a heavy high-draw bow built for battlefield range and force. It is most commonly used for powerful long-range attacks.*

**Effect - Other uses:** Hunting very large game, long-distance signaling, and projecting specialized arrows where the heavy draw is useful.

## Crossbows

### Hand Crossbow - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Agility d6

**Use:** Mundane, Ranged Weapon, One-Handed, Ranged, Concealable, Precision · Primary Die: d6 Wound (piercing) · Skills: Aim

*A hand crossbow is a compact mechanical bow mounted on a short stock. It is most commonly used for close-range ranged attacks where size and concealment matter.*

**Effect - Other uses:** Firing signal bolts, projecting light cord, and use from cramped positions where a full-sized bow is impractical.

### Light Crossbow - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Agility d8

**Use:** Mundane, Ranged Weapon, Two-Handed, Ranged, Precision · Primary Die: d8 Wound (piercing) · Skills: Aim

*A light crossbow is a shoulder-fired mechanical bow mounted on a stock with a moderate draw. It is most commonly used for prepared ranged attacks without holding bow tension by hand.*

**Effect - Other uses:** Hunting, firing signal bolts, projecting light cord, and maintaining a loaded shot while waiting or watching.

## Heavy Crossbow - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Agility d10 or Might d10

**Use:** Mundane, Ranged Weapon, Heavy, Two-Handed, Ranged, Precision · Primary Die: d10 Wound (piercing) · Skills: Aim

*A heavy crossbow is a reinforced mechanical bow with a high-tension prod and sturdy stock. It is most commonly used for deliberate high-force ranged attacks.*

**Effect - Other uses:** Hunting large game, damaging light rigid objects at range, projecting specialized bolts, and holding a prepared shot without physical draw strain.

## Arbalest - Equipment

**Tier / Capacity / Price:** Common (0) · 500 G

**Requires:** Agility d12 or Might d12

**Use:** Mundane, Ranged Weapon, Heavy, Two-Handed, Ranged, Precision · Primary Die: d12 Wound (piercing) · Skills: Aim

**Effect:** An arbalest is a massive reinforced crossbow with a powerful mechanical draw and heavy stock. It is most commonly used for highly deliberate ranged attacks against hard or distant targets.

**Effect - Other uses:** Firing heavy utility bolts, projecting line or anchors with suitable ammunition, hunting very large game, and damaging rigid material at range.

## Other ranged & control weapons

### Sling - Equipment

**Tier / Capacity / Price:** Common (0) · 10 G

**Requires:** Agility d4

**Use:** Mundane, Ranged Weapon, Ranged, Concealable, Impact · Primary Die: d4 Wound (bludgeoning) · Skills: Aim

*A sling is a small pouch or strip attached to cords and carried folded when not in use. It is most commonly used to throw stones or prepared shot at range.*

**Effect - Other uses:** Throwing small signal objects, scattering material at a distance, and using readily available stones as ammunition.

## Throwing Knife Set - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Agility d6

**Use:** Mundane, Ranged Weapon, Light, Thrown, Concealable, Precision · Primary Die: d6 Wound (piercing) · Skills: Aim, Maneuver

*A throwing knife set contains several compact blades balanced for predictable flight. It is most commonly used for repeated thrown attacks.*

**Effect - Other uses:** Ordinary cutting, marking targets, cutting rope at short range, and distributing small blades among several users when needed.

## Throwing Axe - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Might d6

**Use:** Mundane, Melee Weapon, Ranged Weapon, One-Handed, Thrown · Primary Die: d6 Wound (slashing) · Skills: Aim, Force

*A throwing axe is a compact axe balanced to rotate predictably when thrown. It is most commonly used as either a hand weapon or thrown chopping weapon.*

**Effect - Other uses:** Chopping branches, splitting kindling, breaking small wooden objects, and other light axe work.

## Bolas - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Agility d8

**Use:** Mundane, Control Weapon, Thrown, Hooking, Tool · Primary Die: d4 Wound (bludgeoning) · Skills: Aim, Maneuver

**Effect:** Bolas are weighted cords joined together so they spread in flight and wrap around a target. They are most commonly used to entangle limbs, legs, or moving animals.

**Effect - Other uses:** Catching or dragging light objects, fouling rotating mechanisms, securing loose material, and creating a quick improvised tether where the weights can anchor.

## Shields & defensive implements

### Improvised Shield - Common (0) - 10 G equivalent - Equipment

**Requires:** Might d4

**Use:** Mundane, Improvised, Defensive, One-Handed · Skills: Block

*A rigid object held between the user and incoming harm: a board, lid, chair, tray, door, or similarly suitable object.*

Primary Value: Block d4

Make Do - Passive

A GM-approved rigid object can function as an improvised shield. It may be fragile, awkward, lost, or broken as the fiction demands.

### Buckler - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Agility d6

**Use:** Mundane, Shield, Light, One-Handed, Defensive · Skills: Block, Maneuver

*A small hand shield designed more for redirection and weapon control than broad coverage.*

Primary Value: Block d6; Maneuver d6

Parry - weapon-based Block

The buckler permits Block + Might up to d6 and retains its printed Agility requirement and appropriate Maneuver uses. Parry uses the general Block and supplemental-purchase rules; it requires no separately learned Technique.

### Round Shield - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Might d8

**Use:** Mundane, Shield, One-Handed, Defensive · Skills: Block

*A general-purpose shield balancing coverage, mobility, and active interception.*

Primary Value: Block d8

Interpose - Passive

When used to Block, the shield supports Block up to d8. Shields do not add a separate flat Damage Reduction layer; the Block die is the shield's primary defensive contribution.

## Kite Shield - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Might d10

**Use:** Mundane, Shield, Heavy, One-Handed, Defensive · Skills: Block

*A long shield designed to protect a larger portion of the body and maintain a strong guarded line.*

Primary Value: Block d10

Guarded Advance - Conditional

When moving no more than half your normal Movement while maintaining the shield toward a perceivable physical threat, increase Block by 1 die size against attacks arriving through the guarded side until the start of your next turn.

## Tower Shield - Equipment

**Tier / Capacity / Price:** Common (0) · 500 G

**Requires:** Might d12

**Use:** Mundane, Shield, Heavy, Defensive · Skills: Block

*A massive shield intended to create moving cover and absorb the attention of an entire approach lane.*

Primary Value: Block d12

Mobile Cover - Action

You may plant or brace the tower shield. Until you move it again, the shield can provide partial cover to you and one creature immediately behind or beside you when the attack logically crosses the shield. The GM may deny this benefit against attacks that bypass the shield's position.

## Armor & protective gear

Armor supports a maximum effective Withstand die for external physical damage. It does not change the underlying Withstand Skill or cap rolls against internal afflictions. Unarmored physical protection supports d4 unless an explicit ability states otherwise. Natural protection follows its own entry and counts as armor only when stated. If an effect would improve Withstand beyond d12, use the general die-boundary rule.

## Padded Jack - Equipment

**Tier / Capacity / Price:** Common (0) · 10 G

**Requires:** Might d4

**Use:** Mundane, Armor, Light, Protective · Withstand Support: d4 · Skills: Withstand

**Effect:** Layered cloth and padding intended to soften impacts and reduce superficial injury.

Layered Padding - Passive

The jack supports physical Withstand up to d4 and counts as meaningful bodily protection where ordinary clothing would not.

## Leather Jack - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Might d6

**Use:** Mundane, Armor, Light, Protective, Travel · Withstand Support: d6 · Skills: Withstand, Exert

**Effect:** Flexible leather protection suited to travel, brush, weather, and minor battlefield hazards.

Field Wear - Conditional

Increase Exert by 1 die size when the clothing directly protects against ordinary brush, abrasion, cold wind, rain, or similar travel exposure.

## Chain Shirt - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Might d8

**Use:** Mundane, Armor, Protective · Withstand Support: d8 · Skills: Withstand

*A shirt of interlinked metal rings protecting the torso while preserving more mobility than full mail.*

Interlocked Rings - Conditional

Against ordinary Wound (slashing) damage, increase this armor's Withstand Support by 1 die size for that attack. This does not apply when the fiction clearly bypasses the mail rather than testing it.

## Brigandine - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Might d8

**Use:** Mundane, Armor, Protective · Withstand Support: d8 · Skills: Withstand

**Effect:** Overlapping plates riveted beneath or within a fabric or leather shell, providing structured protection without the appearance of a full plate harness.

Discreet Protection - Passive

Brigandine may reasonably pass as heavy clothing, a reinforced coat, or formal military dress where visible plate armor would create a different social reaction. This does not defeat a deliberate search.

## Mail Hauberk - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Might d10

**Use:** Mundane, Armor, Heavy, Protective · Withstand Support: d10 · Skills: Withstand

*A long coat of mail providing broad protection over the torso, shoulders, and limbs.*

Full Mail - Conditional

Increase this armor's Withstand Support by 1 die size against Wound (slashing) attacks that strike an area protected by the hauberk. Might-based burden rules continue to apply.

## Plate Harness - Equipment

**Tier / Capacity / Price:** Common (0) · 500 G

**Requires:** Might d12

**Use:** Mundane, Armor, Heavy, Protective · Withstand Support: d12 · Skills: Withstand

*A fitted articulated harness of rigid plates built to distribute and deflect battlefield impacts.*

Deflecting Plate - Conditional

Against Wound (slashing or piercing) attacks that strike intact plate rather than a deliberately exposed gap, increase this armor's Withstand Support by 1 die size. If Support would increase beyond d12, use the normal die-boundary rule.

Burden

Might-based armor burden applies normally.

## Weather Cloak - Equipment

**Tier / Capacity / Price:** Common (0) · 10 G

**Requires:** none

**Use:** Mundane, Protective Gear, Light, Protective, Travel · Skills: Exert, Withstand

*A heavy cloak, hood, and layered outer garment built to shed rain and reduce wind exposure.*

Weatherproofing - Permission

Ordinary rain, wind, and cold that would primarily threaten an unprotected traveler may be treated as manageable exposure while the cloak remains appropriate and intact. Severe weather can still require Tests.

## Hazard Suit - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Vitality d8

**Use:** Mundane, Protective Gear, Protective, Travel · Skills: Withstand, Exert

*A sealed or specialized outfit built for one declared environmental hazard such as smoke, severe cold, intense heat, corrosive splash, or contaminated air.*

Hazard Protection - Passive

Choose the suit's intended hazard when acquired. Increase the relevant defensive Skill by 1 die size against that hazard. A highly specialized suit may instead grant Resistance or another explicitly listed protection when its construction justifies it.

## Medical, expedition & vitality gear

### Climber's Kit - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Vitality d6 or Agility d6

**Use:** Mundane, Tool, Climbing, Travel · Skills: Exert, Maneuver

**Effect:** Rope, harness, spikes, clips, anchors, and related equipment for deliberate vertical travel.

**Equipment Ceiling:** d6

Secured Climb - Permission

The kit allows secured climbing where bare hands would be unreasonable. When a valid safety line is anchored, an ordinary failed climbing Test does not automatically become an uncontrolled fall; apply an appropriate lesser consequence unless the anchor also fails.

### Expedition Pack - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Vitality d8

**Use:** Mundane, Travel Gear, Tool, Travel · Skills: Exert, Recover

**Effect:** Shelter, bedding, water storage, cookware, field repair items, and routine supplies for sustained travel.

Field Camp - Permission

The pack provides the ordinary equipment necessary to establish a functional traveling camp. It does not turn a dangerous location into a safe settlement or Full Rest location.

### Healer's Satchel - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Intellect d6 or Vitality d6

**Use:** Mundane, Medical Tool, Tool, Medical · Skills: Recover, Cunning

**Effect:** Bandages, splints, antiseptic materials, basic medicines, needles, and simple diagnostic instruments.

**Equipment Ceiling:** d6

First Aid - Permission

Enables cleaning, binding, splinting and treatment whose printed ending requires appropriate medical supplies. It grants no automatic Resolve restoration, extra recovery roll, generic stabilization state or exception to Hope/death and Revival.

## Field Medic Kit - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Intellect d8

**Use:** Mundane, Medical Tool, Tool, Medical · Skills: Recover, Cunning

*A broader trauma kit intended for severe adventuring injuries and emergency field treatment.*

**Equipment Ceiling:** d8

Trauma Care - Passive

Increase Recover by 1 die size when treating an acute physical injury for which the kit contains the appropriate supplies. Consumed supplies still matter when scarcity is relevant.

## Surgical Kit - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Intellect d10

**Use:** Mundane, Medical Tool, Tool, Medical, Precision · Skills: Recover, Crafting

**Effect:** Fine blades, clamps, needles, extraction tools, sutures, and instruments for invasive treatment.

**Equipment Ceiling:** d10

Surgery - Permission

Enables invasive procedures that cannot reasonably be attempted with ordinary field medicine. A suitable facility, assistant, time, anesthesia, or sterile environment may still be required by the procedure.

## Breathing Apparatus - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Vitality d8 or Intellect d8

**Use:** Mundane, Protective Tool, Tool, Protective, Travel · Skills: Exert, Crafting

*A mask, filter, air bladder, rebreather, or similar device intended to supply or clean breathable air.*

Independent Air - Passive

Provides breathable air or filtration against its designed hazard for a limited duration. Exact duration belongs to the specific apparatus or scenario.

## Intellect, investigation & crafting tools

### Scholar's Reference Folio - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Intellect d6

**Use:** Mundane, Knowledge Tool, Tool · Skills: Cunning

**Effect:** Portable diagrams, maps, reference tables, indexes, field notes, and commonly consulted material.

**Equipment Ceiling:** d6

Reference Material - Permission

When the folio reasonably covers the subject, it may provide the information necessary to attempt a Cunning Test that would otherwise require a library, teacher, or other source.

### Investigator's Kit - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Intellect d8

**Use:** Mundane, Investigation Tool, Tool, Precision · Skills: Cunning, Perception

**Effect:** Measuring tools, evidence containers, powders, lenses, markers, brushes, and instruments for preserving and comparing physical clues.

**Equipment Ceiling:** d8

Preserve Evidence - Passive

The kit allows the character to collect and transport delicate physical evidence without automatically destroying the useful details being investigated.

### Spyglass - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Intellect d8

**Use:** Mundane, Observation Tool, Tool, Precision · Skills: Perception

**Effect:** An optical instrument for magnifying distant visible details.

**Equipment Ceiling:** d8 where magnification matters

Magnification - Permission

The spyglass makes distant visual details observable when distance, rather than obstruction, is the primary barrier.

## Cartographer's Kit - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Intellect d8

**Use:** Mundane, Survey Tool, Tool, Travel · Skills: Cunning, Crafting

**Effect:** Measuring cords, compass tools, drafting supplies, markers, and instruments for mapping and surveying.

**Equipment Ceiling:** d8

Survey - Permission

Enables accurate route maps, measured floor plans, and terrain surveys instead of relying only on memory or rough sketches.

## Artisan Tools - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Intellect d6

**Use:** Mundane, Craft Tool, Tool · Skills: Crafting

*A discipline-specific kit such as carpenter's, leatherworker's, mason's, tailor's, potter's, jeweler's, or similar tools.*

**Equipment Ceiling:** d6

Trade Tools - Permission

Choose one ordinary craft discipline when the tools are acquired. The kit enables normal work in that discipline. Projects beyond field scale may still require facilities.

## Smith's Tools - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Intellect d8 or Might d8

**Use:** Mundane, Craft Tool, Heavy, Tool · Skills: Crafting, Force

**Effect:** Hammers, tongs, punches, files, chisels, and portable metalimplements.

**Equipment Ceiling:** d8

Metalwork - Permission

Enables field repair and ordinary metalwork. Forging major items may require a forge, fuel, anvil, and other facility requirements.

## Tinker's Tools - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Intellect d8 or Agility d8

**Use:** Mundane, Precision Tool, Tool, Precision · Skills: Crafting, Maneuver

**Effect:** Fine pliers, probes, picks, clamps, miniature drivers, gauges, and small mechanical parts.

**Equipment Ceiling:** d8

Fine Mechanisms - Permission

Enables deliberate work on locks, springs, traps, compact mechanisms, and other devices too precise for general tools.

## Alchemist's Kit - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Intellect d8

**Use:** Mundane, Alchemical Tool, Tool, Medical · Skills: Crafting, Cunning

**Effect:** Glassware, burners, measures, filters, storage vessels, stirring tools, and basic reagent-handling equipment.

**Equipment Ceiling:** d8

Alchemical Method - Permission

Enables ordinary alchemical preparation using solutions, reagents, and methodology. The kit does not replace ingredients, specialist requirements, time, or a required laboratory.

## Master Craft Kit - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Intellect d10

**Use:** Mundane, Craft Tool, Tool, Precision · Skills: Crafting

*A high-quality discipline-specific set intended for demanding professional work.*

**Equipment Ceiling:** d10

Masterwork Tools - Passive

Choose one craft discipline. Increase Crafting by 1 die size when the project's limiting factor is the precision or quality of the tools rather than missing knowledge, materials, or facilities.

## Might and logistics

### Crowbar - Equipment

**Tier / Capacity / Price:** Common (0) · 10 G

**Requires:** Might d4

**Use:** Mundane, Tool · Skills: Force, Labor

*A rigid lever for prying, separating, lifting, and breaking.*

**Equipment Ceiling:** d4

Leverage - Conditional

Increase Force or Labor by 1 die size when the crowbar can be properly set against a fulcrum or seam.

### Sledgehammer - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Might d8

**Use:** Mundane, Heavy Tool, Heavy, Two-Handed, Tool · Primary Die: d8 Wound (bludgeoning) when used as a weapon · Skills: Force

*A long-handled hammer built for demolition rather than fencing.*

Demolition - Conditional

Increase Force by 1 die size when striking an unattended rigid object, barrier, structure, or other target that cannot meaningfully evade the blow.

### Rope and Pulley Kit - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Might d6

**Use:** Mundane, Rigging Tool, Tool, Climbing · Skills: Labor, Exert

**Effect:** Rope, pulleys, hooks, anchors, and basic hauling hardware.

**Equipment Ceiling:** d6

Mechanical Advantage - Permission

Enables controlled lifting or lowering beyond what bare hands can reasonably accomplish. Setup, anchor quality, and load still matter.

## Block and Tackle - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Might d8

**Use:** Mundane, Heavy Rigging, Heavy, Tool · Skills: Labor

*A stronger multi-pulley arrangement for moving significant loads.*

**Equipment Ceiling:** d8

Compound Labor - Conditional

When properly anchored and given time to set up, increase Labor by 1 die size for moving a suspended or hauled load.

## Heavy Rigging Kit - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Might d10

**Use:** Mundane, Rigging Tool, Heavy, Tool · Skills: Labor, Exert, Crafting

**Effect:** Chains, heavy rope, pulleys, clamps, braces, anchors, jacks, and securing hardware for large-scale load control.

**Equipment Ceiling:** d10

Structural Rigging - Permission

Enables major hauling, stabilization, controlled collapse, lifting, and structural work that ordinary rope cannot safely accomplish. Increase Labor by 1 die size when the rig is properly installed for the load.

## Tact & social equipment

### Disguise Kit - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Tact d6

**Use:** Mundane, Social Tool, Tool, Social · Skills: Presence

**Effect:** Cosmetics, hair pieces, dyes, adhesives, clothing adjustments, padding, and materials for altering presentation.

**Equipment Ceiling:** d6

Assumed Appearance - Permission

Enables deliberate disguises that could not reasonably be created from ordinary clothing alone. It changes what observers have reason to believe; it does not directly compel them.

## Forgery Kit - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Tact d8 or Intellect d8

**Use:** Mundane, Social Tool, Tool, Social, Precision · Skills: Presence, Crafting

**Effect:** Special inks, papers, seal material, cutting tools, pens, reference marks, and document-making supplies.

**Equipment Ceiling:** d8

False Papers - Permission

Enables creation or alteration of documents, seals, signatures, and credentials when the character has sufficient reference material to imitate.

## Formal Attire - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** none

**Use:** Mundane, Social Equipment, Social · Skills: Influence, Presence

**Effect:** Clothing appropriate to a declared broad social context such as court, guild business, military ceremony, merchant negotiation, or formal worship.

Dress the Part - Passive

The attire removes ordinary social friction caused solely by being visibly underdressed or inappropriately presented for its intended setting. It does not create status the wearer does not possess.

## Guild Credentials - Common (0) - 50 G replacement - Equipment

**Requires:** none

**Use:** Mundane, Institutional, Social Equipment, Social · Skills: Influence, Presence

**Effect:** Legitimate identification establishing Adventurers' Guild membership and party standing.

Recognized Guild Member - Permission

Creates credibility and access where the Guild is recognized. It provides no authority where the Guild has none.

## Performer's Instrument - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Tact d6 or Agility d6

**Use:** Mundane, Social Tool, Tool, Social · Skills: Influence, Composure, Maneuver

**Effect:** Choose a portable instrument appropriate to the character.

**Equipment Ceiling:** d6

Performance - Permission

Enables performances, accompaniment, signals, distraction, ritual music, or other uses appropriate to that instrument.

## Fine Gift - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** none

**Use:** Mundane, Social Asset, Social · Skills: Influence

*A culturally appropriate object or collection of goods intended to be given away.*

Gift - Consumable Leverage

When the recipient genuinely values the gift, it can create a favorable circumstance, opening, or obligation appropriate to the relationship. Once given, the item is no longer yours.

## Official Seal or Symbol of Office - Common (0) - 100 G replacement - Equipment

**Requires:** Tact d8

**Use:** Mundane, Institutional, Social Equipment, Social · Skills: Influence, Presence

*A legitimate badge, seal, token, signet, sash, writ, or other proof of recognized office.*

Delegated Authority - Permission

The item proves authority the bearer actually possesses. It may change what can be credibly requested or accessed, but does not compel obedience. Legitimacy cannot normally be purchased merely by paying replacement cost.

## Agility & precision tools

### Lockpicks - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Agility d6

**Use:** Mundane, Precision Tool, Light, Tool, Concealable, Precision · Skills: Maneuver

*A compact set of picks, tension tools, shims, probes, and bypass implements.*

**Equipment Ceiling:** d6

Lock Manipulation - Permission

Enables deliberate manipulation of ordinary mechanical locks that cannot reasonably be opened without specialized tools.

### Precision Tool Set - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Agility d8

**Use:** Mundane, Precision Tool, Tool, Precision · Skills: Maneuver, Crafting

**Effect:** Fine probes, clamps, miniature tools, gauges, and implements for delicate physical manipulation.

**Equipment Ceiling:** d8

Fine Work - Passive

Increase Maneuver by 1 die size when the limiting factor is delicate physical manipulation and the tool set is directly applicable.

### Grapnel and Line - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Agility d6 or Might d6

**Use:** Mundane, Traversal Tool, Tool, Climbing, Thrown · Skills: Maneuver, Exert

*A compact grappling hook and line for establishing an anchor at a distance.*

**Equipment Ceiling:** d6

Remote Anchor - Permission

The user may attempt to establish a climbing or traversal anchor at a reachable point without first physically reaching it.

## Acrobat's Rig - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Agility d8

**Use:** Mundane, Traversal Tool, Tool, Climbing, Travel · Skills: Maneuver, Exert

**Effect:** Harness points, compact lines, rings, hooks, and movement gear built for deliberate swings, drops, and crossings.

**Equipment Ceiling:** d8

Controlled Traversal - Conditional

Increase Maneuver by 1 die size when the rig is properly anchored and directly supports a swing, controlled descent, crossing, or similar movement.

## Balance Harness - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Agility d6

**Use:** Mundane, Safety Tool, Tool, Protective · Skills: Maneuver, Evade

*A fitted harness and tether used while on narrow, elevated, or unstable surfaces.*

Safety Line - Protective

When properly anchored, a failed movement Test does not automatically become an uncontrolled fall unless the anchor, line, or attachment also fails. The tether may restrict how far the wearer can move.

## Spirit & magical equipment

Focus damage playtest: every damaging catalog casting has one channeling die. Without a usable attuned Focus it is d4. An attuned Rank 1-3 Focus supplies up to d8, Rank 4 up to d10, and Rank 5 up to d12; use the smaller of that ceiling and the spell's printed die. A lower-grade Focus still supplies its die but does not safely stabilize a spell above its safe Rank. An inaccessible, unattuned, broken or incompatible Focus supplies nothing: use d4. Each catalog-authorized extra 3 Mana buys one die of the actual channeling size for this casting, including d4 when focusless. Only the casting Affinity crits. Focus compatibility: use one usable attuned Focus per casting. Its item tier sets safe spell tier; its separate channel-die ceiling controls supplemental damage and never adds its mundane Weapon Die. Rank 1-3 Foci supply up to d8, Rank 4 up to d10 and Rank 5 up to d12, capped by the spell's die. Foci work with any casting Affinity or school unless printed otherwise. Multiple Foci do not stack.

A Spell Focus stabilizes acquired magic. A character may cast without one under the current unsafe focusless-casting rules, but a Focus determines the highest Spell Rank that can be safely directed through it.

## Rank 1 Spell Focus - Equipment

**Tier / Capacity / Price:** Common (0) · 10 G

**Requires:** Spirit d4 or another explicitly supported casting requirement

**Use:** Skills: Invoke

**Effect:** Spell-Focus, Implement

A simple wand, charm, symbol, small grimoire, orb, instrument, crystal, or similar conduit.

Maximum Safe Spell Rank: 1

Channel Die ceiling: d8. Attune during 2 hours of permitted rest free time; casting above this safe Rank gains effective Rank - 1 Fatigue immediately and on each persistent maintenance turn.

Stabilize Rank 1 - Passive

Safely channels acquired Rank 1 spells.

## Rank 2 Spell Focus - Equipment

**Tier / Capacity / Price:** Uncommon (1) · 50 G

**Requires:** Spirit d6 or another explicitly supported casting requirement

**Use:** Skills: Invoke

**Effect:** Spell-Focus, Implement

Maximum Safe Spell Rank: 2

Channel Die ceiling: d8. Attune during 2 hours of permitted rest free time; casting above this safe Rank gains effective Rank - 1 Fatigue immediately and on each persistent maintenance turn.

Stabilize Rank 2 - Passive

Safely channels acquired spells through Rank 2.

## Rank 3 Spell Focus - Equipment

**Tier / Capacity / Price:** Rare (2) · 100 G

**Requires:** Spirit d8 or another explicitly supported casting requirement

**Use:** Skills: Invoke

**Effect:** Spell-Focus, Implement

Maximum Safe Spell Rank: 3

Channel Die ceiling: d8. Attune during 2 hours of permitted rest free time; casting above this safe Rank gains effective Rank - 1 Fatigue immediately and on each persistent maintenance turn.

Stabilize Rank 3 - Passive

Safely channels acquired spells through Rank 3.

## Rank 4 Spell Focus - Equipment

**Tier / Capacity / Price:** Venerated (3) · 250 G

**Requires:** Spirit d10 or another explicitly supported casting requirement

**Use:** Skills: Invoke

**Effect:** Spell-Focus, Implement

Maximum Safe Spell Rank: 4

Channel Die ceiling: d10. Attune during 2 hours of permitted rest free time; casting above this safe Rank gains effective Rank - 1 Fatigue immediately and on each persistent maintenance turn.

Stabilize Rank 4 - Passive

Safely channels acquired spells through Rank 4.

## Rank 5 Spell Focus - Equipment

**Tier / Capacity / Price:** Exalted (4) · 500 G

**Requires:** Spirit d12 or another explicitly supported casting requirement

**Use:** Skills: Invoke

**Effect:** Spell-Focus, Implement

Maximum Safe Spell Rank: 5

Channel Die ceiling: d12. Attune during 2 hours of permitted rest free time; casting above this safe Rank gains effective Rank - 1 Fatigue immediately and on each persistent maintenance turn.

Stabilize Rank 5 - Passive

Safely channels acquired spells through Rank 5.

## Protective Charm - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Spirit d6

**Use:** Magical, Defensive Implement, Defensive · Skills: Ward

*A charm, prayer strip, carved token, bound knot, rune plate, bead, or similar object designed to anchor a protective practice.*

**Equipment Ceiling:** d6

Protective Implement - Permission

Counts as an appropriate implement for Ward Techniques, rituals, or effects that require a dedicated protective object.

## Warding Talisman - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Spirit d8

**Use:** Magical, Defensive Implement, Defensive, Ritual · Skills: Ward

*A stronger dedicated implement for active magical protection.*

**Equipment Ceiling:** d8

Anchored Ward - Conditional

Increase Ward by 1 die size when defending against a magical effect the talisman was deliberately prepared or attuned to oppose.

## Attunement Relic - Equipment

**Tier / Capacity / Price:** Common (0) · 50 G

**Requires:** Spirit d6

**Use:** Magical, Investigative Tool, Tool, Ritual · Skills: Attune

*A relic, tuning object, spirit token, crystal, censer, resonant bell, or similar object used to interact with supernatural traces.*

**Equipment Ceiling:** d6

Resonant Medium - Permission

Enables deliberate interaction with spirits, magical traces, or Mana phenomena when an appropriate medium is required.

## Diviner's Tools - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Spirit d8 or Intellect d8

**Use:** Mundane, Investigative Tool, Tool, Ritual, Precision · Skills: Attune, Perception

**Effect:** Cards, lenses, bowls, pendulums, runic stones, charts, mirrors, measuring instruments, or another tradition's divinatory apparatus.

**Equipment Ceiling:** d8

Read the Sign - Passive

Increase the relevant Skill by 1 die size when the tool directly converts an otherwise subtle magical or spiritual phenomenon into something observable. It does not automatically reveal the correct interpretation.

## Ritual Kit - Equipment

**Tier / Capacity / Price:** Common (0) · 100 G

**Requires:** Spirit d8 or Intellect d8

**Use:** Mundane, Craft Tool, Tool, Ritual · Skills: Invoke, Attune, Crafting

**Effect:** Marking materials, burners, vessels, reusable components, measuring instruments, cords, candles, and common ceremonial implements.

**Equipment Ceiling:** d8

Ritual Apparatus - Permission

May satisfy ordinary equipment requirements for a ritual. It does not replace unique materials, participants, timing, sites, knowledge, or other listed prerequisites.

## Specialist Ritual Apparatus - Equipment

**Tier / Capacity / Price:** Common (0) · 250 G

**Requires:** Spirit d10 or Intellect d10

**Use:** Mundane, Craft Tool, Heavy, Tool, Ritual · Skills: Invoke, Attune, Crafting

**Effect:** Large or precise dedicated apparatus for demanding ritual work.

**Equipment Ceiling:** d10

Controlled Working - Conditional