



## CHARACTER GENERATION CHEAT SHEET VERSION 2

BY NESTOR AND COLIN

### Step One: Archetypes

*D: 63-65*

*Pick One*

Archetype	Examples
Academic	Historian, Alchemist, Philosopher, Astronomer
Craftsman	Smith, Carpenter, Wainwright, Mason
Criminal	Bandit, Guild Thief, Murderer, Prostitute
Everyman	Farmhand, Herder, Laborer, Servant
Healer	Herbalist, Chirurgeon, Medicine Man, Apothecary
High Born	Noble, Chieftain, Aristocrat, Diplomat
Holy Person	Priest, Shaman, Listener, Faithful Farmer
Merchant	Trader, Spice Merchant, Street Vendor, Shop Keep
Outdoorsman	Forester, Woodcutter, Ranger, Scout
Performer	Traveling Bard, Sculptor, Storyteller, Painter
Scoundrel	Fortune Teller, Gambler, Pawn Broker, Seductress
Spell Caster	Sorcerer, Necromancer, Listener, Primalist
Traveler	Explorer, Pioneer, Sailor, Rover
Warrior	Legionnaire, Mercenary, Gladiator, Soldier, Brawler

### Step Two: Races

*Pick One*

Race	Physiological Traits
Dwarf, Desert	Darkvision, Hardy, Resistance, Dense, Sensitive Eyes, Slow D: 65
Dwarf, Mountain	Darkvision, Hardy, Resistance, Broken Compass, Dense, Slow D: 66
Elf	Indefatigable, Keen Hearing, Musical, Unnatural D: 67
Gnome	Mental Acuity, Gnomish Subconscious, Heaven Sense, Reject Magic, Slow, Small D: 67
Goblin	Natural, Innate Balance, Distinct, Gangly, Scary Visage S: 6
Human	None D: 68
Island Folk	Disease Resistance, Limber, Nimble, Slow, Small, Voracious D: 69
Kobold	Dual Wield, Quick Witted, Acclimated, Coldborn, Flight Response, Small S: 9
Mongrel	<i>Pick two:</i> Brute, Darkvision, Enhanced Sense, Giant, Natural Weapon, Thick Hide <i>Pick two:</i> Disfigured, Fragile, Gnarled Hands, Malformed, Slow, Small D: 69
Orc	Brute, Darkvision, Natural Weapon, Blind Spot, Killer Instinct S: 13
Rover	Exotic, Farsight, Waterborne, Susceptible, Slight D: 70

**Legend** D=Desolation Core, S=Survivors

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## Step Three: Motivation, Personality, History

D: 70-71

Choose a country of origin

Country	Native Race(s)	Language(s)
Ascondean Empire	Humans, Elves, Loranthians	Ascondean (Common), High Ascondean
Cair Dhurn	Mountain Dwarves	Dwarvish
Cushulain	Humans	Cushu
Gearhaven	Gnomes	Gnomish
Jherlind	Humans	Jherlindish
Kar'Danan	Humans	Kar'Danish
Lorant's Scythe	Island Folk (aka Loranthians)	Loranthian
Loslolin	Humans	Loslolin
Nascency	Humans	Ascondean (Common)
Northlands	Oruskans, Humans, Mongrels	Oruskan
Penury	Elves	Elvish
Saikin Wastes	Mongrels, Desert Dwarves, Humans	Saikin, Dwarvish
Verelanar	Humans	Lanarian
Warlands	Oruskans, Humans, Mongrels	Warland Pidgin
Zamai	Rovers	Rover

Sample Motivations: Pick One

- Discovery
- Honor
- Rebuild
- Duty
- Knowledge
- Redemption
- Faith
- Love
- Revenge
- Fame
- Power
- Greed
- Protect

### Motivation Questions:

- What were your goals, ambitions and dreams before the Night of Fire?
- Who and what did you lose during the Night of Fire and Long Winter?
- How did the Apocalypse change your motivation?
- What drives you in the After?
- How do your goals in the After relate to those set in the Before?

### Personality Questions:

- What was your outlook on life Before the Apocalypse? How has it changed?
- Does your race, religion and/or country of origin affect your outlook?

- How do you view the events of the Night of Fire? Are you angered, saddened, remorseful, stoic, accepting, happy, crazed?
- What in your personality gives you hope?
- Do you think anything good has come from the Apocalypse?
- What opportunities do you see in the post-Apocalyptic world?
- What do you miss most from Before, and why?

### History Questions

- Where are you from?
- How did you make a living in the Before?
- Who were your family, friends, co-workers and enemies? Do you know whether any survived?

- What hobbies did you have in the Before?
- Did anything traumatic happen to you in your life Before?
- Where were you and what were you doing during the Apocalypse?
- How did you survive the Night of Fire?
- Where did you spend the Long Winter?
- How did you survive the Long Winter, and where?
- Have you met the other characters in the party? If so, how? What do you think of them?
- Were you wounded, scarred or disabled during the Apocalypse?

## Step Four: Primary Attributes

D: 71-73

Spend 15 Points, on a one-to-one basis, minimum of 1, maximum of 5

Body	Dexterity	Strength
Charisma	Intelligence	Willpower

## Step Five: Skills

*Spend 15 Points, on a one-to-one basis, minimum of 1, maximum of 5*

*Skill Specializations cost ½ Points, no more than one Specialization per Skill at character creation, add +1 to Skill when they apply*

Skill	Attribute	Specializations
Academics/Knowledge ●	Intelligence	History, Law, Literature, Particular City, Particular Group, Particular Region, Philosophy, Religion D: 76, S: 19
Acrobatics	Dexterity	Balance, Breakfall, Contortion, Juggling, Tumbling D: 77
Animal Handling	Charisma	Birds, Dogs, Farm Animals, Horses D: 77
Archery	Dexterity	Blowguns, Bows, Crossbows, Nets, Slings D: 77
Art ●	Intelligence	Music, Painting, Sculpture, Writing D: 78
Athletics	Strength	Climbing, Jumping, Running, Swimming, Throwing D: 76
Brawl	Strength	Dirty Tricks, Grappling, Kicking, Punching, Throws D: 78
Brew Magic Potion §	Intelligence	D: 78
Bureaucracy	Intelligence	Academia, Guilds, Government, Military, Particular Culture S: 19
Con	Charisma	Bluff, Fast Talk, Lies, Tricks, Seduction D: 78
Craft/Profession ●	Intelligence	Apothecary, Bowyer/Fletching, Brewing, Carpentry, Innkeeping, Mining, Smithing D: 79, S: 20
Create Magic Item §	Intelligence	D: 79
Diplomacy	Charisma	Etiquette, Leadership, Negotiation, Persuasion, Politics, Trading D: 79
Empathy	Intelligence	Body Language, Emotions, Intuition, Lies, Motives D: 79
Farming	Intelligence	Particular Area, Particular Crop, Particular Environment, Particular Livestock S: 20
Gambling	Intelligence	Cards, Cheating, Dice D: 80
Intimidation	Charisma	Interrogation, Orders, Stare-down, Threats, Torture D: 80
Investigation	Intelligence	Crimes, Enigmas, Interview, Research, Search D: 80
Larceny	Dexterity	Lockpicking, Pickpocketing, Security, Sleight of Hand D: 80
Linguistics	Intelligence	Codes, Deciphering, Gestures, Lip Reading, Translation D: 80
Magic §	Variable	Animism, Beguiling, Blood Rune Magic, Elemental Magic, Necromancy, Primal Magic, Rune Magic, Shadow Magic, Sorcery D: 80, S: 21
Medicine	Intelligence	Chirurgery, Diagnosis, First Aid, Herbalist, Veterinary D: 81
Melee	Strength	Axes, Clubs, Knives, Spears, Swords D: 81
Merchant	Charisma	Appraisal, Contracts, Economy, Haggling, Hawking S: 21
Performance ●	Charisma	Acting, Dancing, Musical Instrument, Oratory, Singing D: 81
Ride	Dexterity	Bulls, Camels, Elephants, Flying Mounts, Horses D: 81
Sailing	Dexterity	Boats, Canoes and Rafts, Large Ships, Small Ships D: 81
Scavenge	Intelligence	Battlefields, Businesses, Institutions, Rural Areas, Urban Areas D: 82
Stealth	Dexterity	Camouflage, Disguise, Hiding, Shadowing, Sneaking D: 82
Survival	Intelligence	Foraging, Hunting, Navigation, Shelter, Tracking D: 82
Warfare	Intelligence	Logistics, Organization, Strategy, Tactics, Terrain D: 82

● Broad Skill    § Magic Skill

## Step Five-A: Magical Traditions

Tradition	Practiced by	Attribute	Capabilities
Animism	Island Folk	Charisma	Affects fate, fortune and health D: 137
Beguiling	Rovers	Charisma	Affects memory, emotion and perception D: 138
Blood Rune Magic	Dwarves, Orcs	Intelligence	Enhances, modifies, transforms or otherwise affects a person or animal S: 29
Elemental	Elves	Charisma	Manipulates and takes properties of bonded elements D: 139
Necromancy	Humans	Intelligence	Affects life, death and the undead D: 142
Primal Magic	Mongrels, Oruskans, Humans	Intelligence	Affects Nature through a totem animal spirit D: 143
Rune Magic	Dwarves	Intelligence	Manipulates the properties of objects via runes D: 145
Shadow Magic	Humans (Warlands)	Intelligence	Creates, manipulates and controls shadows S: 31
Sorcery	Humans	Intelligence	Affects and uses the energy of the Weave D: 146

## Step Six: Talents

*Pick one Talent*

Talent	Type	Prerequisite	Benefit
Accuracy	Normal	—	Reduced called shot penalties D: 83
<i>Agile</i> •	Normal	—	+1 Dexterity rating D: 83
Alchemy	Normal	—	Create chemical reactions S: 23
Alertness	Normal	—	+2 Perception rating D: 83
<i>Ancestral Stream</i>	Mystic	Gnome	Tap into the Ancestral Stream D: 83
<i>Aquatic</i> •	Normal	Rover	Breathe underwater D: 85
Attractive	Normal	—	+1 Charisma bonus dealing with people D: 85
Battle Mage	Magic	Magical Aptitude	+1 Spell Damage to do harm D: 85
<i>Blessing</i>	Faith	True Faith	Bless others with Style points D: 85
Blind Fight	Normal	—	Reduced penalty for poor visibility D: 85
Block	Normal	Brawl 4	+2 Defense vs. unarmed attacks D: 86
Blunt Strike	Normal	Melee 4	Do nonlethal damage with lethal weapons D: 86
Bold Attack	Normal	Charisma 3	Use Charisma with a specific combat Skill D: 86
<i>Bold Defense</i>	Normal	Charisma 3	Use Charisma for Active Defense rating D: 86
<i>Borrow Skill</i>	Mystic	Ancestral Stream	Learn or improve a Skill from the Ancestral Stream D: 86
<i>Borrow Talent</i>	Mystic	Ancestral Stream	Learn or improve a Talent from the Ancestral Stream D: 86
<i>Braiding</i>	Magic	Magical Aptitude	Can take additional magical aptitude S: 23
Burn Conversion	Magic	Magic 8	Take 2 Burn for 1 additional success D: 87
Burn Diversion	Magic	Magic 6	Tap Strength to fuel spells D: 87
Burn Reduction	Magic	Magic 6	Ignore 1 point of Burn D: 87
Burn Transfer	Magic	Magic 8	Share Burn with willing people D: 87
Calculated Attack	Normal	Intelligence 3	Use Intelligence with a specific combat Skill D: 87
<i>Calculated Defense</i>	Normal	Intelligence 3	Use Intelligence for Active Defense rating D: 87
Captivate	Normal	Performance 4	Temporarily entrance targets D: 88
<i>Charismatic</i> •	Normal	—	+1 Charisma rating D: 88
<i>Chieftain's Blood</i>	Normal	Orc, Strength 5	Use Strength as Base for some social skills S: 23
<i>Combat Aptitude</i>	Normal	Intelligence 3	Exchange attack and Defense dice D: 88
Combat Skill	Normal	Skill 4	+2 Defense with specific non-combat Skill D: 88
<i>Conversation</i>	Mystic	Ancestral Stream	Speak with members of the Ancestral Stream D: 88
<i>Danger Sense</i>	Normal	—	Reduced surprise penalty D: 89
Diehard	Normal	—	Improved death threshold D: 89

Talent	Type	Prerequisite	Benefit
<i>Direction Sense</i>	Normal	—	Improved sense of direction D: 89
<i>Divine Intervention</i>	Faith	True Faith	Style points after a roll give others automatic successes D: 89
Dual Wield	Normal	Dexterity 3	Reduced penalty for two-weapon attacks D: 89
Enhanced Potency	Magic	Magical Aptitude	Increase Potency of spells D: 89
Evade	Normal	Dexterity 3	+2 Defense vs. ranged attacks D: 90
Fearsome	Normal	Intimidation 4	Temporarily frighten opponents D: 90
<i>Final Stand</i>	Normal	—	Make free attack before falling D: 90
Finesse Attack	Normal	Dexterity 3	Use Dexterity with a specific combat Skill D: 90
Flurry	Normal	Dexterity 3	Reduced penalty for multiple strikes D: 90
<i>Focused</i>	Mystic	Ancestral Stream	Activate Mystic Talent in combat or stressful situations S: 23
Focused Attack	Normal	Willpower 3	Use Willpower with a specific combat Skill D: 90
<i>Focused Defense</i>	Normal	Willpower 3	Use Willpower for Passive Defense rating D: 90
<i>Future Glimpse</i>	Mystic	Ancestral Stream	Limited visibility into the future S: 23
<i>Giant</i> ●	Normal	—	+1 Size rating D: 90
Guardian	Normal	Intelligence 3	Provide Defense bonus to allies D: 91
<i>Headstrong</i>	Normal	Willpower 3	Use Willpower for Stun rating D: 91
High Pain Tolerance	Normal	—	Reduced penalty for wounds D: 91
<i>Higher Faith</i>	Faith	True Faith	+2 Willpower in religious situations D: 91
<i>Holy Ground</i>	Faith	True Faith	+1 to all Skill rolls when on holy ground S: 24
<i>Improved Connection</i>	Mystic	Ancestral Stream	Tap into the Ancestral Stream with greater ease D: 91
Inconspicuous Casting	Magic	Magical Aptitude, Dexterity 3	Accept 1 Burn to not be noticed when casting D: 91
Inspire	Normal	Diplomacy 4	Provide Skill bonus to allies D: 91
<i>Instant Reload</i>	Normal	—	Reload weapon as a free action D: 92
<i>Intelligent</i> ●	Normal	—	+1 Intelligence rating D: 92
Iron Jaw	Normal	—	+1 Stun rating D: 92
<i>Iron Will</i> ●	Normal	—	+1 Willpower rating D: 92
<i>Keen Sense</i> ●	Normal	—	+4 Perception rating with a specific sense D: 92
Knockout Blow	Normal	Brawl 4	Improved knockout ability D: 92
Know-It-All	Normal	Intelligence 4	Ignore or reduce untrained skill penalty D: 92
Lethal Blow	Normal	Brawl 4	Do lethal damage with Brawl attacks D: 92
<i>Lifesaver</i>	Normal	Medicine 4	Improved healing ability D: 93
<i>Long Shot</i>	Normal	—	Double weapon ranges D: 93
Lucky	Normal	—	+2 bonus to any one roll per game session D: 93
Magical Adept	Magic	Magical Aptitude	Use Style points before casting to gain automatic successes D: 93
Magical Aptitude ●	Magic	Appropriate race	Cast spells from one tradition D: 93, S: 24
Mobile Attack	Normal	Dexterity 3	Move and attack simultaneously D: 94
<i>Mounted Combat</i>	Normal	Ride 3	Attack from a mount without penalty D: 94
<i>Natural Path</i>	Normal	Dexterity 3, Goblin	No penalty to Move rating in woodlands S: 24
<i>Pack Hunter</i>	Normal	Intelligence 2, Kobold	+2 bonus when hunting or fighting with tribe S: 24
Parry	Normal	Melee 4	+2 Defense vs. armed attacks D: 94
Prayer Circle	Faith	True Faith	Lead others in prayer to get 1 Style point D: 94
Provoke	Normal	Con 4	Temporarily provoke opponents D: 94
<i>Quick Draw</i>	Normal	—	Draw weapon as a free action D: 94
<i>Quick Healer</i> ●	Normal	Body 3	Double the normal healing rate D: 94
Quick Reflexes	Normal	—	+2 Initiative rating D: 95
Rapid Shot	Normal	Dexterity 3	Reduced penalty for multiple shots D: 95
<i>Righteous Presence</i>	Faith	Charisma 3	+2 to Charisma when dealing with like-minded believers S: 24
<i>Righteous Purpose</i>	Faith	—	Extra die to prevent injury in name of belief S: 25
<i>Righteous Warrior</i>	Faith	Strength 3	+2 in combat when fighting for beliefs S: 25
Robust	Normal	—	+2 Health rating D: 95

Talent	Type	Prerequisite	Benefit
<i>Run</i>	Normal	—	Improved running speed D: 95
Seller's Diplomacy	Normal	Charisma 2, Goblin	+2 to Empathy checks during negotiations S: 25
Skill Aptitude	Normal	—	+2 Skill rating with a specific Skill D: 95
Skill Mastery	Normal	Intelligence 3	General expertise with one Broad Skill D: 95
Spirit of Battle	Normal	Orc	Bite attack at -2 S: 25
<i>Spring Up</i>	Normal	—	Stand up as a free action D: 95
Staggering Blow	Normal	Brawl 4	Improved knockback ability D: 96
<i>Stalwart</i>	Normal	—	+2 Body to resist disease, poison and hold breath D: 96
<b>Strong</b> ●	Normal	—	+1 Strength rating D: 96
<i>Strong Defense</i>	Normal	Strength 3	Use Strength for Passive Defense rating D: 96
<i>Style Study</i>	Normal	Melee 5, Intelligence 3	Take advantage of opponent's weaknesses D: 96
<i>Subsist</i>	Normal	—	Survive without food and water longer D: 97
Subtle Strike	Normal	Stealth 4	Make sneak attacks D: 97
Swift	Normal	—	+2 Move rating D: 97
<i>Time Sense</i>	Normal	—	Always know time D: 97
Tinker	Normal	Craft 4	Ignore improvised penalty D: 97
<i>Total Defense</i>	Normal	Dexterity 3	Improved Total Attack ability D: 97
<i>Total Recall</i> ●	Normal	—	Never forget anything D: 97
<b>Tough</b> ●	Normal	—	+1 Body rating D: 97
Tough Attack	Normal	Body 3	Use Body with a specific combat Skill D: 98
<i>True Faith</i>	Faith	—	Can use Style point after a roll to gain an automatic success D: 98
Vigorous Defense	Normal	Dexterity 3	Reduced penalty for multiple attackers D: 98
<i>Weave Hunter</i>	Normal	—	+1 when hunting and fighting Weave-touched, -stained, -borne, or -cursed S: 25
<i>Weave Warped</i>	Normal	—	Cause casters more Burn D: 98

<italics> Unique Talent ● only available during character creation

## Step Seven: Flaws

Pick one

Flaw	Description
<b>Physical Flaws</b>	
Allergies	Suffer from serious and debilitating allergies S: 25
Blind	Cannot see, automatically fail sight rolls D: 99
Clumsy	Have poor coordination D: 99
Day Blindness	Eyes are extremely sensitive to light D: 100
Deaf	Cannot hear, automatically fail hearing rolls D: 100
Despised	Conjure bad feelings from others D: 100
Disfigured	Ugly, unattractive and repulsive to others D: 100
Dying	Have an incurable disease and may soon die D: 100
Hard of Hearing	Poor hearing and may misunderstand speech D: 100
Mute	Cannot speak and must write or gesture instead D: 101
One Arm	Missing an arm and have trouble doing work D: 101
One Eye	Missing an eye and have poor depth perception D: 102
Poor Vision	Bad eyesight and have trouble identifying things D: 102
Sickly	Prone to sickness and fatigue D: 102
Slow	Reduced movement D: 102
Small	Not as big or strong as others D: 103
Speech Impediment	Have trouble speaking and may be misunderstood D: 103

Flaw	Description
<b>Mental Flaws</b>	
Addicted	Hooked on a specific substance or activity D: 98
Amnesiac	Have lost your memory and may have flashbacks D: 98
Curious	Fascinated by the unknown D: 100
Delusional	Suffer from hallucinations D: 100
Depressed	Sad and pessimistic D: 100
Flashbacks	Suffer from flashes of past trauma that leave you helpless S: 27
Greedy	Driven by greed S: 27
Haunted	Suffer emotional outbursts or deep depression from memories of the Night of Fire S: 27
Height Complex	Unreasonably angry if anyone comments on your lack of height D: 101
Impulsive	Impatient and reckless and often get in trouble D: 101
Mentally Unstable	Mental illness causes you to act unpredictably D: 101
Obsessed	Compulsion to perform a particular activity D: 101
Overconfident	Foolhardy and sometimes get in over your head D: 102
Paranoid	Anxious and distrust everyone around you D: 102
Perfectionist	Overly demanding of yourself and others D: 102
Phobic	Scared of a particular thing and will avoid it D: 102
Short-tempered	Have a short fuse and will fly off the handle at the smallest slight S: 27
<b>Behavioral Flaws</b>	
Braggart	Inflate abilities to epic proportions D: 99
Branded	Permanently carry a mark of shame S: 25
Callous	Selfish, uncaring, and insensitive of others D: 99
Charitable	Put others' needs before your own S: 27
Cheerful	Annoyingly chirpy and upbeat at all times S: 27
Condescending	Think you are better than everyone else D: 99
Coward	Afraid of conflict and may run from a fight D: 99
Criminal	Believed to have committed a serious crime D: 100
Denial	Believe life will return to normal any day now D: 100
Dependent	Rely on others to survive S: 27
Gullible	Will believe almost anything D: 100
Guttersnipe	Prefer to be dirty and smelly D: 100
Honest	Never lie D: 101
Intolerant	Biased and prejudiced against a certain thing D: 101
Merciful	Compassionate and forgiving D: 101
Shy	Dislike social situations and try to avoid them D: 102
Superstitious	Go out of your way to follow your unusual beliefs D: 103
Vengeful	Bent on revenge D: 103
Vow	Sworn to an action or organization D: 103
Zealot	Dedicated to spreading your religion, to a fault D: 103
<b>Miscellaneous Flaws</b>	
Hunted	Pursued by an individual or organization D: 101
Secret	Have an embarrassing or shameful secret D: 102
Unlucky	Cursed, jinxed, or otherwise unlucky D: 103
Weave-cursed	Attract the attention of Weave-touched creatures S: 27
Weave-stained	Cursed with minor inconvenient magical effect from the breaking of the Weave S: 27
Wildborn	Raised in the wilderness, away from civilization S: 27

## Step Eight: Starting XP

*Spend up to 15 Points*

*(Unspent Points can be carried into play)*

Trait	Experience Point Cost
Primary Attribute	New Attribute Level x 5
Skill	New Skill Level x 2
Skill Specialization	3
Talent	15

## Step Nine: Secondary Attributes

*D. 74-75*

*Calculate (Don't forget any Talent benefits)*

Attribute	How Calculated
Size	0 (humans, elves, dwarves, rovers, some mongrels), -1 (Loranthians, gnomes, some mongrels), +1 (some mongrels)
Move	Strength + Dexterity ( <i>or</i> Athletics)
Perception	Intelligence + Willpower
Initiative	Dexterity + Intelligence
Defense	Passive + Active – Size Passive = Body Active = Dexterity
Stun	Body
Health	Body + Willpower + Size

## Step Ten: Starting Style Points

*D. 103*

*Start play with up to 5 Style Points*

- Creating a detailed or interesting MPH: 1 to 3 pts.
- Taking an additional Flaw at character generation: 1 pt.
- Creating a plot hook (e.g. a rival or dependent) for your character: 1 pt. each
- Using props or costumes for your character: 1 pt.
- Miscellaneous (e.g., hosting the game): 1 pt.

## Extra: Non-Player Character Levels

Level	Example	Attribute Points	Skill Points	Talents	Style Points
0	Weak	9	5	0	0
1	Average	12	10	1	1
2	Talented	15	15	2	2
3	Influential	18	20	3	3
4	Powerful	21	25	4	4
5	Very Powerful	24	30	5	5

## Equipment Lists

*D. 196-201, S: 44-48, plus additional material by Colin Chapman*

Melee Weapon	Dmg	Str	Dif	Wt.	Notes
Anelace	2L	1	5	1 lb.	A; Kobold, Loranthian
Axe, Hand	2L	2	2	3 lbs.	
Axe, 2-Handed	3L	2	4	8 lbs.	B
Blade Bands	1L	1	5	1 lb.	A, C; Gnomish
Boatman's Staff	2N	1	6	1 lb.	A, C; Rover
Bottle	1N	1	1	1 lb.	A, breaks after one strike
Bottle, Broken	0L	1	1	1 lb.	A
Caltrops	1L	1	4	1 lb.	A, C; Ascondean
Cestus	1N	1	1	.5 lb.	A, D, E
Chain	1N	2	4	4 lbs.	Can entangle, 10 ft. range
Cleaver	2L	2	2	2 lbs.	A
Club	2N	2	1	3 lbs.	E
Club, 2-handed	3N	2	2	8 lbs.	B
Club Sword, Short	2L	1	3	2 lbs.	A; Mongrel
Club Sword, Long	3L	1	4	3 lbs.	Mongrel
Club Sword, 2-handed	4L	2	6	6 lbs.	B; Mongrel
Core Delver Tooth	1L	1	6	1 lb.	A, C; Cushulainer
Cutlass	3L	2	4	4 lbs.	
Cutter	1L	2	3	1 lb.	A, C; Rover
Dagger	1L	1	1	1 lb.	A, E, Can be thrown up to 30 ft.
Dwarven Battle Axe	4L	3	6	10 lb.	A, C; Dwarven
Falchion	3L	2	4	3 lbs.	
Flail	2L	2	3	5 lbs.	Ignores shield armor bonuses
Flameblade	2L	2	4	3 lbs.	A, C; Mountain Dwarven
Glass Dagger	2L	1	6	1 lb.	A; Desert Dwarven
Glass Shards	+1L	—	5	—	C; Desert Dwarven
Glass Sword, Short	3L	1	7	2 lbs.	A; Desert Dwarven
Glass Sword, Long	4L	1	8	3 lbs.	Desert Dwarven
Glove, Spiked/Clawed	1L	1	4	1 lb.	A, D, E
Hammer	2L	2	1	2 lbs.	A, E
Hammer, 2-Handed	3L	2	4	7 lbs.	B, E
Kerah	2N	2	6	4 lbs.	Jherlind
Mace	2L	2	3	4 lbs.	E
Mace, Heavy	3L	3	4	8 lbs.	B, E
Man Catcher	1N	2	4	8 lbs.	B, C; Lanarian
Mercygiver	1L	1	2	1 lb.	A; Nascentite
Morning Star	3L	2	4	4 lbs.	Kar'Danen
Morning Star, Heavy	4L	3	4	8 lbs.	B; Kar'Danen
Oar Staff	1L/1N	1	4	3 lbs.	B, C; Loranthian
Pickaxe	3L	2	3	6 lbs.	B
Pitchfork	2L	2	3	4 lbs.	B
Polearm	4L	2	3	10 lbs.	B, E
Quarterstaff	2N	2	1	4 lbs.	B, E
Rapier	2L	2	4	2 lbs.	
Rock, Held	0L	1	1	1 lb.	A, E, Can be thrown
Rope Hammer	2L/2L	1	6	3 lbs.	B, C; Rover
Saber	3L	2	4	3 lbs.	
Sap	1N	1	3	3 lbs.	A, E
Scimitar	3L	2	4	4 lbs.	
Scourge	0L	1	4	1 lb.	E, Can entangle

Melee Weapon	Dmg	Str	Dif	Wt.	Notes
Scourge, Lanarian	1N	1	5	1 lb.	A; Lanarian
Scythe	3L	2	3	8 lbs.	B
Shovel	2N	2	3	5 lbs.	B, E
Sickle	2L	2	3	3 lbs.	
Socket	1L/1N	1	4	1 lb.	A, C; Gnomish
Spear	3L	2	2	6 lbs.	B, E, Can be thrown, 10 ft. range
Spear, Short	2L	1	1	3 lbs.	E
Spiked Gauntlet	1L	1	4	1 Lb.	A; Warlander
Sword, Long	3L	2	3	4 lbs.	
Sword, Short	2L	2	2	2 lbs.	A
Sword, 2-Handed	4L	3	5	8 lbs.	B
Thruster	2L	2	5	1 lb.	A, C; Mountain Dwarven
Torch, Burning	1L	2	1	1 lb.	A, Can set target on fire
Trident	3L	2	3	4 lbs.	B, Can disarm opponent
Tusk Dagger	1L	1	6	1 lb.	Kobold
Walking Stick	1N	1	2	1 lb.	A, E
War Scythe	5L	2	4	10 lbs.	B; Warlander
Whistlade	3L	2	5	4 lbs.	C; Elven
Witch Fire	+1L	—	6	1 lb.	C; Loslolinite

A - Weapon can be wielded in one hand by Size -1 characters without penalty

B - Weapon must be wielded with two hands

C - See weapon description for special rules

D - Use Brawl skill when attacking with this weapon

E - Weapon incurs no penalty when improvised

Ranged Weapon	Dmg	Str	Rng	Rate	Dif	Wt.	Notes
Atlatl	2L	1	50 ft.	1	3	1 lb.	A
Blowgun	0L	1	25 ft.	1	5	1 lb.	B, C, Can carry toxin
Bolas	--	1	25 ft.	1	4	2 lbs.	B, Can entangle
Bolt Thrower	4L	2	30 ft.	1	7	6 lbs.	Can shoot up to 3 bolts per round; Gnomish
Bounding Axe	3L	2	30 ft.	1	7	3 lbs.	If attack misses, can reroll with -2 penalty to hit next target; Orc
Bow	2L	2	50 ft.	1	3	2 lbs.	A, C
Chakram	1L	1	40 ft.	1	6	1 lb.	B; Warlander
Crossbow	3L	2	100 ft.	½	4	6 lbs.	A, C
Crossbow, Heavy	4L	3	150 ft.	¼	5	9 lbs.	A, C
Crossbow, Light	2L	1	75 ft.	½	5	3 lbs.	C
Dart	1L	1	30 ft.	2	3	.5 lbs	B
Decurved Bow	1L	1	25 ft.	1	7	2 lbs.	C; Kobold
Javelin	1L	2	25 ft.	1	2	2 lbs.	
Lasso	--	1	25 ft.	1	3	2 lbs.	A, Can entangle
Longbow	3L	3	100 ft.	1	4	3 lbs.	A, C
Net	--	2	10 ft.	1	2	6 lbs.	A, Can entangle
Quill Ape Quills	1L	1	40 ft.	2	6	.25 lbs	B; Loranthian
Recurved Bow	4L	4	150 ft.	1	7	3 lbs.	C; Goblin
Rock	1N	1	30 ft.	2	0	.5 lb.	
Rope Dart	1L	1	10 ft.	1	6	1 lb.	Can Entangle; Rover
Sling	1N	1	50 ft.	1	1	.5 lbs.	B, C, D
Slingstaff	1N	1	75 ft.	1	3	2.5 lbs.	A, D
Spear Thrower	+1L	1	+30 ft.	1	7	1 lb.	C; Kobold
Staff Sling	2N	1	50 ft.	1	2	4 lbs.	C; Jherlinder
Throwing Club	2N	1	25 ft.	1	3	1 lb.	
Throwing Iron	3L	2	10 ft.	1	4	3 lbs.	Can also be used as melee weapon (2L)

Ranged Weapon	Dmg	Str	Rng	Rate	Dif	Wt.	Notes
Throwing Stick	1N	1	30 ft.	1	2	1 lb.	B, Can negate cover; Loranthian
Toggling Harpoon	1L	2	25 ft.	1	6	2 lbs.	Target takes 2L damage to remove; Kobold
Whip	0N	1	10 ft.	1	3	2 lbs.	2, Can entangle
Whirlbat	3L	2	40 ft.	1	5	2 lbs.	B; Dwarven

A - Weapon must be wielded with two hands

B - Weapon can be wielded in one hand by Size -1 characters without penalty

C - Characters with the Instant Reload Talent double this weapon's rate of fire

D - Weapon incurs no penalty when improvised

Armor	Def	Str	Dex	Dif	Wt.	Notes
Bone Armor	+2	1	—	4	10 lbs.	+1 to Intimidate roll; Kar'Danan
Breastplate	+3	2	-1	4	20 lbs.	
Buckler	+1	1	—	4	3 lbs.	A; Goblin
Chainmail	+2	2	—	5	25 lbs.	
Leather	+1	1	—	3	15 lbs.	
Hides	+1	1	—	2	10 lbs.	B
Full Plate	+4	3	-2	8	60 lbs.	
Shell Mail	+1	—	—	5	10 lbs.	Loranthian
Shield, Metal	+2	3	—	4	10 lbs.	C
Shield, Wood	+1	2	—	3	5 lbs.	B, C
Splint Mail	+2	1	—	5	8 lbs.	Loslolin
Stonewyrm Hide	+2	1	—	8	8 lbs.	Orc

A - Bucklers do not allow a character to use his full Defense against two attacks. Instead, Cautious Attacks suffer only a -2 penalty, rather than -4.

B - Armor incurs no penalty when improvised

C - Shields allow a character to use full Defense against one additional attack per turn

Basic Equipment	Dif	Wt	Notes
Amulet, Religious	2	--	
Belt Pouch, Leather	1	--	
Blanket, Wool	1	4 lbs.	
Book, Parchment, Leather	3	2 lbs.	
Bucket, Wood	1	3 lbs.	
Candles (dozen)	2	1 lb.	
Climbing Pitons, Iron (6)	3	1 lb.	
Cooking Pot, Iron, Small	1	6 lbs.	
Craftsman's Toolkit, Basic, Wooden Chest	3	20 lbs.	+2 to Craft: Specialization
Dice, Bone (pair)	2	--	
Drum, Wood and Hide	3	6 lbs.	
Flute, Wood	3	0.5 lb.	
Gourd Canteen, 2 pint	1	3 lbs.	
Grappling Hook, Iron	3	2 lbs.	+2 to Climbing rolls
Hammock, Canvas	3	5 lbs.	
Ink, Glass Vial	3	--	
Lantern, Brass and Glass	3	5 lbs.	
Lock Picks, Leather Roll	4	0.5 lb.	+2 to Lockpicking rolls
Lyre Harp	4	3 lbs.	
Magnifying Glass	4	1 lb.	
Manacles, Iron	3	2 lbs.	
Mirror, Metal, Small	2	--	
Ocarina, Clay	3	--	
Parchment, Blank Roll	3	1 lb.	
Pestle and Mortar, Wood	2	1.5 lb.	
Playing Cards, Deck	3	--	
Rope, 50 ft.	2	5 lbs.	
Sack, Burlap	1	--	
Saddle and Harness, Leather	3	20 lbs.	
Saddlebags, Leather	3	4 lbs.	
Scroll Tube, Leather	3	--	
Shovel, Wooden, Iron Edge	3	5 lbs.	
Skis, Wood (pair)	4	5 lbs.	25mph (downhill)
Slingbag, Leather	1	3 lbs.	
Snowshoes, Wooden	4	5 lbs.	No movement penalties on snow
Tambourine, Wood, Deerskin, and Brass	3	2.5 lbs.	
Tankard, Wood	1	0.5 lb.	
Tent, Canvas, 1-Man	3	15 lbs.	
Tinder Box, Leather Case	2	--	
Torch, Wood and Rag	1	1 lb.	
Twine, Ball of	2	0.5 lb.	
Walking Stick, Wood	2	1 lb.	
Waterskin, Leather, 4 pint	1	5 lbs.	
Whetstone	2	1 lb.	
Whistle, Wood	3	--	