

Clothings & Equipment

Group	Item	Price	Weight	Notes
Clothing	Low	5 cp	2 kg	
	Average	2 sp	3 kg	
	Good	6 sp	3 kg	
	Excelent	1 gp +	2 kg +	
	Cloak	5 cp	1,5 kg	
	Warm cloak	4 sp	3 kg	Keep warm in frost
Horses	Untrained	8 gp	N/A	
	Riding	30 gp	N/A	Incl saddle
	Lesser war	50 gp +	N/A	Incl saddle
	Greater war	100 gp +	N/A	Incl saddle
	Draft / working	40 gp	N/A	
	Pony	6 gp	N/A	
Equipment	Backpack, small	1,5 sp	500g	30 l
	Backpack, medium	5 sp	1 kg	45 l
	Backpack, large	1 gp	2 kg	100 l
	Pouch, small	2 cp	-	Holds 75 coins
	Pouch, large	8 cp	100g	Holds 200 coins
	Water skin	4 cp	200g + water	holds 5l
	Candle, 5 stk	1 cp	500g	burns 4h
	Candle, wax	1 cp	100g	burns 16 h
	Torch	1 cp	500g	burns 2 h
	Lantern	2 sp	1,5 kg	½l burns 12 h
	Oil, ½l	1 sp	1 kg	with container
	Tinderbox	2 sp	400g	Ign. in 1 round
	Flint & steel	2 cp	200g	Ign. in 3 round
	Rope 30m, hemp	2 sp	10 kg	
	Rope 30m, silk	1 gp	5 kg	
	Grapling hook	1 sp	1,5 kg	
	Pick tools	1 gp	500g	
Weapon acces.	Quiver	2 sp	1 kg	Holds 20 arrows
	Bolt, crossbow	8 cp	2 kg	10 stk
	Arrows	1 sp	1 kg	10 stk
	Weapon belt	1 sp	500g	
	Scabbard, small	3 cp	-	
	Scabbard, 1H	2 sp	800g	
Scabbard, 2H	5 sp	1 kg		

Food & Lodgings

Group	Item	Price	Weight	Notes
Food	Meals, low	1 cp	-	Not fully nutritius munch, munch Yummy
	Meals, average	5 cp	-	
	Meals, good	2 sp	-	
	Beer/ wine	2 cp	-	
Provisions	1 week	2 sp	3 kg	Lasts 1 week
	1 week, dried	5 sp	2 kg	Lasts 1 month
Lodgings, low	Common room	1 cp	-	
	3 prs. room	3 cp each	-	
	Single room	5 cp	-	
Lodgings, good	3 prs. room	2 sp each	-	Breakfast incl.
	Single room	5 sp +	-	Breakfast incl.

Armor & Shields

Group	Item	Price	Weight	Breakage	Armor Point	Notes
Leather Armor	Soft leather	5 gp	5	-	1	
	Rigid leather	9 gp	7	-	2	
Metal Armor	Chain mail	20 gp	7	-	3	
	Plate armor	40 gp	9	-	4	
	Full plate	80 gp	13	-	5	
Shields	Tower	6 gp	5	30	-	
	Normal - metal	4 gp	2	25	-	
	Normal - wood	3 gp	2	20	-	
	Buckler	1 gp	1	15	-	

Notes on armors:

When a criticial hit is recieved the armor looses one armor-point, until repaired by craftman.

Weapons

Group	Weapon	Price	Weight	Initiative	Breakage	Damage
			t	v	e	
1-H Edged	Long sword	15 gp	2	- 5	20	1D8
	Scimitar	15 gp	1,5	- 4	18	1D6+1
	Short sword	8 gp	1	- 4	18	1D6
	Bastard sword	17 gp	2,5	- 6	22	1D8+1
	Sabre	15 gp	1,7	- 5	18	1D8
	Rapier	20 gp	1	- 3	15	1D4+1
	Axe	5 gp	1,8	- 5	15	1D8
1-H Concussion	Flail	3 gp	2	- 5	18	1D8
	Morning star	5 gp	3	- 5	20	2D4
	Mace, metal	4 gp	1,5	- 4	22	1D6+1
	Club	2 sp	1	- 3	15	1D6
	War hammer	2 gp	3	- 4	18	1D6+1
2-H Edged	Sword	30 gp	7,5	- 10	26	1D12
	Axe	17 gp	6,5	- 10	21	1D12
	Axe, dbl. Headed	20 gp	8	- 11	22	1D12+1
2-H Concussion	Hammer	7 gp	5,5	- 8	24	1D10
	Log	(1 sp)	10	- 8	22	1D8+1
	Flail	8 gp	7	- 10	20	2D6
	Ball & Chain ¹	2 gp	3	- 8	22	1D8
Small edged	Dagger	2 gp	0,3	- 2	15	1D4
	Cinquidea	2,5 gp	0,5	- 3	17	1D4+1
	Axe	1 gp	1	- 3	15	1D4+1
Missile	Long bow ²	60 gp	3	- 7 (- 3)	10	1D6
	Short bow	15 gp	1,5	- 6 (- 3)	8	1D6
	Crossbow He.	20 gp	4	- 3	18	1D10
	Crossbow Li.	12 gp	2	- 3	14	1D8
	Sling	2 sp	-	- 6 (- 3)	2	1D4
	Throw axe	2 gp	1	- 3	12	1D4+1
	Dagger	3 gp	0,3	- 2	15	1D4
1-H Polearm	Javelin	2 gp	1,5	- 6	18	1D6
	Spear ³	1 gp	2	- 6 (+ 5)	20	1D6+1
	Lance	6 gp	4,5	+ 5	19	4D6
2-H Polearm	Halbard	4 gp	2,5	- 7	20	1D10
	Great Spear	2 gp	2,5	- 7	23	1D8+1
	Quarter staff	(2 sp)	2	- 3	20	1D6

¹ If stated it entangles oponents weapon on impale + 10%, followed by str. vs. Str. to disarm.

² The -3 init.mod. applies when the archer/slinger has prepared/aimed for one round.

³ Double dam. if set to recieve a charge. 1 round prep. In wich case the +5 init.mod. applies.

Additional equipment

Group	Item	Price	Wheight	Notes
Ranger	Cages	2-12 gp	1-3 kg	10-50kg animal
	Field Glass	8 gp	100 g	triple distance
	Fishing Tackle	3 gp	200 g	
	Hunting Traps	1-12 gp	1-5 kg	from rabbit to bear
	Rope Ladder	1 sp/ft	100 g/ft	load 400 kg
	Hacksaw	2 cp	100 g	1 inch per round
	Bedroll	2 gp	200 g	
	Mountain gear	40 gp	5 kg	+20% to climb
	Ice axe	2 gp	200 kg	+10% to climb
	Mess kit	3 gp	300 g	
	Tent	4gp/man	2kg/man	
Thieves	Mini blade	1 sp	--	+5% to pick pockets
	Lux lockpick	10 gp	1 kg	keymaking & +10% lock pick.
	Sleep gas	5 gp	50 g	1d4 turn RR.ves Con*5
	Bamsmacks	5 sp	--	loud noise
	Camoflage silksuit	10 gp	100 g	+15% or -10% hide ⁴
	Silent shoes	8 gp	200 g	+5% sneak
	Climbing shoe	6 gp	200 g	+5% climb
	Climbing gauntlet	4 gp	100 g	+5% climb
Disguise kit	15 gp	4 kg	pack of disguise	
Priest	Altar case	40 gp	3 kg	
	Altar cloths	35 gp	1 kg	
	Aspergills gold	45 gp	2 kg	pint of holy water
	Censer gold	5 gp	500 g	6 ounces of myra
	Kors guld	2 gp	100 g	
	First aid kit	20 gp	1 kg	
Wizard	Balance	30 gp	500 g	weight 5 kg
	Tuning & glas	1-5 gp	100 g	
	Hour glas	4- 15 gp	100-1500 g	1/2-120 minute
	Mortar	2 gp	250 g	2 kg
	Racks & stands	1 gp	300 g	
	Heat gloves	2 gp	100 g	
	Burners	7 sp	100 g	burns 1 hour
	Blank books	1 gp/page	5 g/page	
	paper & papyrus	2gp/8 sp	5 g	
	Map making kit	35 gp	1 kg	all tools to maping
Reading kit	8 sp	50 g	pens & ink	
Laborer	Shovel	5 sp	500 g	
	Sickle	2 sp	100 g	

⁴ The cloaks come in different styles suited for different environments, e.g. black for urban night use, white for rural winter use, green for rural summer use etc. The bonus is +15% if used in right environment and -10% if used in a wrong.

	Bow drill	8 sp	50 g	
	Armor care kit	7 gp	2 kg	repare 10 p. of armor
	Butchering tools	6 gp	1 kg	butch all animals
	Carpenter tools	8 gp	3 kg	butch all animals
Clothes & shoes	Capes half & full	4/7 sp	500 g	
	Gloves silk & hot	5/8 gp	100/750 g	
	Hoods silk & hot	2 sp/2 gp	50 g/1 kg	
	Robes silk & hot	7 sp/7 gp	100 g/3 kg	
	High boots	4 gp	2 kg	
	Low boots	1 gp	500 g	
	Hip boots	10 gp	2 kg	waterproof
	Ridning boots	5 gp	500 g	5% ride
	Toilet kit	5 gp	300 g	razor,soap,scissor
Games	Chess	10 gp	250 g	
	Draughts	7 gp	250 g	
	Dice	6 sp	50 g	
	Backgammon	7 gp	250 g	
	Deck of kart	2 gp	50 g	
Horse	Bridle & bit	7 sp	100 g	
	Sailcloth	5 sp	500 g	
	Harness	4 gp	2 kg	
	Battle hood	50 gp	100 kg	
	Wagon	50gp/ton	---	
	Windshield	5 gp	500 g	
	Saddlebag	5 sp	200 g	hold 25 kg
Bard	Cittern	65 gp	500 g	
	Lute	40 gp	350 g	
	Lyre	25 gp	200 g	
	Rebac	55 gp	250 g	
	Birdpipe	5 gp	100 g	
	Songhorn	15 gp	150 g	
	Fanfare horn	35 gp	350 g	
	Hunt horn	15 gp	250 g	
	Zulkoon	75 gp	650 g	
	Jester clotning	12 gp	500 g	
	Mask	7 sp	50 g	
Stilts	2 sp/ft	200 g/ft		