

Carrying, Finding and Buying

The following sections of this article list the most common items of equipment that it is possible to buy. Initially though there is a brief summary of the rules side of things - encumbrance, limitations on buying stuff and other things.

Encumbrance

How much a person can carry is based on their strength. The more they carry, the greater the penalties when trying to perform physical actions. A character can normally carry up to the square of their strength (in kg) without any penalty. If they try to carry more than this, then they are penalised.

The following table shows the penalties for given levels of encumbrance. The encumbrance column lists the maximum load that can be carried as a multiple of their base amount (strength squared).

Encumbrance	Level
Unencumbered (x1). A character can carry up to the square of their strength without being encumbered.	0
Light (x2). A character who carries more than the square of their strength (but no more than twice this) is lightly encumbered, and has a -1 penalty to agility.	1
Moderately (x3). Character has a -1 penalty to both agility and dexterity.	2
Heavily (x6). Character has a -2 penalty to agility and a -1 penalty to dexterity.	3
Greatly (x10). A greatly burdened character has a -2 penalty to both agility and dexterity.	4
Over encumbered. Character cannot move, all agility checks are automatically zero and -2 to dexterity.	5

The level of encumbrance is used in other situations. When fatigue checks are made, it gives a -5 to the roll per level of encumbrance.

It may also add a similar penalty if the character attempts some athletic action that would be greatly affected by encumbrance. Examples include jumping, swimming or acrobatics.

Item Availability

Not all items are available for sale everywhere. An elegant gold water clock won't be found in a typical village, however you could probably buy as many eggs as you wanted there.

Likewise, steel plate armour won't be available in 10th century London - you'd have to wait another few hundred years for that.

Apart from cost, there are three principle things which govern whether something can be bought at a given location - *availability*, *legality* and *technology*.

Availability

All items have an availability rating, on a scale of zero to five, with five being very rare items and zero being things which can be picked up anywhere.

Availability	Where it can be found...
0	Free. Such items are as common as dirt. They include such things as firewood, chalk, clubs and staves. They can be picked up from anywhere either fully formed, or easily crafted by anyone with opposable thumbs. They may still have a price, which reflects the trouble of someone going to pick the item up and sticking it in a shop.
1	Common. Such items are available in even small villages for a reasonable cost. Even a farmstead will have some, though non-renewable items may cost a bit extra.
2	Uncommon. Simple items which take some time and skill to make. They will be common in small villages, though not generally for sale. Larger villages will tend to have them for common sale.
3	Rare Such items are rare in villages, but available in market towns. Simple weapons, basic armour and most farm animals.
4	Very rare Such items are only available in decent towns. Most weapons, jewellery, good quality cloth, quality horses and most luxury items.
5	Extremely rare Such items are only found in large towns or cities. Good quality or unusual weapons or armour, luxury goods or items which require a high degree of skill to make.

Availability can also be affected by the type of good. Some items are listed as being *specialist*. Such items are only available from a few rare sources. For example, lock picks won't be available from anyone other than a locksmith or a thief.

Some items are noted as being *luxury* items. These may not be available to common folk, or at least anyone who looks like a commoner, just out of snobbery.

Legality

Some items are, if not outright illegal, somewhat shady in nature. Items marked as *illegal* cannot be bought through normal channels. Contacts with the criminal underworld or hefty bribes may be required.

Some items are merely *shady*. A shady item can be used for legal purposes, though a suspicious looking person who buys such an item might get reported to local law enforcement.

Finally, *restricted* items are legal, but only permitted to certain people. Knightly weapons and armour would be one example, which aren't permitted to be owned by non-nobles.

Technology

Some items require a certain level of technology before they become available. Every item has a *tech level* (TL) which denotes when the item was first introduced.

TL	Historical period
0	Stone age
1	Bronze age
2	Iron age
3	Medieval
4	Renaissance
5	Steam
6	Mechanical
7	Nuclear
8	Information
9	Microtech

The equipment lists given here only deal with *low tech* goods, up until tech level 3.

The technology levels assume a technology advancement

2 Equipment

similar to Western Europe. Advancement trees outside of this are not currently represented.

Cost of living

The monthly cost of living of a person will vary according to their social class (or at least, the social class they wish to emulate). Out in the wilderness, everyone is pretty much equal. In a village, there won't be much option, though an innkeeper and his family may give up their private rooms for someone of obvious importance.

In towns, how expensively a character lives will often determine their perceived social class.

Equipment 3

The following table lists the most common weapons, together with their statistics for Yags.

Axes	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Battle axe	+4	+3	+10	2	3									single			Hv Im
Broad axe	+7	+4	+15	3	6	3								great			2H Hv Im
Hand axe	+2	+1	+5	0.5	1	1								single			Hv Th
Throwing axe	+2		+4	0.5	2	0				10	3	6	9	thrown			Hv
Bows	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Heavy crossbow	+10		30	2	3	0				15	60	120	240	crossbow			Im
Light crossbow	+7		15	1	2	0				10	15	30	60	crossbow			Im
Long bow	+2		+12	1	3	0				20	60	120	240	bow			Im
Medium crossbow	+9		22	1.5	3	0				20	40	80	160	crossbow			Im
Short bow	+3		+5	0.5	2	0				15	30	60	120	bow			Im
Sling	+8		+7	0	2	0				10	20	40	60	thrown			Li
Clubs	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Club	+2	+3	+5	1	2	1								brawl, single			Li
Mace	+3	+3	+11	2	3	1								single			Hv Cr
Warhammer	+3	+2	+12	1	3	2								single			Cr
Flails	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
War flail	+6	+6	+10	2	3	3								flail			Hv Cr
Knives	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Dagger	+2	+3	+4	0.5	1	0								brawl, single			Li Im
Knife	+1	+2	+2m	0.25	1	0								brawl, single			Li Wk Th
Throwing knife	+3		+2	0.25	1	0				10	2	5	10	thrown			Li Wk
Shields	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Buckler	+0	+3	+0	0.5	1	0								shield			Li Wk Bk
Round shield	+2	+5	+0	1.5	2	1								shield			Bk
Small shield	+2	+3	+0	1	2	1								shield			Bk
Spears	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Bill	+5	+8	+13	1	5	3								longshaft, great			2H Hv
Hunting spear	+3	+2	+7	1	2	3				15	10	30	50	single, longshaft			2H Ts
Javelin	+5		+5	0.25	2	2				15	3	6	9	thrown			Li Im Wk
Quarterstaff	+5	+9	+8m	1	4	3								longshaft, great			2H
War spear	+5	+3	+11	1.5	3	3				5	10	20	30	single, longshaft			2H Hv Ts
Swords	Atk	Dfn	Dmg	Load	Str	Rch	RoF	Cap	Rcl	Inc	Sh	Md	Lg	Class	TL	LC	Notes
Broad sword	+5	+5	+12	1	3	2								single			
Great sword	+8	+6	+16	3	6	3								great			2H Hv St
Katana	+6	+5	+14	2	3	2								great			2H Hv Li
Long sword	+6	+4	+14	2	4	3								great			2H Ts
No-dachi	+9	+7	+17	2	5	3								single			2H Hv Li
Scramasax	+4	+3	+7	1	2	1								single			Wk
Short sword	+4	+3	+9	1	2	1								single			Im
Wakizashi	+3	+3	+10	2	2	1								single			Li

The notes for each weapon are as follows. See the combat article for full details.

2H: This weapon is designed to be used with two hands.

Bl: Blocking weapons are shields, which can be used as a second weapon at full bonus.

Cr: A crushing weapon, which gives +5 to knockback.

De: This weapon is defensive, and suffers only -5 to attack (instead of -10) when being used defensively.

Hv: This is a heavy weapon, and halves the protection provided by light armour.

Im: This is an impaling weapon, which halves the protection provided by mail and cloth armours.

Li: This is a light weapon, and its damage type is reduced by one against heavy armour.

St: Strong weapons are less likely to break.

Th: A throwable weapon is designed to be thrown, and gives better ranges than other weapons.

We: Weak weapons are more likely to break.

4 Equipment

There is a wide variety of armour available, varying in cost, weight and protective ability. Some armour is better against certain types of weapons than other armour - padded cloth can be better against crushing weapons than mail is, though mail is far superior against swords.

The following lists the most common types of armour, together with their properties.

Armour	Soak	Load	Location	Notes	Comments
Fur jacket	+4	3	neck torso groin arms thighs	Re-1 Li So Wa	
Fur trousers	+2	2	groin legs	Re-1 Li So Wa	
Hard leather jacket	+3	2	neck torso groin arms thighs	Re-1 Li	
Heavy Samurai Armour	+12	4	torso groin arms legs	Re-1 No-1 Li	
Kurbal cuirass	+1	1	torso	Li	<i>Can be worn over soft leather or quilted armour.</i>
Light Samurai Armour	+6	2	torso groin arms legs	Re-1 No-1 Li	
Mail coif	+1	2	skull neck	Hv Ma	<i>Often worn under a helm.</i>
Mail hauberk	+6	7	torso groin arms thighs	Re-1 No-1 Vi-3 Hv Ma	
Mail leggings	+3	5	groin legs	Re-1 No-1 Hv Ma	
Mail shirt	+4	4	torso groin	No-1 Vi-2 Hv Ma	
Metal helm	+1	1	skull	Vi-2 Hv	
Quilted hauberk	+4	3	neck torso groin arms thighs	Re-1 Li So	
Quilted jacket	+3	2	torso groin arms	Li So	
Quilted leggings	+1	2	groin legs	Re-1 Li So	
Quilted vest	+2	1	torso	Li So	
Ring habergeon	+4	7	torso groin	Re-1 No-1 Vi-2 Hv Ma	<i>Can be worn over soft leather.</i>
Ring hauberk	+6	10	torso groin arms thighs	Re-2 No-1 Vi-3 Hv Ma	<i>Can be worn over soft leather.</i>
Ring leggings	+3	6	groin legs	Re-2 No-1 Hv Ma	<i>Can be worn over soft leather.</i>
Soft leather jacket	+2	1	torso groin arms	Li	<i>Can be worn under mail, a cuirass or vambraces.</i>
Soft leather trousers	+1	1	groin legs	Li	<i>Can be worn under mail leggings.</i>

The combat article gives a full description of the different properties, but they are repeated here in brief for easy reference.

Hv: Heavy armour is good against all weapon types.

Li: Light armour is ineffective against heavy weapons, but tends to be cheap and comfortable to wear.

Ma: Mail armour is halved against impaling weapons.

No-X: Armour is noisy, and gives a penalty to Agility equal to X for stealth checks.

Re-X: Armour is restrictive, and gives a penalty to Agility equal to X for athletics, brawling and initiative.

So: Soft armour is doubled against light weapons.

Vi-X: Armour protects vitals and gives a bonus to health checks to stay alive and conscious equal to X.

Wa: Warm armour gives added protection against the cold, and doubles as cold weather clothing.

Equipment 5

Adventuring	Avail.	Weight	Cost	Notes	Size	Description
10' pole	2	1kg	1f		300 x 5 x 5	A 10' long pole designed for prodding things.
Bell, small hand	2	500g	2.5s			A small bronze hand bell.
Blankets, simple	2	1kg	5d			A thin blanket.
Blankets, thick	3	2kg	4s			A thick blanket.
Blankets, winter	3	5kg	20s			A thick winter blanket.
Candle	1	50g	1f			A wax candle, provides about an hour of light.
Canvas	3	1kg	4d			A square metre of canvas.
Chain, heavy	4	5kg	5l		100 x 3 x 3	A metre length of heavy chain.
Chain, light	3	2kg	15s		100 x 1 x 1	A metre length of light chain.
Chalk	0	10g	1f			A stick of white chalk.
Fish hook	2	5g	4d			A small metal hook.
Fishing net	2	3g	5s			A 2m by 2m fishing net.
Flint and steel	2	50g	2s			A fire starting kit.
Glass bottle	4	100g	12.5l		20 x 5 x 5	A small glass bottle with a cork stopper.
Hourglass	4	500g	75l Sp			An hourglass, used to keep track of time.
Lamp oil	3	500g	1.5d			Lamp oil, enough for 6 hours.
Lantern, beacon	5	20kg	25l Sp			A large glass lantern with an iron framework.
Lantern, bullseye	4	2kg	3l Sp			A bullseye lantern.
Lantern, hooded	3	1kg	2l			A standard hooded lantern.
Magnifying glass	5	100g	50l Sp		15 x 6 x 6	A small glass lens with a wooden handle.
Merchant's scale	4	500g	2.5l Sp			A weighing device.
Mirror, small metal	4	100g	2.5l			A highly polished peice of metal.
Padlock (Poor)	3	250g	5l			A poor quality padlock.
Padlock (Average)	4	300g	12.5l			An average quality padlock.
Padlock (Good)	3	300g	25l			A good quality padlock.
Pavilion (Average)	5	25kg	25l Sp Lu			A tent large enough for 10 people.
Pavilion (Good)	5	35kg	75l Sp Lu			A tent large enough for 10 people.
Pavilion (Exceptional)	5	60kg	125l Sp Lu			A tent large enough for 10 people.
Pavilion (Superb)	5	100kg	250l Sp Lu			A tent large enough for 10 people.
Rations, dried	3	2kg	1.5l Sp			One week's worth of dried rations.
Rations, standard	1	5kg	5s			One week's worth of standard rations.
Scroll case	4	250g	2d			A tube for holding scrolls.
Sewing needle	1	5g	1.25d			A small bone sewing needle.
Signal whistle	5	5g	5s Sp			A small iron whistle.
Signet ring	3	5g	10s Sp			A ring with a pattern embossed upon it.
Spyglass	6	500g	50l Sp			An iron tube with two lenses in it.
Tent, large	4	10kg	5l Sp			A tent for four people.
Tent, small	3	6kg	20s Sp			A tent for two people.
Torch	1	500g	2f			A torch, lasts 1 hour.
Water clock	5	5kg	50l Sp			A clock which works by timing the drips of water.
Whetstone	2	500g	2f			A small portable whetstone.
Writing ink (vial)	4	50g	2s Sp			A clay vial of writing ink.

Animals	Avail.	Weight	Cost	Notes	Size	Description
Buck Hound	3	10kg	1.2l			A hound for hunting deer.
Dunghill dog	2	30kg	4d			A dog used when hunting fowl.
Greyhound (trained)	3	60kg	1.2l			A trained greyhound.
Horse (riding)	3	250kg	2l			An average quality riding horse.
Hunting dog (trained)	2	50kg	2.4l			A trained hunting dog.
Lap dog (Average)	1	5kg	4d			A common house trained dog.
Lap dog (Good)	2	5kg	5s			A good quality house trained dog.
Lap dog (Exceptional)	3	5kg	1.2l			A high quality house trained dog.
Lap dog (Superb)	4	5kg	2.4l			Pure breed house trained dog.
Ox	2	750kg	17s			Oxen make great draft animals.
Peregrine Falcon (fledged)	3	250g	2.4l			A falcon with developed feathers and capable of flight.
Peregrine falcon (unfledged)	3	150g	1.2l			A falcon with undeveloped feathers.
Peregrine hawk's nest	4	500g	2.4l			A nest with unhatched eggs.
Sparrow Hawk (fledged)	2	200g	4.8s			A hawk with developed feathers and capable of flight.
Sparrow Hawk (unfledged)	2	150g	2.4s			A hawk with undeveloped feathers.
Sparrow hawk nest	2	500g	4.8s			A nest with unhatched eggs.

Armour	Avail.	Weight	Cost	Notes	Size	Description
Fur jacket	3	3kg	2s			A heavy fur and leather jacket.
Fur trousers	3	2kg	2s			Heavy fur and leather trousers.
Hard leather jacket	4	2kg	4s			Hard leather jacket.
Heavy Samurai Armour	4	4kg	12.5s			Heavy samurai armour.
Kurbal cuirass	3	500g	3d			Hardened leather breastplate.
Light Samurai Armour	4	2kg	12.5s			Light samurai armour.
Mail coif	4	2kg	20s			Mail armour to cover head and neck.
Mail hauberk	4	7kg	20s			A mail hauberk.
Mail leggings	4	5kg	20s			Mail trousers.
Mail shirt	4	4kg	10s			A shirt of mail.
Metal helm	3	1kg	2s			A plain metal helm.
Quilted hauberk	2	3kg	5d			A heavily padded cloth hauberk.
Quilted jacket	2	2kg	3d			A heavily padded cloth jacket.
Quilted leggings	2	2kg	1.2s			Heavily padded trousers.
Quilted vest	2	750g	2d			A heavily padded cloth vest.
Ring habergeon	4	7kg	7.5s			A heavy form of mail armour.
Ring hauberk	4	10kg	15s			A heavy form of mail armour.
Ring leggings	4	6kg	12.5s			A heavy form of mail armour.
Soft leather jacket	3	1kg	3s			Leather jacket.
Soft leather trousers	3	1kg	2s			Leather trousers.

6 Equipment

Climbing	Avail.	Weight	Cost	Notes	Size	Description
Block and tackle, heavy	5	4kg	1.25l	Sp		A heavy block and tackle.
Block and tackle, light	4	1kg	2.5s	Sp		A light block and tackle.
Block and tackle, medium	5	2kg	5s	Sp		A medium block and tackle.
Crampons	4	750g	5s	Sp		Spikes worn on a shoe to help in climbing.
Grappling hook	3	1kg	4s	Sp		A 3-way iron hook.
Ladder, metal	3	5kg	10s	Sp		2m of metal ladder.
Ladder, wood	3	3kg	1.25d			2m of wooden ladder.
Piton	3	250g	1.25d			A spike used in rock climbing.
Rope, hemp	3	12kg	5s			20m of hemp rope.
Rope, silk	5	5kg	4l	Sp		20m of silk rope.

Container	Avail.	Weight	Cost	Notes	Size	Description
Backpack	2	2kg	5d		50 x 40 x 40	A leather bag for keeping stuff in.
Barrel (small)	1	10kg	2s		100 x 50 x 50	A small wooden barrel.
Basket (large)	1	500g	3d			A woven basket.
Basket (small)	1	100g	2f			A woven basket.
Belt pouch (large)	2	250g	1.5d			A large leather belt pouch.
Belt pouch (small)	2	100g	1d			A small leather belt pouch.
Bolt case	2	500g	5s			A wooden case for holding quarrels.
Bucket, metal	2	2kg	1.25l			A metal bucket.
Bucket, wood	1	2kg	2.5s			A wooden bucket.
Chest, large	3	20kg	2s		90 x 60 x 60	A large wooden chest, almost a metre long.
Chest, small	2	8kg	5d		45 x 30 x 30	A small wooden chest.
Iron pot	2	3kg	2.5s			An iron pot, of the sort used for cooking.
Quiver	2	500g	2s			A quiver for holding arrows.
Sack, large	2	250g	5d			A sack big enough for a person.
Sack, small	1	100g	1.25d			A small sack big enough to hold a chicken.
Strongbox (iron), large	4	60kg	1.25l	Sp	90 x 60 x 60	An iron strongbox, for keeping valuables.
Strongbox (iron), small	4	25kg	15s	Sp	45 x 30 x 30	An iron strongbox, for keeping valuables.
Strongbox (steel), large	5	50kg	5l	Sp	90 x 60 x 60	A steel strongbox, for keeping valuables.
Strongbox (steel), small	5	20kg	2.5l	Sp	45 x 30 x 30	A steel strongbox, for keeping valuables.
Water skin	2	100g	3s			A watertight flask for holding wine or water.

Food	Avail.	Weight	Cost	Notes	Size	Description
Egg (chicken)	1	50g	1f			A fresh chicken egg.
Flask of wine (Poor)	1	1kg	1.25d			A flask of poor quality wine.
Flask of wine (Average)	2	1kg	3.75d			A flask of average quality wine.
Flask of wine (Good)	2	1kg	1.5s			A flask of good quality wine.
Flask of wine (Exceptional)	3	1kg	5s			A flask of fine quality wine.
Flask of wine (Superb)	4	1kg	1.25l			A flask of excellent quality wine.
Fresh meat	1	100g	5d			One portion of fresh meat.
Loaf of bread	1	400g	2f			A fresh loaf of bread.
Pint of ale	1	800g	2f			A pint of strong ale.
Pint of beer	1	800g	2f			A pint of beer.
Pint of mead	2	800g	1d			A pint of mead.
Vegetables	1	50g	1f			One meal of fresh vegetables.

Livestock	Avail.	Weight	Cost	Notes	Size	Description
Cow	2	500kg	14s			A single fully grown cow.
Dozen chickens	1	6kg	3f			A dozen live chickens.
Ewe and lamb	2	250kg	5s			An ewe with a newly born lamb.
Pig	1	75kg	4s			The source of bacon sandwiches.
Sheep	2	75kg	2s			Used for wool or meat.
Swarm of bees (virgin)	2	200g	3.2s			A swarm of virgin bees.

Rogue	Avail.	Weight	Cost	Notes	Size	Description
Acid (Poor)	4	250g	5l	Sp		A weak acid, used for dissolving metal.
Acid (Average)	4	250g	12.5l	Sp		An acid, used for dissolving metal.
Acid (Good)	4	250g	50l	Sp		A strong acid, used for dissolving metal.
Caltrops	4	250g	2s	Sp II		A set of caltrops, enough for one use.
Glass cutter	5	25g	12.5l	Sp II		A diamond glass cutter.
Glue (Poor)	2	250g	2.5s			A weak glue.
Glue (Average)	3	250g	1.25l	Sp		An average glue.
Glue (Good)	4	250g	5l	Sp		A strong glue.
Grease	1	250g	2f			Enough grease for one square metre of floor.
Hearing cone	4	250g	2s	Sp		A short wooden cone, the narrow end fits into an ear.
Iron spikes	2	100g	1d			An iron spike.
Jemmy	3	500g	2.5s		50 x 3 x 2	A short iron bar with a wedged end.
Lock picks	4	10g	5l	Sp II		Tools used to open locks.
Marbles (glass)	5	250g	20s	Sp		A bag of small glass marbles.
Marbles (stone)	3	250g	3d			A bag of small stone marbles.
Oil, lubricating	3	250g	3d			A small flask of lubricating oil.
Skeleton key	4	10g	12.5l	Sp II		A key for opening many locks.
Small hammer	2	200g	2.5d			A small hammer, easily concealed in a hand.
String, hemp	2	50g	3f			A 10m length of string.
String, silk	5	10g	10s	Sp		A 10m length of silk string.
Weapon black	4	200g	1.25l			Black coating to dull a single weapon.
Wire saw	4	20g	5l	Sp		A small wire saw, easily portable.

Services	Avail.	Weight	Cost	Notes	Size	Description
----------	--------	--------	------	-------	------	-------------

Transport	Avail.	Weight	Cost	Notes	Size	Description
-----------	--------	--------	------	-------	------	-------------

Equipment 7

Weapon	Avail.	Weight	Cost	Notes	Size	Description
Battle axe		500g	3s			A one or two handed axe.
Bill	2	1kg	5d			A long shafted axe.
Broad axe		500g	4s			A large two handed axe.
Broad sword		1kg	2.4l			A typical double edged sword.
Club		500g	1d			A wooden club, a very simple weapon.
Dagger		250g	5d			A short bladed weapon.
Great sword		2kg	10l			A large two handed sword.
Hand axe		250g	2s			A small weapon designed to be used in one hand.
Heavy crossbow	4	2kg	6s			A heavy crossbow.
Hunting spear	2	500g	2d			A light spear used for hunting.
Javelin	3	250g	3d			A light spear.
Katana		1.1kg	12.5l			A single edged two handed sword.
Knife		100g	3d			A short bladed weapon.
Light crossbow	4	500g	4s			A light crossbow.
Long bow	3	1kg	4s			A long bow.
Long spear		2kg	2d			A long two handed spear.
Long sword		1.2kg	3l			A double edged two handed sword.
Mace	2	2kg	2s			A short weapon with a metal head.
Medium crossbow	4	1kg	2s			A medium crossbow.
No-dachi		500g	5l			A single edged great sword.
Quarterstaff	1	1kg	2d			A 2m long heavy wooden staff.
Round shield	2	1.5kg	5d			A standard shield.
Scramasax		500g	5d			A cheap sword.
Short bow	3	500g	5d			A short bow.
Short sword	3	1kg	3s			A short double edged sword.
Sling	2	100g	1d			A cheap weapon which hurls stones.
Small shield	2	1kg	3d			A small shield.
Throwing axe	3	250g	5d			A small axe designed for throwing.
Throwing knife	4	250g	3s			A knife designed for throwing.
Wakizashi		500g	2.5l			A single edged short sword.
War flail	4	2kg	4s			Metal balls on a chain.
Warhammer	4	1kg	2s			A heavy headed hammer on a long shaft.
War spear	3	1kg	4d			A heavy spear with a broad blade.