

Boot Knife

45
gp

STR
+1



CAP
3

Item Enhance

A hidden knife. Users may earn a +6 STR bonus if they gain surprise on the victim, at the GM's option.

Item 208 Art © Susan Van Camp
Set 405

Boot Knife

Hunting Knife

15
gp

STR
+2



CAP
5

Item Enhance

Basic knife. Used for food preparation and many other basic tasks.

Item 209 Art © Susan Van Camp
Set 405

Hunting Knife

Arming Sword

120
gp

STR
+3



CAP
1

Item Enhance

Popular one handed battle sword often used with a shield or as a second weapon.

Item 210 Art © Susan Van Camp
Set 405

Arming Sword

Longsword

220
gp

STR
+4



CAP
1.5

Item Enhance

A heavy combat sword. STR of 2 required to use one handed.

Item 211 Art © Susan Van Camp
Set 405

Longsword

Greatsword

350
gp

STR
+5

DEF
+2*
SPD
+1



CAP
2

Item Enhance

Two handed weapon. Minimum STR 1 to use a Greatsword. May only be used one handed if it is a Favored weapon and the user has an STR of 5.*+2 DEF versus only one opponent per round.

Item 212 Art © Susan Van Camp
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Greatsword

Throwing Knife

45
gp

STR
+1
COR
+3



CAP
3

Item Enhance

Throwing knives, stars and other bladed weapons are easy to hide and quick to throw. Range: 50 feet.

Item 213V2 Art © Susan Van Camp
Set 405

Throwing Knife

Parry Dagger

130
gp

STR
+2

DEF
+2*



CAP
5

Item Enhance

*+2 DEF versus only one opponent per round. When used to Parry, or when Defending, this dagger adds +4 DEF.

Item xxx Art © Susan Van Camp
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Parry Dagger

Belt Scabbard

30
gp

CAP
1*



Item

A belt scabbard is designed to be attached to a belt. It can hold a hunting, parry, arming or Longsword blade or similar sized weapons. *CAP includes the weapon.

Item xxx Art © Susan Van Camp
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Belt Scabbard

Back Scabbard

40
gp

CAP
1.5*



Item

A scabbard meant to be slung on the back or on a backpack. It can hold a longsword or greatsword, or similar sized weapons. *CAP includes weapon.

Item xxx Art © Susan Van Camp
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Back Scabbard