

ARMOURY

FRAGGED SEAS



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INTRODUCTION

This is a very straight forward document: it is a giant list of pre-made personal Weapons and Outfits for the Fragged Seas RPG.

While this document does not have 'all' of the possible options (particularly when it comes to Modifications) it does cover most of them.

If you have any suggestions, please send me an email:
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GMs Please Note:

If you give any of these Weapons to an NPC you need to give that item an additional +2 Hit bonus.



DAGGER / DIRK



Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Kitchen Knife	+1	1 (Str)	1 (6)	3	2*	- (1)	0	- (0)	0	Blade, Steel, (Throw).	8w	0
Small, **2 Crit Dmg vs Luck.												
Holy Navy Dirk	+0	1 (Str)	1 (6)	4	2*	- (1)	0	- (0)	0	Blade, Composite, (Throw).	9w	0
Small, **2 Crit Dmg vs Luck.												
Khanjar Curved Dagger	+2	1 (Str)	1 (6)	4	2*	- (1)	0	- (0)	1	Blade, Blood Iron, (Throw).	10w	1
Small, **2 Crit Dmg vs Luck.												
Name Dagger	+1	1 (Str)	1 (6)	4	2*	- (1)	0	- (0)	0	Blade, Monster Bone, (Throw).	8w, 14p	1
Small, **2 Crit Dmg vs Luck, Pen 1 min 3.												
Antique Jeweled Stiletto	-1	1 (Str)	1 (6)	3	2*	- (1)	0	- (0)	0	Blade, Ancient, (Throw).	8w, 16p	2
Small, **2 Crit Dmg vs Luck, Gain +1 Momentum at the end of each of your Turns, You have -2 Armour vs Luck Damage while you own this Weapon.												
Ceremonial Dagger	-2	1 (Str)	1 (6)	5	2*	- (1)	0	- (0)	0	Blade, C, (Throw), Magic, Blood.	9w, 18t	2
Small, **2 Crit Dmg vs Luck, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.												
Spark	+2*	1 (Str)	1 (6)	6	2**	- (1)	0	- (0)	0	Blade, C, (Throw), Magic, Fire.	9w, 18t	4
Small, ***2 Crit Dmg vs Luck, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.												
Blue Blade	-2*	2 (Str)	2 (6)	4	2**	- (1)	0	- (0)	0	Blade, C, (Throw), Magic, Storm.	9w, 18t, 1Kn	2
Small, ***2 Crit Dmg vs Luck, Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet, Modification: Arcane.												
Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).												
Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and *+1d6 Hit vs Wet targets (Stacks).												
Kinstrife	-4	1 (Str)	1 (6)	3	2*	- (1**)	0	- (0)	0	Blade, S, (Throw), M, C, Intimidate.	8w, 18t, 1Kn	3
Small, **2 Crit Dmg vs Luck, Dangerous 4 (Cursed Ground), **Ammo is regained at the end of Combat, Modification: Arcane.												
Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).												
Night Blade	-2*	1 (Str)	1 (6)	4	1**	- (1)	0	- (0)	0	Blade, C, (T), M, B, Tackle (14)**	9w, 18t, 2Kn	3
Small, ***2 Crit Dmg vs Luck, Blunt, Dangerous 1 (GM defined), *Hit +Luck with Tackle Action, ***You don't gain Grabbing from this Weapon. Modification: Arcane.												

THROWING KNIVES



Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Throwing Blades	+1	1 (Str)	1 (6)	3	2*	- (12)	0	- (0)	0	Blade, Steel, (Throw).	10w	1
**1 Crit Dmg vs Luck.												
Balanced Skull Daggers	+0	1 (Str)	1 (6)	4	2*	- (12)	0	- (0)	0	Blade, Composite, (Throw).	11w	1
**1 Crit Dmg vs Luck.												
Set of Khanjar Curved Daggers	+2	1 (Str)	1 (6)	4	2*	- (12)	0	- (0)	1	Blade, Blood Iron, (Throw).	12w	2
**1 Crit Dmg vs Luck.												
Spine Shark Teeth	+1	1 (Str)	1 (6)	4	2*	- (12)	0	- (0)	0	Blade, Monster Bone, (Throw).	10w, 14p	2
**1 Crit Dmg vs Luck, Pen 1 min 3.												
Old World Main-Gauches	-1	1 (Str)	1 (6)	3	2*	- (12)	0	- (0)	0	Blade, Ancient, (Throw).	10w, 16p	3
**1 Crit Dmg vs Luck, Gain +1 Momentum at the end of each of your Turns, You have -2 Armour vs Luck Damage while you own this Weapon.												
Accursed Daggers	-2	1 (Str)	1 (6)	5	2*	- (12)	0	- (0)	0	Blade, C, (Throw), Magic, Blood.	11w, 18t	3
**1 Crit Dmg vs Luck, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum. Modification: Arcane.												
Grave Blades	-4	1 (Str)	1 (6)	5	1*	- (12)	0	- (0)	0	B, C, (Throw), M, M, C, Acid.	10w, 18t	3
**1 Crit Dmg vs Luck, Blunt, Dangerous 1d3 (Acid Pool), Burn, Modification: Arcane.												
Assassin's Blades	-3	1 (Str)	1 (6)	1	0*	- (12)	0	- (0)	0	B, S, (Throw), M, M, C, Poison.	10w, 18t	3
**1 Crit Dmg vs Luck, Blunt, Dangerous 1d3 (Acid Pool), Blunt, Modification: Arcane.												
Strong Hit: Poisoned (Attack, Hit) Target has 6 End Dmg if they move themselves more than 6 spaces in a Turn (does not Stack).												
Fire Darts	+2*	1 (Str)	1 (6)	6	2**	- (12)	0	- (0)	0	Blade, C, (Throw), Magic, Fire.	11w, 18t	5
***1 Crit Dmg vs Luck, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.												

SHORT SWORD

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
 Migl Cutlass	+1	1	1	4	3	-	1	-	1	Blade, Steel.	12w	1
Quality Short Sword	+0	1	1	5	3	-	1	-	1	Blade, Composite.	13w	1
Blood Iron Short Sword	+2	1	1	5	3	-	1	-	2	Blade, Blood Iron.	14w	2
Bone Blade	+1	1	1	5	3	-	1	-	1	Blade, Monster Bone.	12w, 14p	2
Pen 1 min 3.												
Heirloom Short Sword	-1	1	1	4	3	-	1	-	1	Blade, Ancient.	12w, 16p	3
Gain +1 Momentum at the end of each of your Turns, You have -2 Armour vs Luck Damage while you own this Weapon.												
 Barnacle Blade	-2	1	1	6	3*	-	1	-	1	Blade, Composite, Magic, Blood.	13w, 18t	3
*Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.												
Dragon Sword	-3	1	1	4	2	-	1	-	1	Blade, S. M. C, Dragon's Piss.	14w, 18t	3
Blunt, Dangerous 1d3 (Acid Pool), Energy, Burn, Modification: Arcane.												
Strong Hit: Set Alight (Attack, Hit) Target takes 5 End Dmg at the start of each of their Turns until they receive First Aid or become Wet (does not Stack).												
Blistering Blade	+2*	1	1	7	3	-	1	-	1	Blade, Composite, Magic, Fire.	12w, 18t	5
Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.												
Storm Ripper	-1*	2	2	4	3	-	1	-	1	Blade, Steel, Magic, Storm.	12w, 18t, 1Kn	3
Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet, Modification: Arcane.												
Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).												
Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and *-1d6 Hit vs Wet targets (Stacks).												
 Two Coin Blade	+0	1	1	3	3	-	1	-	1	Blade, Steel.	12w	0
Modification: Low Quality.												

SPADROON / BROADSWORD

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
 Naval Spadroon	+1	1	1	4	3	-	1	-	2	Blade, Steel.	12w	2
Max Momentum (+1d6 Hit).												
 Blood Money Broadsword	+0	1	1	5	3	-	1	-	2	Blade, Composite.	13w	2
Max Momentum (+1d6 Hit).												
 Boarding Blade	+2	1	1	5	3	-	1	-	3	Blade, Blood Iron.	14w	3
Max Momentum (+1d6 Hit).												
 Kami Scimitar	+1	1	1	5	3	-	1	-	2	Blade, Monster Bone.	12w, 14p	3
Max Momentum (+1d6 Hit), Pen 1 min 3.												
Tooth of Fin-Derark	+0	1	1	4	3	-	1	-	2	Blade, Ancient.	12w, 16p	4
Max Momentum (+1d6 Hit), Gain +1 Momentum at the end of each of your Turns, You have -2 Armour vs Luck Damage while you own this Weapon.												
 Heretical Blood Scimitar	+0	1	1	6	3*	-	1	-	2	Blade, Composite, Magic, Blood.	12w, 18t	4
Max Momentum (+1d6 Hit), *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.												
Scorch Sword	-3	1	1	4	2	-	1	-	2	B. S. M. M. C, Dragon's Piss.	15w, 18t	4
Blunt, Dangerous 1d3 (Acid Pool), Energy, Burn, Modification: Arcane.												
Strong Hit: Set Alight (Attack, Hit) Target takes 5 End Dmg at the start of each of their Turns until they receive First Aid or become Wet (does not Stack).												
Brand	+2*	1	1	7	3	-	1	-	2	Blade, Composite, Magic, Fire.	13w, 18t	6
Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.												
Shock Sword	-1*	2	2	4	3	-	1	-	2	Blade, Steel, Magic, Storm.	12w, 18t, 1Kn	4
Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet, Modification: Arcane.												
Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).												
Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and *-1d6 Hit vs Wet targets (Stacks).												
Rusty Broadsword	-1	1	1	4	3	-	1	-	2	Blade, Composite.	13w	1
Max Momentum (+1d6 Hit), Modification: Low Quality.												

CUTLASS

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
	Free Folk Cutlass	+2	1	1	6	3	-	1	-	2	Blade, Steel.	10w	2
	Butterfly Blade	+1	1	1	7	3	-	1	-	2	Blade, Composite.	12w	2
	Sharpened Ripper Thock Horne	+3	1	1	7	3	-	1	-	3	Blade, Blood Iron.	12w	3
	Sea Gift Blade	+2	1	1	7	3	-	1	-	2	Blade, Monster Bone.	10w, 14p	3
	Pen 1 min 3.												
	Rune Blade	+0	1	1	6	3	-	1	-	2	Blade, Ancient / Star Metal.	10w, 16p	4
	Gain +1 Momentum at the end of each of your Turns. You have -2 Armour vs Luck Damage while you own this Weapon.												
	Jinn Sabre	+1	1	1	8	3*	-	1	-	2	Blade, Composite, Magic, Blood.	10w, 18t	4
	*Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.												
	Embre Blade	-2	1	1	6	2	-	1	-	2	B, S, M, M, C, Dragon's Piss.	13wt, 18t	4
	Blunt, Dangerous 1d3 (Acid Pool), Energy, Burn, Modification: Arcane.												
	Strong Hit: Set Alight (Attack, Hit) Target takes 5 End Dmg at the start of each of their Turns until they receive First Aid or become Wet (does not Stack).												
	Darkfire Sabre	+3*	1	1	9	3	-	1	-	2	Blade, Composite, Magic, Fire.	11w, 18t	6
	Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.												
	Cyclone Cutlass	+0*	2	2	6	3	-	1	-	2	Blade, Steel, Magic, Storm.	10w, 18t, 1Kn	4
	Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet, Modification: Arcane.												
	Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).												
	Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and *-1d6 Hit vs Wet targets (Stacks).												
	Bad Bob's Blinding Blade	+0*	1	1	6	2	-	1	-	2	Blade, S, M, B, Tackle (14)**.	10w, 18t, 2Kn	5
	Blunt, Dangerous 1 (GM defined), *Hit +Luck with Tackle Action, **You don't gain Grabbing from this Weapon, Modification: Arcane.												
	Mercenary Blood	+1	1	1	5	3	-	1	-	2	Blade, Steel.	10w	1
	Modification: Low Quality.												

RAPIER

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
	Poker	+3	2	2	4	3	-	1	-	2	Blade, Steel.	12w	2
	Balanced Rapier	+2	2	2	5	3	-	1	-	2	Blade, Composite.	13w	2
	Judgement	+4	2	2	5	3	-	1	-	3	Blade, Blood Iron.	14w	3
	Status Rapier	+3	2	2	5	3	-	1	-	2	Blade, Monster Bone.	12w, 14p	3
	Pen 1 min 3.												
	Hair Needle of Jakrakarla	+1	2	2	4	3	-	1	-	2	Blade, Star Metal.	12w, 16p	4
	Gain +1 Momentum at the end of each of your Turns. You have -2 Armour vs Luck Damage while you own this Weapon.												
	Sick Rick's Pustule Poker	+2	2	2	6	3*	-	1	-	2	Blade, Composite, Magic, Blood.	12w, 18t	4
	*Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.												
	Inferno Blade	-1	2	2	4	2	-	1	-	2	B, S, M, M, C, Dragon's Piss.	15w, 18t	4
	Blunt, Dangerous 1d3 (Acid Pool), Energy, Burn, Modification: Arcane.												
	Strong Hit: Set Alight (Attack, Hit) Target takes 5 End Dmg at the start of each of their Turns until they receive First Aid or become Wet (does not Stack).												
	Hot Poker	+4*	2	2	7	3	-	1	-	2	Blade, Composite, Magic, Fire.	13w, 18t	6
	Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.												
	Gale Blade	+1*	3	3	4	3	-	1	-	2	Blade, Steel, Magic, Storm.	12w, 18t, 1Kn	4
	Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet, Modification: Arcane.												
	Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).												
	Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and *-1d6 Hit vs Wet targets (Stacks).												
	Cabin Boys Toothpick	+1*	2	2	4	2	-	1	-	2	Blade, S, M, B, Tackle (14)**.	12w, 18t, 2Kn	5
	Blunt, Dangerous 1 (GM defined), *Hit +Luck with Tackle Action, **You don't gain Grabbing from this Weapon, Modification: Arcane.												
	Rusted Poker	+2	2	2	3	3	-	1	-	2	Blade, Steel.	12w	1
	Modification: Low Quality.												

SPEAR / HARPOON

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
	Pitchfork	-1* (+4)	1* (Str)	3 (12)	3	3	- (1)	2	- (2)	3	Blade**, (Throw), Steel.	12w	1
		Large, **2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action).											
	Coffer Spear	-2* (+3)	1* (Str)	3 (12)	4	3	- (1)	2	- (2)	3	Blade**, (Throw), Composite.	13w	1
		Large, **2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action).											
	High Spear	+0* (+5)	1* (Str)	3 (12)	4	3	- (1)	2	- (2)	4	Blade**, (Throw), Blood Iron.	14w	2
		Large, **2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action).											
	Stalker Spear	-1* (+4)	1* (Str)	3 (12)	4	3	- (1)	2	- (2)	3	Blade**, (Throw), Monster Bone.	12w, 14p	2
		Large, **2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action), Pen 1 min 3.											
	Mercurial Silver Spear	-3* (+2)	1* (Str)	3 (12)	3	3	- (1)	2	- (2)	3	Blade**, (Throw), Star Metal.	12w, 16p	3
		Large, **2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action). Gain +1 Momentum at the end of each of your Turns, You have -2 Armour vs Luck Damage while you own this Weapon.											
	Goblin Spear	-2* (+3)	1* (Str)	3 (12)	5	3*	- (1)***	2	- (2)	3	Blade**, (Throw), C. M. Blood.	12w, 18t	3
		Large, **2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action). ***Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.											
	Pyre Spear	+0* (+5)	1* (Str)	3 (12)	6	3	- (1)	2	- (2)	3	Blade**, (Throw), C. Magic, Fire.	13w, 18t	5
		Large, **2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action). Energy, Burn, Dangerous 1d3 (Small Fire), -2d6 Hit vs Wet targets, Modification: Arcane.											
	Trident of the Black Sea	-3* (+2)	2* (Str+1)	4 (13)	3	3	- (1)	2	- (2)	3	Blade**, (Throw), S. M. Storm.	12w, 18t, 1Kn	3
		Large, **2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action). Dangerous 1 (Wind), You suffer -1d6 Hit if you're Wet, Modification: Arcane. Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks). Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and **1d6 Hit vs Wet targets (Stacks).											
	Fishing Spear	-2* (+3)	1* (Str)	3 (12)	2	3	- (1)	2	- (2)	3	Blade**, (Throw), Steel.	12w	0
		Large, **2 Hit per Range Increment beyond the first (normally -2), **Two Handed if not Thrown. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action), Modification: Low Quality.											

WHIP

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Whip	-4*	1*	4	0*	1	-	0	1	0	Tackle (14).	8w	1
	No Variations or Modifications, You can Swing at almost any time, **2 Hit and End Dmg per Range Increment beyond the first (normally -2).											

HOOK HAND

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
	Hook Hand	+0	1	1	3	2	-	0	-	0	Blade, Composite.	Free	0
		Natural, May be used in place of a lost hand (allows for the use of GM defined Two Handed Items).											

Bow

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
 Raiding Bow	+0	4	35	5	3	10	1	1	3	Projectile, Bow, Wood.	12w	2
May only preload while Active, Two Handed. Momentum 1: Your next Attack gains +2 Hit, Rng, End Dmg (Stacks).												
 Hunters Bow	-1	5	40	5	3	10	1	1	3	Projectile, Bow, Composite.	14t	2
May only preload while Active, Two Handed. Momentum 1: Your next Attack gains +2 Hit, Rng, End Dmg (Stacks).												
 Sinew Bow	+0	4	35	6	3	10	1	1	3	Projectile, Bow, Monster Bone.	12w, 14p	3
May only preload while Active, Two Handed, Pen 1 min 3. Momentum 1: Your next Attack gains +2 Hit, Rng, End Dmg (Stacks).												
 Ripper Longbow	+2	4	35	7	3	10	1	1	3	Projectile, Bow, Bow, Ancient.	12w, 16p	4
May only preload while Active, Two Handed, You have -2 Armour vs Luck Damage while you own this Weapon. Momentum 1: Your next Attack gains +2 Hit, Rng, End Dmg (Stacks).												
Bow of Suffering	-2	4	35	6	3*	10	1	1	3	P. Bow, Wood, Magic, Blood.	12w, 18t	4
May only preload while Active, Two Handed, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane. Momentum 1: Your next Attack gains +2 Hit, Rng, End Dmg (Stacks).												
Searing Bow	+2*	4	35	7	3	10	1	1	3	P. Bow, Wood, Magic, Fire.	12w, 18t	6
May only preload while Active, Two Handed, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane. Momentum 1: Your next Attack gains +2 Hit, Rng, End Dmg (Stacks).												
Dread Bow	-5	4	35	5	3	10*	1	1	3	P. Bow, W. M. C, Intimidate.	12w, 18t, 1Kn	5
May only preload while Active, Two Handed, Dangerous 4 (Cursed Ground), *Ammo is regained at the end of Combat, Modification: Arcane. Momentum 1: Your next Attack gains +2 Hit, Rng, End Dmg (Stacks). Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).												
Guardsmen Bow	-2	4	35	3	3	10	1	1	3	Projectile, Bow, Wood.	12w / 14t	1
May only preload while Active, Two Handed, Modification: Low Quality. Momentum 1: Your next Attack gains +2 Hit, Rng, End Dmg (Stacks).												

BLOW DART

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Narrow Reed Dart	+0	3	9	2	0	8	0	1	1	Projectile, Chemical, Acid.	12t	1
Strong Hit (5-6), May only preload while Active, Small, Burn.												
Bloat Toad Dart	+0	3	9	0	0	8	0	1	1	Projectile, Chemical, Poison.	12t	1
Strong Hit (5-6), May only preload while Active, Small, Blunt. Strong Hit: Poisoned (Attack, Hit) Target has 6 End Dmg if they move themselves more than 6 spaces in a Turn (does not Stack).												
Moon Flower Dart	+0	3	9	0	0	8	0	1	1	Projectile, Chemical, Toxic.	12t	1
Strong Hit (5-6), May only preload while Active, Small. Strong Hit: Toxic (Attack, Hit) Target has -2 to all Rolls until they receive Patch-Up or Extended Care (does not Stack).												
 Dragon's Piss Dart	+0	3	9	1	0	8	0	1	1	P. Chemical, Dragon's Piss.	14t	1
Strong Hit (5-6), May only preload while Active, Small, Energy, Burn. Strong Hit: Set Alight (Attack, Hit) Target takes 5 End Dmg at the start of each of their Turns until they receive First Aid or become Wet (does not Stack).												
Glug Fish Dart	-2	3	9	0	0	8	0	1	1	P. Chemical, Noxious Cloud.	14t	1
Strong Hit (5-6), May only preload while Active, Small, Blunt, Creates Dangerous Environmental area (6 End Dmg to any target than enters or starts their Turn in that space) in a single space under the target, Modification: Low Quality.												
 Blinding Powder Dart	-2	3	9	0	0	8	0	1	1	Projectile, Chemical, Flash.	12t	1
Strong Hit (5-6), May only preload while Active, Small, Blunt, Modification: Low Quality. Strong Hit: Flash (Attack, Hit) All Damaged characters are Suppressed.												

BOARDING AXE / TOMAHAWK

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
	Boarding Axe	-1	1 (Str)	1 (5)	5	3	- (1)	1	-	3	Axe, (Throw), Steel.	10w	2
		Max Momentum (+1 Crit Dmg).											
	Gale Warpick	-3	1 (Str)	1 (5)	4	3	- (1)	1	-	3	Axe, (Throw), Pick.	10w	2
		Max Momentum (+1 Crit Dmg), Pen 2 min 3.											
	Kirk Hammer	-2	1 (Str)	1 (5)	4*	3	- (1)	1	-	3	Axe, (Throw), Hammer.	8w	2
		Max Momentum (+1 Crit Dmg), Blunt, **4 End Dmg vs characters with 3+ Armour.											
	Clapper	-3	1 (Str)	1 (5)	6	3	- (1)	1	-	3	Axe, (Throw), Thunder Stone.	10w, 14p	3
		Max Momentum (+1 Crit Dmg).											
		Strong Hit: Thunder Smash (Attack, Hit, Once per Turn) Gain +1 Momentum and knock a non-large target Prone.											
	Split Bone Axe	+0	1 (Str)	1 (5)	5	3	- (1)	1	-	3	Axe, (Throw), Monster Bone.	10w, 14p	3
		Max Momentum (+1 Crit Dmg), Pen 1 min 3.											
	Mourne Axe	+2	1 (Str)	1 (5)	6	3	- (1)	1	-	3	Axe, (Throw), Ancient.	10w, 16p	4
		Max Momentum (+1 Crit Dmg), You have -1 Armour vs Luck Damage while you own this Weapon.											
	Henry's Hated Hatchet	-3	1 (Str)	1 (5)	6	3*	- (1)	1	-	3	Axe, (Throw), S. Magic, Blood.	10w, 18t	4
		Max Momentum (+1 Crit Dmg), *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.											
	Coal Axe	+1*	1 (Str)	1 (5)	7	3	- (1)	1	-	3	Axe, (Throw), S. Magic, Fire.	10w, 18t	6
		Max Momentum (+1 Crit Dmg), Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.											
	Tomahawk	-2	1 (Str)	1 (5)	4	3	- (1)	1	-	3	Axe, (Throw), Steel.	10w	1
		Max Momentum (+1 Crit Dmg), Modification: Low Quality.											

WOODCUTTERS AXE

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
	Woodcutters Axe	-2	1	2	9	3	-	1	-	4	Axe, Steel.	12w	3
		Large, Two Handed, Max Momentum (+1 Crit Dmg).											
	Great Pick	-4	1	2	8	3	-	1	-	4	Axe, Pick.	12w	3
		Large, Two Handed, Max Momentum (+1 Crit Dmg), Pen 2 min 3.											
	Ship Anchor	-3	1	2	8*	3	-	1	-	4	Axe, Hammer.	10w	3
		Large, Two Handed, Max Momentum (+1 Crit Dmg), Blunt, **4 End Dmg vs characters with 3+ Armour.											
	Divine Intervention	-4	1	2	10	3	-	1	-	4	Axe, Thunder Stone.	12w, 14p	4
		Large, Two Handed, Max Momentum (+1 Crit Dmg).											
		Strong Hit: Thunder Smash (Attack, Hit, Once per Turn) Gain +1 Momentum and knock a non-large target Prone.											
	Sea Dragon Axe	-1	1	2	9	3	-	1	-	4	Axe, Monster Bone.	12w, 14p	4
		Large, Two Handed, Max Momentum (+1 Crit Dmg), Pen 1 min 3.											
	Ogdor's Gaze	+1	1	2	10	3	-	1	-	4	Axe, Ancient.	12w, 16p	5
		Large, Two Handed, Max Momentum (+1 Crit Dmg), You have -1 Armour vs Luck Damage while you own this Weapon.											
	Cid's Revenge	-4	1	2	10	3*	-	1	-	4	Axe, Steel, Magic, Blood.	12w, 18t	5
		Large, Two Handed, Max Momentum (+1 Crit Dmg), *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.											
	Combustion Axe	+0*	1	2	11	3	-	1	-	4	Axe, Steel, Magic, Fire.	12w, 18t	7
		Large, Two Handed, Max Momentum (+1 Crit Dmg), Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.											
	Storm Cutter	-4*	2	3	9	3	-	1	-	4	Axe, Steel, Magic, Storm.	12w, 18t, 1Kn	5
		Large, Two Handed, Max Momentum (+1 Crit Dmg), Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet, Modification: Arcane.											
		Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).											
		Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and **1d6 Hit vs Wet targets (Stacks).											
	Old Woodcutters Axe	-3	1	2	8	3	-	1	-	4	Axe, Steel.	12w	2
		Large, Two Handed, Max Momentum (+1 Crit Dmg), Modification: Low Quality.											

GREATSWORD

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
 Spin 'n Kick	-1	1	2	6	3	-	2	-	5	Blade, Steel.	14w	3
Large, Two Handed. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng, -2 End Dmg and Splash +1 (does not Stack).												
Quality Greatsword	-2	1	2	7	3	-	2	-	5	Blade, Composite.	15w	3
Large, Two Handed. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng, -2 End Dmg and Splash +1 (does not Stack).												
 Great Storm Blade	+0	1	2	7	3	-	2	-	6	Blade, Blood Iron.	16w	4
Large, Two Handed. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng, -2 End Dmg and Splash +1 (does not Stack).												
 Tithe Greatsword	-1	1	2	7	3	-	2	-	5	Blade, Monster Bone.	14w, 14p	4
Large, Two Handed, Pen 1 min 3. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng, -2 End Dmg and Splash +1 (does not Stack).												
 Bastion Blade	-3	1	2	6	3	-	2	-	5	Blade, Ancient.	14w, 16p	5
Large, Two Handed, Gain +1 Momentum at the end of each of your Turns, You have -2 Armour vs Luck Damage while you own this Weapon. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng, -2 End Dmg and Splash +1 (does not Stack).												
Kraken Tooth	-3	1	2	7	3*	-	2	-	5	Blade, Steel, Magic, Blood.	14w, 18t	5
Large, Two Handed, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum. Modification: Arcane. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng, -2 End Dmg and Splash +1 (does not Stack).												
Unbalanced Greatsword	-4	1	2	6	3	-	2	-	5	Blade, Composite.	15w	2
Large, Two Handed, Modification: Low Quality. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng, -2 End Dmg and Splash +1 (does not Stack).												

PIKE

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
 Chapel Pike	-2*	1*	3	5**	3	-	2	-	4	Axe, Steel.	14w	2
Large, Two Handed, **2 Hit per Range Increment beyond the first (normally -2), **6 End Dmg with Ready Attack vs Charging targets. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action).												
War Scythe	-4*	1*	3	4**	3	-	2	-	4	Axe, Pick.	14w	2
Large, Two Handed, **2 Hit per Range Increment beyond the first (normally -2), **6 End Dmg with Ready Attack vs Charging targets. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action), Pen 2 min 3.												
Long Maul	-3*	1*	3	4**	3	-	2	-	4	Axe, Hammer.	12w	2
Large, Two Handed, **2 Hit per Range Increment beyond the first (normally -2), **6 End Dmg with Ready Attack vs Charging targets. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action), Blunt, **4 End Dmg vs characters with 3+ Armour.												
 Griffin Pike	-4*	1*	3	6	3	-	2	-	4	Axe, Thunder Stone.	14w, 14p	3
Large, Two Handed, **2 Hit per Range Increment beyond the first (normally -2), **6 End Dmg with Ready Attack vs Charging targets. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action). Strong Hit: Thunder Smash (Attack, Hit, Once per Turn) Gain +1 Momentum and knock a non-large target Prone.												
 Glory Spear	-1*	1*	3	5	3	-	2	-	4	Axe, Monster Bone.	14w, 14p	3
Large, Two Handed, **2 Hit per Range Increment beyond the first (normally -2), **6 End Dmg with Ready Attack vs Charging targets. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action), Pen 1 min 3.												
 Marid Pike	+1*	1*	3	6**	3	-	2	-	4	Axe, Ancient.	14w, 16p	4
Large, Two Handed, **2 Hit per Range Increment beyond the first (normally -2), **6 End Dmg with Ready Attack vs Charging targets, May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action), You have -1 Armour vs Luck Damage while you own this Weapon.												
City Guard Pike	-3*	1*	3	4	3	-	2	-	4	Axe, Steel.	14w	1
Large, Two Handed, **2 Hit per Range Increment beyond the first (normally -2), **6 End Dmg with Ready Attack vs Charging targets. May use Ready Attack against any character as soon as they come within Range (normally at the end of an Action), Modification: Low Quality.												

GRENADE

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
 Odds & Ends Bomb	-1	Str+1	12	8	2	2	0	0	0	Explosive, Throw, Shrapnel.	12t	1
	Small, Splash 1d3-1.											
Grenade	-2	Str+1	12	9	2	2	0	0	0	Explosive, Throw, Black Powder.	12t	1
	Small, Splash 1d3-1.											
	Momentum 1: Destroy two spaces of destructible terrain that you have just damaged.											
 Bottle of Dragon Powder	-2	Str+1	12	8	2	2	0	0	0	Explosive, Throw, Dragon Powder.	12t, 1Kn	2
	Small, Splash 1d3-1, Splash +1, Dangerous 2 (Small Fire).											
	Momentum 1: Destroy three spaces of destructible terrain that you have just damaged.											
 Ol' Smith's Parrot Bomb	-3	Str+1	12	9	2*	2	0	0	0	E, Throw, Potion, Magic, Blood.	12t, 1Kn	2
	Small, Splash 1d3-1, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum.											
 Pete's Big ol' Explody Thing	+1*	Str+1	12	10	2	2	0	0	0	E, Throw, Potion, Magic, Fire.	12t, 1Kn	4
	Small, Splash 1d3-1, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets.											
 Captain's Hangover	-3*	Str+1	12	8	1	2	0	0	0	E, Throw, P, M, Bind, Tackle (14)**.	12t, 3Kn	3
	Small, Splash 1d3-1, Blunt, Dangerous 1 (GM defined), *Hit +Luck with Tackle Action, **You don't gain Grabbing from this Weapon.											
 Sharab Almalik	-4	Str+1	12	6	0	1	0	0	0	E, Throw, Elixir, C, Poison.	12t	1
	Small, Splash 1d3-1, Dangerous 2 (GM defined), Blunt.											
	Strong Hit: Poisoned (Attack, Hit) Target has 6 End Dmg if they move themselves more than 6 spaces in a Turn (does not Stack).											
 Mystery Drink	-1d6-4	Str+1	12	6	1	2	0	0	0	E, Throw, Elixir, C, Toxic.	12t	1
	Small, Splash 1d3-1, Dangerous 2 (GM defined).											
	Strong Hit: Toxic (Attack, Hit) Target has -2 to all Rolls until they receive Patch-Up or Extended Care (does not Stack).											
 Jureat Alnaar	-4	Str+1	12	8	1	2	0	0	0	E, Throw, Elixir, C, Dragon's Piss.	14t	1
	Small, Splash 1d3-1, Dangerous 2 (GM defined), Energy, Burn.											
	Strong Hit: Set Alight (Attack, Hit) Target takes 5 End Dmg at the start of each of their Turns until they receive First Aid or become Wet (does not Stack).											
 Jar of Bees	-4	Str+1	12	6	0	2	0	0	0	E, Throw, E, C, Noxious Cloud.	14t	2
	Small, Splash 1d3-1, Dangerous 2 (GM defined), Blunt, Creates Dangerous Environmental area (6 End Dmg to any target than enters or starts their Turn in that space) equal in size to this Weapon's Splash area or a single space (if it does not have Splash).											
 Strongbox Surprise	-4	Str+1	12	8	0	2	0	0	0	E, Throw, Elixir, C, Flash.	12t	2
	Small, Splash 1d3-1, Dangerous 2 (GM defined), Blunt.											
	Strong Hit: Flash (Attack, Hit) All Damaged characters are Suppressed.											

COMBAT NET / BOLAS

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Combat Net / Bolas	+1	2	Str	4	-	1	2	2	2	Tackle-Grabbed (14)*.	10w	1
	Large, Two Handed, *You don't gain Grabbing from this Weapon, *Can only be used to Grab.											
	Momentum 2: Splash 1 (does not Stack).											

HOOKED CHAIN

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Hooked Chain	-2*	1*	3	5	2	-	2	-	3	Axe, Steel, Tackle-Trip.	10w	1
	**2 Hit and per Range Increment beyond the first. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack).											
Prisoner's Chains	-3*	1*	3	4*	2	-	2	-	3	Axe, Hammer, Tackle-Trip.	8w	1
	**2 Hit and per Range Increment beyond the first, Blunt, **4 End Dmg vs characters with 3+ Armour. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack).											
Storm Whip	-4*	1*	3	6	2	-	2	-	3	Axe, T Stone, Tackle-Trip.	10w, 14p	2
	**2 Hit and per Range Increment beyond the first. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack). Strong Hit: Thunder Smash (Attack, Hit, Once per Turn) Gain +1 Momentum and knock a non-large target Prone.											
Living Tentacle	-1*	1*	3	5	2	-	2	-	3	Axe, M Bone, Tackle-Trip.	10w, 14p	2
	**2 Hit and per Range Increment beyond the first, Pen 1 min 3. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack).											
Golden Rope	+1*	1*	3	6	2	-	2	-	3	Axe, Ancient, Tackle-Trip.	10w, 16p	3
	**2 Hit and per Range Increment beyond the first, You have -1 Armour vs Luck Damage while you own this Weapon. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack).											
Dread Hooks of Captain Shale	-4*	1*	3	6	2**	-	2	-	3	Axe, S, M, Blood, Tackle-Trip.	10w, 18t	3
	**2 Hit and per Range Increment beyond the first, **Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum., Modification: Arcane. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack).											
Torture Hooks	+0*	1*	3	7	2	-	2	-	3	Axe, S, M, Fire, Tackle-Trip.	10w, 18t	5
	**2 Hit and per Range Increment beyond the first, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets., Modification: Arcane. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack).											
Elemental Chain	-4*	2*	4	5	2	-	2	-	3	Axe, S, M, Storm, Tackle-Trip.	10w, 18t, 1Kn	3
	**2 Hit and per Range Increment beyond the first, Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet, Modification: Arcane. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack). Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks). Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and **1d6 Hit vs Wet targets (Stacks).											
Goul Tongue	-7*	1*	3	5	2	-	2	-	3	A, S, M, C, Tackle-Trip, Intimidate.	10w, 18t, 1Kn	4
	**2 Hit and per Range Increment beyond the first, Dangerous 4 (Cursed Ground), Modification: Arcane. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack). Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).											
Keelhauler	-4*	1*	3	5	1	-	2	-	3	A, S, M, B, T-Trip, Tackle (14)**.	10w, 18t, 2Kn	4
	**2 Hit and per Range Increment beyond the first, Blunt, Dangerous 1 (GM defined), *Hit +Luck with Tackle Action, **You don't gain Grabbing from this Weapon, Modification: Arcane. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack).											
Rusty Chain	-3*	1*	3	4	2	-	2	-	3	Axe, Steel, Tackle-Trip.	10w	0
	**2 Hit and per Range Increment beyond the first, Modification: Low Quality. Momentum 1: Your next Attack with this Weapon gains -1 Max Rng and Splash +1 (does not Stack).											

LARGE SHIELD

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Large Shield	+3	1	1	4	1	-	3	-	5	Tackle-Push.	12w	2

While you're not Suppressed you have Heavy Front Cover, Large, -2 Swimming.

MARTIAL TRAINING

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Martial Training	+X	1	1	5	3	-	-	-	-	Tackle.	X Kn	3

Natural, Small, Blunt.

Strong Hit: **Dramatic Victory** (Hit) If your target has 2 or more Attributes reduced to 1 or below OR is a Crew, Henchmen or Summon: you may choose to disable them in a dramatic way of your choice (eg: you disarm them by flicking their weapon into one of your spare hands and holding their weapon against their neck, or by knocking them unconscious).



SCOUNDRELS

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
☠	Card Cheats	+1	1	1	3	3	-	-	-	-	Crew, Well Armed, Blade, C.	Free	0
		+2	3	9	2	3	Bodies	-	1	-	C, W Armed, Firearm, Flintlock.		
	Defence: 12 Armour: 1 Movement: 7 Bodies: 5, May carry 8 Equipment Slots of gear for you.												
☠	Wannabes	+1	1	1	3	3	-	-	-	-	Crew, Well Armed, Blade, C.	Free	0
		+3	3	9	1	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 10 Armour: 0 Movement: 7 Bodies: 7, May carry 8 Equipment Slots of gear for you.												
☠	Black Bay Scoundrels	+1	1	1	3	3	-	-	-	-	Crew, W Armed, Blade, C.	Free	0
		+1	3	9	0	3	Bodies	-	1	-	Crew, Pack, Firearm, Flintlock.		
	Defence: 10 Armour: 1 Movement: 5 Bodies: 5, May carry 14 Equipment Slots of gear for you.												
☠	Useless Scoundrels	+1	1	1	3	3	-	-	-	-	Crew, W Armed, Blade, C.	Free	1
		+3	3	9	2	3	Bodies	-	1	-	C, Armoured, Firearm, Flintlock.		
	Defence: 8 Armour: 2 Movement: 5 Bodies: 5, May carry 8 Equipment Slots of gear for you.												
	Deckhands	+2	1	2	5	3	-	-	-	-	Crew, Vicious, Blade, C.	Free	2
		+3	3	9	1	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 10 Armour: 0 Movement: 9 Bodies: 7, May carry 4 Equipment Slots of gear for you.												
(*)	Rot Magi	+1	1	1	3	3	-	-	-	-	Crew, W Armed, Blade, C.	4Kn	2
		-3	5	11	3	2	Bodies	-	1	-	C, A, Firearm, F, Magic, M, C, Acid.		
	Blunt, Dangerous 1d3 (Acid Pool), Burn.												
	Defence: 10 Armour: 1 Movement: 7 Bodies: 5, May carry 4 Equipment Slots of gear for you, You may have Summons if you also have this Crew present (Summons lost if all Crew die), Blunt, Dangerous 1d3 (Acid Pool).												
	Troublesome Pyromaniacs	+1	1	1	3	3	-	-	-	-	Crew, W Armed, Blade, C.	4Kn	4
		+3*	5	11	4	3	Bodies	-	1	-	C, A, Firearm, F, Magic, Fire.		
	Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets.												
	Defence: 10 Armour: 1 Movement: 7 Bodies: 5, May carry 4 Equipment Slots of gear for you, You may have Summons if you also have this Crew present (Summons lost if all Crew die).												
(*)	Storm Accoltists	+1	1	1	3	3	-	-	-	-	Crew, W Armed, Blade, C.	5Kn	2
		-1*	6	12	2	3	Bodies	-	1	-	C, A, Firearm, F, Magic, Storm.		
	Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet.												
	Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).												
	Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and *-1d6 Hit vs Wet targets (Stacks).												
	Defence: 10 Armour: 1 Movement: 7 Bodies: 5, May carry 4 Equipment Slots of gear for you, You may have Summons if you also have this Crew present (Summons lost if all Crew die).												
♦	Armed Slaves	+0	1	1	2	3	-	-	-	-	Crew, C Fodder, Blade, C.	Free	0
		+3	3	9	1	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 8 Armour: 0 Movement: 7 Bodies: 9, May carry 8 Equipment Slots of gear for you.												
☠	Holy Navymen	+0	1	1	3	3	-	-	-	-	Crew, Armoured, Blade, C.	Free	2
		+3	3	9	2	3	Bodies	-	1	-	C, Armoured, Firearm, Flintlock.		
	Defence: 4 Armour: 3 Movement: 3 Bodies: 5, May carry 8 Equipment Slots of gear for you.												
☠	Murdering Vagabonds	+2	1	2	5	3	-	-	-	-	Crew, Vicious, Blade, C.	Free	4
		+5	3	10	4	3	Bodies	-	1	-	C, Vicious, Firearm, Flintlock.		
	Defence: 12 Armour: 1 Movement: 9 Bodies: 5, May carry 0 Equipment Slots of gear for you.												

THUGS

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
	Bruisers	-1	1	1	5	3	-	-	-	-	Crew, Well Armed, Blade, C.	13w	2
		+0	3	8	3	3	Bodies	-	1	-	C, W Armed, Firearm, Flintlock.		
	Defence: 10 Armour: 3 Movement: 5 Bodies: 3, May carry 8 Equipment Slots of gear for you.												
	Expendable Thugs	-1	1	1	5	3	-	-	-	-	Crew, Well Armed, Blade, C.	13w	2
		+1	3	8	2	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 8 Armour: 2 Movement: 5 Bodies: 5, May carry 8 Equipment Slots of gear for you.												
	Ralkara Brutes	-1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	13w	2
		-1	3	8	1	3	Bodies	-	1	-	Crew, Pack, Firearm, Flintlock.		
	Defence: 8 Armour: 3 Movement: 3 Bodies: 3, May carry 14 Equipment Slots of gear for you.												
	Fin-Derark's Chosen	-1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	13w	3
		+1	3	8	3	3	Bodies	-	1	-	C, Armoured, Firearm, Flintlock.		
	Defence: 6 Armour: 4 Movement: 3 Bodies: 3, May carry 8 Equipment Slots of gear for you.												
	Nasty Pieces of Work	+0	1	2	7	3	-	-	-	-	Crew, Vicious, Blade, C.	31w	4
		+1	3	8	2	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 8 Armour: 2 Movement: 7 Bodies: 5, May carry 4 Equipment Slots of gear for you.												
	Acolytes of Ogdor	-1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	13w, 4Kn	4
		-5	5	10	1	1	Bodies	-	1	-	C, A, Firearm, F, M, M, C, Poison.		
	Blunt, Dangerous 1d3 (Acid Pool). Strong Hit: Poisoned (Attack, Hit) Target has 6 End Dmg if they move themselves more than 6 spaces in a Turn (does not Stack). Defence: 8 Armour: 3 Movement: 5 Bodies: 3, May carry 4 Equipment Slots of gear for you, You may have Summons if you also have this Crew present (Summons lost if all Crew die).												
	Purge Monks	-1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	13w, 4Kn	6
		+1*	5	10	5	3	Bodies	-	1	-	C, A, Firearm, F, Magic, Fire.		
	Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets. Defence: 8 Armour: 3 Movement: 5 Bodies: 3, May carry 4 Equipment Slots of gear for you, You may have Summons if you also have this Crew present (Summons lost if all Crew die).												
	Ralkara Hunters	-1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	13w, 6Kn	5
		-3	5	10	3	2	Bodies	-	1	-	C, A, Firearm, F, M, B, Tackle (14)*.		
	Blunt, Dangerous 1 (GM defined), *You don't gain Grabbing from this Weapon. Defence: 8 Armour: 3 Movement: 5 Bodies: 3, May carry 4 Equipment Slots of gear for you, You may have Summons if you also have this Crew present (Summons lost if all Crew die).												
	Cowardly Bullies	-2	1	1	4	3	-	-	-	-	Crew, C Fodder, Blade, C.	13w	2
		+1	3	8	2	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 6 Armour: 1 Movement: 5 Bodies: 7, May carry 8 Equipment Slots of gear for you.												
	Immortal Guards	-2	1	1	5	3	-	-	-	-	Crew, Armoured, Blade, C.	13w	4
		+1	3	8	3	3	Bodies	-	1	-	C, Armoured, Firearm, Flintlock.		
	Defence: 2 Armour: 5 Movement: 1 Bodies: 3, May carry 8 Equipment Slots of gear for you.												
	Eager Killers	+0	1	2	7	3	-	-	-	-	Crew, Vicious, Blade, C.	13w	6
		+3	3	9	5	3	Bodies	-	1	-	C, Vicious, Firearm, Flintlock.		
	Defence: 10 Armour: 3 Movement: 9 Bodies: 3, May carry 0 Equipment Slots of gear for you.												

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
☠	Trusted Rogues	+5	1	2	3	3	-	-	-	-	Crew, Well Armed, Blade, C.	13w	2
		+4	4	9	3	3	Bodies	-	1	-	C, W Armed, Firearm, Flintlock.		
		Defence: 16 Armour: 2 Movement: 10 Bodies: 3. May carry 8 Equipment Slots of gear for you.											
☠	Mob	+5	1	2	3	3	-	-	-	-	Crew, Well Armed, Blade, C.	13w	2
		+5	4	9	2	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
		Defence: 14 Armour: 1 Movement: 10 Bodies: 5. May carry 8 Equipment Slots of gear for you.											
☠	Ya Mates	+5	1	2	3	3	-	-	-	-	Crew, W Armed, Blade, C.	13w	2
		+3	4	9	1	3	Bodies	-	1	-	Crew, Pack, Firearm, Flintlock.		
		Defence: 14 Armour: 2 Movement: 8 Bodies: 3. May carry 14 Equipment Slots of gear for you.											
☠	Thieves	+5	1	2	3	3	-	-	-	-	Crew, W Armed, Blade, C.	13w	3
		+5	4	9	3	3	Bodies	-	1	-	C, Armoured, Firearm, Flintlock.		
		Defence: 12 Armour: 3 Movement: 8 Bodies: 3. May carry 8 Equipment Slots of gear for you.											
☠	Low Lifes	+6	1	3	5	3	-	-	-	-	Crew, Vicious, Blade, C.	13w	4
		+5	4	9	2	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
		Defence: 14 Armour: 1 Movement: 12 Bodies: 5. May carry 4 Equipment Slots of gear for you.											
☠	Zealots	+5	1	2	3	3	-	-	-	-	Crew, W Armed, Blade, C.	13w, 4Kn	6
		+5*	6	11	5	3	Bodies	-	1	-	C, A, Firearm, F, Magic, Fire.		
		Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets.											
		Defence: 14 Armour: 2 Movement: 10 Bodies: 3. May carry 4 Equipment Slots of gear for you. You may have Summons if you also have this Crew present (Summons lost if all Crew die).											
	Sea Witches	+5	1	2	3	3	-	-	-	-	Crew, W Armed, Blade, C.	13w, 4Kn	4
		+1*	7	12	3	3	Bodies	-	1	-	C, A, Firearm, F, Magic, Storm.		
		Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet.											
		Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).											
		Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and *-1d6 Hit vs Wet targets (Stacks).											
		Defence: 14 Armour: 2 Movement: 10 Bodies: 3. May carry 4 Equipment Slots of gear for you. You may have Summons if you also have this Crew present (Summons lost if all Crew die).											
	Ladies of Jakrakarla	+5	1	2	3	3	-	-	-	-	Crew, W Armed, Blade, C.	13w, 6Kn	5
		+1	6	11	3	2	Bodies	-	1	-	C, A, F, F, M, Blind, Tackle (14)*.		
		Blunt, Dangerous 1 (GM defined), *You don't gain Grabbing from this Weapon.											
		Defence: 14 Armour: 2 Movement: 10 Bodies: 3. May carry 4 Equipment Slots of gear for you. You may have Summons if you also have this Crew present (Summons lost if all Crew die).											
	Cutpurses	+4	1	2	2	3	-	-	-	-	Crew, C Fodder, Blade, C.	13w	2
		+5	4	9	2	3	Bodies	-	1	-	C, C Fodder, Firearm, Flintlock.		
		Defence: 12 Armour: 0 Movement: 10 Bodies: 7. May carry 8 Equipment Slots of gear for you.											
☠	Burly Brutes	+4	1	2	3	3	-	-	-	-	Crew, Armoured, Blade, C.	13w	4
		+5	4	9	3	3	Bodies	-	1	-	C, Armoured, Firearm, Flintlock.		
		Defence: 8 Armour: 4 Movement: 6 Bodies: 3. May carry 8 Equipment Slots of gear for you.											
	Runners	+6	1	3	5	3	-	-	-	-	Crew, Vicious, Blade, C.	13w	6
		+7	4	10	5	3	Bodies	-	1	-	C, Vicious, Firearm, Flintlock.		
		Defence: 16 Armour: 2 Movement: 14 Bodies: 3. May carry 0 Equipment Slots of gear for you.											

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
	Navy Marksmen	+1	1	1	5	3	-	-	-	-	Crew, Well Armed, Blade, C.	12t, 13w	4
		+0	6	30	7	1d2+2	Bodies+2	-	1	-	C, W Armed, Firearm, Flintlock.		
	Defence: 10 Armour: 2 Movement: 5 Bodies: 2, May carry 8 Equipment Slots of gear for you, Strong Hit (5-6).												
	Shooting Buddies	+1	1	1	5	3	-	-	-	-	Crew, Well Armed, Blade, C.	12t, 13w	4
		+1	6	30	6	1d2+2	Bodies+2	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 8 Armour: 1 Movement: 5 Bodies: 4, May carry 8 Equipment Slots of gear for you, Strong Hit (5-6).												
	Looters	+1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	12t, 13w	4
		-1	6	30	5	1d2+2	Bodies+2	-	1	-	Crew, Pack, Firearm, Flintlock.		
	Defence: 8 Armour: 2 Movement: 3 Bodies: 2, May carry 14 Equipment Slots of gear for you, Strong Hit (5-6).												
	Navy Officers	+1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	12t, 13w	5
		+1	6	30	7	1d2+2	Bodies+2	-	1	-	C, Armoured, Firearm, Flintlock.		
	Defence: 6 Armour: 3 Movement: 3 Bodies: 2, May carry 8 Equipment Slots of gear for you, Strong Hit (5-6).												
	Black Powder Scallywags	+2	1	2	7	3	-	-	-	-	Crew, Vicious, Blade, C.	12t, 13w	6
		+1	6	30	6	1d2+2	Bodies+2	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 8 Armour: 1 Movement: 7 Bodies: 4, May carry 4 Equipment Slots of gear for you, Strong Hit (5-6).												
	Initiates of the Sickly Flame	+1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	12t, 13w, 4Kn	8
		+1*	8	32	9	1d2+2	Bodies+2	-	1	-	C, A, Firearm, F, Magic, Fire.		
	Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets. Defence: 8 Armour: 2 Movement: 5 Bodies: 2, May carry 4 Equipment Slots of gear for you, You may have Summons if you also have this Crew present (Summons lost if all Crew die), Strong Hit (5-6).												
	Undead Magi	+1	1	1	5	3	-	-	-	-	Crew, W Armed, Blade, C.	12t, 13w, 5Kn	7
		-6	8	32	7	1d2+2	Bodies+2*	-	1	-	C, A, F, F, M, Curse, Intimidate.		
	Dangerous 4 (Cursed Ground), *Ammo is regained at the end of Combat. Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks). Defence: 8 Armour: 2 Movement: 5 Bodies: 2, May carry 4 Equipment Slots of gear for you, You may have Summons if you also have this Crew present (Summons lost if all Crew die), Strong Hit (5-6).												
	God Borne Hunters	+0	1	1	4	3	-	-	-	-	Crew, C Fodder, Blade, C.	12t, 13w	4
		+1	6	30	6	1d2+2	Bodies+2	-	1	-	C, C Fodder, Firearm, Flintlock.		
	Defence: 6 Armour: 0 Movement: 5 Bodies: 6, May carry 8 Equipment Slots of gear for you, Strong Hit (5-6).												
	Armoured Marksmen	+0	1	1	5	3	-	-	-	-	Crew, Armoured, Blade, C.	12t, 13w	6
		+1	6	30	7	1d2+2	Bodies+2	-	1	-	C, Armoured, Firearm, Flintlock.		
	Defence: 2 Armour: 4 Movement: 1 Bodies: 2, May carry 8 Equipment Slots of gear for you, Strong Hit (5-6).												
	Well-Paid Assassins	+2	1	2	7	3	-	-	-	-	Crew, Vicious, Blade, C.	12t, 13w	8
		+3	6	31	9	1d2+2	Bodies+2	-	1	-	C, Vicious, Firearm, Flintlock.		
	Defence: 10 Armour: 2 Movement: 9 Bodies: 2, May carry 0 Equipment Slots of gear for you, Strong Hit (5-6).												

PISTOL SUPPORT

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Useless Shipmates	+1	3	12	5	3	Inf	-	-	-	Ship Support, Rag, Firearm, F.	Free	0
Splash 1d3-1.												
Lucky Support		3	12	6	3	Inf	-	-	-	Ship Support, R, Firearm, D S.	Free	1
Splash 1d3-1. Works if Wet (but not if submerged).												
Wild Shots	+2	2	8	8	2	Inf	-	-	-	Ship Support, R, Firearm, B.	Free	1
Splash 1d3-1.												
Encouraging Support	-1	3	12	5	3	Inf	-	-	-	Ship Support, Rag, Firearm, A	16p	2
Splash 1d3-1. Once per Turn gain +2 Momentum after you Attack with this Weapon, You have -2 Armour vs Luck Damage while you own this Weapon.												
Rowdy Cheer	+3	4	14	4	3	Inf	-	-	-	Ship Support, Spot, Firearm, F.	2Kn	2
Splash 1d3-1. All of your other Weapons gain +2 Hit while you're within sight of your Ship.												



MUSKET SUPPORT

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Riflemen	+1	6	30	7	1d2+2	4	-	-	-	Ship Support, Rag, Firearm, F.	14t	1
Trained Sharpshooters		6	30	8	1d2+2	4	-	-	-	Ship Support, R, Firearm, D S.	16w	2
Works if Wet (but not if submerged).												
Shoot Everything!	+2	5	26	10	1d2+1	4	-	-	-	Ship Support, R, Firearm, B.	14t	2
Call out Insults	-1	6	30	7	1d2+2	4	-	-	-	Ship Support, Rag, Firearm, A	14t, 16p	3
Once per Turn gain +2 Momentum after you Attack with this Weapon, You have -2 Armour vs Luck Damage while you own this Weapon.												
Well-Paid Shipmates	+1	6	30	7	1d2+2	6	-	-	-	S S, Well Supplied, F, F.	14t, 16w	3
Loyal Shipmates	+3	7	32	6	1d2+2	4	-	-	-	S S, Spotters, Firearm, F.	14t, 2Kn	3
All of your other Weapons gain +2 Hit while you're within sight of your Ship.												
Blighted Magi		6	30	8	1d2+2*	4	-	-	-	S S, R, F, F, Magic, Blood.	14t, 18t	3
*Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.												
Desert Warlocks	+4*	6	30	9	1d2+2	4	-	-	-	S S, R, F, F, Magic, Fire.	14t, 18t	5
Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.												



SWIVEL CANNONADE SUPPORT

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Just in Time		4	40	9	1d2+3	1	-	-	-	Ship Support, Ragtag.	14t	1
Quarter Deck Swivel Cannonade		4	40	9	1d2+3	3	-	-	-	Ship Support, Well Supplied.	14t, 16w	3
Loyal Helmsman	+2	5	42	8	1d2+3	1	-	-	-	Ship Support, Spotters.	14t, 2Kn	3

All of your other Weapons gain +2 Hit while you're within sight of your Ship.

CANNON SUPPORT

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Bombard	-4	10	120	11	1d2+4	2	-	-	-	Ship Support, Ragtag.	1Kn	3
Splash 1d2, Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain.												
Barrage	-4	10	120	11	1d2+4	4	-	-	-	Ship Support, Well Supplied.	1Kn, 16w	5
Splash 1d2, Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain.												
Long Nines	-2	11	122	10	1d2+4	2	-	-	-	Ship Support, Spotters.	3Kn	5
Splash 1d2, Destroy two spaces of damaged Terrain., All of your other Weapons gain +2 Hit while you're within sight of your Ship. Momentum 1: Destroy all damaged Terrain.												

MORTAR SUPPORT

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Blast	-6	20	200	9	1d2+3	2	-	-	-	Ship Support, Ragtag.	2Kn	3
Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain.												
Siege	-6	20	200	9	1d2+3	4	-	-	-	Ship Support, Well Supplied.	2Kn, 16w	5
Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain. Momentum 1: Destroy all damaged Terrain.												
Pound into Dust	-4	21	202	8	1d2+3	2	-	-	-	Ship Support, Spotters.	4Kn	5
Splash 1d3+1, Indirect (Above), Destroy two spaces of damaged Terrain, All of your other Weapons gain +2 Hit while you're within sight of your Ship. Momentum 1: Destroy all damaged Terrain.												

SUMMON

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Skeleton Warriors		1	2	3	3*	Inf	-	0	-	Summon, Undead, Magic, Blood.	1Kn	2
Defence: 12 Armour: 1 Movement: 4 Bodies: 5. You start each Combat with 0 Bodies, Natural, You may only regain lost or gain new Bodies if you have available corpses or if you choose to lose 5 Endurance, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum.												
Momentum 1: Gain +1 Body (may go above your maximum, additional Bodies are lost at the end of Combat).												
Zombies		1	2	2	2	Inf	-	0	-	Summon, U, M, B, Tackle (14)*.	3Kn	3
Defence: 12 Armour: 1 Movement: 4 Bodies: 5. You start each Combat with 0 Bodies, Natural, You may only regain lost or gain new Bodies if you have available corpses or if you choose to lose 5 Endurance, Blunt, Dangerous 1 (GM defined), *You don't gain Grabbing from this Weapon.												
Momentum 1: Gain +1 Body (may go above your maximum, additional Bodies are lost at the end of Combat).												
Floating Claw Fish	*	1	3	4*	3**	Inf	-	0	-	S, Aquatic Monsters, M, Blood.	1Kn	2
Defence: 12 Armour: 1 Movement: 5*** Bodies: 3. You start each Combat with 0 Bodies, Natural, **2 Hit and End Dmg vs Wet characters, ***Amphibious: Native Environments: water and land (see pg: 107), **Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum.												
Momentum 1: Gain 1 Body (up to your maximum).												
Giant Bloat Toads	-2*	1	3	1*	1	Inf	-	0	-	S, A Monsters, M, M, C, Poison.	1Kn	2
Defence: 12 Armour: 1 Movement: 5** Bodies: 3. You start each Combat with 0 Bodies, Natural, *2 Hit and End Dmg vs Wet characters, **Amphibious: Native Environments: water and land (see pg: 107), Blunt, Dangerous 1d3 (Acid Pool).												
Momentum 1: Gain 1 Body (up to your maximum).												
Strong Hit: Poisoned (Attack, Hit) Target has 6 End Dmg if they move themselves more than 6 spaces in a Turn (does not Stack).												
Wolves	+2	1	3	5	3*	Inf	-	0	-	Summon, Beasts, Magic, Blood.	2Kn	2
Defence: 14 Armour: 1 Movement: 8 Bodies: 3. You start each Combat with 0 Bodies, Natural, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum.												
Momentum 1: Gain 1 Body (up to your maximum).												
Nightmare Fire Hounds	+6*	1	3	6	3	Inf	-	0	-	Summon, Beasts, Magic, Fire.	2Kn	4
Defence: 14 Armour: 1 Movement: 8 Bodies: 3. You start each Combat with 0 Bodies, Natural, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets.												
Momentum 1: Gain 1 Body (up to your maximum).												
Devils	-2	3	9	4	3*	Inf	-	0	-	Summon, Fiends, Magic, Blood.	2Kn	2
Defence: 12 Armour: 1 Movement: 4 Bodies: 3. You start each Combat with 0 Bodies, Natural, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum.												
Momentum 1: Gain 1 Body (up to your maximum).												
Strong Hit: Dark Pact (Attack, Hit, Once per Turn) Gain +2 Momentum and reduce your Max Momentum by 1 until the end of Combat (Stacks).												
Imps	-5	3	9	3	3	Inf	-	0	-	Summon, F, M, Curse, Intimidate.	3Kn	3
Defence: 12 Armour: 1 Movement: 4 Bodies: 3. You start each Combat with 0 Bodies, Natural, Dangerous 4 (Cursed Ground).												
Momentum 1: Gain 1 Body (up to your maximum).												
Strong Hit: Dark Pact (Attack, Hit, Once per Turn) Gain +2 Momentum and reduce your Max Momentum by 1 until the end of Combat (Stacks).												
Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).												
Burned Alive Ghosts	*	1	3	9	2	Inf	-	0	-	Summon, Ghosts, Magic, Fire.	3Kn	5
Defence: 14 Armour: 3 Movement: 4** Bodies: 2. You start each Combat with 0 Bodies, Natural, **May Teleport, Fly, and are Incorporeal, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets.												
Momentum 1: Gain 1 Body (up to your maximum).												
Drowned Ghosts	*	2	4	7	2	Inf	-	0	-	Summon, Ghosts, Magic, Storm.	4Kn	3
Defence: 14 Armour: 3 Movement: 4** Bodies: 2. You start each Combat with 0 Bodies, Natural, **May Teleport, Fly, and are Incorporeal, Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet.												
Momentum 1: Gain 1 Body (up to your maximum).												
Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).												
Momentum 1: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and **1d6 Hit vs Wet targets (Stacks).												
Insect Swarm	-1d6-3	1	4	1d6+1	0	Inf	-	0	-	S, Insect Swarm, M, M, C, Toxic.	3Kn	3
Defence: 20 Armour: 1 Movement: 4* Bodies: 3. You start each Combat with 0 Bodies, Natural, *May Fly, Blunt, Dangerous 1d3 (Acid Pool).												
Momentum 1: Gain 1 Body (up to your maximum).												
Strong Hit: Toxic (Attack, Hit) Target has -2 to all Rolls until they receive Patch-Up or Extended Care (does not Stack).												

MAGIC BLAST

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Whisper of the Gods	-2	2	8	3	2*	Inf	-	0	-	Magic, Blood.	1Kn	1
Natural, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum.												
Fire Bolt	+2*	2	8	4	2	Inf	-	0	-	Magic, Fire.	1Kn	3
Natural, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets.												
Sailor's Lament	-2*	3	9	2	2	Inf	-	0	-	Magic, Storm.	2Kn	1
Natural, Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet.												
Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).												
Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and **1d6 Hit vs Wet targets (Stacks).												
Rums End	-5	2	8	2	2	Inf*	-	0	-	Magic, Curse, Intimidate.	2Kn	2
Natural, Dangerous 4 (Cursed Ground), *Ammo is regained at the end of Combat.												
Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).												
Doldrums' Grip	-2*	2	8	2	1	Inf	-	0	-	Magic, Bind, Tackle (14)**.	3Kn	2
Natural, Blunt, Dangerous 1 (GM defined), *Hit +Luck with Tackle Action, **You don't gain Grabbing from this Weapon.												
Hull Rot	-4	2	8	3	1	Inf	-	0	-	Magic, Muck, Chemical, Acid.	1Kn	1
Natural, Blunt, Dangerous 1d3 (Acid Pool), Burn.												
Sigil of Sickness	-4	2	8	0	0	Inf	-	0	-	M, Muck, Chemical, Poison.	1Kn	1
Natural, Blunt, Dangerous 1d3 (Acid Pool), Blunt.												
Strong Hit: Poisoned (Attack, Hit) Target has 6 End Dmg if they move themselves more than 6 spaces in a Turn (does not Stack).												
Rot Breath	-1d6-4	2	8	0	1	Inf	-	0	-	Magic, Muck, Chemical, Toxic.	1Kn	1
Natural, Blunt, Dangerous 1d3 (Acid Pool).												
Strong Hit: Toxic (Attack, Hit) Target has -2 to all Rolls until they receive Patch-Up or Extended Care (does not Stack).												
Combust	-4	2	8	2	1	Inf	-	0	-	M, Muck, C, Dragon's Piss.	1Kn	1
Natural, Blunt, Dangerous 1d3 (Acid Pool), Energy, Burn.												
Strong Hit: Set Alight (Attack, Hit) Target takes 5 End Dmg at the start of each of their Turns until they receive First Aid or become Wet (does not Stack).												
Burt's Bad Breath	-4	2	8	0	0	Inf	-	0	-	Magic, Muck, C, Noxious Cloud.	1Kn	2
Natural, Blunt, Dangerous 1d3 (Acid Pool), Blunt, Creates Dangerous Environmental area (6 End Dmg to any target than enters or starts their Turn in that space) equal in size to this Weapon's Splash area or a single space (if it does not have Splash).												
Mighty Cry	-4	2	8	2	0	Inf	-	0	-	Magic, Muck, Chemical, Flash.	1Kn	2
Blunt, Dangerous 1d3 (Acid Pool).												
Strong Hit: Flash (Attack, Hit) All Damaged characters are Suppressed.												



Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Cut of Power	-2	4	32	3	3*	12**	-	1	-	Magic, Blood.	2Kn	2
Natural, Small, Max Momentum (Splash 1). **Ammo is regained after a good night's sleep. *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum.												
Firestorm	+2*	4	32	4	3	12**	-	1	-	Magic, Fire.	2Kn	4
Natural, Small, Max Momentum (Splash 1). **Ammo is regained after a good night's sleep, Energy, Burn, Dangerous 1d3 (Small Fire). *-2d6 Hit vs Wet targets.												
Mermaid Song	-2*	5	33	2	3	12**	-	1	-	Magic, Storm.	3Kn	2
Natural, Small, Max Momentum (Splash 1). **Ammo is regained after a good night's sleep, Dangerous 1 (Wind). *You suffer -1d6 Hit if you're Wet. Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks). Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and *+1d6 Hit vs Wet targets (Stacks).												
Mutineers Woe	-5	4	32	2	3	12*	-	1	-	Magic, Curse, Intimidate.	3Kn	3
Natural, Small, Max Momentum (Splash 1), Dangerous 4 (Cursed Ground). *Ammo is regained at the end of Combat. Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).												
Sigil of the Crushing Depths	-2*	4	32	2	2	12**	-	1	-	Magic, Bind, Tackle (14)***.	4Kn	3
Natural, Small, Max Momentum (Splash 1). **Ammo is regained after a good night's sleep, Blunt, Dangerous 1 (GM defined). *Hit +Luck with Tackle Action, ***You don't gain Grabbing from this Weapon.												
Sigil of Rot	-4	4	32	3	2	12*	-	1	-	Magic, Muck, Chemical, Acid.	2Kn	2
Natural, Small, Max Momentum (Splash 1). *Ammo is regained after a good night's sleep, Blunt, Dangerous 1d3 (Acid Pool), Burn.												
Scorpion Sting	-4	4	32	0	1	12*	-	1	-	M, Muck, Chemical, Poison.	2Kn	2
Natural, Small, Max Momentum (Splash 1). *Ammo is regained after a good night's sleep, Blunt, Dangerous 1d3 (Acid Pool), Blunt. Strong Hit: Poisoned (Attack, Hit) Target has 6 End Dmg if they move themselves more than 6 spaces in a Turn (does not Stack).												
Scurvy Cloud	-1d6-4	4	32	0	2	12*	-	1	-	Magic, Muck, Chemical, Toxic.	2Kn	2
Natural, Small, Max Momentum (Splash 1). *Ammo is regained after a good night's sleep, Blunt, Dangerous 1d3 (Acid Pool). Strong Hit: Toxic (Attack, Hit) Target has -2 to all Rolls until they receive Patch-Up or Extended Care (does not Stack).												
Fire Ball	-4	4	32	2	2	12*	-	1	-	M, Muck, C, Dragon's Piss.	2Kn	2
Natural, Small, Max Momentum (Splash 1). *Ammo is regained after a good night's sleep, Blunt, Dangerous 1d3 (Acid Pool), Energy, Burn. Strong Hit: Set Alight (Attack, Hit) Target takes 5 End Dmg at the start of each of their Turns until they receive First Aid or become Wet (does not Stack).												
Mad Monogole's Mistake	-4	4	32	0	1	12*	-	1	-	Magic, Muck, C, Noxious Cloud.	2Kn	3
Natural, Small, Max Momentum (Splash 1). *Ammo is regained after a good night's sleep, Blunt, Dangerous 1d3 (Acid Pool), Blunt, Creates Dangerous Environmental area (6 End Dmg to any target than enters or starts their Turn in that space) equal in size to this Weapon's Splash area or a single space (if it does not have Splash).												
Glimpse of the Afterlife	-4	4	32	2	0	12*	-	1	-	Magic, Muck, Chemical, Flash.	2Kn	3
Natural, Small, Max Momentum (Splash 1). *Ammo is regained after a good night's sleep, Blunt, Dangerous 1d3 (Acid Pool). Strong Hit: Flash (Attack, Hit) All Damaged characters are Suppressed.												



Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Black Spot	-4	10	50	5	3*	5**	-	2	-	Magic, Blood.	4Kn	3
Natural, Large, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1). **Ammo is regained after a good night's sleep. *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum.												
Divine Conflagration	+0*	10	50	6	3	5**	-	2	-	Magic, Fire.	4Kn	5
Natural, Large, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1). **Ammo is regained after a good night's sleep. Energy, Burn. Dangerous 1d3 (Small Fire). *-2d6 Hit vs Wet targets.												
Vile Storm	-4*	11	51	4	3	5**	-	2	-	Magic, Storm.	5Kn	3
Natural, Large, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1). ***Ammo is regained after a good night's sleep. Dangerous 1 (Wind). *You suffer -1d6 Hit if you're Wet.												
Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).												
Momentum 2: Lighting: your next Attack with this Weapon gains Energy. Pen 3 min 3, Indirect (Above) and **1d6 Hit vs Wet targets (Stacks).												
Lure of the Deep	-7	10	50	4	3	5*	-	2	-	Magic, Curse, Intimidate.	5Kn	4
Natural, Large, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1). Dangerous 4 (Cursed Ground). *Ammo is regained at the end of Combat.												
Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).												
Gaze if Jakrakarla	-4*	10	50	4	2	5**	-	2	-	Magic, Bind, Tackle (14)***.	6Kn	4
Natural, Large, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1). **Ammo is regained after a good night's sleep. Blunt. Dangerous 1 (GM defined). *Hit +Luck with Tackle Action. ***You don't gain Grabbing from this Weapon.												
Waste Away	-6	10	50	5	2	5*	-	2	-	Magic, Muck, Chemical, Acid.	4Kn	3
Natural, Large, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1). *Ammo is regained after a good night's sleep. Blunt, Dangerous 1d3 (Acid Pool), Burn.												
Mark of Sickness	-6	10	50	2	1	5*	-	2	-	M, Muck, Chemical, Poison.	4Kn	3
Natural, Large, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1). *Ammo is regained after a good night's sleep. Blunt, Dangerous 1d3 (Acid Pool), Blunt.												
Strong Hit: Poisoned (Attack, Hit) Target has 6 End Dmg if they move themselves more than 6 spaces in a Turn (does not Stack).												
Seafarers Peril	-1d6-6	10	50	2	2	5*	-	2	-	Magic, Muck, Chemical, Toxic.	4Kn	3
Natural, Large, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1). *Ammo is regained after a good night's sleep. Blunt, Dangerous 1d3 (Acid Pool).												
Strong Hit: Toxic (Attack, Hit) Target has -2 to all Rolls until they receive Patch-Up or Extended Care (does not Stack).												
Fire Gaze	-6	10	50	4	2	5*	-	2	-	M, Muck, C, Dragon's Piss.	4Kn	3
Natural, Large, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1). *Ammo is regained after a good night's sleep. Blunt, Dangerous 1d3 (Acid Pool), Energy, Burn.												
Strong Hit: Set Alight (Attack, Hit) Target takes 5 End Dmg at the start of each of their Turns until they receive First Aid or become Wet (does not Stack).												
Conjure Swamp	-6	10	50	2	1	5*	-	2	-	Magic, Muck, C, Noxious Cloud.	4Kn	4
Natural, Large, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1). *Ammo is regained after a good night's sleep. Blunt, Dangerous 1d3 (Acid Pool), Blunt, Creates Dangerous Environmental area (6 End Dmg to any target than enters or starts their Turn in that space) equal in size to this Weapon's Splash area or a single space (if it does not have Splash).												
Soul Rip	-6	10	50	4	0	5	-	2	-	Magic, Muck, Chemical, Flash.	4Kn	4
Natural, Large, Splash 1d2, Indirect (Above), Max Momentum (+1 Crit Dmg, Splash +1). *Ammo is regained after a good night's sleep. Blunt, Dangerous 1d3 (Acid Pool).												
Strong Hit: Flash (Attack, Hit) All Damaged characters are Suppressed.												

SMALL SHIELD

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Buckler	+2	1	1	3	1	Inf	2	-	3	Tackle-Push.	10w	1

While you're not Suppressed you have Light Front Cover, -1 Swimming.

ORATORY

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Rousing Speech	*	2+X	30	2+X	-	Inf	-	-	-	Intimidate.	1 Kn	X+2

Natural, *May not Hit targets that cannot perceive you.

Strong Hit: **Provoke** (Hit) You and your target have -1 Armour against each other for the remainder of the Combat (does not Stack).

Strong Hit: **Inspire** (Does not Req Hit) An ally gains a Recovery.

Strong Hit: **Give Orders** (Does not Req Hit) An ally without Oratory gains +1d6 Hit on their next Attack Roll during this Combat (Stacks).

Strong Hit: **Impassioned** (Hit) ALL characters (PC, Henchmen Groups, Skilled, Powerful and Monster) gain +1 Momentum (Monsters gain +2 Momentum).



Pistol

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
	Flintlock Pistol	+3	2	8	4	1d2+2	4	0*	2	1	Firearm, Flintlock.	12w	1
	**+1 Draw to un-equip (may drop as a Free Action), Small.												
	Officer's Pistol	+2	2	8	5	1d2+2	4	0*	2	1	Firearm, Dragon Stone.	14w	2
	**+1 Draw to un-equip (may drop as a Free Action), Small, Works if Wet (but not if submerged).												
	Triple Shooter	+4	1	4	7	1d2+1	4	0*	2	2	Firearm, Blunderbuss.	12w	2
	**+1 Draw to un-equip (may drop as a Free Action), Small.												
	Shrine Pistol	+1	2	8	4	1d2+2	4	0*	2	1	Firearm, Ancient.	12w, 16p	3
	**+1 Draw to un-equip (may drop as a Free Action), Small, Once per Turn gain +2 Momentum after you Attack with this Weapon, You have -2 Armour vs Luck Damage while you own this Weapon.												
	Hex Pistol	+2	2	8	5	1d2+2*	4	0**	2	1	Firearm, F, Magic, Blood.	12w, 18t	3
	**+1 Draw to un-equip (may drop as a Free Action), Small, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.												
	Hearth Pistol	+6*	2	8	6	1d2+2	4	0**	2	1	Firearm, F, Magic, Fire.	12w, 18t	5
	**+1 Draw to un-equip (may drop as a Free Action), Small, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.												
	Plunderer's Pistol	-1	2	8	4	1d2+2	4*	0**	2	1	Firearm, F, M, Curse, Intimidate, 12w, 18t, 1Kn		4
	**+1 Draw to un-equip (may drop as a Free Action), Small, Dangerous 4 (Cursed Ground), *Ammo is regained at the end of Combat, Modification: Arcane.												
	Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).												
	Stolen Pistol	+1	2	8	2	1d2+2	4	0*	2	1	Firearm, Flintlock.	12w	0
	**+1 Draw to un-equip (may drop as a Free Action), Small, Modification: Low Quality.												

Musketoon

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
	Holy Navy Short Musket	+1	4*	16	6	1d2+2	8	1	2	2	Firearm, Flintlock.	14w	3
	*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Two Handed.												
	Quality Musketoon	+0	4*	16	7	1d2+2	8	1	2	2	Firearm, Dragon Stone.	16w	4
	*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Two Handed, Works if Wet (but not if submerged).												
	Tombstone Shotgun	+2	3*	12	9	1d2+1	8	1	2	3	Firearm, Blunderbuss.	14w	4
	*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Two Handed.												
	Mastercrafted Musketoon	-1	4*	16	6	1d2+2	8	1	2	2	Firearm, Star Metal.	14w, 16p	5
	*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Two Handed, Once per Turn gain +2 Momentum after you Attack with this Weapon, You have -2 Armour vs Luck Damage while you own this Weapon.												
	Mum's Bludgeon	+0	4*	16	7	1d2+2**	8	1	2	2	Firearm, F, Magic, Blood.	14w, 18t	5
	*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Two Handed, **Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.												
	Bonfire	+4*	4**	16	8	1d2+2	8	1	2	2	Firearm, F, Magic, Fire.	14w, 18t	7
	**Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Two Handed, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.												
	Malicious Musketoon	-3	4*	16	6	1d2+2	8**	1	2	2	Firearm, F, M, Curse, Intimidate, 14w, 18t, 1Kn		6
	*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Two Handed, Dangerous 4 (Cursed Ground), **Ammo is regained at the end of Combat, Modification: Arcane.												
	Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).												
	Cheap Musketoon	-1	4*	16	4	1d2+2	8	1	2	2	Firearm, Flintlock.	14w	2
	*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Two Handed, Modification: Low Quality.												
	Broken Musketoon	-3	4*	16	4	1d2+2	8	1	2	2	Firearm, Flintlock.	14w	1
	*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Two Handed, Modifications: Low Quality, Poorly Maintained.												

MUSKET

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Musket	-1	6*	30	8	1d2+2	12	2	2	2	Firearm, Flintlock.	14w	4
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed.												
Quality Musket	-2	6*	30	9	1d2+2	12	2	2	2	Firearm, Dragon Stone.	16w	5
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed, Works if Wet (but not if submerged).												
Ol' Blasty	+0	5*	26	11	1d2+1	12	2	2	3	Firearm, Blunderbuss.	14w	5
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed.												
Divine Sharpshot	-3	6*	30	8	1d2+2	12	2	2	2	Firearm, Ancient.	14w, 16p	6
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed, Once per Turn gain +2 Momentum after you Attack with this Weapon, You have -2 Armour vs Luck Damage while you own this Weapon.												
Eye of the Albatross	-2	6*	30	9	1d2+2**	12	2	2	2	Firearm, F, Magic, Blood.	14w, 18t	6
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed, **Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.												
Devouring Flame Musket	+2*	6**	30	10	1d2+2	12	2	2	2	Firearm, F, Magic, Fire.	14w, 18t	8
**Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.												
Nefarious	-5	6*	30	8	1d2+2	12**	2	2	2	Firearm, F, M, Curse, Intimidate.	14w, 18t, 1Kn	7
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed, Dangerous 4 (Cursed Ground), **Ammo is regained at the end of Combat, Modification: Arcane.												
Strong Hit: Cursed (Attack, Hit) You take 3 End Dmg and your target's next Attack gains Strong Hit -1 (Stacks).												
Budget Musket	-3	6*	30	6	1d2+2	12	2	2	2	Firearm, Flintlock.	14w	3
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed, Modification: Low Quality.												
Cracked Musket	-5	6*	30	6	1d2+2	12	2	2	2	Firearm, Flintlock.	14w	2
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed, Modifications: Low Quality, Poorly Maintained.												

MUSKET WITH BAYONET

Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
Holy Navy Musket	-3 (+1)	6* (1)	30 (2)	8 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm, (Blade**), Flintlock.	15w	5
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed. **No Variations Modifications or Keywords.												
Quality Holy Navy Musket	-4 (+0)	6* (1)	30 (2)	9 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm, (Blade**), D Stone.	17w	6
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed. **No Variations Modifications or Keywords, Works if Wet (but not if submerged).												
Boom Stick!	-2 (+2)	5* (1)	26 (2)	3 (4)	1d2+1 (3)	12 (-)	2	2 (-)	3	Firearm, (Blade**), Blunderbuss.	15w	6
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed. **No Variations Modifications or Keywords.												
Hallowed Musket	-5 (-1)	6* (1)	30 (2)	8 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm, (Blade**), Ancient.	15w, 16p	7
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed. **No Variations Modifications or Keywords, Once per Turn gain +2 Momentum after you Attack with this Weapon, You have -2 Armour vs Luck Damage while you own this Weapon.												
Blessed Musket	-4 (+0)	6* (1)	30 (2)	9 (4)	1d2+2**(3)	12 (-)	2	2 (-)	2	Firearm, (Blade***), F, M, Blood.	15w, 18t	7
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed. ***No Variations Modifications or Keywords, **Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.												
Messianic Musket	+0 (+4)*	6** (1)	30 (2)	10 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm, (Blade***), F, M, Fire.	15w, 18t	9
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed. ***No Variations Modifications or Keywords, Energy, Burn, Dangerous 1d3 (Small Fire), **--2d6 Hit vs Wet targets, Modification: Arcane.												
Rusty Navy Musket	-5 (-1)	6* (1)	30 (2)	6 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm, (Blade**), Flintlock.	15w	4
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed. **No Variations Modifications or Keywords, Modification: Low Quality.												
Broken Navy Musket	-7 (-3)	6* (1)	30 (2)	6 (4)	1d2+2 (3)	12 (-)	2	2 (-)	2	Firearm, (Blade**), Flintlock.	15w	3
*Strong Hit (5-6) vs Targets within your 2nd or 3rd Range Increments, Large, Two Handed. **No Variations Modifications or Keywords, Modifications: Low Quality, Poorly Maintained.												

SMALL CANNON

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
	Dismounted Swivel Cannonade	-3	4	20	12	2d3	4	3	5*	7	Firearm, Flintlock.	16w, 16t	6
	Splash 1d2-1, Large, Two Handed, *Adjacent characters may donate up to 2 Reload Minor Effects to help you Reload this Weapon.												
☠	The Missus	-4	4	20	13	2d3	4	3	5*	7	Firearm, Dragon Stone.	2x 18w	7
	Splash 1d2-1, Large, Two Handed, *Adjacent characters may donate up to 2 Reload Minor Effects to help you Reload this Weapon, Works if Wet (but not if submerged).												
☠	The Pounder	-2	3	16	15	2d3-1	4	3	5*	8	Firearm, Blunderbuss.	16w 16t	7
	Splash 1d2-1, Large, Two Handed, *Adjacent characters may donate up to 2 Reload Minor Effects to help you Reload this Weapon.												
🌿	God Bane	-5	4	20	12	2d3	4	3	5*	7	Firearm, Ancient.	16w,16t,16p	8
	Splash 1d2-1, Large, Two Handed, *Adjacent characters may donate up to 2 Reload Minor Effects to help you Reload this Weapon, Once per Turn gain +2 Momentum after you Attack with this Weapon, You have -2 Armour vs Luck Damage while you own this Weapon.												
🌿	Ship Cannon	+0*	4	20	14	2d3	4	3	5**	7	Firearm, F, Magic, Fire.	16w,16t,18t	10
	Splash 1d2-1, Large, Two Handed, **Adjacent characters may donate up to 2 Reload Minor Effects to help you Reload this Weapon, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.												
☠	Boisterous Baby	-7*	4	20	14	2d3	4**	3	5***	7	Firearm, F, Magic, Curse.	16w,16t,18t	10
	Splash 1d2-1, Large, Two Handed, ***Adjacent characters may donate up to 2 Reload Minor Effects to help you Reload this Weapon, Dangerous 4 (Cursed Ground), **Ammo is regained at the end of Combat, Modification: Arcane.												
	Rusty Cannonade	-5	4	20	10	2d3	4	3	5*	7	Firearm, Flintlock.	16w, 16t	5
	Splash 1d2-1, Large, Two Handed, *Adjacent characters may donate up to 2 Reload Minor Effects to help you Reload this Weapon, Modification: Low Quality.												
	Homemade Cannonade	-7	4	20	10	2d3	4	3	5*	7	Firearm, Flintlock.	16w, 16t	4
	Splash 1d2-1, Large, Two Handed, *Adjacent characters may donate up to 2 Reload Minor Effects to help you Reload this Weapon, Modifications: Low Quality, Poorly Maintained.												

CROSSBOW

	Weapons	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Ammo	Draw	Reload	Weight	Weapon Type	Acquire	Resources
	Crossbow	+0	6	30	4	3	10	1	2	2	Projectile.	14w	3
	Large, Two Handed, Pen 2 min 2.												
	Momentum 1: Your next Attack gains Strong Hit (5-6) (does not Stack).												
☠	Blind Betty's Ballista	-2	6	30	5	3*	10	1	2	2	Projectile, Magic, Blood.	14w, 18t	5
	Large, Two Handed, Pen 2 min 2, *Once per Turn when a character takes Attribute Damage from this Weapon you may take 6 End Dmg and gain +1 Momentum, Modification: Arcane.												
	Momentum 1: Your next Attack gains Strong Hit (5-6) (does not Stack).												
	Phlogiston Crossbow	+2*	6	30	6	3	10	1	2	2	Projectile, Magic, Fire.	14w, 18t	7
	Large, Two Handed, Pen 2 min 2, Energy, Burn, Dangerous 1d3 (Small Fire), *-2d6 Hit vs Wet targets, Modification: Arcane.												
	Momentum 1: Your next Attack gains Strong Hit (5-6) (does not Stack).												
🌿	Squall	-2*	7	31	4	3	10	1	2	2	Projectile, Magic, Storm.	14w,18t,1Kn	5
	Large, Two Handed, Pen 2 min 2, Dangerous 1 (Wind), *You suffer -1d6 Hit if you're Wet, Modification: Arcane.												
	Momentum 1: Your next Attack gains Strong Hit (5-6) (does not Stack).												
	Momentum 1: Wind: your next Attack with this Weapon Pushes all non-large targets 2 in any direction (Stacks).												
	Momentum 2: Lighting: your next Attack with this Weapon gains Energy, Pen 3 min 3, Indirect (Above) and *1d6 Hit vs Wet targets (Stacks).												
	Cheap Crossbow	-2	6	30	2	3	10	1	2	2	Projectile.	14w	2
	Large, Two Handed, Pen 2 min 2, Modification: Low Quality.												
	Momentum 1: Your next Attack gains Strong Hit (5-6) (does not Stack).												
	Warped Crossbow	-6	6	30	0	3	10	1	2	2	Projectile.	14w	1
	Large, Two Handed, Pen 2 min 2, Modification: Low Quality, Poorly Maintained.												
	Momentum 1: Your next Attack gains Strong Hit (5-6) (does not Stack).												

NAKED / VERY LITTLE CLOTHING

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at O End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Loin Cloth		+2	-2	0	+6		0	+2		0	Auto	-
You're immune to Pen, No Variations, May only take Body Modifications.												
Blessed by Fin-Derark		+2	-2	1	+6	-2	0	+2		0	14p	2
You're immune to Pen, No Variations, May only take Body Modifications, Modification: Arcane Protection.												
Momentum 3: If you have Endurance you may shift any Attribute Damage you have just received onto your Luck.												

LIGHT CLOTHING



Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at O End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Sash (Cheap)			-2	2	+2	-1	6			2	8w	1
You're immune to Pen.												
Pirate Bandana (Insignia)			+2	2		-1	7			1	10w	1
You're immune to Pen, All adjacent allies with a matching uniform reduce Endurance Damage against them by 3 (normally 2).												
Black Shirt (Black)				2	+1	-1	6		+1	1	8w	1
You're immune to Pen.												
Witch's Garb (Mystical)			+1	2	+1	-2	5			1	10w	1
You're immune to Pen, All of your Magic Weapons gain +2 End Dmg.												
Silk Shirt (Functional)		+1		2	+2	-1	7	+1		1	10w	2
You're immune to Pen, +1 Physical.												
Tricorn Hat (Big Hat)			+4	2	+1	-1	6		-1	1	12w	2
You're immune to Pen, +1 Leadership.												
Pauper Clothes (Muted Tones)	-2			2		-1	4	-1	+1	1	8w	0
You're immune to Pen, Modification: Poorly Maintained.												

HEAVY CLOTHING



Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at O End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Leather Vest (Cheap)			-1	2	+1		10	-1		4	10w	1
You're immune to Pen.												
Holy Navy (Uniform)			+3	2	-1		11	-1		3	12w	1
You're immune to Pen, All adjacent allies with a matching uniform reduce Endurance Damage against them by 3 (normally 2).												
Black Trenchcoat (Black)			+1	2			10	-1	+1	3	10w	1
You're immune to Pen.												
Tribal Headdress (Mystical)			+2	2		-1	9	-1		3	12w	1
You're immune to Pen, All of your Magic Weapons gain +2 End Dmg.												
Sturdy Vest (Functional)		+1	+1	2	+1		11			3	12w	2
You're immune to Pen, +1 Physical.												
That's Some Fancy Hat (Big Hat)			+5	2			10		-1	3	14w	2
You're immune to Pen, +1 Leadership.												
Well Worn Vest (Cheap)	-2		-1	2			8	-2		4	10w	0
You're immune to Pen, Modification: Poorly Maintained.												

LIGHT ARMOUR

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at 0 End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Breastplate (Cheap)	-1		-1	3		-1	8	-4	-2	5	14w	3
	Momentum 3: Gain +1 Armour vs an Attack you can perceive (Stacks).											
City Guard (Uniform)	-1		+3	3	-2	-1	9	-4	-2	4	16w	3
	All adjacent allies with a matching uniform reduce Endurance Damage against them by 3 (normally 2).											
	Momentum 3: Gain +1 Armour vs an Attack you can perceive (Stacks).											
Covered Breastplate (Black)	-1		+1	3	-1	-1	8	-4	-1	4	14w	3
	Momentum 3: Gain +1 Armour vs an Attack you can perceive (Stacks).											
Blessed (Mystical)	-1		+2	3	-1	-2	7	-4	-2	4	16w	3
	All of your Magic Weapons gain +2 End Dmg.											
	Momentum 3: Gain +1 Armour vs an Attack you can perceive (Stacks).											
Quality Armour (Functional)	-1	+1		3		-1	9	-3	-2	4	16w	4
	+1 Physical.											
	Momentum 3: Gain +1 Armour vs an Attack you can perceive (Stacks).											
Embossed Armor (Impressive)	-1		+5	3	-1	-1	8	-4	-3	4	18w	4
	+1 Leadership.											
	Momentum 3: Gain +1 Armour vs an Attack you can perceive (Stacks).											
Rusty Breastplate (Muted Tones)	-3		+1	3	-2	-1	6	-5	-1	4	14w	2
	Modification: Poorly Maintained.											
	Momentum 3: Gain +1 Armour vs an Attack you can perceive (Stacks).											
Leather Armour (Cheap)	-3		-1	2	-1	-1	4	-6	-2	5	14w	1
	Modifications: Poorly Maintained, Damaged.											
	Momentum 3: Gain +1 Armour vs an Attack you can perceive (Stacks).											

HEAVY ARMOUR

Outfit	Defence	vs Tac	vs Int	Armour	vs Luck	at 0 End	Slots	Swim	Stealth	Wgt	Acquire	Resources
Holy War Armour (Cheap)	-2	-2		4	-2	-1	6	-6	-4	6	16t, 18w	6
	Momentum 2: Gain +1 Armour vs an Attack you can perceive (Stacks).											
Fortress Guard (Uniform)	-2	-2	+4	4	-4	-1	7	-6	-4	5	18w, 20w	6
	All adjacent allies with a matching uniform reduce Endurance Damage against them by 3 (normally 2).											
	Momentum 2: Gain +1 Armour vs an Attack you can perceive (Stacks).											
Deal with a God (Mystical)	-2	-2	+3	4	-3	-2	5	-6	-4	5	18w, 20w	6
	All of your Magic Weapons gain +2 End Dmg.											
	Momentum 2: Gain +1 Armour vs an Attack you can perceive (Stacks).											
Quality Half Plate (Functional)	-2	-1	+2	4	-2	-1	7	-5	-4	5	18w, 20w	7
	+1 Physical.											
	Momentum 2: Gain +1 Armour vs an Attack you can perceive (Stacks).											
Royal Fullplate (Impressive)	-2	-2	+6	4	-3	-1	6	-6	-5	5	20w, 22w	7
	+1 Leadership.											
	Momentum 2: Gain +1 Armour vs an Attack you can perceive (Stacks).											
Worn Guard Plate (Uniform)	-4	-2	+4	4	-5	-1	5	-7	-4	5	18w, 20w	5
	All adjacent allies with a matching uniform reduce Endurance Damage against them by 3 (normally 2). Modification: Poorly Maintained.											
	Momentum 2: Gain +1 Armour vs an Attack you can perceive (Stacks).											

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