

Gear List

OUTFIT

When you **undertake a mission on behalf of a friendly steading**, pick someone to roll +Fortunes. *On a 10+, the party can pick 6 options from the list that corresponds to the steading's Prosperity. *On a 7-9, they can pick 3. On a miss, the party gets nothing. Regardless of the result, the party can make up to 3 extra picks but doing so reduces the steading's Fortunes by 1.

DIRT

- Shabby adventuring gear 3 uses, crude, 2 weight
Expend a use to produce some cheap, common piece of equipment (a length of rope, a blanket, a candle, some chalk, a clay pot, a torch, some lard, etc.), but nothing fancy.
- Bandages 4 uses, slow, 1 weight
When you take a few minutes to bandage someone's wounds, expend a use. They regain 4 hp.
- Torches (2 uses, light, area, reach, 1 weight)
Once lit, expend a use. A torch illuminates out to reach range for about an hour. Also lights things on fire, intentionally or otherwise.
- Provisions 3 uses, ration, 2 weight
Salted meat, pickled potatoes, flatbread, a waterskin. Decent fair, but bulky and subject to spoil.
- Porridge meal 3 uses, ration, requires fire & water, 0 weight
Lighter to carry around than salted meat, but you need to cook it for it to be much use.
- Flask of rot-gut whisky* 2 uses, 0 weight
When you down a draught, take +1 forward to act boldly or face down terror and mark 1 use. If you use this again before consuming a ration, take -1 ongoing until you make camp.
- Sling near, far, awkward, reload, 0 weight
- A bag of sling-stones 4 ammo, crude, 1 weight
- Quiver of copper- or stone-tipped arrows 3 ammo, crude, 1 weight
- Copper- or stone-tipped spear, pick one:
 - Short close, thrown, near, crude, 1 weight
 - Long reach, 2h, crude, 1 weight
- A few (1d4+1) simple weapons, your choice of:
 - Club, mallet, adze, stone knife, etc. hand, crude, 1 weight
 - Staff close, crude, 2h, 1 weight
 - Big club, stone axe close, crude, forceful, awkward, 2h, 3 weight
- A handful of copper coins 0 weight

POOR

- Poultices & Herbs 2 uses, slow, 1 weight
When you carefully treat someone's wounds with poultices & herbs, expend a use. They regain 7 hp.
- Lantern light, area, reach, 1 weight
A container for flame & oil. Can burn for about 12 hours before you need to replace its fuel.
- Flask of decent whisky* 2 uses, 0 weight
When you down a draught, take +1 forward to act boldly or face down terror and mark 1 use. If you use this more than 2 times before consuming a ration, take -1 ongoing until you make camp.
- Self bow near, 2h, 2 weight
A bow carved from a single piece of wood
- Quiver of bronze- or iron-tipped arrows 3 ammo, 1 weight
- Metal-banded quarterstaff close, 2h, 1 weight
- Bronze- or iron-tipped spear, pick one:
 - Short close, thrown, near, 1 weight
 - Long reach, 2h, 1 weight
- Bronze or iron weapon, pick 1:
 - Dagger, knife, shiv hand, precise, 0 weight
 - Mace, hammer, hatchet close, 2 weight
 - Heavy mace close, +1 damage, 2h, 3 weight
 - Maul close, +1 damage, forceful, awkward, 2h, 4 weight
 - Battleaxe close, +1 damage, messy, awkward, 2h, 3 weight
- Wooden shield +1 armor, crude, 1 weight
- Thick hides 1 armor, worn, warm, crude, 2 weight)
- Warm cloak worn, warm, 1 weight
- A purse full of copper coins 1 weight
- Pick 3 from the DIRT list.

MODERATE

- Decent adventuring gear 4 uses, 2 weight
Expend a use to produce some mundane piece of equipment (a pick or shovel, lantern oil, a glass vial, an inkpot & quill, some parchment, a tinderbox). Nothing fancy or too specific.
- Remedies 3 uses, slow, 0 weight
When you prepare the appropriate concoction and administer it to your patient (including yourself), expend a use. Your patient can attempt to fight off a disease, poison, or debility.
- Bullseye lantern light, near, 1 weight
A lantern with a lens and mirror to direct its light in a cone. Burns for about 12 hours before you need to replace its fuel.
- Trail rations 5 uses, ration, 1 weight
Hearty fair that keeps well and doesn't weigh much.
- Flask of fine whisky* 2 uses, 0 weight
As decent whisky. Also, if you share a use with someone else, take +1 forward to Parley with them.
- Crossbow near, far, +1 damage, reload, 3 weight
- Composite bow, either:
 - Short near, 2h, 1 weight
 - Long near, far, 2h, 2 weight
- Steel-tipped arrows or spear add 1 piercing
As the bronze- or iron-tipped ones, but add 1 piercing
- A bronze or iron sword, pick 1:
 - Short sword hand, close, precise, 1 weight
 - Arming sword close, +1 damage, 1 weight
 - Long sword close, +1 damage, messy, 2h, 2 weight
- A flail, pick 1:
 - Light close, forceful, awkward, 1 weight
 - Heavy close, +1 damage, forceful, awkward, 2h, 2 weight
- A bronze or iron shield +1 armor, 2 weight
- Boiled leather cuirass 1 armor, worn, 1 weight)
- A handful of silver coins 0 weight
- Pick 3 from the POOR list.

* In Stonetop, consider whisky one step less expensive.

Gear List (continued)

WEALTHY

- Fine adventuring gear 5 uses, 2 weight
Expend a use to produce a mundane piece of equipment, even something fancy like a mirror, a magnifying glass, a skeleton key, silk rope. Nothing overly specific.
- Bag of Books 5 uses, slow, 3 weight
When your bag of books contains just the right book for the subject you're Spouting Lore on, consult the book, mark off a use, and take +1 to your roll.
- Healing Potion magic, 0 weight
When you drink an entire healing potion, regain 10 hp or remove a debility, your choice.
- Bezoar magic, 0 weight
When you swallow a bezoar (or have one shoved down your throat), you're cured of one poison affecting you.
- Steel weapon add 1 piercing
As a weapon made of bronze or iron, but add 1 piercing
- Bronze or iron armor 2 armor, worn, clumsy, warm, 3 weight
Could be a scale or chainmail hauberk, or a cuirass & greaves.
- Steel shield +1 armor, 1 weight
- Artisan or crafting tools 1-4 weight, maybe more
The tools needed to practice specialized trade or art, such as smithing, glazing, brewing, distilling, glassblowing, herbalism, chirurgery, medicine, or the like.
- Donkey 10 load
- Cart 10 load
- A purse full of silver coins 1 weight
- Pick 3 from the MODERATE list

RICH

- Brigandine vest (2 armor, worn, warm, 2 weight)
A series of steel plates sewn into a quilted vest. Quite dashing.
- Steel armor 3 armor, worn, clumsy, warm, 3 weight
Could be a scale or chainmail hauberk, or a cuirass & greaves.
- Horse mount, 10 load
- Wagon 40 load
- A handful of gold coins 0 load
- Pick 3 from the WEALTHY list

TAG DICTIONARY

- 2h:* It requires two hands to use it effectively
- _ ammo:* Number of times you can expend ammo (e.g. on a 7-9 Volley result) before you are out of ammunition.
- area:* It affects everything in an area, not just one target
- _ armor:* When you take damage, subtract this amount.
- +_ armor:* Increases your armor value by that amount
- awkward:* It's unwieldy & tough to use
- clumsy:* It's tough to move around in. -1 ongoing while wearing it.
- crude:* Prone to break, wear out, or otherwise suck. Crude weapons do -1 damage against any target with actual armor.
- forceful:* Can knock someone around, maybe even off their feet.
- light:* It provides illumination out to the range listed
- messy:* Does particularly destructive damage, ripping people and things apart
- _ piercing:* When you deal damage, subtract _ from the target's armor for that attack
- precise:* When you hack & slash with a precise weapon, you can roll +DEX instead of +STR.
- ration:* It can be consumed for moves like Make Camp
- reload:* After you attack with it, it takes some time and effort to reset for another attack.
- requires:* If you don't meet the requirements, it works poorly if at all
- slow:* It takes minutes or more to use; unlikely to be useful amidst a fight
- thrown:* You can volley with it, but on a 7-9 you can't choose to expend ammo. Once you throw it, it's gone until you retrieve it.
- _ uses:* It can only be used _ times
- _ weight:* Count this amount against your Max Load.
- warm:* It will keep you warm when it's cold out, but it's uncomfortable and exhausting (if not downright dangerous) to wear it in hot weather.
- worn:* To use it, you have to be wearing it

RANGE TAGS

- hand:* As far as you can reach out and touch
- close:* As far as you can reach, plus a pace or so
- reach:* Up to 3-4 paces away from you
- near:* About as far as you could throw a rock, 30 or 40 paces
- far:* Quite the distance, a 100 paces or maybe more

A HANDFUL OF COPPERS CAN BUY...

- An item from the DIRT gear list

A PURSE FULL OF COPPERS CAN BUY...

- An item from the POOR gear list, or 3 from the DIRT list

A HANDFUL OF SILVERS CAN BUY...

- An item from the MODERATE gear list, or 3 from the POOR list

A PURSE FULL OF SILVERS CAN BUY...

- An item from the WEALTHY gear list, or 3 from the MODERATE list
- 1 Surplus for a Poor Village or a Dirt Town

A HANDFUL OF GOLD CAN BUY...

- An item from the RICH gear list, or 3 from the WEALTHY list
- 1 Surplus for a Moderate Village or a Poor Town.

A PURSE FULL OF GOLD CAN BUY...

- 3 items from the RICH gear list
- 1 Surplus for a Moderate Town or a Dirt City.

To buy Surplus, someone has to be able and willing to sell the steading what it needs. You can't eat gold.

