**Rules 9: Mortal Hunters – EQUIPMENT GUIDE**

Resources background will largely determine what kind of equipment and wealth your character starts with. All characters will begin the game with basic, personal equipment, depending on which Concept they choose (and the number of dots in Resources and Status).

All Characters Starting Money: each character begins play with 3 times their monthly silver coin allowance, which is tied directly to their level in Resources (see Backgrounds handout). *There are exceptions to this for anyone in Clergy with Status under 3 dots.*

**EQUIPMENT LIST:**

The following list is the **price chart** and contains all of the weapons and armor found in Dark Ages pp248-249). For specific characteristics use the charts found in the game book, modified per below.

Item Description, Damage, or Soak Cost in silver coin

Hatchet (melee) STR + 3(L) 1 or 2

Hand Axe STR + 5(L) 2 or 3

Battle Axe STR + 6(L) 8 or 9

Mace STR + 1(B) 5

Morning Star STR + 3(B) 7

Warhammer STR + 5(B) 5

Knife or Dagger STR + 1(L) 1 or 2

Saber STR + 2(L) 4 or 5

Broadsword STR + 4(L) 10 +d10

Bastard Sword STR + 5(L) 20 +d10

Greatsword STR + 6(L) 25 +d10

Javelin STR + 0(L) 1 to 2

Pitchfork STR + 1(L) 2

Spear (1H) STR + 1(L) 1 to 2

Spear (2H) STR + 3(L) 3 to 4

Poleaxe STR + 6(L) 20 +d10

Lance, light 6 or STR (L) 30 up

Lance 8 or STR (L) 50 up

Bow, Short 2 (L) 5

Bow, Long 4 (L) 10

Crossbow, light 2 (L) 4

Crossbow 3 (L) 8

Crossbow, heavy 4( L) 15

Sling 5 (B) 1

Padded/Leather Armor +1(B) / +1(L) 7

Light Armor +1(B) / +2(L) 10 +d10

Composite Armor +2(B) / +3(L), -1 DEX 20 +d10

Heavy Armor +3(B) / +3(L), -1 DEX 50 +d10

Knight’s Armor +4(B) / +4(L), -2 DEX 100 +d10

Metal Cap +1(B) / +1(L) 5

Light Helm +2(B) / +3(L), -1 PER 10

Full Helm +3(B) / +4(L), -2 PER 25

Small Shield Parry only 10

Footman’s Shield Parry; +1 diff to attacks vs. user on foot 5

Cavalry (kite) Shield Parry; +1 diff to attacks vs. user on foot 10 up

Heavy (full) Shield Parry; +2 diff to attacks vs. user on foot 20 up

Mule simple riding animal or beast of burden 10 up

Standard Horse stronger riding animal or beast of burden 50 up

Good Horse as above, but typically Clydesdale size 100 up

Riding Tack (basic) saddle, blanket, bit/bridle, etc. 8 and up

2-wheeled Cart transport up to 50 cubic feet (req. animal) 15

4-wheeled Cart transport up to 150 cubic feet (req. animal) 25

Wheelbarrow (one-wheel) transport up to 6 cubic feet 5

Note: Occasionally characters may come across gold coins. As a rule of thumb, one gold coin is roughly equal to 20 silver coins (like in D&D). Price variances can also occur, depending on area. In some cases certain items may not be available for purchase, but characters can make Perception + Commerce rolls (see Dark Ages p229) to locate certain items. Once found, characters can Haggle to get the prices improved, typically with successful Manipulation + Commerce rolls. Hand-crafted or custom-made items are typically several times more expensive than the cost given. Sometimes items will be purchased (or sold) using silver coins. Other times rolls based on your character’s dots in Resources will suffice.