

# GEAS PLAYTEST PACKET 3: EQUIPMENT

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# MONEY AND EQUIPMENT

Treasure and riches are one of the primary reasons adventures become adventurers in the first place along with glory. Each coin weighs approximately one ounce and is the size of a half-dollar piece. There are three types of popular coins used as currency: gold (gp), silver (sp), and copper (cp).

Coin conversions

1 gp = 10 sp or 100 cp

**Starting Money:** You begin play with 100 gp.

## EQUIPMENT

No adventurer worth their salt would dare go on an expedition without proper equipment. In this section, there is a list of commonly available equipment, their cost, and a description. While every character profession starts with equipment, you may use this section to purchase additional goods as you acquire more gp. Note that the times may not be the only items available in your game world.

Feel free to expand this list with what you think would be a fair cost.

### Clothing

Belt	3 sp
Boots, hard	2 gp
Boots, soft	3 gp
Cap	1 sp
Cloak	5 sp
Cloak, hooded winter	2 gp
Gloves, hard	1 gp
Gloves, soft	2 gp
Hat	7 sp
Robe	6 sp

### Livestock

Chicken	3 cp
Cow	10 gp
Dog, guard	25 gp
Dog, hunting	17 gp
Donkey	8 gp
Goat	1 gp
Hawk	40 gp
Horse, draft	30 gp
Horse, war	300 gp
Horse, riding	25 gp
Mule	20 gp
Ox	15 gp
Pig	3 gp
Pony	15 gp
Sheep	2 gp
Songbird	4 cp

**Tavern/Inn Goods**

Ale, pint	1 sp
Beer, pint	5 cp
Food, meal	1 sp
Food, rich meal	1 gp
Grain, horse, 1 day	1 sp
Mead, pint	5 sp
Rations, iron, 1 week	5 gp
Rations, stnd, 1 week	3 gp
Wine, pint, good	10 sp
Wind, pint, watered	5 sp

**Adventuring Equipment**

Acid, flask	15gp
Backpack	2 gp
Ballbearings, 5ft sq	1 gp
Bedroll	10 sp
Box, large iron	30gp
Box, small iron	10 gp
Candle	1 cp
Case, bone, map	5 gp
Case, leather, map	15 sp
Chalk	1 cp
Chest, wooden, large	17 sp
Chest, wooden, small	8 sp
Crowbar	1 sp
Holy Water, 1 vial	1 gp
Ink, 1 vial /w pen	2 gp
Journal, small	10 gp
Lantern, bull's-eye	12 gp
Lantern, hooded	7 gp
Medical kit	10gp
Mirror, small	5 gp
Musical Instrument	10 gp
Oil, flask	1 gp
Parchment, 1 sheet	1gp
Pouch, large	1 gp
Pouch, small	15 sp
Quiver, 10 cap	8 sp
Quiver, 20 cap	15 sp
Rope, 50', hemp	4 sp
Rope, 25' silk	20 gp
Sack, large	15 cp
Sack, small	5 cp
Spike, iron	1 cp
Tent, 1 person	2 gp
Tent, 5 person	30 gp
Thieves' tools	30 gp
Tinder box	1 gp
Torch	1 cp
Water/wineskin	15 sp
Wolfsbane	5 gp

# STARTING KITS

*(price reflects discount for purchasing as a kit):*

**Adventurer's Pack**, 40gp (contains backpack, bedroll, crowbar, hooded lantern, 2ea medical kits, small mirror, 2ea oil flasks, large pouch, 2ea small pouches, 50ft hemp rope, small sack, 12ea small spikes, 1 person tent, tinder box, 6ea torches, 2ea waterskins).

**Dungeoneer's Pack**, 70gp (contains acid flask, backpack, ballbearings, bedroll, candle, leather map case, chalk, crowbar, hooded lantern, small mirror, 2ea oil flasks, 2ea large pouches, 4ea small pouches, 50' silk rope, small sack, 12ea small spikes, 1 person tent, thieves' tools, tinder box, 6 torches, 2ea waterskins).

**Scholar's Pack**: 55gp (contains backpack, bedroll, small iron box, 2ea candles, bone map case, leather map case, chalk, small wooden chest, 1 vial of ink, journal, bull's-eye lantern, small mirror, flask of oil, 6 sheets of parchment, 2ea small pouches, small sack, 1 person tent, tinder box, 2ea torches, 2ea waterskins, wolfsbane).

## EQUIPMENT DESCRIPTIONS

Below you will find the descriptions of many of the items. Note that the equipment list isn't necessarily the only items a PC may buy. Feel free to expand this list to other items that will fit your campaign.

*Acid flask*: This small glass flask contains enough acid to use four times. Typical uses include attempting to disable traps, locks, or to eat away through other items such as iron bars. Each dose will be enough to eat through 1 cubic inch of material, taking 1 turn for hard items like iron, or 1 round for softer items like wood.

*Backpack*: Made from thick canvas or soft leather, a typical backpack can carry up to 50 pounds of gear.

*Ball Bearings*: A bag of ball bearings is enough to cover a 10-foot by 10-foot square area. Any creature not taking care to move (spending twice the AP cost to move), must make a TCN 6 Agility check every 5 feet or fall prone.

*Box, large*: A large box is typically 1ft in length by 1 feet in width by 6 inches deep.

*Box, small*: A small box is typically 6 inches on each side.

*Case*: Cases are used to hold scrolls or maps. A typical case will hold up to three scroll sized parchments.

*Chest, large*: Large chests are typically 4 feet wide, by 2 feet long, by 2 feet deep.

*Chest, small*: small chests are typically 1 feet on a side or smaller.

*Holy water*: A flask of holy has one dose in it. When used against undead, it will inflict 2d8 points of divine damage.

*Medical kit*: This kit is roughly 6 inches on each side, and contains bandages, needle and thread, antidote, and a disinfectant. There are a total of 5 bandages in each kit. A character can take an action to apply a bandage to a creature to heal it 1d6 points of vitality. Only one bandage per wound can be applied. There is one antidote in this kit, and if administered will remove the poisoned status.

*Lantern, bulls-eye*: These types of lanterns allow the user to pinpoint the shaft of light into a ray, similar to a flashlight up to 80 feet long by 10 feet wide.

*Lantern, hooded*: This lantern has shutters that allow the user to either close out all light, or open up all light, illuminating a 20 feet radius.

*Pouch, large*: A large pouch is capable to hold up to 250 coins.

*Pouch, small*: A small pouch can hold up to 50 coins.

*Sack, large:* A large sack can hold up to 6 cubic feet of material, up to 40 pounds.

*Sack, small:* A small sack can hold up to 3 cubic feet of material, up to 20 pounds.

*Thieves' tools:* A collection of lockpicks, files and wire, this kit allows the character to attempt to pick locks and disarm traps. Without this kit, any attempt to do the above will be attempted at a -5 penalty.

*Tinder box:* This small box includes a tightly packed bundle of tinder as well as a flint and steel set.

*Wolfsbane:* A plant often used against supernatural enemies, any weapon coated with a poultice of wolfsbane will be able to harm lycanthropes. After 2d4 rounds, the poultice would need to be reapplied. This plant is also highly irritating towards lycanthropes, and they will try to avoid being near it.

## WEAPONS AND ARMOR

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Most characters, especially warriors, need weapons and armor in an adventure to defeat and protect themselves from enemies and other dangers.

Reference the profession descriptions to what weapons and armor each may use. If a character tries using a weapon they are not proficient in, they use the standard NPD to their attack rolls. Characters cannot wear armor they are not proficient in.

### Light Weapons

These weapons cost 3 AP to make an attack, and melee light weapons can be used in your off-hand when dual-wielding. WDP = 1 CD.

### Medium Weapons

These weapons cost 4 AP to make an attack. WDP = 2 CD.

### Heavy Weapons

These weapons cost 5 AP to make an attack. WDP = 3 CD. They require two hands to wield.

### Light Armor

Light armor includes armor made from leather, heavy quilts, or laminated paper. Light armor grants a +1 DR bonus, and costs 10 gp. Light shields grant a +1 PD bonus to your DEF and cost 10 gp.

### Medium Armor

Most often made from metal, medium armor includes mail armor, scale armor, and breastplates. This armor grants a +3 DR bonus, costs 250 gp, requires a minimum Power modifier of 1 to wear, and causes all stealth checks to be rolled at a -2 PD penalty. Medium shields grant a +2 PD bonus to your DEF and cost 25 gp.

### Heavy Armor

Heavy armor consists of a full suit of plate mail or the equivalent covering the entire body. This armor grants a +5 DR bonus, requires a minimum Power modifier of 2 to wear, costs 1000 gp, and causes all stealth checks to be rolled at a -4 PD penalty. Heavy tower shields grant a +3 PD bonus to your DEF rating and cost 50 gp.

## Light Weapon Table

Weapon Type	Cost	Description	Specialized Traits
Club	1 sp	blunt	Stun
Dagger	2 gp	thrown 60, piercing	Quick
Dart	5 cp	thrown 30, piercing	Quick
Handaxe	5 gp	thrown 60, slashing	Bleeding
Javelin	5 sp	thrown 120, piercing	Hamstring
Light hammer	2 gp	thrown 60, blunt	Stun
Mace	5 gp	blunt	Stun
Rapier*	25gp	piercing	Quick
Short sword	10 gp	slashing	Bleeding
Shortbow	25 gp	range 320, 2-handed, piercing	Hinder
Staff	1 sp	blunt, 2-handed	Stun

\* The rapier can be used either as a light weapon or a medium weapon. You choose which at the start of your turn.

## Medium Weapon Table

Weapon Type	Cost	Description	Specialized Traits
Battleaxe	10 gp	slashing	Bleeding
Broadsword	10 gp	slashing	Bleeding
Crossbow, light	25 gp	range 320, 2-handed, piercing	Hamstring
Flail	10 gp	blunt	Stun
Longbow	50 gp	range 600, 2-handed, piercing	Hamstring
Morningstar	15 gp	piercing and blunt	Stun
Spear	1 gp	thrown 60, piercing, 2-handed	Bleeding (melee) or Hinder (ranged)
Warhammer	15 gp	blunt	Stun

## Heavy Weapon Table

Weapon Type	Cost	Description	Specialized Traits
Crossbow, heavy	50 gp	range 400, piercing	Hamstring or Stun
Greataxe	30 gp	2-handed, slashing	Bleeding or Deadly
Greatsword	50 gp	2-handed, slashing	Bleeding or Deadly
Lance	10 gp	2-handed, piercing, reach 10 feet	Threat Range
Polearm	20 gp	slashing and piercing, 2-handed, reach 10 feet	Threat Range
War bow	75 gp	range 500, 2-handed, piercing, apply Physical modifier to damage.	Hamstring

**Thrown X:** the distance in feet the weapon may be thrown.

**Range X:** The range in feet the weapon may fire its projectile.

Unless otherwise noted, melee weapons have a **reach** of 5 feet.

**Specialized Traits:** If you have learned the *Weapon Specialization* trait, you can use the Specialized Trait of the weapon.

## Specialized Weapon Traits

All weapons have a specialized trait that you can use if you also have learned the *Weapon Specialization* trait. If more than one of your dice in your dice pool beats the defensive TCN, you can apply the specialized effect. If a weapon has more than one trait, you choose which one to apply.

Specialized Trait	Effect
Bleeding	At the start of the next round, the target takes 1 CD of bleeding damage for each time this was applied this turn.
Deadly	Increase your BDP by 1 CD for attacks with this weapon.
Hamstring	Until the end of the target's next turn, it's AP is reduced by 1. This is stackable.
Quick	Your next attack this turn has the AP cost reduced by 1 (minimum 1).
Stun	The target creature is slightly stunned, and it will resolve its actions last this round.
Threat Range	Any creature that moves into the reach of your weapon exposes itself. Gain a free attack immediately using your weapon against the creature if you spend your response and 2 AP.