

## COMMON ARMOURY LIST

When constructing your ArcWorlde Warband, you will want to equip your Characters with Items and Equipment (see Items and Equipment in the ArcWorlde: Second Edition Core Rules).

As well as a Faction’s own Armoury, which contains special artefacts only they have access to, there are several Items and Equipment accessible to all Characters in the game.

COMMON ARMOURY			
NAME	TYPE	COST	DESCRIPTION
ARCANITE TOKEN	Item	10GP	<p>A glittering nugget of Arcanite.</p> <p>One use only. When used, choose one effect:</p> <ul style="list-style-type: none"> <li>• Grant +1AP to the Character for their Activation.</li> <li>• Add an extra D6 to any roll.</li> <li>• Allow another Spell to be cast.</li> <li>• Allow a D6 to be re-rolled.</li> </ul>
SHIELD	Equipment	15GP	<p>Shields can take many forms, from sheets of wood and metal to even magical amulets and charms.</p> <p>If equipped, a Character may re-roll one failed Defence Roll per Round.</p>
SPEAR	Equipment	10GP	<p>A pointed weapon on the end of a long wooden haft. Excellent for keeping ne’er-do-wells at bay.</p> <p>If equipped, a Character may make Melee Attacks against targets up to 2” away, even if they aren’t in base contact. Attacks may still be made if there is a friendly Character between the Character and the target.</p>
TORCH	Item	10GP	<p>Carrying a lit torch can have its uses in a land so filled with dangers as ArcWorlde.</p> <p>If equipped, a Character counts as Fearsome to Beasts and Monsters. In addition, the Character counts as Fearsome, and has +1 Power on all Melee Attacks against Characters who are Flammable.</p> <p>However, enemy Characters may re-roll Failures when attempting Feat rolls for Ranged Attacks against a Torch-carrying Character, as they are much easier to spot from afar.</p>

<p><b>TWO HANDED WEAPON</b></p>	<p><b>Equipment</b></p>	<p><b>10GP</b></p>	<p>A large and heavy weapon. Difficult to use, but powerful in the right hands. If equipped, a Character gets +2 Power for all Melee Attacks. However, any of their own Critical Defends are discarded as if they were Failures.</p>
<p><b>DUAL WEAPONS</b></p>	<p><b>Equipment</b></p>	<p><b>10GP</b></p>	<p>A set of two weapons that the user has trained to use in each hand. If equipped, a Character may re-roll every 1 when making an Melee Attack.</p>
<p><b>LIGHT ARMOUR</b></p>	<p><b>Equipment</b></p>	<p><b>20GP</b></p>	<p>A garment of leather, thick cloth or metal, or even a protective spell placed upon the wearer. Often needed when adventuring in ArcWorlde. If equipped, a Character gains +1 Armour. This does not stack.</p>
<p><b>HEAVY ARMOUR</b></p>	<p><b>Equipment</b></p>	<p><b>35GP</b></p>	<p>A suit of thick steel plate, or a particularly powerful protective incantation placed upon the wearer. If equipped, a Character gains +2 Armour. This does not stack. In addition, any Leg It rolls are at +1 difficulty.</p>