

# ***Knights of Valour***

## ***Days of Thunder***

### ***Medieval Setting Reference***

#### **# Introduction**

This document describes the Equipment and Items that are available by default in a Medieval Setting.

Players are encouraged to improvise new Items and Roles within this setting if the Judge allows them to do so.

#### **# Ley Lines & Power Points**

The Map for a Location will describe a set of *Power Points* connected by *Ley Lines*, which may be hidden or revealed to the player, depending on the design of the Location.

Any Player playing as a Ranger or any Player using a Dowsing Rod can detect and follow Ley Lines to locate Power Points – key structures that allow the Players to *Rest* and improve their character by purchasing character *Bufs* using *Valour Points* - earned by killing Monsters and note-worthy role-playing.

When designing Locations for the Players to explore, Power Points may be visible above ground e.g. a Stone Henge, Statue or Pillar, or they may be buried below ground e.g. a buried Stone.

Power Points are covered in Ancient Runes, that imbue them with Power.

There are 2 ways to detect if a Structure is a Power Point:

- 1) A Wizard's *Detect Magic* Spell will reveal if the Structure is a Power Point.
- 2) A successful Wisdom Skill Check made by any Character within 5" of the Structure will reveal if the Structure is a Power Point.

## # Armor

Shield			
Type	Cost	Defence	Weight
Light Shield	10 g.p.	+1	6
Heavy Shield	25 g.p.	+2	12

Light Armor			
Type	Cost	Defence	Weight
Padded	5 g.p.	+1	8
Leather	10 g.p.	+1	10
Studded Leather	45 g.p.	+2	13

Medium Armor			
Type	Cost	Defence	Weight
Hide	10 g.p.	+2	12
Chain Shirt	50 g.p.	+3	20
Scale Mail	50 g.p.	+4	45
Breast Plate	200 g.p.	+4	20
Half Plate	800 g.p.	+5	40

Heavy Armor			
Type	Cost	Defence	Weight
Ring Mail	150 g.p.	+4	40
Chain Mail	180 g.p.	+5	45
Splint	200 g.p.	+6	60
Plate	1600 g.p.	+7	65
Ring Mail	150 g.p.	+4	40

## # Weapons

### ## Weapon Range.

Every Ranged Weapon has an effective range indicated by two numbers.

The first number is the Weapon's Close Range in feet, and the second indicates the Weapon's Maximum Range, in feet.

When attacking a target beyond your Weapon's Close Range, you have disadvantage on the attack roll.

You cannot make a Ranged Attack against a target that is further away from you than the Weapon's Maximum Range.

## # Weapon Properties

A Weapons' Properties modify it's effect, as follows:

## Bludgeoning

## Slashing

## Piercing

## 2-Handed

## Reach

A Weapon with the Reach Property can Strike targets up to 10" Away.

## Entangling

## # Weapon Types

Simple Melee Weapons				
Weapon	Cost	Damage	Weight	Properties
Club	1 s.p.	1d4	2	Bludgeoning
Dagger	25 g.p.	1d4	1	Piercing
Hand Axe	1 g.p.	1d6	2	Slashing
Mace	5 g.p.	1d6	4	Bludgeoning
Whip	2 g.p.	1d4	3	Slashing
Spear	1 g.p.	1d6	3	Piercing, Reach
Shortsword	10 g.p.	1d6	2	Piercing
Longsword	15 g.p.	1d8	3	Slashing
Greatsword	50 g.p.	2d6	6	Slashing, 2-Handed
Flail	10 g.p.	1d8	2	Bludgeoning
Greataxe	30 g.p.	1d12	7	Slashing
Halberd	20 g.p.	1d10	6	Slashing, Reach, 2-Handed
Maul	10 g.p.	2d6	10	Bludgeoning
Morningstar	15 g.p.	1d8	4	Piercing
Pike	5 g.p.	1d10	18	Piercing, Reach
Rapier	25 g.p.	1d8	2	Piercing
Scimitar	25 g.p.	1d6	3	Slashing
Trident	5 g.p.	1d6	4	Piercing
Warpick	5 g.p.	1d8	2	Piercing
Warhammer	15 g.p.	1d8	2	Bludgeoning

Simple Ranged Weapons						
Weapon	Cost	Damage	Weight	Properties	Close Range	Max. Range
Throwing Dagger	25 g.p.	1d4	1	Piercing	20"	60"
Dart	1 s.p.	1d4	1	Piercing	20"	60"
Javelin	5 g.p.	1d6	2	Piercing	30"	120"
Light Hammer	2 g.p.	1d4	2	Bludgeoning	20"	60"
Throwing Spear	1 g.p.	1d6	3	Piercing	20"	60"
Shortbow	25 g.p.	1d6	2	Piercing, 2-Handed	80"	320"
Sling	1 s.p.	1d4	1	Bludgeoning	30"	120"
Light Crossbow	25 g.p.	1d8	5	Piercing, 2-Handed	80"	320"
Longbow	50 g.p.	1d8	2	Piercing, 2-Handed	150"	600"
Net	1 g.p.	-	3	Entangling	5"	15"

Martial Melee Weapons				
Weapon	Cost	Damage	Weight	Properties
Quarterstaff	2 s.p.	1d6	4	Bludgeoning
Punch / Kick	-	1	-	Bludgeoning
Sickle	1 g.p.	1d4	2	Slashing
Katana	500 g.p.	1d12+2	3	Slashing
Nunchuk	20 g.p.	1d6	2	Bludgeoning
Naginata	30 g.p.	1d8+2	5	Slashing, 2-Handed
Wakizashi	150 g.p.	1d6+2	3	Slashing
Three-section Cudgel	50 g.p.	2d6	3	Bludgeoning, 2-Handed

Martial Ranged Weapons						
Weapon	Cost	Damage	Weight	Properties	Close Range	Max. Range
Throwing Dagger	25 g.p.	1d4	1	Piercing	20"	60"
Shuriken	5 g.p.	1d4	1	Piercing	20"	60"
Blow gun	3 g.p.	1d3	1	Piercing	15"	50"

## # Items

### ## Hold-all's, used for carrying Items

Hold-all			
Item	Cost	Weight	Capacity
Sack	5 c.p.	-	
Shoulder Bag	1 s.p.	1	
Back Pack		2	
Small Chest		5	
Large Chest		15	