

# HONOR ✦ INTRIGUE ARMS AND ARMOR

## Swords

Weapon	Damage	Notes
Backsword	1d6	+1 Damage with Quick Cut (after halving)
Broadsword	1d6+1	Requires 2 hands if Might is 0 or lower, +1 Beat
Epee	1d6	+1 Parry
Greatsword	1d6+2	-1 Parry, +1 Moulinet
Small Sword	1d3+1	+1 Parry, +1 Quick Draw, Able to Split Actions singly 1d3+3 Damage to resist Sword Break

## Black Powder Weapons

Weapon	Damage	Notes
Blunderbuss	1d6+6	10' range inc., range penalties apply to damage instead of attack roll, 3 Minor Actions to load, Misfire 2-3, Hits 1d6 tightly-grouped targets
Arquebus	2d6	50' range inc., 5 Minor Actions to load, Misfire 2-4
Musket, Flintlock	2d6	50' range inc., 4 Minor Actions to load, Misfire 2-3
Musket, Wheel-Lock	2d6	50' range inc., 3 Minor Actions to load, Misfire 2
Pistol, Matchlock	1d6+1	10' range inc., 4 Minor Actions to load, Misfire 2-4
Pistol, Flintlock	1d6+1	10' range inc., 3 Minor Actions to load, Misfire 2-3
Pistol, Wheel-Lock	1d6+1	10' range inc., 2 Minor Actions to load, Misfire 2
Pole-Brace	N/A	1 Minor Action to set, +10' to Musket range increment
Grenade	4d6	-1d6 Damage (highest remaining) per 5' from the blast origin, 1 Minor Action to light, 1 Major Action to throw, 10' Range inc.

## Other Weapons

Weapon	Damage	Notes
Axe	1d6	10' range increment when thrown, -1 Parry, +1 Bind
“” Two-Handed	1d6+2	-2 Parry, +1 Bind
Bayonet	1d6+2	1 Minor Action to affix to a musket, -1 Parry when affixed, 1d3+1 damage when wielded in hand (un-affixed)
Bow	1d6	60' range increment, 1 Minor Action to knock arrow
“” Longbow	1d6+2	100' range increment, 1 Minor Action to knock arrow
Buckler	1d6-1	+1 to Parry (stacks with other Parry bonuses)
Cloak	N/A	+1 to Feint, Bind; usable with Cloak Parry
Club	1d6-1	10' range increment when thrown
“” Two-Handed	1d6+1	-1 Parry
Crossbow	1d6+1	80' range increment, +1 with Called Shots, 2 Minor Actions to Load
“” Arbalest	1d6+3	100' range increment, +1 with Called Shots, 3 Minor Actions to Load with “goat's foot” or Might 2 or more; otherwise 4 Minor Actions
“” Grenade	See Grenade	30' range increment, 3 Minor Actions to load
“” Hand	1d3	20' range increment, +1 with Called Shots, 1 Minor Action to load

Dagger	1d3+1	5' range increment when thrown, +1 with Called Shots
"" Stiletto	1d3+1	Ignores 2 Protection, +1 with Called Shots
"" Throwing Knife	1d3+1	10' range increment when thrown, +1 with Called Shots, +1 Quick-Draw, -1 Melee
Garrote	Choke +2	+2 attack and damage with Choke, 1d2 dmg for purposes of breakage
Hook Hand	1d3+1	+1 Bind
Main Gauche	1d6-1	+1 Bind, Disarm, Sword Break
Parrying Dagger	1d3	+1 Bind, 1d6+1 Damage with Sword Break
Spear	1d6	20' range increment when thrown, +1d3 Damage in a charge, or receiving a charge
"" Lance	1d6+2	1-Handed when wielded from horseback, -1 Parry
"" Pole-Arm	1d6+2	Always 2-Handed; often secondary use (Halberd can be used as an Axe for example), -1 Parry
"" Harpoon	1d6+1	10' range increment when thrown, +1d6 Damage per round (for 1d6 rounds) to large marine creatures, -1 Melee
Staff	1d6-1	+1 to Parry
Unarmed	1d2	1d3 Damage with gauntlet or basket hilt, Kick does 1d3 Damage with -1 to hit
Whip	1d3-1	Victims have penalty die to Parry whip attacks, Whip Crack: Flair + Melee -1 vs. Daring, enemy loses 1 Composure if successful, +1 Bind, Disarm
Improvised Weapon	Special	-1 Damage and half the range compared to the weapon it most closely resembles; May substitute Flair for Daring with Bladework or Savvy with Ranged

## Armor

Type	Protection	Notes
Light	1d3	1 less Advantage without Armor Familiarity, -1 to stealth, acrobatics, Initiative; -2 to swimming
Heavy	1d6	Cannot Yield Advantage without Armor Familiarity, 1 less Advantage with Armor Familiarity, -1 and Penalty Die to stealth, acrobatics, Initiative; Swimming is impossible; Quick removal requires 2 consecutive Hard (-2) Savvy + Soldier task rolls.
Helmet	+1	Adds to existing Protection (otherwise, gives Protection of 1). Grants 1d6 Protection to attacks on the head. -1 Savvy to notice.
Gauntlet	N/A	Grants 1d6 Protection to attacks on the hand
Heavy Glove	N/A	Grants 1d3 Protection to attacks on the hand

## Cannon

Weapon	Damage	Notes
Swivel Gun	2d6+4	50' range increment, 10 Minor Actions to load between 2 crew Penalty Die vs. individual target. Vs. Pawns hits 1d6+1
Cannon	GM decides	300' range increment, 20 Minor Actions to load between 4 crew
Artillery	GM decides	600' range increment, 40 Minor Actions to load between 6 crew, Cannot be moved from mounting