Weapons And Armor

Armor Class	Resist Dice	Dexterity Reduction	Alertness Penalty	Minimum Strength
Class 1 Armor	1 Extra	None	None	1
Class 2 Armor	2 Extra	None	None	1
Class 3 Armor	3 Extra	-1 Dex	None	2
Class 4 Armor	4 Extra	-1 Dex	None	2
Class 5 Armor	6 Extra	-2 Dex	+1 Difficulty	3
Class 6 Armor	8 Extra	-3 Dex	+2 Difficulty	4

Weapon Type	Damage Difficulty	Additional Effects
Small Weapon	5	The difficulty of concealing a Small Weapon is reduced by 1.
One Handed Weapon	4	
Two Handed Weapon	3	The difficulty on Attack rolls is increased by 1 in inclosed spaces. The difficulty of concealing a Two-Handed Weapon is increased by 1.
Polarm	2	The difficulty on Attack rolls is increased by 3 in inclosed spaces. The difficulty of concealing a Two-Handed Weapon is increased by 4.
Dexterity Weapon	6	Roll Dexterity rather than Strength to determine damage. The difficulty on the Attack roll is increased by 2.

Shields	Parry Difficulty	Increase to required Strength for Armor
Small Shield	-1	None
Large Shield	-2	+1

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