


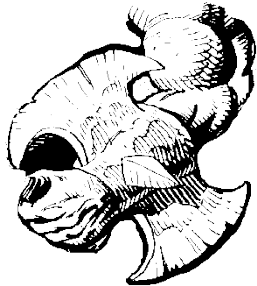




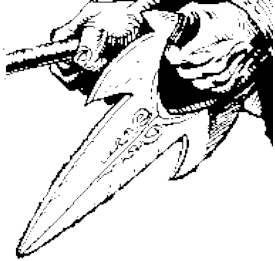
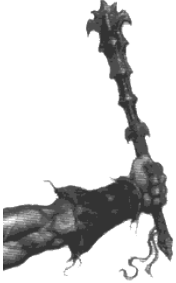
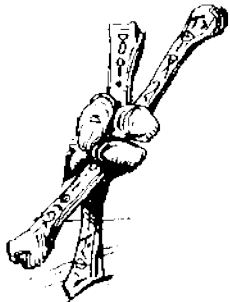



Reckless Breakege: When you roll a natural 1 on an attack roll you can accept the result, automatically missing the attack as usual, but keeping your weapon intact. Alternatively, you can reroll. Nonmetal weapons break once the attack is complete, regardless of the reroll result; metal weapons only if you roll a natural 5 or lower on the reroll.

DMs may wish to provide PCs with a chance to find a substitute. Fallen enemies may have usable weapons, which can be picked up with a minor action. Makeshift weapons may be crafted with a Nature or Streetwise check if materials/survival days are available. Weapons may be found in treasure or hidden in surroundings (Perception).

Listed here are some weapons with possible substitutes. More similar substitutes are listed first. This list is subjective and not absolute.

Original Weapon	Substitute
Carrikal	Axe, Gouge, Mace, Forearm Axe, Quabone
Trikal	Gythka, Double-Bladed Spear, Impaler
Alhulak	Cahulaks, Master's Whip, Singing Sticks
Dagger	Puchik, Bard's Friend, Tortoise Blade, Wrist Razors. (Chatkcha for throwing)
Longspear	Dragon's Paw, Double-Bladed Spear, Weighted Pike
Staff	Singing Sticks, Trikal, Datchi Club

Bard's Friend 	Datchi Club 	Double-Bladed Spear 	Forearm Axe 
Gouge  	Impaler 	Master's Whip 	Puchik 
Quabone 	Singing Sticks 	Weighted Pike 	Wrist Razors 