

Equipment

Weapons	Cost	Damage
Light Weapons (Knives, Hand-Axes, Cestus)	5jp	1d6-1
Medium Weapons (Clubs, Bows, Battleaxes, Maces, Javelins, Spears)	10jp	1d6
Heavy Weapons (Greatclubs, Machuatl, Greathammers, Longspears)	20jp	1d6+1

Heavy Weapons must be wielded with two hands.

Armours	Cost	AC
Unarmoured/Plainclothes	Free	5
Padded Cloth	30jp	7
Thick Leather Furs	95jp	9
Spondylus Mail	Priceless	11
Shield	30jp	+1

Before damage is rolled, a shield may be sacrificed to negate a single mundane strike.

Encumbrance

Including what they have in their hands, Characters may carry 15-AC items. 250 pieces of jade count as an item. Worn equipment like clothes don't count. Characters carrying over this amount are encumbered. They move at half-speed, and are liable to drop items and fall.

Characters carrying double this are overburdened. They are exhausted by any sustained movement. Characters wearing a tumpline may carry twice their normal allotted amount, but have a -2 to all rolls while doing anything more complicated than walking. No beasts of burden exist in the Violet Flower.

Supplies	Cost	Supplies	Cost
Bandages(5)	10jp	Ration, Dry Day	5jp
Candle, Tallow	1jp	Ration, Trail Day	2jp
Canoe	40jp	Rope, 50' Silken	70jp

Supplies	Cost	Supplies	Cost
Case, Map	5jp	Rope, 50' Hemp	5jp
Checkers	5jp	Sack	1jp
Compass	100jp	Shovel	5jp
Dice	2jp	Shovel, Wooden	5jp
Firebow & stick	5jp	Water or Wineskin	15jp
Hammer & Wooden Stakes	5jp	Skiing Equipment	15jp
Alchemist's Paraphernalia	150jp	Sled	20jp
Clay Lantern, Bullseye	12jp	Sleeping Bag	2jp
Clay Lantern, Hooded	7jp	Snare	1jp
Map Codex, Local	50jp	Tent	15jp
Net	10jp	Tinderbox	10jp
Oil, Pint Jar	5jp	Torches (6)	1jp
Pole, 10'	5jp	Tumpline	10jp

Livestock	Cost	Livestock	Cost
Chicken	1jp	Hawk	20jp
Dog	15jp	Macaw	40jp
Llama	30jp	Guinea Pig	1jp