

## Equipment

The last thing to do for a character is to give her equipment. There are no specific rules for acquiring equipment, but we offer the following recommendations:

Consider the character's last occupation. This should clearly suggest what social class the character is in. As would seem obvious, rich people have lots of stuff and poor people will not.

In addition, if the character has a strange past which is in conflict with the current occupation, such as a peasant who was noble once, we recommend for flavor that the character be given some mementoes from her past, such as a ring, a sword, etc.

Academics may or may not have equipment. Some universities and schools pay their members, and some are like monasteries where possessions are forbidden, save for one's robe. This is a decision which is left to the GM and players.

Often a character goes from Noble to Academic or something along those lines. In this case the character is probably still rich.

Remember that Outback Nobility is rarely well off. High Court Nobility, however, is usually very well off.

We have a discussion of currency and a list of prices for various goods in the following section.

## Currencies Used in Tigmar

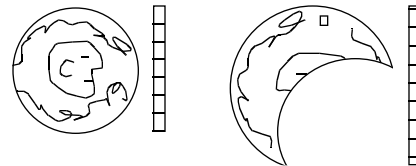
The Holy Empire has four basic standard coins called Splinters, Shivers, Cresents, and Imperial Crowns. The ratio of value is as follows: 1 Imperial Crown = 25 Cresents, 1 Cresent = 10 Shivers, and 1 Shiver = 50 Splinters. The Holy Empire has denominations of these coins, such as 5 Shiver pieces, etc.

### Cresents, the Common Currency

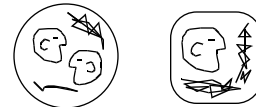
For game purposes it is usually easier to do everything in terms of Cresents and Shivers, which works out to a kind of "dollars and cents" system that we recognize is a cheat, but wasting time making change does not a good role-playing game make (unless you get into the groove of it and can do it fast, then it can be fun, as a matter of fact.)

### Illustrations of the Coins of Tigmar

*These Holy Empire coins are drawn in larger size.*



This is an imperial crown and a crescent



This is a shiver and a splinter.

### The Worth of Money

One Cresent (or 10 Shivers) is approximately the amount of money a normal, non-Farman but non-serf peasant makes per month in goods. Obviously, a peasant does not actually receive many coins, but the comparison is worthwhile to gain an idea of how much a Cresent is worth. It is safe to assume a peasant actually sees around 100 splinters per month in small change. This is 20% of their theoretical income. An urban worker makes roughly 10 Cresents a month, and sees most of it in actual coins if not all. Still these two classes use mostly splinters and shivers, and are not well off.

Nobles, on the other hand, live in the world of Imperials and Crescents. In cities and towns coins are fairly common, and a townsman is very wealthy compared to a farmer. A farmer who moves to a town with what they might consider bountiful riches usually finds it to be a pittance. In general something in a town will be 10 times as expensive as in a rural village.

### The Coins Appearance

Imperials are small gold coins, and are fairly rare. In fact, an actual Imperial is worth slightly more than its



alleged equivalent in smaller coins due to its novelty. Crescents are silver coins, and are often cut or filed down to give exact weights in silver, which commonly gives them a crescent shape, and thus their name. Shivers are small copper coins which are rectangular in shape. Splinters are small high-grade iron coins, and circular in shape. They are almost never filed down.

**Filing Crescents**

*Many Emperors make it against Empire law to file any Crescent which bears their face, while other, older coins representing dead or deposed emperors, may be filed at will.*

The coins are usually stamped with the portrait of an Emperor. With each new Emperor comes a flood of new coins and a subsequent devaluation of the value of the currency due to the coin glut.

**Other Coins of the Empire**

Of course, each kingdom in the Confederacy needs its own coins to feel powerful. When traveling anywhere outside the Holy Empire coins are valued by their actual weight. Some coins are trusted more than others due to a belief that the manufacturing kingdoms do not dilute their coin metals. In the Confederacy, most coins have marks of filings, since many coins can be filed down to give an exact weight of metal for a purchase.

Orcheron has coins which are widely respected. The highest denomination is the Samp, which is worth around

a half Imperial. Under the Samp comes Torches, Beams, and Rays with values of 1 Samp = 10 Torches, 1 Torch = 12 Beams, and 1 Beam = 20 Rays. These coins are older in origin, and were once used by the Holy Empire, but one of the more intelligent Emperors elected to change coinage due to the difficulty of use because of odd exchange rates some time ago. Orcheron clung to the older versions.

The Oots have coins which are usually devalued and not worth much on the open market. First, the Oots use the Mak, the 'Lord Coin'. Under Maks come Ootas. A hundred Ootas equals 1 Mak. Under Ootas are half, quarter, and eighth Ootas. The Oota is cast in such a way as to make breaking the coin into smaller eighth-sized pieces an easy task. One Mak is worth around 1/3 Imperial. Oot nobility claims the Mak is worth 2/5 of a Imperial, but traders ignore this decree.

The Republic of Sampson uses a more modern system of Flints and Flintlets. Flints are medium silver coins worth a tenth of an Imperial Crown. Flintlets are small copper coins worth one hundredth of a Flint. However, the Republic of Sampson does often change currencies to conceal political tricks and graft. Usually they use the same denomination as the Holy Empire.

Farman uses currencies from other nations. They are too disorganized to have centralized economic control, and so the actual weight of coins tends to be very important.

**Table 13: Table of Currency Exchange**

	Holy Empire		Republic of Sampson		The Oots		Orcheron	
	Imperial	Crescent	Samp	Torch	Mak	Oota	Flint	Flintlet
Imperial (1)	1	10	2	20	3	300	10	1000
Crescent (1)	1/10	1	1/5	2	3/10	30	1	100
Samp (1)	1/2	5	1	10	3/2	150	5	500
Torch (1)	1/20	1/2	1/10	1	3/20	15	1/2	250
Mak (1)	1/3	3	2/3	20/3	1	100	10/3	333
Oota (1)	1/300	1/30	1/150	1/15	1/100	1	1/30	3
Flint (1)	1/10	1	1/5	2	3/10	30	1	100
Flintlet (1)	1/1000	1/100	1/500	1/250	3/1000	1/3	1/100	1

**Weights of Coins**

A Crown, slightly bigger than a quarter, is 3 cm in diameter and 0.2 cm thick. It is 1.4cm<sup>3</sup> and weighs 22.6 grams (giving around 20 per pound).

1 Crescent is the same size as a quarter, and so weighs 9 g. There are about 50 cr. per pound.

1 Shiver is 1.5 cm across, and 0.15 cm thick. It is made of copper, and weighs 2g (200 per pound).

1 Splinter is usually iron, and is slightly larger than 1.5cm across, and 0.15 cm thick. It weighs 2g (200 per lb).

**Note on Denominations**

*Most empires produce coins of various denominations such as 5 Splinter pieces or even 10 Imperial coins. The smallest denomination known anywhere which is commonly used is the quarter-splinter, which is a tiny iron coin.*

**Profile of an Average Holy Empire Peasant Family**

The following profile of a peasant family is one we used to help determine prices of goods and the value of the various coins. Note the price list given below this is urban prices, roughly 10 times the rural prices of the

peasants here.

The family in question is headed by Sampson Inglehoof. He has a wife, an aunt, and a grandfather. They, on an average year, have 4 children ranging in age from a few months to 16 years.

Each family member usually eats a bowl of porridge and a pint of watery beer for breakfast. For lunch they eat a third of a loaf of bread and perhaps some cheese or butter from their cow. In the evenings they usually partake in a large pot of vegetable stew (around 1 bowl each) and another two-thirds of a loaf of bread. Around once a week they have some meat, such as an old hen, or, on a good day, a pound or two of red meat purchased from the butcher.

Every couple of months someone receives a new suit of clothes, and Sampson has to purchase some kind of farming equipment. Occasionally Sampson has to spend the entire savings on a new cow. During these trips Sampson also purchases some better beer in the pub and gambles with his pal.

Occasionally the entire family eats very well when a lord gives a religious celebration or some other ceremony when he feels the need to appear benevolent.

This all works out to a cost, given the tables below, of 1 Cresent per month, or 12 Cresents per year.

### Price List of Common Goods

The following are general pricing tables for an urban setting. The tables are not intended to be comprehensive in nature, nor are they meant to be authoritative. Prices vary from locale to locale, and even from shop to shop. The values presented should be used solely to determine the general expense of an item. All prices are listed in Cresents (cr). Remember that 0.1 cr is 1 shiver..

**Table 14: Prices of Standard Goods**

Object	Price
<b>Livestock</b>	
Chicken, Duck	1 shiv
Cow	4 cr
Dog - trained	1 cr
Donkey	8 cr
Draft Horse	15 cr
Donkey Filly	3 cr
Goat	3 cr
Ox	9 cr
Pig	3 cr
Sheep	1 cr
<b>Food - City or Town prices</b>	
Cheese, butter (1 lb)	3 shiv
Jerked meat (1 lb)	4 shiv
Vegetables (1 lb)	2 shiv
Fruit (in season) (1 lb)	6 shiv
Grain (1 peck)	2 shiv
Beats/roots (1 peck)	2 shiv
Dried fruit (1 peck)	2 shiv
Bread (1 loaf)	1 shiv
Plucked Chicken	2 shiv
Quart of milk	1 shiv
Beef or pig (1 lb)	3 shiv
Pickled Fish (1 barrel)	2 cr
Meat - Salt packed (1 barrel)	3 cr
Nuts ( 1/2 lb )	1 cr
Spices (generic)	2 cr and up

Note that when food is in season, it is much cheaper, and when it is not, it is much, much, much more expensive.

**Table 15: Prices of Living**

Object	Price
<b>Living - Food</b>	
Ale, Beer ( 1 pt ) - poor	1 shiv

**Table 15: Prices of Living**

Object	Price
Ale, Beer (1 pt) - good	2 shiv
Dinner- Good Merchant	9+ shiv
Dinner- Artisan/Upper Poor	4 shiv
Dinner- Peasant style*	2 shiv
Wine ( 1 bottle )	3+ shiv
<b>Living - Lodging</b>	
Common room - 1 day	1 shiv
Poor single room - 1 day	4 shiv
Merchant's room - 1 day	1+ cr
Medium rented hotel - 1 mo	4 cr
House (1 room, artisan) - 1 mo	4 cr
House (town, artisan) - 1 mo	10 cr
Suite - 1 week	10 cr
Bath - hot	5 shiv
Bath - cold	1 shiv
Haircut & Shave	1 shiv
Two Story Middle-Class Wood House	10,000 cr
<b>Equipment</b>	
Rope ( 100' )	10 shiv
Candle	1 shiv
Lantern - Orcherite	2 cr
Lantern - Normal	25 shiv
Iron Spike	5 shiv
Hand Tool (Shovel, etc.)	25 shiv
Plow - metal	2 cr
Chain ( 50' )	3 cr
Saddle, bit, etc.	2 cr
Saddle Bags	1 cr
Paper - 1 sheet 18" X 2'	1 shiv
Parchment - 18" X 2'	2 shiv
Flask of lamp oil	1 shiv
<b>Containers</b>	
5 Sacks - burlap	1 shiv
Pouch - leather	4 shiv
Backpack - leather	16 shiv
Chest - large wood	10 shiv
Vial - glass (1/2 pint)	20 shiv
Cup/Mug/Plate - clay	2 shiv
Scroll Case	20 shiv
Small iron box	1 cr
Jewelry box	5 cr +

**Table 15: Prices of Living**

Object	Price
<b>Clothes</b>	
Belt	2 shiv
Shoes - soft	5 shiv
Cloak	5 shiv
Boots	1 cr
Boots - trekking	3 cr
Rugged Trousers	8 shiv
Decent Shirt	5 shiv
Good Suit of Clothes	2 cr
<b>Alchemical Herbs</b>	
Common (4 Drams)	1 shiv
Uncommon (4 Drams)	12 shiv
Rare (2 Drams)	1 cr
Very Rare (1 Dram)	50+ cr

Notes: If in region of growth, quarter cost.

\* Peasant style is such things as watery vegetable stew, or month old withered apples.

Weight and Measure Notes: 1 Bushel is equal to 4 Pecks. 1 Peck is equal to 8 Quarts, 8 Drams = 1 Oz., and 1 Barrel is around 35 Gallons.

**Table 16: Prices of Weapons**

Weapon	Price
Arrow- Long	1 cr
Arrow- Short	5 shiv
Ax, 2H	50 cr
Ax, Battle	30 cr
Ax, Hand	15 cr
Ball and Chain	10 cr
Ball and Chain, 2H	20 cr
Bolt	5 shiv
Bow, Composite	60 cr
Bow, Long	60 cr
Bow, Short	30 cr
Crossbow	35 cr
Crossbow, Heavy	45 cr
Dagger, Throwing	4 cr
Dagger/Dirk	2 cr
Dart, large	2 shiv
Flail	10 cr
Flail, 2H	20 cr



**Table 16: Prices of Weapons**

Weapon	Price
Hammer, 2H	20 cr
Hammer, War	15 cr
Javelin	3 cr
Knife, good	1 cr
Lance	3 cr
Mace	10 cr
Mace, Spiked	20 cr
Mattock	10 cr
Maul, ornamented	400 cr
Pike	5 shiv
Polearm, Generic	5 cr
Scimitar	50 cr
Sling	1 shiv
Spear	5 shiv
Spear, Boar	3 cr
Sword	100 cr
Sword, 2H	125 cr
Sword, Bastard	110 cr
Sword, Great	140 cr
Sword, Light	70 cr
Sword, Short	50 cr
Trident	5 cr
Whip	3 cr
Wooden Cutlery	1 shiv
<b>Crossbow Extras</b>	
Goat Hoof	2 cr
Winch	2 cr

**Table 17: Prices of Armor**

Armor	Price
Breastplate, Plate	60 cr
Brigandine	28 cr
Cuirboulli	2 cr
Great Helm, Closed	80 cr
Great Helm, Open Faced	75 cr
Great Helm, Visored	90 cr
Helm	30 cr
Helm with Coif	40 cr
Leather Cap	2 cr
Mail Hauberk, Soldered☒	100 cr
Mail Hauberk, Not Soldered☒	70 cr

**Table 17: Prices of Armor**

Armor	Price
Mail Hood☒	20 cr
Mail, Fitted☒	500 cr
Padded	3 cr
Plate Armor, Full Suit	1000 cr
Pot Helm	3 cr
Scale Armor	50 cr
Soft Leather	4 cr
Tilting Armor, Suit	5000 cr
☒ Light mail is 2/3 Cost	

**Some Common Purchases**

*A month's supply of water, stew and bread and bad beer comes out to:*

*stew: 2 bowls per day, 30 days = 4 x 30 x 2 = 240 shivers*

*beer: 3 pints per day for 30 days, at 2 shivers a pint = 180 shivers*

*breat: a loaf a day at 1 shiver a loaf = 30 shivers*

*total: 45 shivers = 4 crecents and 5 shivers*

**Making Money**

Characters will often wish to spend the day making money, especially if they are performance artists. Here are some guidelines:

Per day dedicated to performing in a rich or middle class area of town, give 2 shivers plus a shiver per skill point, more or less. Cut this by a huge amount if in a poor area. If performing evenings in a tavern, and the tavern is doing well and filled with happy-ish people, give the same,

This means a good (+7) street performer can earn 30 \* 9 = 270 = 27 Crecents per month performing.

**Metals and Wood in Tigmar**

Metal is most scarce in the Wheatlands and other places which are far from hills and mountains. In these places a good knife is a valued commodity. Small pieces of iron are fairly common, since poor quality metal is obtainable by smelting a common rock found in the area.

However, the iron is so poor that anything larger or more delicate than a plow bit or hatchet head is impossible to make. Because of this, things like metal arrowheads, swords, metal armor and shields, horseshoes, metal needles, hinges, angle brackets for trunks, stoves, pots, pans, and kitchenware are rare to find. Most houses have a large pot made of clay which they can heat over an open fire and a large, fairly dull cleaver-like knife which they use for cooking. Leather hinges, wooden braces, and other such items make up for the rest.

In some places, such as the Wheatlands, metal is rare enough that Peasant families tend to have family heirloom knives, metal plows, scythes, and hatchets which they hand down from generation to generation and consider treasures.

Wood is much more easily obtained than iron. The savanna-like nature of the Wheatlands is excellent for small woods and scattered groves of trees. Even though many of these groves have been razed to build houses, wood is not yet scarce. However, the trees are fairly, inflexible, dry, and of a fairly brittle consistency. Because of this, “springy” wood products such as longbows, barrels, and wagon springs are almost nonexistent.

The quality of iron obtained from the foothills is fairly poor. In addition, good smelting is basically unknown to most of Tigmar. Due to this, rapiers, long swords, two handed swords, delicate knives, metal goblets and plates, and other such items are extremely rare. Most such objects are imported from other, more opulent lands. However some areas, such as Orcheron’s City of Light and Sampson, have good ironworkers.

Orcheron especially, as an offshoot of their lantern building activities, has the best jewelers, silversmiths, and delicate ironworkers in the lands.

The fields produce little due to the lack of iron. Many peasant family harvest grain by pulling the grain from the stalks by hand and then grinding it with rocks. To help with this, many grow a hard grain much like corn, since it is easier to harvest by hand than normal wheat. Other farmers grow grapes or squash.

In addition to the scarcity of iron, in places like Orcheron, the coast, Lorac al Tur, and the salt flats, the salty air corrodes any iron at a phenomenal rate. This only adds to the scarcity of metal.