Story of Our Ends: Equipment

Left/Right hand equipment:

Atk/Mag Acc Crit Rng Handed

Daggers:

Iron Dagger 8 100% 5% 1 1

250 gold

Bows:

Oak Bow 9 70% 0% 2-3 2

400 gold

Swords:

Iron Sword 10 85% 0% 1 1

350 gold

Iron Claymore 12 70% 0% 1 2

500 gold

Lances: Cannot be counterattacked or counterattack when a lance is equipped.

Iron Lance 11 80% 0% 1 2

350 gold

Axes:

Iron Axe 12 60% 5% 1 2

450 gold

Blunt Weapons:

Iron Hammer 12 55% 0% 1 1

400 gold

Staves:

Wood Staff 2/0 90% 0% 1 2

+5% guard chance

50 gold

Wands:

Ruby Wand 0/2 100% 0% 1 1

2500 gold

Shields: Grd Spd

If an enemy unit comes within 1 space of a unit who has a shield equipped (and they did not start the turn there) they are unable to move for the rest of that unit’s turn.

Wooden Shield: 15% -1

Armor:

Def Ddg Spd Mov Size

Iron Plate Armor 13 0 -4 -1 9

600 gold

Iron Mail 8 0 -2 0 7

500 gold

Leather Armor 6 0 -1 0 5

500 gold

Thieves Clothes 4 5% 0 0 1

300 gold

Travelers Clothes 4 5% 0 0 1

300 gold

Silk Robe 1 5% 0 0 1

2000 gold

Rusted Armor 4 0% 0 0 6

0 gold

Accessories:

Drifters Cloak: +5% dodge chance, +1 def