

Timothy the Tulip's Cannon and War Donkey

Cannon

Damage

- Base 4, hitting by 5 or more, 8. Can be split among everything in its path.
 - Hitting in the face, add +1 damage then double it.
- Obscures ½ an arena, adding +2 difficulty to see through it.
 - The smoke is yellow.

Firing Position

- Take 2 wounds holding the cannon and firing it. None, using the back spike and chain to aim.

Reload

- 2 people 1 focus action each, or 1 person 2 focus actions.
 - 40 gold for a keg with 5 charges (25 normal gunpowder charges) and extra sulfur.
 - 5 gold per cannonball.

Hand to hand

- The cannon is a very heavy weapon.
- Cannonball: light or ranged.
- Ramrod: Reach.
- Sack of cannonballs (at least 2): heavy.

Encumbrance

- 3 cannonballs=1 heavy object.
- Small keg with 5 shots (each equal to 5 shots for pistol or musket)=1 heavy object.
- Cannon=1 very heavy object (2).
- *Summary:*
 - Cannon (weapon, 2), Keg (1), ramrod (weapon), 6 cannonballs (2)

Magic

- Has the "Powdermaster" talent, only misfires on rolling 2 "1" results.

War Donkey

2 Wounds, 12 AC (donkey barding)

Encumbrance

- Can carry 6 loads.
 - Armor is 1 load.