In gear, players play a special class of mercenary in a fantasy world where magic items are somewhat commonplace, and where to be the best mercenary, you need the best of this magical gear.

Gear in this world isn't just items that give simple mechanical bonuses, but items have depth to them. As do the relationships the character might have to each item. It's not just a matter of picking up a magic sword and suddenly being more powerful, one needs to get to know the gear they have. Gear can also be modified, and enhanced. Sometimes some gear won't work with others, or won't work for a particular character, given their affiliations. Choices may have to be made regarding which to use. Or with whom one should affiliate.

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