

# Various Modifiers








## Damage and Defense Modifiers (Skills):

- (1) 1-4
- (2) 5-6
- (3) 7-8
- (4) 9-10
- (5) 11-12

## Speed Modifiers (Cord):

- (3) 1-2
- (4) 3
- (5) 4-5
- (6) 6-7
- (7) 8-9
- (8) 10-11
- (9) 12

## Weapons

-  Bow: Cord: Str
-  Magic: C.S: C.S (1 att.)
-  Gun :Cord: Cord (6 shots/ clip)
-  Two Hand Blade :Str: Str (+1 to hit)
-  Two Hand Crushing :Str: Str (+1 to dmg)
-  One Hand Blade :Cord: Str (+1 to hit)
-  One Hand Crushing :Str: Str

## Stat Raising Costs

- 1- 5 [1]
- 6-7 [2]
- 8 [3]
- 9 [4]
- 10 [5]
- 11 [6]
- 12 [7]

## Stat Raising Costs

- 6-7 [1]
- 8 [2]
- 9 [3]
- 10 [4]
- 11 [5]
- 12 [6]

## Leveling bonuses (repeat after 6)

Level	Growths	Attribute	New Trait	HP
1		X		+mod
2	X			
3		X	X	+mod
4	X			
5		X	X	+mod
6	X			

## Called Shot

Position	Bonus	Hit Penalty
Gut	+1	-1
Limb	+2	-2
Head	+3	-3
Throat	Half-Crit	-5
Eye	Crit	-8