### Creating Weapons

Making new Weapons can be a bit time-consuming, but the process is pretty straightforward. Each of the Core Grimoire Weapon types follows a general guideline of usability, as per the table below. Exceptions to these guidelines exist both in the Core Grimoire and supplementary content.

|  |  |
| --- | --- |
| Weapon | Niche |
| Swords | Well-rounded and powerful, a baseline for other Weapon types. |
| Polearms | Solid damage and slightly improved range, more extra effects than Swords |
| Gloves | Big damage, low range |
| Whips | Mid-range STR based damage with unusual added effects |
| Bows | Variably scaling damage, using either STR or MAG, solid range |
| Firearms | Solid range, MAG-scaling damage, ideal for spellcasters |
| Shields | Defensive-focused effects, decent damage |
| Daggers | Variable damage Type (Physical or Gun), varied unique effects |

Pricing for weapons is based on a point-based system where different effects “cost” more points, and the final sum of all points determines the final price. All weapons begin costing zero, and all points apply equally regardless of Weapon type. The Tier guidelines are on the table below. Note that not every weapon in the Core Grimoire follows this guidelines perfectly, as some weapons are considered stronger, as a full package, than what their price suggests.

|  |  |  |
| --- | --- | --- |
| Tier | Points | RP Cost |
| 1 | 10 | 1 |
| 2 | 15 | 2 |
| 3 | 20 | 3 |
| 4 | 30 | 4 |
| 5 | 40 | 5 |
| 6 | 50 | 6 or Special |

Damage is, predictably, the first step in determining a weapon’s cost. We start with the dice category, or base damage. The base damage starts at d4, costing 5 points, and the cost goes up by half of every other subsequent dice category:

|  |  |
| --- | --- |
| Dice | Cost |
| D4 | 5 |
| D6 | 8 (5 + 3) |
| D8 | 12 (8 + 4) |
| D10 | 17 (12 + 5) |
| D12 | 23 (17 + 6) |

The second step is determining the bonus damage, applied after the roll. This can either be a fixed number or scale off a Combat Skill. Adding a fixed number can be risky, as it makes one able to deal high damage without having a high investment in the appropriate Skill.

|  |  |
| --- | --- |
| Damage | Cost |
| +2 | 1 |
| +3 | 1.5 |
| +4 | 2.5 |
| +5 | 3.5 |
| +6 | 4.5 |

|  |  |
| --- | --- |
| Damage | Cost |
| +7 | 6 |
| +8 | 7.5 |
| +9 | 9.5 |
| +10 | 11.5 |
| +12 | 13.5 |

|  |  |  |
| --- | --- | --- |
| Damage | Cost | Notes |
| +STR | 5 | Extra damage based on the primary damage Skill is extremely strong |
| +TEC | 4 | Extra damage based on your hit chance, extremely powerful in the hands of clever players |
| +VIT | 4 | Extra damage based on survivability, can make focused characters into powerful generalists |
| +AGI | 3 | Damage based on dodge chance, useful but not as strong as other effects |
| +MAG | 2 | Strong, but priced down to support MAG-centric Users in the event they run out of spell resources |
| +LCK | 2 | Situational, and not useful for many characters |

Special effects are much harder to quantify, as they can be very varied or very situational. These are general pricing guidelines accompanied by a justification:

|  |  |  |
| --- | --- | --- |
| Effect | Cost | Notes |
| Combat Skill Bonus | 2 Cost per Skill point raised | Useful for focused builds, grants a passive bonus |
| Cast | 4 \* Tier | Accessing spells potentially outside of your niche and Type selection can be very powerful |
| Snipe X | 1.5 \* X | Snipe can be useful, but is often very situational |
| Critical X | 3+ | Hard to quantify, increase based on the complexity of the Critical bonus |
| Piercing 1 | 5 | Piercing 1 and 2 are solid tools for consistency against resistant targets, while Piercing 3 can trivialize a lot of encounters, so use these sparingly. |
| Piercing 2 | 7 |
| Piercing 3 | 20 |
| Transfer | 10 | Similarly to Piercing, the Transfer keywords can completely change how characters view their gear and encounters, and should be reserved for late game gear. |
| Magic Transfer | 30 |

Finally, range can be a nice addition to a weapon’s toolset. A melee weapon should have a range between 1 and 3, while a ranged weapon can comfortably have between 2 and 5 range. For each extra meter of range, add 1 point to the cost calculation.

### Creating Armor

Armor follows a more streamlined progression. Armors in the Core Grimoire can be divided in five Price tiers, and into three armor “Categories”. Damage Reduction, as shown, is a rough average, as it can vary pretty wildly depending on extra effects (the less effects an armor has, the more DR it gains)

|  |  |
| --- | --- |
| Category | Notes |
| Bulk | Heavy armor that grants solid protection, but sub-par added effects, can also have requirements to be worn and decrease your dodge checks. |
| Quick | Light armor, low Damage Reduction, decent passive effects, can improve dodging. |
| Spec | Light armor, low to medium Damage Reduction, focus on specific passive effects |
|  |  |

|  |  |  |
| --- | --- | --- |
| Tier | Damage Reduction | RP Cost |
| 1 | Bulk: VIT  Quick: 1-2  Spec: 3 | 1-2 |
| 2 | Bulk: VIT +2  Quick: 3  Spec: 4 | 3-4 |
| 3 | Bulk: 2VIT  Quick: 5  Spec: 6 | 5-6 |
| 4 | Bulk: 2VIT  Quick: 7  Spec: 9 | 6-7 |
| 5 | Bulk: 3VIT  Quick: 8  Spec: 12 | 7-8 |
| 6 | Bulk: 3VIT+X  Quick: 10  Spec: 14 | 8+ or Special |

As mentioned before, subtract DR as you add effects, and try to keep each armor to a maximum of two extra effects, preferably one, to make the choice easier for your players and the balancing process easier for you.