Common Melee Attack Types

Attack	Reach Modifier	Damage Type	Damage Modifier	Armor Piercing Value	Additional Successes
Bash	-	C	x2	0	2 Damage
Cut	-	P	+1	-	Damage or 1/2 APV
Hack	3/4	P	-	-	2 Damage
Half-Sword	1/2	P	-1	1 1/2	2 APV
Hammer	-	C	x3	0	3 Damage
Mordstreich	-	C	2 1/2	0	2 Damage
Pick	3/4	P	-	-	Damage
Punch	0	C	Body + 1	0	Damage
Slash	3/4	P	-	-	Damage
Stab	1/2	P	-	-	Damage
Strike	0	C	Body + 3	0	Damage

Thrown	N/A	varies	-	-	Damage or APV
Thrust	-	P	-	-	Damage or APV

Common Notes:

- Hand and a half - Can be wielded one or two handed, when wielding a melee weapon two handed count the character's body stat as 2 greater than it is.
- Two handed - Can only be wielded two handed, when wielding a melee weapon two handed count the character's body stat as 2 greater than it is.

Common Short Blades

- Knife - Reach: 1, Difficulty: 1, Parry: 1/-/1, Damage: body -2, APV: 2, Attack-types: cut, thrust, stab, punch Notes: none.
- Throwing Knife: Reach: 1, Difficulty: 4, Parry: 0/-/0, Damage: body -2, APV: 3, Attack-types: cut, stab, punch, throw(Close Range: body, Range Increment: 2, Max Range: 2 x body, Range Penalty: 1 die and 1 damage) Notes: none.
- Dagger - Reach: 2, Difficulty: 2, Parry: 2/-/2, Damage: body -1, APV: 3, Attack-types: cut, thrust, stab, punch Notes: additional successes used to grant APV grain an additional APV.
- Centari Saddle Blade - Reach: 3, Difficulty: 3, Parry: 3/-/2, Damage: body, APV: 3, Attack-types: cut, thrust, punch Notes: additional successes used to grant APV grain an additional APV.
- Kukri: Reach: 3, Difficulty: 5, Parry: 1/-/1, Damage: body, APV: 3, Attack-types: cut, hack, punch Notes: none.

Common Swords

- Askelonian Arming Sword: Reach: 6, Difficulty: 4, Parry: 4/4/1, Damage: body +1, APV: 4, Attack-types: cut, thrust, strike, half-sword, mordstreich Notes: hand and a half.
- Askelonian Longsword: Reach: 7, Difficulty: 5, Parry: 2/4/-, Damage: body +2, APV: 5, Attack-types: cut, thrust, strike, half-sword, mordstreich Notes: hand and a half.

- Askelonian Side Sword: Reach: 5, Difficulty: 4, Parry: 4/-/1, Damage: body, APV: 4, Attack-types: cut, thrust, strike, half-sword Notes: none.
- Askelonian Small Sword: Reach: 4, Difficulty: 4, Parry: 5/-/1, Damage: body -1, APV: 6, Attack-types: thrust, strike Notes: none.
- Cleaver Falchion: Reach: 4, Difficulty: 4, Parry: 3/-/-, Damage: body +1, APV: 6, Attack-types: hack, slash, strike Notes: none.
- Grailian Falchion: Reach: 6, Difficulty: 4, Parry: 5/4/1, Damage: body+1, APV: 5, Attack-types: cut, thrust, slash, strike, mordstreich Notes: hand and a half.
- Grailian Back Sword: Reach: 5, Difficulty: 4, Parry: 4/-/1, Damage: body, APV: 4, Attack-types: cut, thrust, slash, strike Notes: none.
- Proto Long Blade: Reach: 6, Difficulty: 4, Parry: 4/-/1, Damage: body, APV: 2, Attack-types: cut, thrust, strike Notes: none.
- Proto Short Blade: Reach: 4, Difficulty: 4, Parry: 3/-/1, Damage: body -1, APV: 2, Attack-types: cut, thrust, strike Notes: none.
- Islander's Short Sword: Reach: 4, Difficulty: 4, Parry: 3/-/1, Damage: body, APV: 4, Attack-types: cut, thrust, strike Notes: none.
- Boarding Sword: Reach: 4, Difficulty: 4, Parry: 3/-/1, Damage: body -1, APV: 3, Attack-types: cut, slash, strike Notes: none.

Common Bludgeoning Weapons

- Club: Reach: 3, Difficulty: 0, Parry: 1/0/0, Damage: body, APV: 0, Attack-types: bash Notes: none.
- Light Mace/Hammer: Reach: 3, Difficulty: 2, Parry: 0/-/0, Damage: body, APV: 0, Attack-types: hammer Notes: none.
- Heavy Mace/Warhammer: Reach: 4, Difficulty: 4, Parry: 2/1/0, Damage: body, APV: 0, Attack-types: bash, hammer Notes: hand and a half, may have a beak and/or spike granting it pick and thrust attack types respectively.
- Sledge: Reach: 6, Difficulty: 6, Parry: -/1/-, Damage: body+1, APV: 0, Attack-types: hammer, bash, Notes: additional successes spent on hammer grant 1 additional damage when making a power attack.
- Quarter Stave: Reach: 6, Difficulty: 3, Parry: 1/3/-, Damage: body, APV: 0, Attack-types: bash, Notes: uses bludgeoning weapons or spears secondary skill.

Common Axes

- Throwing Axe: Reach: 1, Difficulty: 4, Parry: 0/-/0, Damage: body -1, APV: 2, Attack-types: hack, punch, throw(Close Range: body, Range Increment: 2, Max Range: 2 x body, Range Penalty: 1 die and 1 damage), Notes: none.
- Hand Axe: Reach: 2, Difficulty: 3, Parry: 2/-/1, Damage: body, APV: body -1, Attack-types: hack, punch Notes: may have a beak and/or spike granting it pick and thrust attack types respectively..

- Battle Axe: Reach: 4, Difficulty: 4, Parry: 2/2/1, Damage: body +1, APV: body, Attack-types: hack, bash, Notes: hand and a half, may have a beak and/or spike granting it pick and thrust attack types respectively.
- Great Axe: Reach: 6, Difficulty: 6, Parry: 1/3/-, Damage: body +2, APV: body +1, Attack-types: hack, bash, Notes: two-handed, may have a beak, hammer and/or spike granting it pick, hammer, and thrust attack types respectively.

Common Spears

- Javelin: Reach: 4, Difficulty: 2, Parry: 2/3/1, Damage: body -1, APV: 3, Attack-types: thrust, bash, throw(Close Range: 2 x body, Range Increment: body, Max Range: 5 x body, Range Penalty: 1 die), Notes: none.
- Skirmisher's Spear: Reach: 6, Difficulty: 3, Parry: 3/3/-, Damage: body, APV: 4, Attack-types: thrust, bash, throw(Close Range: body, Range Increment: body, Max Range: 3 x body, Range Penalty: 1 die) Notes: hand and a half.
- Soldier's Spear: Reach: 8, Difficulty: 4, Parry: 3/3/-, Damage: body +1, APV: 5, Attack-types: thrust, bash Notes: two handed unless wielder's body is 6 or higher then hand and a half.
- Horse Lord's Spear: Reach: 10, Difficulty: 6, Parry: 3/3/-, Damage: body +1, APV: 5, Attack-types: thrust, Notes: two handed unless wielder's body is 7 or higher then hand and a half.

Other Common Weapons

- Pole Axe/Hammer: Reach: 6, Difficulty: 5, Parry: -/3/-, Damage: body, APV: body +1, Attack-types: bash Notes: two-handed, may have a beak, blade, hammer and/or spike granting it pick, hack, hammer, and thrust attack types respectively. Uses the pole axe secondary skill.

Common Melee Weapon Modifications

- Craftsmanship(Poor) - Reduce damage and all parry bonus, increase difficulty by one.
- Craftsmanship(Masterwork) - Increase parry bonus by one.
- Material(Bronze) - Parry and APV reduced by one.
- Material(iron) - Damage and APV reduced by one.
- Material(Steel) - No change, all item stats listed are assumed to be steel.
- Material(Askelonian Steel) - Parry increased by one.
- Material(True Steel) - Parry and APV increased by one.
- State(worn) - Parry decrease by one.
- State(blunt) - Damage and APV decrease by one.

Bows

Bows have a body rating that is used for calculating the rest of their statistics as follows.

Close Range: 10m, Range Increment: 3 x body, Max Range: 12 x body, Range Penalty: 1 die and 1 APV, Damage Type: based on arrow type, Damage: ¾ body plus die based on arrow type, APV: ½ body modified by arrow type, Additional Successes: one APV per success or d4 damage per two successes, Notes: bows require two hands to use, if a character's body stat plus ranks in the bows secondary skill does not equal or exceed the bow's body rating they suffer one penalty die for each point they are short, Reload: notching a readied arrow to a readied bow costs no stamina and has no turn requirement.

Common Bows

- Hunter's Bow - Body: 7, Close Range: 7m, Range Increment: 21m, Max Range: 84m, Range Penalty: 1 die and 1 APV, Damage Type: based on arrow type, Damage: 5 + arrow die, APV: 4 modified by arrow type.
- Soldier's Shortbow - Body: 8, Close Range: 8m, Range Increment: 24m, Max Range: 96m, Range Penalty: 1 die and 1 APV, Damage Type: based on arrow type, Damage: 6 + arrow die, APV: 4 modified by arrow type.
- War Bow - Body: 10, Close Range: 10m, Range Increment: 30m, Max Range: 120m, Range Penalty: 1 die and 1 APV, Damage Type: based on arrow type, Damage: 7 + arrow die, APV: 5 modified by arrow type.

Common Arrow Types

Arrows are all made for a specific strength of bow if using an arrow designed for a bow strength greater than one off from the bow it's being loosed from modify the range, damage, and APV down by the difference in bow to arrow body rating.

- Broadhead - Damage Type: penetrating, Damage Modification: 1d8, APV: +1d4.
- Bodkin - Damage Type: penetrating, Damage Modification: 1d4, APV: +1d8.
- Blunted - Damage Type: concussive, Damage Modification: + 2d8, APV: set to zero.
- Leafblade - Damage Type: penetrating, Damage Modification: 1d6, APV: + 1d6.

Common Bow and Arrow Modifications

- Craftsmanship(Poor) - Reduce damage and APV by one and all ranges by 20%.
- Craftsmanship(Masterwork) - Increase damage by one.
- Material(Composite) - Increase range by 25%.

- State(worn) - Reduce damage and APV by one and all ranges by 10%.

###Crossbows
Like bows, crossbows have a body rating that is used for calculating the rest of their statistics as follows.

Close Range: 7m, Range Increment: body + 10m, Max Range: 3 x body + 50m, Range Penalty: 1 die and 1 APV, Damage Type: based on arrow type, Damage: ½ body plus die based on arrow type, APV: ½ body modified by arrow type, Additional Successes: one damage, Notes: crossbows require two hands to use, the turn requirement of a reload action cannot be reduced, a character can not move in the same turn they reload a crossbow.

Reloading crossbows: there are a few different ways to reload a crossbow based on the actions below. All actions to reload a crossbow cost 0 stamina. Any reload action that has a turn requirement of greater than one must have the reload performed over subsequent turns or they must start over. A character can not take a move action on the same turn they take a reload action.

- Handloading: crossbows with body less than or equal to twice the character's, one turn requirement. If the crossbow's body is less than the character's they may still take a move action this turn.
- Goatsfoot Loading: crossbows with body less than or equal to the three times the character's, two turn requirement. Requires a goatsfoot loading device.
- Windlass Loading: any crossbow, requires a windlass loading device, not all actions required to complete this loading must be taken on subsequent turns. Turn requirement of one for each 4 body the crossbow has (body 5-8 = 2 rounds, 9-12 = 3, 13-16 = 4 etc.).

Common Crossbows

- Light hunting crossbow - Body: 6, Close Range: 7m, Range Increment: 16m, Max Range: 68m, Range Penalty: 1 die and 1 damage, Damage Type: based on bolt type, Damage: 3 + bolt die, APV: 3 modified by arrow type.
- Hunting crossbow - Body: 12, Close Range: 7m, Range Increment: 22m, Max Range: 86m, Range Penalty: 1 die and 1 damage, Damage Type: based on bolt type, Damage: 6 + bolt die, APV: 6 modified by arrow type.
- Light war crossbow - Body: 18, Close Range: 7m, Range Increment: 28m, Max Range: 104m, Range Penalty: 1 die and 1 damage, Damage Type: based on bolt type, Damage: 9 + bolt die, APV: 9 modified by arrow type.
- Heavy war crossbow - Body: 24, Close Range: 7m, Range Increment: 34m, Max Range: 122m, Range Penalty: 1 die and 1 damage, Damage Type: based on bolt type, Damage: 12 + bolt die, APV: 12 modified by arrow type.

Common Bolt Types

Bolts are all made for a specific body rating of crossbow and can not be used in a crossbow with a body rating 3 or more off from that.

- Standard - Damage Type: penetrating, Damage Modification: +1d4, APV: +1d4.
- Blunted - Damage Type: concussive, Damage Modification: +2d8, APV: set to 0.

Common Crossbow and Bolt Modifications

- Craftsmanship(Poor) - Reduce damage and APV by one and all ranges by 20%.
- Craftsmanship(Masterwork) - Increase damage and APV by one and all ranges by 10%.
- State(worn) - Reduce damage and APV by one and all ranges by 10%.