*What Makes up a Weapon*

**Type** (Replaces the idea of the “Big Three”)

***Blunt***

Blunt Weapons do not suffer any Damage Penalty from Degradation.

AA = ***Sent Sprawling***

The target is knocked back 1m and is Staggered. You may spend 1 SP to knock the target Prone.

***Impaling***

When someone attempts to enter your weapons reach, you may make a free AoO against them.

AA = ***Ran Through***

You inflict Max Damage with 1 of your weapons Die. You may spend 1 SP to Max out 2 die instead.

***Keen***

Keen weapons may reroll damage rolls of 1.

AA = ***Razor Edge***

Inflict Bleed equal to half the damage you deal. You may spend 1 SP to add your Damage Attribute (Str, Agi, Prc) Bonus to the X value of the Bleed effect.

***Versatile***

Versatile weapons may choose any of the Advantage Actions of the other three types.

***Ranged***

This Weapon requires ammunition to be used and can be used at a great distance. Its ammunition type will give in a Type and its Qualities. The Weapons range is marked by three numbers (X/Y/Z). Close Range is within the X distance and grants a +10 to attacks. The Y is Medium Range and offers no modifier. The Z variable is your Long Range and imposes a -10 to the attack for every increment of the Z distance your target is from you.

**Weapon Degradation**

You may choose to damage your weapon when rolling for Damage. Doing so adds +1d10 to your damage at the cost of a -2 Damage Penalty on all of your subsequent attacks. This penalty stacks each time you degrade your weapon and if the penalty ever reaches 6+, the weapon breaks and cannot be used until it is repaired.

**Reach**

This determines your threatened area and how far away a target can be for you to be able to attack them. If your weapon has a listed minimum reach (such as 2-4m, 2 being the minimum) then you suffer a -20 to attack and parry with your weapon if your target is within your minimum reach.

In instances of tied DoS in an opposed combat test, the tie goes to the weapon with the greater reach. If that is equal, then the tie goes to the Player. In the instance of PvP, you can use the characters Skill or Luck as a tertiary tie breaker.

**Qualities**

***Heft***

Attempts to parry or block attacks from this weapon take a -10 penalty and attempts to parry with this weapon take a -10 as well.

***Splinter***

Blocked Power Attacks from this weapon damage the defender’s shield by 1 point.

***Small***

This weapon can be used while grappling or being grappled and can be concealed among your clothes with a successful stealth test.

***Piercing***

Power Attacks made with this weapon half the targets DR

***Brutal***

Power Attacks made with this inflict +2 Damage.

***Thrown (X)***

This weapon can be Thrown without penalty within (X+StrB) meters. After this distance does it start suffering the penalties of throwing weapons.

***Dueling***

When parrying with this weapon, you gain +1 DoS.

***Snare***

This weapon can be used to perform the Bash, Trip, and Disarm actions at range. Doing so always uses the attacker’s Marksman skill against the defenders Athletics or Evasion skill.

***Swift***

This weapons design allows it to be drawn from its scabbard as part of an attack. If this weapon is Sheathed, it can be readied for free as part of an attack.

***Flail***

Weapons with this quality are able to strike unpredictably. These weapons cannot be parried, but cannot be used to parry either. If a character critically fails an attack with a flail they hit themselves.

This weapon can also build up momentum over multiple attacks. You can spend 1 AP to add +1d10 to your next attack’s damage roll.

***Drawn***

This weapon must be reloaded and drawn using a readied arrow or bolt before it can be fired. Doing so provokes attacks of opportunity. Arrows and Bolts kept in a Quiver are always considered readied for use.

***Complex***

Complex weapons must be reloaded after each attack. Reloading this weapon can be done with the “Ready Item” action.

***Impact***

This weapon can be used to take the Bash action and if you inflict a wound on the target, they take the Dazed condition.

***Entangling***

Attacks with this weapon cannot be parried or blocked. Instead of dealing damage, a successful attack with this weapon forces the opponent to make an Athletics or Evasion test. If they fail, they suffer a -20 penalty to all combat tests as they become entangled. They can use an action to repeat the test and free themselves on a success.

If this effect was applied by a melee attack, then if the target character leaves the melee ranged of the Entangling weapon then the character wielding the weapon must choose to either let go of their weapon (maintaining the effect on the target), or keep their weapon (removing the effect from the target).

***Mounted***

This weapon is specially designed for use while mounted. If you spend at least 1 Action while to move while mounted, you may add your Mounts StrB to your attacks damage.

***Hand and a Half Weapons***

Hand and a half weapons are well balanced for use in two hands, granting a +1 DoS to all tests made to use the weapon when held in two hands. However this balance becomes a bit of hindrance when wielding it in one hand, imposing a -1 DoS to all tests made to use the weapon.

***Simple***

This weapon cannot be burned and can use any small spherical item as ammunition.

***Light***

You may add your AgiB to your damage with this weapon instead of your StrB. All weapons in the “Light Weapon” category have this trait, even though it is not listed.

*What does being “Staggered” do?*

Whenever you are Staggered, your place in the OoC is lowered by one. The Person who would normally go after you in combat, goes before you and so on.

* **Does this need to be explained better?**
* **OoC = Order of Combat (Initiative)**

*Stamina Regen Concept (Opinions?)*

If you don’t spend any Stamina in the round, you regain 1 at the start of your next turn.

* **If I go with this, should I return to EndB for SP?**
* **Maybe look into an SP based Action System?**

***Heavy Weapons***

| ***Type*** | ***Die*** | ***Value*** | ***Reach*** | ***Hand*** | ***ENC*** | ***Type*** |
| --- | --- | --- | --- | --- | --- | --- |
| Broadsword | 2d10 | 20 | 2m | 1h | 2 | Versatile |
| ***Qualities*** |  | | | | | |
| Longsword | 2d10 | 30 | 2m | 1.5h | 2 | Versatile |
| ***Qualities*** |  | | | | | |
| Claymore | 3d10 | 50 | 3m | 2h | 3 | Versatile |
| ***Qualities*** |  | | | | | |
| Mace | 2d10 | 25 | 1m | 1h | 2 | Blunt |
| ***Qualities*** |  | | | | | |
| Maul | 3d10 | 40 | 2m | 2h | 4 | Blunt |
| ***Qualities*** |  | | | | | |
| Warhammer | 2d10 | 30 | 1m | 1.5h | 2 | Blunt |
| ***Qualities*** |  | | | | | |
| Flail | 2d10 | 25 | 2m | 1h | 2 | Blunt |
| ***Qualities*** |  | | | | | |
| Pole Hammer | 2d10 | 30 | 3m | 2h | 3 | Blunt |
| ***Qualities*** |  | | | | | |
| War Axe | 2d10 | 25 | 1m | 1h | 2 | Keen |
| ***Qualities*** |  | | | | | |
| Battle Axe | 2d10 | 30 | 1m | 1.5h | 2 | Keen |
| ***Qualities*** |  | | | | | |
| Great Axe | 3d10 | 40 | 2m | 2h | 4 | Keen |
| ***Qualities*** |  | | | | | |
| Long Axe | 2d10 | 30 | 3m | 2h | 3 | Keen |
| ***Qualities*** |  | | | | | |
| Halberd | 3d10 | 30 | 2-3m | 2h | 3 | Versatile |
| ***Qualities*** |  | | | | | |
| Pike | 3d10 | 35 | 2-4m | 2h | 4 | Impaling |
| ***Qualities*** |  | | | | | |
| Lance | 3d10 | 25 | 2-3m | 1h | 4 | Impaling |
| ***Qualities*** |  | | | | | |

***Weapon Craftsmanship Qualities***

| ***Quality*** | ***Value*** | ***Effect*** |
| --- | --- | --- |
| Inferior | x0.5 | -1 Damage & Quality (1) |
| Standard | x1 | Quality (2) |
| Superior | x3 | +2 Damage & Quality (3) |
| Masterwork | x5 | +4 Damage & Quality (4) |

The Value multiplier is applied to the total of the Base Weapon plus its Material.

\* Quality (X) determines the roll # that will trigger the effects of Slashing, Crushing, and Splitting

***Light Weapons***

| ***Type*** | ***Die*** | ***Value*** | ***Reach*** | ***Hand*** | ***ENC*** | ***Type*** |
| --- | --- | --- | --- | --- | --- | --- |
| Dagger | 1d10 | 5 | 1m | 1h | 1 | Impaling |
| ***Qualities*** |  | | | | | |
| Tanto | 1d10 | 5 | 1m | 1h | 1 | Keen |
| ***Qualities*** |  | | | | | |
| Shortsword | 1d10 | 10 | 1m | 1h | 1 | Versatile |
| ***Qualities*** |  | | | | | |
| Wakizashi | 1d10 | 10 | 1m | 1h | 1 | Keen |
| ***Qualities*** |  | | | | | |
| Rapier | 2d10 | 30 | 2m | 1h | 1 | Impaling |
| ***Qualities*** |  | | | | | |
| Saber | 2d10 | 30 | 2m | 1h | 1 | Keen |
| ***Qualities*** |  | | | | | |
| Hand Axe | 1d10 | 10 | 1m | 1h | 1 | Keen |
| ***Qualities*** |  | | | | | |
| Club | 1d10 | 5 | 1m | 1h | 1 | Blunt |
| ***Qualities*** |  | | | | | |
| Net | /// | 25 | 3m | 1h | 1 | /// |
| ***Qualities*** | *Entangling, Thrown (3)* | | | | | |
| Katana | 2d10 | 30 | 2m | 1.5h | 2 | Keen |
| ***Qualities*** |  | | | | | |
| Dia-Katana | 3d10 | 40 | 3m | 2h | 2 | Keen |
| ***Qualities*** |  | | | | | |
| Quarterstaff | 1d10 | 15 | 3m | 1.5h | 1 | Blunt |
| ***Qualities*** |  | | | | | |
| Spear | 2d10 | 20 | 2-3m | 1.5h | 2 | Impaling |
| ***Qualities*** |  | | | | | |

***Unarmed Weapons*** (Ignore these ATM)

| ***Type*** | ***Die*** | ***Value*** | ***R*** | ***H*** | ***ENC*** | ***Special Qualities*** |
| --- | --- | --- | --- | --- | --- | --- |
| Katar | /// | 8 | / | 1 | 1 |  |
| Punch Knife | /// | 5 | / | 1 | 1 |  |
| Cestus | /// | 8 | / | 1 | 1 |  |
| War Talons | /// | 10 | / | 1 | 1 |  |

***Ammunition Types***

| ***Type*** | ***Value*** | ***Quality*** |
| --- | --- | --- |
| Broadhead | 3 |  |
| Bodkin | 5 |  |
| Barbed | 3 |  |
| Ball Bearing | 2 | Ball |

***\* Ball***: This ammunition can only be used with a Sling.

***Marksman Weapons***

| ***Type*** | ***Die*** | ***Value*** | ***Reach*** | ***Hand*** | ***ENC*** | ***Type*** |
| --- | --- | --- | --- | --- | --- | --- |
| Shortbow | 1d10 | 15 | /// | 1h |  | Ranged |
| ***Qualities*** |  | | | | | |
| longbow | 2d10 | 25 | /// | 1h |  | Ranged |
| ***Qualities*** |  | | | | | |
| Crossbow | 3d10 | 35 | /// | 1h |  | Ranged |
| ***Qualities*** |  | | | | | |
| Sling | 1d10 | 5 | /// | 1h |  | Blunt |
| ***Qualities*** | *Simple* | | | | | |
| Dart | 1d10 | 4 | /// | 1h |  | Keen |
| ***Qualities*** |  | | | | | |
| Javelin | 2d10 | 15 | 2m | 1h |  | Keen |
| ***Qualities*** |  | | | | | |
| Whip | 1d10 | 15 | 2-4m | 1h |  | Keen |
| ***Qualities*** | *Hide* | | | | | |
| Bola | /// | 8 | /// | 1h |  | /// |
| ***Qualities*** | *Thrown (8), Snare* | | | | | |

***\* Simple***: This weapon cannot be burned and can use any small spherical item as ammunition.

***\* Hide***: The Whip is made of hide and gains the following damage bonuses from its applicable materials.

* Leather +0 Damage (+0 Value)
* Ironhide +2 Damage (+65 Value)
* Rubedo Hide +4 Damage (+100 Value)

***Ammunition Materials***

| ***Type*** | ***Bonus*** | ***Value*** | ***EL*** | ***Special Qualities*** |
| --- | --- | --- | --- | --- |
| Iron | +1 | +4 | 1 | /// |
| Chitin | +0 | +0 | 1 | /// |
| Steel | +2 | +8 | 2 | /// |
| Silver | +2 | +10 | 3 | Silvered |
| Moonstone | +3 | +14 | 3 | Magic |
| Orichalcum | +3 | + | 3 | /// |
| Quicksilver | +4 | + | 4 | Magic |
| Dwemer Alloy | +4 | + | 4 | /// |
| Adamantium | +5 | + | 4 | /// |
| Malachite | +5 | + | 6 | Magic |
| Stalhrim | +5 | + | 4 | Magic, Icebound |
| Ebony | +6 | + | 5 | Magic |
| Dragonbone | +7 | + | 6 | Magic |

***Weapon Materials***

| ***Type*** | ***Bonus*** | ***Value*** | ***EL*** | ***Special Qualities*** |
| --- | --- | --- | --- | --- |
| Wood | +0 | +5 | 1 | Blunt |
| Bone | +0 | /// | 1 | Frail |
| Iron | +0 | +15 | 1 | Strong (1) |
| Chitin | +0 | +5 | 1 | /// |
| Steel | +1 | +35 | 2 | Strong (1) |
| Silver | +1 | +50 | 3 | Silvered |
| Trollbone | +1 | +65 | 2 | Regenerate, Blunt |
| Moonstone | +2 | +75 | 3 | Magic |
| Orichalcum | +2 | +70 | 3 | Strong (1) |
| Quicksilver | +3 | +90 | 4 | Magic |
| Dwemer Alloy | +3 | +110 | 4 | Strong (1) |
| Adamantium | +4 | +130 | 4 | Strong (1) |
| Malachite | +4 | +140 | 6 | Magic |
| Stalhrim | +4 | +180 | 4 | Magic, Icebound |
| Ebony | +5 | +200 | 5 | Strong (1), Magic |
| Dragonbone | +6 | +250 | 6 | Strong (2), Magic |