# Classical Weapons II (Damage / 1h [MIG] Req. / 2h [MIG] Req.)

|  |  |
| --- | --- |
| **SIZE 0 (Unarmed)** | **+2 / 1 / 1** |
| <No weapon> | [B]; Special |
| Brass Knuckles | [B]; Special |
| Spiked Knuckles | [P]; Special |
|  |  |
| **SIZE 1 (Small 1-Handed)** | **+4 / 2 / 1** |
| Dagger | [P] OR [S]; Precise |
| Punching Dagger | [P]; Precise, Penetrating II |
| Sap | [B]; Special |
|  |  |
| **SIZE 2 (Medium 1-Handed)** | **+6 / 4 / 2** |
| Shortsword | [P] OR [S]; Precise |
| Light Mace (Club) | [B]; |
| Small Flail | [B]; Chain, Unwieldy |
| Hand Axe | [C]; |
|  |  |
| **SIZE 3 (Large 1-Handed)** | **+8 / 6 / 4** |
| Sidesword | [P] OR [S]; Precise |
| Battleaxe | [C]; |
| Medium Flail | [B]; Chain, Unwieldy |
| Morningstar | [B] AND [P]; |
| Warhammer | [B]; |
| War Pick | [P]; Penetrating II |
| Falchion | [C]; Razor |
| Scimitar | [S]; Razor II |

# Classical Weapons II (Damage / 1h [MIG] Req. / 2h [MIG] Req.)

|  |  |
| --- | --- |
| **SIZE 4 (2-Handed)** | **+10 / 10 / 6** |
| Longsword | [P] OR [S]; |
| Quarterstaff | [B]; Concussive II |
| Heavy Flail | [B]; Chain, Concussive II, Unwieldy |
| Trident | [P]; Penetrating II |
| Long Warhammer | [B]; |
| Long Morningstar | [B] AND [P]; |
| Broad Axe | [C]; |
| Dadao | [C]; Razor |
| Katana (Weeb!) | [S]; Razor II |
|  |  |
| **SIZE 5 (Great Weapons)** | **+12 / 12 / 8** |
| Greataxe | [C]; Rending II, Unwieldy |
| Montante (Greatsword) | [P] OR [S]; Reach I |
| Greathammer | [B]; Concussive III, Unwieldy |
| Heavy War Pick | [P]; Penetrating IV, Unwieldy |
|  |  |
| **SIZE 4L (Polearms)** | **+10 / 12 / 6** |
| Medium Spear | [P]; Reach I, Penetrating II |
| Long Spear | [P]; Reach II, Penetrating II |
| Halberd | [C]; Reach I, Speartip, Hook |
| Bec de Corbin | [P]; Reach I, Speartip, Hook, Penetrating III |
| Glaive | [S]; Reach I, Razor II |
| Bill-Guisarme | [S]; Reach I, Hook, Speartip |
| Lucerne Hammer | [B]; Concussive II, Reach I, Speartip, Hook |

# Projectile Weapons

Projectile weapons are sorted according to size, same as close combat weapons, but unlike those, Might Requirements of projectile weapons are independent of their size.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **MR** | DMG |  | RI |
| **SIZE 2:** |  |  |  |  |
| Crossbow, Hand | 3/2 | 6 | [P]; Mechanical, Reload |  |
|  |  |  |  |  |
| **SIZE 3:** |  |  |  |  |
| Crossbow, Medium | 4/3 | 8 | [P]; Mechanical, Reload, Penetrating II |  |
|  |  |  |  |  |
| **SIZE 4:** |  |  |  |  |
| Bow | Special | Special | [P]; Special |  |
| Crossbow, Heavy | 6/4 | 10 | [P]; Mechanical, Reload, Penetrating III |  |
|  |  |  |  |  |
| **SIZE 5:** |  |  |  |  |
| Arbalest | 10/6 | 12 | [P]; Mechanical, Reload II, Penetrating IV |  |

# Bow:

Bows are special in that they can be made with different draw weights to accommodate users of varying strength, and thus their effectiveness does also depend on the user’s strength, despite them being a projectile weapon. In the real world, they come in many different sizes, shapes and draw weights, but in-game this is all abstracted with 3 distinct categories: Light, Medium and Heavy. The bow’s category determined its Might Requirement, maximum Base Damage and the level of its Penetrating property.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Draw Weight | Mig. Req. | Base Damage | Max. Base Damage | Property |
| Light | -/4 | 5 + MIG | 6 | Penetrating I |
| Medium | -/6 | 5 + MIG | 8 | Penetrating II |
| Heavy | -/8 | 5 + MIG | 10 | Penetrating III |

When attacking with a bow, if you fulfill its Might Requirement, add your Might modifier to the attack’s Base Damage value, up to the weapon’s Maximum Base Damage.

**Recurve Bow:** +1 Might Requirement, +1 Base Damage

**Composite Bow:** -1 Might Requirement or +1 Base Damage

# Old Stuff:

Draw Weight (value = 1 to 5):

Might Requirement = 4 + $value

Damage = 6, add MIG modifier (max $value) if meeting Might Requirement

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **DMG** | **[MIG] Req.** | **Properties** |
| Crossbow, Hand | 6 | 3/2 (1h/2h) | [P]; Mechanical, Reload |
| Crossbow, Light | 8 | 4 (2h only) | [P]; Mechanical, Reload, Penetrating II |
| Crossbow, Heavy | 10 | 4 (2h only) | [P]; Mechanical, Reload, Penetrating III |
| Arbalest | 12 | 6 (2h only) | [P]; Mechanical, Reload, Penetrating IV, Spc. |
| Shortbow, Light | 6 | 4 (2h only) | [P]; Draw Weight |
| Shortbow, Medium | 8 | 6 (2h only) | [P]; Draw Weight, Penetrating II |
| Shortbow, Heavy | 10 | 8 (2h only) | [P]; Draw Weight, Penetrating III |
| Longbow, Light | 6 | 4 (2h only) | [P]; Draw Weight |
| Longbow, Medium | 8 | 6 (2h only) | [P]; Draw Weight, Penetrating II |
| Longbow, Heavy | 10 | 8 (2h only) | [P]; Draw Weight, Penetrating III |

+++ Lose Concussive, Penetrating, Razor & Rending if not meeting Might Req. (not for crossbows)