Weapon and Armor Description

1. Weapons
   1. God Names
      1. Special end game enchants that will be discussed later.
   2. Quality Type
      1. Values that change the base quality of ordinary weapons…usually uses whole numbers, but some might use percentages after further review.
   3. Enchantment
      1. Values that added abilities to weapons or increases certain properties by a percentage. Some enchantments might use whole numbers pending review.
   4. Size
      1. Width
         1. How Big or small a blade or spear will appear
      2. Length
         1. How Long or Short a blade or spesar will appear
      3. Radius
         1. Size increased of projectile items.
   5. Swing Speed
      1. The amount of time it takes for an animation to play all the way through before returning to idle.
      2. Swing Speed also acts as a damage modifier for crits…so a slow weapon will do more damage and a faster one will deal less.
   6. Damage
      1. The base min, max value of a weapon.