**Starting Weapons**

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| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Wgt** | **Len** | **Dur** | **Traits** | **Cost** |
| Starter Axe | -1 | 1d6+1 | 0 | 0 | M | M | 4 | Limb Breaker(1), Shield Smash(2) | 30g |
| Starter Bow | 0 | 1d6 | -- | -2 | L | -- | 3 | Pierce(1), Range(6) | 30g |
| Starter Crossbow | 0 | 1d8 | -- | -2 | M | -- | 2 | Pierce(1), Range(8), Reload(1) | 30g |
| Starter Dagger | +1 | 1d4 | -1 | +1 | L | S | 3 | Fast(2), Thrust | 30g |
| Starter Great Axe | -1 | 1d8+1 | 0 | -1 | H | M | 4 | Limb Breaker(1), Shield Smash(2), 2H | 50g |
| Starter Great Spear | 0 | 1d8 | -1 | -1 | H | L | 3 | Reach(1), Set, Thrust, 2H | 50g |
| Starter Great Sword | 0 | 1d8 | 0 | -1 | H | M | 3 | Thrust, 2H | 50g |
| Starter Mace | 0 | 1d6 | -1 | 0 | M | M | 4 | Concussion(3), Skull Smasher | 30g |
| Starter Mage Staff | -1 | 1d4 | +1 | 0 | M | M | 5 | 2-Hands, Ups (Blue) | 80g |
| Starter Spear | 0 | 1d6 | -1/+1 | -1 | M | L | 3 | Set, Staff Parry, Thrust | 30g |
| Starter Staff | 0 | 1d4 | +1 | 0 | L | L | 5 | 2-Hands | 30g |
| Starter Sword | 0 | 1d6 | 0 | 0 | M | M | 3 | Thrust | 30g |

**Axes**

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Wgt** | **Len** | **Dur** | **Traits** | **Cost** |
| Starter Axe | -1 | 1d6+1 | 0 | 0 | M | M | 4 | Limb Breaker(1), Shield Smash(2) | 30g |
| Weak Axe | -1 | 1d8+1 | 0 | 0 | M | M | 4 | Limb Breaker(1), Shield Smash(2) | 90g |
| Axe | -1 | 1d10+1 | 0 | 0 | M | M | 4 | Limb Breaker(1), Shield Smash(2) | 180g |

**Bows**

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Wgt** | **Len** | **Dur** | **Traits** | **Cost** |
| Starter Bow | 0 | 1d6 | -- | -2 | L | -- | 3 | Pierce(1), Range(6) | 30g |
| Weak Bow | 0 | 1d8 | -- | -2 | L | -- | 3 | Pierce(1), Range(6) | 90g |
| Bow | 0 | 1d10 | -- | -2 | L | -- | 3 | Pierce(1), Range(6) | 180g |

##### Explanation of Traits

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| --- | --- |
| **Trait** | **Description** |
| **Bleed(x)** | When you hit someone with this weapon, you have an x/12 chance to cause the bleed status. |
| **Concussion(x)** | If you hit your target in the head, you have an x/12 chance to stun him for one round. This trait stacks with stunning blow, with the final proc chance being the higher of the two scores +1 |
| **Dex(x)** | You must have x dexterity to properly wield this weapon. If you have less, you take a -1 to hit, a -1 to parry and the leverage die drops one step. |
| **Disarm(x)** | You get a +x to disarm maneuvers. |
| **Fast(x)** | You have an x/12 chance of gaining a second attack action, based on your initiative roll. So, a Fast(1) weapon, gives another action on an initiative roll of 12. A Fast(2) weapon gives an action on 11 or 12. |
| **Flail** | You cannot be shield blocked while using this weapon. |
| **Knockdown(x)** | An attack to the legs has a x/12 chance of knocking the opponent prone. |
| **Limb Breaker** | You do an additional point of damage when hitting the arms or legs. |
| **No Missile** | Your shield is not suited to block missile attacks. It only allows you to use your block skill against melee attacks. |
| **Off Hand(x)** | You get a +x bonus to parry when using this weapon to off-hand block. |
| **Pierce(x)** | You get an x/12 chance to ignore armor. |
| **Quick Firing** | This bow takes only a half-action to draw and aim. Fast draw cannot reduce this further, but can remove the penalty for moving. |
| **Range(x)** | This weapon fires at range. Up to x” hexes is -0 to hit. Every range band thereafter is -1 per band. |
| **Reach(x)** | You have a reach of x hexes when using this weapon. |
| **Recovery(x)** | Your chance to recover this ammo after use is x/12. |
| **Reload(x)** | This missile weapon takes x rounds to reload. |
| **Set** | If someone charges you from the front, you get a free first attack with a +1 damage if you hit. |
| **Shard(x)** | On an attack that wounds your opponent, your weapon has an x/12 chance of breaking off in the wound. This increases all wound penalties by one. Removing the weapon takes a full round and gives the target a bleeder. If you have the talent *Impaler*, you get a +2 to the chance of the talent activating and can choose if the weapon breaks or not. |
| **Shield Smash(x)** | When blocked by a shield that has a lower durability than this weapon, you have a x/12 chance of smashing the shield. |
| **Skull Smasher** | You do an additional point of damage when you hit your target in the head. |
| **Staff Parry** | This weapon has two parry values. The first is used when the weapon is wielded with two hands. The second is used when the weapon is wielded with one hand. |
| **Stagger(x)** | A blow to the chest has a x/12 chance of knocking your opponent back one hex and giving him a -1 penalty to his next action. |
| **Str(x)** | You must have x strength to properly wield this weapon. If you have less, you take a -1 to hit, a -1 to parry and the leverage die drops one step. |
| **Thrust** | You may perform the thrust maneuver with this weapon, taking a -1 to hit, but gaining the Pierce(2) effect. |
| **Two Hands** | This weapon requires two-hands to use. |