WEAPONS:

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Quality Table:

1 - Low quality

2 - Average quality

3 - Above average quality

4 - Exceptional quality

5 - Master-crafted quality

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-The weapon description can be tooled to the player's desire by the craftsman. This will be what people see when they look at the player.

-Weapons should be described using this format when people glance at the weapon specifically:

a <type of weapon> of <quality>

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Eg. a single-edge sword of average quality

a lance of low quality

a war spear of master-crafted quality

a flanged battle mace of exceptional quality

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IMPORTANT NOTES:

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1. All weights are in tenths of pounds.

2. A max. damage to weight ratio of 2 is used for all weapons. This allows the

true max. damage to be controlled by the quality of the item, thereby making

better quality weapons more expensive, as per Alicia's request, while

maintaining a realistic relationship between weight and damage. It also

keeps the maximum modified damage of the largest weapons (weight 30 and

damage mod of 1.25 - worst case scenario) beneath the limit of 10d10, as per Fredrik's request.

3. Maximum weapon weight will be 30 pounds. Maximum damage modifier for any weapon at any quality will be 1.25.

4. Weight assignments per unit of material used: 0.10 pounds/unit for wood, leather and metal

5. Overall maximum allowable damage is 10d10 (ie. 100)

6. Weight must be greater than or equal to max. damage divided by 5.

7. Weapon ranges are given in feet. Range for melee weapons (non-throwing/ non-firing weapons, such as swords) represents the weapon's reach.

8. Damage types are: SL - slashing, PI - piercing, CR - crushing

9. Damage type mods: SL/PI/CR

10. .8/.8/.8 Is standard damage values, so as to give weapons with an inordinate measure of weight to damage, effective (axes, flails, etc)

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Sword 1 Mod = 0.70, Cost Mod = 1.80, Damage Mod = 0.95

Sword 2 Mod = 0.60, Cost Mod = 1.90, Damage Mod = 1.00

Sword 3 Mod = 0.50, Cost Mod = 2.00, Damage Mod = 1.05

Sword 4 Mod = 0.40, Cost Mod = 2.10, Damage Mod = 1.15

Sword 5 Mod = 0.20, Cost Mod = 2.30, Damage Mod = 1.25

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3700 Short sword Weight = 30, Metal: 28, Leather: 2, Max. Damage = 12, Damage type mods: .8/.7/.10, Range = 2 (fast)

3701 Single-edged longsword Weight = 40 Metal: 38, Leather: 2, Max. Damage = 17, Damage type mods: .85/.8/.05, Range = 3 (normal)

3702 C&T Broadsword Weight = 70, Metal: 68, Leather: 2, Max. Damage = 25, Damage type mods: .8/.6/.37, Range = 3 (normal)

3703 Heavy Broadsword Weight = 70, Metal: 68, Leather: 2, Max. Damage = 25, Damage type mods: .8/.37/.6, Range = 3 (normal)

3704 Bastard sword Weight = 100, Metal: 97, Leather: 3, Max. Damage = 40, Damage type mods: .85/.75/.6, Range = 4 (normal)

3705 Great sword (claymore) Weight = 165, Metal: 161, Leather: 4, Max. Damage = 60, Damage type mods: .85/.33/.75, Range = 5 (slow)

3706 Foil Weight = 20, Metal: 20, Max. Damage = 4, Damage type mods: .1/.8/0, Range = 4 (fast)

3707 Sabre Weight = 35, Metal: 33, Leather: 2, Max. Damage = 8, Damage type mods: .8/.6/0, Range = 4 (fast)

3709 Rapier Weight = 35, Metal: 35, Max. Damage = 10, Damage type mods: .6/.8/0, Range = 4 (fast)

3710 Scimitar Weight = 45, Metal: 80, Max. Damage = 16, Damage type mods: .9/.3/.6, Range = 3 (normal)

3711 Falchette Weight = 80, Metal: 80, Max. Damage = 16, Damage type mods: .9/.3/.6, Range = 3 (slow)

3712 Practice lathe Weight = 25, Wood: 21, Leather: 4, Max. Damage = 1, Damage type mods: 1/1/1, Range = 4 (normal)

Trolloc ScythSword Weight = 160, Metal: 160, Max. Damage = 40, Damage type mods: 9/3/6, Range = 6 (slow)

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Dagger 1 Mod = 0.90, Cost Mod = 1.60, Damage Mod = 0.95

Dagger 2 Mod = 0.80, Cost Mod = 1.70, Damage Mod = 1.00

Dagger 3 Mod = 0.70, Cost Mod = 1.80, Damage Mod = 1.15

Dagger 4 Mod = 0.60, Cost Mod = 1.90, Damage Mod = 1.30

Dagger 5 Mod = 0.30, Cost Mod = 2.20, Damage Mod = 1.60

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3713 Knife Weight = 10, Metal: 10, Max. Damage = 5, Damage type mods: 1/1/0, Range = 1 (very fast)

3714 Cleaver Weight = 10, Metal: 10, Max. Damage = 7, Damage type mods: 1/0/0.50, Range = 1 (fast)

3715 Dagger Weight = 10, Metal: 8, Leather: 2, Max. Damage = 5, Damage type mods: 1/1/0, Range = 1 (very fast)

3716 Dirk Weight = 15, Metal: 18, Leather: 2, Max. Damage = 7, Damage type mods: 1/1/0, Range = 2 (fast)

3717 Throwing knife Weight = 10, Metal: 8, Leather: 2, Max. Damage = 5, Damage type mods: 0.5/1/0, Range = 20 (very fast)

3718 Balanced knife Weight = 10, Metal: 10, Max. Damage = 5, Damage type mods: 1/1/0, Range = 1 (very fast)

Punch dagger Weight = 15, Metal: 10, Leather:5, Max. Damage=40, Damage type mods: 0/1/0, Range = 1 (very fast)

(Note, this weapon is of a particular design. Meant, and truly, possible to only

wield underhanded because of its hilt design. Its blade being triangler makes

slashing impossible. Because of the underhanded grip, you can really only strike

by swinging your forearm down, primary target should be the neck or shoulders.

It is very fast to draw and strike, but can be used for nothing but that one

sort of attack.. Not sure whether this should be included or not, but it is an

interesting weapon)

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Spear 1 Mod = 0.90, Cost Mod = 1.60, Damage Mod = 0.90

Spear 2 Mod = 0.65, Cost Mod = 1.85, Damage Mod = 1.00

Spear 3 Mod = 0.50, Cost Mod = 2.00, Damage Mod = 1.05

Spear 4 Mod = 0.40, Cost Mod = 2.10, Damage Mod = 1.15

Spear 5 Mod = 0.30, Cost Mod = 2.20, Damage Mod = 1.25

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3719 Short spear Weight = 50, Metal: 10, Wood: 40, Max. Damage = 15, Damage type mods: 0.30/1/0.3, Range = 4 (fast)

3720 Barbed spear Weight = 70, Metal: 20, Wood: 50, Max. Damage = 18, Damage type mods: .4/.9/0.3, Range = 5 (normal)

3721 Javelin Weight = 40, Metal: 20, Wood: 50, Max. Damage = 14, Damage type mods: 0/1/0, Range = 50 (fast)

3722 Aiel spear Weight = 50, Metal: 10, Wood: 40, Max. Damage = 15, Damage type mods: 0.30/1/0.3, Range = 4 (fast)

3723 Long spear Weight = 120, Metal: 25, Wood: 95, Max. Damage = 30, Damage type mods: 0.5/..95/0.6, Range = 8 (normal)

3724 War spear Weight = 150, Metal: 50, Wood: 100, Max. Damage = 50, Damage type mods: 0.75/1/0.6, Range = 8 (slow)

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Mace 1 Mod = 0.70, Cost Mod = 1.80, Damage Mod = 0.95

Mace 2 Mod = 0.60, Cost Mod = 1.90, Damage Mod = 1.00

Mace 3 Mod = 0.50, Cost Mod = 2.00, Damage Mod = 1.05

Mace 4 Mod = 0.40, Cost Mod = 2.10, Damage Mod = 1.10

Mace 5 Mod = 0.20, Cost Mod = 2.30, Damage Mod = 1.25

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3725 Club Weight = 30, Wood: 27, Leather: 3, Max. Damage = 12, Damage type mods: 0/0/.8, Range = 3 (normal)

3726 Warhammer Weight = 80, Metal: 50, Leather: 3, Wood: 97, Max. Damage = 30, Damage type mods: 0/0/.8, Range = 3 (slow)

3727 Spiked mace Weight = 60, Metal: 57, Leather: 3, Wood: 140, Max. Damage = 20, Damage type mods: .25/0.25/.8, Range = 3 (normal)

3728 Flanged battle mace Weight = 130, Metal: 177, Leather: 3, Wood: 70. Max. Damage = 50, Damage type mods: 0/0/.85, Range = 3 (slow)

`7 Spiked Warhammer Weight = 85, Metal: 100, Leather: 3, Wood: 50, Max. Damage = 30, Damage type mods: 0/.5/.8, Range = 3 (slow)

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Flail 1 Mod = 0.70, Cost Mod = 1.80, Damage Mod = 0.95

Flail 2 Mod = 0.55, Cost Mod = 1.95, Damage Mod = 1.00

Flail 3 Mod = 0.45, Cost Mod = 2.05, Damage Mod = 1.05

Flail 4 Mod = 0.40, Cost Mod = 2.10, Damage Mod = 1.10

Flail 5 Mod = 0.20, Cost Mod = 2.30, Damage Mod = 1.20

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3729 Spiked flail Weight = 50, Metal: 40, Leather: 3, Wood: 17, Max. Damage = 20, Damage type mods: .2/0.2/1, Range = 4 (normal)

3730 Double ball flail Weight = 70, Metal: 50, Leather: 3, Wood: 17, Max. Damage = 25, Damage type mods: 0/0/1, Range = 4 (slow)

3731 Three ball iron flail Weight = 90, Metal: 70, Leather: 3, Wood: 17, Max. Damage = 30, Damage type mods: 0/0/1, Range = 4 (slow)

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Lance 1 Mod = 0.80, Cost Mod = 1.70, Damage Mod = 0.95

Lance 2 Mod = 0.70, Cost Mod = 1.80, Damage Mod = 1.00

Lance 3 Mod = 0.60, Cost Mod = 1.90, Damage Mod = 1.05

Lance 4 Mod = 0.40, Cost Mod = 2.10, Damage Mod = 1.15

Lance 5 Mod = 0.20, Cost Mod = 2.30, Damage Mod = 1.20

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3732 Light lance Weight = 50, Wood: 45, Leather: 5, Max. Damage = 40, Damage type mods: 0/1/0.50, Range = 8 (normal)

3733 Heavy lance Weight = 100, Wood: 75, Leather: 5, Metal: 20, Max. Damage = 50, Damage type mods: 0/1/0.50, Range = 14 (slow)

3734 Pronged lance Weight = 130, Wood: 85, Leather: 5, Metal: 40, Max. Damage = 60, Damage type mods: 0/1/0.70, Range = 15 (slow)

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Polearm 1 Mod = 0.60, Cost Mod = 1.90, Damage Mod = 0.90

Polearm 2 Mod = 0.50, Cost Mod = 2.00, Damage Mod = 1.00

Polearm 3 Mod = 0.30, Cost Mod = 2.20, Damage Mod = 1.05

Polearm 4 Mod = 0.20, Cost Mod = 2.30, Damage Mod = 1.15

Polearm 5 Mod = 0.10, Cost Mod = 2.40, Damage Mod = 1.20

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3735 Pike Weight = 90, Wood: 60, Metal: 30, Max. Damage = 30, Damage type mods: 0/.8/0.30, Range = 9 (very slow)

3736 Poleaxe Weight = 150, Wood: 80, Metal: 70, Max. Damage = 50, Damage type mods: 1/.7/0.70, Range = 8 (slow)

3737 Halberd Weight = 150, Wood: 100, Metal: 50, Max. Damage = 50, Damage type mods: 0..7/.7/0..70, Range = 8 (very slow)

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Axe 1 Mod = 0.60, Cost Mod = 1.90, Damage Mod = 0.95

Axe 2 Mod = 0.50, Cost Mod = 2.00, Damage Mod = 1.00

Axe 3 Mod = 0.30, Cost Mod = 2.20, Damage Mod = 1.10

Axe 4 Mod = 0.10, Cost Mod = 2.40, Damage Mod = 1.20

Axe 5 Mod = 0.05, Cost Mod = 2.45, Damage Mod = 1.25

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3738 Hand axe Weight = 50, Wood: 20, Metal: 30, Max. Damage = 20, Damage type mods: .85/0/0.50, Range = 4 (normal)

3739 Bearded axe Weight = 70, Wood: 50, Metal: 20, Max. Damage = 30, Damage type mods: 1/0/0.70, Range = 5 (slow)

3740 Half-moon axe Weight = 90, Wood: 60, Metal: 30, Max. Damage = 40, Damage type mods: 1/0/0.50, Range = 4 (slow)

3741 Spiked half-moon axe Weight = 95, Wood: 60, Metal: 135, Max. Damage = 40, Damage type mods: 1/0.60/0.60, Range = 4 (slow)

3742 Full-moon axe Weight = 120, Wood: 30, Metal: 90, Max. Damage = 50, Damage type mods: 1/0/0.60, Range = 4 (very slow)

3743 Throwing axe Weight = 20, Wood: 10, Metal: 10, Max. Damage = 10, Damage type mods: 1/0/0.50, Range = 20 (normal)

3744 Pike, moon axe Weight = 125, Wood: 30, Metal: 95, Max. Damage = 50, Damage type mods: 1/.4/.60, Range = 4 (very slow)

Lochaber Weight = 150, Wood: 100, Metal: 50, Max. Damage = 60, damage type mods: 1/0/.70, Range = 5 (very slow)

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Whip 1 Mod = 0.50, Cost Mod = 2.00, Damage Mod = 0.95

Whip 2 Mod = 0.40, Cost Mod = 2.10, Damage Mod = 1.00

Whip 3 Mod = 0.45, Cost Mod = 2.15, Damage Mod = 1.05

Whip 4 Mod = 0.30, Cost Mod = 2.20, Damage Mod = 1.10

Whip 5 Mod = 0.20, Cost Mod = 2.30, Damage Mod = 1.20

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3745 Bullhide whip Weight = 30, Wood: 5, Leather: 25, Max. Damage = 7, Damage type mods: 0.20/0/.75, Range = 10 (fast)

3746 Metal-tipped whip Weight = 40 Wood: 5, Leather: 25, Metal: 10, Max. Damage = 10, Damage type mods: 0.30/0/.8, Range = 10 (fast)

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Staff 1 Mod = 1.00, Cost Mod = 1.50, Damage Mod = 0.95

Staff 2 Mod = 0.90, Cost Mod = 1.60, Damage Mod = 1.00

Staff 3 Mod = 0.80, Cost Mod = 1.70, Damage Mod = 1.05

Staff 4 Mod = 0.60, Cost Mod = 1.90, Damage Mod = 1.15

Staff 5 Mod = 0.30, Cost Mod = 2.20, Damage Mod = 1.20

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3747 Walking staff Weight = 20, Wood: 20, Max. Damage = 8, Damage type mods: 0/0/.8, Range = 3 (slow)

3748 Quarterstaff Weight = 40, Wood: 40, Max. Damage = 14, Damage type mods: 0/0/.8, Range = 4 (fast)

3749 Half staff Weight = 80, Wood: 80, Max. Damage = 14, Damage type mods: 0/0/.8, Range = 8 (slow)

3750 Iron-capped staff Weight = 45, Wood: 40, Metal: 20, Max. Damage = 16, Damage type mods: 0/0/.85, Range = 4 (normal)

3751 Ashanderei Weight = 160, Wood: 90, Metal: 50, Max. Damage = 40, Damage type mods: .9/0.65/0.8, Range = 6 (slow)

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Bow 1 Mod = 0.40, Cost Mod = 2.10, Damage Mod = 0.95

Bow 2 Mod = 0.30, Cost Mod = 2.20, Damage Mod = 1.00

Bow 3 Mod = 0.20, Cost Mod = 2.30, Damage Mod = 1.05

Bow 4 Mod = 0.15, Cost Mod = 2.35, Damage Mod = 1.15

Bow 5 Mod = 0.05, Cost Mod = 2.45, Damage Mod = 1.25

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Sling Weight =10, Wood: 0, Leather: 10, Max. Damage = 8, Damage type mods: 0/0/1, Range =50 (very fast)

3751 Short bow Weight = 25, Wood: 19, Leather: 1, Max. Damage = 10, Damage type mods: 0/1/0, Range = 75 (fast)

3752 Hunter's bow Weight = 40, Wood: 39, Leather: 1, Max. Damage = 12, Damage type mods: 0/1/0,, Range = 100 (normal)

3753 Composite bow Weight = 50, Wood: 49, , Leather: 1, Max. Damage = 15, Damage type mods: 0/1/0,, Range = 150 (normal)

3754 Horn bow Weight = 40, Wood: 39, Leather: 1, Max. Damage = 12, Damage type mods: 0/1/0,, Range = 125 (normal)

3755 Long bow Weight = 30, Wood: 28, Leather: 2, Max. Damage = 50, Damage type mods: 0/1/0,, Range = 400 (slow)

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Crossbow 1 Mod = 0.15, Cost Mod = 2.35, Damage Mod = 0.90

Crossbow 2 Mod = 0.10, Cost Mod = 2.40, Damage Mod = 1.00

Crossbow 3 Mod = 0.10, Cost Mod = 2.40, Damage Mod = 1.10

Crossbow 4 Mod = 0.05, Cost Mod = 2.45, Damage Mod = 1.15

Crossbow 5 Mod = 0.05, Cost Mod = 2.45, Damage Mod = 1.25

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3756 Hand Crossbow Weight = 20, Wood: 15, Metal: 5, Max. Damage = 8, Damage type mods: 0/1/0, Range = 20 (normal)

3757 Light Crossbow Weight = 60, Wood: 50, Metal: 10, Max. Damage = 12, Damage type mods: 0/1/0, Range = 120 (slow)

3758 Heavy Crossbow Weight = 90, Wood: 70, Metal: 20, Max. Damage = 50, Damage type mods: 0/1/0, Range = 350 (very slow)

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