Alicia's notes:

The difficulty should be how hard it is for a PC artisan to make the item (as in the materials are used without making the item) or, if bought through an NPC, the cost modifier. The modifier, when used by a PC, should be the chances to make the item at 100% skill. Below 100% skill, the skill has to work, then the chances are applied. When used as a cost modifier, the equation should be as follows: cost of item * (250 – modifier)/100. Therefore, when there is a modifier of 90% on an item, a PC will have a 90% chance of making it once they succeed with their skill. An NPC with the same 90% mod would have a cost modifier of 1.6, or 160%. IMPORTANT: NPC merchants sell anything higher than a level 3 version at double cost, and cannot sell level 4 at all. This is to give PCs a corner market on the best EQ.

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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

`7

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

`7

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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SHIELDS:

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1. Shields will only be for blocking, not modifying ABS.

2. Shields will have a blocking modifier based on their size (surface area) and

shape. Other factors, such as awkwardness of the shield, etc can play a

factor in the determination of this number.

3. Shields will have a weight based on material composition, similar to the

above items.

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Shield 1 Mod = 0.90, Cost Mod = 1.60

Shield 2 Mod = 0.70, Cost Mod = 1.80

Shield 3 Mod = 0.50, Cost Mod = 2.00

Shield 4 Mod = 0.30, Cost Mod = 2.20

Shield 5 Mod = 0.10, Cost Mod = 2.40

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Parrying Shield Weight:, Wood:, Metal:, Leather:, Blocking modifier:

Archer's Buckler

Strapped Buckler

Footman’s Shield

Archer's Shield

Heavy Cavalry Shield

Bunt Shield

Lapped Shield

Tower Shield

Archer's Tower Shield

Targe

Heater Shield

Scutum

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ARMOR:

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1. A maximum of 80% ABS is allowed per piece of armour, up to 80% ABS for maximum ABS on each of body, head, legs and arms.

2. Clothing has abs of 0, and therefore isn’t considered armour.

3. Armour should be able to be tooled to look like whatever the wearer wants, providing it fits the part of the body it is being worn on and remains within the confines of the type of armour (ie. leather armour can't be tooled to be plate armour). It is the quality of the item that should determine its effectiveness, unlike weapons, where quality and weapon type affect damage mod.

4. The armour should be sold initially as “a suit of <insert armour type>” to allow the craftspeople and people with tooling quest skills a use for these abilities.

5. Armour will have an ABS value vs. each type of damage. ie. ABS of 20/10/15

will be ABS vs. SL/PI/CR attacks

6. Abs will be measured in % of the damage that it absorbs.

7. (this isn't added in numbers or code yet) but… each type should have a m

maximum % it can absorb before it starts needing repairs or replacement, and

if not fixed, a max % that it can take before breaking. (can broken be

repaired though?)

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Body:

Leather 1 (padded) Weight = 80, Leather: 80, Mod = 0.90, Cost Mod = 1.60, ABS: 4/4/76

Leather 2 (quilted) Weight = 100, Leather: 100, Metal: 0, Mod = 0.70, Cost Mod = 1.80, ABS: 12/4/52

Leather 3 (armor) Weight = 120, Leather: 120, Metal: 0, Mod = 0.50, Cost Mod = 2.00, ABS: 16/12/28

Leather 4 (hard) Weight = 130, Leather: 130, Metal: 0, Mod = 0.30, Cost Mod = 2.20, ABS: 28/20/16

Leather 5 (studded) Weight = 130, Leather: 100, Metal: 30, Mod = 0.05, Cost Mod = 2.45, ABS: 24/24/16

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Chain 1 (thin) Weight = 100, Metal: 95, Leather: 5, Mod = 0.60, Cost Mod = 1.90, ABS: 36/8/4

Chain 2 (light) Weight = 120, Metal: 110, Leather: 10, Mod = 0.50, Cost Mod = 2.00, ABS: 44/8/4

Chain 3 (ring) Weight = 150, Metal: 140, Leather: 10, Mod = 0.30, Cost Mod = 2.20, ABS: 64/4/4

Chain 4 (scale Weight = 150, Metal: 135, Leather: 15, Mod = 0.10, Cost Mod = 2.40, ABS: 56/24/8

Chain 5 (Heavy) Weight = 180, Metal: 160, Leather: 10, Mod = 0.05, Cost Mod = 2.45, ABS: 76/32/8

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Plate 1 (breast) Weight = 150, Metal: 145, Leather: 5, Mod = 0.50, Cost Mod = 2.00, ABS: 48/32/40

Plate 3 Field Weight = 180, Metal: 170, Leather: 10, Mod = 0.20, Cost Mod = 2.30, ABS: 56/40/48

Plate 4 back&brst Weight = 200, Metal: 185, Leather: 15, Mod = 0.10, Cost Mod = 2.40, ABS: 64/48/56

Plate 5 (coat) Weight = 200, Metal: 200, Leather: 0, Mod = 0.05, Cost Mod = 2.45, ABS: 60/52/40

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Plate and Mail 2 Partial Weight = 250, Metal: 235, Leather: 15, Mod = 0.30, Cost Mod = 2.20, ABS: 72/68/60

Plate and Mail 3 Full Weight = 280, Metal: 285, Leather: 15, Mod = 0.20, Cost Mod = 2.30, ABS: 76/72/66

Plate and Mail 4 (Gothic) Weight = 300, Metal: 285, Leather: 15, Mod = 0.05, Cost Mod = 2.45, ABS: 80/76/72

Plate and Mail 5 (Italian) Weight = 350, Metal: 330, Leather: 20, Mod = 0.10, Cost Mod = 2.40, ABS: 80/80/76

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Head:

Helm 1 Padded Leather Weight= 10, Metal: , Leather 10, Abs, 8/8/72

Helm 2 Leather Cap Weight= 30, Metal: , Leather 30, Abs,32/20/56

Helm 3 Iron Cap Weight= 40, Metal: 40, Leather, Abs, 60/48/60

Helm 4 Visored Helm Weight= 70, Metal: 70, Leather , Abs, 72/68/72

Helm 5 Barrel Helm Weight= 90, Metal: 90, Leather , Abs, 80/76/80

Helm 6 Chainmail cowl Weight= 50, Metal 50, Leather, , Abs, 64/24/12

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Arms:

Arms 1 padded sleeves Weight= 10, Metal: , Leather 10, Abs, 12/12/72

Arms 2 leather sleeves Weight= 30, Metal: , Leather 30, Abs, 24/24/56

Arms 3 Chainmail Sleeves Weight= 50, Metal: 50 , Leather #, Abs, 72/52/24

Arms 4 Plate Sleeves Weight= 80, Metal: 80, Leather #, Abs, 68/64/68

Arms 5 Plate & mail sleeves Weight= 100, Metal: 100, Leather #, Abs, 80/76/80

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Legs:

Legs 1 Padded Leggings Weight= 10, Metal: , Leather 10, Abs, 12/12/72

Legs 2 Leather Weight= 30, Metal: , Leather 30, Abs,24/24/56

Legs 3 Chainmail Leggings Weight= 50, Metal: 50 , Leather , Abs, 72/52/24

Legs 4 Plate Leggings Weight= 80, Metal: ,80 Leather , Abs, 68/64/68

Legs 5 Plate and Mail Leg Weight= 100, Metal: 100, Leather, Abs80/76/80

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REQUIREMENTS FOR IMPLEMENTATION OF THIS SYSTEM:

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1.Different EQ attributes that must be incorporated for each type of EQ:

a.Weapons must have the following attributes that can be customized when one builds a piece of EQ

i.Weapon name

ii.Weapon type

iii.Equip slot (hand/two hands)

iv.Metal cost

v.Wood cost

vi.Leather cost

vii.Range

viii.Max. Damage

ix.Crushing attack modifier

x.Piercing attack modifier

xi.Slashing attack modifier

b.Armor must have the following options that can be customized when one builds a piece of EQ:

i.Armor name

ii.Equip slot

iii.Metal cost

iv.Leather cost

v.ABS vs. piercing weapons

vi.ABS vs. slashing weapons

vii.ABS vs. crushing weapons

c.Shields

i.Shield name

ii.Equip slot

iii.Metal cost

iv.Leather cost

v.Wood cost

vi.Blocking modifier (based on shape and size)

d.All other EQ (all non-combat EQ)

i.Item name

ii.Equip slot

iii.Cost

2.Weapons and armor must have the following attributes hard-coded in (ie. these values will automatically be computed based on the alterable attributes listed above in Point 1a and 1b)

a.Weapons must have the following attributes "hard-coded" in:

i.Weight = (0.10 * metal cost) + (0.10 * leather cost) + (0.10 * wood cost)

ii.Maximum unmodified weapon damage (MUWD) = Weight * 2

iii.Maximum modified piercing damage (MMPD) = MUWD * weapon damage mod * PI attack mod

iv.Maximum modified slashing damage (MMSD) = MUWD * weapon damage mod * SL attack mod

v.Maximum modified crushing damage (MMCD) = MUWD * weapon damage mod * CR attack mod

vi.Item life = 21 / Mod

b.Armor must have the following attributes “hard-coded” in:

i.Weight = (0.10 * metal cost) + (0.10 * leather cost) + (0.10 * wood cost)

ii.Item life = 21 / Mod

3.Merchants should be able to select the following attributes of a weapon or piece of armor at the time they craft it:

a.Item quality (ie. staff 1, staff 2, staff 3, etc…). However, it shouldn't give them the level -number- to choose, but rather they should be given the item quality to select (ie. The code will present the following list of options when the merchant must choose a quality for the item he is crafting: low, average, above average, exceptional, master-crafted)

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How a merchant will make EQ: The merchant will be approached by the player who wants to purchase a weapon or piece of armor. The merchant will then begin crafting the weapon, entering the cost they are charging per unit of metal, wood and leather as well as the level of quality of the item. The first check done by the code system is against the merchant’s skill level in “crafting skill”. This check is done by taking the player's skill percentage and multiplying it by the Mod for the desired level of the weapon (ie. Sword 3 has a Mod of 0.40). If he fails the skill check, he fails to make the item but the materials are used anyways. (ask Alicia about part in bold, if it should be one combined check or two separate checks). If he passes the skill check, the piece of equipment is made and he can then sell it to the player for whatever price he so desires. The merchant must have the required materials to make the specified item on hand.

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Some important notes:

Players must have the option available to then when they attack of using their weapon in either a piercing, slashing or crushing attack. The code will then take that specific damage type modifier and apply it, to obtain either the MMPD, MMSD, MMCD (see above), depending on the type of attack. The corresponding ABS value for the armor of the defender will then be used to compare against (ie. if the attacker selects a piercing attack, the ABS value for PI will be used for the defender)

Non-combat EQ doesn’t have an item life

Repairing an item will cost half the creation cost in materials. When a player fails a repair test, the materials are used without repairing the item. When a shopkeeper repairs an item, the cost modifier affects cost as listed above. After the fifth repair, it cannot be repaired again.

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0 hit/hits generic

1 sting/stings uncommon

2 whip/whips thin weapons

3 slash/slashes swords/blades

4 bite/bites uncommon

5 bludgeon clubs/blunt

6 crush/crushes big & blunt

7 pound/pounds clubs/blunt

8 claw/claws uncommon

9 maul/mauls big & edged

10 thrash/thrashes uncommon

.

11 pierce/pierces dagger/small

12 blast/blasts big & exotic

13 punch/punches read it!

14 stab/stabs piercing

`7

Duren tells you, 'Set weight realistically, set 1 misc to 10 of weight like before, and set the cost = 2 * misc * modifier%

`7

`7

`7

wood

oak 2.5

ash 3.2

mahogany 1

elm .7

evergreen .2

ironwood 4

`7

metal

bronze 1.2

iron 2.4

steel 3

brass .9

copper .1

`7

leather

boiled 1.2

hardened 2.1

butter 2.7

barely treated .6

`7

gem

sapphire .8

ruby 1.8

emerald 1.0

diamond 1.5

topaz .3

`7

Cloth

Wool 1

Silk 6