Weapons have a “family” and a “class”

Class is either:

Normal - Average type, can be wielded alone for bonus damage (str scaling) or with a shield for block (dex scaling)

Light - Lower damage, better family property, can be wielded alone for parry and bonus dodge, or with a shield for block (dex scaling)

Heavy - Higher damage, has parry (str scaling)

Weapons of the same “family” share perks

(Family names are for illustration purposes only)

General weapon skills (can be used with any weapon)  
  
Quick attack:  
Lvl1: Deals 70% of damage with +10% accuracy  
Lvl2: Deals 75% of damage with +12% accuracy  
Lvl3: Deals 80% of damage with +14% accuracy, 5% chance of attacking again  
Lvl4: Deals 85% of damage with +16% accuracy, 7.5% chance of attacking again  
Lvl5: Deals 90% of damage with +18% accuracy, 10% chance of attacking again  
  
Strong attack:  
Lvl1: Deals 120% of damage  
Lvl2: Deals 130% of damage  
Lvl3: Deals 140% of damage and increases minimum damage by 1  
Lvl4: Deals 150% of damage and increases minimum damage by 2  
Lvl5: Deals 160% of damage and increases minimum damage by 3  
  
Double attack:  
Lvl1: Attacks twice for 60% of damage  
Lvl2: Attacks twice for 65% of damage  
Lvl3: Attacks twice for 70% of damage, if first attack misses second one has +5% accuracy  
Lvl4: Attacks twice for 75% of damage, if first attack misses second one has +7.5% accuracy  
Lvl5: Attacks twice for 80% of damage, if first attack misses second one has +10% accuracy

Burning lash:  
Lvl1: Deals 20% extra as fire  
Lvl2: Deals 30% extra as fire  
Lvl3: Deals 40% extra as fire with a 10% chance to burn  
Lvl4: Deals 50% extra as fire with a 15% chance to burn  
Lvl5: Deals 60% extra as fire with a 20% chance to burn

Icy strike:  
Lvl1: Deals 20% extra as cold  
Lvl2: Deals 30% extra as cold  
Lvl3: Deals 40% extra as cold with a 20% chance to chill  
Lvl4: Deals 50% extra as cold with a 30% chance to chill  
Lvl5: Deals 60% extra as cold with a 40% chance to chill

**Ax-family: Has more max dmg (for better avg dmg)**

**Hatchet, War Ax, Poleax**

AXES represent PURE POWER, intended for MAXIMUM damage and BRUTALITY

Hatchet | Light | 4-11 (7.5) dmg  
War Axe | Medium | 4(5)-12(14) (8/9.5) dmg

Poleaxe | Heavy | 5-15 (10) dmg  
Cleaver | Light | 6-9 (7.5) dmg

Boarding Axe | Medium | 6(7)-10(12) (8/9.5) dmg

Great Axe | Heavy | 7 - 13 (10) dmg

RELATED SKILLS:  
  
Execute:   
Lvl1: Deals 120% +5% damage per every 10% of Endurance the target is missing  
Lvl2: Deals 120%+7.5% damage per every 10% of Endurance the target is missing  
Lvl3: Deals 120%+10% damage per every 8% of Endurance the target is missing  
Lvl4: Deals 120%+12.5% damage per every 8% of Endurance the target is missing  
Lvl5: Deals 120%+15% damage per every 8% of Endurance the target is missing  
  
Amputate:  
Lvl1: Deals 125% of damage against limbs  
Lvl2: Deals 140% of damage against limbs

Lvl3: Deals 155% of damage and +10% crit damage against limbs

Lvl4: Deals 160% of damage and +15% crit damage against limbs

Lvl5: Deals 175% of damage and +20% crit damage against limbs

Cleave:  
Lvl1: Attacks again another random body part for 35% of damage

Lvl2: Attacks again another random body part for 42% of damage  
Lvl3: Attacks again another random body part for 50% of damage. If the original target was DESTROYED, also deal 50% of overkill damage  
Lvl4: Attacks again another random body part for 57% of damage. If the original target was DESTROYED, also deal 55% of overkill damage  
Lvl5: Attacks again another random body part for 65% of damage. If the original target was DESTROYED, also deal 60% of overkill damage

**Blade-family: Has bonus accuracy  
  
Dagger, sword, longsword**

BLADES represent SKILLFUL COMBAT and STRATEGY

Dagger | Light | 4-8 (6) dmg | +8% accuracy  
Arming Sword | Medium | 4(5)-10(12) (7/8.5) dmg | +5% accuracy

Longsword | Heavy | 5-13 (9) dmg | +5% accuracy  
Kukri | Light | 4-8 (6) dmg | +8 initiative

Scimitar | Medium | 4(5)-10(12) (7/8.5) dmg | +5 initiative

Falchion | Heavy | 5 - 13 (9) dmg | +5 initiative

Related skills:  
  
Drawn cut:  
Lvl1: Causes the target to bleed for 10% of damage per round, for 3 rounds  
Lvl2: Causes the target to bleed for 15% of damage per round, for 3 rounds  
Lvl3: Causes the target to bleed for 20% of damage per round, for 4 rounds  
Lvl4: Causes the target to bleed for 25% of damage per round, for 4 rounds  
Lvl5: Causes the target to bleed for 30% of damage per round, for 4 rounds  
  
Riposte:  
Lvl1: You PARRY the next coming attack, and retaliate towards that limb dealing 120% of damage  
Lvl2: You PARRY the next coming attack, and retaliate towards that limb dealing 130% of damage  
Lvl3: You PARRY the next coming attack, and retaliate towards that limb dealing 140% of damage with +5% accuracy  
Lvl4: You PARRY the next coming attack, and retaliate towards that limb dealing 150% of damage with +7.5% accuracy  
Lvl5: You PARRY the next coming attack, and retaliate towards that limb dealing 160% of damage with +10% accuracy  
  
Precise strike:   
Lvl1: Deal 40% damage plus damage based on your accuracy  
Lvl2: Deal 50% damage plus damage based on your accuracy  
Lvl3: Deal 60% damage plus damage based on your accuracy, with bonus crit chance equal to 10% of your accuracy  
Lvl4: Deal 70% damage plus damage based on your accuracy, with bonus crit chance equal to 15% of your accuracy  
Lvl5: Deal 80% damage plus damage based on your accuracy, with bonus crit chance equal to 20% of your accuracy

**Tip-family: Has bonus crit dmg**

**Stiletto, Rapier, Estoc**

TIP weapons focus ON ABUSING CRITS TO DEADLY EFFECT

Stiletto | Light | 4-8 (6) dmg | +25% crit damage  
Rapier | Medium | 4(5)-10(12) (7/8.5) dmg | +15% crit damage

Estoc | Heavy | 5-13 (9) dmg | +15% crit damage  
Sickle | Light | 4-8 (6) dmg | +8% crit chance

Pick | Medium | 4(5)-10(12) (7/8.5) dmg | +5% crit chance

Scythe | Heavy | 5 - 13 (9) dmg | +5% crit chance

Straight to the Heart:   
Lvl1: Attack with +8% crit chance  
Lvl1: Attack with +9% crit chance  
Lvl1: Attack with +10% crit chance and +10% crit damage  
Lvl1: Attack with +11% crit chance and +15% crit damage  
Lvl1: Attack with +12% crit chance and +20% crit damage  
  
Expose Vulnerability:  
Lvl1: Deal 60% damage and cause next attack to have +15% crit chance  
Lvl2: Deal 65% damage and cause next attack to have +17.5% crit chance  
Lvl3: Deal 70% damage and cause next attack to have +20% crit chance  
Lvl4: Deal 75% damage and cause next attack to have +25% crit chance  
Lvl5: Deal 80% damage and cause next attack to have +30% crit chance  
  
Master Strike:  
Lvl1: Deal 90% of damage. Always crits.  
Lvl2: Deal 95% of damage. Always crits.  
Lvl3: Deal 100% of damage. Always crits with +10% crit damage  
Lvl4: Deal 105% of damage. Always crits with +15% crit damage  
Lvl5: Deal 110% of damage. Always crits with +20% crit damage

**Long-family: Bonus armor pen**

**Claw, Spear, Pike**

Long weapons FOCUS on DEFEATING SLOW and HEAVILY ARMORED enemies

Katar | Light | 4-8 (6) dmg | +3 armor pen  
Spear | Medium | 4(5)-10(12) (7/8.5) dmg | +1 armor pen

Pike | Heavy | 5-13 (9) dmg | +1 Armor pen  
Claw | Light | 4-8 (6) dmg | Ignore all armor on crit, +5% crit damage

Trident | Medium | 4(5)-10(12) (7/8.5) dmg | Ignore all armor on crit

Guisarme | Heavy | 5 - 13 (9) dmg | Ignore all armor on crit

Trip attack:  
Lvl1: Deals 25% of damage and has a 30% chance of stunning the enemy  
Lvl2: Deals 30% of damage and has a 33% chance of stunning the enemy  
Lvl3: Deals 35% of damage and has a 35% chance of stunning the enemy, doubled if you have higher initiative  
Lvl4: Deals 45% of damage and has a 37.5% chance of stunning the enemy, doubled if you have higher initiative  
Lvl5: Deals 50% of damage and has a 40% chance of stunning the enemy, doubled if you have higher initiative  
  
Ramming attack:  
Lvl1: Deals 110% damage and penetrates 1 armor  
Lvl1: Deals 120% damage and penetrates 1 armor  
Lvl1: Deals 130% damage and penetrates 2 armor  
Lvl1: Deals 140% damage and penetrates 2 armor  
Lvl1: Deals 150% damage and penetrates 2 armor  
  
Assault:  
Lvl1: Deals 120% damage plus 5% damage per every 5 initiative more than your enemy  
Lvl2: Deals 130% damage plus 6% damage per every 5 initiative more than your enemy  
Lvl3: Deals 140% damage plus 8% damage per every 4 initiative more than your enemy  
Lvl4: Deals 150% damage plus 9% damage per every 4 initiative more than your enemy  
Lvl5: Deals 160% damage plus 10% damage per every 4 initiative more than your enemy

**Bludgeon-family: Ignores some block/parry effect**

**Club, mace, maul**

Bludgeon weapons ARE INTENDED TO BE HARD TO DEFEND AGAINST

Club | Light | 4-8 (6) dmg | 50% reduced effectiveness of parry and block  
Mace | Medium | 4(5)-10(12) (7/8.5) dmg | 30% reduced effectiveness of parry and block

Maul | Heavy | 5-13 (9) dmg | 30% reduced effectiveness of parry and block  
Spiked Club | Light | 4-8 (6) dmg | 30% reduced eff of parry and block, +1 armor pen

War Hammer | Medium | 4(5)-10(12) (7/8.5) dmg | 20% reduced eff of parry and block, +1 armor pen

Morningstar | Heavy | 5 - 13 (9) dmg | 20% reduced eff of parry and block, +1 armor pen

Wall Breaker:  
Lvl1: Cannot be blocked or parried. If it would have been blocked or parried, deal +60% damage  
Lvl2: Cannot be blocked or parried. If it would have been blocked or parried, deal +70% damage  
Lvl3: Cannot be blocked or parried. If it would have been blocked or parried, deal +80% damage. Enemies have +5% chance to block or parry this attack  
Lvl4: Cannot be blocked or parried. If it would have been blocked or parried, deal +90% damage. Enemies have +6% chance to block or parry this attack  
Lvl5: Cannot be blocked or parried. If it would have been blocked or parried, deal +100% damage. Enemies have +7% chance to block or parry this attack

Wild Swing:  
Lvl1: Deals 110% damage. If dodged, blocked or parried, attack again for 50% damage  
Lvl2: Deals 120% damage. If dodged, blocked or parried, attack again for 50% damage  
Lvl3: Deals 130% damage. If dodged, blocked or parried, attack again for 60% damage  
Lvl4: Deals 140% damage. If dodged, blocked or parried, attack again for 70% damage  
Lvl5: Deals 150% damage. If dodged, blocked or parried, attack again for 80% damage

Bone Crusher:  
Lvl1: Deals 75% damage and has a 10% chance to paralyze for 1 turn  
Lvl2: Deals 80% damage and has a 12.5% chance to paralyze for 1 turn  
Lvl3: Deals 85% damage and has a 15% chance to paralyze for 2 turns  
Lvl4: Deals 90% damage and has a 17.5% chance to paralyze for 2 turns  
Lvl5: Deals 95% damage and has a 20% chance to paralyze for 2 turns

**Defense-family: Adds a tiny bit of armor**

**Lathi, quarterstaff, warstaff**

DEFENSE weapons are intended to TRADE OFFENSIVE POWER FOR SAFETY

Lathi | Light | 3-8 (5.5) dmg | +1-2 armor  
Quarterstaff | Medium | 3(4)-10(12) (6.5/8) dmg | +0-2 armor

Bo | Heavy | 4-13 (8.5) dmg | +0-2 armor  
Tonfa | Light | 3-8 (5.5) dmg | +10% chance to parry and block

Steel-tipped Staff | Medium | 3(4)-10(12) (6.5/8) dmg | +5% chance to parry and block

Warstaff | Heavy | 4 - 13 (8.5) dmg | +5% chance to parry and block

Wallop:  
Lvl1: Deals 60% damage and has a 50% chance to blind  
Lvl2: Deals 70% damage and has a 50% chance to blind  
Lvl3: Deals 80% damage and has a 65% chance to blind  
Lvl4: Deals 90% damage and has a 65% chance to blind  
Lvl5: Deals 100% damage and has a 65% chance to blind  
  
Armlock:  
Lvl1: Deals 25% damage and has a 30% chance to disarm. If the disarm fails, this skill repeats next turn (Unless the target has no weapon)  
Lvl2: Deals 35% damage and has a 30% chance to disarm. If the disarm fails, this skill repeats next turn. (Unless the target has no weapon)  
Lvl3: Deals 45% damage and has a 40% chance to disarm. If the disarm fails, this skill repeats next turn. (Unless the target has no weapon)  
Lvl4: Deals 55% damage and has a 40% chance to disarm. If the disarm fails, this skill repeats next turn. (Unless the target has no weapon)  
Lvl5: Deals 65% damage and has a 40% chance to disarm. If the disarm fails, this skill repeats next turn. (Unless the target has no weapon)  
  
Measured Strike:  
Lvl1: Deals 100% damage and grants you a +10% chance to block and parry for 1 turn  
Lvl2: Deals 110% damage and grants you a +12% chance to block and parry for 1 turn  
Lvl3: Deals 120% damage and grants you a +15% chance to block and parry, and a +3% chance to dodge for 1 turn  
Lvl4: Deals 130% damage and grants you a +17% chance to block and parry, and a +4% chance to dodge for 1 turn  
Lvl5: Deals 140% damage and grants you a +20% chance to block and parry, and a +5% chance to dodge for 1 turn