List 1 (Base Damage)

* 1
* 2
* 3
* 4
* 5
* 1d3 ->2
* 1d6 ->4
* 2d3 ->4
* 2d6 ->7

List 2 (additional damage)

* -1
* 0
* 1
* 2
* 3
* 4
* 5