

Weapons

Weapons in the world of Tara-Corax are as varied as the landscape of this fantastic realm. Wymbbane is not the Earth, and therefore, weapons have not developed in the same way. For instance, there is no katana because there is no Japan in Tara-Corax. However, there are striking similarities in weapons between reality and the game because well-designed tools tend to find a way to appear in all cultures.

This Chapter covers everything to do with the weapons themselves and the different values associated that define how much damage they and many other things. Weapons are really divided into two main categories: melee and ranged.

There is a large variety of weapons in Tara-Corax, each different from one another. All weapons are statically different, and can be employed in a certain manner. There are 20 aspects to melee weapons and 18 for ranged weapons, commonly referred to as a “Weapon Profile.” While this might seem daunting at first, it is nothing to be concerned about. All parts of the Weapon Profile define how a weapon performs. Some items are even optional. The parts of a Weapon Profile are:

Number of Hands

This defines how many hands the weapon requires to use. Characters using one-handed weapons may have the ability to also equip a shield. Characters using two-handed weapons may not use any form of shield. If the word “Both” is listed in this column, then that weapon may be used either one-handed or two-handed. If the character chooses to use that weapon with two hands, it grants them a +2 to Hit and Damage.

Preferred Weapons Slots

This header is a numerical representation of how difficult the Weapon Group is to learn. When creating a character and choosing Preferred Weapons, each character class has a given number of Preferred Weapon Slots (PWS), which are used to “purchase” Preferred Weapon skills and are associated to Weapon Groups. If the character wants to have Heavy Axes as Preferred Weapons, they must expend the listed number of Preferred Weapon Slots.

More on Preferred Weapons are covered in the Weapon Skills Chapter.

Base Damage

This column lets you know how much damage that particular weapon causes upon a successful hit. The damage is listed as the number of dice (or the die) rolled, and sometimes a number added to it. For instance, a Long Sword causes 1d8 points of damage. This means that you roll 1d8 whenever you score a successful attack. Take that value and add any appropriate modifiers: this is how much damage you cause for that successful strike.

Sometimes you will see a “+” and some number next to the die (or dice) that are rolled, like a Hand Axe which causes 1d4 +1 points damage. This simply means that, upon a successful hit, you roll 1d4, add one to the value you rolled.



Broad Axe

Extra Damage (Optional Rule)

This number adds to the potential damage a weapon inflicts, depending on the accuracy of the strike. If a person shoots a bow and hits the arm, there's damage just by virtue of being hit by an arrow: This is the damage listed in the "Damage" column. Extra Damage comes into account if that shot nails the target directly in the chest, which does more damage than if only hit in the arm.

Extra Damage works on the RO mechanic with the Extra Damage Number being the needed RO to add 1 more damage. Therefore, a weapon with Extra Damage 3 does an extra point of damage for each 3 RO achieved on the to-Hit roll, i.e., +1 damage for RO 3, +2 for RO 6 and so on.

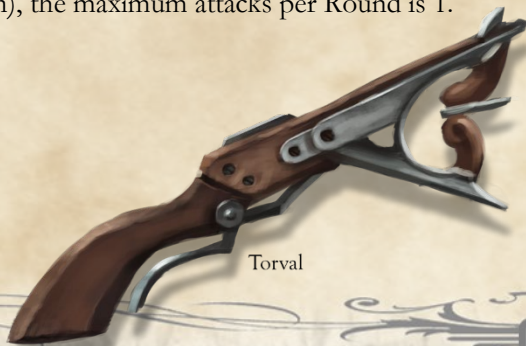
If an "N/A" is listed in this column, then the weapon has no potential to inflict anything more than its base damage.

If the character does not have a Preferred Weapon with a weapon they wield, no Extra Damage is allowed.

The minimum Value is 1. If anything lowers the value below, put an "*" by the number 1. Each * adds an additional damage upon a successful hit.

Base Attacks per Round

This is the general speed of the weapon and how fast it can be accurately swung and still cause damage. Mastery Styles can increase the number of attacks per Round, which is covered in detail in the Weapon Skills and Combat Chapter. The value listed here are the basic attacks per Round that any character with a Preferred Weapon in the weapon can perform per Round. If a character wields a weapon that is Non-Preferred (no Preferred Weapon Slots spent on that weapon), the maximum attacks per Round is 1.



Max Attacks per Round

As Mastery Styles can increase the number of attacks a character has per Round, it can't overcome that particular weapon's maximum attacks per Round. This column states the maximum amount of times a character can attack per Round using this weapon. Certain cases can break this rule, but it is always specifically stated if so.

It is important to note that this is per weapon. That is to say if a character's using a Mastery Style that employs one weapon in each hand (such as the Paired Small Weapons Mastery), the maximum attacks per Round apply to each weapon individually, i.e., if you have one weapon with a Max Attacks per Round of 2 and an off-hand with 2 also, and your Master Styles allows 3 Attacks per Round, you can attack 3 times (2 from one weapon and 1 from the off-hand).

Gonts, the Torval and Crossbows don't have maximum Attacks per Round, but are reloaded and then fired as a Full Action. The amount of time to reload is 10 Marks, minus the Extra Damage score.

Parry Bonus

Some weapons grant a bonus to your Parry Score (covered in the Evade Chapter), as long as the character is using a weapon with either a Preferred Weapon or Mastery Style skill.

In some cases, this value may be a negative number, which always subtracts from a character's Dodge Score, much in the same way armor does. This indicates that the weapon in question is quite large and heavy and very ill-suited for deflecting incoming blows.

Bonus to Hit from...

There are three basic categories when it comes to how weapons are employed: weapons that receive a bonus to hit from Strength, weapons that receive a bonus to hit from Dexterity, and ranged weapons. Hitting a moving target that is dodging, blocking with some sort of shield and trying to parry with their own weapon is a difficult prospect. The faster you are able to swing your weapon, the more likely you are to hit a moving target. Heavier weapons are more cumbersome and therefore require a lot more Strength to swing. Lighter weapons rely more on the wielder's swiftness than on Strength. If handling a foil, the Strength of the wielder has very little to do with how fast that weapon is swung. Conversely, a large axe is very dependent on the wielder's Strength.

Thus, bonuses to hit in melee combat, can either come from the character's Strength Attribute or their Dexterity Attribute. When calculating your character's basic bonus to-Hit in melee combat, the "Bonus to Hit from..." column of that weapon is used to determine if you use your character's Strength Attribute or Dexterity Attribute Characteristic.

Ranged weapons always use a character's "Missile Attack Modifier" modifier, listed under their Dexterity Attribute.



Fencing
Sword

Battle Axe



Kata

Chopping
Blade

Damage Type

Armor in the game of Tara-Corax reduces the amount of specific type of incoming damage. Chain mail, for instance, is very suited for defending against slashing attacks (like a sword) but is relatively poor against blunt attacks (like a club).

The Damage Type of a weapon determines what kind of damage that weapon inflicts. Some weapons have a Secondary Damage Type. The Secondary Damage Type means that your character can choose to apply a different Type of Damage. This is something like a Pole Axe that is primarily meant for swinging (which causes Hacking damage), but also has a spear point at the tip and can be used to inflict piercing damage as well. This may be advantageous when facing certain adversaries that have an Absorb that is high against your weapon's primary Damage Type. The drawback to this is that when a character chooses to use the Secondary Damage Type of any weapon, they may take a maximum of one attack in that Round (this can be augmented through spells).

The values listed in the Weapons Chart are a baseline. If no Secondary Damage Type is listed, then that weapon has no Secondary Damage Type. The Storyteller may allow characters to add a Secondary Damage Type to their weapons if they feel it's appropriate. A character may choose to have a blacksmith make a Warhammer with a spike on the top of it in order to add a Piercing Secondary Damage Type. Ranged Weapons don't have Secondary Damage Types.

Weapon Power

Covered in detail in the Evade Chapter, Weapon Power measures the force of the weapon. Generally speaking, larger weapons have a greater Weapon Power value, and lighter weapons have a smaller value.

Weapon Power and Strength make up Attack Power, which is compared against a character's Defense Power to determine if that particular type of defense can stop the incoming blow. If the Attack Power is greater than the Defense Power, then that category of Evade may not be used. If the character was wielding a small weapon, such as a dagger, there is little chance they could deflect a strike from a warrior wielding a Battle Axe, i.e., the Attack Power would (more than likely) be greater than that character's Parry Defense Power.

Weapon Power also limits the maximum Critical Severity.

Parry Power

This is a measure of how well suited a weapon is for parrying. More specifically, how much force a weapon can stop due to heft or design. Different from Weapon Power, Parry Power and Strength make up Defense Power for a character's Parry Evade Score.

Some weapons might be big and heavy but are not built to deflect strikes, like an axe. Other weapons may be light and not strike with a lot of force, but are specifically designed to block and thus, have a high Parry Power.



King's Foil



Great Bow

Ranges

This is the base Range of a weapon in combat. Ranges are divided into three categories: Short Range, Medium Range and Long Range. Short Range is what is listed. Medium Range is twice that and Long Range is thrice that.

Lightning Casters, Gonts (Por Gont and Tor Gont) and a Flamer may only shoot at Short Range. Thrown Weapons may shoot up to Medium Range and Bows and Crossbows (to include the Torval) may engage up to Long Range.

Next, to the Base Range, is the to-Hit modifier. This adds to the roll at Short Range. Medium Range is -3 from the base value, and Long Range is -6.

Weapons also have minimum ranges. Bows and Crossbows have a minimum range of 6 Yards. Throwing Weapons, Gonts and the Hand Crossbow can be used just outside melee, 2 Yard minimum range. Grenades have a minimum range of 2 Yards, but their effects are larger than this. Lightning Caster have a minimum range of 10 Yards, and the Flamer may be used in melee.

Range	Distance	to-Hit	Min Range	Weapons
Short	What's Listed	-	None	Gonts, *Lightning Caster & Flamer
Medium	What's Listed x2	-3	2 yards	Throwing Weapons
Long	What's Listed x3	-5	6 yards	Bows & Crossbows

* Lightning Caster has a minimum range of 10 yards

Armor Bypass

Some ranged weapons are purpose-built to punch through heavy armor, like a crossbow. If the RO to-Hit is equal or greater to the Armor Bypass number, ignore Absorb. For example, a Heavy Crossbow has an Armor Bypass value of 3. This means that whenever you achieve an RO of 3 or more, you bypass your target's Absorb (if your target's Evade is 11, then if you roll a 14 or greater you bypass their Absorb).

Maneuver

Characters who have a Preferred Weapon with 6 PWS spent or Mastery Style in a chosen weapon may perform Maneuvers. These maneuvers are covered in detail in the Combat Chapter.

To successfully perform a maneuver, your RO must equal or greater to the value listed under that weapon's appropriate Maneuver value. A "--" means that weapon cannot perform that type of maneuver. Maneuvers are all Full Actions.

Encumbrance

This is simply the Encumbrance of that weapon, which is added to the character's total.

Ammo Encumbrance

This lets you know how much ammo weighs for ranged weapons. When an item has no ammunition, as in a thrown weapon, the Ammo Encumbrance is the weight of a single thrown weapon.



Weapon Groups

Weapons are categorized into Weapon Groups. These are collections of weapons that have a similar form and implementation.

These are the groups listed on that Character Class Descriptions (if not, then a specific Weapon), and in Master Styles. Preferred Weapons may be taken with Weapon Groups. In general, if you learn to proficiently use one weapon within a group, you can probably use them all.

These are categories, and as such describe the weapons' fit, form and function. You find some weapons appear in several Weapon Groups. The Staff for instance is in 5. The Staff is a simple weapon - just a stick really. It has a limited range of skill. It is a blunt weapon and can be used in a thrusting motion like a spear. In other words, it fits into several categories, and is listed in each one.

Blunt Weapons

PWS: 2

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round	Max Attacks per Round	Parry	Bonus to Hit from...	Damage Type		Attack Power	Parry Power	Base Maneuver	Disarm	Peirce	Trip	Force	Target	Bash	Enc
								Primary	Secondary										
Club	Both	1d2	8	1.5	2.5	0	Strength	Blunt		1	1	8	-	-	-	8	5	4	0.5
Dachi Staff	Two-Handed	1d3	6	2	3	0	Dexterity	Blunt		3	4	9	9	-	3	10	5	3	2
Kane Sword	1-Handed	1d3	5	1	4	0	Dexterity	Blunt		1	2	8	-	-	-	10	6	5	0.5
Mace	1-Handed	1d4+1	4	1	3	0	Strength	Blunt	Puncturing	3	2	8	-	-	-	2	10	4	1
Morning Star	1-Handed	1d6	3	1	2.5	0	Strength	Puncturing		3	2	9	-	-	-	5	9	5	1
Warhammer	1-Handed	1d3	2	1	3	0	Strength	Blunt	Puncturing	3	3	8	-	6	-	3	9	5	1
War Pick	1-Handed	1d4+1	2	1	2	-1	Strength	Piercing	Blunt	3	2	10	-	4	7	4	-	6	2

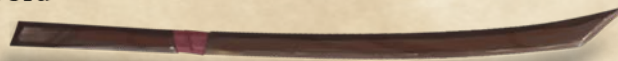
Club



Dachi Staff



Kane Sword



Mace



Morning Star



Warhammer



War Pick



Common Swords

PWS: 3

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks		Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peice	Trip	Force	Target	Bash	Enc
				Round	Round														
Arming Sword	Both	1d6+1	3	1	4		+1 Strength	Slashing	Piercing	3	4	8	7	7	-	8	6	9	1
Blave	1-Handed	1d4	5	1.5	2		+1 Dexterity	Slashing		2	2	6	-	-	-	10	6	8	1
Chopping Blade	1-Handed	1d8+1	4	1	2		0 Strength	Hacking		3	3	8	-	-	-	4	7	7	2
Graphen Sword	1-Handed	1d6	6	1	2		+1 Dexterity	Slashing		3	3	7	8	-	-	-	6	-	1
Kata	Both	1d8	3	1.5	4		+1 Dexterity	Slashing		3	3	6	6	-	-	-	6	-	1
Long Sword	Both	1d8	4	1	3		+1 Dexterity	Slashing	Piercing	3	3	7	7	6	-	7	6	8	1.5
Ovawyre	1-Handed	1d6	5	1	3		+1 Dexterity	Slashing		2	3	6	5	-	-	-	5	10	1
Serpent's Blade	Both	1d6	4	1	3		+1 Dexterity	Slashing		3	3	7	6	-	-	8	5	8	1
Short Sword	1-Handed	1d4+1	6	1.5	3		+1 Dexterity	Slashing	Piercing	2	2	7	7	8	-	-	5	11	1
Wa'Kata	1-Handed	1d6	4	2	4		0 Dexterity	Slashing		2	3	7	-	-	-	-	5	-	0.5
Wraith Sword	1-Handed	1d6	4	1.5	3		+1 Dexterity	Slashing		2	3	7	5	-	-	-	6	11	1

Arming
Sword



Blave



Graphen
Sword



Long
Sword



Ovawyre



Serpent's
Blade



Short
Sword



Wa'Kata



Wraith
Sword



Kata



Driving Pole Arms

PWS: 2

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round	Max Attacks per Round	Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peirce	Trip	Force	Target	Bash	Enc
Ikinian Spear	Two-Handed	1d6+1	4	1	2	-1	Strength	Hacking	Piercing	5	5	8	-	3	8	4	-	5	4
Spear	Two-Handed	1d6+1	3	1	3	+1	Dexterity	Piercing		3	3	8	-	3	6	-	7	-	2
Staff	Two-Handed	1d2	8	1	4	+1	Dexterity	Blunt		2	4	7	10	-	5	-	6	12	1
Tol-Mov	Two-Handed	1d8+1	4	0.5	1	-1	Strength	Slashing	Hacking	5	4	10	-	7	8	8	-	10	4
Trident	Two-Handed	1d6+2	5	1	2	0	Dexterity	Piercing		3	3	8	6	5	6	-	6	-	2
War Pick	1-Handed	1d4+1	2	1	2	-1	Strength	Piercing	Blunt	3	2	10	-	4	7	4	-	6	2

Ikinian Spear



Staff



Tol-Mov



Trident



Spear



Finesse Swords

PWS: 4

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round		Max Attacks per Round	Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peirce	Trip	Force	Target	Bash	Enc
				Attacks per Round	Attacks per Round															
Dachi	Two-Handed	1d10	3	1	2	0	Dexterity	Slashing	Piercing	4	3	10	-	7	8	5	9	8	2	
Fencing Sword	1-Handed	1d4+1	4	2	4	+2	Dexterity	Slashing	Piercing	2	4	6	4	5	-	-	3	10	1.5	
Footman's Lanse	1-Handed	1d4+1	4	2	4	+2	Dexterity	Slashing	Piercing	2	2	5	8	6	-	-	5	10	2	
Hotukami	Two-Handed	2d4+1	5	1	3	0	Dexterity	Slashing		4	4	10	12	-	-	6	7	9	1.5	
King's Foil	1-Handed	1d4	4	2	4	+3	Dexterity	Slashing		2	3	5	4	-	-	-	3	9	1	
Lanse	Two-Handed	1d6	4	1	4	+1	Dexterity	Slashing		3	3	6	6	-	-	8	4	-	1	
Ovawyre	1-Handed	1d6	5	1	3	+1	Dexterity	Slashing		2	3	6	5	-	-	-	5	10	1	
Wraith Sword	1-Handed	1d6	4	1.5	3	+1	Dexterity	Slashing		2	3	7	5	-	-	-	6	11	1	

Dachi



Hotukami

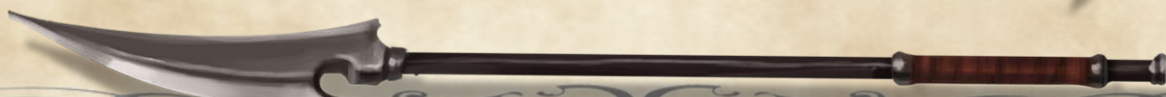
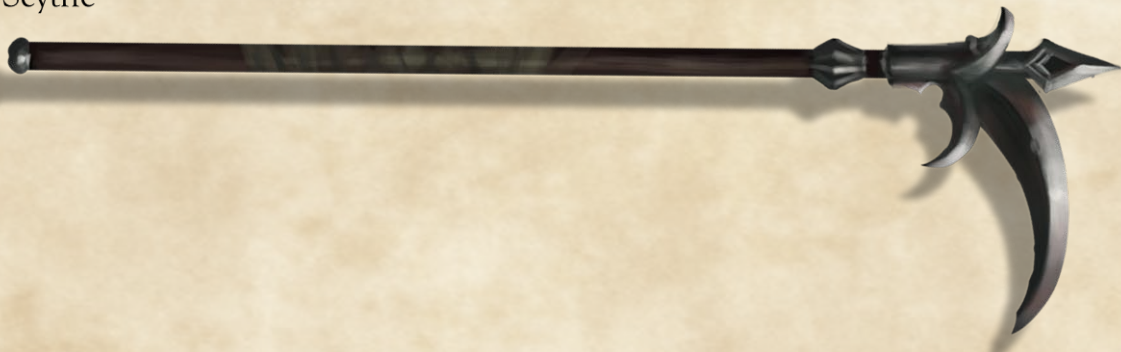


Great Pole Arms

PWS: 3

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round		Max Attacks per Round	Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peirce	Trip	Force	Target	Bash	Enc
				Attacks per Round	Attacks per Round															
Battle Scythe	Two-Handed	3d4	3	0.5	1.5	-1	Strength	Slashing		5	5	9	-	-	8	5	-	8	4	
Ikinian Spear	Two-Handed	1d6+1	4	1	2	-1	Strength	Hacking	Piercing	5	5	8	-	3	8	4	-	5	4	
Tol-Mov	Two-Handed	1d8+1	4	0.5	1	-1	Strength	Slashing	Hacking	5	4	10	-	7	8	8	-	10	4	
Tana	Two-Handed	1d8	5	1	3	0	Dexterity	Slashing		4	4	5	-	-	7	-	11	9	3	

Battle Scythe



Tana

Great Swords

PWS: 2

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks		Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver								Enc
				Attacks per Round	Attacks per Round							Disarm	Peirce	Trip	Force	Target	Bash			
Dachi	Two-Handed	1d10	3	1	2	0	Dexterity	Slashing	Piercing	4	3	10	-	7	8	5	9	8	2	
Graphen Sword	1-Handed	1d6	6	1	2	+1	Dexterity	Slashing		3	3	7	8	-	-	-	6	-	1	
Great Sword	Two-Handed	1d8+1	3	1	2	-1	Strength	Slashing	Piercing	4	4	9	10	4	-	4	8	5	3	
Hotukami	Two-Handed	2d4+1	5	1	3	0	Dexterity	Slashing		4	4	10	12	-	-	6	7	9	1.5	
Kator	Two-Handed	2d6	2	1	1.5	0	Strength	Clawing		5	5	10	-	-	-	3	9	6	3	
Titan Blade	Two-Handed	1d10+2	5	0.5	1	-1	Strength	Slashing		5	5	10	-	-	-	2	12	4	4	
Traj	Two-Handed	1d8	3	1	2	-1	Strength	Slashing	Piercing	4	4	10	6	6	-	9	9	6	2	
Two-Handed Thrasher	Two-Handed	1d10	3	1	1.5	0	Strength	Slashing	Clawing	4	5	8	9	-	-	9	10	7	3	



Great Sword

Titan Blade



Hand Axes

PWS: 2

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks		Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver								Enc
				Attacks per Round	Attacks per Round							Disarm	Peirce	Trip	Force	Target	Bash			
Battle Axe	Both	1d6+1	3	1	2	0	Strength	Hacking		4	3	10	-	-	-	4	8	5	2	
Hand Axe	1-Handed	1d4+1	4	1	2	0	Strength	Hacking		3	2	8	-	-	-	6	8	6	1	
Moon Axe	1-Handed	1d6	4	1	2	0	Strength	Hacking		3	2	9	-	-	-	6	8	6	2	
Sun Axe	1-Handed	2d4	3	1	1.5	0	Dexterity	Slashing		3	2	8	12	-	-	5	8	5	2	

Hand Axe



Heavy Axes

PWS: 2

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round	Max Attacks per Round	Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peirce	Trip	Force	Target	Bash	Enc
Battle Axe	Both	1d6+1	3	1	2	0	Strength	Hacking		4	3	10	-	-	-	4	8	5	2
Bearded Axe	Two-Handed	1d10	2	0.5	1.5	-1	Strength	Hacking		5	4	10	-	-	-	3	9	5	3
Broad Axe	Two-Handed	1d8	2	1	1.5	0	Strength	Hacking		4	3	10	-	-	-	4	8	5	3
Corsetyre	Two-Handed	2d8	1	0.5	1	-1	Strength	Hacking		5	4	10	-	-	7	2	12	6	4
Pole Axe	Two-Handed	1d6+1	3	1	1.5	-1	Strength	Hacking	Piercing	4	3	10	-	-	6	5	8	6	4
Sun Axe	1-Handed	2d4	3	1	1.5	0	Dexterity	Slashing		3	2	8	12	-	-	5	8	5	2

Bearded Axe



Corsetyre



Pole Axe



Heavy Blunt Weapons

PWS: 2

Weapon	Number of Hands	Base Damage	Extra Damage	Base		Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peice	Trip	Force	Target	Bash	Enc
				Attacks per Round	Max Attacks per Round														
Battle Club	Two-Handed	1d4+1	5	1	2	0	Strength	Blunt		2	1	9	-	-	-	6	6	4	1
Great Warhammer	Two-Handed	1d4	1	1	2	-1	Strength	Blunt		4	4	10	-	5	-	2	10	6	2
Maul	1-Handed	1d8	3	0.5	1	-2	Strength	Blunt		5	3	10	-	-	-	1	-	6	3
Warhammer	1-Handed	1d3	2	1	3	0	Strength	Blunt	Puncturing	3	3	8	-	6	-	3	9	5	1



Battle Club



Great Warhammer



Maul

Light Weapons

PWS: 3

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round	Max Attacks per Round	Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peirce	Trip	Force	Target	Bash	Enc
Dagger	1-Handed	1d3	7	2	4	0	Dexterity	Slashing	Piercing	0	0	7	-	6	-	-	5	-	0.5
Fencing Dagger	1-Handed	1d3	8	2	2	+1	Dexterity	Piercing	Slashing	1	1	8	8	7	-	-	5	-	0.5
Sickle	1-Handed	1d4	7	1.5	3	0	Dexterity	Slashing		1	0	7	9	-	-	-	5	-	0.5
Staff	Two-Handed	1d2	8	1	4	+1	Dexterity	Blunt		2	4	7	10	-	5	-	6	12	1
Stiletto	1-Handed	1d3	2	2	2	0	Dexterity	Piercing		0	0	10	-	4	-	-	5	-	0.5

Dagger



Fencing
Dagger



Sickle



Stiletto



Limited Skill Weapons

PWS: 2

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round	Max Attacks per Round	Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peirce	Trip	Force	Target	Bash	Enc
Blade	1-Handed	1d4	5	1.5	2	+1	Dexterity	Slashing		2	2	6	-	-	-	10	6	8	1
Club	Both	1d2	8	1.5	2.5	0	Strength	Blunt		1	1	8	-	-	-	8	5	4	0.5
Dagger	1-Handed	1d3	7	2	4	0	Dexterity	Slashing	Piercing	0	0	7	-	6	-	-	5	-	0.5
Hand Axe	1-Handed	1d4+1	4	1	2	0	Strength	Hacking		3	2	8	-	-	-	6	8	6	1
Kane Sword	1-Handed	1d3	5	1	4	0	Dexterity	Blunt		1	2	8	-	-	-	10	6	5	0.5
Mace	1-Handed	1d4+1	4	1	3	0	Strength	Blunt	Puncturing	3	2	8	-	-	-	2	10	4	1
Short Sword	1-Handed	1d4+1	6	1.5	3	+1	Dexterity	Slashing	Piercing	2	2	7	7	8	-	-	5	11	1
Spear	Two-Handed	1d6+1	3	1	3	+1	Dexterity	Piercing		3	3	8	-	3	6	-	7	-	2
Staff	Two-Handed	1d2	8	1	4	+1	Dexterity	Blunt		2	4	7	10	-	5	-	6	12	1

Ripping Swords

PWS: 3

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round	Max Attacks per Round	Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peirce	Trip	Force	Target	Bash	Enc
Kator	Two-Handed	2d6	2	1	1.5	0	Strength	Clawing		5	5	10	-	-	-	3	9	6	3
One Handed Thrasher	1-Handed	1d8	3	1	2	+2	Dexterity	Slashing	Clawing	3	4	8	6	-	-	10	6	8	1.5
Two-Handed Thrasher	Two-Handed	1d10	3	1	1.5	0	Strength	Slashing	Clawing	4	5	8	9	-	-	9	10	7	3



One Handed Thrasher



Two-Handed Thrasher

Simple Weapons

PWS: 2

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round	Max Attacks per Round	Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peirce	Trip	Force	Target	Bash	Enc
Battle Club	Two-Handed	1d4+1	5	1	2	0	Strength	Blunt		2	1	9	-	-	-	6	6	4	1
Cat Claw	1-Handed	1d3	7	3	4	0	Dexterity	Clawing		1	0	10	-	-	-	-	4	-	0.5
Club	Both	1d2	8	1.5	2.5	0	Strength	Blunt		1	1	8	-	-	-	8	5	4	0.5
Dachi Staff	Two-Handed	1d3	6	2	3	0	Dexterity	Blunt		3	4	9	9	-	3	10	5	3	2
Sickle	1-Handed	1d4	7	1.5	3	0	Dexterity	Slashing		1	0	7	9	-	-	-	5	-	0.5
Staff	Two-Handed	1d2	8	1	4	+1	Dexterity	Blunt		2	4	7	10	-	5	-	6	12	1



Cat Claw

Slashing Pole Arms

PWS: 3

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round		Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peirce	Trip	Force	Target	Bash	Enc
				Attacks per Round	Max Attacks per Round														
Battle Scythe	Two-Handed	3d4	3	0.5	1.5	-1	Strength	Slashing		5	5	9	-	-	8	5	-	8	4
Corsetyre	Two-Handed	2d8	1	0.5	1	-1	Strength	Hacking		5	4	10	-	-	7	2	12	6	4
Dachi	Two-Handed	1d10	3	1	2	0	Dexterity	Slashing	Piercing	4	3	10	-	7	8	5	9	8	2
Half-Moon Blade	Two-Handed	1d6	3	2	3	+1	Dexterity	Slashing		4	4	7	-	-	4	10	10	-	3
Ikinian Spear	Two-Handed	1d6+1	4	1	2	-1	Strength	Hacking	Piercing	5	5	8	-	3	8	4	-	5	4
Pole Axe	Two-Handed	1d6+1	3	1	1.5	-1	Strength	Hacking	Piercing	4	3	10	-	-	6	5	8	6	4
Tana	Two-Handed	1d8	5	1	3	0	Dexterity	Slashing		4	4	5	-	-	7	-	11	9	3

Small Swords

PWS: 3

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round		Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peirce	Trip	Force	Target	Bash	Enc
				Attacks per Round	Max Attacks per Round														
Arming Sword	Both	1d6+1	3	1	4	+1	Strength	Slashing	Piercing	3	4	8	7	7	-	8	6	9	1
Blave	1-Handed	1d4	5	1.5	2	+1	Dexterity	Slashing		2	2	6	-	-	-	10	6	8	1
Footman's Lanse	1-Handed	1d4+1	4	2	4	+2	Dexterity	Slashing	Piercing	2	2	5	8	6	-	-	5	10	2
Short Sword	1-Handed	1d4+1	6	1.5	3	+1	Dexterity	Slashing	Piercing	2	2	7	7	8	-	-	5	11	1
Wa'Kata	1-Handed	1d6	4	2	4	0	Dexterity	Slashing		2	3	7	-	-	-	-	5	-	0.5
Wraith Sword	1-Handed	1d6	4	1.5	3	+1	Dexterity	Slashing		2	3	7	5	-	-	-	6	11	1

Whips

PWS: 4

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round		Parry	Bonus to Hit from...	Damage Type	Secondary Damage Type	Attack Power	Parry Power	Base Maneuver	Disarm	Peirce	Trip	Force	Target	Bash	Enc
				Attacks per Round	Max Attacks per Round														
Razor Whip	1-Handed	1d3	2	0.5	1	0	Dexterity	Clawing		0	0	5	6	-	-	-	6	-	1.5
Whip	1-Handed	1d1	10	0.5	1.5	-1	Dexterity	Whip-Like		0	0	3	4	-	-	-	6	-	1

Whip



Razor Whip

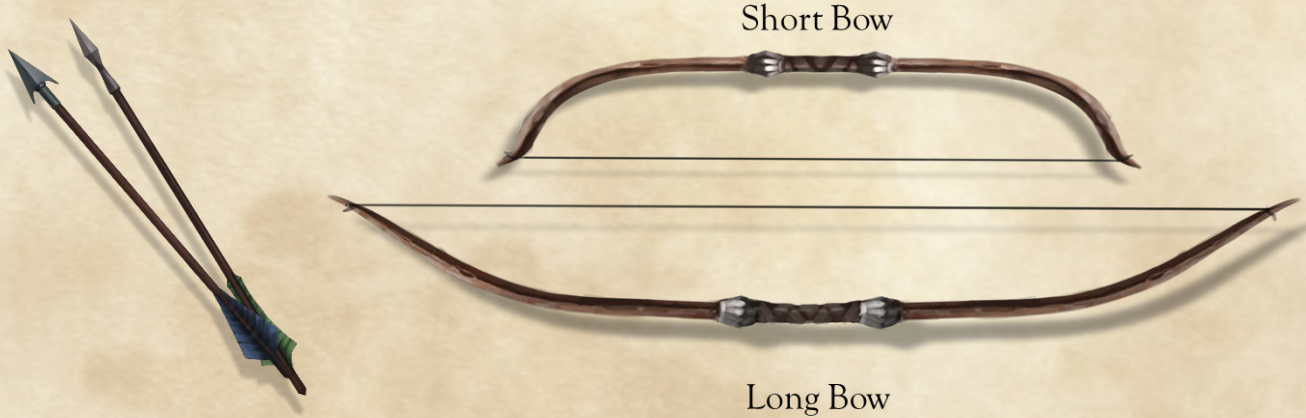


Bows

PWS: 5

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round	Max Attacks per Round	Bonus to Hit from...	Damage Type	Range	Hit Mod	Armor Bypass	Enc	Ammo Enc
Short Bow	Two-Handed	1d6	6	2	3	Dexterity	Piercing	20 Yards	+2	8	1	1 per 20
Long Bow	Two-Handed	1d8	5	2	3	Dexterity	Piercing	30 Yards	+1	7	1.2	1 per 20
Great Bow	Two-Handed	1d10	4	1.5	2	Dexterity	Piercing	40 Yards	0	6	1.4	1 per 20

Short, Medium & Long Range



Short Bow

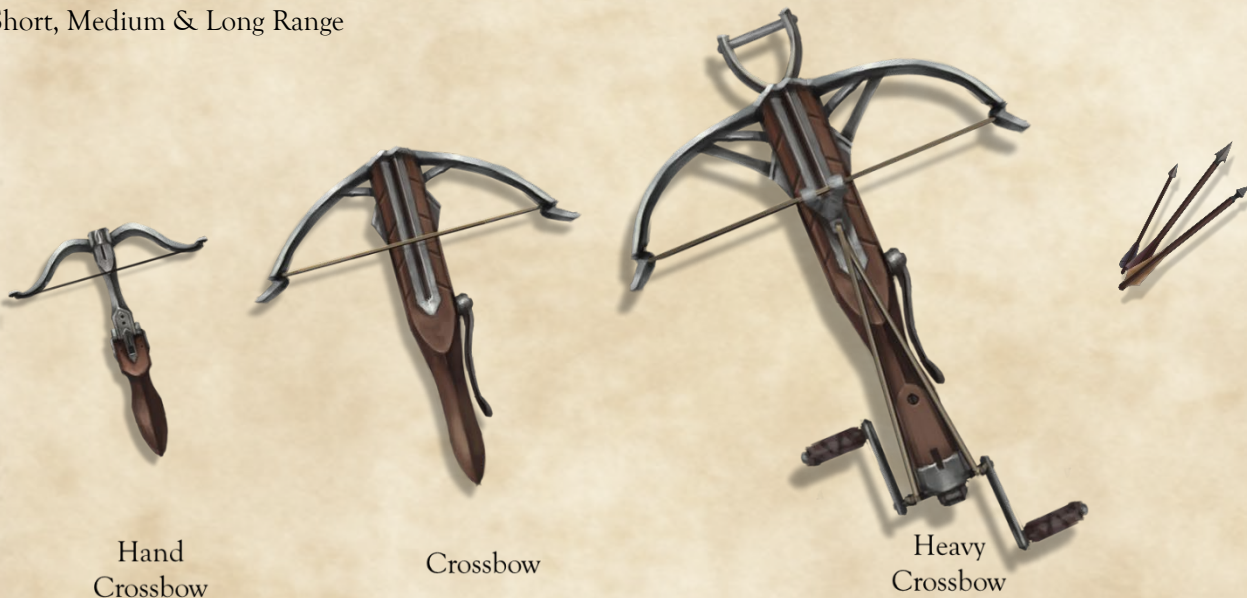
Long Bow

Crossbows

PWS: 2

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round	Max Attacks per Round	Bonus to Hit from...	Damage Type	Range	Hit Mod	Armor Bypass	Enc	Ammo Enc
Hand Crossbow	1-Handed	1d3	6	1	-	Dexterity	Piercing	6 Yards	0	5	1	0.5 per 10
Crossbow	Two-Handed	1d4	3	1	-	Dexterity	Piercing	10 Yards	+1	4	3	0.5 per 10
Heavy Crossbow	Two-Handed	1d4+1	2	1	-	Dexterity	Piercing	14 Yards	0	3	4	0.5 per 10
Torval	Two-Handed	1d6+1	3	1	-	Dexterity	Slashing	30 Yards	0	8	4	0.2 per 10

Short, Medium & Long Range



Hand Crossbow

Crossbow

Heavy Crossbow

Fast Throwing Weapons

PWS: 2

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round	Max Attacks per Round	Bonus to Hit from...	Damage Type	Range	Hit Mod	Armor Bypass	Enc	Ammo Enc
Dart	1-Handed	1d4	6	3	4	Dexterity	Puncturing	10 Yards	0	6	0	0.1
Quarter Moon	1-Handed	1d6	3	2	1	Dexterity	Puncturing	10 Yards	0	6	0	0.1
Razor Card	1-Handed	1d4	5	3	4	Dexterity	Hacking	6 Yards	0	5	0	0.1
Star	1-Handed	1d3	6	3	4	Dexterity	Puncturing	10 Yards	0	7	0	0.1

Short & Medium Range Only

Dart



Razor Card



Quarter Moon



Star



Grenades

PWS: 2

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round	Max Attacks per Round	Bonus to Hit from...	Damage Type	Range	Hit Mod	Armor Bypass	Enc	Ammo Enc
Acid Vial	1-Handed	1d6	N/A	1	2	Dexterity	Acidic	6 Yards	0	N/A	0	0.2
Fire Vial	1-Handed	1d8	N/A	1	2	Dexterity	Fiery	6 Yards	0	N/A	0	0.1
Grathen Torch	1-Handed	2d10	N/A	1	1	Dexterity	Explosive	12 Yards	0	N/A	0	0.5

Short & Medium Range Only



Acid Vial



Fire Vial



Grathen Torch

Heavy Throwing Weapons

PWS: 3

Weapon	Number of Hands	Base Damage	Extra Damage	Base Attacks per Round	Max Attacks per Round	Bonus to Hit from...	Damage Type	Range	Hit Mod	Armor Bypass	Enc	Ammo Enc
Disk	1-Handed	1d6+1	3	1	1	Dexterity	Hacking	12 Yards	0	N/A	0	0.2
Glaive	1-Handed	1d4+1	6	1	1	Dexterity	Slashing	14 Yards	+1	N/A	0	0.5
Javelin	1-Handed	1d20	2	1	1	Dexterity	Piercing	20 Yards	0	5	0	0.5
Kata-Kator	1-Handed	1d8+1	3	1	1	Dexterity	Clawing	14 Yards	0	N/A	0	0.2
Rooge	1-Handed	1d10	3	1	1	Dexterity	Slashing	30 Yards	0	6	0	0.3
Throwing Axe	1-Handed	1d12	2	1	2	Dexterity	Hacking	6 Yards	0	N/A	0	0.4

Short & Medium Range Only

Disk



Glaive



Rooge



Throwing Axe



Kata-Kator



Javelin



Precision Throwing Weapons

PWS: 2

Weapon	Number of Hands	Base Damage	Extra Damage	Base	Max	Bonus to Hit from...		Damage Type	Range	Hit Mod	Armor		Ammo Enc
				Attacks per Round	Attacks per Round						Bypass	Enc	
Dart	1-Handed	1d4	6	3	4	Dexterity	Puncturing	10 Yards	0	6	0	0.1	
Dirk	1-Handed	1d8	4	2	3	Dexterity	Piercing	10 Yards	0	4	0	0.1	
Quarter Moon	1-Handed	1d6	3	2	1	Dexterity	Puncturing	10 Yards	0	6	0	0.1	
Razor Card	1-Handed	1d4	5	3	4	Dexterity	Hacking	6 Yards	0	5	0	0.1	
Star	1-Handed	1d3	6	3	4	Dexterity	Puncturing	10 Yards	0	7	0	0.1	
Tri Blade	1-Handed	2d3	6	2	2.5	Dexterity	Slashing	10 Yards	0	5	0	0.2	

Short & Medium Range Only

Dirk



Tri-Blade

Rifles

PWS: 4

Weapon	Number of Hands	Base Damage	Extra Damage	Base	Max	Bonus to Hit from...		Damage Type	Range	Hit Mod	Armor		Ammo Enc
				Attacks per Round	Attacks per Round						Bypass	Enc	
Por Gont	1-Handed	1d10	5	1	-	Dexterity	Explosive	30 Yards	+1	N/A	1	0.5 per 10	
Tor Gont	Two-Handed	1d10	4	1	-	Dexterity	Explosive	50 Yards	+1	N/A	3	0.5 per 10	
Torval	Two-Handed	1d6+1	3	1	-	Dexterity	Slashing	30 Yards	0	8	4	0.2 per 10	

Por Gont and Tor Gont Short Range Only, Torval as per Crossbows

Tor Gont



Por Gont



Weapons of the Archamium

PWS: 4

Weapon	Number of Hands	Base Damage	Extra Damage	Base	Max	Bonus to Hit from...	Damage Type	Range	Hit Mod	Armor		Ammo Enc
				Attacks per Round	Attacks per Round					Bypass	Enc	
Flamer	Two-Handed	1d12	1	1	1	Dexterity	Fiery	8 Yards	+5	N/A	12	5 per 5
Lightning Caster	Two-Handed	1d8	2	1	1	Dexterity	Electrical	100 Yards	0	N/A	15	10 per 20

Short Range Only



Melee Weapon	Weapon Group
Arming Sword	Common Swords & Small Swords
Battle Axe	Hand Axes & Heavy Axes
Battle Club	Heavy Blunt Weapons & Simple Weapons
Battle Scythe	Great Pole Arms & Slashing Pole Arms
Bearded Axe	Heavy Axes
Blave	Common Swords, Limited Skill Weapons & Small Swords
Broad Axe	Heavy Axes
Cat Claw	Simple Weapons
Chopping Blade	Common Swords
Club	Limited Skill Weapons & Simple Weapons
Corsetyre	Heavy Axes & Slashing Pole Arms
Dachi	Finesse Swords & Great Swords
Dachi Staff	Blunt Weapons & Simple Weapons
Dagger	Light Weapons & Limited Skill Weapons
Fencing Dagger	Light Weapons
Fencing Sword	Finesse Swords
Footman's Lanse	Finesse Swords & Small Swords
Graphen Sword	Common Swords & Great Swords
Great Sword	Great Swords
Great Warhammer	Heavy Blunt Weapons
Half-Moon Blade	Slashing Pole Arms
Hand Axe	Hand Axes & Limited Skill Weapons
Hotukami	Finesse Swords & Great Swords
Ikinian Spear	Driving Pole Arms, Great Pole Arms & Slashing Pole Arms
Kane Sword	Blunt Weapons & Limited Skill Weapons
Kata	Common Swords
Kator	Great Swords & Ripping Swords
King's Foil	Finesse Swords
Lanse	Finesse Swords
Long Sword	Common Swords
Mace	Blunt Weapons & Limited Skill Weapons
Maul	Heavy Blunt Weapons
Moon Axe	Hand Axes
Morning Star	Blunt Weapons
One Handed Thrasher	Ripping Swords
Ovawyre	Common Swords & Finesse Swords
Pole Axe	Driving Pole Arms & Heavy Axes
Razor Whip	Whips
Serpent's Blade	Common Swords
Short Sword	Common Swords, Limited Skill Weapons & Small Swords
Sickle	Light Weapons & Simple Weapons
Spear	Driving Pole Arms & Limited Skill Weapons
Staff	Blunt Weapons, Driving Pole Arms, Light Weapons, Limited Skill Weapons & Simple Weapons
Siletto	Light Weapons
Sun Axe	Hand Axes & Heavy Axes
Tana	Great Pole Arms & Slashing Pole Arms
Titan Blade	Great Swords
Tol-Mov	Driving Pole Arms & Great Pole Arms
Traj	Great Swords
Trident	Driving Pole Arms
Two-Handed Thrasher	Great Swords & Ripping Swords
Wa'Kata	Common Swords & Small Swords
War Pick	Blunt Weapons & Driving Pole Arms
Warhammer	Blunt Weapons & Heavy Blunt Weapons
Whip	Whips
Wraith Sword	Common Swords, Finesse Swords & Small Swords

Ranged Weapon	Weapon Group
Acid Vial	Grenades
Crossbow	Crossbows
Dart	Fast Throwing Weapons & Precision Weapons
Dirk	Precision Weapons
Disk	Heavy Throwing Weapons
Fire Vial	Grenades
Flamer	Weapons of the Archanium
Glaive	Heavy Throwing Weapons
Grathen Torch	Grenades
Great Bow	Bows
Hand Crossbow	Crossbows
Heavy Crossbow	Crossbows
Javelin	Heavy Throwing Weapons
Kata-kator	Heavy Throwing Weapons
Lightning Caster	Weapons of the Archanium
Long Bow	Bows
Por Gont	Rifles
Quarter Moon	Fast Throwing Weapons & Precision Weapons
Razor Card	Fast Throwing Weapons & Precision Weapons
Rooge	Heavy Throwing Weapons
Short Bow	Bows
Star	Fast Throwing Weapons & Precision Weapons
Throwing Axe	Heavy Throwing Weapons
Tor Gont	Rifles
Torval	Crossbows & Rifles
Tri Blade	Precision Weapons