

WEAPON TYPES

Skill	Weapon type	Type	Master Crafted	Superior Crafted**	Special Materials***	Special Rules
None	Fists	Blunt	No	No	No	Untrained
Light	Baton/Shortstaff	Blunt	Yes	Yes	Yes	
	Dagger	Sharp	Yes	Yes	Yes	
	Dart	Sharp	Yes	Yes	Yes	
	Light Axe	Either	Yes	Yes	Yes	
	Light Mace	Blunt	Yes	Yes	Yes	
	Pistol Crossbow	(Ammo)	Yes	Yes	Yes	
	Quarterstaff	Blunt	Yes	Yes	Yes	Double handed
	Shortbow	(Ammo)	Yes	Yes	Yes	Double handed
	Shortsword	Sharp	Yes	Yes	Yes	
	Throwing Axe	Either	Yes	Yes	Yes	
	Throwing Dagger	Sharp	Yes	Yes	Yes	
	Throwing Star	Sharp	Yes	Yes	Yes	
Medium	Bastard Sword	Sharp	Yes	Yes	Yes	Double handed
	Broadsword	Sharp	Yes	Yes	Yes	
	Crossbow	(Ammo)	Yes	Yes	Yes	
	Cudgel	Blunt	Yes	Yes	Yes	
	Hand Axe	Either	Yes	Yes	Yes	
	Hunting Spear/Pike	Sharp	Yes	Yes	Yes	Double handed
	Javelin	Sharp	Yes	Yes	Yes	
	Longbow	(Ammo)	Yes	Yes	Yes	Double handed
	Longsword	Sharp	Yes	Yes	Yes	
	Hand Mace	Blunt	Yes	Yes	Yes	
Heavy	Great/Battle Axe	Either	Yes	Yes	Yes	Double handed
	Great Sword	Sharp	Yes	Yes	Yes	Double handed
	Halberd/Polearm	Sharp	Yes	Yes	Yes	Double handed
	Heavy Crossbow	(Ammo)	Yes	Yes	Yes	Double handed
	Great/Battle Mace	Blunt	Yes	Yes	Yes	Double handed
Improvised	Branch/Chair/Table	Blunt	No	No	Wood	Unbalanced, Double handed
	Helm	Blunt	Yes	Yes	Yes	Unbalanced
	Limb	Blunt	No	No	Flesh, Bone	Unbalanced
	Tankard	Blunt	No	No	Yes	Unbalanced
Body	Knuckledusters	Blunt	Yes	Yes	Yes	
	Tigers Claws	Sharp	Yes	Yes	Yes	
	Punch Dagger	Sharp	Yes	Yes	Yes	
	Cestus	Blunt	Yes	Yes	Yes	
	Fist Load	Blunt	Yes	Yes	Yes	
Ammo	Arrow/Bolt	Sharp	Yes	Yes	Yes	Through, Impale,

						Knockdown
	Blunt Arrow/Bolt	Blunt	Yes	Yes	Yes	Knockdown

ARMOUR TYPES

Skill	Armour type	AC*	Master Crafted	Superior Crafted**	Special Materials***
None	Clothes	1	No	No	Silk
	Suede/ Soft Leather	2	No	No	No
Light	Gambeson	2	Yes (3)	Yes (4)	Silk
	Furs	3	No	No	No****
	Reinforced Gambeson	3	Yes (5)	Yes (6)	No
	Heavy Leather (Cuirboilli)	4	Yes (6)	Yes (8)	No****
Medium	Chain	6	Yes (9)	Yes (12)	Yes
	Lorica Segmentata	8	Yes (12)	Yes (16)	Yes
	Brigandine	8	Yes (12)	Yes (16)	Yes
Heavy	Plate	12	Yes (18)	Yes (24)	Yes

* Maximum useable AC at any one time is 12 plus any Armourata the character has.

** Superior Crafted items are not available to buy at the armoury.

*** Special Materials are not always available and have their own special rules.

**** Furs and Hide from special creatures may provide more AC.

Special Rules:

Untrained: Using your fists alone, when striking a target you take half the damage you deal back to the limb that dealt it. Against some targets (skeletons, golems) you take the full damage you deal instead. To reduce this damage, use Body Weapons or the **Body Weaponry** skill (or both).

Double handed: You may use your Double Handed stress resistance when using this weapon in two hands.

Unbalanced: These are not normally useable as weapons at all.

Through: This weapon bypasses Physical Armour. Add **Through** to your damage call when using this weapon.

Impale: This weapon sticks in the target, preventing them from casting mystic spells. Add **Impale** to your damage call when using this weapon. It can cause also more damage when removed: the weapon can be safely removed by anyone with **Discern**

Wounds, but if the weapon is removed by an untrained user it inflicts half the damage it inflicted going in, ignoring Physical and Dexterity Armour.

Knockdown: This weapon strikes with enough force to knock the target off their feet. Add **Knockdown** to your damage call when using this weapon.

Special Materials:

Silk: Armour made from Silk provides no extra AC, but is resistant to **Impale** wounds. Removing an **Impale** from a location armoured in Silk never causes any further damage.

FIREARMS TYPES

Ranges:

Firearm	Point Blank	Max. Range	Starting Reload	Min. reload
Pistol	1 ft	5 ft	60 sec	10 sec
Musket	2 ft	10 ft	1 min 30 sec	15 sec
Rifle	4 ft	20 ft	2 min	20 sec

A characters firearms range is worked out by multiplying the firearms range with the character firearms rank. Firearms rank is increased by firing a number of shots equal or greater than the characters current firearms rank during a mission. (I.e. to increase firearms rank from 2nd to 3rd a character must shoot twice with a firearm during a mission). A characters reload time can NEVER be faster than the minimum for that Firearm type.

Damages:

Firearms do damage depending upon the type of shot loaded in the gun. At Range (any range greater than the shooters Point Blank Range, up to their Max. Range) the damage is just Physical damage. At Point Blank Range the shooter can select which location is hit (or, against a Monster, call double the normal damage to a maximum of Ten), in addition to calling **Through, Knockdown** and **Impale**

Shot Type	Range damage	Point Blank damage (to Monsters)	Cost
Low Grade	Double (12 lps)	Quad Through Knockdown Impale	100 GC
Medium Grade	Quad (24 lps)	Eight Through Knockdown Impale	200 GC
High Grade	Six (36 lps)	Ten Through Knockdown Impale	400 GC

If the firearm has more than one barrel which can be fired simultaneously, the damage calls are still separate. E.g. a double barrelled pistol loaded with low grade shot would be "Double, Double", not "Quad".

Reloading:

Reload times for a character with Firearms Rank 1 are as above. They decrease by the min. reload time for every 3 ranks the character gains. (I.e. at 4th, 7th, 10th rank firearms etc.) For example a character with 7th rank firearms would have a pistol reload time of 40 sec. A character cannot do anything else whilst reloading; both hands are required.

Firearms Special features

Firearms count as enchanted as per a self weapon for the purposes of mystic effects. They are effectively immune to spells cast at/on the weapon. This does not make the person holding it immune.

While special firearms and/or bullets may occasionally be found by adventurers, it is not possible to enhance shot with spells (such as weapon enhancements). If anyone were to do this, although the shot is not immune to the effect, the result of firing it will destroy the gun, making it unusable.

Any special shots are by nature at least Medium Grade. Shot may be made of Special Materials (Silver, Iron, Steel etc.), but again these must be at least Medium Grade.

Firearms Abilities:

Dead Eye – allows the character to fire 1 shot per day and do their Point Blank damage at their Range distance.

Half Cocked – halves the reload time for the next shot loaded, but that shot will then only do Range damage up to the characters Point Blank range. 1 per 4 firearms ranks.

Marksmanship – allows the character to fire at one and a half times their normal maximum range once a day. Not stackable with Dead Eye ability.

Improved Reload – reduces the characters reload time on a specific type of firearm by the min. reload time for the weapon. Can be bought multiple times, but will never take the reload below the weapons minimum.

Special Firearms:

Blunderbuss – reload time starts at 1 min 30 sec (min. 30 sec), Range 2 ft per Firearms rank. Does damage in a 45° arc up to 5 ft across causing 14 lps/7 Hits Physical (split as 2 lps/1 Hit to each location) **Through, Knockdown, Impale** to all in range, with a 5 ft **Knockback**. Requires specific scatter shot to load.

Volley Gun – reload time as per Musket, per barrel. It can be fired with a range of 1 ft per Firearms Rank Point Blank, hitting a single target and doing Point Blank damage/effect. It can also be fired with a Range of 5 ft per Firearms Rank. Like the Blunderbuss this also fires a 45° arc, and can hit up to three people. The distribution of how many shots each person in the area is hit with should be as even as possible, but whoever is nearest the centre will take the most if an even split is not possible. Damage as per shot loaded. N.B. The barrels of the Volley Gun CANNOT be fired separately, though not all have to be loaded to fire it.