

### Basic Weapons Table

These are the most basic weapons of each type. These are always available to starting characters, and easily purchased in most places.

Type	Name	Proficiency	Cost	Recovery	Damage	Cap	Range	Damage type	Properties
	Unarmed Strike	Basic	n/a	4	0	2	1	Blunt	Universal
Unarmed (Courage/Insight)	Wind And Fire Wheels	Advanced (Unarmed)	15	5	4	3	1	Slash	2H
	Nunchaku	Advanced (Unarmed)	20	5	4	3	1	Blunt	+1 Attack vs shield-using opponent
	Thrown Rock	Basic	0	5	0	2	3 (2)	Blunt	Thrown (-2 Melee)
Sword (Courage/Ingenuity)	Rapier	Basic	30	4	3	2	1	Pierce	Sword 3 → +1 Quickness
	Sword	Basic	40	5	5	3	1	Slash	
	Greatsword	Basic	50	6	7	4	1	Slash	2H
	Battle Axe	Basic	60	6	8	4	1	Slash	
Axe (Passion/Perseverance)	Poleaxe	Basic	75	8	10	5	1	Slash	2H
	Throwing Axe	Basic	15	7	6	3	3 (2)	Slash	Thrown (Full Melee)

Type	Name	Proficiency	Cost	Recovery	Damage	Cap	Range	Damage type	Properties
Spear (Courage/Passion)	Spear	Basic	35	6	6	4	2	Pierce	
	Javelin	Basic	12	7	5	3	3 (2)	Pierce	Thrown (-1 Melee)
	Improvised Club	Basic	0	5	3	2	1	Blunt	
Mace (Courage/Presence)	Mace	Basic	20	5	4	3	1	Blunt	+1 Power
	Warhammer	Basic	45	6	5	4	1	Blunt	Armour Piercing
	Maul	Basic	65	9	9	5	1	Blunt	2H, Armour Piercing
	Boomerang	Advanced	15	7	3	3	3 (2)	Blunt	Return, Thrown (-1 Melee)
Dagger (Ingenuity/Insight)	Dagger	Basic	25	4	3	3	1	Pierce	
	Dirk	Basic	10	5	2	2	3 (2)	Pierce	Thrown (-1 Melee)
Bow (Perseverance/Insight)	Bow	Basic	80	7	6	4	∞ (2)	Pierce	2H
	Crossbow	Basic	125	10	10	5	∞ (2)	Pierce	2H, Armour Piercing
Boom-Stick (Perseverance/Ingenuity)	Flintlock	Basic	160	10	11	4	∞ (2)	Boom-Stick	2H, Armour Piercing

Type	Name	Proficiency	Cost	Recovery	Damage	Cap	Range	Damage type	Properties
Shuriken (Passion/Insight)	Star Shuriken	Basic	10	4	1	2	3 (2)	Slash	Thrown (-2 Melee)
	Spike Shuriken	Basic	15	5	2	2	3 (2)	Pierce	Thrown (-1 Melee)
Staff (Perseverance/Presence)	Quarterstaff	Basic	10	6	5	3	1	Blunt	2H
	Wizard's Staff	Basic	50	6	4	2	1	Blunt	2H, +2 Power
Wand (Insight/Presence)	Magic Wand	Advanced	60	4	4	2	∞ (2)	Pierce	Cost (1 mp)
Orb (Ingenuity/Presence)	Mana Orb	Advanced	100	5	3	2	2	Physical	Storing (5 mp)

### Notes on Weapons

Weapons are sorted by type (sword, axe, etc). Within each type, they're ordered roughly from least to most powerful, except that throwing versions of primarily melee weapons are placed last. The weapon table has the following columns (plus the general ones listed on page 124):

**Recovery:** The recovery time of a basic strike with this weapon. Lower is better.

**Damage:** The weapon's contribution to the base damage of strikes

you make with it.

**Cap:** This number is used in determining the *total* damage of strikes with the weapon, representing a point of diminishing returns beyond which additional net successes contribute very little additional damage.

**Range:** The maximum distance, in rows on the Battle Board, at which you can attack without penalty.

▶ Some weapons have a *minimum* range, in parentheses after the maximum.

### Calculating Base and Total Weapon Damage

To recap (no pun intended) from Chapter 2, here's how you calculate damage for weapon strikes:

- ▶ **Base** damage = (Average of two relevant Traits) + weapon's Damage rating + other bonuses (e.g. cores)
- ▶ For net successes ≤ Cap, **Total** damage = (base damage × net successes) + bonuses to *total* damage
- ▶ For net successes > Cap, add 1 damage for each net success beyond the cap.

### Range Format

As you may already have noticed, these rules usually use the format "TARGET(S) within RANGE" for ranges. So technically, the weapon ranges should all say "One within \_\_", filling in the blank with the number given on the table.

We didn't bother doing this because *all* strikes have only one target by default. Mentioning this for every weapon would just clutter up the weapons table with redundant information.

See also **More on Targeting and Range**, starting on page 44 of the *Character Reference*.

▶ You can target enemies at a maximum of *twice* the listed range. A target further away than the listed range gets a bonus to Defence: +2 if it's one row out, +3 if it's two rows out, and so on.

- This is true for both rows beyond the maximum, and rows below the minimum (if any).
- ▶ ∞ means an unlimited maximum range. Nothing on the battle board is too far away to attack effectively, as long as it's in front of you

Weapons with a range of 2 or less are **melee weapons**, while those with a range of 3 or more (including ∞) are **ranged weapons**.

**Damage type:** The type of damage this weapon deals, usually blunt, slashing, or piercing. There are also damage types based on a weapon being made of an unusual material; for example, weapons made from a silver alloy do silver damage (good for dealing with werewolves and the like). Orbs and Boom-Sticks aren't considered to do any of these types of damage; they just do physical damage of no particular type.

In many battles damage types won't matter. However, sometimes an enemy is more resistant to some of these than others. You can also learn abilities like Scorpion's Sting and Without Bloodshed that care about damage types.

See **Damage Types** starting on page 74 for further details.