

{~ Weapon & Armor Table ~}

{Quality Archetypes:}

- Crude

(The worst possible quality)

[Increases the gear's efficiency by -1]

- Common

(The second-to-worst possible quality)

[Increases the gear's efficiency by +0]

- Ample

(The medium of quality)

[Can now scale with stats]

[Increases the gear's efficiency by +1]

- Fine

(The second-to-best quality)

[Increases the gear's efficiency by +2]

- Mastercraft

(The best possible quality)

[Increases the gear's efficiency by +3]

{Basic Melee Archetypes:}

[Blades:]

- Dagger:

[1d4 Slash DMG + DEX Modifier]

[2 Pierce + STR Modifier]

[1ft Range] [1.5 CP] [9 STR Required]

- Shortblade:

[1d6 Slash DMG + DEX or STR Modifier]

[3 Pierce + STR Modifier]

[2ft Range] [2.5 CP] [11 STR Required]

- Broadblade:

[1d7 Slash DMG + STR Modifier]

[3 Pierce + STR Modifier]

[2ft Range] [3.5 CP] [13 STR Required]

- Longblade:

[1d7 Slash DMG + STR Modifier]

[5 Pierce + STR Modifier]

[4ft Range] [4.5 CP] [15 STR Required]

- Greatblade:

[1d9 Slash DMG + STR Modifier]

[3 Pierce + STR Modifier]

[3ft Range] [5.5 CP] [17 STR Required]

[Curved Blades:]

- Curved Dagger:

[1d4 Slash DMG + DEX Modifier]

[1d2 Bleed + Medicine Modifier]

[1 Pierce + STR Modifier]

[1ft Range] [1.5 CP] [9 STR Required]

- Curved Shortblade:

[1d6 Slash DMG + DEX or STR Modifier]

[1d2 Bleed + Medicine Modifier]

[2 Pierce + STR Modifier]

[2ft Range] [2.5 CP] [11 STR Required]

- Curved Longblade:

[1d7 Slash DMG + STR Modifier]

[1d2 Bleed + Medicine Modifier]

[4 Pierce + STR Modifier]

[4ft Range] [4.5 CP] [15 STR Required]

- Curved Greatblade:

[1d9 Slash DMG + STR Modifier]

[1d2 Bleed + Medicine Modifier]

[2 Pierce + STR Modifier]

[3ft Range] [5.5 CP] [17 STR Required]

[Axes:]

- Hand Axe:

[1d6 Strike DMG + STR Modifier]

[3 Pierce + STR Modifier]

[1ft Range] [2 CP] [10 STR Required]

- Battle Axe:

[1d8 Strike DMG + STR Modifier]

[3 Pierce + STR Modifier]

[2ft Range] [4 CP] [14 STR Required]

- Greataxe:

[1d10 Strike DMG + STR Modifier]

[4 Pierce + STR Modifier]

[3ft Range] [5 CP] [16 STR Required]

- Halberd:

[1d12 Strike DMG + STR Modifier]

[5 Pierce + STR Modifier]

[4ft Range] [6 CP] [18 STR Required]

[Melee Spears:] *(Long range)*

- Pike:

[1d5 Stab DMG + STR or DEX Modifier]

*[4 **Pierce** + STR Modifier]*

[2ft Range] [1.5 CP] [9 STR Required]

- Shortspear:

[1d6 Stab DMG + STR or DEX Modifier]

*[5 **Pierce** + STR Modifier]*

[3ft Range] [2.5 CP] [11 STR Required]

- Longspear:

[1d7 Stab DMG + STR Modifier]

*[5 **Pierce** + STR Modifier]*

[5ft Range] [5.5 CP] [17 STR Required]

- Greatspear:

[1d8 Stab DMG + STR Modifier]

*[6 **Pierce** + STR Modifier]*

[5ft Range] [6 CP] [18 STR Required]

[Hammers:]

- Wrist Hammer:

[1d5 Bludgeon DMG + STR Modifier]

*[1d3 **Poise** + STR Modifier]*

[1ft Range] [2 CP] [10 STR Required]

- Battle Hammer:

[1d7 Bludgeon DMG + STR Modifier]

*[1d4 **Poise** + STR Modifier]*

[2ft Range] [4 CP] [14 STR Required]

- Greathammer:

[1d9 Bludgeon DMG + STR Modifier]

*[1d6 **Poise** + STR Modifier]*

[2ft Range] [5 CP] [16 STR Required]

[Whips:]

- Wrist Whip

[1d4 Strike DMG + STR Modifier]

*[1d2 **Poise** + STR Modifier]*

[4ft Range] [1.5 CP] [9 STR Required]

- Greatwhip

[1d6 Strike DMG + STR Modifier]

*[1d3 **Poise** + STR Modifier]*

[6ft Range] [3 CP] [12 STR Required]

[Shields:]

- Buckler

[1d3 DEF + DEX Modifier]
[1d2 Bludgeon DMG + STR Modifier]
[0ft Range] [2 CP] [10 STR Required]

- Battle-Shield

[1d5 DEF + STR Modifier]
[1d4 Bludgeon DMG + STR Modifier]
[1ft Range] [4 CP] [14 STR Required]

- Tower-Shield

[1d7 DEF + STR Modifier]
[1d6 Bludgeon DMG + STR Modifier]
[1ft Range] [6 CP] [18 STR Required]

{Ranged Archetypes:}

[Crossbows:]

- Slingshot

[1d3 Ranged DMG + Perception Modifier]
[2 [Pierce](#) + No Bonus]
[30ft Range] [1 CP] [8 STR Required]
[Advanced Reload / 3 Fp]

- Crossbow

[1d7 Ranged DMG + Perception Modifier]
[5 [Pierce](#) + No Bonus]
[80ft Range] [2.5 CP] [10 STR Required]
[Simple Reload / 2 Fp]

- Ballista

[1d12 Ranged DMG + Perception Modifier]
[8 [Pierce](#) + No Bonus]
[140ft Range] [5 CP] [14 STR Required]
[Very Advanced Reload / 4 Fp]

[Shotguns:]

- Makeshift Matchlock Cannon

[1d9 Ranged DMG + Perception Modifier]
[7 [Pierce](#) + No Bonus]
[100ft Range] [4.5 CP] [13 STR Required]
[Very Advanced Reload / 4 Fp]

- Double-Action Matchlock Cannon

[1d11 Ranged DMG + Perception Modifier]
[9 [Pierce](#) + No Bonus]
[150ft Range] [5 CP] [13 STR Required]
[Advanced Reload / 3 Fp]

- Single-Action Matchlock Cannon

[1d10 Ranged DMG + Perception Modifier]

*[8 Pierce + No Bonus]
[150ft Range] [5 CP] [14 STR Required]
[Advanced Reload every 3 shots / 3 Fp]*

[Pistols:]

- Makeshift Pistol
*[1d7 Ranged DMG + Perception Modifier]
[5 Pierce + No Bonus]
[70ft Range] [1.5 CP] [10 STR Required]
[Advanced Reload / 3 Fp]*

- Matchlock Pistol
*[1d9 Ranged DMG + Perception Modifier]
[7 Pierce + No Bonus]
[90ft Range] [2 CP] [10 STR Required]
[Simple Reload / 2 Fp]*

- Double-Action Pistol
*[1d9 Ranged DMG + Perception Modifier]
[7 Pierce + No Bonus]
[90ft Range] [2 CP] [11 STR Required]
[Simple Reload every 6 shots / 2 Fp]*

{Armor Archetypes:}

[Head:]

- Cowl Rags:
*[2 DEF + No Bonus]
[0.5 CP]*

- Cowl:
*[3 DEF + DEX Modifier]
[1.5 CP]*

- Fortified Cowl:
*[5 DEF + VGR Modifier]
[Resistant against Slash]
[2.5 CP]*

- Helm:
*[7 DEF + VGR Modifier]
[Resistant against Slash & Stab]
[3.5 CP]*

[Torso:]

- Coat Rags:
*[3 DEF + No Bonus]
[1.5 CP]*

- Coat:

[5 DEF + DEX Modifier]

[2.5 CP]

- Fortified Coat:

[7 DEF + VGR Modifier]

[Resistant against Slash]

[4.5 CP]

- Panoply:

[9 DEF + VGR Modifier]

[Resistant against Slash & Stab]

[6 CP]

[Hands:]

- Glove Rags:

[2 DEF + No Bonus]

[0.5 CP]

- Gloves:

[3 DEF + DEX Modifier]

[1.5 CP]

- Fortified Gloves:

[5 DEF + VGR Bonus]

[Resistant against Slash]

[2.5 CP]

- Gauntlets:

[7 DEF + VGR Modifier]

[Resistant against Slash & Stab]

[3.5 CP]

[Legs:]

- Pant Rags:

[3 DEF + No Bonus]

[1.5 CP]

- Pants:

[4 DEF + DEX Modifier]

[2.5 CP]

- Fortified Pants:

[6 DEF + VGR Bonus]

[Resistant against Slash]

[4.5 CP]

- Greaves:

[8 DEF + VGR Modifier]

[Resistant against Slash & Stab]

[6 CP]

[Feet:]

- Boot Rags:

[2 DEF + No Bonus]

[1 CP]

- Boots:

[3 DEF + DEX Modifier]

[2 CP]

- Fortified Boots:

[5 DEF + VGR Modifier]

[Resistant against Slash]

[3 CP]

- Sabatons:

[7 DEF + VGR Modifier]

[Resistant against Slash & Stab]

[4 CP]

{Archetype Perks:}

[Ammo Perks:]



- Round

(Holds no significance.)



- Sharpnel Round

(Adds 1d4 *Bleed*)



- Blighted Round

(Adds 1d4 *Blight*)



- Blast Round

(Adds 1d4 *Poise*)



- Tough Round

(Adds 4 *Pierce*)



- Incendiary Round

(Adds 1d4 *Fire*)

[Melee Perks:]



- Regular

(Holds no significance)



• **Razored**

*(Adds 1d4 **Bleed**)*



• **Poisoned**

*(Adds 1d4 **Poison**)*



• **Blunt**

*(Adds 1d4 **Poise**)*



• **Tough**

*(Adds 4 **Pierce**)*

[General Perks:]

• Heavy

(+1d DMG or DEF)

(+1 CP)

• Keen

(-1d DMG or DEF)

(-1 CP)

• Worn

(-1d DMG or DEF)

(Will break after double of it's DEF is taken, or double of its DMG is dealt)