

Weapons

Weapon specific properties are;

- Combat type: Melee (M) or Ranged (R)
- Wielding: One handed , Two handed & Thrown
- Damage type: Pierce (P), Slice (S) & Blunt (B).
- Damage: an integer number for the primary damage type, any additional damage type will be half this value (or if the value is odd, minus 1 then half)
- Modifier: an alphabetic indicator may be used to show if a weapon has a Fusion or Manipulation

The table below lists weapons classified by combat type then wielding style. The possible damage types are shown in round parentheses (); the first letter is the primary damage type.

Melee			Ranged		
One handed	Two handed	Thrown	One handed	Two handed	Thrown
Dagger (P,S)	Pike (S)	Knife (P, S)	Crossbow (P)	Blunderbuss (B)	Dart (P)
Sword (S,P)	Greatsword (S,P)	Combat-boomerang (S)/ (B)	Pistol (B)	Sniper rifle (P,B)	Shuriken (S)
Batton (B)	Warhammer (B)	Spear (P)	Revolver (B)	Bow and arrows (P)	Juggling balls (B)
Hammer (B)	Halberd (P,S)	Chain Scythe (S)	Sawed off shotgun (B)	Slingshot (B)	Razor Discs (S)
Axe (S)	Sythe (S)	Throwing hammer(B)	Submachine gun (B)	Assault Rifle (P,B)	Smoke Bomb
Combat jutte (B)	Combat staff (B)		Flare Gun (Fire/ B)	Gatling gun (B, P)	Fragmentation grenade (Explosive/ impact)
Katana (S,P)	Odachi (S,P)			Grenade launcher (Explosive/ impact)	
Rapier (P)	Greataxe (S)			Rocket Launcher (Explosive/ impact)	
knuckle dusters (B)	Jutte (B)				
Club (B)	Bat (B)				

Smithing (Weapons)

To smith a weapon the player must first have the materials and a forge (unless they have something or an ability that allows otherwise), then the player must roll 1d20 for smithing, to end result of which can be modified if the player in question has points in smithing or has been taught how to forge certain items/ weapons with certain materials, and then rolls 1d4 for the weapons damage property, depending on the material that's used the weapon might even be allowed to roll advantage on the 1d4. This table is to show what players will get with their weapons when they roll to smith them and what damage buffs they'll start with before the roll of 1d4.

Roll 1d4 afterwards to finalise 1 handed weapons

Materials and their initial bonuses	Results of forging 1 handed weapons					
	Broken	shody	Fine	Great	strong	legendary
Wood : +0	NAT 1 = Broken	2-9 = +1, durability 15.	10 - 19 = +1, durability 30.	20+ = +1, durability 50.		Nat 20 = +2, durability 100.
Iron: +1(slash /pierce), +2 (blunt)	NAT 1 = Broken	2-9 = -1, -30 durability.	10 - 19 = +0	20+ = +1		Nat 20 = +2, durability 100
Deleterium: +1 physical, +poison	NAT 1 = Broken	2-9 = 0, +1d4 Poison	10 - 15 = +1 Physical, 1d6 Poison	16-19 = +2, 1d8 Poison	20+ = +2, 1d10 Poison	Nat 20 = +2, 2d6 Poison
Steel: +2	NAT 1 = Broken	2-9 = 0	10 - 19 = +1	20+ = +2		Nat 20 = +3
Ion: +5 Physical, + Vibro (Energy/Sonic) Dmg Mod, + Portal creation capability	NAT 1 = Broken	2-9 = 0, +2 Vibro Dmg	10 - 14 = +1, +3 Vibro Dmg	15 - 19 = +2, +4 Vibro Dmg	20+ = +3, +5 Vibro Dmg	Nat 20 = +3, +8 Vibro, + ability to escape pocket dimensions (even without powers)
Fulgur metal: +2 Physical, + Lightning	NAT 1 = Broken	2-9 = 0, +1D4 Lightning	10 - 15 = +1 Physical, 1d6 Lightning	16-19 = +2, 1d8 Lightning	20+ = +2, 1d10 Lightning	NAT 20 = +2, 1d12 Lightning
Ignis-Steel: + 2 physical, + Fire	NAT 1 = Broken	2-9 = 0, +1d4 Fire	10 - 15 = +1 Physical, 1d6 Fire	16-19 = +2, 1d8 Fire	20+ = +2, 1d10 Fire	NAT 20 = +2, 1d12 Fire
Beuron: +4 to blunt weapons, +2 to bladed weapons	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	
Titanium: +5	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	
Minnerol alloy: +5	NAT 1 = Broken	2-5 = - 1	6-10 = 0	11-15= +1	16-19 = +2	20+ = +3
Minnerol: +6	NAT 1 = Broken	2-5 = - 1	6-10 = 0	11-15= +1	16-19 = +2	20+ = +3

Roll 1d6 to finalise 2 handed

Materials and their initial bonuses	Results of forging 2 handed weapons					
	Broken	shody	Fine	Great	Super	legendary
Wood : +0	NAT 1 = Broken	2-9 = +1, durability 15.	10 - 19 = +1, durability 30.	20+ = +1, durability 50.		Nat 20 = +2, durability 100.
Iron: +2	NAT 1 = Broken	2-9 = -1	10 - 19 = +0	20+ = +1		
Deleterium: +2 physical, +poison	NAT 1 = Broken	2-9 = 0, +1d4 Poison	10 - 15 = +1 Physical, 1d6 Poison	16-19 = +2, 1d8 Poison	20+ = +2, 1d10 Poison	Nat 20 = +3, 2d6 Poison
Steel: +3	NAT 1 = Broken	2-9 = 0	10 - 19 = +1	20+ = +2		Nat 20 = +3
Ion Steel: +6 Physical, + Vibro (Energy/Sonic) Dmg Mod, + Portal creation capability	NAT 1 = Broken	2-9 = 0, +2 Vibro Dmg	10 - 14 = +1, +3 Vibro Dmg	15 - 19 = +2, +4 Vibro Dmg	20+ = +3, +5 Vibro Dmg	Nat 20 = +3, +8 Vibro, + ability to escape pocket dimensions (even without powers)
Fulgur metal: +4 Physical, + Lightning	NAT 1 = Broken	2-9 = 0, +1d4 Lightning	10 - 15 = +1 Physical, 1d6 Lightning	16-19 = +2, 1d8 Lightning	20+ = +2, 1d10 Lightning	NAT 20 = +2, 1d12 Lightning
Ignis-Steel: + 4 physical, + Fire	NAT 1 = Broken	2-9 = 0, +1d4 Fire	10 - 15 = +1 Physical, 1d6 Fire	16-19 = +2, 1d8 Fire	20+ = +2, 1d10 Fire	NAT 20 = +2, 1d12 Fire
Beuron: +6 blunt - 3 bladed	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	NAT 20 = +4
Titanium: +7	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	NAT 20 = +4
Minnerol alloy: +7	NAT 1 = Broken	2-5 = - 1	6-10 = 0	11-15= +1	16-19 = +2	20+ = +3
Minnerol: +8	NAT 1 = Broken	2-10 = 0	11-15= +1	16-19 = +2	20+ = +3	NAT 20 = +4

Roll 2D4 for the finish on the Ultra-great weapon

Materials and their initial bonuses	(Ultra-great weapons) Results of forging S.P.Str 2 handed weapons					
	Broken	shody	Fine	Great	strong	legendary
Iron +4	NAT 1 = Broken	2-9 = -1	10 - 19 = +0	20+ = +1		NAT 20 = +3
Steel +6	NAT 1 = Broken	2-9 = 0	10 - 19 = +1	20+ = +2		NAT 20 = +4
Fulgur +8 +Lightning damage dice	NAT 1 = Broken	2-9 = 0 +D6	10 - 14 = +1 +D8	19 = +2 +D10	20+ = +3 D12	NAT 20 = +4 +2D8
Ignis +8 +Fire damage dice	NAT 1 = Broken	2-9 = 0 +D6	10 - 14 = +1 +D8	19 = +2 +D10	20+ = +3 D12	NAT 20 = +4 +2D8
Beuron +12 blunt - 4 sharp damage	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	NAT 20 = +5
Titanium +10	NAT 1 = Broken	2-9 = 0	10-14 = +1	15-19 = +2	20+ = +3	NAT 20 = +5
Ion +10 physical, +5 vibro	Nat 1 = Broken	2-9= +0	10-14=+1, +1 vibro	15-19=+2, +2 vibro	20+ =+3, +3 vibro	Nat 20 = +5, +5 vibro
Minnerol +16	NAT 1 = Broken	2-10 = 0	11-15= +1	16-19 = +2	20+ = +3	NAT 20 = +6

Materials	Smithing Throwing / Small weapons			
iron +1	NAT 1 = Broken	2-9 = +0	10-19 = +1	NAT 20 = +2
steel +2	NAT 1 = Broken	2-9 = +1	10-19 = +2	NAT 20 = +3
Beuron +3	NAT 1 = Broken	2-9 = +1	10-19 = +2	NAT 20 = +3
titanium +3	NAT 1 = Broken	2-9 = +1	10-19 = +2	NAT 20 = +3
minnerol +4	NAT 1 = Broken	2-9 = +1	10-19 = +2	NAT 20 = +4

With throwing weapons there is no secondary dice roll after forging, however the weapon can be improved via smithing rolls again, be warned however, if the player breaks the weapon it cannot be reformed without the correct perk.

Additions & Upgrades

Materials and their initial bonuses	Results of forging					
	Broken	Shody Tier 1	Fine Tier 2	Strong Tier 3	Great Tier 4	Legendary Tier 5
Animite fusion	NAT 1 = Broken	2-9 = +1 animite and - 1 to the weapons original Damage, -30 durability	10-19 = +1 animite	20+ = +2 animite		20+ = +3 animite
Blood Transfusion : (Read the powers “Blood transfusion perks” in the power compendium)	NAT 1 - 9 = No blood transfusion	10 - 19+ = + Blood transfusion abilities based on the donor's current abilities. (Read the powers “Blood transfusion perks” in the power compendium)				NAT 20 - Modified 27,28,29 = Class type perk (legendary effect)
Serrated /Spiked metal: Physical of the material, + Bleed damage	NAT 1 = Broken	2-9 = 0, - 20 durability, 1d4 Bleed	10 - 15 = +1 Physical, 1d6 Bleed	16-19 = +2, 1d8 Bleed	20+ = +2, 1d10 Bleed	Nat 20 = +2, 1d12 Bleed