

RULE MANUAL



Advanced
Athala

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1. GENERALITIES

1.1 Open ended rolls

Open ended rolls allows characters to make extraordinary actions. They correspond to a big luck or unluck.

Rule : When a player rolls 20 on a d20, he rolls again and adds the sums. When a player rolls 1 on a d20, he rolls again and subtracts the second roll to 1.

► **Example** : A player rolls a d20 and does 20. So he rolls again and does 15. His total roll is 35.

► **Example** : A player roll a d20 and does 1. So he rolls again and does 13. His total roll is -12.

1.2 Under characteristics rolls

When no skill correspond to the action, GM may decide to use under characteristics roll. This is an open ended roll with a bonus or penalty decided by the GM.

► **Example** : Clarn meet someone in the street. The GM wants to know if he recognize this person that he already had met a week ago. So the GM decide to make Clarn do a under memory roll with a -7 penalty (one penalty point per past day). Clarn has a memory score of 12, so he must make 5 or less on a d20 roll to succeed.



1.3 Round

The round duration vary according to actions it's used for. For example a round duration will be short in combat situation but much more longer in a horse trip situation.

2. SKILL USE

Rule : Use the following formula to calculate the total skill roll and look and the table.

1d20 + Skill bonus - Penalty

Total Roll	Result
<5	Worst
5 to 10	Completely failed
11 to 19	Failed
20 to 25	Succeed
26 to 30	Well succeed
>30	Perfect

Penalty examples

Very easy : +5
 Medium : 0
 Hard : -4
 Very hard : -8
 Extremely hard : -15
 Near impossible : -25

3. MENTAL HEALTH

Rule : Roll an open ended under the mental health score and look on the table.

Mod. : Mental health modification, permanent.

Roll result	Mod.	Effects
>10	+1	Total control
10 à 0	0	Control
-1 à -5	-1d2	Fear, -5 to actions
-6 à -10	-1d4	Fear, -10 to actions
-11 à -15	-1d6	Passing insanity, safety actions
-16 à -20	-1d8	Lasting insanity, safety actions
-21 à -25	-1d10	Permanent insanity, random actions
-26 à -30	-2d8	Two permanent insanities
<-31	-25	The character is mad (NPC)

► **Note** : From -1 to -10, the character is completely conscious. A passing insanity lasts from 1 to 100 days and can't be cured without being helped. A lasting insanity lasts from 1 to 100 months. The GM will attribute insanities (phobia, psychosis...) related to the thing that made the character sinking down in madness.

► **Example :** *Clarn walks in a dark cave. Suddenly, a fire demon appears in front of him. Clarn fails his mental health roll with a permanent insanity. The GM decide that each time Clarn will see a flame, even a little one, he will be afraid for some time.*

When a character mental health reach 0, the character is mad (NPC).

Penalty examples :

Seing a dead friend : -2

Seing an undead friend : -6

4. HEALING

Use the following rule.

Recovery time (days) = table number - constitution

The number inside brackets correspond to the minimal recovery time. This table shows recovery time under the best conditions (laying). If the conditions are unfavorable (horse travel, light work...), multiply this number by 1.5. If the conditions are very unfavorable (forced walk, physical work...), multiply this number by 2.

Wound Area	1, 2	3, 4, 15	5, 6, 7, 8	10, 11, 12	9, 20
			16, 17, 18, 19	13, 14	
Light	12(4)	8(3)	9(2)	10(3)	11(4)
Medium	24(8)	14(6)	16(6)	18(7)	20(7)
Serious	35(14)	26(10)	28(10)	32(12)	30(11)

5. INCONSCIOUSNESS AND DEATH

When a character reach 0 hit point, he falls under unconsciousness.

When he overtakes his negative constitution, he die.

► **Example :** *A warrior with a 18 constitution will die at -19 HP.*

When a character is under unconsciousness, he fights versus death.

► **Optional rule :** *When the character is unconscious, make the average between will and constitution. Each round while unconscious, the player/GM open ended rolls under this average. If the roll is succeed three following times, the character wake up 2D20 minutes later. If a roll fails, the character loose 1d4 hit points more. When he overtakes his negative constitution, he die.*

When a character wake up, he has 1 hit point and can't do violent actions (fight, run...).



6. RESISTANCES

Use the following rule to know if a character resist to a poison/ disease.

Constitution - poison / disease penalty + 1d20

Roll	Effects
<5	Completely failed, double effects
5 à 19	Failed, normal effect
20 à 30	Succeed, no effect
>30	Immunized, +5 to next same resistance roll

7. BREAK

Item resistance points are used to know if an item (lock, door...) breaks or not. When an item has no resistance point left it's considered broken.

7.1 Resistance points

Use the following examples to calculate item resistance points.

Wood : 7,6/inch
Hard wood : 10,1/inch
Bone : 10,1/inch
Stone : 20,3/inch
Copper : 25,4/inch
Bronze : 33/inch
Silver : 38,1/inch
Iron : 43,2/inch
Steel : 50,8/inch
Enchanted steel : 63,5/inch

7.2 Item attack

When a character try to break an item with his weapon, use the following rule.

Damage (resistance points) = Weapon stature + St/2

► **Note** : The weapon which try to break must obviously be in a harder material than the target item. The GM will consider each situation carefully. For example a one inch door can't be completely broken with several dagger blows.

8.1 Item fall

When a character falls, he may be injured. The character may naturally cancel a fall corresponding to his agility in feet. For each three more feet, use the following rule.

3 feet fall = 1 damage point
 6 feet fall = 2 damage points
 etc

► **Note** : You can locate the injured part on the locate table. Armor protects as for crushing blow.

8.1 Item fall

Use the following rule to know how much damage makes an object that is thrown or falling on someone/something.

Damage = ((fall in feet + Weight in pounds) X hardness factor)/2,7

Hardness factor : this is a factor which vary from 0 to 1. More it's close to 1, harder the item is..

Some hardness examples

Feather : 0.05
Water : 0.1
Flesh : 0.3
Book : 0.4
Bone : 0.5
Stone : 0.8
Iron, steel : 1

9. COMBAT

9.1 Definitions

9.11 Attack

This is the score which describe the character offensive ability. More higher it is, more tough is the character. The attack is determined by characteristics, class, experience and the weapon used.

► **Example** : Clarn has a 18 strength and a 15 agility de 15. He use a two handed sword. The effective characteristics are St/St/Ag/6 so $(18+18+15)/6 = 9$. His total experience (class + experience) is 8, his weapon gives him 2 more points. His total attack score is $9 + 8 + 2 = 19$.

9.12 Defense

This is the score which describe the character defensive ability. More higher it is, more the character is defending well. The defense is determined by the quickness bonus (see 2.142, character manual), the shield bonus if available and the weapon used.

9.13 Combat round

The combat round take place as follow :

- 1) Initiative
- 2) First fighter blow
- 3) Second fighter blow

9.14 Initiative

Initiative determine which fighter blow first. The fighter who gets the higher initiative score blow first. The initiative score is equal to the quickness bonus + 1d10 - armor penalty.

Each new round, the two fighters open ended roll again initiative. If a very high initiative score is made, it brings an attack bonus.

9.141 Initiative bonus

Quickness	Bonus
5-7	-4
8-9	-2
10-13	0
14-16	+2
17-18	+4
19-20	+6
21	+8
22	+10

9.142 Attack bonus

Initiative roll	Bonus
>20	+2
>30	+3
>40	+5

9.15 Parry

In Advanced Athala, parry consist to take off some attack points to put them in defense. The character is then much more on a defensive way of fighting. Character choose the amount of attack point he puts on defense just after initiative. If a character parry an animal attack (teeth, fangs...), only the half amount points are considerate to add defense.

► **Example** : A character who parry for 10 point versus an animal

attack would only have a defense raised by 5 points.

► **Note :** In the other way, a character can't take off some defense point to attack.

9.2 Combat round description

After initiative is made, the first fighter strikes a blow. The blow score is equal to striker attack score minus target defensive score plus 1d20.

If the total score exceed 20 the blow hits. If the total score exceed 30, each point over 30 is added to damage. Beyond 35, add one more damage point for 5 score blow point. Use the following table.

Blow score	Damage bonus
20 to 30	0
31	1
32	2
33	3
34	4
35	5
36 to 40	6
41 to 45	7
46 to 50	8
etc	

When a fighter hits, he then rolls on the locate table and rolls the weapon's damage.

► **Example :** Clarn fights a brigand. He has initiative and strike a blow. His attack score is 19, the brigand defense is 10. Clarn rolls a d20 and get 15. The total blow score is : $19+15-10 = 24$ Hit ! Clarn can then locate his blow and roll the weapon's damage (example : two handed sword $1d12+2$).

► **Example :** Same fight bit this time Clarn make 20 with d20. So he rolls again and get 15. This make a total blow score of $19+20+15-10 = 44$. Clarn will add 7 points to weapon's damage !

9.3 Variants

9.31 Fighting with several adversaries

When a character fights two adversaries, several options can be taken.

He may choose to divide his defense by two or defend himself only from one adversary.

He may choose to strike on only one adversary as usual or try to strike each in the same round.

First blow = Attack/2

Second blow = (Attack/2)-4

9.32 Fighting with two weapons

When fighting with two weapons, a character is in full attack or full defense mode.

If he's in defense mode, you can add the two weapons's defense

bonus. If he choose to parry, each parry point cost one point in each weapon attack score.

If the character choose the attack mode, he has two separated attacks per round. Each attack has the same total score which correspond to the worse.

A character using two weapons has a -4 penalty on his second attack score except if he's ambidextrous.

9.4 Position

Here are some examples of positions bonus/penalty. All are cumulatives.

Adversary is :

Proned : +6
Stunned : +4
On his knees : +5
From behind : +4
Surprised : +4
From flank : +3

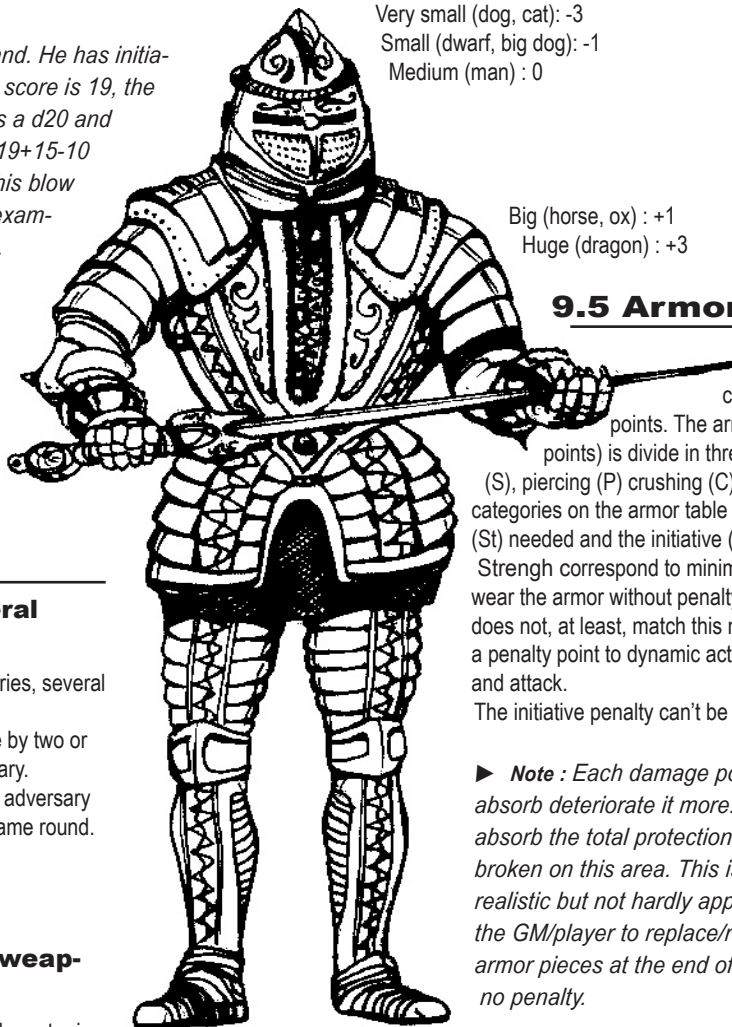
Target is :

Moving : -4
Zig zag moving : -6

Adversary size is :

Very small (dog, cat) : -3
Small (dwarf, big dog) : -1
Medium (man) : 0

Big (horse, ox) : +1
Huge (dragon) : +3



9.5 Armor

The armor absorb a certain amount of damage points. The armor protection (absorb points) is divide in three categories : slashing (S), piercing (P) crushing (C). You will find these three categories on the armor table with the minimum strength (St) needed and the initiative (Init) penalty.

Strength correspond to minimum strength required to wear the armor without penalty. If the character strength does not, at least, match this number, each point less is a penalty point to dynamic actions, initiative, movement and attack.

The initiative penalty can't be cancelled.

► **Note :** Each damage point that the armor absorb deteriorate it more. When an armor has absorb the total protection points it's considered broken on this area. This is an optional rule, quite realistic but not hardly applicable. We recommend the GM/player to replace/repair the damaged armor pieces at the end of each adventure with no penalty.

Armor types

Here are listed the different armor types and the corresponding protection (absorb points). Si le personnage porte une armor complète de type unie (tout cuir, tout chaîne...) utilisez la ligne correspondant à l'armor en question pour connaître la protection.

Armure	Tranchant	Pointu	Contondant
Light cloth	0	0	0
Thick cloth	0	1	1
Leather	1	1	2
Studded leather	2	2	2
Light fur	0	1	1
Thick fur	1	2	2
Rigid leather	4	5	3
Chain	5	4	6
Double chain	7	5	8
Animal chain	6	4	7
Plate	9	10	8
Animal plate	8	9	7

9.6 Naked hand combat

9.61 Streetfighting

Use same rules for usual weapons except for damage :

Strength below 15 : 1d2 damage

Strength between 15 and 20 : 1d3 damage

Strength over 20 : 1d4 damage

Naked hand attack is considered crushing.

9.62 Martial arts

Martial art are divided in two categories : offensive and defensive. Offensive martial arts are used to harm or even kill and defensive martial art are used to immobilize foe. In any case the fighter using martial art can't wear armor (cloth max). The character can change martial art type at any time in a combat.

9.621 Offensive martial art

Precise and powerful blows. Damage depending on armor's foe.

Foe without armor : 1d6

Foe with leather armor : 1d4

Foe with rigid armor : 1d3

Foe with chain armor : 1d3

Foe with plate armor : 1d2

9.622 Defensive martial art

Projections and immobilizations blows.

Damage are identical whatever armor's foe. The defensive martial art goal is to immobilize foe and so it make few damage.

Armor protect against damage but no against immobilization.

Attack succeed (>20) : 1d2

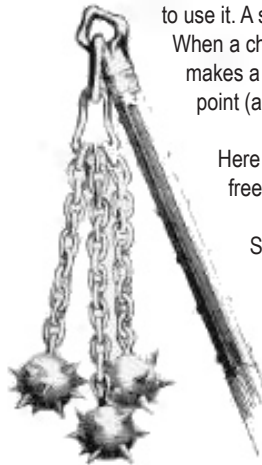
Attack succeed (21-25) : 1d2 + stun 1 round.

Attack succeed (26-30) : 1d2 + stun no parry 1 round.

Attack succeed (>30) : 1d3 + stun no parry 2 rounds.

9.7 Critical strikes

This rule make the game less fluid. GM may decide or not to use it. A stunned character can defend himself at -5. When a character make a blow score that exceed 30, he makes a critical strike. If the target don't loose any hit point (armor absorb) the critical strike is cancelled.



Here are some critical strike examples. GM feel free to create more.

Slashing weapons

Light wound : bleeding, 1 HP/round, lasts 3 rounds.

Medium wound : Bleeding, 1 HP/round until first aid.

Serious wound : Bleeding, 2 HP/round until first aid.

Piercing weapons :

Light wound : Stunned 1 round.

Medium wound : Stunned 1 round, 1 HP/round.

Serious wound : Stunned 3 rounds, 1 HP/round.

Crushing weapons :

Light wound : Stunned 1 round.

Medium wound : Stunned 3 rounds.

Serious wound : Stunned 5 rounds, internal bleeding 1 HP/round.



9.8 Range modifiers

PB : Point blank
 SR : Short range
 MR : Medium range
 LR : Long range
 ER : Extreme range

Range						Modifier				
Short bow	0-9	9-60	60-150	150-210	210-270	+3	-	-4	-9	-15
Long bow	0-9	9-120	120-240	240-330	330-420	+4	+1	-2	-6	-10
Composite bow	0-9	9-105	105-180	180-270	270-330	+3	-	-3	-7	-12
Sling	0-9	3-45	45-120	120-165	165-210	+3	-	-5	-10	-16
Light crossbow	0-12	12-120	120-225	225-300	300-375	+4	+2	-1	-6	-10
Heavy crossbow	0-15	15-150	150-270	270-360	360-480	+5	+3	+1	-4	-8
Dagger	0	0-9	9-30	30-45	45-60	-	-	-3	-6	-12
Axe	0	0-9	9-30	30-45	45-60	-	-	-4	-8	-15
Short sword	0	0-6	6-18	18-30	30-45	-	-	-3	-7	-14
Javelin	0-9	9-24	24-45	45-75	75-105	+2	-	-4	-8	-12
Spear	0-6	6-18	18-39	39-60	60-90	+1	-1	-5	-9	-16

9.9 Fumbles

When a player rolls 1 on the d20, the character makes a fumble.
 The player may then roll on this table.

Melee weapon

d20	Effect
1-3	You fail to hit.
4-6	You fail, stun one round.
7-9	You stumble, stun 2 rounds.
10	You let your weapon fall to ground, 2 rounds to pick up. Nice.
11-13	Wrong strike. Stunned & no parry 1 round.
14-16	Wrong strike. Stunned & no parry 2 rounds.
17-18	Yours legs betray you ! You are prone, 3 rounds stunned.
19	Nobody has ever seen such a worse strike. Foe can't stop laughing for 2 rounds then strikes at you for 2 more rounds while you're stunned & no parry...
20	You strike a friend (or yourself)

Ranged weapon

d20	Effect
1-6	Shot failed. Next time it's in.
7-9	You are confused and decide to shoot next round.
10-12	Confused, 2 rounds lost.
13-14	You let your ammo fall on the ground. 2 rounds lost.
15-17	You break the rope... sad !
18	You harm yourself, 1 HP !
19-20	You shoot a friend or someone wrong.



10. LOCATE TABLES

When a character hits, he rolls the location of his blow and the damage amount. The GM take off the target protection (HP absorbed by the armor) and look on the locate table.

L : Light wound.

M : Medium wound.

S : Serious wound.

D : Limb is destroyed (severed, shattered...).

Some specifics areas can be locate more precisely (head for example). If such, roll again to re-locate. If the GM don't want to use this option, he'll read only the first line.

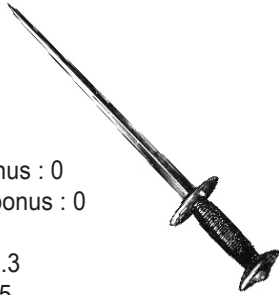
Big sized creatures (horse)					
1 : Head	1 : Forehead	1-4 : L	5-8 : M	9-11 : S	12+ : D
	2 : Nose	1-5 : L	6-10 : M	11-13 : S	14+ : D
	3 : Eyes	1-2 : L	3-4 : M	5-7 : S	8+ : D
	4 : Mouth	1-4 : L	5-8 : M	9-11 : S	12+ : D
	5 : Jaw	1-4 : L	5-8 : M	9-11 : S	12+ : D
	6 : Ears	1-2 : L	3-4 : M	5-7 : S	8+ : D
2 : Neck		1-4 : L	5-8 : M	7-9 : S	10+ : D
3-4 : Shoulders		1-6 : L	7-10 : M	11-15 : S	16+ : D
5-6 : Arms		1-5 : L	6-10 : M	11-13 : S	14+ : D
7-8 : Forearms		1-4 : L	5-8 : M	9-11 : S	12+ : D
9 : Hands	1 : Right				
	2 : Left	1-4 : L	5-8 : M	7-9 : S	10+ : D
10-11 : Chest	1-9 : Chest	1-5 : L	6-10 : M	11-13 : S	14+ : D
	10 : Heart	1 : M	2 : S	4+ : D	
12-13 : Abdomen		1-4 : L	5-8 : M	9-11 : S	12+ : D
14 : Flank		1-5 : L	6-10 : M	11-13 : S	14+ : D
15 : Hip		1-6 : L	7-11 : M	12-17 : S	18+ : D
16-17 : Legs		1-6 : L	7-10 : M	11-15 : S	16+ : D
18-19 : Calves		1-5 : L	6-10 : M	11-13 : S	14+ : D
20 : Feet	1 : Right				
	2 : Left	1-4 : L	5-8 : M	9-11 : S	12+ : D

Small sized creatures (dog)					
1 : Head	1 : Forehead	1 : L	2-3 : M	4 : S	5+ : D
	2 : Nose	1 : M	2-4 : S	5+ : D	
	3 : Eyes	1 : S	2+ : D		
	4 : Mouth	1 : L	2 : M	3 : S	4+ : D
	5 : Jaw	1 : L	2-3 : M	4 : S	5+ : D
	6 : Ears	1 : L	2 : M	3 : S	4+ : D
2 : Neck		1 : L	2 : M	3 : S	4+ : D
3-4 : Shoulders		1-2 : L	3 : M	4-5 : S	6+ : D
5-6 : Arms		1 : L	2-3 : M	4 : S	5+ : D
7-8 : Forearms		1 : L	2 : M	3 : S	4+ : D
9 : Hands	1 : Right				
	2 : Left	1 : L	2 : M	3 : S	4+ : D
10-11 : Chest	1-9 : Chest	1-2 : L	3 : M	4-5 : S	6+ : D
	10 : Heart	1+ : D			
12-13 : Abdomen		1 : L	2-3 : M	4 : S	5+ : D
14 : Flank		1 : L	2-3 : M	4-5 : S	6+ : D
15 : Hip		1-2 : L	3-4 : M	5-6 : S	7+ : D
16-17 : Legs		1-2 : L	3-4 : M	5 : S	6+ : D
18-19 : Calves		1 : L	2-3 : M	4 : S	5+ : D
20 : Feet	1 : Right				
	2 : Left	1 : L	2-3 : M	4 : S	5+ : D

Medium sized creatures (man)					
1 : Head	1 : Forehead	1 : L	2-3 : M	4-5 : S	6+ : D
	2 : Nose	1 : L	2-4 : M	5-6 : S	7+ : D
	3 : Eyes	1 : M	2-3 : S	4+ : D	
	4 : Mouth	1 : L	2-3 : M	4-5 : S	6+ : D
	5 : Jaw	1-2 : L	3-4 : M	5 : S	6+ : D
	6 : Ears	1 : L	2 : M	3 : S	4+ : D
2 : Neck		1-2 : L	3 : M	4 : S	5+ : D
3-4 : Shoulders		1-3 : L	4-5 : M	6-7 : S	8+ : D
5-6 : Arms		1-2 : L	3-4 : M	5-6 : S	7+ : D
7-8 : Forearms		1 : L	2-3 : M	4-5 : S	6+ : D
9 : Hands	1 : Right				
	2 : Left	1 : L	2-3 : M	4 : S	5+ : D
10-11 : Chest	1-9 : Chest	1-2 : L	3-4 : M	5-6 : S	7+ : D
	10 : Heart	1 : S	2+ : D		
12-13 : Abdomen		1 : L	2-3 : M	4-5 : S	6+ : D
14 : Flank		1-2 : L	3-4 : M	5-6 : S	7+ : D
15 : Hip		1-4 : L	5-6 : M	7-8 : S	9+ : D
16-17 : Legs		1-3 : L	4-5 : M	6-7 : S	8+ : D
18-19 : Calves		1-2 : L	3-4 : M	5-6 : S	7+ : D
20 : Feet	1 : Right				
	2 : Left	1-2 : L	3-4 : M	5 : S	6+ : D

Huge sized creatures (dragon)					
1 : Head	1 : Forehead	1-6 : L	7-11 : M	12-17 : S	18+ : D
	2 : Nose	1-8 : L	9-14 : M	15-20 : S	21+ : D
	3 : Eyes	1-4 : L	5-8 : M	9-11 : S	12+ : D
	4 : Mouth	1-6 : L	7-11 : M	12-17 : S	18+ : D
	5 : Jaw	1-6 : L	7-11 : M	12-17 : S	18+ : D
	6 : Ears	1-4 : L	5-8 : M	9-11 : S	12+ : D
2 : Neck		1-6 : L	7-10 : M	11-14 : S	15+ : D
3-4 : Shoulders		1-9 : L	10-16 : M	17-23 : S	24+ : D
5-6 : Arms		1-8 : L	9-14 : M	15-20 : S	21+ : D
7-8 : Forearms		1-6 : L	7-11 : M	12-17 : S	18+ : D
9 : Hands	1 : Right				
	2 : Left	1-9 : L	10-16 : M	17-23 : S	24+ : D
10-11 : Chest	1-9 : Chest	1-8 : L	9-14 : M	15-20 : S	21+ : D
	10 : Heart	1-2 : L	3 : M	4-5 : S	6+ : D
12-13 : Abdomen		1-6 : L	7-11 : M	12-17 : S	18+ : D
14 : Flank		1-8 : L	9-14 : M	15-20 : S	21+ : D
15 : Hip		1-10 : L	11-18 : M	19-26 : S	27+ : D
16-17 : Legs		1-9 : L	10-16 : M	17-23 : S	24+ : D
18-19 : Calves		1-8 : L	9-14 : M	15-20 : S	21+ : D
20 : Feet	1 : Right				
	2 : Left	1-6 : L	7-11 : M	12-17 : S	18+ : D

DAGGER



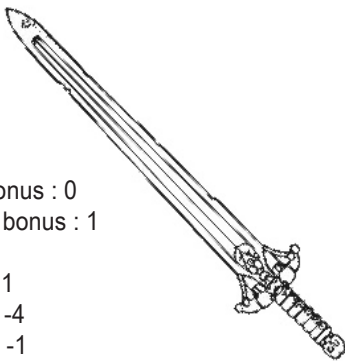
Attack bonus : 0
 Defense bonus : 0
 Size : 30
 Weight : 0.3
 Stature : -5
 Fumble : -2
 Aiming : 6
 Damage : 1d4

KNIFE



Attack bonus : 0
 Defense bonus : 0
 Size : 15
 Weight : 0.2
 Stature : -8
 Fumble : -4
 Aiming : 8
 Damage : 1d2

SHORT SWORD



Attack bonus : 0
 Defense bonus : 1
 Size : 60
 Weight : 1
 Stature : -4
 Fumble : -1
 Aiming : 4
 Damage : 1d6

BROAD SWORD



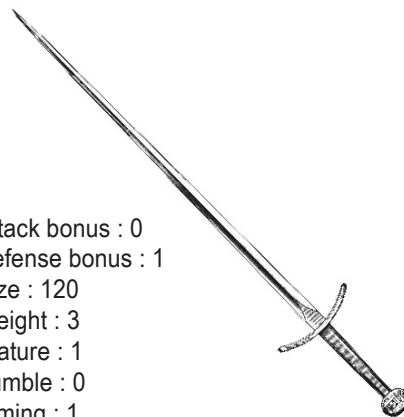
Attack bonus : 2
 Defense bonus : 0
 Size : 105
 Weight : 1.8
 Stature : -1
 Fumble : 0
 Aiming : 2
 Damage : 1d8

LONG SWORD



Attack bonus : 1
 Defense bonus : 1
 Size : 120
 Weight : 1.7
 Stature : -1
 Fumble : 0
 Aiming : 2
 Damage : 1d8

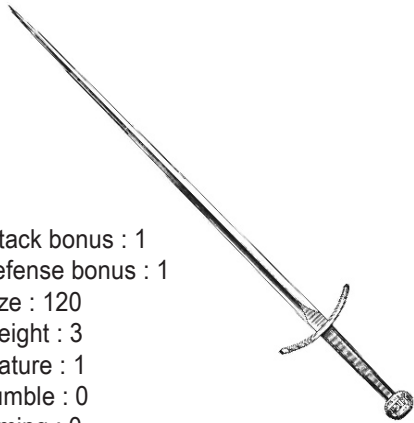
BASTARD SWORD (ONE HAND)



Attack bonus : 0
 Defense bonus : 1
 Size : 120
 Weight : 3
 Stature : 1
 Fumble : 0
 Aiming : 1
 Damage : 1d8

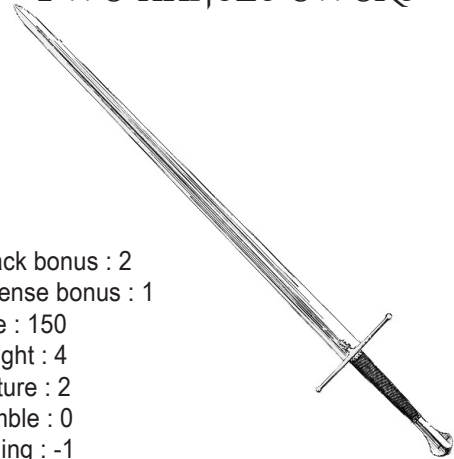
BASTARD SWORD (TWO HANDS)

Attack bonus : 1
 Defense bonus : 1
 Size : 120
 Weight : 3
 Stature : 1
 Fumble : 0
 Aiming : 0
 Damage : 1d12



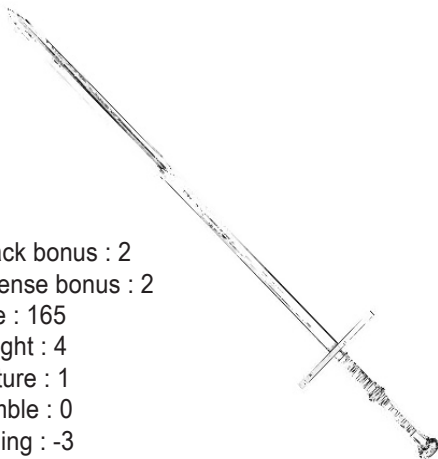
TWO HANDED SWORD

Attack bonus : 2
 Defense bonus : 1
 Size : 150
 Weight : 4
 Stature : 2
 Fumble : 0
 Aiming : -1
 Damage : 1d12+2



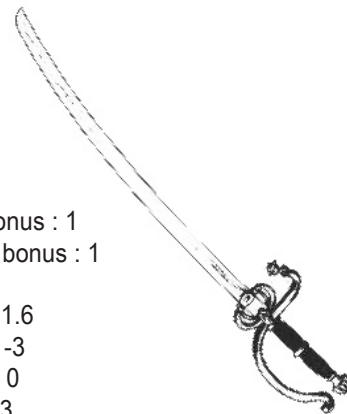
CLAYMORE

Attack bonus : 2
 Defense bonus : 2
 Size : 165
 Weight : 4
 Stature : 1
 Fumble : 0
 Aiming : -3
 Damage : 1d12+1



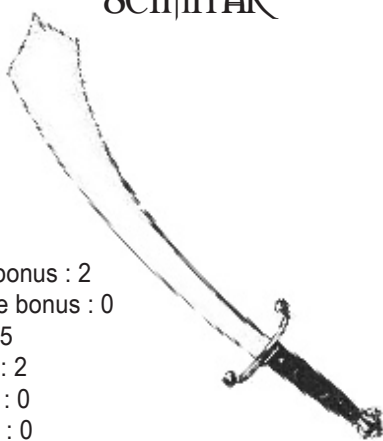
SABRE

Attack bonus : 1
 Defense bonus : 1
 Size : 90
 Weight : 1.6
 Stature : -3
 Fumble : 0
 Aiming : 3
 Damage : 1d6+1



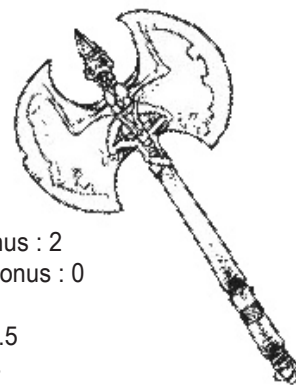
SCIMITAR

Attack bonus : 2
 Defense bonus : 0
 Size : 95
 Weight : 2
 Stature : 0
 Fumble : 0
 Aiming : 2
 Damage : 1d6+2

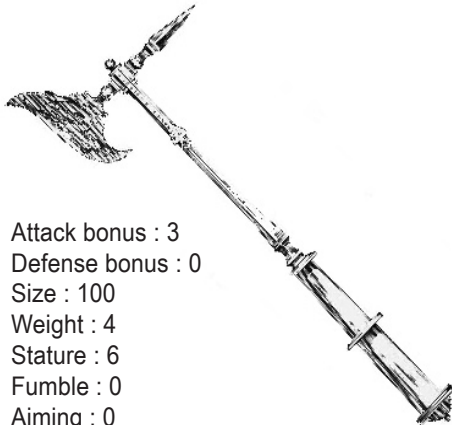


BATTLEAXE

Attack bonus : 2
 Defense bonus : 0
 Size : 85
 Weight : 2.5
 Stature : 4
 Fumble : 0
 Aiming : 2
 Damage : 1d6+1

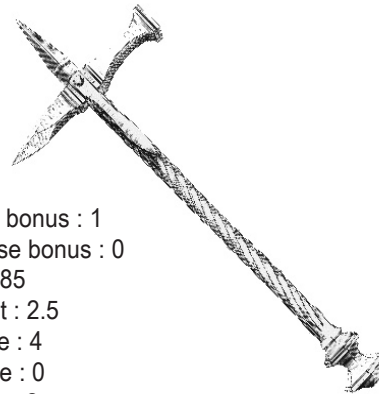


TWO HANDED BATTLEAXE



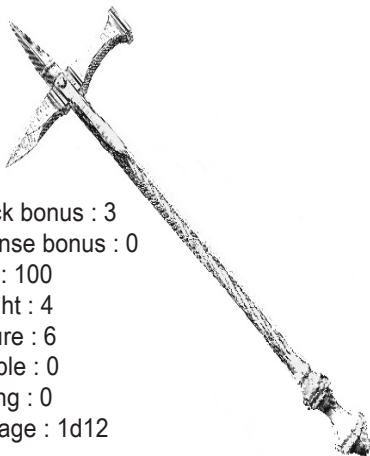
Attack bonus : 3
 Defense bonus : 0
 Size : 100
 Weight : 4
 Stature : 6
 Fumble : 0
 Aiming : 0
 Damage : 1d12+1

WAR HAMMER



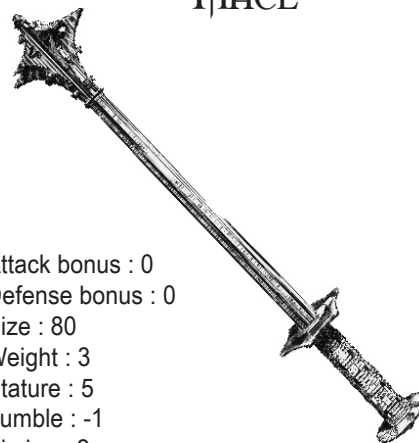
Attack bonus : 1
 Defense bonus : 0
 Size : 85
 Weight : 2.5
 Stature : 4
 Fumble : 0
 Aiming : 2
 Damage : 1d6+1

TWO HANDED WAR HAMMER



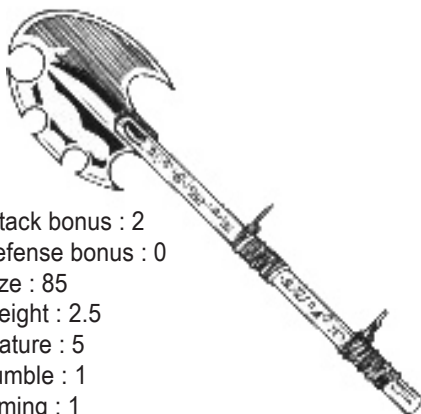
Attack bonus : 3
 Defense bonus : 0
 Size : 100
 Weight : 4
 Stature : 6
 Fumble : 0
 Aiming : 0
 Damage : 1d12

MACE



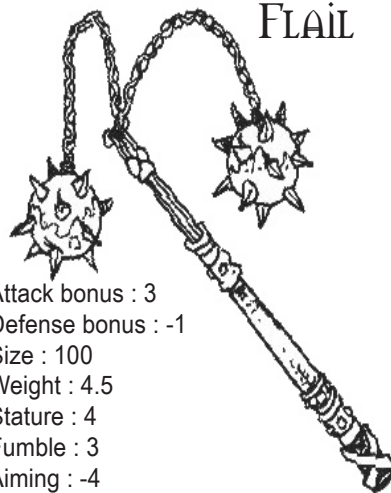
Attack bonus : 0
 Defense bonus : 0
 Size : 80
 Weight : 3
 Stature : 5
 Fumble : -1
 Aiming : 2
 Damage : 1d6+1

HAWK BEAK



Attack bonus : 2
 Defense bonus : 0
 Size : 85
 Weight : 2.5
 Stature : 5
 Fumble : 1
 Aiming : 1
 Damage : 1d8

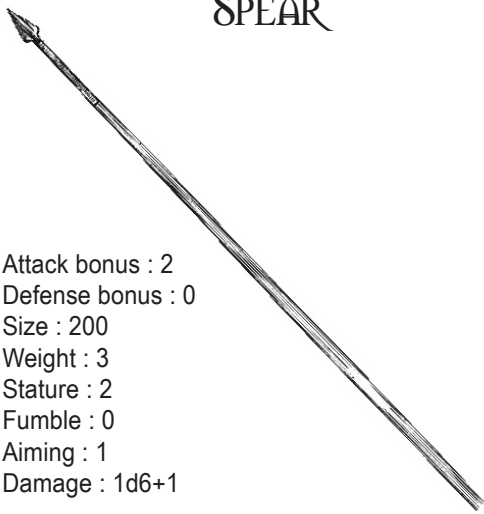
FLAIL



Attack bonus : 3
 Defense bonus : -1
 Size : 100
 Weight : 4.5
 Stature : 4
 Fumble : 3
 Aiming : -4
 Damage : 2d6+2

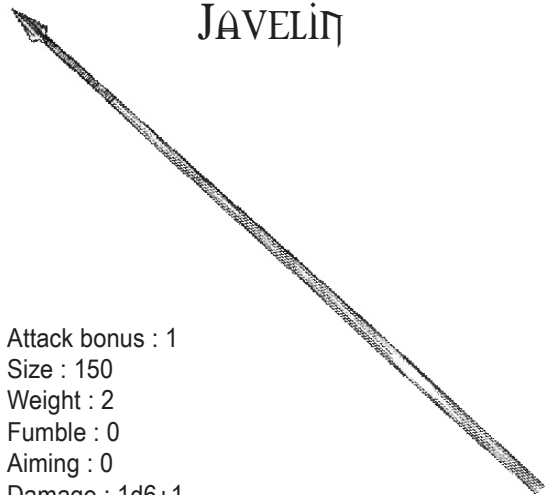
SPEAR

Attack bonus : 2
 Defense bonus : 0
 Size : 200
 Weight : 3
 Stature : 2
 Fumble : 0
 Aiming : 1
 Damage : 1d6+1



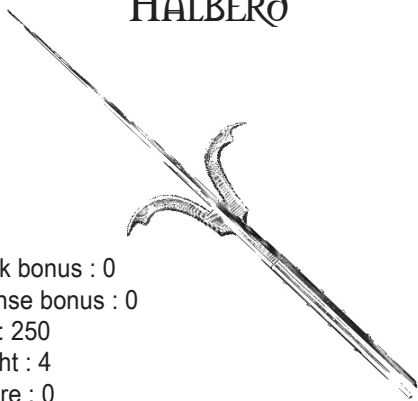
JAVELIN

Attack bonus : 1
 Size : 150
 Weight : 2
 Fumble : 0
 Aiming : 0
 Damage : 1d6+1



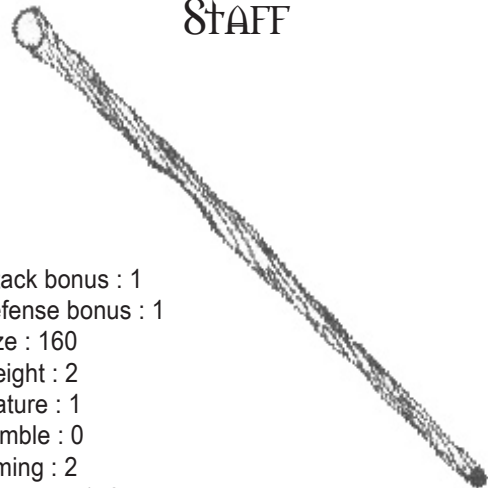
HALBERD

Attack bonus : 0
 Defense bonus : 0
 Size : 250
 Weight : 4
 Stature : 0
 Fumble : 1
 Aiming : -4
 Damage : 1d12



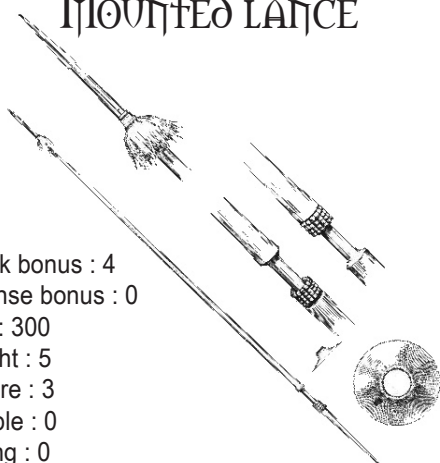
STAFF

Attack bonus : 1
 Defense bonus : 1
 Size : 160
 Weight : 2
 Stature : 1
 Fumble : 0
 Aiming : 2
 Damage : 1d8



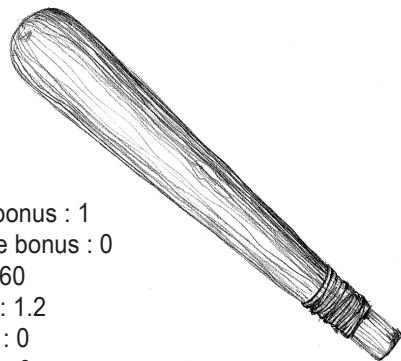
MOUNTED LANCE

Attack bonus : 4
 Defense bonus : 0
 Size : 300
 Weight : 5
 Stature : 3
 Fumble : 0
 Aiming : 0
 Damage : 1d12+4

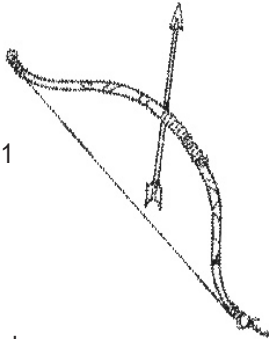


CLUB

Attack bonus : 1
 Defense bonus : 0
 Size : 160
 Weight : 1.2
 Stature : 0
 Fumble : 0
 Aiming : 0
 Damage : 1d4

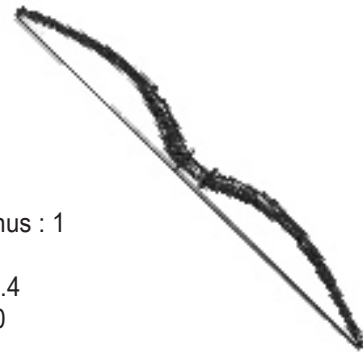


SHORT BOW



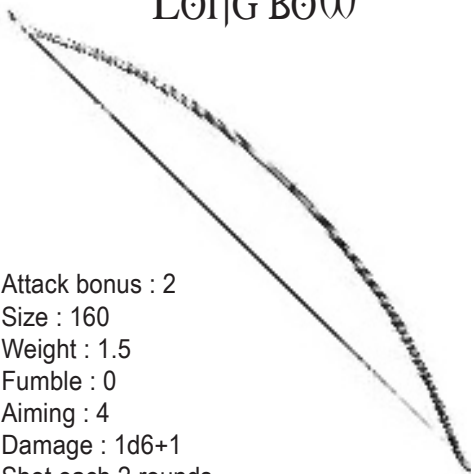
Attack bonus : 1
 Size : 110
 Weight : 1
 Fumble : 0
 Aiming : 3
 Damage : 1d6
 Shot each round

COMPOSITE BOW



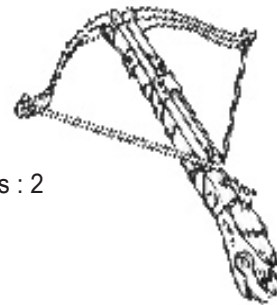
Attack bonus : 1
 Size : 130
 Weight : 1.4
 Fumble : 0
 Aiming : 4
 Damage : 1d6+1
 Shot each 2 rounds

LONG BOW



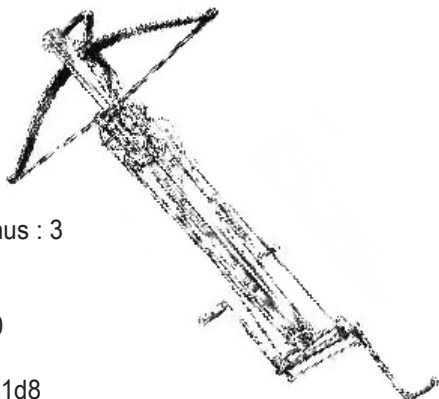
Attack bonus : 2
 Size : 160
 Weight : 1.5
 Fumble : 0
 Aiming : 4
 Damage : 1d6+1
 Shot each 2 rounds

LIGHT CROSSBOW



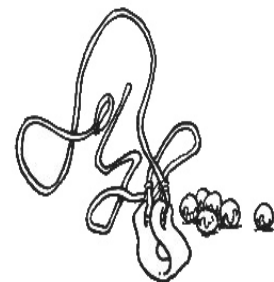
Attack bonus : 2
 Size : 90
 Weight : 3
 Fumble : 0
 Aiming : 6
 Damage : 1d6+1
 Shot each 2 rounds

HEAVY CROSSBOW



Attack bonus : 3
 Size : 120
 Weight : 5
 Fumble : 0
 Aiming : 8
 Damage : 1d8
 Shot each 3 rounds

SLING



Attack bonus : 1
 Size : 60
 Weight : 0.2
 Fumble : 0
 Aiming : 0
 Damage : 1d6
 Shot each 2 rounds