

# SKYREALMS OF Jorune Weapon Chart

| Melee Weapon            | Skill    | Qual   | Class | B       | E  | P  | Weight   |                                     |
|-------------------------|----------|--------|-------|---------|----|----|----------|-------------------------------------|
| GRAPPLING               | Unarmed  | -      | B     | Special |    |    | -        |                                     |
| HAND/FOREARM            | Unarmed  | -      | B     | 1       | -  | -  | -        |                                     |
| FOOT/KNEE               | Unarmed  | -      | B     | 1       | -  | -  | -        |                                     |
| HEADBUTT                | Unarmed  | -      | B     | 1       | -  | -  | -        |                                     |
| GAUNTLETS               | Unarmed  | 9      | B     | 2       | -  | -  | 0,5      |                                     |
| THIKES                  | Unarmed  | 10     | B     | -       | 2  | -  | 0,5      | Gladiator weapon. Support weapon    |
| VIBRO BLADE             | Knife    | 14     | A     | 1       | 7  | 5  | 0,5      |                                     |
| DAGGER                  | Knife    | 11     | A     | 1       | 2  | 4  | 0,5      |                                     |
| KNIFE                   | Knife    | 10     | A     | 0       | 2  | 3  | 0,5      | Can be thrown                       |
| LONGKNIFE               | Knife    | 11     | A     | 1       | 3  | 5  | 1        |                                     |
| SHORTSWORD              | Sword    | 13     | B     | 2       | 4  | 4  | 2        |                                     |
| SCIMITAR                | Sword    | 14     | B     | 2       | 5  | 3  | 2,5      |                                     |
| FALCHION                | Sword    | 15     | B     | 4       | 6  | 1  | 3        |                                     |
| BROADSWORD              | Sword    | 16     | B     | 3       | 5  | 3  | 3        |                                     |
| ESTOC                   | Sword    | 15     | B     | 3       | 3  | 6  | 3        | Thanterian dakrani weapon           |
| BASTARD SWORD           | Sword    | 16     | B     | 3       | 5  | 3  | 4        | B4 E7 P4 if used with 2 hands       |
| LONGSWORD               | Sword    | 16     | B     | 3       | 5  | 4  | 4        |                                     |
| BATTLE SWORD            | Sword    | 17     | B     | 5       | 8  | 4  | 5        | ½ skill if used with only 1 hand    |
| HOOKSWORD               | Sword    | 14     | B     | 3       | 6  | 2  | 4        | Crugar weapon                       |
| HARDSTONE SWORD         | Sword    | 15-17  | B     | +2      | +1 | +0 | +3 kg    | Heavy ramian weapon                 |
| SHANTIC BLADE           | Sword    | 17     | B     | +0      | +2 | +1 | X 0.8 kg |                                     |
| FINE SHANTIC BLADE      | Sword    | 17     | B     | +0      | +3 | +2 | X 0,8 kg |                                     |
| CLUB/STICK              | Clubs    | 10     | B     | 3       | -  | -  | 2        |                                     |
| MACE                    | Clubs    | 12     | B     | 5       | -  | -  | 3        |                                     |
| MORNING STAR            | Clubs    | 12     | B     | -       | -  | 5  | 3        |                                     |
| MAUL                    | Clubs    | 11     | B     | 5       | -  | -  | 5        |                                     |
| WARHAMMER               | Clubs    | 12     | B     | 5       | -  | 6  | 4        |                                     |
| BALL & CHAIN            | Flails   | 12     | B     | 6       | -  | -  | 2        |                                     |
| GRAINFLAIL              | Flails   | 9      | B     | 5       | -  | -  | 2        |                                     |
| WARFLAIL                | Flails   | 12     | B     | 8       | -  | -  | 4        | ½ skill if used with only 1 hand    |
| SICKLE                  | Axe      | 9      | B     | 1       | 4  | 4  | 0,5      |                                     |
| HANDAXE                 | Axe      | 12     | B     | 4       | 6  | -  | 2        | Can be thrown                       |
| SINGING AXE             | Axe      | 8 (12) | B     | 5       | 5  | -  | 2        | Often hardstone. Trarch. Throw pos  |
| BATTLE AXE              | Axe      | 15     | B     | 6       | 9  | -  | 3,5      | ½ skill if used with only 1 hand    |
| WHIP, rope, chain etc   | Whip     | 9      | B     | 1       | 2  | -  | 1,5      |                                     |
| NET, cloak, blanket etc | Net      | 9      | B     | 1       | -  | -  | 2        | If arm or leg hit roll F or S x #D6 |
| GLAIVE                  | Polearms | 14     | C     | 6       | 7  | 7  | 5        | Cannot be used with only 1 hand     |
| POLEAXE                 | Polearms | 14     | C     | 6       | 9  | 6  | 6        | Cannot be used with only 1 hand     |
| FALCASTRA               | Polearms | 11     | C     | 3       | 5  | 6  | 5        | Skamaan weapon. Not with 1 hand     |
| PIKE                    | Spear    | 12     | C     | 4       | -  | 9  | 5        | Cannot be used with only 1 hand     |
| LANCE                   | Spear    | 11     | C     | 4       | -  | 9  | 6        | Thanterian favourite. Not with 1 h  |
| STAFF                   | Spear    | 11     | B     | 4       | -  | -  | 2        |                                     |
| SPEAR                   | Spear    | 12     | B     | 4       | -  | 7  | 4        |                                     |
| TRIDENT/HAK-FRIST       | Spear    | 12     | B     | 4       | -  | 5  | 4        | Holds small prey. Crugar            |

Using another similar weapon is +/-0 to skill.

Using weapon in off hand is normally -40 to skill.

# SKYREALMS of Jorune *Weapon Chart*

| Range Weapon                           | Skill        | Qual   | B       | E   | P  | Weight |                                                    |
|----------------------------------------|--------------|--------|---------|-----|----|--------|----------------------------------------------------|
| SHORT BOW                              | Bow          | 8      | -       | -   | 6  | 1,5    | 1 rnd load +1 rnd fire. -15 if all in one rnd.     |
| LONG BOW                               | Bow          | 11     | -       | -   | 8  | 2      | 1 rnd load + 1 rnd fire. -35 if all in 1 rnd       |
| BULANJ (boccord l-bow)                 | Bow          | 12     | -       | -   | 8  | 2,5    | 1+1 rnd or -40. Must have SIZE +1 to use           |
| SLINGBOW                               | Bow          | 7      | -       | -   | 6  | 2      | 1 rnd load +1 rnd fire. -15 if all in one rnd.     |
| BRYNKWOOD BOW                          | Bow          | +2     | -       | -   | +1 | X 1.3  | Min STR 12 or 15 (if not SIZE +1)                  |
| CROSSBOW                               | Crossbow     | 10     | -       | -   | 7  | 2,5    | 1 rnd load + 1 rnd fire. <u>CAN'T</u> be done in 1 |
| FLEITA GUN                             | Pistols      | 6      | -       | -   | 4  | 1      | 1 rnd load + 1 rnd fire. <u>CAN'T</u> be done in 1 |
| BLOWGUN                                | Blowgun      | 4      | -       | -   | 0  | 0,5    | Max 1D6 damage                                     |
| SLING                                  | Sling        | 7      | 4       | -   | -  | 0,5    |                                                    |
| STAFFSLING                             | Sling        | 10     | 5       | -   | -  | 1,5    |                                                    |
| BOLA                                   | Bola         | 6      | 5       | -   | -  | 2      |                                                    |
| THROWING KNIFE                         | Th. Knife    | 11     | 0       | -   | 3  | 0,5    |                                                    |
| THROWING RING                          | Th. Knife    | 13     | 0       | 3   | -  | 0,5    |                                                    |
| THROWING AXE                           | Th. Axe      | 10     | 3       | 5   | -  | 2      |                                                    |
| JAVELIN                                | Th. Spear    | 11     | 2       | -   | 6  | 4      |                                                    |
| ATLATL                                 | Th. Spear    | 10     | 2       | -   | 5  | 4      | Longer range. Small spears & launcher              |
| SIS-GANJ                               | Th. Axe      | 10     | -       | 1   | 4  | 2      |                                                    |
| BOOMERANG                              | Boomerang    | 6      | 4       | (4) | -  | 0,5    | Can be sharpened                                   |
| DYSHAS*                                | Dyshas       | -      | Special |     |    | -      | See dysha list. Some use energy blast table        |
| STONES, STOOLS, CRYSTALS, GRENADES ETC | Throw Object | Varies | Special |     |    | Varies |                                                    |
| BUCKLER                                | Shield       | 12φ    | 1       | -   | -  | 1      | Small. No missile defence at all                   |
| N SHIELD leather                       | Shield       | 12φ    | 2       | -   | -  | 2,5    | Reinforced edges. Destroyed if missed qual.        |
| N SHIELD wood                          | Shield       | 13φ    | 2       | -   | -  | 3      | R. edges. Lowers qual 2 per missed qual. roll      |
| N SHIELD carapace                      | Shield       | 15φ    | 2       | -   | -  | 4      | Destroyed if missed qual. roll                     |
| N SHIELD metal                         | Shield       | 14φ    | 2       | -   | -  | 4,5    | Lowers qual 2 per missed qual. roll                |
| N SHIELD thailarian                    | Shield       | 16φ    | 2       | -   | -  | 3      | Lowers qual 2 per missed qual. roll                |
| TOWER SHIELD                           | Shield       | 13φ    | 2       | -   | -  | 6      | Full defence v missile. Lowers qual. 2.....        |
| SHARPENED EDGES                        | Shield       | 12     | -       | 4   | -  | -      | Use offensive shield skill                         |
| BOSS GORE                              | Shield       | 11     | -       | -   | 3  | 0,5    | Attached to shield. Use offensive shield skill     |
| ☐BLASTER PISTOL                        | Pistols      | 7      | -       | -   | 13 | 1      | 1 shot / rnd. Energy blast table.                  |
| ☐BLASTER RIFLE                         | Rifles       | 11     | -       | -   | 15 | 3      | 1 shot / rnd. Energy blast table.                  |
| ☐BLASTER L. TURRET                     | Rifles       | 16     | -       | -   | 20 | 7      | 1 shot / rnd. Energy blast table.                  |
| ☐LASER PISTOL                          | Pistols      | 8      | -       | -   | 10 | 1      | 2 shots / rnd. Puncture table – no bloodloss       |
| ☐LASER RIFLE                           | Rifles       | 12     | -       | -   | 12 | 3      | 2 shots / rnd. Puncture table – no bloodloss       |
| ☐LASER LIGHT TURRET                    | Rifles       | 16     | -       | -   | 17 | 7      | 2 shots / rnd. Puncture table – no bloodloss       |
| ☐PULSAR PISTOL                         | Pistols      | 7      | -       | -   | 8  | 1      | 4 shots / rnd. Puncture table – no bloodloss       |
| ☐PULSAR RIFLE                          | Rifles       | 11     | -       | -   | 10 | 3      | 4 shots /rnd. Puncture table – no bloodloss        |
| ☐PULSAR L. TURRET                      | Rifles       | 16     | -       | -   | 15 | 7      | 4 shots / rnd. Puncture table – no bloodloss       |
| FIELD RAM PISTOL                       | Pistols      | 7      | 6       | -   | -  | 1      | 2 shots / rnd. Blunt table.                        |
| FIELD RAM RIFLE                        | Rifles       | 11     | 8       | -   | -  | 3      | 2 shots / rnd. Blunt table.                        |
| FIELD RAM L. TURRET                    | Rifles       | 16     | 12      | -   | -  | 7      | 2 shots / rnd. Blunt table.                        |
| STUNNER PISTOL*                        | Pistols      | 7      | Special |     |    | 1      | 1 shot / rnd. 4D6 v CON (5D6 if head)              |
| STUNNER RIFLE*                         | Rifles       | 12     | Special |     |    | 3      | 1 shot / rnd 5D6 v CON (6D6 if head)               |

- \* Attack ignores armour
- ☐ F armour protection against these attacks
- φ Shield useless if it has a quality under 8.