

## WEAPON MEASUREMENTS

Note: The newly proposed lengths, and especially widths specifically, are open to cast approval on a case by case basis and are mainly meant to represent the ideal appropriate measurements.

### THROWING WEAPONS – 2 XP

WEAPON	BASE DMG	LENGTH	WIDTH	POMMEL
Dagger	2	12 in max	4 in max	N/A
Hatchet	2	12 in max	6 in max	N/A
Hammer	2	12 in max	6 in max	N/A
Javelin	2	40 in max	4 in max	N/A
Improvised/Misc.	2	6 in max	6 in max	N/A

### EASY WEAPONS – 2 XP

Sword – 1 handed	2	11-20 in	4 in max	2 in min
Axe – 1 handed	2	11-20 in	10 in max	2 in min
Maul – 1 handed	2	11-20 in	10 in max	2 in min
Stick – 1 handed	2	11-20 in	5 in max	2 in min

### AVERAGE WEAPONS – 4 XP

Sword – 1 handed	3	18-33 in	4 in max	2 in min
Axe – 1 handed	3	18-33 in	10 in max	2 in min
Maul – 1 handed	3	18-33 in	10 in max	2 in min
Staff	3	48-78 in	6 in max	N/A
Spear – 1 handed	3	18-48 in	4 in max	N/A
Light Crossbow	3	(no stock)	N/A	N/A

### SKILLED WEAPONS – 6 XP

Sword – 1 handed	4	29-45 in	4 in max	2 in min
Axe – 1 handed	4	29-45 in	15 in max	2 in min
Maul – 1 handed	4	29-45 in	15 in max	2 in min
Spear – 2 handed	4	48-78 in	8 in max	N/A
Short Bow	6	48 in max	N/A	N/A

### HARD WEAPONS – 8 XP

Sword – 1/2 handed	5	37-50 in	5 in max	2 in min
Axe – 1 handed	5	37-50 in	15 in max	2 in min
Maul – 1 handed	5	37-50 in	15 in max	2 in min
Sword – 2 handed	6	42-63 in	7 in max	3 in min
Axe – 2 handed	6	42-63 in	18 in max	3 in min
Maul – 2 handed	6	42-63 in	18 in max	3 in min
Polearm	6	40-84 in	8 in max	N/A
Long Bow	8	49 in min	N/A	N/A
Heavy Crossbow	6	(has stock)	N/A	N/A

### GIANT WEAPONS – 10 XP

**Note:** Cast and safety reserve the right to deny a weapon's qualifying for the Giant Class if it is not believed to be appropriate, even if the measurements are legal; specifically the weight and the shape of a weapon and how that shape affects the weapon's weighting are considered on a case by case basis. Giant weapons must be heavy and difficult to wield in an OoG sense.

Sword – 2 handed	7	64-84 in	8-15 in	3 in min
Axe – 2 handed	7	64-84 in	25-30 in	3 in min
Maul – 2 handed	7	64-84 in	25-30 in	3 in min

**Note to Weaponmaster skill:** As with all other melee weapons, the Weaponmaster skill indeed allows the user to wield Giant Weapons with the same scaled proficiency that they would with any of the other weapon categories.

However, unless they have at least 1 level in the Giant Weapon skill by its own category, THE SUNDER DAMAGE CALL CANNOT BE USED. Regular damage calls and proper wielding can be accomplished but the charging and threshold breaking mechanic of the Sunder damage call is effectively 'locked' behind the Giant Weapon skill itself. This also applies to the Dwarven advantages of Axemaster and Hammermaster.