

Old Valere: Weapons And Armour

Melee Weapons

All melee weapons have an aspect that is the same as their name. In any exchange such an aspect can only be used by one of the combatants involved. For example, if a swordsman takes advantage of the fact that his opponent is defending himself with a knife by invoking the DAGGER aspect, that opponent can not use his DAGGER to his own advantage in that exchange; he would have to find some way to use his opponent's LONGSWORD against him, or invoke a different aspect.

If a character's **complementing skill** is higher than their Melee Weapons skill they get a +1 bonus.

Name	Hands	Damage Bonus	Complementing Skill
Battle Axe	1 H	+3	Might
Club	1 H	+2	
Dagger	1 H	+1	Athletics
Great Axe	2 H	+4	Might
Great Sword	2 H	+4	Might
Halberd	2 H	+4	Athletics AND Might
Hand Axe	1 H	+2	
Heavy Mace	1 H	+3	Might
Light Mace	1 H	+2	Might
Longsword (Arming Sword)	1 H	+3	Athletics OR Might
Maul	2 H	+4	Might
Morning Star	1 H	+3	
Pike	2 H	+3	
Short Sword	1 H	+2	Athletics
Spear	1 H	+3	
Spear	2 H	+2	
Staff	2 H	+4	
Sword Breaker	1 H	+1	Athletics
War Hammer	1 H	+2	Might
War Sword	1 H	+3	Athletics OR Might
War Sword	2 H	+4	Athletics OR Might

Ranged Weapons

Like melee weapons, all ranged weapons have an aspect that is the same as their name. As well as being used to gain advantage over an opponent, these aspects can be compelled to say the weapon is out of ammunition; this typically only lasts for the rest of the combat, at which point the character can usually find, reclaim or even make more ammunition. As such they are equivalent to a Minor consequence.

Name	Zones	Damage Bonus
Throwing Axe	1	+2
Throwing Knife	0	+1
Small Bow	2	+1
Longbow	3	+2
Composite Bow	3	+3
Light Crossbow	2	+2
Heavy Crossbow	3	+3
Spear	1	+2
Javelin	2	+1

Armour

Again, all types of armour have an aspect that is the same as their name. As well as being used to gain advantage over an opponent, these aspects can also be compelled to reflect the disadvantages of wearing such armour, such as their weight, the noise they make while the wearer is moving, how uncomfortable they may be in extreme heat or cold, and so on.

Worn armour reduces the stress taken by a character by the Bonus; there may also be a Penalty to the use of the Athletics skill for any purpose other than defence. Armour can also absorb consequences that would otherwise be taken by the wearer; once it has taken its full complement of consequences the armour no longer reduces stress but the consequences continue to apply for as long as the armour is still worn, as does the aspect of the armour itself.

When used by the untrained, shields only reduce the stress taken by the Bonus; the Shield Training stunt means the Bonus adds to defence rolls instead and the shield can absorb a consequence as for worn armour.

Name	Bonus	Penalty	Consequences
Light Armour (Cloth, Leather)	1	0	1 Minor
Medium Armour (Scale, Mail)	2	-1	1 Minor, 1 Major
Heavy Armour (Plate Mail, Knight's Plate)	3	-2	1 Minor, 1 Major, 1 Severe
Small Shield	1	-	1 Minor
War Shield	2	-	1 Major
Tower Shield	3	-	1 Severe