

- ¹ See S&P pg 113.
- ² See S&P pg 114, table 50.
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- ⁴ Total plusses and minus to hit and damage for this weapon should be listed here. All plusses and minusses should be factored in; including those for exceptional ability scores, magic of the weapon, and any bonuses due to proficiencies.
- ⁵ Points here refers to the number of weapon proficiency point spent in order to acquire the particular proficiency in question (ability) with this particular weapon. The number should be listed immediately after the name of the weapon, separated from the weapon's name by a slash.
- ⁶ The weapons broad group and narrow group categories should be listed here. These can be found in C&T pg's 145-146.
- ⁷ This indicates the characters level of ability with the weapon. Valid categories are; non-proficient, familiar, proficient, weapon of choice, weapon expertise, specialized, mastery, high mastery, and grand mastery. All these options are explained in detail in C&T pg's 70-76.
- ⁸ Weapons are divided into three categories: Bludgeoning, Piercing, and Slashing. This describes the weapon's method of creating injuries and is used to determine what kind of critical hits the weapon inflicts. In addition, some monsters may be partially resistant to the effects of certain weapons.
- ⁹ This is where the weapons initiative speed/phase is recorded. i.e. Fast, Average, slow, or Very Slow. See C&T pg's 17-18 for more information on initiative.
- ¹⁰ Melee reach. All hand-to-hand weapons are rated as having a reach of 1, 2, or 3 squares. A reach of 1 allows the user to attack any target in an adjacent square that he threatens. For more information on weapon ranges see C&T pg's 8, 11 & 12.
- ¹¹ Rate of fire. This is the number of times per combat round that a missile weapon may be used to attack. naturally, a character can't throw two or three weapons per round if he has only one available.
- ¹² Missile ranges should be expressed as numbers. The first number is the outermost limit of short range, the second is the outermost limit of medium range, and the third is the outermost limit of long range. Missile ranges are given in combat system squares. In normal melee scale a square equals 5 feet. In missile scale (only used for outdoors or open battlefields) a square equals 5 yards.
- ¹³ Damage is divided into two categories: versus Small-Medium creatures, and versus large or larger creatures. The target size dictates which rating to use. The damage listed should be after adding all adjustments due to ability scores, magical pluses, and any other special modifiers. (such as specialization etc.) the die and modifier should be listed as opposed to a range. Thus 2-19 should be listed as 3d5-1. When more than one combination is possible, in order to achieve a particular damage range, it is not necessary to list all possible combinations.
- ¹⁴ The knockdown die is rolled any time the weapon scores a hit. a result of 7 or better creates a possible knockdown against a man sized target.
- ¹⁵ Number of attacks is the number of attacks the character is permitted in one round given all modifiers due to specialization, weapon speed, etc...
- ¹⁶ This is where a player should record all fighting styles, weapon specializations, masteries, and special talents his character is proficient with. See C&T pg's 49-50, & 71-80
- ¹⁷ This is where a player should record all unarmed fighting styles, specializations, masteries, and martial arts talents his character is proficient with. See C&T pg's 83-98. In addition if a character has any high level skills, (See Dungeon master Option: High-Level Campaigns, pg's 145-178) then this is where they would be recorded.