

1or2H: Can be used as a 1 or 2 handed weapon

Ammo: The word that follows this is the type of ammunition required to fire this weapon

AP1: This Weapon has a -1 AP Penalty

AP2: This Weapon has a -2 AP Penalty

Balance: +1 to weapon attack in main hand

Barbed: add 1d4 cut to the damage roll.

Coordinated: Can use Coordination stat for attack modifier

Creature Grapple: Creature cannot willingly move and attacks are at disadvantage.

Couched: Weapon is not at disadvantage while attacking from a mount

Crowd Breaker: Can attack every creature in range that is in front or beside the character at disadvantage

Disarm: If a weapon grapple is successful then the character may now make a contested Pull Check against their Pull, or Hold to rip it out of the enemy hands

Dismember: Attack at double disadvantage. If successful you chop off the chosen limb. Triple Disadvantage for Decapitation

Guard: If any creature that the character can see tries to move in a square in front of the character that is in melee they must spend a reaction point to attack the creature and if it lands the creature does not move into the square but the Action point spent to get there is gone.

Half Cover: +2 to Target

Hook: (Requires a weapon being held in the opponent's hand) Make a contested Pull Check against the enemy's Hold. If successful then the enemy cannot add that weapon's block or parry modifier to the next attack made against it before the start of the enemy's next turn. If the check fails then the enemy may spend a reaction point to attack you without your weapon's block or parry modifier.

Knock: Make an attack roll at disadvantage. On a successful hit the opponent is staggered and cannot make any reactions until the beginning of their next turn. 3 successful knock before the start of their next turn will knock them prone. (The 3 knock do not all need to be done by the same player to get this effect)

Lunge: For an additional 2 AP you can add a Reach to your attack

Loud: Disadvantage on ranged stealth attack rolls

Mag: The number that follows is the amount of shots the weapon can fire before needing to reload

Piercer: The number that follows is the amount of piercing armor is ignored on a successful hit

Quarter Cover: +1 to Target

Quiet: Advantage on ranged stealth attack rolls

Quiver: Can store multiple of this item in a quiver of the appropriate type

Reach: May attack an additional 5 feet away from your character. (Reach can stack)

Reflex: +1 RP

Shrapnel: Any creature within the radius of the attack or 5ft. outside it must roll 1d6 piercing damage. If the creature is at the edge of the shrapnel radius then they may spend a reaction point to make a Reflex check of 12 and if they succeed they take half damage. Failure still takes full damage.

Shove: Make an attack roll. On hit target must move 5 feet away from you and make a Coordination 12 save. If they fail the save they trip and are knocked prone

Spiked: Add 1d4 Pierce damage to all successful attack hits.

Thrown: This weapon can be thrown

Trip: Make an attack roll. If successful make an additional contested Pull check vs thier Hold or Coordination. If successful again they are knocked prone.

Unblockable: This weapon cannot be blocked with anything other than a medium shield or large shield

Unparryable: This weapon cannot be parried with anything other than a Medium Shield or Large Shield

Use Item: You can use an item

Weapon Grapple: Make an attack roll. If successful roll a contested Hold check vs the opponent's Pull or Coordination. If successful again the opponent cannot use the weapon to

attack or defend themselves until they can free it. It will cost 4 AP to attempt to free their weapon. Moving away will give them advantage on the roll.