

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 - 20 to skill.

Using skilled weapon in off hand is -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)

- * Some dyshas ignores armour (those without injury factor)
- ⊖ F armour protection against these attacks
- φ Shield useless if it has a quality under 8.