

Chapter 1: Reference Material

This chapter of the Soul Handbook goes over all the different things that may need to be referred to by players or storytellers during the game. It is divided into three parts: Weapons, powers, and lore.

The Weapons section will list all the weapons in soul, categorized by the elements they match. This means that there will be some duplicates.

The Powers section lists all the elemental powers for each element.

The Lore section includes maps and brief summaries of locations and factions.

Part 1: Weapons

Weapons in Soul are much like powers, each different type of weapon is functionally unique. A sword and a mace are used similarly, but they have differences. Likewise, a rifle and a pistol have the same basic operating principles, but there are many differences between stance and aiming practices that make their use unique. To represent this, weapons in Soul are much like the powers. Each weapon can be thought of as another miniature power tree for your character. Weapons feature their own built in light and heavy attacks that have their own stats and status effects, and that make the weapon different from others. Additionally, every weapon class has its own special move. Like powers, players are free to make their own attacks with their chosen weapons, and these can either be recorded by the GM for posterity or left to the player to remember. The GM is responsible for assigning stats and balancing these attacks, however.

Weapon Damage Tiers

Weapons are based on a 3 tier system like powers. This means that the total damage for the tier is divided by the possible number of attacks with that weapon per turn to determine its damage. This is of course rounded to the nearest 5 for ease of mathematics. Tier one is 1250 damage, Tier 2 is 1500, and Tier 3 is 1750. A light sword, for example, has an attack capacity cost of 12 on its light attack. This means it can attack 8 times per turn before the user is out of attack capacity, so this attack at tier one will deal 155 damage, tier 2 190, and tier 3 220. Don't worry, the damage values for basic attacks are all listed. This information is strictly here for the creation of new powers and for documentation purposes, should it become relevant.

Weapon Status Effects

Status effects in Soul have two versions: one normal and one upgraded version. The normal version is the version that is inflicted on an enemy once their resistance is exhausted. For Lacerate, for example, an enemy's Resistance is determined by their Vitality stat. If they have 5 vitality, they have 5 Lacerate resistance. Each time a power says, "inflicts 3 Lacerate," or "+3 Lacerate," this means it subtracts 3 from an enemy's Laceration resistance. If a weapon or power says, "when Lacerate is triggered," or something along those lines, that means that it has actually given its effect, as the target's resistance is depleted.

The upgraded status effects, which are more powerful versions of the standard ones, are only

inflicted on Critical hits when a status would normally trigger. For example, in keeping with the Lacerate example, if an enemy has been chipped down to 2 Laceration resistance, and an attack inflicts 3 Lacerate, that would still inflict 3 Lacerate, the status would trigger, and The leftover 1 Lacerate buildup would be subtracted from the target's maximum resistance again. If this attack is a critical hit, however, the only thing that changes is that the upgraded status effect triggers instead of the basic one. Below are listed the basic status effects, their upgraded versions, the stat that resists them, and their actual effect on trigger.

Lacerate: Resisted by Vitality

+50 Damage on Trigger. +1 Blood Loss Buildup next action.

Severed Artery(Upgraded Laceration):Resisted by Vitaliy

+100 Damage on Trigger. Double Blood Loss Buildup next action.

Bruise: Resisted by Vitality

+25 Damage on Trigger. +1 Stagger Buildup next action.

Fracture(Upgraded Bruise)

+50 Damage on Trigger. Double Stagger Buildup next action.

Puncture: Resisted by Strength

+25 Damage on Trigger. +1 Poison Buildup next action

Internal Bleeding(Upgraded Puncture)

+50 Damage on trigger. Double Poison buildup next action.

Blood Loss(abbreviated Bleed): Resisted by Vitality

100 Damage ignoring Armor.

Hemorrhage(Upgraded Blood Loss)

200 Damage ignoring Armor.

Poison: Resisted by Strength

25 Damage per action until end of combat.

Toxin(Upgraded Poison)

50 damage per action until end of combat.

Concussion: Resisted by Mind

-1 Attack and Defense for duration of combat.

Blackout(Upgraded Concussion)

Target may not attack or defend until they roll mind with a difficulty of 150.

Stagger:Resisted by Agility

Target takes 20 damage to their Attack capacity.

Knockdown(Upgraded Stagger)

Target takes 50 damage to their Attack capacity and gets -1 Attack and Defense until they roll Agility with a difficulty of 150

Disarm

Target loses their currently equipped weapon and must roll Agility with a difficulty of 150 to retrieve it.

Maim

Target loses 20% of their maximum stamina. They permanently lose a limb. (Maim is not inflicted like a regular status effect. It is instead triggered when three critical hits in a row are landed on the same target)

Spall (Resistance calculated by dividing total armor by 500)

If target still has Armor, +50 damage that ignores Armor.

Pierce(Upgraded Spall)

If target still has Armor, +100 damage that ignores Armor.

Weapon Descriptions

Below is listed, by type, every currently included weapon type (or martial art) in Soul. Next to each is a description of what the weapon type or martial art includes, so there is as little doubt as possible. The weapons themselves are divided further down and separated into elements, and their various attacks are listed there with them.

Melee

Sword

Sword is divided into two categories, Light and Heavy Swords.

Light- One handed straight swords, like longwords, broadswords, or shortswords.

Heavy- Two handed straight swords, like claymores, zweihanders, and flamberges.

Axe

Axe is divided into two categories, Light and Heavy axes.

Light- One handed war axes

Heavy- Two handed battle axes or headsman's axes

Mace

Mace is divided into two categories: Light and Heavy Maces.

Light- One handed maces, hammers, or clubs.

Heavy- Two handed maces, hammers, or clubs.

Spear: Spear includes any lighter, long hafted, sharp pointed weapon designed for long range thrusting, such as partizans, pikes, and standard spears. Javelins are not included, as they are throwing weapons.

Rapier: Rapier includes any one handed sword designed for thrusting or stabbing, such as, Rapiers, Estocs, and Epee.

Knife: Knife includes any short, single bladed weapons designed for slashing and stabbing, such as shanks, shivs, daggers, or kukri.

Warpick: A Warpick is a single handed weapon styled after a pickaxe, with a weighty, metal, pointed head at the end the handle.

Gauntlet: A gauntlet includes any weapon that covers the entire forearm and is designed to enhance striking or hand to hand attacks.

Caestus: A caestus is any covering for the hand or knuckles that enhances unarmed strikes, like brass knuckles, leather gloves, or punch knives.

Claws: Claws are knuckle or finger mounted weapons designed for raking and slashing at the target.

Flail: Flails include any weapon where the handle, solid, leads to one or multiple heads attached with rope, string, leather, or chain. These heads may be metal, the same material as the chain, or even wooden. They are much shorter than whips.

Whip: Whips include any long, flexible weapon designed to flay the target through extreme speed and force of impact. They are very long weapons, and they typically have no head on the end of the whip, or a small knot.

Chainblade: Chainblades are weapons where the blade is separated from the handle by a length of chain, designed to be able to throw and hit the target further away. They may latch into the hilt or be left free floating.

Gunblade: A gunblade is a melee weapon, typically a sword or knife, that has a firearm built into the blade or hilt of the weapon. This allows it to be used as a ranged weapon in tight situations.

Curved Sword: Curved swords include any one-handed bladed weapon with a curved blade. This includes katanas, scimitar, messers, sabers, and Falchion.

Scythe: Scythes are farming tools used to harvest grain, but were commonly pressed into service as a melee weapon. They are long hafted weapons with a crescent shaped blade extending perpendicular to the tip.

War Ram: A new weapon made for breaching doors without leaving the user defenseless. It is an arm mounted piston system, whose head extends in response to an impact.

Polearm: Polearms include any long hafted weapons with heads that are not spears. This includes glaives, bardiche, halberds, lucerne, and more.

Shield: Shields are defensive weapons carried in one hand that are designed for the purpose of deflecting incoming melee attacks. Shields are also effective bludgeoning instruments, however, and historically, they were sometimes equipped with spikes, barbs, or even blades.

Lance: A lance is a long, heavy thrusting weapon similar to a spear. Lances are usually used on horseback, but not always. They are incredibly devastating tools in the hands of someone who knows how to use them.

Sword And Shield: Swords and Shields have been a classic combination throughout much of history, enabling the user to attack ferociously, but also defend themselves effectively. A wise choice for any adventurer, new or old.

Tonfa: Tonfa are weapons where the handle is held in either hand, and the weapon itself runs along the forearm and extends past the hand of the user. Very difficult to wield and exceptionally difficult to master, Tonfa have also been made with blades or pointed tips.

Staff: Staves are weapons largely comprised of a long, straight stick that is held in the middle. They may have blades or bludgeons on both ends, but usually are simply weighted wood or metal sticks.

Tomahawk: Tomahawks are short, hatchet type weapons with very sharp heads of stone or metal. They were used by the Native Americans for much of their history and even during the French and Indian war and beyond. The tomahawk is a brutal weapon, and this weapon type also includes hatchets and other similar weapons.

Arblade: Arblades, if not the most effective weapon, are one of the most intimidating to come up against in battle. A fusion of an arbalest and a greatsword, it is capable of firing the tip of the blade like a heavy steel bolt at a target, then reconstituting it from nothing. It actually uses the same technology that hilts use to generate steel blades from seemingly nothing, and as a result, when turned off, the blade vanishes.

Gunspear: A gunspear is a spear with a gun affixed to the haft or the head, capable of firing a round like a rifle in the event that close quarters combat seems less than desirable.

Nunchaku: Nunchaku, or Nunchucks, as they are commonly known, are a pair of short handles with weights at the end, and separated by a few short lengths of rope or chain. Historically, they are not particularly well known for their effectiveness, and are often used ceremonially in some martial arts circles, but they have some use for those who are skilled with them and they are, as the old saying goes, better than nothing.

Machete: A machete is a one handed, one bladed weapon designed for slicing through jungle brush and plant matter. They often have a serrated saw blade on the side opposite the cutting edge, and their weighty, curved blades make them excellent for hacking into not only ferns, but flesh. Brutal weapons, Machete are known for the grizzly wounds they create.

Ranged

Pistol: Pistols are short barreled, typically one handed guns. For the purposes of this game, they include semi-automatic handguns.

Crossbow: Crossbows are stocked, shoulder fired weapons with a bow strung across the front. They fire bolts, which are short, heavy arrows.

Bow: Bows are ranged weapons comprised of one long, flexible piece of material and a string which connects to both ends, at their simplest. When the string is pulled, the bow flexes, and puts tension on the string. When it is released, it fires an arrow at high speeds. More complex designs for bows make use of pulleys to maximize the tension of the weapon. These are called compound bows.

Hand Cannon: Hand cannons are large caliber or bore, slow firing pistols. For the purposes of this game, standard hand cannons are revolvers, but there are some more unique variants spread around the lands.

Submachine Gun: A submachine gun is a fully automatic or select fire, two handed, sometimes shouldered gun that is chambered in a pistol cartridge. They are known for being light and maneuverable, and their short length is excellent for close quarters combat.

Assault Rifle: An assault rifle is a select fire weapon, capable of full and semi automatic fire, that is chambered in what is known as an intermediate cartridge. These are larger and faster by far than pistol rounds, but are smaller and lighter than full powered rifle rounds. Examples include the croatian VHS-2, the Steyr AUG, the M-16, and the classic AK-47.

Battle Rifle: A battle rifle is a select fire weapon, capable of full and semi automatic fire, that is cham-

bered in a full power rifle cartridge, like .308 or .30-06. Battle rifles were the go-to during the cold war, and examples in Earth's long history include the G-3, FAL, and AR-10.

Marksman Rifle: In Soul, a Marksman Rifle is a semi automatic, high-caliber weapon equipped with a scope or optic for medium-long distance target engagement. They are also known as Sniper Rifles, in some circles. Examples include the infamous Dragunov, or SVD; or the SR-25, which is an accurized variant of the AR-10.

Bolt Action Rifle: Bolt-Action rifles are a type of repeating rifle where after each shot, the bolt is unlocked, pulled back and put back into battery, and locked again manually between each shot. Bolt action rifles are known for their accuracy because of the lack of moving parts, and they have been used for a long time in hunting roles.

Machine Gun: Technically a machine gun is any gun that can be flipped to the full position and go full-auto, but for the purposes of Soul, Machine guns include fully automatic, belt fed rifles that are either shouldered or shot from a bipod. They may be in an intermediate caliber or a full power rifle cartridge.

Shotgun: Shotguns are weapons designed to shoot shot, which is a collection of small, or sometimes relatively large, pellets out of a smooth barrel. They can also shoot what are called slugs, which are more traditional bullet shaped single projectiles.

Arbalest: An Arbalest is a heavy crossbow designed to shoot much larger bolts. They are heavy, and the ammunition is much heavier as well, so they are slower than traditional crossbows, but they are devastating to anything on the receiving end.

Javelin: Javelin are mid-length spears designed for throwing at an enemy. They can be used as melee weapons in a pinch, but they are primarily tossed from a distance to strike a target.

Throwing Knife: Throwing Knife includes kunai, shuriken, throwing axes, and darts. They require a good deal of practice to become proficient with, but they are very effective tools for silent or otherwise more clandestine operations.

Greatbow: A greatbow is a large, high weight bow that is designed to shoot much longer, heavier arrows.

Rifle with Blade: A semi-automatic rifle paired with a two-handed blade.

Handcannon with Blade: A classy, big bore revolver with a sabre at your hip.

Pistol with Blade: A semi automatic handgun with a one handed blade to back it up.

Flamethrower: Flamethrowers shoot liquid or gaseous fuel out of a nozzle, with a pilot light to ignite it. Brutal weapons, and a terrible way to die.

Charge Rifle: Charge Rifle include any two handed ranged weapons that may be charged before being fired to increase the effectiveness of their payload. Examples include plasma rifles and Railguns.

Charge Pistol: Charge Pistol includes one handed versions of the weapons that fall into the Charge Rifle category.

Flak Pistol: Flak Pistol includes blunderbuss, shotgun pistols, sawed off shotguns, anything one handed with a short barrel that shoots shrapnel out the end.

Lever Gun: A lever gun is a repeating rifle that is operated and re-chambered by actuating a "lever," that usually doubles as a trigger guard or sits around the trigger like one.

DMR: Although I know a DMR and a Marksman Rifle are technically the same thing, DMR in Soul refers to any semi-automatic rifles designed for close to mid range engagement.

Martial Arts

Jiu Jitsu: Also known as Jujitsu, Jiu Jitsu is a Japanese martial art involving grapples and throws.

Muay Thai: Muay Thai, or Thai Boxing, is a martial art that involves punches as well as various clinching techniques.

Tae Kwon Do: Tae Kwon do is a traditional Korean martial art, characterized by punches and kicks, particularly at head height.

Krav Maga: Developed in Israel by the IDF. It is a military fighting style designed to end a fight as quickly as possible by using Punches, Kicks, and Wrestling techniques. The main priority of Krav Maga is efficiency.

Boxing: Boxing is a fighting style revolving around punches to the head and torso. Boxing is a fast and ruthless fighting style where practitioners also emphasize evasion and blocking of opposing attacks.

Dirty Boxing: Dirty boxing is street fighting. Anything goes. Punches, kicks, eye gouging, elbows, and even shivs or shanks. Dirty boxing is not an official martial art, just a way of staying alive in a street brawl.

Kung-Fu: Kung Fu is a traditional Chinese martial art much like Tae Kwon Do, that focuses heavily on speed and fluidity of motion. Kung Fu is divided into many styles and variations, but the most well known is Shaolin Kung-Fu.

Judo: A Japanese martial art characterized by throws, grapples, and finishing moves designed to use the opponent's momentum against them.

Wrestling: A wide reaching name for a grappling martial art where the objective is to pin the opponent to the floor in order to achieve victory.

Pankration: Pankration is an ancient Greek style of wrestling that was often taught to their soldiers and gladiators in the event that they became disarmed. It was also very common at festivals. Practitioners used punches, kicks, joint locking techniques, choking, and holds to achieve victory, making it more similar to modern Mixed Martial Arts.

Sumo: Sumo is a martial art making use of every part of the body but the soles of the feet. It makes use of grappling techniques, palm strikes, and throws to attain victory.

Wing Chun: Wing Chun is a type of Kung-Fu that is characterized by elbows, quick strikes, and grounding the target before beating them to submission.

Glima: Glima is a martial art based on the wrestling and hand to hand styles of the Vikings.

Systema: Systema is a Russian developed martial art based on Kung-Fu and other fighting styles.

Tai Chi: Tai Chi, Chinese for shadow boxing, is a martial art practiced for defense, meditation, and health benefits. Tai Chi is the practice of appropriate change and movement in response to the world around the practitioner, so in combat, it does not have a distinct style save for flowing movements and redirection over opposition.

Jeet Kune Do: Created by legendary martial artist Bruce Lee, Jeet Kune Do is not any actual, rigid

martial art, but is a fighting philosophy. Jeet Kune Do emphasizes that the only truly effective tactics in hand to hand combat are those attained in real combat, and proven techniques are the only ones that should be adopted. In addition, a practitioner of Jeet Kune Do must never be afraid to abandon a technique in favor of another or a better one, should the need arise. It is based around the finishing of a fight in the most devastating way possible with the least effort.

Karate: Karate is a Japanese martial art. It makes use of strikes, kicks, elbow strikes, and open handed, “chopping,” techniques. Traditionally, it also features grappling, joint locks, and Vital Point strikes. Karate is most known for its modernized version, which has been watered down from its traditional form.

MMA: MMA, or Mixed Martial Arts, is not a martial art on its own, but rather a combination of the best aspects of several martial arts. MMA involves punching, head and torso kicks, grapples, and ground based submission tactics. It also makes use of Chokeholds and joint locks to dispatch an opponent.

Weapons By Element

There are different weapons that pair best with each element, and although these are diverse and there is a lot of overlap between the different Aeons, each weapon’s elemental attack will differ depending on the element it is currently being paired with. Rather than digging through a list of all of the weapons with the elements they pair with stuck next to them, they have been sorted into elements here, with a full list for each element. This way, rather than wondering if a particular element and a particular weapon actually pair up effectively, you can simply flip to the element you’re looking at and pick a choice from the ones listed under that section. Pairing weapons with their respective elements is important because most powers that have a stipulation such as “if used directly following a ___ affinity weapon attack” require that the weapon attack used matches the element of the power. Extra effects won’t trigger if they don’t, so you can miss out on a lot of extra damage this way.

Different types of weapons behave slightly differently in the context of Soul. Although range isn’t actually taken into account in 99% of situations, ranged weapon types work differently from melee functionally, and melee weapons work differently than martial arts.

Melee weapons are standard, handheld weapons like swords, knives, clubs, or spears that are used by making direct contact with your enemy. Melee weapons have a light, heavy, special, and elemental attack, the last corresponding with any elements you may have that match its affinity. Melee weapons cost a standard amount of attack capacity, may be upgraded with materials found in the world, and are generally fairly straightforward. A melee wielder can be disarmed, however, and if they don’t have a backup, they may find themselves in a tough spot.

Ranged weapons are any weapons where the user does not need to be in close contact with the enemy in order to strike them. Examples include crossbows, rifles, javelin, or even throwing stars. Ranged weapons cost less attack capacity than their melee counterparts, but every one has a set magazine size before they must be reloaded.

As a result, in addition to their basic ammunition, alternate ammunition, special attack, and elemental attack, they have a reload attack that will cost you some capacity, and at which time you will be vulnerable to counterattacks. Reloads are generally very cheap, costing at most 5 attack capacity, but they must be performed when a ranged weapon's magazine runs out. They generally do more damage per shot as well to compensate for the downtime, and they can be reloaded during your defense, but this counts as a counterattack with all of its drawbacks if you fail. Reloads during your turn also count as ranged weapon attacks, so they won't interrupt your combos if you time them right. Ranged weapon users can also be disarmed if they aren't careful, so be sure to have a backup present.

Martial Art type weapons aren't really weapons at all in the traditional sense, but are the use of the body in a particular style such that it becomes your weapon. Famous examples include Karate, boxing, MMA, and Kung Fu. Martial arts are very similar to Melee weapons, but a user of martial arts cannot be disarmed in combat unless he is maimed, and that is far less likely than simply having your sword struck from your hand, right?

Martial Arts have a quick attack, a heavy attack, a special attack, and an elemental attack, just like melee weapons, but they make an excellent backup in the event of a mistimed reload or the loss of your weapon.

Part 1: Fire

Melee Weapons

Swords:

Light Swords

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:+165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Lacerate	+1 Heat	+25 damage, +1 lacerate if directly following another sword attack.
Damage- T2:195 + str	+2 Lacerate	+2 Heat	
Damage- T3: 225 +str	+3 Lacerate	+2 Heat	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:250 + str	+1 Lacerate; +1 Bleed	+2 Heat	+2 x Accumulated Heat damage if directly following a sword attack and a fire affinity weapon attack.
Damage- T2:295 + str	+2 Lacerate; +1 Bleed	+2 Heat	
Damage- T3: 335 + str	+2 Lacerate; +2 Bleed	+3 Heat	

Special Attack: Swordsman's Riposte			
Capacity Cost:20	Critical:20	Critical Damage:100	Ammo Cost:N/A
Damage- T1:300	+1 Lacerate; +1 Puncture	+2 Heat	Used only during your defense. If you fail, you take 150 damage and all damage ignores armor.
Damage- T2:350	+1 Lacerate; +2 Puncture	+2 Heat	
Damage- T3: 400	+2 Lacerate; +2 Puncture	+3 Heat	

Elemental Attack: Blazing Edge			
Capacity Cost:11	Critical:18+	Critical Damage:175	Ammo Cost:N/A
Damage- T1:160 + soul	-1 Lacerate; +3 Burn	-5 Heat	If used directly following a fire attack, +10 damage per heat consumed by Blazing Edge.
Damage- T2:190+ soul	-1 Lacerate; +3 Burn	-5 Heat	
Damage- T3: 220 + soul	-2 Lacerate; +4 Burn	-5 Heat	

Heavy Swords

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:190 + str	+1 Lacerate	+2 Heat	+50 Damage if used directly following two fire affinity attacks.
Damage- T2:220 + str	+2 Lacerate	+2 Heat	
Damage- T3: 250 + str	+3 Lacerate	+3 Heat	

Heavy Attack			
Capacity Cost:18	Critical:20	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:300 + str	+2 Lacerate: +1 Bruise	+2 Heat	If used directly following another sword attack, add 2 x Attack attribute to your roll total.
Damage- T2:350 + str	+2 Lacerate; +2 Bruise	+2 Heat	
Damage- T3: 400 + str	+3 Lacerate; +2 Bruise	+3 Heat	

Special Attack:Blade Tackle			
Capacity Cost:14	Critical:20	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:215 + str	+2 Bruise; +1 Stagger	+2 Heat	If used on a target suffering knockdown, +150 damage and +5 puncture.
Damage- T2:250 + str	+2 Bruise; +2 Stagger	+2 Heat	
Damage- T3: 285 + str	+3 Bruise; +2 Stagger	+3 Heat	

Elemental Attack: Blazing Cleave			
Capacity Cost:12	Critical:19+	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:195 + soul	-1 Lacerate; +1 Burn	+1 Heat	If this attack causes a burn, follow up with a second hit with +2 Attack for only 6 capacity .
Damage- T2:225 + soul	-2 Lacerate; +2 Burn	+2 Heat	
Damage- T3: 255 + soul	-2 Lacerate; +3 Burn	+2 Heat	

Axes:

Light Axes

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:150	Ammo Cost:
Damage- T1:165 + str	+1 Bruise; +1 Lacerate	+1 Heat	If used following a weapon's elemental attack, critical hit at 15+
Damage- T2:195 + str	+2 Bruise; +1 Lacerate	+2 Heat	
Damage- T3:225 + str	+2 Bruise; +2 Lacerate	+2 Heat	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + str	+1 Lacerate; +1 Bruise	+2 Heat	If used directly following a light weapon attack, 2 x strength bonus damage, rounded to the nearest 5.
Damage- T2:295 + str	+2 Lacerate; +1 Bruise	+2 Heat	
Damage- T3:335 + str	+2 Lacerate; +2 Bruise	+3 Heat	

Special Attack:Axeman's Dodge			
Capacity Cost:15	Critical:20	Critical:+5 def total	Ammo Cost:N/A
T1:+5 defense total		+1 Heat	Used in place of a normal defense. If successful, first attack next turn gets +2 attack.
T2:+15 defense total		+1 Heat	
T3:+25 defense total		+1 Heat	

Elemental Attack: Solar Cleave			
Capacity Cost:11	Critical:18+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:165 + soul	-1 Lacerate; +1 Burn	+1 Heat	If a fire attack directly follows Solar Cleave, it gets +2 Burn.
Damage- T2:195 + soul	-2 Lacerate; +2 Burn	+2 Heat	
Damage- T3:225 + soul	-2 Lacerate; +3 Burn	+2 Heat	

Heavy Axes

Light Attack			
Capacity Cost:12	Critical:19+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:190 + str	+1 Bruise; +1 Lacerate	+1 Heat	If used at the start of your turn, +50 Damage.
Damage- T2:220 + str	+2 Bruise; +1 Lacerate	+2 Heat	
Damage- T3:250 + str	+2 Bruise; +2 Lacerate	+2 Heat	

Heavy Attack:-1 Attack			
Capacity Cost:18	Critical:20	Critical Damage:100	Ammo Cost:N/A
Damage- T1:300 + str	+2 Lacerate; +1 Bleed	+2 Heat	If directly following another axe attack, +1 blood loss(bleed). If target just received blood loss this turn, +50 damage instead.
Damage- T2:350 + str	+2 Lacerate; +2 Bleed	+2 Heat	
Damage- T3:400 + str	+3 Lacerate; +2 Bleed	+3 Heat	

Special Attack: Low Sweep			
Capacity Cost:12	Critical:18+	Critical Damage:100	Ammo Cost:N/A
Damage- T1:190 + str	+2 Stagger	+1 Heat	+100 damage if target suffered a stagger or knockdown this turn.
Damage- T2:220 + str	+3 Stagger	+2 Heat	
Damage- T3:250 + str	+4 Stagger	+2 Heat	

Elemental Attack: Solar Sweep			
Capacity Cost:12	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Burn	+1 Heat	If a fire power directly follows this attack, it costs -5 attack capacity.
Damage- T2:220 + soul	+2 Burn	+2 Heat	
Damage- T3:250 + soul	+3 Burn	+2 Heat	

Maces

Light Maces

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Bruise	+1 Heat	+2 x heat damage to a bruised target -5 capacity cost to a burnt target.
Damage- T2:195 + str	+2 Bruise	+2 Heat	
Damage- T3:225 + str	+3 Bruise	+2 Heat	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:250 + str	+2 Bruise	+2 Heat	If used directly following a light mace attack or a fire power, -6 capacity cost.
Damage- T2:295 + str	+3 Bruise	+2 Heat	
Damage- T3:335 + str	+4 Bruise	+3 Heat	

Special Attack: Savage Flurry			
Capacity Cost:11	Critical:20+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Bruise	+1 Heat	Each time used in succession, costs +1 attack capacity and gains +25 damage, up to 3 strikes.
Damage- T2:195 + str	+2 Bruise	+2 Heat	
Damage- T3:225 + str	+3 Bruise	+2 Heat	

Elemental Attack: Hell Strike			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + soul	+1 Bruise; +1 Burn	+1 Heat	+50 damage if directly following a fire power. If a fire power directly follows this attack, it costs -5 capacity.
Damage- T2:195 + soul	+2 Burn; +1 Bruise	+2 Heat	
Damage- T3:225 + soul	+2 Burn; +2 Bruise	+2 Heat	

Heavy Maces

Light Attack			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Bruise	+1 Heat	-2 Capacity cost if directly following another mace attack.
Damage- T2:220 + str	+2 Bruise	+2 Heat	
Damage- T3:250 + str	+3 Bruise	+2 Heat	

Heavy Attack: -1 Attack			
Capacity Cost:18	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Bruise	+2 Heat	+2 Burn; +50 damage if used directly following a fire elemental attack or a power.
Damage- T2:350 + str	+3 Bruise	+2 Heat	
Damage- T3:400 + str	+4 Bruise	+3 Heat	

Special Attack: Falling Sun			
Capacity Cost:18	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Stagger; +1 Bruise	+2 Heat	If this attack inflicts a stagger or knockdown, +50 damage and -2 capacity cost directly following this attack.
Damage- T2:350 + str	+2 Stagger; +2 Bruise	+2 Heat	
Damage- T3:400 + str	+3 Stagger; +2 Bruise	+3 Heat	

Elemental Attack: Hell Smash			
Capacity Cost:12	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Burn	+1 Heat	Inflicts +1 Extra burn for every 2 burn resistance the target has remaining. Burns inflicted with this attack deal +50 damage.
Damage- T2:220 + soul	+2 Burn	+2 Heat	
Damage- T3:250 + soul	+3 Burn	+3 Heat	

Gauntlet

Light Attack			
Capacity Cost: 11	Critical: 19+	Critical Damage: 165	Ammo Cost: N/A
Damage- T1: 165 + str	+1 Bruise	+1 Heat	+2 Stagger if directly following a successful defense.
Damage- T2: 195 + str	+2 Bruise	+2 Heat	
Damage- T3: 225 + str	+3 Bruise	+2 Heat	

Heavy Attack			
Capacity Cost: 16	Critical: 20+	Critical Damage:	Ammo Cost: N/A
Damage- T1: 250 + str	+2 Bruise	+2 Heat	Target gets -1 attack next turn. if directly following a light gauntlet attack or a fire power, up to -2 attack.
Damage- T2: 295 + str	+3 Bruise	+2 Heat	
Damage- T3: 335 + str	+4 Bruise	+3 Heat	

Special Attack: Dazing Uppercut			
Capacity Cost: 11	Critical: 20	Critical Damage: 165	Ammo Cost: N/A
Damage- T1: 165 + str	+1 Stagger, +1 Bruise	+1 Heat	+3 Stagger if directly following no less than 3 different attacks.
Damage- T2: 195 + str	+2 Stagger; +1 Bruise	+2 Heat	
Damage- T3: 225 + str	+2 Stagger; +2 Bruise	+2 Heat	

Elemental Attack: Meteor Slam			
Capacity Cost:	Critical: 19+	Critical Damage: 165	Ammo Cost: N/A
Damage- T1: 165 + soul	+1 Burn	+1 Heat	+1 Heat; +5 Damage for each gauntlet attack or fire power preceding this attack this turn before this attack's last use.
Damage- T2: 195 + soul	+2 Burn	+2 Heat	
Damage- T3: 225 + soul	+3 Burn	+2 Heat	

Caestus

Light Attack: +1 Attack			
Capacity Cost:10	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:150 + str	+1 Bruise	+1 Heat	+5 x Strength damage if directly following a heavy fist attack.
Damage- T2:175 + str	+2 Bruise	+2 Heat	
Damage- T3:200 + str	+3 Bruise	+2 Heat	

Heavy Attack			
Capacity Cost:14	Critical:20+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:215 + str	+2 Bruise; +1 Stag- ger	+2 Heat	+3 Stagger if directly following a fire power.
Damage- T2:250 + str	+2 Bruise; +2 Stagger	+2 Heat	
Damage- T3:285 + str	+3 Bruise; +2 Stagger	+3 Heat	

Special Attack: Fair Fighter			
Capacity Cost:14	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
T1: -1 Def; 200 dmg	+2 Stag- ger	+2 Heat	use your covered hand to grab your enemy's weapon and wrench it from their grasp. Used during defense only. Disarm if successful +150 damage if failed.
T2:-1 Def;250 dmg	+3 Stagger	+2 Heat	
T3:- 2Def;300 dmg	+4 Stag- ger	+3 Heat	

Elemental Attack:Fire Boxer			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:150 + soul	+1 Burn	+1 Heat	+3 Stagger if used after any combination of 3 other gauntlet attacks or fire powers this turn.
Damage- T2:175 + soul	+2 Burn	+2 Heat	
Damage- T3:200 + soul	+3 Burn	+2 Heat	

Rapier

Light Attack +1 Attack			
Capacity Cost:10	Critical:19+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + str	+1 Puncture	+1 Heat	-1 capacity cost each time used in succession, up to -2 capacity cost.
Damage- T2:175 + str	+2 Puncture	+2 Heat	
Damage- T3:200 + str	+3 Puncture	+2 Heat	

Heavy Attack			
Capacity Cost:14	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:215 + str	+2 Puncture	+2 Heat	+50 damage and +3 bleed if used directly following three or more other rapier attacks or fire powers.
Damage- T2:250 + str	+3 Puncture	+2 Heat	
Damage- T3:285 + str	+4 Puncture	+3 Heat	

Special Attack: Armor Breaker			
Capacity Cost:10	Critical:19	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + str	+1 Puncture	+1 Heat	This attack ignores armor if directly following any combination of two fire powers or rapier weapon attacks.
Damage- T2:175 + str	+2 Puncture	+2 Heat	
Damage- T3:200 + str	+3 Puncture	+2 Heat	

Elemental Attack: Molten Needle.			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + soul	+1 Burn; +1 Puncture	+1 Heat	-5 capacity cost if the target has been burned this turn, and +2 Heat.
Damage- T2:175 + soul	+2 Burn; +1 Puncture	+2 Heat	
Damage- T3:200 + soul	+2 Burn; +2 Puncture	+2 Heat	

Polearm

Light Attack			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage-T1:190 + str	+1 Puncture	+1 Heat	Directly following this attack, if the first light attack in a chain, light attacks deal +25 damage.
Damage-T2:220 + str	+2 Puncture	+2 Heat	
Damage-T3:250 + str	+3 Puncture	+3 Heat	

Heavy Attack:-1 Attack			
Capacity Cost:20	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Lacerate;+1 Puncture	+2 Heat	Deals +50 damage if directly following two light polearm attacks.
Damage- T2:350 + str	+2 Lacerate;+2 Puncture	+2 Heat	
Damage- T3:400 + str	+3 Lacerate;+2 Puncture	+3 Heat	

Special Attack:Whirlwind			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage-T1:190 + str	+1 Lacerate	+1 Heat	-2 Capacity cost if used once in succession. Heavy polearm attacks directly following this one will get +25 damage and +2 Heat.
Damage-T2:220 + str	+2 Lacerate	+2 Heat	
Damage-T3:250 + str	+3 Lacerate	+2 Heat	

Elemental Attack:Blazing Crescent			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage-T1:190 + soul	+1 Burn; +1 Puncture	+1 Heat	If directly following a fire power, for two actions directly following this attack, polearm weapon attacks get +1 burn and +25 damage.
Damage-T2:220 + soul	+2 Burn; +1 Puncture	+2 Heat	
Damage-T3:250 + soul	+2 Burn; +2 Puncture	+2 Heat	

Sword and Shield

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Lacerate	+1 Heat	+2 Heat; +2 Burn if directly following a fire power.
Damage- T2:195 + str	+2 Lacerate	+2 Heat	
Damage- T3:225 + str	+3 Lacerate	+2 Heat	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:250 + str	+2 Bruise; +1 Stagger	+2 Heat	+3 Stagger if directly following two consecutive sword + shield light attacks.
Damage- T2:295 + str	+2 Bruise; +2 Stagger	+2 Heat	
Damage- T3:335 + str	+3 Bruise; +2 Stagger	+3 Heat	

Special Attack:Raised Shield			
Capacity Cost:11	Critical:20	Crit Effect:+15 Defense Total	Ammo Cost:N/A
T1: +1 Defense		+1 Heat	May only be used during your defense. If successful, your first attack next turn gets +1 Attack and +25 damage.
T2: +2 Defense		+2 Heat	
T3: +2 Defense; +10 to defense total		+2 Heat	

Elemental Attack: Burning Crest			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + soul	+1 Burn;-1 Lacerate	+1 Heat	For one action directly following this attack, +25 damage to sword + shield light weapon attacks.
Damage- T2:195 + soul	+2 Burn;-1 Lacerate	+2 Heat	
Damage- T3:225 + soul	+3 Burn; +1 Lacerate	+2 Heat	

Curved Sword

Light Attack			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:N/A
Damage-T1:165 + Str	+1 Lacerate	+1 Heat	If four or more curved sword attacks or fire powers have landed this turn, +25 Damage and +2 Bleed
Damage-T2:195 + Str	+2 Lacerate	+2 Heat	
Damage-T3:225 + Str	+3 Lacerate	+3 Heat	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage-T1:250 + Str	+2 Lacerate	+2 Heat	For one action following this attack, Fire powers get +1 Attack and deal +25 damage, if applicable.
Damage-T2:295 + Str	+2 Lacerate; +2 Bleed	+2 Heat	
Damage-T3:335 + Str	+3 Lacerate; +2 Bleed	+3 Heat	

Special Attack:Ribbons of Blood			
Capacity Cost:5	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage- T1:75 + Str	+1 Lacerate; +1 Bleed	+1 Heat	+25 to attack total if directly following a curved sword attack.
Damage- T2:90 + Str	+1 Lacerate; +1 Bleed	+2 Heat	
Damage-T3:105 + Str	+2 Lacerate; +1 Bleed	+3 Heat	For the action directly following this attack, Curved sword attacks get +1 Attack.

Elemental Attack:Singeing Serpent			
Capacity Cost:11	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage-T1:165 + Str	+1 Bleed; +1 Burn	+1 Heat	Double Heat and burn buildup for the action directly following this attack. Burns the action following this attack deal 5 x Heat damage.
Damage-T2:195 + Str	+2 Bleed; +1 Burn	+2 Heat	
Damage-T3:225 + Str	+2 Bleed; +2 Burn	+3 Heat	

Flail

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bleed; +1 Bruise	+1 Heat	+2 Puncture if directly following a flail special attack.
Damage- T2:195 + Str	+2 Bruise; +1 Bleed	+2 Heat	
Damage- T3:225 + Str	+2 Bruise; + 2 Bleed	+2 Heat	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Bruise; +1 Bleed	+2 Heat	Ignores armor and deals 50 damage to it if directly following two other different fire powers or flail attacks.
Damage- T2:295 + Str	+2 Bruise; +2 Bleed	+2 Heat	
Damage- T3:335 + Str	+3 Bruise; +2 Bleed	+3 Heat	

Special Attack:Whirl			
Capacity Cost:10	Critical:20	Critical Effect: +3 critical chance	Ammo Cost:N/A
T1:+1 Attack		+1 Heat	Swing the flail over your head, increasing your chance to hit with flail attacks for the action following this attack. Does not stack.
T2:+2 Attack		+1 Heat	
T3:+2 Attack		+1 Heat	

Elemental Attack: Shackles of Fire			
Capacity Cost: 11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Soul	+1 Bruise; +1 Burn	+1 Heat	Target gets -1 Attack and Defense next turn. +2 Burn if directly following a Fire power.
Damage- T2:195 + Soul	+2 Burn; +1 Bruise	+2 Heat	
Damage- T3:225 + Soul	+2 Burn; +2 Bruise	+2 Heat	

Scythe

Light Attack			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + Str	+1 Lacerate; +1 Puncture	+1 Heat	+25 Damage and + 3 Heat if directly following an elemental scythe attack.
Damage- T2:220 + Str	+2 Lacerate; +1 Puncture	+2 Heat	
Damage- T3:250 + Str	+2 Lacerate; +2 Puncture	+2 Heat	

Heavy Attack:-1 Attack			
Capacity Cost:18	Critical:20+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + Str	+2 Lacerate; +1 Puncture	+2 Heat	+50 Damage and +1 Attack if directly following a light scythe attack.
Damage- T2:350 + Str	+2 Lacerate: +2 Puncture	+2 Heat	
Damage- T3:400 + Str	+3 Lacerate: +2 Puncture	+3 Heat	

Special Attack:Neck Swipe			
Capacity Cost:12	Critical:20	Critical Damage:250	Ammo Cost:N/A
Damage- T1:190 + Str	+1 Lacerate; +1 Bleed	+1 Heat	+3 Critical chance if directly following a light and heavy scythe attack, and a fire power in any order.
Damage- T2:220 + Str	+2 Lacerate: +1 Bleed	+2 Heat	
Damage- T3:250 + Str	+2 Lacerate; +2 Bleed	+2 Heat	

Elemental Attack: Fires of Death			
Capacity Cost:	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + Soul	+2 Burn; -1 Bleed	+1 Heat	+25 to attack total and +2 Burn if directly following a fire weapon attack
Damage- T2:220 + Soul	+3 Burn; -2 Bleed	+2 Heat	
Damage- T3:250 + Soul	+3 Burn; -1 Bleed	+2 Heat	

Gunblade:(hybrid melee/ranged weapon)

Magazine Size: 6

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage-T1:165 + Str	+1 Lacerate; +1 Punct	+1 Heat	If directly following a fire power, +2 burn and +1 Attack to gunblade heavy attacks.
Damage-T2:195 + Str	+2 Lacerate; +1 Punct	+2 Heat	
Damage-T3:225 + Str	+2 Lacerate; +2 Punct	+2 Heat	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage-T1:250 + Str	+2 Punct; +1 Lacerate	+2 Heat	If directly following a gunblade light attack, deals +50 damage and grants +1 Attack to Gunblade special attacks.
Damage-T2:295 + Str	+2 Punct; +2 Lacerate	+2 Heat	
Damage-T3:335 + Str	+3 Punct; +2 Lacerate	+3 Heat	

Special Attack:Gunblade Shot			
Capacity Cost:9	Critical:19+	Critical Damage:165	Ammo Cost:1
Damage-T1:165 + Agl	+1 Punct	+1 Heat	If directly following a gunblade heavy attack, deals 50 extra damage and has +2 Critical hit chance as well as +2 Burn
Damage-T2:195 + Agl	+2 Punct	+2 Heat	
Damage-T3:225 + Agl	+3 Punct	+2 Heat	

Elemental Attack: Molten Chamber			
Capacity Cost:11	Critical:20+	Critical Damage:+25	Ammo Cost:N/A
Damage- T1: +25 + Sl	+1 Burn	+1 Heat	Channel fire into the chamber of your gunblade, giving it more damage, and causing it to burn for this turn.
Damage- T2: +50 + Sl	+2 Burn	+2 Heat	
Damage- T3: +75 + Sl	+3 Burn	+2 Heat	

Reload	Capacity Cost: 5
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Chainblade

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Lacerate	+1 Heat	-1 Capacity Cost and +2 burn if directly following a Fire power.
Damage- T2:195 + Str	+2 Lacerate	+2 Heat	
Damage- T3:225 + Str	+3 Lacerate	+2 Heat	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Lacerate; +1 Punct	+2 Heat	+1 Bleed for Every 2 Burn Buildup on the target.
Damage- T2:295 + Str	+2 Lacerate; +2 Punct	+2 Heat	
Damage- T3:335 + Str	+3 Lacerate; +2Punct	+3 Heat	

Special Attack: Chain Whip			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bleed	+1 Heat	+50 Damage and -6 capacity cost if directly following a heavy chainblade attack after a fire power.
Damage- T2:195 + Str	+2 Bleed	+2 Heat	
Damage- T3:225 + Str	+3 Bleed	+2 Heat	

Elemental Attack:Scorching Chains			
Capacity Cost:11	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Soul	+1 Burn; +1 Bruise	+1 Heat	+25 extra damage for every different fire power used before this attack this turn.
Damage- T2:195 + Soul	+2 Burn; +1 Bruise	+2 Heat	
Damage- T3:225 + Soul	+2 Burn; +2 Bruise	+2 Heat	

Ranged Weapons

Pistol

Magazine Size: 10

Standard Ammunition			
Capacity Cost:9	Critical:19+	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:150 + Agl	+1 Punc- ture	+1 Heat	+2 Spall on every successful consecutive hit after the first. +2 Burn if directly following a fire power.
T2 Dmg:175 + Agl	+2 Punc- ture	+2 Heat	
T3 Dmg:200 + Agl	+3 Punc- ture	+2 Heat	

Alternate Ammunition:Hollow Points			
Capacity Cost:12	Critical:18+	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:215 + Agl	+1 Puncture;+1 Bleed	+2 Heat	-50 damage to armor. +2 concuss if used directly following a fire power.
T2 Dmg:250 + Agl	+2 Puncture; +1 Bleed	+2 Heat	
T3 Dmg:285 + Agl	+2 Puncture; +2 Bleed	+3 Heat	

Special Attack: Magazine Dump			
Capacity Cost:9+	Critical:18+	Critical Dam- age:150	Ammo Cost: 1 +Mag
T1 Dmg:150 + Agl	+1 Puncture: +1 Bruise	+1 Heat	For every round left in the magazine other than the first, roll Attack vs one set enemy defense roll. Add 25 damage per success.
T2 Dmg:175 + Agl	+2 Puncture; +1 Bruise	+2 Heat	
T3 Dmg:200 + Agl	+2 Puncture: +2 Bruise	+2 Heat	

Elemental Attack: Hot Bore			
Capacity Cost:9	Critical:20	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:150 + Soul	+1 Burn; +1 Puncture	+1 Heat	Rounds do +25 damage to armor. If directly following a fire power, +3 critical.
T2 Dmg:175 + Soul	+2 Burn; +1 Puncture	+2 Heat	
T3 Dmg:200 + Soul	+2 Burn; +2 Puncture	+2 Heat	

Reload	Capacity Cost: 3
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Charge Pistol

Magazine Size: 6

Standard Ammunition			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165	+1 Bruise; +1 Puncture	+1 Heat	If used after a charged shot, +2 stagger. For one action following this attack, Fire powers get +1 Attack.
T2 Dmg:195	+2 Bruise; +1 Puncture	+2 Heat	
T3 Dmg:225	+2 Bruise; +2 Puncture	+2 Heat	

Alternate Ammunition:Charged Shot			
Capacity Cost:14	Critical:20	Critical Dam- age:165	Ammo Cost:2
T1 Dmg:250	+2 Punct; +1 Stag- ger	+2 Heat	If used directly following a reload, +1 Stagger.
T2 Dmg:295	+2 Punct; +2 Stag- ger	+2 Heat	
T3 Dmg:335	+3 Punct; +2 Stag- ger	+3 Heat	

Special Attack: Overcharger			
Capacity Cost:10	Critical:19+	Critical Dam- age:+50	Ammo Cost:+2
T1 Dmg:+100	+1 Spall	+1 Heat	Next action, charge pistol heavy attack gets bonus damage, but consumes extra ammunition.
T2 Dmg:+150	+2 Spall	+2 Heat	
T3 Dmg:+200	+3 Spall	+3 Heat	

Elemental Attack: Plasma Bolt			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:100 + Soul	+1 Burn;+1 Bruise	+1 Heat	If this attack directly followed a fire power, it deals +25 damage, and next action, charge pistol attacks get +2 burn.
T2 Dmg:150 + Soul	+2 Burn; +1 Bruise	+2 Heat	
T3 Dmg:200 + Soul	+2 Burn; +2 Bruise	+2 Heat	

Reload	Capacity Cost: 3
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Hand Cannon

Magazine Size: 6

Standard Ammunition			
Capacity Cost:10	Critical:17+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Stagger; +1 Puncture	+1 Heat	For one action after this attack fire powers and other Hand Cannon attacks get +2 x Agl damage, rounded to the nearest 5.
T2 Dmg:195 + Agl	+2 Stagger; +1 Puncture	+2 Heat	
T3 Dmg:225 + Agl	+2 Stagger; +2 Puncture	+2 Heat	

Alternate Fire Mode: Single Action			
Capacity Cost:14	Critical:16+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Stagger; +1 Bruise	+2 Heat	+1 Attack if directly following a fire power or other hand cannon attack.
T2 Dmg:295 + Agl	+2 Stagger; +2 Bruise	+2 Heat	
T3 Dmg:335 + Agl	+3 Stagger; +2 Bruise	+3 Heat	

Special Attack: Fan the Hammer			
Capacity Cost:10	Critical:20	Critical Dam- age:165	Ammo Cost:1+1 to 5
T1 Dmg:165 + Agl	+1 Bruise; +1 Stagger	+1 Heat	Each attack after the first gets -100 damage but costs -5 attack capacity.
T2 Dmg:195 + Agl	+2 Bruise; +1 Stagger	+2 Heat	
T3 Dmg:225 + Agl	+2 Bruise; +2 Stagger	+2 Heat	

Elemental Attack: Solar Cylinder			
Capacity Cost:10	Critical:20	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Burn	+1 Heat	+2x heat damage, rounded to the nearest 5, if directly following one fire attack and either a fire attack or a hand cannon attack.
T2 Dmg:195 + Soul	+2 Burn	+2 Heat	
T3 Dmg:225 + Soul	+3 Burn	+3 Heat	

Reload	Capacity Cost: 4
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Submachine Gun

Magazine Size: 30

Standard Ammunition			
Capacity Cost:10	Critical:19+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture	+1 Heat	If the target has taken damage to armor, +1 Bruise.
T2 Dmg:195 + Agl	+2 Puncture	+2 Heat	
T3 Dmg:225 + Agl	+3 Puncture	+3 Heat	

Alternate Ammunition: Hollow Points			
Capacity Cost:14	Critical:17+	Critical Damage:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Lacerate	+2 Heat	-100 damage to Armor. +2 Spall if directly following a submachine gun elemental attack.
T2 Dmg:295 + Agl	+3 Lacerate	+2 Heat	
T3 Dmg:335 + Agl	+4 Lacerate	+3 Heat	

Special Attack:Full Auto Burst			
Capacity Cost:10	Critical:20	Critical Damage:165	Ammo Cost:3
T1 Dmg:165 + Agl	based on loaded ammo	+1 Heat	uses currently loaded ammo. On a successful hit, roll two strength with a difficulty equal to your attack roll -3. +5 damage for each success.
T2 Dmg:195 + Agl	based on loaded ammo	+2 Heat	
T3 Dmg:225 + Agl	based on loaded ammo	+2 Heat	

Elemental Attack: Swarm of Flames			
Capacity Cost:10	Critical:19+	Critical Damage:165	Ammo Cost:3
T1 Dmg:165 + Soul	+1 Burn	+1 Heat	Hits up to two more times dealing 50 damage each and inflicting 1 burn for each fire power used this turn.
T2 Dmg:195 + Soul	+2 Burn	+2 Heat	
T3 Dmg:225 + Soul	+3 Burn	+3 Heat	

Reload	Capacity Cost: 4
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Flak Pistol

Magazine Size: 4

Standard Ammunition: Shrapnel			
Capacity Cost:10	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165	+1 Lacerate	+1 Heat	+1 x heat damage, rounded to the nearest 5 if used directly following a fire power.
T2 Dmg:195	+2 Lacerate	+2 Heat	
T3 Dmg:225	+3 Lacerate	+2 Heat	

Alternate Ammunition: Slug			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250	+1 Puncture; +1 Stagger	+2 Heat	+1 Attack. For one action after this attack, stagger and burn buildup are doubled.
T2 Dmg:295	+2 Puncture +1 Stagger	+2 Heat	
T3 Dmg:335	+2 Puncture; +2 Stagger	+2 Heat	

Special Attack: Point Blank			
Capacity Cost:14	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Bleed	+2 Heat	May only be used with shrapnel ammo. +50 damage; +2 burn if used directly following a fire power.
T2 Dmg:295 + Agl	+3 Bleed	+2 Heat	
T3 Dmg:335 + Agl	+4 Bleed	+2 Heat	

Elemental Attack: Molten Shrapnel			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Burn; -1 Lacerate	+1 Heat	+25 Damage for each laceration buildup afflicting the target. Next action, fire powers get +1 Attack
T2 Dmg:195 + Soul	+2 Burn; -2 Lacerate	+2 Heat	
T3 Dmg:225 + Soul	+3 Burn; -2 Lacerate	+2 Heat	

Reload	Capacity Cost: 4
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Charge Rifle

Magazine Size: 8

Standard Ammunition			
Capacity Cost:11	Critical:19+	Critical Damage:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+1 Heat	+2 Spall if directly following a fire power.
T2 Dmg:220 + Agl	+2 Puncture	+2 Heat	
T3 Dmg:250 + Agl	+3 Puncture	+3 Heat	

Alternate Fire Mode: Charged Rifle Shot			
Capacity Cost:16	Critical:20+	Critical Damage:190	Ammo Cost:2
T1 Dmg:300 + Agl	+2 Bruise; +1 Stagger	+2 Heat	+2 Spall if directly following a charge rifle standard attack. For one action after this attack, fire powers get +3 Crit.
T2 Dmg:350 + Agl	+2 Bruise; +2 Stagger	+2 Heat	
T3 Dmg:400 + Agl	+3 Bruise; +2 Stagger	+3 Heat	

Special Attack: Overcharged Rifle			
Capacity Cost:10	Critical:20+	Critical Damage:+100	Ammo Cost:+2
T1 Dmg:+50	+1 Puncture	+2 Heat	For one action following this attack, Charge rifle alternate fire attacks get extra damage and status, but cost more.
T2 Dmg:+100	+2 Puncture	+2 Heat	
T3 Dmg:+100	+3 Puncture	+3 Heat	

Elemental Attack: Molten Slug			
Capacity Cost:	Critical:19+	Critical Damage:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Burn; +1 Puncture	-2 Heat	If directly following a fire power, deals 50 extra damage and gets +2 Spall.
T2 Dmg:220 + Soul	+2 Burn; +1 Puncture	-3 Heat	
T3 Dmg:250 + Soul	+2 Burn; +2 Puncture	-5 Heat	

Reload	Capacity Cost: 5
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Assault Rifle

Magazine Size: 30

Standard Ammunition			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture; +1 Lacerate	+1 Heat	For one action directly following this attack, fire powers get 25 damage and +1 Burn.
T2 Dmg:195 + Agl	+2 Puncture;+1 Lacerate	+2 Heat	
T3 Dmg:225 + Agl	+2 Puncture;+2 Lacerate	+2 Heat	

Alternate Ammunition: Armor Piercing Rounds			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture;+1 Spall	+1 Heat	+50 Damage to Armor. If the previous two at- tacks were a reload and a fire power, +50 dam- age.
T2 Dmg:195+ Agl	+2 Puncture;+1 Spall	+2 Heat	
T3 Dmg:225 + Agl	+2 Puncture; +2 Spall	+2 Heat	

Special Attack: Full Auto			
Capacity Cost:10	Critical:20	Critical Dam- age:165	Ammo Cost:5
T1 Dmg:165 + Agl	ammo de- pendent	+1 Heat	uses loaded ammo. On a successful hit, roll 4 strength vs one enemy defense roll. For each success, +10 Damage.
T2 Dmg:195 + Agl	ammo de- pendent	+2 Heat	
T3 Dmg:225 + Agl	ammo de- pendent	+2 Heat	

Elemental Attack: Hot Range			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Soul	+2 Burn;+1 Puncture	+2 Heat	If directly following a fire power, +50 damage. For two actions directly following this attack, assault rifle attacks get +2 Burn.
T2 Dmg:295 + Soul	+2 Burn; +2 Puncture	+2 Heat	
T3 Dmg:335 + Soul	+3 Burn; +1 Puncture	+3 Heat	

Reload	Capacity Cost: 4
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Machine Gun

Magazine Size: 150

Standard Ammunition			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:10
T1 Dmg:190 + Agl	+1 Lacerate; +1 Bruise	+1 Heat	Roll 5 str vs target def total on hit. +25dmg/ success. If used directly following a fire power, 2 guaranteed hits.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Bruise	+2 Heat	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Bruise	+2 Heat	

Alternate Ammunition: Explosive Rounds			
Capacity Cost:16	Critical:20	Critical Dam- age:190	Ammo Cost:10
T1 Dmg:300 + Agl	+2 Bruise; +1 Stagger	+2 Heat	5 str vs target def. Each success =+25 dmg. For one action directly following this attack, fire powers cost -5 capacity.
T2 Dmg:350 + Agl	+2 Bruise; +2 Stagger	+2 Heat	
T3 Dmg:400 + Agl	+3 Bruise; +2 Stagger	+3 Heat	

Special Attack: Suppressing Fire			
Capacity Cost: 11 + 1/ Action	Critical:20+	Critical Dam- age:190	Ammo Cost:25/Action
T1 Dmg:190 + Agl	+1 Punct; +1 Lacerate	+1 Heat	May only be used with standard rounds. Target gets -1 atk/def. May be sustained for +1 capacity/ action. Allies may attack while target is suppressed.
T2 Dmg:220 + Agl	+2 Punct; +1 Lacerate	+2 Heat	
T3 Dmg:250 + Agl	+2 Punct; +2 Lacerate	+2 Heat	

Elemental Attack: Rolling Firestorm			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:10
T1 Dmg:190 + Soul	+1 Burn	-3 Heat	If used following explosive rounds, +2 burn. If direct- ly following a fire power, +25 dmg per heat lost.
T2 Dmg:220 + Soul	+2 Burn	-4 Heat	
T3 Dmg:250 + Soul	+3 Burn	-5 Heat	

Reload	Capacity Cost: 5
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Flamethrower

Magazine Size: 10

Standard Ammunition			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Stagger;+1 Burn	+1 Heat	-2 Capacity Cost if directly following a fire power
T2 Dmg:195 + Agl	+2 Stagger;+1 Burn	+2 Heat	
T3 Dmg:225 + Agl	+2 Stagger;+2 Burn	+2 Heat	

Alternate Ammunition:Napalm			
Capacity Cost:14	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Stagger;+1 Burn	+2 Heat	For two actions directly following this attack, fire powers and flamethrower attacks get +50 damage; +1 burn.
T2 Dmg:295 + Agl	+2 Stagger; +2 Burn	+2 Heat	
T3 Dmg:335 + Agl	+3 Stagger; +2 Burn	+3 Heat	

Special Attack: Fire Hazard			
Capacity Cost:10	Critical:20+	Critical Dam- age:165	Ammo Cost:5
T1 Dmg:65 + Agl	+1 Stagger;+1 Burn	+1 Heat	For two turns directly following this attack, +25 damage to target per action during your turn or opponent.
T2 Dmg:95 + Agl	+2 Stagger;+1 Burn	+2 Heat	
T3 Dmg:125 + Agl	+2 Stagger;+2 Burn	+2 Heat	

Elemental Attack: White Hot			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+2 Burn	+1 Heat	+5 Critical if directly following two consecutive fire powers.
T2 Dmg:195 + Soul	+3 Burn	+2 Heat	
T3 Dmg:225 + Soul	+4 Burn	+2 Heat	

Reload	Capacity Cost: 4
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Shotgun

Magazine Size: 5

Standard Ammunition:Shot			
Capacity Cost:11	Critical:18+	Critical Damage:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate; +1 Stagger	+1 Heat	If directly following a standard shotgun attack, +25 Damage. For one action directly following this attack, -2 capacity cost to fire powers.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Stagger	+2 Heat	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Stagger	+2 Heat	

Alternate Ammunition:Slug			
Capacity Cost:16	Critical:20+	Critical Damage:190	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Puncture	+2 Heat	+2 Bleed if target is suffering from a fire status effect.
T2 Dmg:350 + Agl	+3 Puncture	+2 Heat	
T3 Dmg:400 + Agl	+4 Puncture	+3 Heat	

Special Attack:Kneecapper			
Capacity Cost:11	Critical:19+	Critical Damage:190	Ammo Cost:2
T1 Dmg:190 + Agl	+1 Lacerate; +1 Stagger	+1 Heat	If shot is loaded, +2 Lacerate. If slugs are loaded, +2 Puncture.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Stagger	+2 Heat	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Stagger	+2 Heat	

Elemental Attack: Dragon's Breath			
Capacity Cost:11	Critical:19+	Critical Damage:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Bleed; +1 Burn	+1 Heat	+2 x heat damage per action for the following 3 actions if target is suffering from a fire status effect. (round to 5)
T2 Dmg:220 + Soul	+2 Bleed; +1 Burn	+2 Heat	
T3 Dmg:250 + Soul	+2 Bleed; +2 Burn	+2 Heat	

Reload	Capacity Cost: 5
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Hand Cannon with Blade

Magazine Size: 6

Standard Ammunition			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Punc- ture	+1 Heat	For one action following this attack, hand cannon with blade attacks and fire powers get +3 x Agl damage, rounded to 5s.
T2 Dmg:195 + Agl	+2 Punc- ture	+2 Heat	
T3 Dmg:225 + Agl	+3 Punc- ture	+2 Heat	

Light Attack			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Agl	+1 Lacerate	+1 Heat	If directly following a fire power, +1 Bleed. If target is suffering from a fire status effect, +25 damage.
T2 Dmg:195 + Agl	+2 Lacerate	+2 Heat	
T3 Dmg:225 + Agl	+2 Lacerate	+2 Heat	

Special Attack:Sharpshooter's Flurry			
Capacity Cost:5	Critical:18+	Critical Ef- fect:+10 to Attack Total	Ammo Cost:1
T1:+5 to At- tack Total	+1 Bleed	+1 Heat	Whirl your blade, distracting your enemy and giving you an opening. Next action, bonus attack to hand cannon with knife attacks or fire powers.
T2:+15 to Attack Total	+2 Bleed	+1 Heat	
T3:+25 to Attack Total	+3 Bleed	+1 Heat	

Elemental Attack: Dragon's Blade			
Capacity Cost:14	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Soul	+1 Burn; +1 Puncture	+1 Heat	If directly following a fire power, hand cannon with blade light attacks cost -5 capacity for one action directly following this attack.
T2 Dmg:295 + Soul	+2 Burn; +1 Puncture	+1 Heat	
T3 Dmg:335 + Soul	+2 Burn; +2 Puncture	+2 Heat	

Reload	Capacity Cost: 4
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Martial Arts

Krav Maga

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Stagger; +1 Bruise	+1 Heat	If directly following a fire power, target gets -2 de- fense for one action directly following this attack.
T2 Dmg:220 + Str	+2 Stagger; +1 Bruise	+2 Heat	
T3 Dmg:250 + Str	+2 Stagger; +2 Bruise	+2 Heat	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Stagger	+2 Heat	If directly following a Krav Maga light attack, Fire powers get +3 Critical for two actions directly following this attack.
T2 Dmg:350 + Str	+3 Stagger	+2 Heat	
T3 Dmg:400 + Str	+4 Stagger	+3 Heat	

Special Attack: Bone Snap			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Stagger	+2 Heat	If directly following two consecutive fire powers, +2 Stagger. If a target is suffering from a stagger, +50 damage.
T2 Dmg:350 + Str	+3 Stagger	+2 Heat	
T3 Dmg:400 + Str	+4 Stagger	+3 Heat	

Elemental Attack: Fire Strike			
Capacity Cost:12	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Soul	+1 Burn; +1 Bruise	+1 Heat	For one action directly following this attack, Krav Maga Attacks get +1 Critical and +1 Burn.
T2 Dmg:220 + Soul	+2 Burn; +1 Bruise	+2 Heat	
T3 Dmg:250 + Soul	+2 Burn; +2 Bruise	+2 Heat	

Light Attack			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise; +1 Lacerate	+1 Heat	If directly following a Tae Kwon Do light attack, for the action directly following this attack, fire powers cost -5 Capacity.
T2 Dmg:175 + Str	+2 Bruise; +1 Lacerate	+2 Heat	
T3 Dmg:200 + Str	+2 Bruise; +2 Lacerate	+2 Heat	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Lacerate	+2 Heat	If directly following two consecutive Tae Kwon Do attacks or Fire powers, +50 damage and +2 Concuss.
T2 Dmg:250 + Str	+3 Lacerate	+2 Heat	
T3 Dmg:285 + Str	+4 Lacerate	+3 Heat	

Special Attack: Knee Kick			
Capacity Cost:10	Critical:20	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Stagger; +1 Bruise	+1 Heat	For one action directly following this attack, Tae Kwon Do light attacks cost -5 capacity and get +2 Concuss
T2 Dmg:175 + Str	+2 Stagger; +1 Bruise	+2 Heat	
T3 Dmg:200 + Str	+2 Stagger; +2 Bruise	+2 Heat	

Elemental Attack: Fist of Sol			
Capacity Cost:10	Critical:	Critical Damage:	Ammo Cost:
T1 Dmg:150 + Soul	+1 Burn; +1 Stagger	+1 Heat	+25 Damage and +3 Heat if directly following two consecutive fire powers or tae kwon do attacks.
T2 Dmg:175 + Soul	+2 Burn; +1 Stagger	+2 Heat	
T3 Dmg:200 + Soul	+2 Burn; +2 Stagger	+2 Heat	

Wing Chun

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bruise; +1 Stagger	+1 Heat	If target is suffering from a stagger or knock- down, +25 damage.
T2 Dmg:195 + Str	+2 Bruise; +1 Stagger	+2 Heat	
T3 Dmg:225 + Str	+2 Bruise; +2 Stagger	+2 Heat	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise;+1 Stagger	+2 Heat	If directly following two wing chun light attacks, +50 damage and +1 Stagger
T2 Dmg:295 + Str	+2 Bruise;+2 Stagger	+2 Heat	
T3 Dmg:335 + Str	+3 Bruise+2 Stagger	+3 Heat	

Special Attack:Ground Barrage			
Capacity Cost:16	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+1 Concuss	+2 Heat	If target is suffering stagger/knockdown, and ground bar- rage has not yet been used this turn, it may be used for no capacity the action directly after this one.
T2 Dmg:295 + Str	+2 Concuss	+2 Heat	
T3 Dmg:335 + Str	+3 Concuss	+3 Heat	

Elemental Attack: Magma Strike			
Capacity Cost:11	Critical:18+	Critical Damage:	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Burn, +1 Bruise	+1 Heat	+25 damage for each fire power that preceded this at- tack this turn since the last time this attack was used.
T2 Dmg:195 + Soul	+2 Burn; +1 Bruise	+2 Heat	
T3 Dmg:225 + Soul	+2 Burn; +2 Bruise	+2 Heat	

Jiu Jitsu

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Bruise	+1 Heat	If directly following a fire power, this attack gets +1 Critical
T2 Dmg:220 + Str	+2 Bruise	+2 Heat	
T3 Dmg:250 + Str	+3 Bruise	+2 Heat	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Bruise	+2 Heat	If directly following a Jiu Jitsu, target gets -1 defense for 1 action directly following this attack.
T2 Dmg:350 + Str	+3 Bruise	+2 Heat	
T3 Dmg:400 + Str	+4 Bruise	+3 Heat	

Special Attack: Back Breaker. -2 Attack.			
Capacity Cost:18	Critical:	Critical Dam- age:	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Stag- ger	+2 Heat	If target is suffering from Stagger, +3 Stagger and +2 Lacerate.
T2 Dmg:350 + Str	+3 Stag- ger	+2 Heat	
T3 Dmg: 400 + Str	+4 Stag- ger	+3 Heat	

Elemental Attack: Solar Fragment			
Capacity Cost:12	Critical:	Critical Damage:	Ammo Cost:
T1 Dmg:190 + Soul	+1 Burn	+1 Heat	If directly following a fire attack, +2 Stagger. If directly fol- lowing a Krav Maga special attack, +50 damage.
T2 Dmg:220 + Soul	+2 Burn	+2 Heat	
T3 Dmg:250 + Soul	+3 Burn	+2 Heat	

Jeet Kune Do

Light Attack			
Capacity Cost:10	Critical:17+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate; +1 Stagger	+1 Heat	+50 damage if used at the very beginning of your turn or as a counterattack. +25 damage if directly following a fire attack.
T2 Dmg:175 + Str	+2 Lacerate; +1 Stagger	+2 Heat	
T3 Dmg:200 + Str	+2 Lacerate; +2 Stagger	+2 Heat	

Heavy Attack			
Capacity Cost:14	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise; +1 Lac- erate	+2 Heat	+25 Damage if following two or more attacks this turn.
T2 Dmg:250 + Str	+2 Bruise; +2 Lacerate	+2 Heat	
T3 Dmg:285 + Str	+3 Bruise; +2 Lac- erate	+3 Heat	

Special Attack: Lightspeed Punch			
Capacity Cost:10	Critical:17+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise	+1 Heat	+1 Attack. +2 Attack and +50 Damage if directly following two or more other fire powers or jeet kune do attacks.
T2 Dmg:175 + Str	+2 Bruise	+2 Heat	
T3 Dmg:200 + Str	+3 Bruise	+2 Heat	

Elemental Attack: Way of the Dragon			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Burn	+1 Heat	If directly following a jeet kune do light attack, +25 Damage and +1 Burn. For two actions directly following this attack, Jeet Kune do attacks and fire powers get +25 damage.
T2 Dmg:175 + Soul	+2 Burn	+2 Heat	
T3 Dmg:200 + Soul	+2 Burn; +2 Stagger	+3 Heat	

Part 2: Storm

Melee Weapons

Swords

Light Swords

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:+165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Lacerate	+5 Charge	+25 damage, +1 lacerate if directly following another sword attack.
Damage- T2:195 + str	+2 Lacerate	+5 Charge	
Damage- T3: 225 +str	+3 Lacerate	+10 Charge	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:250 + str	+1 Lacerate; +1 Bleed	+5 Charge	+2 x Accumulated Heat damage if directly following a sword attack and a storm power.
Damage- T2:295 + str	+2 Lacerate; +1 Bleed	+10 Charge	
Damage- T3: 335 + str	+2 Lacerate; +2 Bleed	+10 Charge	

Special Attack: Swordsman's Riposte			
Capacity Cost:20	Critical:20	Critical Damage:100	Ammo Cost:N/A
Damage- T1:300	+1 Lacerate; +1 Puncture	+5 Charge	Used only during your defense. If you fail, you take 150 damage and all damage ignores armor.
Damage- T2:350	+1 Lacerate; +2 Puncture	+5 Charge	
Damage- T3: 400	+2 Lacerate; +2 Puncture	+5 Charge	

Elemental Attack: Voltaic Edge			
Capacity Cost:11	Critical:18+	Critical Damage:175	Ammo Cost:N/A
Damage- T1:160 + soul	+1 Lacerate; +1 Electrocute	-10 Charge	If used directly following a storm power, +5 damage per charge consumed by Voltaic Edge.
Damage- T2:190+ soul	+2 Lacerate; +1 Electrocute	-10 Charge	
Damage- T3: 220 + soul	+2 Lacerate; +1 Electrocute	-10 Charge	

Heavy Swords

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:190 + str	+1 Lacerate	+5 Charge	+50 Damage if used directly following two storm powers or sword attacks.
Damage- T2:220 + str	+2 Lacerate	+5 Charge	
Damage- T3: 250 + str	+3 Lacerate	+10 Charge	

Heavy Attack:			
Capacity Cost:18	Critical:20	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:300 + str	+2 Lacerate: +1 Bruise	+5 Charge	If used directly following another sword attack, add 2 x Attack attribute to your roll total.
Damage- T2:350 + str	+2 Lacerate; +2 Bruise	+10 Charge	
Damage- T3: 400 + str	+3 Lacerate; +2 Bruise	+10 Charge	

Special Attack: Shoulder Tackle			
Capacity Cost:14	Critical:20	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:215 + str	+2 Bruise; +1 Stagger	+5 Charge	If used on a target suffering knockdown, +150 damage and +5 puncture.
Damage- T2:250 + str	+2 Bruise; +2 Stagger	+5 Charge	
Damage- T3: 285 + str	+3 Bruise; +2 Stagger	+10 Charge	

Elemental Attack: Shocking Cleave			
Capacity Cost:12	Critical:19+	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:195 + soul	+1 Lacerate; +1 Electrocute	+5 Charge	If this attack causes electrocution, follow up with a second hit with +2 Attack for only 6 capacity or 6 charge.
Damage- T2:225 + soul	+2 Lacerate; +1 Electrocute	+5 Charge	
Damage- T3: 255 + soul	+2 Lacerate; +2 Electrocute	+10 Charge	

Axes:

Light Axes

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:150	Ammo Cost:
Damage- T1:165 + str	+1 Bruise; +1 Lacerate	+5 Charge	If used following a weapon's elemental attack, critical hit at 15+
Damage- T2:195 + str	+2 Bruise; +1 Lacerate	+5 Charge	
Damage- T3:225 + str	+2 Bruise; +2 Lacerate	+10 Charge	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + str	+1 Lacerate; +1 Bruise	+5 Charge	If used directly following a light weapon attack, 2 x strength bonus damage, rounded to the nearest 5.
Damage- T2:295 + str	+2 Lacerate; +1 Bruise	+10 Charge	
Damage- T3:335 + str	+2 Lacerate; +2 Bruise	+10 Charge	

Special Attack:Axeman's Dodge			
Capacity Cost:15	Critical:20	Critical:+5 def total	Ammo Cost:N/A
T1:+5 defense total		+5 Charge	Used in place of a normal defense. If successful, first attack next turn gets +2 attack.
T2:+15 defense total		+5 Charge	
T3:+25 defense total		+5 Charge	

Elemental Attack: Arcing Cleave			
Capacity Cost:11	Critical:18+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:165 + soul	+1 Lacerate; +1 Electrocute	+5 Charge	If a storm power directly follows Arcing Cleave, it gets +2 Electrocute.
Damage- T2:195 + soul	+2 Lacerate; +1 Electrocute	+5 Charge	
Damage- T3:225 + soul	+2 Lacerate; +2 Electrocute	+10 Charge	

Heavy Axes

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:190 + str	+1 Bruise; +1 Lac- erate	+5 Charge	If used at the start of your turn, +50 Damage.
Damage- T2:220 + str	+2 Bruise; +1 Lac- erate	+5 Charge	
Damage- T3:250 + str	+2 Bruise; +2 Lac- erate	+10 Charge	

Heavy Attack:-1 Attack			
Capacity Cost:18	Critical:20	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:300 + str	+2 Lacerate; +1 Bleed	+5 Charge	If directly following another axe attack, +1 bleed. If target just received blood loss this turn, +50 damage instead.
Damage- T2:350 + str	+2 Lacerate; +2 Bleed	+10 Charge	
Damage- T3:400 + str	+3 Lacerate; +2 Bleed	+10 Charge	

Special Attack: Low Sweep			
Capacity Cost:12	Critical:18+	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:190 + str	+2 Stagger	+5 Charge	+50 damage if target suffered a stagger or knockdown this turn.
Damage- T2:220 + str	+3 Stagger	+5 Charge	
Damage- T3:250 + str	+4 Stagger	+10 Charge	

Elemental Attack: Ion Sweep			
Capacity Cost:12	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Electro- cute	+5 Charge	If a storm power directly follows this attack, it costs -5 attack capacity and generates +5 Charge.
Damage- T2:220 + soul	+2 Electro- cute	+5 Charge	
Damage- T3:250 + soul	+3 Electro- cute	+10 Charge	

Spear

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture	+5 Charge	If this attack triggers a puncture effect on the target, +3 Spall.
T2 Dmg:195 + Str	+2 Puncture	+5 Charge	
T3 Dmg:225 + Str	+3 Puncture	+10 Charge	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Puncture	+5 Charge	If directly following a spear elemental attack, +1 Spall.
T2 Dmg:295 + Str	+3 Puncture	+10 Charge	
T3 Dmg:335 + Str	+4 Puncture	+10 Charge	

Special Attack:Follow Through			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture	+5 Charge	If target has no Armor, and this attack directly follows a storm power, may thrust through the target to hit another, with +25 damage and +1 Puncture to each.
T2 Dmg:195 + Str	+2 Puncture	+5 Charge	
T3 Dmg:225 + Str	+3 Puncture	+10 Charge	

Elemental Attack: Lightning Spear			
Capacity Cost:11	Critical:19+	Critical Damage:	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Puncture; +1 Electrocute	+5 Charge	If target is suffering from Electrocutation, deals 25 extra damage, and the target gets -1 defense for the action directly following this attack.
T2 Dmg:195 + Soul	+2 Puncture; +1 Electrocute	+5 Charge	
T3 Dmg:225 + Soul	+2 Puncture; +2 Electrocute	+10 Charge	

Tomahawk

Light Attack			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate; +1 Bruise	+5 Charge	+2 Concuss if this attack triggered a bruise.
T2 Dmg:175 + Str	+2 Lacerate; +1 Bruise	+5 Charge	
T3 Dmg:200 + Str	+2 Lacerate; +2 Bruise	+10 Charge	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Lacerate; +1 Bruise	+5 Charge	Target gets -1 defense against this attack for each status affecting them and this attack gets +25 damage for each.
T2 Dmg:250 + Str	+2 Lacerate; +2 Bruise	+10 Charge	
T3 Dmg:285 + Str	+3 Lacerate; +2 Bruise	+10 Charge	

Special Attack:Dream Catcher			
Capacity Cost:10	Critical:20	Critical Effect:+1 Def	Ammo Cost:N/A
T1:+1 Defense		+5 Charge	May only be used during your defense. Raises your defense if used against an opposing elemental power, and grants +2 Electrocute to your tomahawk attacks during your next turn if successful.
T2:+2 Defense		+5 Charge	
T3:+2 Defense		+5 Charge	

Elemental Attack: Storm Chop			
Capacity Cost:10	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Electrocute; +1 Lacerate	+5 Charge	Target gets -1 defense next turn if this attack follows two or more attacks this turn.
T2 Dmg:175 + Soul	+2 Electrocute; +1 Lacerate	+5 Charge	
T3 Dmg:200 + Soul	+2 Electrocute; +2 Lacerate	+10 Charge	

Machete

Light Attack			
Capacity Cost:11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate; +1 Bleed	+5 Charge	+2 Critical if target is afflicted with lacerate or bleed.
T2 Dmg:195 + Sgr	+2 Lacerate; +1 Bleed	+5 Charge	
T3 Dmg:225 + Str	+2 Lacerate; +2 Bleed	+10 Charge	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Lacerate; +1 Bleed	+5 Charge	If directly following a critical, this attack gets +50 damage and +2 bleed.
T2 Dmg:295 + Str	+2 Lacerate; +2 Bleed	+10 Charge	
T3 Dmg:335 + Str	+3 Lacerate; +2 Bleed	+10 Charge	

Special Attack:Merciless Strike			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bleed	+5 Charge	For every action preceding merciless strike this turn, it gets +10 damage. +2 Stagger if directly following a storm power.
T2 Dmg:195 + Str	+2 Bleed	+10 Charge	
T3 Dmg:225 + Str	+3 Bleed	+10 Charge	

Elemental Attack: Blood Conduction			
Capacity Cost:11	Critical:18+	Critical Damage:	Ammo Cost:
T1 Dmg:165 + Soul	+1 Lacerate; +1 Electrocute	+5 Charge	If target is suffering from laceration or bleeding status effects, this attack gets +2 Electrocute and +25 damage.
T2 Dmg:195 + Soul	+2 Lacerate; +1 Electrocute	+10 Charge	
T3 Dmg:225 + Soul	+2 Lacerate; +2 Electrocute	+10 Charge	

Warpick

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture; +1 Bruise	+5 Charge	If directly following another warpick attack or a storm power, -1 capacity cost and +25 damage.
T2 Dmg:195 + Str	+2 Puncture; +1 Bruise	+5 Charge	
T3 Dmg:225 + Str	+2 Puncture; +2 Bruise	+10 Charge	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Puncture; +1 Bruise	+5 Charge	If target is suffering from Bruise; +2 Concuss; If target is suffering from Puncture, +2 Critical.
T2 Dmg:295 + Str	+2 Puncture; +2 Bruise	+10 Charge	
T3 Dmg:335 + Str	+3 Puncture; +2 Bruise	+10 Charge	

Special Attack:Shield Piercer			
Capacity Cost:11	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture	+5 Charge	If an enemy successfully stops this attack, they get -5 attack capacity and take 50 damage and +1 Puncture.
T2 Dmg:195 + Str	+2 Puncture	+5 Charge	
T3 Dmg:225 + Str	+3 Puncture	+10 Charge	

Elemental Attack:Stormpiercer			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Puncture; +1 Electrocute	+5 Charge	If following one other Warpick attack this turn since the last time this attack was used, +½ charge damage, rounded to the nearest 5.
T2 Dmg:195 + Soul	+2 Puncture; +1 Electrocute	+5 Charge	
T3 Dmg:225 + Soul	+2 Puncture; +2 Electrocute	+10 Charge	

Gauntlet

Light Attack			
Capacity Cost: 11	Critical: 19+	Critical Damage: 165	Ammo Cost: N/A
Damage- T1: 165 + str	+1 Bruise	+5 Charge	+2 Stagger if directly following a successful defense.
Damage- T2: 195 + str	+2 Bruise	+5 Charge	
Damage- T3: 225 + str	+3 Bruise	+10 Charge	

Heavy Attack			
Capacity Cost: 16	Critical: 20+	Critical Damage:	Ammo Cost: N/A
Damage- T1: 250 + str	+2 Bruise	+5 Charge	Target gets -1 attack next turn. if directly following a light gauntlet attack or a fire power, up to -2 attack.
Damage- T2: 295 + str	+3 Bruise	+10 Charge	
Damage- T3: 335 + str	+4 Bruise	+10 Charge	

Special Attack: Dazing Uppercut			
Capacity Cost: 11	Critical: 20	Critical Damage: 165	Ammo Cost: N/A
Damage- T1: 165 + str	+1 Stagger, +1 Bruise	+5 Charge	+3 Stagger if directly following no less than 3 different attacks this turn.
Damage- T2: 195 + str	+2 Stagger; +1 Bruise	+5 Charge	
Damage- T3: 225 + str	+2 Stagger; +2 Bruise	+10 Charge	

Elemental Attack: Meteor Slam			
Capacity Cost:	Critical: 19+	Critical Damage: 165	Ammo Cost: N/A
Damage- T1: 165 + soul	+1 Electro-cute	+5 Charge	+1 Electro-cute; +5 Damage for each gauntlet attack or storm power preceding this attack this turn before this attack's last use.
Damage- T2: 195 + soul	+2 Electro-cute	+5 Charge	
Damage- T3: 225 + soul	+3 Electro-cute	+10 Charge	

Lance

Light Attack			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Puncture	+5 Charge	-1 Attack if used the first action of your turn. +1 Attack per action for every action preceding this one, up to +3, since the last time it was used.
T2 Dmg:220 + Str	+2 Puncture	+5 Charge	
T3 Dmg:250 + Str	+3 Puncture	+10 Charge	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Puncture	+5 Charge	If this attack triggers a pierce status effect, +3 Spall and +25 damage.
T2 Dmg:350 + Str	+3 Puncture	+10 Charge	
T3 Dmg:400 + Str	+4 Puncture	+10 Charge	

Special Attack: Rallying Warcry			
Capacity Cost:15	Critical:20+	Critical Effect:+15 to Attack total	Ammo Cost:N/A
T1:+1 Attack		+5 Charge	Slam your lance into the earth and let out a warcry. Extra Attack for the action directly following this one. Allies get +1 attack for the first action of their next turn.
T2:+1 Attack		+5 Charge	
T3:+2 Attack		+10 Charge	

Elemental Attack: Fierce Lightning			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:190 + Soul	+1 Puncture; +1 Elec	+5 Charge	If target still has armor, +25 damage and +1 Electrocute. If they don't, +1 Puncture.
T2 Dmg:220 + Soul	+1 Puncture; +1 Elec	+5 Charge	
T3 Dmg:250 + Soul	+2 Puncture; +1 Elec	+10 Charge	

Gunblade

Magazine Size: 6

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage-T1:165 + Str	+1 Lacerate; +1 Punct	+5 Charge	If directly following a storm power, +2 electrocute and +1 Attack to gunblade heavy attacks.
Damage-T2:195 + Str	+2 Lacerate; +1 Punct	+5 Charge	
Damage-T3:225 + Str	+2 Lacerate; +2 Punct	+10 Charge	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage-T1:250 + Str	+2 Punct; +1 Lacerate	+5 Charge	If directly following a gunblade light attack, deals +50 damage and grants +1 Attack to Gunblade special attacks.
Damage-T2:295 + Str	+2 Punct; +2 Lacerate	+10 Charge	
Damage-T3:335 + Str	+3 Punct; +2 Lacerate	+10 Charge	

Special Attack:Gunblade Shot			
Capacity Cost:9	Critical:19+	Critical Damage:165	Ammo Cost:1
Damage-T1:165 + Agl	+1 Punct	+5 Charge	If directly following a gunblade heavy attack, deals 50 extra damage and has +2 Critical hit chance as well as +2 Electrocute
Damage-T2:195 + Agl	+2 Punct	+5 Charge	
Damage-T3:225 + Agl	+3 Punct	+10 Charge	

Elemental Attack: Ionic Chamber			
Capacity Cost:11	Critical:20+	Critical Damage:+25	Ammo Cost:N/A
Damage- T1: +25 + Sl	+1 Electro-cute	+5 Charge	Channel storm into the chamber of your gunblade, giving it more damage for this turn and causing it to electrocute.
Damage- T2: + 50 + Sl	+2 Electro-cute	+5 Charge	
Damage- T3: +75 + Sl	+3 Electro-cute	+10 Charge	

Reload	Capacity Cost: 4
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Chainblades

Light Attack			
Capacity Cost:11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Lacerate	+5 Charge	-1 Capacity Cost and +2 Electrocute if directly following a Storm power.
Damage- T2:195 + Str	+2 Lacerate	+5 Charge	
Damage- T3:225 + Str	+3 Lacerate	+10 Charge	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Lacerate; +1 Punct	+5 Charge	+1 Bleed for Every 2 Electrocute Buildup on the target.
Damage- T2:295 + Str	+2 Lacerate; +2 Punct	+10 Charge	
Damage- T3:335 + Str	+3 Lacerate; +2Punct	+10 Charge	

Special Attack: Chain Whip			
Capacity Cost:11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bleed	+5 Charge	+50 Damage and -5 capacity cost if directly following a heavy chainblade attack after a storm power.
Damage- T2:195 + Str	+2 Bleed	+5 Charge	
Damage- T3:225 + Str	+3 Bleed	+10 Charge	

Elemental Attack:Humming Chains			
Capacity Cost:11	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Soul	+1 Electrocute; +1 Bruise	+1 Heat	+25 extra damage for every different storm power used before this attack this turn.
Damage- T2:195 + Soul	+2 Electrocute; +1 Bruise	+2 Heat	
Damage- T3:225 + Soul	+2 Electrocute; +2 Bruise	+2 Heat	

Claws

Light Attack			
Capacity Cost:10	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate	+5 Charge	If directly following a claws light attack, +1 bleed.
T2 Dmg:175 + Str	+2 Lacerate	+5 Charge	
T3 Dmg:200 + Str	+3 Lacerate	+10 Charge	

Heavy Attack			
Capacity Cost:16	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:190 + Str	+2 Lacerate	+5 Charge	If directly following a claws special attack, +2 Poison.
T2 Dmg:220 + Str	+3 Lacerate	+10 Charge	
T3 Dmg:250 + Str	+4 Lacerate	+10 Charge	

Special Attack: Venemous Bite			
Capacity Cost:10	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Poison; +1 Lacerate	+5 Charge	If target is suffering from electrocution, they get -1 defense next action. If they are suffering from puncture, an additional -1.
T2 Dmg:175 + Str	+2 Poison; +1 Lacerate	+5 Charge	
T3 Dmg:200 + Str	+2 Poison; +2 Lacerate	+10 Charge	

Elemental Attack: Singing Talons			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Elec; +1 Lacerate	+5 Charge	Electrocuted targets take +50 damage and this attack gets +2 Critical.
T2 Dmg:175 + Soul	+2 Elec; +1 Lacerate	+5 Charge	
T3 Dmg:200 + Soul	+2 Elec; +2 Lacerate	+10 Charge	

Arblade

Magazine Size:1 (This weapon requires loaded ammunition for its melee attacks)

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:0
T1 Dmg:190 + Str	+1 Lacerate; +1 Stagger	+5 Charge	If directly following a reload, +25 damage and +2 Bleed.
T2 Dmg:220 + Str	+2 Lacerate; +1 Stagger	+5 Charge	
T3 Dmg:250 + Str	+2 Lacerate; +2 Stagger	+10 Charge	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:0
T1 Dmg:300 + Str	+1 Bleed	+5 Charge	If directly following a Storm Power or Arblade light attack, +3 Concuss.
T2 Dmg:350 + Str	+2 Bleed	+10 Charge	
T3 Dmg:400 + Str	+3 Bleed	+10 Charge	

Special Attack: Arbalest Blade			
Capacity Cost:	Critical:	Critical Damage:	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Punc- ture	+5 Charge	Shoot the end of your weapon's blade at your enemy. If directly following two other arblade attacks, +3 Spall.
T2 Dmg:220 + Agl	+2 Punc- ture	+5 Charge	
T3 Dmg:250 + Agl	+3 Punc- ture	+10 Charge	

Elemental Attack: Ion Core			
Capacity Cost:12	Critical:20+	Critical Dam- age:+25	Ammo Cost:0
T1 Dmg: +25 + Soul	+1 Electro- cute	+5 Charge	Your next Arblade special attack this turn gets extra damage and elemental status.
T2 Dmg: +50 + Soul	+2 Electro- cute	+5 Charge	
T3 Dmg: +75 + Soul	+3 Electro- cute	+10 Charge	

Reload Capacity Cost: 5

Gunspear

Magazine Size:3 (This weapon does not require loaded ammo to use its melee attacks)

Light Attack			
Capacity Cost:11	Critical:19+	Critical Dam- age:165	Ammo Cost:0
T1 Dmg:165 + Str	+1 Puncture	+5 Charge	If directly following a reload, +50 damage and +1 Spall.
T2 Dmg:195 + Str	+2 Punc- ture	+5 Charge	
T3 Dmg:225 + Str	+3 Punc- ture	+10 Charge	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Dam- age:165	Ammo Cost:0
T1 Dmg:250 + Str	+1 Lacerate; +1 Puncture	+5 Charge	If target is not suffering from a Puncture status effect, +2 Puncture. If target is suffering from a Puncture status effect, +2 Bleed.
T2 Dmg:295 + Str	+2 Lacerate; +1 Puncture	+10 Charge	
T3 Dmg:335 + Str	+2 Lacerate; +2 Puncture	+10 Charge	

Special Attack:Gunspear Shot			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture	+5 Charge	If this attacks directly follow two or more other gunspear attacks, +3 Stagger.
T2 Dmg:195 + Agl	+2 Puncture	+5 Charge	
T3 Dmg:225 + Agl	+2 Puncture; +2 Spall	+10 Charge	

Elemental Attack:Lightning Piercer			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:0
T1 Dmg:165 + Soul	+1 Elec; +1 Puncture	+5 Charge	For one action directly following Lightning Piercer, storm powers get +2 Critical.
T2 Dmg:195 + Soul	+2 Elec; +1 Puncture	+5 Charge	
T3 Dmg:225 + Soul	+2 Elec; +2 Puncture	+20 Charge	

Reload	Capacity Cost:4
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Ranged Weapons

Flak Pistol

Magazine Size: 4

Standard Ammunition: Shrapnel			
Capacity Cost:10	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate	+5 Charge	Directly following a Storm power, +50 damage. Subtract defense roll from attack roll. +25 damage for every 3 difference.
T2 Dmg:195 + Agl	+2 Lacerate	+5 Charge	
T3 Dmg:225 + Agl	+3 Lacerate	+10 Charge	

Alternate Ammunition: Slug			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+1 Puncture; +1 Stagger	+5 Charge	+1 Attack. For one action after this attack, Stagger and Electrocute buildup are doubled.
T2 Dmg:295 + Agl	+2 Puncture +1 Stagger	+10 Charge	
T3 Dmg:335 + Agl	+2 Puncture; +2 Stagger	+10 Charge	

Special Attack: Point Blank			
Capacity Cost:14	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Bleed	+5 Charge	May only be used with shrapnel ammo. +50 damage; +2 Electrocute if used directly following a Storm power.
T2 Dmg:295 + Agl	+3 Bleed	+5 Charge	
T3 Dmg:335 + Agl	+4 Bleed	+10 Charge	

Elemental Attack: Hailstorm Shrapnel			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Chill; +1 Lacerate	+5 Charge	+25 Damage for each laceration buildup afflicting the target. Next action, Storm powers get +1 Attack
T2 Dmg:195 + Soul	+2 Chill; +1 Lacerate	+5 Charge	
T3 Dmg:225 + Soul	+2 Chill; +2 Lacerate	+10 Charge	

Reload	Capacity Cost: 3
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Charge Rifle

Magazine Size: 6

Standard Ammunition			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Bruise; +1 Puncture	+5 Charge	If used after a charged shot, +2 stagger. For one action following this attack, Storm powers get +1 Attack.
T2 Dmg:195 + Agl	+2 Bruise; +1 Puncture	+5 Charge	
T3 Dmg:225 + Agl	+2 Bruise; +2 Puncture	+10 Charge	

Alternate Ammunition:Charged Shot			
Capacity Cost:14	Critical:20	Critical Dam- age:165	Ammo Cost:2
T1 Dmg:250 + Agl	+2 Punct; +1 Stag- ger	+5 Charge	If used directly following a reload, +1 Stagger.
T2 Dmg:295 + Agl	+2 Punct; +2 Stag- ger	+10 Charge	
T3 Dmg:335 + Agl	+3 Punct; +2 Stag- ger	+10 Charge	

Special Attack: Overcharger			
Capacity Cost:10	Critical:19+	Critical Dam- age:+50	Ammo Cost:+2
T1 Dmg:+100	+1 Spall	+5 Charge	Next action, charge pistol heavy attack gets bonus damage, but consumes extra ammunition.
T2 Dmg:+150	+2 Spall	+5 Charge	
T3 Dmg:+200	+3 Spall	+10 Charge	

Elemental Attack: Ion Bolt			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:100 + Soul	+1 Electrocute;+1 Bruise	+5 Charge	If this attack directly followed a storm power, it deals +25 damage, and next action, charge pistol attacks get +2 Electrocute.
T2 Dmg:150 + Soul	+2 Electrocute; +1 Bruise	+5 Charge	
T3 Dmg:200 + Soul	+2 Electrocute; +2 Bruise	+10 Charge	

Reload	Capacity Cost: 3
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Hand Cannon

Magazine Size: 6

Standard Ammunition			
Capacity Cost:10	Critical:17+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Stagger; +1 Puncture	+5 Charge	For one action after this attack, storm powers and other Hand Cannon attacks get +2 x Agl damage, rounded to the nearest 5.
T2 Dmg:195 + Agl	+2 Stagger;+1 Puncture	+5 Charge	
T3 Dmg:225 + Agl	+2 Stagger;+2 Puncture	+10 Charge	

Alternate Fire Mode: Single Action			
Capacity Cost:14	Critical:16+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Stagger; +1 Bruise	+5 Charge	+1 Attack if directly following a storm power or other hand cannon attack.
T2 Dmg:295 + Agl	+2 Stagger; +2 Bruise	+10 Charge	
T3 Dmg:335 + Agl	+3 Stagger; +2 Bruise	+10 Charge	

Special Attack: Fan the Hammer			
Capacity Cost:10	Critical:20	Critical Dam- age:165	Ammo Cost:1+1 to 5
T1 Dmg:165 + Agl	+1 Bruise; +1 Stagger	+5 Charge	Each attack after the first gets -100 damage but costs -5 attack capacity.
T2 Dmg:195 + Agl	+2 Bruise; +1 Stagger	+5 Charge	
T3 Dmg:225 + Agl	+2 Bruise; +2 Stagger	+10 Charge	

Elemental Attack: Ionic Cylinder			
Capacity Cost:10	Critical:20	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Electro- cute	+5 Charge	+1/2 charge damage, rounded to the nearest 5, if directly following one storm attack and either a storm attack or a hand cannon attack.
T2 Dmg:195 + Soul	+2 Electro- cute	+5 Charge	
T3 Dmg:225 + Soul	+3 Electro- cute	+10 Charge	

Reload	Capacity Cost: 4
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Submachine Gun

Magazine Size: 30

Standard Ammunition			
Capacity Cost:10	Critical:19+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture	+5 Charge	If this attack damages armor, +1 Bruise.
T2 Dmg:195 + Agl	+2 Puncture	+5 Charge	
T3 Dmg:225 + Agl	+3 Puncture	+10 Charge	

Alternate Ammunition: Hollow Points			
Capacity Cost:14	Critical:17+	Critical Damage:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Lacerate	+5 Charge	-100 damage to Armor. +2 Spall if directly following a submachine gun elemental attack.
T2 Dmg:295 + Agl	+3 Lacerate	+10 Charge	
T3 Dmg:335 + Agl	+4 Lacerate	+10 Charge	

Special Attack: Full Auto Burst			
Capacity Cost:10	Critical:20	Critical Damage:165	Ammo Cost:3
T1 Dmg:165 + Agl	based on loaded ammo	+5 Charge	uses currently loaded ammo. On a successful hit, roll two strength with a difficulty equal to your attack roll -3. +5 damage for each success.
T2 Dmg:195 + Agl	based on loaded ammo	+5 Charge	
T3 Dmg:225 + Agl	based on loaded ammo	+10 Charge	

Elemental Attack: Swarm of Flames			
Capacity Cost:10	Critical:19+	Critical Damage:165	Ammo Cost:3
T1 Dmg:165 + Soul	+1 Electrocute	+5 Charge	Hits up to two more times dealing 50 damage each and inflicting 1 electrocute for each storm power used this turn.
T2 Dmg:195 + Soul	+2 Electrocute	+5 Charge	
T3 Dmg:225 + Soul	+3 Electrocute	+10 Charge	

Reload	Capacity Cost: 4
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DMR

Magazine Size: 20

Standard Ammunition:FMJ			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate	+5 Charge	If target is suffering from Puncture, this attack gets +25 damage.
T2 Dmg:195 + Agl	+2 Lacerate	+5 Charge	
T3 Dmg:225 + Agl	+3 Lacerate	+10 Charge	

Alternate Ammunition:Armor Piercing Rounds			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Punc- ture	+5 Charge	+25 damage against armor. If target is afflicted with puncture by this attack +2 Spall.
T2 Dmg:295 + Agl	+3 Punc- ture	+10 Charge	
T3 Dmg:335 + Agl	+4 Punc- ture	+10 Charge	

Special Attack: Bell Ringer			
Capacity Cost:14	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Punc- ture	+5 Charge	If target was inflicted with a status effect last action, this attack gets +3 Concuss and +1 Critical.
T2 Dmg:295 + Agl	+3 Punc- ture	+10 Charge	
T3 Dmg:335 + Agl	+4 Punc- ture	+10 Charge	

Elemental Attack: Lightning Round			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Electro- cute	+5 Charge	If this attack triggers electrocution, it gets + 1/2 charge damage, rounded to 5s. For one action directly following this attack, double Charge buildup.
T2 Dmg:195 + Soul	+2 Electro- cute	+5 Charge	
T3 Dmg:225 + Soul	+3 Electro- cute	+10 Charge	

Reload	Capacity Cost: 4
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Battle Rifle

Magazine Size: 20

Standard Ammunition: Full Metal Jacket			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+5 Charge	If this attack triggers a Puncture status on the target, +2 Stagger.
T2 Dmg:220 + Agl	+2 Punc- ture	+5 Charge	
T3 Dmg:250 + Agl	+3 Punc- ture	+10 Charge	

Alternate Ammunition: Armor Piercing Rounds			
Capacity Cost:11	Critical:20+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture; +1 Stagger	+5 Charge	+50 Damage to armor. if directly following a storm power or a reload, +2 Electrocute.
T2 Dmg:220 + Agl	+2 Puncture; +1 Stagger	+5 Charge	
T3 Dmg:250 + Agl	+2 Puncture; +2 Stagger	+10 Charge	

Special Attack: Full Auto			
Capacity Cost:11	Critical:20+	Critical Dam- age:+190	Ammo Cost:4
T1 Dmg:190 + Agl	Ammo Depen- dent	+5 Charge	uses loaded ammo. On a successful hit, roll 3 strength vs one enemy defense roll. For each success, +25 Damage.
T2 Dmg:220 + Agl	Ammo Depen- dent	+5 Charge	
T3 Dmg:250 + Agl	Ammo Depen- dent	+5 Charge	

Elemental Attack: Storm Round			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Elec; +1 Puncture	+5 Charge	If directly following a battle rifle light attack, +50 damage. For one action directly following this attack, battle rifle attacks get +25 damage and storm powers get +2 Electrocute
T2 Dmg:220 + Soul	+2 Elec; +1 Puncture	+5 Charge	
T3 Dmg:250 + Soul	+2 Elec; +2 Puncture	+10 Charge	

Reload	Capacity Cost: 5
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Assault Rifle

Magazine Size: 30

Standard Ammunition			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture; +1 Lacerate	+5 Charge	For one action directly following this attack, storm powers get 25 damage and +1 Electrocute.
T2 Dmg:195 + Agl	+2 Puncture;+1 Lacerate	+5 Charge	
T3 Dmg:225 + Agl	+2 Puncture;+2 Lacerate	+10 Charge	

Alternate Ammunition: Armor Piercing Rounds			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture;+1 Spall	+5 Charge	+50 Damage to Armor. If the previous two attacks were a reload and a storm power, +50 damage.
T2 Dmg:195+ Agl	+2 Puncture;+1 Spall	+10 Charge	
T3 Dmg:225 + Agl	+2 Puncture; +2 Spall	+10 Charge	

Special Attack: Full Auto			
Capacity Cost:10	Critical:20	Critical Dam- age:165	Ammo Cost:5
T1 Dmg:165 + Agl	ammo de- pendent	+5 Charge	uses loaded ammo. On a successful hit, roll 4 strength vs one enemy defense roll. For each success, +10 Damage.
T2 Dmg:195 + Agl	ammo de- pendent	+5 Charge	
T3 Dmg:225 + Agl	ammo de- pendent	+10 Charge	

Elemental Attack: Lightning Range			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Soul	+2 Elec;+1 Puncture	+5 Charge	If directly following a storm power, +50 damage. For two actions directly following this attack, assault rifle attacks get +2 Electrocute.
T2 Dmg:295 + Soul	+2 Elec; +2 Puncture	+5 Charge	
T3 Dmg:335 + Soul	+3 Elec; +1 Puncture	+10 Charge	

Reload	Capacity Cost: 4
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Rifle With Blade

Magazine Size: 20

Standard Ammunition:FMJ			
Capacity Cost:10	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate; +1 Puncture	+5 Charge	If this attack followed three or more rifle with blade attacks or storm powers, It gets +1 Lacer- ate
T2 Dmg:195 + Agl	+2 Lacerate; +1 Puncture	+5 Charge	
T3 Dmg:225 + Agl	+2 Lacerate; +2 Puncture	+10 Charge	

Alternate Ammunition:Armor Piercing Rounds			
Capacity Cost:10	Critical:20	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture; +1 Stagger	+5 Charge	+50 damage to armor. If a Puncture status effect is triggered by this attack, it gets +2 Stagger and +1 Bleed
T2 Dmg:195 + Agl	+2 Puncture;+1 Stagger	+5 Charge	
T3 Dmg:225 + Agl	+2 Puncture;+2 Stagger	+10 Charge	

Special Attack: Overhead Cleave			
Capacity Cost: 12	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Agl	+1 Punct; +1 Lacerate	+5 Charge	For one action directly following this attack, Storm powers get +1 Attack and +1 Electrocute.
T2 Dmg:220 + Agl	+2 Punct; +1 Lacerate	+5 Charge	
T3 Dmg:250 + Agl	+2 Punct; +2 Lacerate	+10 Charge	

Elemental Attack: Thunderhead			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Electro- cute	-10 Charge	Deals +5 damage for each charge consumed by this attack. If this attack gets +50 damage or more, +3 Crit
T2 Dmg:220 + Soul	+2 Electro- cute	-10 Charge	
T3 Dmg:250 + Soul	+3 Electro- cute	-10 Charge	

Reload	Capacity Cost: 4
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Hand Cannon with Blade

Magazine Size: 6

Standard Ammunition			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Punc- ture	+5 Charge	For one action following this attack, hand cannon with blade attacks and storm powers get +3 x Agl damage, rounded to 5s.
T2 Dmg:195 + Agl	+2 Punc- ture	+5 Charge	
T3 Dmg:225 + Agl	+3 Punc- ture	+10 Charge	

Light Attack			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Agl	+1 Lacerate	+5 Charge	If directly following a storm power, +1 Bleed. If target is suffering from a fire status effect, +25 damage.
T2 Dmg:195 + Agl	+2 Lacerate	+5 Charge	
T3 Dmg:225 + Agl	+2 Lacerate	+10 Charge	

Special Attack:Sharpshooter's Flurry			
Capacity Cost:5	Critical:18+	Critical Ef- fect:+10 to Attack Total	Ammo Cost:1
T1:+5 to At- tack Total	+1 Bleed	+5 Charge	Whirl your blade, distracting your enemy and giving you an opening. Next action, bonus attack to hand cannon with knife attacks or storm powers.
T2:+15 to Attack Total	+2 Bleed	+5 Charge	
T3:+25 to Attack Total	+3 Bleed	+5 Charge	

Elemental Attack: Dragon's Blade			
Capacity Cost:14	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Soul	+1 Elec; +1 Puncture	+5 Charge	If directly following a storm power, hand cannon with blade light attacks cost -5 capacity for one ac- tion directly following this attack.
T2 Dmg:295 + Soul	+2 Elec; +1 Puncture	+5 Charge	
T3 Dmg:335 + Soul	+2 Elec; +2 Puncture	+10 Charge	

Reload	Capacity Cost: 4
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Shotgun

Magazine Size: 5

Standard Ammunition:Shot			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate; +1 Stagger	+5 Charge	If directly following a standard shotgun attack, +25 Damage. For one action directly following this at- tack, -2 capacity cost to storm powers.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Stagger	+5 Charge	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Stagger	+10 Charge	

Alternate Ammunition:Slug			
Capacity Cost:16	Critical:20+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Puncture	+5 Charge	+2 Bleed if target is suffering from a storm status effect.
T2 Dmg:350 + Agl	+3 Puncture	+10 Charge	
T3 Dmg:400 + Agl	+4 Puncture	+10 Charge	

Special Attack:Kneecapper			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:2
T1 Dmg:190 + Agl	+1 Lacerate; +1 Stagger	+5 Charge	If shot is loaded, +2 Lacerate. If slugs are loaded, +2 Puncture.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Stagger	+5 Charge	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Stagger	+10 Charge	

Elemental Attack: Wyrms' Breath			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Bleed; +1 Elect	+5 Charge	+1/2 Charge x damage per action for the following 3 actions if target is suffering from a storm status effect. (round to 5)
T2 Dmg:220 + Soul	+2 Bleed; +1 Elec	+5 Charge	
T3 Dmg:250 + Soul	+2 Bleed; +2 Elec	+10 Charge	

Reload	Capacity Cost: 5
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Martial Arts

Kung Fu

Light Attack			
Capacity Cost:10	Critical:18+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Stagger; +1 Bruise	+5 Charge	If directly following a storm power, target gets -1 defense for one action directly following this attack.
T2 Dmg:175 + Str	+2 Stagger; +1 Bruise	+5 Charge	
T3 Dmg:200 + Str	+2 Stagger; +2 Bruise	+10 Charge	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise	+5 Charge	If directly following two other Kung Fu attacks or storm powers, +3 Concuss
T2 Dmg:250 + Str	+3 Bruise	+10 Charge	
T3 Dmg:285 + Str	+4 Bruise	+10 Charge	

Special Attack: Coiling Viper			
Capacity Cost:18	Critical:20+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+1 Stagger	+5 Charge	If this attack triggers a Stagger status effect, +2 Poison
T2 Dmg:350 + Str	+2 Stagger	+5 Charge	
T3 Dmg:400 + Str	+3 Stagger	+10 Charge	

Elemental Attack: Cloudfang			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:190 + Soul	+1 Elect; +1 Bruise	+5 Charge	If three or more storm powers were used this turn before this attack, +5 Crit and +2 Electrocute.
T2 Dmg:220 + Soul	+2 Elect; +1 Bruise	+5 Charge	
T3 Dmg:250 + Soul	+2 Elect; +2 Bruise	+10 Charge	

Tae Kwon Do

Light Attack			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise; +1 Lacerate	+5 Charge	If directly following a Tae Kwon Do light attack, for the action directly following this attack, storm powers cost -5 Capacity.
T2 Dmg:175 + Str	+2 Bruise; +1 Lacerate	+5 Charge	
T3 Dmg:200 + Str	+2 Bruise; +2 Lacerate	+10 Charge	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Lacerate	+5 Charge	If directly following two consecutive Tae Kwon Do attacks or storm powers, +50 damage and +2 Concuss.
T2 Dmg:250 + Str	+3 Lacerate	+10 Charge	
T3 Dmg:285 + Str	+4 Lacerate	+10 Charge	

Special Attack: Knee Kick			
Capacity Cost:10	Critical:20	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Stagger;+1 Bruise	+5 Charge	For one action directly following this attack, Tae Kwon Do light attacks cost -5 capacity and get +2 Concuss
T2 Dmg:175 + Str	+2 Stagger;+1 Bruise	+5 Charge	
T3 Dmg:200 + Str	+2 Stagger;+2 Bruise	+10 Charge	

Elemental Attack: Fist of Thunder			
Capacity Cost:10	Critical:	Critical Damage:	Ammo Cost:
T1 Dmg:150 + Soul	+1 Electrocute; +1 Stagger	+5 Charge	+50 dmg and +3 Concuss if directly following two consecutive storm powers or tae kwon do attacks.
T2 Dmg:175 + Soul	+2 Electrocute; +1 Stagger	+5 Charge	
T3 Dmg:200 + Soul	+2 Electrocute; +2 Stagger	+10 Charge	

Wing Chun

Light Attack			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bruise; +1 Stagger	+5 Charge	If target is suffering from a stagger or knock-down, +25 damage.
T2 Dmg:195 + Str	+2 Bruise; +1 Stagger	+5 Charge	
T3 Dmg:225 + Str	+2 Bruise; +2 Stagger	+10 Charge	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise;+1 Stagger	+5 Charge	If directly following two wing chun light attacks, +50 damage and +1 Stagger
T2 Dmg:295 + Str	+2 Bruise;+2 Stagger	+10 Charge	
T3 Dmg:335 + Str	+3 Bruise+2 Stagger	+10 Charge	

Special Attack:Ground Barrage			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+1 Concuss	+5 Charge	If target is suffering stagger/knockdown, and ground barrage has not yet been used this turn, it may be used for no capacity the action directly after this one.
T2 Dmg:295 + Str	+2 Concuss	+10 Charge	
T3 Dmg:335 + Str	+3 Concuss	+10 Charge	

Elemental Attack: Stormbolt Strike			
Capacity Cost:11	Critical:18+	Critical Damage:	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Electrocute, +1 Bruise	+5 Charge	+25 damage for each storm power that preceded this attack this turn since the last time this attack was used.
T2 Dmg:195 + Soul	+2 Electrocute; +1 Bruise	+5 Charge	
T3 Dmg:225 + Soul	+2 Electrocute; +2 Bruise	+10 Charge	

Muay Thai

Light Attack			
Capacity Cost:10	Critical:19+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise, +1 Stagger	+5 Charge	If directly following a storm power, this attack gets +25 damage and +1 Stagger
T2 Dmg:175 + Str	+2 Bruise;+1 Stagger	+5 Charge	
T3 Dmg:200 + Str	+2 Bruise;+2 Stagger	+10 Charge	

Heavy Attack			
Capacity Cost:14	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise	+5 Charge	If this attack directly follows two or more Muay Thai light attacks or storm powers, it gets +2 Concuss
T2 Dmg:250 + Str	+3 Bruise	+10 Charge	
T3 Dmg:285 + Str	+4 Bruise	+10 Charge	

Special Attack:Unending Barrage			
Capacity Cost:5	Critical:20+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:75 + Str	+1 Stagger	+5 Charge	+25 to attack total if directly following a Muay Thai attack. For the action directly following this one, other Muay Thai attacks get +1 Attack.
T2 Dmg:85 + Str	+2 Stagger	+5 Charge	
T3 Dmg:100 + Str	+2 Stagger	+5 Charge	

Elemental Attack: Ionic Claw			
Capacity Cost:10	Critical:18+	Critical Dam- age:150	Ammo Cost:
T1 Dmg:150 + Soul	+1 Electro- cute	+5 Charge	If directly following a storm power, +1 Attack and +50 damage.
T2 Dmg:175 + Soul	+2 Electro- cute	+5 Charge	
T3 Dmg:200 + Soul	+3 Electro- cute	+10 Charge	

MMA

Light Attack			
Capacity Cost:10	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate; +1 Stagger	+5 Charge	If this attack triggers a stagger status effect, +3 Concuss.
T2 Dmg:175 + Str	+2 Lacerate; +1 Stagger	+5 Charge	
T3 Dmg:200 + Str	+2 Lacerate; +2 Stagger	+10 Charge	

Heavy Attack			
Capacity Cost:14	Critical:20	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise; +1 Stagger	+5 Charge	If the target is suffering from two or more status effects, +2 concuss and +1 Stagger.
T2 Dmg:250 + Str	+2 Bruise; +2 Stagger	+10 Charge	
T3 Dmg:285 + Str	+3 Bruise; +2 Stagger	+10 Charge	

Special Attack: Ground Game			
Capacity Cost:10	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise	+5 Charge	For one action directly following this attack, MMA light attacks get +1 Attack and +2 Concuss. If this attack directly followed an MMA light attack, it gets +50 damage.
T2 Dmg:175 + Str	+2 Bruise	+5 Charge	
T3 Dmg:200 + Str	+3 Bruise	+10 Charge	

Elemental Attack: Unrelenting Storm			
Capacity Cost:10	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Electro-cute	+5 Charge	If this attack deals damage to stamina, It gets +1 Electro-cute. For one action directly following this attack, Storm powers get +2 Critical.
T2 Dmg:175 + Soul	+2 Electro-cute	+5 Charge	
T3 Dmg:200 + Soul	+3 Electro-cute	+10 Charge	

Part 3: Ice

Melee Weapons

Axes:

Light Axes

Light Attack			
Capacity Cost:11	Critical:18+	Critical Damage:150	Ammo Cost:
Damage- T1:165 + str	+1 Bruise; +1 Lacerate	+5 Frost	If used following a weapon's elemental attack, critical hit at 15+
Damage- T2:195 + str	+2 Bruise; +1 Lacerate	+10 Frost	
Damage- T3:225 + str	+2 Bruise; +2 Lacerate	+10 Frost	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage- T1:250 + str	+1 Lacerate; +1 Bruise	+10 Frost	If used directly following a light weapon attack, 2 x strength bonus damage, rounded to the nearest 5.
Damage- T2:295 + str	+2 Lacerate; +1 Bruise	+10 Frost	
Damage- T3:335 + str	+2 Lacerate; +2 Bruise	+15 Frost	

Special Attack:Axeman's Dodge			
Capacity Cost:15	Critical:20	Critical:+5 def total	Ammo Cost:N/A
T1:+5 defense total		+5 Frost	Used in place of a normal defense. If successful, first attack next turn gets +2 attack.
T2:+15 defense total		+5 Frost	
T3:+25 defense total		+5 Frost	

Elemental Attack: Chilling Cleave			
Capacity Cost:11	Critical:18+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:165 + soul	+1 Lacerate; +1 Chill	+5 Frost	If an Ice power directly follows this attack, it gets +2 Chill.
Damage- T2:195 + soul	+2 Lacerate; +1 Chill	+10 Frost	
Damage- T3:225 + soul	+2 Lacerate; +2 Chill	+10 Frost	

Heavy Axes

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:190 + str	+1 Bruise; +1 Lac- erate	+5 Frost	If used at the start of your turn, +50 Damage.
Damage- T2:220 + str	+2 Bruise; +1 Lac- erate	+10 Frost	
Damage- T3:250 + str	+2 Bruise; +2 Lac- erate	+10 Frost	

Heavy Attack:-1 Attack			
Capacity Cost:18	Critical:20	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:300 + str	+2 Lacerate; +1 Bleed	+10 Frost	If directly following another axe attack, +1 bleed. If target just received blood loss this turn, +50 damage instead.
Damage- T2:350 + str	+2 Lacerate; +2 Bleed	+15 Frost	
Damage- T3:400 + str	+3 Lacerate; +2 Bleed	+15 Frost	

Special Attack: Low Sweep			
Capacity Cost:12	Critical:18+	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:190 + str	+2 Stagger	+5 Frost	+50 damage if target suffered a stagger or knockdown this turn.
Damage- T2:220 + str	+3 Stagger	+10 Frost	
Damage- T3:250 + str	+4 Stagger	+10 Frost	

Elemental Attack: Rime Sweep			
Capacity Cost:12	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Chill	+5 Frost	If an Ice power directly follows this attack, it costs -5 attack capacity and generates +5 Frost.
Damage- T2:220 + soul	+2 Chill	+10 Frost	
Damage- T3:250 + soul	+3 Chill	+10 Frost	

Spear

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture	+5 Frost	If this attack triggers a puncture effect on the target, +3 Spall.
T2 Dmg:195 + Str	+2 Puncture	+10 Frost	
T3 Dmg:225 + Str	+3 Puncture	+10 Frost	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Puncture	+10 Frost	If directly following a spear elemental attack, +1 Spall.
T2 Dmg:295 + Str	+3 Puncture	+15 Frost	
T3 Dmg:335 + Str	+4 Puncture	+15 Frost	

Special Attack:Follow Through			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture	+5 Frost	If target has no Armor, and this attack directly follows an Ice power, may thrust through the target to hit another, with +25 damage and +1 Puncture to each.
T2 Dmg:195 + Str	+2 Puncture	+10 Frost	
T3 Dmg:225 + Str	+3 Puncture	+10 Frost	

Elemental Attack: Frozen Spear			
Capacity Cost:11	Critical:19+	Critical Damage:	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Puncture; +1 Chill	+5 Frost	If target is suffering from Chill, deals 25 extra damage, and the target gets -1 defense for the action directly following this attack.
T2 Dmg:195 + Soul	+2 Puncture; +1 Chill	+10 Frost	
T3 Dmg:225 + Soul	+2 Puncture; +2 Chill	+10 Frost	

Knife

Light Attack			
Capacity Cost:10	Critical:18+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate	+5 Frost	+2 Poison if a Lacerate or Blood Loss status effect was inflicted this turn.
T2 Dmg:175 + Str	+2 Lacerate	+10 Frost	
T3 Dmg:200 + Str	+3 Lacerate	+10 Frost	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Lacerate; + 2 Puncture	+10 Frost	This attack does +25 damage for each of poison, blood loss, chill, or lacerate afflicting the target.
T2 Dmg:250 + Str	+2 Lacerate; +2 Puncture	+10 Frost	
T3 Dmg:285 + Str	+3 Lacerate; +2 Puncture	+15 Frost	

Special Attack:Assassin's Fang			
Capacity Cost:10	Critical:20	Critical Effect:+1 Poi- son; 150 Dmg	Ammo Cost:N/A
T1 Dmg: 150 + Str	+1 Puncture; +1 Poison	+5 Frost	If the first attack following a successful defense, +2 Critical.
T2 Dmg: 175 + Str	+2 Puncture; +1 Poison	+10 Frost	
T3 Dmg: 200 + Str	+2 Puncture; +2 Poison	+10 Frost	

Elemental Attack: Icy Tooth			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Chill; +1 Lacerate	+5 Frost	Target takes +25 damage from Ice powers and status effects for 2 Actions directly following this attack.
T2 Dmg:175 + Soul	+2 Chill; +1 Lacerate	+10 Frost	
T3 Dmg:200 + Soul	+2 Chill; +2 Lacerate	+10 Frost	

Machete

Light Attack			
Capacity Cost:11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate; +1 Bleed	+5 Frost	+2 Critical if target is afflicted with lacerate, blood loss, or chill.
T2 Dmg:195 + Sgr	+2 Lacerate; +1 Bleed	+10 Frost	
T3 Dmg:225 + Str	+2 Lacerate; +2 Bleed	+10 Frost	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Lacerate; +1 Bleed	+10 Frost	If directly following a critical, this attack gets +50 damage and +2 bleed.
T2 Dmg:295 + Str	+2 Lacerate; +2 Bleed	+15 Frost	
T3 Dmg:335 + Str	+3 Lacerate; +2 Bleed	+15 Frost	

Special Attack:Merciless Strike			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bleed	+5 Frost	For every action preceding merciless strike this turn, it gets +10 damage. +2 Stagger if directly following an Ice power.
T2 Dmg:195 + Str	+2 Bleed	+10 Frost	
T3 Dmg:225 + Str	+3 Bleed	+10 Frost	

Elemental Attack: Ice in the Veins			
Capacity Cost:11	Critical:18+	Critical Damage:	Ammo Cost:
T1 Dmg:165 + Soul	+1 Lacerate; +1 Chill	+5 Frost	If target is suffering from laceration or bleeding status effects, this attack gets +2 Chill and +50 damage.
T2 Dmg:195 + Soul	+2 Lacerate; +1 Chill	+10 Frost	
T3 Dmg:225 + Soul	+2 Lacerate; +2 Chill	+10 Frost	

Warpick

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture; +1 Bruise	+5 Frost	If directly following another warpick attack or an Ice power, -1 capacity cost and +25 damage.
T2 Dmg:195 + Str	+2 Puncture; +1 Bruise	+10 Frost	
T3 Dmg:225 + Str	+2 Puncture; +2 Bruise	+10 Frost	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Puncture; +1 Bruise	+10 Frost	If target is suffering from Bruise; +2 Concuss; If target is suffering from Puncture, +2 Critical.
T2 Dmg:295 + Str	+2 Puncture; +2 Bruise	+15 Frost	
T3 Dmg:335 + Str	+3 Puncture; +2 Bruise	+15 Frost	

Special Attack:Shield Piercer			
Capacity Cost:11	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture	+5 Frost	If an enemy successfully stops this attack, they get -5 attack capacity and take 50 damage and +1 Puncture.
T2 Dmg:195 + Str	+2 Puncture	+10 Frost	
T3 Dmg:225 + Str	+3 Puncture	+10 Frost	

Elemental Attack:Snowpiercer			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Puncture; +1 Chill	+5 Frost	If following two other Warpick attacks or Ice powers this turn since the last time this attack was used, +½ Frost damage, rounded to the nearest 5.
T2 Dmg:195 + Soul	+2 Puncture; +1 Chill	+10 Frost	
T3 Dmg:225 + Soul	+2 Puncture; +2 Chill	+10 Frost	

Gauntlet

Light Attack			
Capacity Cost: 11	Critical: 19+	Critical Damage: 165	Ammo Cost: N/A
Damage- T1: 165 + str	+1 Bruise	+5 Frost	+2 Stagger if directly following a successful defense.
Damage- T2: 195 + str	+2 Bruise	+10 Frost	
Damage- T3: 225 + str	+3 Bruise	+10 Frost	

Heavy Attack			
Capacity Cost: 16	Critical: 20+	Critical Damage:	Ammo Cost: N/A
Damage- T1: 250 + str	+2 Bruise	+10 Frost	Target gets -1 attack next turn. if directly following a light gauntlet attack or an Ice power, up to -2 attack.
Damage- T2: 295 + str	+3 Bruise	+15 Frost	
Damage- T3: 335 + str	+4 Bruise	+15 Frost	

Special Attack: Dazing Uppercut			
Capacity Cost: 11	Critical: 20	Critical Damage: 165	Ammo Cost: N/A
Damage- T1: 165 + str	+1 Stagger, +1 Bruise	+5 Frost	+2 Concuss if directly following no less than 3 different attacks this turn.
Damage- T2: 195 + str	+2 Stagger; +1 Bruise	+10 Frost	
Damage- T3: 225 + str	+2 Stagger; +2 Bruise	+10 Frost	

Elemental Attack: Comet Slam			
Capacity Cost: 11	Critical: 19+	Critical Damage: 165	Ammo Cost: N/A
Damage- T1: 165 + soul	+1 Chill	+5 Frost	+1 Chill; +10 Damage for each gauntlet attack or Ice power preceding this attack this turn before this attack's last use.
Damage- T2: 195 + soul	+2 Chill	+10 Frost	
Damage- T3: 225 + soul	+3 Chill	+10 Frost	

Curved Greatsword

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Lacerate	+10 Frost	If target was afflicted with Chill, Lacerate, or Bleed this turn, this attack gets +Agl x 5 Damage.
T2 Dmg:220 + Str	+2 Lacerate	+10 Frost	
T3 Dmg:250 + Str	+3 Lacerate	+15 Charge	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Lacerate; +1 Bleed	+15 Frost	If this attack follows two or more Curved Greatsword Light or Special attacks, or Ice powers since its last use, it gets +3 Crit and +1 Chill.
T2 Dmg:350 + Str	+2 Lacerate; +2 Bleed	+15 Frost	
T3 Dmg:400 + Str	+3 Lacerate; +2 Bleed	+20 Frost	

Special Attack: Crescent Moon Dance			
Capacity Cost:10	Critical:18+	Critical Damage: 190	Ammo Cost:N/A
T1 Dmg: 150 + Str	+1 Lacerate; +1 Stagger	+5 Frost	Directly following a curved greatsword attack or Ice power, this attack gets +1 Bleed and +15 to its attack total. For one action directly following this attack, other curved greatsword attacks and Ice powers also get +15 to their attack totals.
T2 Dmg:175 + Str	+2 Lacerate; +1 Stagger	+10 Frost	
T3 Dmg:200 + Str	+2 Lacerate; +2 Stagger	+10 Frost	

Elemental Attack: Dancing Haze			
Capacity Cost:12	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Soul	+1 Puncture; +1 Chill	+10 Frost	Chilled, Bleeding, or Punctured targets get -1 defense against this attack. If it directly follows an Ice power, +25 Damage.
T2 Dmg:220 + Soul	+1 Puncture; +1 Chill	+10 Frost	
T3 Dmg:250 + Soul	+2 Puncture; +1 Chill	+15 Frost	

Shield

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bruise	+5 Frost	Bruised or Chilled targets take +25 damage to their armor from this attack.
Damage- T2:195 + Str	+2 Bruise	+10 Frost	
Damage- T3:225 + Str	+3 Bruise	+10 Frost	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Stagger	+10 Frost	Directly following a shield light attack, this attack gains +1 Stagger and +2 Crit.
Damage- T2:295 + Str	+3 Stagger	+15 Frost	
Damage- T3:335 + Str	+4 Stagger	+15 Frost	

Special Attack:Raised Shield			
Capacity Cost:15	Critical:18+	Critical Effect: +25 Defense Total	Ammo Cost:N/A
T1:+15 Defense Total		+5 Frost	Raise your shield to help deflect incoming damage for one action. May only be used during your defense.
T2:+30 Defense Total		+5 Frost	
T3:+45 Defense Total		+5 Frost	

Elemental Attack: Frozen Aegis			
Capacity Cost:11	Critical:17+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Soul	+1 Chill	+5 Frost	Chilled enemies take +50 damage, +2 Bruise, and +2 Bleed from this attack.
Damage- T2:195 + Soul	+2 Chill	+10 Frost	
Damage- T3:225 + Soul	+3 Chill	+10 Frost	

Polearms

Light Attack			
Capacity Cost:12	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Puncture	+10 Frost	Directly following this attack, if the first light attack in a chain, light attacks deal +25 damage.
Damage- T2:220 + str	+2 Punc- ture	+10 Frost	
Damage- T3:250 + str	+3 Punc- ture	+15 Frost	

Heavy Attack:			
Capacity Cost:20	Critical:20	Critical Dam- age:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Lacerate;+1 Puncture	+15 Frost	Deals +50 damage if directly following two light polearm attacks or if the target is suffering from Chill.
Damage- T2:350 + str	+2 Lacerate;+2 Puncture	+15 Frost	
Damage- T3:400 + str	+3 Lacerate;+2 Puncture	+15 Frost	

Special Attack:Whirlwind			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Lacerate	+10 Frost	-2 Capacity cost if used once in succession. Heavy polearm attacks directly following this one will get +25 damage and +5 Frost.
Damage- T2:220 + str	+2 Lacer- ate	+10 Frost	
Damage- T3:250 + str	+3 Lacer- ate	+15 Frost	

Elemental Attack:Freezing Crescent			
Capacity Cost:12	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Chill; +1 Puncture	+10 Frost	Directly following an Ice power, for two actions di- rectly following this attack, polearm weapon attacks get +1 Chill and +25 damage.
Damage- T2:220 + soul	+2 Chill; +1 Puncture	+10 Frost	
Damage- T3:250 + soul	+2 Chill; +2 Puncture	+15 Frost	

War Rams

Light Attack			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Bruise	+10 Frost	+25 damage to targets suffering from stagger, chill, or bruise.
Damage- T2:220 + str	+2 Bruise	+10 Frost	
Damage- T3:250 + str	+3 Bruise	+15 Frost	

Heavy Attack			
Capacity Cost:20	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Bruise; +1 Stagger	+15 Frost	If target suffered Stagger, Knockdown, or Bruise this turn, +25 damage and +2 Concuss
Damage- T2:350 + str	+2 Bruise; +2 Stagger	+15 Frost	
Damage- T3:400 + str	+3 Bruise; +2 Stagger	+20 Frost	

Special Attack:Piston-Driven			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Stagger	+10 Frost	Directly following an Ice power, +1 Attack and +2 Stagger. Armored targets take +50 damage.
Damage- T2:220 + str	+2 Stagger	+10 Frost	
Damage- T3:250 + str	+3 Stagger	+15 Frost	

Elemental Attack:Cold Hammer			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Chill; +1 Bruise	+10 Frost	For two actions directly following this attack, Ice powers get +2 Bleed.
Damage- T2:220 + soul	+2 Chill; +1 Bruise	+10 Frost	
Damage- T3:250 + soul	+2 Chill; +2 Bruise	+15 Frost	

Scythes

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:N/A
Damage- T1:190 + Str	+1 Lacerate; +1 Puncture	+10 Frost	+25 Damage and + 2 Chill if directly follow- ing an elemental scythe attack.
Damage- T2:220 + Str	+2 Lacerate; +1 Puncture	+10 Frost	
Damage- T3:250 + Str	+2 Lacerate; +2 Puncture	+15 Frost	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
Damage- T1:300 + Str	+2 Lacerate; +1 Puncture	+15 Frost	Directly following a Light Scythe attack or an Ice power, +50 damage and +2 Chill.
Damage- T2:350 + Str	+2 Lacerate: +2 Puncture	+15 Frost	
Damage- T3:400 + Str	+3 Lacerate: +2 Puncture	+20 Frost	

Special Attack:Neck Swipe			
Capacity Cost:12	Critical:20	Critical Dam- age:250	Ammo Cost:N/A
Damage- T1:190 + Str	+1 Lacerate; +1 Bleed	+10 Frost	+3 Critical if directly following a light scythe attack, heavy scythe attack, and an Ice power in any order.
Damage- T2:220 + Str	+2 Lacerate: +1 Bleed	+10 Frost	
Damage- T3:250 + Str	+2 Lacerate; +2 Bleed	+15 Frost	

Elemental Attack: Icy Grip of Death			
Capacity Cost:	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
Damage- T1:190 + Soul	+2 Chill; +1 Bleed	+10 Frost	+25 to attack total on a chilled or bleeding target. +25 damage directly following an Ice power.
Damage- T2:220 + Soul	+2 Chill; +2 Bleed	+10 Frost	
Damage- T3:250 + Soul	+3 Chill; +2 Bleed	+15 Frost	

Arblade

Magazine Size:1 (This weapon requires loaded ammunition for its melee attacks)

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:0
T1 Dmg:190 + Str	+1 Lacerate; +1 Stagger	+10 Frost	If directly following a reload, +25 damage and +2 Bleed.
T2 Dmg:220 + Str	+2 Lacerate; +1 Stagger	+10 Frost	
T3 Dmg:250 + Str	+2 Lacerate; +2 Stagger	+15 Frost	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:0
T1 Dmg:300 + Str	+1 Bleed	+15 Frost	Directly following an Ice Power or Arblade light attack, +3 Concuss.
T2 Dmg:350 + Str	+2 Bleed	+15 Frost	
T3 Dmg:400 + Str	+3 Bleed	+20 Frost	

Special Attack: Arbalest Blade			
Capacity Cost:11	Critical:	Critical Damage:	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Punc- ture	+10 Frost	Shoot the end of your weapon's blade at your enemy. If a status effect was inflicted on the target this turn, +3 Spall.
T2 Dmg:220 + Agl	+2 Punc- ture	+10 Frost	
T3 Dmg:250 + Agl	+3 Punc- ture	+15 Frost	

Elemental Attack: Arctic Core			
Capacity Cost:12	Critical:20+	Critical Dam- age:+25	Ammo Cost:0
T1 Dmg: +25 + Soul	+1 Chill	+5 Frost	Your next Arblade special attack this turn gets extra damage and elemental status.
T2 Dmg: +50 + Soul	+2 Chill	+5 Frost	
T3 Dmg: +75 + Soul	+3 Chill	+10 Frost	

Reload Capacity Cost: 5

Gunspear

Magazine Size:3 (This weapon does not require loaded ammo to use its melee attacks)

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:0
T1 Dmg:165 + Str	+1 Puncture	+5 Frost	If directly following a reload, +50 damage and +1 Spall.
T2 Dmg:195 + Str	+2 Puncture	+10 Frost	
T3 Dmg:225 + Str	+3 Puncture	+10 Frost	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:0
T1 Dmg:250 + Str	+1 Lacerate; +1 Puncture	+10 Frost	If target is not suffering from a Puncture status effect, +2 Puncture. If target is suffering from a Puncture status effect, +2 Bleed.
T2 Dmg:295 + Str	+2 Lacerate; +1 Puncture	+15 Frost	
T3 Dmg:335 + Str	+2 Lacerate; +2 Puncture	+15 Frost	

Special Attack:Gunspear Shot			
Capacity Cost:10	Critical:18+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture	+5 Frost	If this attack directly follows two or more other gunspear attacks, +3 Stagger.
T2 Dmg:195 + Agl	+2 Puncture	+10 Frost	
T3 Dmg:225 + Agl	+2 Puncture; +2 Spall	+10 Frost	

Elemental Attack:Blizzard Piercer			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:0
T1 Dmg:165 + Soul	+1 Chill; +1 Puncture	+5 Frost	For one action directly following this attack, Ice powers get x2 status.
T2 Dmg:195 + Soul	+2 Chill; +1 Puncture	+10 Frost	
T3 Dmg:225 + Soul	+2 Chill; +2 Puncture	+10 Frost	

Reload	Capacity Cost:4
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Ranged Weapons

Pistol

Magazine Size: 10

Standard Ammunition			
Capacity Cost:9	Critical:19+	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:150 + Agl	+1 Punc- ture	+5 Frost	+2 Spall on every successful consecutive hit after the first. +2 Chill if directly following an Ice Power.
T2 Dmg:175 + Agl	+2 Punc- ture	+5 Frost	
T3 Dmg:200 + Agl	+3 Punc- ture	+10 Frost	

Alternate Ammunition:Hollow Points			
Capacity Cost:12	Critical:18+	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:215 + Agl	+1 Puncture;+1 Bleed	+10 Frost	-50 damage to armor. +2 concuss if used di- rectly following an Ice power.
T2 Dmg:250 + Agl	+2 Puncture; +1 Bleed	+10 Frost	
T3 Dmg:285 + Agl	+2 Puncture; +2 Bleed	+15 Frost	

Special Attack: Magazine Dump			
Capacity Cost:9+	Critical:18+	Critical Dam- age:150	Ammo Cost: 1 +Mag
T1 Dmg:150 + Agl	+1 Puncture: +1 Bruise	+5 Frost	For every round left in the magazine other than the first, roll Attack vs one set enemy defense roll. Add 25 damage per success.
T2 Dmg:175 + Agl	+2 Puncture; +1 Bruise	+5 Frost	
T3 Dmg:200 + Agl	+2 Puncture: +2 Bruise	+10 Frost	

Elemental Attack: Lightning Bore			
Capacity Cost:9	Critical:20	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:150 + Soul	+1 Chill; +1 Puncture	+5 Frost	Rounds get +1 Chill vs Armor. If directly fol- lowing an Ice power, +3 critical.
T2 Dmg:175 + Soul	+2 Chill; +1 Puncture	+5 Frost	
T3 Dmg:200 + Soul	+2 Chill; +2 Puncture	+10 Frost	

Reload	Capacity Cost: 3
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Charge Rifle

Magazine Size: 8

Standard Ammunition			
Capacity Cost:11	Critical:19+	Critical Damage:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+10 Frost	+2 Spall directly following an Ice power.
T2 Dmg:220 + Agl	+2 Puncture	+10 Frost	
T3 Dmg:250 + Agl	+3 Puncture	+15 Frost	

Alternate Fire Mode: Charged Rifle Shot			
Capacity Cost:16	Critical:20+	Critical Damage:190	Ammo Cost:2
T1 Dmg:300 + Agl	+2 Bruise; +1 Stagger	+15 Frost	Directly following a Charge rifle standard attack, +2 Spall. Next action this turn, Ice powers get +3 Crit.
T2 Dmg:350 + Agl	+2 Bruise; +2 Stagger	+15 Frost	
T3 Dmg:400 + Agl	+3 Bruise; +2 Stagger	+10 Frost	

Special Attack: Overcharged Rifle			
Capacity Cost:10	Critical:20+	Critical Damage:+100	Ammo Cost:+2
T1 Dmg:+50	+1 Puncture	+5 Frost	Next action this turn,, Charge rifle alternate attacks get extra damage and status, but cost more.
T2 Dmg:+100	+2 Puncture	+5 Frost	
T3 Dmg:+100	+3 Puncture	+5 Frost	

Elemental Attack:Frosted Slug			
Capacity Cost:11	Critical:19+	Critical Damage:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Chill; +1 Puncture	+10 Frost	Directly following Ice powers, deals 50 extra damage and gets +2 Spall.
T2 Dmg:220 + Soul	+2 Chill; +1 Puncture	+10 Frost	
T3 Dmg:250 + Soul	+2 Chill; +2 Puncture	+15 Frost	

Reload	Capacity Cost: 5
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Bolt-Action Rifle

Magazine Size: 5

Standard Ammunition			
Capacity Cost:11	Critical:17+	Critical Damage:165	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+10 Frost	Next action this turn, Chill and Puncture buildup are doubled.
T2 Dmg:220 + Agl	+2 Puncture	+10 Frost	
T3 Dmg:250 + Agl	+3 Puncture	+15 Frost	

Alternate Ammunition: Explosive Rounds			
Capacity Cost:14	Critical:18+	Critical Damage:165	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Stagger; +1 Bruise	+15 Frost	+25 Damage to Armor. If this attack triggers Stagger or Bruise, +25 damage and +3 Concuss.
T2 Dmg:350 + Agl	+2 Stagger; +2 Bruise	+15 Frost	
T3 Dmg:400 + Agl	+3 Stagger; +2 Bruise	+20 Frost	

Special Attack: Controlled Breathing			
Capacity Cost:10	Critical:20	Critical Damage:165	Ammo Cost:0
T1:+2 Crit	+1 Concuss	+5 Frost	Next action this turn, Bolt-Action Rifle attacks get Extra Critical and Status.
T2:+3 Crit	+2 Concuss	+10 Frost	
T3:+4 Crit	+3 Concuss	+10 Frost	

Elemental Attack: Cold Action			
Capacity Cost:11	Critical:20	Critical Damage:165	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Chill	+10 Frost	+1/2 charge damage, rounded to the nearest 5, if directly following one storm attack and either a storm attack or a hand cannon attack.
T2 Dmg:220 + Soul	+2 Chill	+10 Frost	
T3 Dmg:250 + Soul	+3 Chill	+15 Frost	

Reload	Capacity Cost: 5
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Submachine Gun

Magazine Size: 30

Standard Ammunition			
Capacity Cost:10	Critical:19+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture	+5 Frost	If this attack damages armor, +1 Bruise.
T2 Dmg:195 + Agl	+2 Puncture	+10 Frost	
T3 Dmg:225 + Agl	+3 Puncture	+10 Frost	

Alternate Ammunition: Hollow Points			
Capacity Cost:14	Critical:17+	Critical Damage:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Lacerate	+10 Frost	-50 damage to Armor; +50 damage to Stamina. +2 Spall if directly following a submachine gun elemental attack.
T2 Dmg:295 + Agl	+3 Lacerate	+10 Frost	
T3 Dmg:335 + Agl	+4 Lacerate	+15 Frost	

Special Attack: Full Auto Burst			
Capacity Cost:10	Critical:20	Critical Damage:165	Ammo Cost:3
T1 Dmg:165 + Agl	based on loaded ammo	+5 Frost	uses currently loaded ammo. On a successful hit, roll 5 strength with a difficulty equal to your attack roll -3. +25 damage for each success.
T2 Dmg:195 + Agl	based on loaded ammo	+10 Frost	
T3 Dmg:225 + Agl	based on loaded ammo	+10 Frost	

Elemental Attack: Snowswarm			
Capacity Cost:10	Critical:19+	Critical Damage:165	Ammo Cost:3
T1 Dmg:165 + Soul	+1 Chill	+5 Frost	Hits up to two more times dealing 50 damage each and inflicting 1 electrocute for each Ice power used this turn.
T2 Dmg:195 + Soul	+2 Chill	+10 Frost	
T3 Dmg:225 + Soul	+3 Chill	+10 Frost	

Reload	Capacity Cost: 4
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Throwing Knife

Magazine Size: 8

Standard Ammunition:Kunai			
Capacity Cost:9	Critical:18+	Critical Damage:150	Ammo Cost:1
T1 Dmg:150 + Agl	+1 Puncture	+5 Frost	Directly following and Ice power, +2 Poison
T2 Dmg:175 + Agl	+2 Puncture	+10 Frost	
T3 Dmg:200 + Agl	+3 Puncture	+10 Frost	

Alternate Ammunition:Shuriken			
Capacity Cost:10	Critical:15+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate	+5 Frost	On critical, Next action this turn, Ice powers get +1 x Frost extra damage. On a target suffering from Lacerate, +2 Poison.
T2 Dmg:195 + Agl	+2 Lacerate	+10 Frost	
T3 Dmg:225 + Agl	+3 Lacerate	+10 Frost	

Special Attack: Caltrop Daggers			
Capacity Cost:15	Critical:20+	Critical Damage:165	Ammo Cost:8
T1 Dmg:150 + Agl	+2 Puncture	+5 Frost	For the next three actions this turn or target's, target with Attack or Defense roll lower than 13 take 50 damage and +1 Bleed.
T2 Dmg:175 + Agl	+3 Puncture	+10 Frost	
T3 Dmg:200 + Agl	+4 Puncture	+10 Frost	

Elemental Attack: Icicle Knives			
Capacity Cost:10	Critical:17+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Chill	+5 Frost	Directly following Ice powers, this attack gets +2 Critical. On a chilled target, this attack deals +50 Damage.
T2 Dmg:195 + Soul	+2 Chill	+5 Frost	
T3 Dmg:225 + Soul	+3 Chill	+10 Frost	

Reload	Capacity Cost: 3
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Javelin

Magazine Size: 3

Standard Ammunition: Broadhead			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate	+10 Frost	+25 Damage to Stamina. If this attack triggers Lacerate, +3 Bleed.
T2 Dmg:220 + Agl	+2 Lacerate	+10 Frost	
T3 Dmg:250 + Agl	+3 Lacerate	+15 Frost	

Alternate Ammunition: Tungsten Head			
Capacity Cost:11	Critical:20+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+10 Frost	+25 Damage to armor. If this attack triggers Puncture, +3 Poison.
T2 Dmg:220 + Agl	+2 Puncture; +1 Spall	+10 Frost	
T3 Dmg:250 + Agl	+2 Puncture; +2 Spall	+15 Frost	

Special Attack: Vaulting Strike			
Capacity Cost:16	Critical:20+	Critical Dam- age:+190	Ammo Cost:2
T1 Dmg:300 + Str	Ammo De- pendent	+15 Frost	uses loaded ammo. Directly following an Ice power, +2 Concuss and +2 Stagger. If this attack triggers Stagger or Concuss, +1 Ammo.
T2 Dmg:350 + Str	Ammo De- pendent	+15 Frost	
T3 Dmg:400 + Str	Ammo De- pendent	+20 Frost	

Elemental Attack: Spear of Sparta			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Chill; +1 Puncture	+10 Frost	Targets with no armor remaining take +25 damage. Directly following an Ice power, +3 Critical.
T2 Dmg:220 + Soul	+2 Chill; +1 Puncture	+10 Frost	
T3 Dmg:250 + Soul	+2 Chill; +2 Puncture	+15 Frost	

Reload	Capacity Cost: 5
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Arbalest

Magazine Size:5

Standard Ammunition: Broadhead			
Capacity Cost:11	Critical:16+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate; +1 Bleed	+10 Frost	+25 Damage to Stamina. If this attack triggers Lac- erate, target takes 5 x Agility damage and +1 Bleed buildup.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Bleed	+10 Frost	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Bleed	+15 Frost	

Alternate Ammunition: Explosive Bolt			
Capacity Cost:16	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Spall; +1 Stagger	+15 Frost	+25 Damage to Armor. If this attack triggers Stagger, +2 Bleed buildup. If it triggers Spall, +2 Puncture Buildup.
T2 Dmg:350+ Agl	+2 Spall; +2 Stagger	+15 Frost	
T3 Dmg:400 + Agl	+3 Spall; +2 Stagger	+20 Frost	

Special Attack: Pinned Down			
Capacity Cost:11	Critical:20	Critical Dam- age:190	Ammo Cost:5
T1 Dmg:190 + Agl	ammo de- pendent	+10 Frost	uses loaded ammo. Target gets -2 Defense for the next 2 actions this turn. Arbalest Attacks on them get +2 Critical.
T2 Dmg:220 + Agl	ammo de- pendent	+10 Frost	
T3 Dmg:250 + Agl	ammo de- pendent	+15 Frost	

Elemental Attack: Heavy Frost Bolt			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Soul	+2 Chill;+1 Punc- ture	+10 Frost	Next action, Ice powers get +2 Bleed. Arbal- est attacks get +2 Chill.
T2 Dmg:220 + Soul	+2 Chill; +2 Puncture	+10 Frost	
T3 Dmg:250 + Soul	+3 Chill; +1 Punc- ture	+15 Frost	

Reload	Capacity Cost: 5
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Greatbow

Magazine Size: 3

Standard Ammunition: Broadhead			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate; +1 Bleed	+10 Frost	+25 Damage to Stamina. This attack gets +2 Bleed and +1 Chill directly following an Ice Pow- er.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Bleed	+10 Frost	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Bleed	+15 Frost	

Alternate Ammunition: Explosive Great Arrows			
Capacity Cost:16	Critical:17+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Agl	+2 Spall; +1 Stagger	+15 Frost	+25 Damage to Armor. This attack may hit a second target for half damage, rounded down to the nearest 5. If this attack triggers Spall, +2 Concuss.
T2 Dmg:350 + Agl	+2 Spall +2 Stagger	+15 Frost	
T3 Dmg:400 + Agl	+3 Spall; +2 Stagger	+20 Frost	

Special Attack: Falling Heaven			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:2
T1 Dmg: 190 + Agl	Ammo De- pendent	+10 Frost	Two actions after this attack this turn, target must roll a second defense against your attack. If attack is high- er, they are hit by this attack a second time.
T2 Dmg: 220 + Agl	Ammo De- pendent	+10 Frost	
T3 Dmg; 250 + Agl	Ammo De- pendent	+15 Frost	

Elemental Attack: Frigid Greatbow			
Capacity Cost:11	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Soul	+1 Chill; +1 Puncture	+10 Frost	Targets suffering From Chill or Puncture get -1 defense next action this turn.
T2 Dmg:295 + Soul	+2 Chill; +1 Puncture	+10 Frost	
T3 Dmg:335 + Soul	+2 Chill; +2 Puncture	+15 Frost	

Reload	Capacity Cost: 5
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Shotgun

Magazine Size: 5

Standard Ammunition:Shot			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate; +1 Stagger	+10 Frost	If directly following a standard shotgun attack, +25 Damage. For one action directly following this at- tack, -2 capacity cost to Ice powers.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Stagger	+10 Frost	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Stagger	+15 Frost	

Alternate Ammunition:Slug			
Capacity Cost:16	Critical:20+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Puncture	+15 Frost	+2 Bleed if target is suffering from Chill or Puncture.
T2 Dmg:350 + Agl	+3 Puncture	+15 Frost	
T3 Dmg:400 + Agl	+4 Puncture	+20 Frost	

Special Attack:Kneecapper			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:2
T1 Dmg:190 + Agl	+1 Lacerate; +1 Stagger	+10 Frost	If Shot ammunition is loaded, +2 Lacerate. If Slug ammunition is loaded, +2 Puncture.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Stagger	+10 Frost	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Stagger	+20 Frost	

Elemental Attack: Wyvern's Breath			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Bleed; +1 Chill	+10 Frost	+5 x Ice Affinity damage per action for the follow- ing 2 actions if target is suffering from an Ice status effect.
T2 Dmg:220 + Soul	+2 Bleed; +1 Chill	+10 Frost	
T3 Dmg:250 + Soul	+2 Bleed; +2 Chill	+15 Frost	

Reload	Capacity Cost: 5
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Martial Arts

Karate

Light Attack			
Capacity Cost:10	Critical:18+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Stagger; +1 Bruise	+5 Frost	On the first action of a turn, +50 damage and +2 Concuss.
T2 Dmg:175 + Str	+2 Stagger; +1 Bruise	+10 Frost	
T3 Dmg:200 + Str	+2 Stagger; +2 Bruise	+10 Frost	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise	+10 Frost	Next action this turn, Karate attacks get +2 con- cuss and +2 Chill.
T2 Dmg:250 + Str	+3 Bruise	+10 Frost	
T3 Dmg:285 + Str	+4 Bruise	+15 Frost	

Special Attack: Wax On			
Capacity Cost:15	Critical:20+	Critical Effect: +25 Defense Total	Ammo Cost:N/A
T1:+1 De- fense		+5 Frost	May only be used during your defense. If successful, Ice Powers get +2 Bleed for the first action of your next turn.
T2:+2 De- fense		+5 Frost	
T3:+2 De- fense		+5 Frost	

Elemental Attack: Winter's Fangs			
Capacity Cost:10	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Chill; +1 Bruise	+5 Frost	+1 Chill and +1 Lacerate for each Ice Power preceding this attack this turn.
T2 Dmg:175 + Soul	+2 Chill; +1 Bruise	+10 Frost	
T3 Dmg:200 + Soul	+2 Chill; +2 Bruise	+10 Frost	

Glima

Light Attack			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise; +1 Stagger	+5 Frost	If this attack triggers Bruise, +2 Concuss.
T2 Dmg:175 + Str	+2 Bruise; +1 Stagger	+10 Frost	
T3 Dmg:200 + Str	+2 Bruise; +2 Stagger	+10 Frost	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Stagger	+10 Frost	Used as a counterattack, this attack gets +25 damage and +2 Chill.
T2 Dmg:250 + Str	+3 Stagger	+10 Frost	
T3 Dmg:285 + Str	+4 Stagger	+15 Frost	

Special Attack: Strangle			
Capacity Cost:10	Critical:20	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Stagger; +1 Bruise	+5 Frost	For each action used in succession, +1 Capacity Cost and +25 Damage, but -1 Attack.
T2 Dmg:175 + Str	+2 Stagger; +1 Bruise	+10 Frost	
T3 Dmg:200 + Str	+2 Stagger; +2 Bruise	+10 Frost	

Elemental Attack: Frozen Heart			
Capacity Cost:10	Critical:	Critical Damage:	Ammo Cost:
T1 Dmg:150 + Soul	+1 Chill; +1 Stagger	+5 Frost	For every other Ice Power that preceded this attack this turn, +1 Concuss and +1 Chill.
T2 Dmg:175 + Soul	+2 Chill; +1 Stagger	+10 Frost	
T3 Dmg:200 + Soul	+2 Chill; +2 Stagger	+10 Frost	

Systema

Light Attack			
Capacity Cost:10	Critical:17+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise; +1 Lacerate	+5 Frost	Directly following a Systema light attack, +1 Stagger and +1 Lacerate.
T2 Dmg:175 + Str	+2 Bruise; +1 Lacerate	+10 Frost	
T3 Dmg:200 + Str	+2 Bruise; +2 Lacerate	+10 Frost	

Heavy Attack			
Capacity Cost:14	Critical:18+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise; +1 Stagger	+10 Frost	Directly following a different Systema attack or an Ice Power, +1 Attack and +50 damage.
T2 Dmg:250 + Str	+2 Bruise; +2 Stagger	+10 Frost	
T3 Dmg:285 + Str	+3 Bruise; +2 Stagger	+15 Frost	

Special Attack: Storm of Talons			
Capacity Cost:10	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Puncture	+5 Frost	If this attack inflicts Puncture, next action this turn, Ice Powers and Systema Attacks cost -5 Capacity and get +1 Attack.
T2 Dmg:175 + Str	+2 Puncture	+10 Frost	
T3 Dmg:200 + Str	+3 Puncture	+10 Frost	

Elemental Attack: Ice Sledge			
Capacity Cost:11	Critical:16+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Chill, +1 Bruise	+5 Frost	Bruised or Chilled targets take +1 Stagger and +2 Concuss. Directly following Ice Powers, this attack costs 8 Capacity.
T2 Dmg:195 + Soul	+2 Chill; +1 Bruise	+10 Frost	
T3 Dmg:225 + Soul	+2 Chill; +2 Bruise	+10 Frost	

Muay Thai

Light Attack			
Capacity Cost:10	Critical:19+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise, +1 Stagger	+5 Frost	Directly following an Ice Power, this attack gets +25 damage and +1 Stagger
T2 Dmg:175 + Str	+2 Bruise;+1 Stagger	+10 Frost	
T3 Dmg:200 + Str	+2 Bruise;+2 Stagger	+10 Frost	

Heavy Attack			
Capacity Cost:14	Critical:20+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise	+10 Frost	Directly following two or more Muay Thai light attacks or Ice powers, it gets +2 Concuss
T2 Dmg:250 + Str	+3 Bruise	+10 Frost	
T3 Dmg:285 + Str	+4 Bruise	+15 Frost	

Special Attack:Unending Barrage			
Capacity Cost:5	Critical:20+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:75 + Str	+1 Stagger	+5 Frost	Directly following a Muay Thai Light Attack, +25 Attack total. Next action this turn, other Muay Thai attacks get +1 Attack.
T2 Dmg:85 + Str	+2 Stagger	+5 Frost	
T3 Dmg:100 + Str	+2 Stagger	+5 Frost	

Elemental Attack: Permafrost Claw			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:
T1 Dmg:150 + Soul	+1 Chill	+5 Frost	If directly following an Ice Power, +1 Attack and +50 damage.
T2 Dmg:175 + Soul	+2 Chill	+10 Frost	
T3 Dmg:200 + Soul	+3 Chill	+10 Frost	

Pankration

Light Attack			
Capacity Cost:11	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate; +1 Bruise	+5 Frost	If this attack triggers a Bruise, +3 Concuss.
T2 Dmg:195 + Str	+2 Lacerate; +1 Bruise	+10 Frost	
T3 Dmg:225 + Str	+2 Lacerate; +2 Bruise	+10 Frost	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Stagger	+10 Frost	Directly following an Ice Power or a Pankration Light attack, +1 Attack. Next action this turn, target gets -1 Defense.
T2 Dmg:295 + Str	+2 Bruise; +2 Stagger	+15 Frost	
T3 Dmg:335 + Str	+3 Bruise; +2 Stagger	+15 Frost	

Special Attack: In Control			
Capacity Cost:11	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Stagger	+5 Frost	Directly following a Pankration heavy attack, +1 Attack. For this action, and next action this turn, Stagger and Chill status effects deal double damage.
T2 Dmg:195 + Str	+2 Stagger	+10 Frost	
T3 Dmg:225 + Str	+3 Stagger	+10 Frost	

Elemental Attack: Crawling Frost			
Capacity Cost:16	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:250 + Soul	+1 Chill	+10 Frost	+3 Crit and +2 Bleed if the target suffers from Chill, Stagger, or Bruise.
T2 Dmg:295 + Soul	+2 Chill	+15 Frost	
T3 Dmg:335 + Soul	+3 Chill	+15 Frost	

Part 4: Dark

Melee Weapons

Khopesh

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:+165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Lacerate	+5 Corruption	Triggering a Lacerate Status effect gives +50 damage and +2 Fright to this attack.
Damage- T2:195 + str	+2 Lacerate	+5 Corruption	
Damage- T3: 225 +str	+3 Lacerate	+10 Corruption	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:250 + str	+1 Lacerate; +1 Bleed	+10 Corruption	+1 Bleed for every Dark Power preceding this attack this turn.
Damage- T2:295 + str	+2 Lacerate; +1 Bleed	+10 Corruption	
Damage- T3: 335 + str	+2 Lacerate; +2 Bleed	+15 Corruption	

Special Attack: Set's Wrath			
Capacity Cost:11	Critical:20	Critical Damage:100	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Puncture; +1 Poison	+5 Corruption	If this attack triggers Poison or Puncture, +50 damage. Next action this turn, Dark Powers and Khopesh attacks get +2 Poison.
Damage- T2:195 + Str	+2 Puncture; +1 Poison	+5 Corruption	
Damage- T3:225 + Str	+2 Puncture; +2 Poison	+10 Corruption	

Elemental Attack: Slithering Shadow			
Capacity Cost:11	Critical:18+	Critical Damage:175	Ammo Cost:N/A
Damage- T1:160 + soul	+1 Lacerate; +1 Fright	+5 Corruption	+1 Attack Directly following a Dark Power. If two or more other attacks precede this one this turn, +25 damage and +1 Fright.
Damage- T2:190+ soul	+2 Lacerate; +1 Fright	+5 Corruption	
Damage- T3: 220 + soul	+2 Lacerate; +1 Fright	+10 Corruption	

Axes:

Light Axes

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:150	Ammo Cost:
Damage- T1:165 + str	+1 Bruise; +1 Lacerate	+5 Corruption	If used following a weapon's elemental attack, critical hit at 15+
Damage- T2:195 + str	+2 Bruise; +1 Lacerate	+5 Corruption	
Damage- T3:225 + str	+2 Bruise; +2 Lacerate	+10 Corruption	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + str	+1 Lacerate; +1 Bruise	+10 Corruption	If used directly following a light weapon attack, 2 x strength bonus damage, rounded to the nearest 5.
Damage- T2:295 + str	+2 Lacerate; +1 Bruise	+10 Corruption	
Damage- T3:335 + str	+2 Lacerate; +2 Bruise	+15 Corruption	

Special Attack:Axeman's Dodge			
Capacity Cost:15	Critical:20	Critical:+5 def total	Ammo Cost:N/A
T1:+5 defense total		+5 Corruption	Used in place of a normal defense. If successful, first attack next turn gets +2 attack.
T2:+15 defense total		+5 Corruption	
T3:+25 defense total		+5 Corruption	

Elemental Attack: Corrupting Cleave			
Capacity Cost:11	Critical:18+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:165 + soul	+1 Lacerate; +1 Fright	+5 Corruption	Next action, Dark Powers get +2 Fright.
Damage- T2:195 + soul	+2 Lacerate; +1 Fright	+5 Corruption	
Damage- T3:225 + soul	+2 Lacerate; +2 Fright	+10 Corruption	

Heavy Axes

Light Attack			
Capacity Cost:12	Critical:19+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:190 + str	+1 Bruise; +1 Lacerate	+5 Corruption	If used at the start of your turn, +50 Damage.
Damage- T2:220 + str	+2 Bruise; +1 Lacerate	+5 Corruption	
Damage- T3:250 + str	+2 Bruise; +2 Lacerate	+10 Corruption	

Heavy Attack			
Capacity Cost:18	Critical:20	Critical Damage:100	Ammo Cost:N/A
Damage- T1:300 + str	+2 Lacerate; +1 Bleed	+10 Corruption	Directly following another Axe attack, +1 bleed. If target just received blood loss this turn, +50 damage instead.
Damage- T2:350 + str	+2 Lacerate; +2 Bleed	+10 Corruption	
Damage- T3:400 + str	+3 Lacerate; +2 Bleed	+15 Corruption	

Special Attack: Low Sweep			
Capacity Cost:12	Critical:18+	Critical Damage:100	Ammo Cost:N/A
Damage- T1:190 + str	+2 Stagger	+5 Corruption	+50 damage if target suffered a stagger or knockdown this turn.
Damage- T2:220 + str	+3 Stagger	+5 Corruption	
Damage- T3:250 + str	+4 Stagger	+10 Corruption	

Elemental Attack: Dusk Sweep			
Capacity Cost:12	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Fright	+5 Corruption	If a Dark Power directly follows this attack, it costs -5 attack capacity and generates +5 Corruption
Damage- T2:220 + soul	+2 Fright	+5 Corruption	
Damage- T3:250 + soul	+3 Fright	+10 Corruption	

Caestus

Light Attack: +1 Attack			
Capacity Cost:10	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:150 + str	+1 Bruise	+5 Corruption	+5 x Strength damage if directly following a heavy Caestus attack.
Damage- T2:175 + str	+2 Bruise	+5 Corruption	
Damage- T3:200 + str	+3 Bruise	+10 Corruption	

Heavy Attack			
Capacity Cost:14	Critical:20+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:215 + str	+2 Bruise; +1 Stagger	+10 Corruption	Directly following a Dark Power, +3 Con- cuss and +2 Fright.
Damage- T2:250 + str	+2 Bruise; +2 Stagger	+10 Corruption	
Damage- T3:285 + str	+3 Bruise; +2 Stagger	+15 Corruption	

Special Attack: Fair Fighter			
Capacity Cost:14	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
T1: -1 Def; 200 dmg	+2 Stag- ger	+10 Corrup- tion	use your covered hand to grab your enemy's weapon and wrench it from their grasp. Used during defense only. Disarm if successful +150 damage if failed.
T2:-1 Def;250 dmg	+3 Stagger	+10 Corrup- tion	
T3:- 2Def;300 dmg	+4 Stag- ger	+15 Corrup- tion	

Elemental Attack:Shadow Boxer			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:150 + soul	+1 Fright	+5 Corruption	+3 Stagger if used after any combination of 3 other Caestus attacks or Dark Powers this turn.
Damage- T2:175 + soul	+2 Fright	+5 Corruption	
Damage- T3:200 + soul	+3 Fright	+10 Corruption	

Curved Swords

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Lacerate	+5 Corruption	Following four or more other Dark Powers or Curved Sword attacks this turn, +25 damage and +2 Bleed.
Damage- T2:195 + Str	+2 Lacerate	+5 Corruption	
Damage- T3:225 + Str	+3 Lacerate	+10 Corruption	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Lacerate	+10 Corruption	For one action following this attack, Fire powers get +1 Attack and deal +25 damage, if applicable.
Damage- T2:295 + Str	+2 Lacerate; +2 Bleed	+10 Corruption	
Damage- T3:335 + Str	+3 Lacerate: +2 Bleed	+15 Corruption	

Special Attack:Ribbons of Blood			
Capacity Cost:5	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:75 + Str	+1 Lacerate; +1 Bleed	+5 Corruption	Directly following a Curved Sword Attack, +25 to Attack total. Next action this turn, Curved sword attacks get +1 Attack.
Damage- T2:90 + Str	+1 Lacerate: +1 Bleed	+5 Corruption	
Damage- T3:105 + Str	+2 Lacerate; +1 Bleed	+5 Corruption	

Elemental Attack: Engulfing Serpent			
Capacity Cost:11	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bleed;+1 Fright	+5 Corruption	Next action, double Bleed and Fright buildup. Blood Loss is twice as effective for this turn.
Damage- T2:195 + Str	+2 Bleed; +1 Fright	+5 Corruption	
Damage- T3:225 + Str	+2 Bleed; +2 Fright	+10 Corruption	

Flails

Light Attack			
Capacity Cost:11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bleed; +1 Bruise	+5 Corruption	+2 Puncture if directly following a flail special attack.
Damage- T2:195 + Str	+2 Bruise; +1 Bleed	+5 Corruption	
Damage- T3:225 + Str	+2 Bruise; + 2 Bleed	+10 Corruption	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Bruise; +1 Bleed	+10 Corruption	Ignores armor and deals 50 damage to it if directly following two other different Dark Powers or flail attacks.
Damage- T2:295 + Str	+2 Bruise; +2 Bleed	+10 Corruption	
Damage- T3:335 + Str	+3 Bruise; +2 Bleed	+15 Corruption	

Special Attack:Whirl			
Capacity Cost:10	Critical:20	Critical Effect: +3 critical chance	Ammo Cost:N/A
T1:+1 At- tack		+5 Corruption	Swing the flail over your head, increasing your chance to hit with flail attacks for the action following this attack. Does not stack.
T2:+2 Attack		+5 Corruption	
T3:+2 Attack		+5 Corruption	

Elemental Attack: Shackles of Dusk			
Capacity Cost: 11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Soul	+1 Bruise; +1 Fright	+5 Corruption	Target gets -1 Attack and Defense next turn. +2 Fright if directly following a Dark Power.
Damage- T2:195 + Soul	+2 Fright; +1 Bruise	+5 Corruption	
Damage- T3:225 + Soul	+2 Fright; +2 Bruise	+10 Corruption	

Scythes

Light Attack			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage-T1:190 + Str	+1 Lacerate; +1 Puncture	+5 Corruption	+25 Damage and + 5 Corruption if directly following an elemental scythe attack.
Damage-T2:220 + Str	+2 Lacerate; +1 Puncture	+5 Corruption	
Damage-T3:250 + Str	+2 Lacerate; +2 Puncture	+10 Corruption	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + Str	+2 Lacerate; +1 Puncture	+10 Corruption	+50 Damage and +1 Attack if directly following a light scythe attack.
Damage- T2:350 + Str	+2 Lacerate: +2 Puncture	+10 Corruption	
Damage- T3:400 + Str	+3 Lacerate: +2 Puncture	+15 Corruption	

Special Attack:Neck Swipe			
Capacity Cost:12	Critical:18+	Critical Damage:250	Ammo Cost:N/A
Damage-T1:190 + Str	+1 Lacerate; +1 Bleed	+5 Corruption	+5 Critical chance if directly following a light and heavy scythe attack, and a Dark Power in any order.
Damage-T2:220 + Str	+2 Lacerate: +1 Bleed	+5 Corruption	
Damage-T3:250 + Str	+2 Lacerate; +2 Bleed	+10 Corruption	

Elemental Attack: Grasp of Death			
Capacity Cost:	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + Soul	+1 Fright; +1 Bleed	+5 Corruption	+25 to attack total and +2 Fright if directly following a Dark Power or a Scythe Attack.
Damage-T2:220 + Soul	+2 Fright; +1 Bleed	+5 Corruption	
Damage-T3:250 + Soul	+2 Fright; +2 Bleed	+10 Corruption	

Machete

Light Attack			
Capacity Cost:11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate; +1 Bleed	+5 Corruption	+2 Critical if target is afflicted with lacerate or bleed.
T2 Dmg:195 + Sgr	+2 Lacerate; +1 Bleed	+5 Corruption	
T3 Dmg:225 + Str	+2 Lacerate; +2 Bleed	+10 Corruption	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Lacerate; +1 Bleed	+10 Corruption	Directly following a critical, this attack gets +50 damage and +2 bleed.
T2 Dmg:295 + Str	+2 Lacerate; +2 Bleed	+10 Corruption	
T3 Dmg:335 + Str	+3 Lacerate; +2 Bleed	+15 Corruption	

Special Attack:Merciless Strike			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bleed	+5 Corruption	For every action preceding merciless strike this turn, it gets +10 damage. +2 Stagger if directly following a Dark Power.
T2 Dmg:195 + Str	+2 Bleed	+5 Corruption	
T3 Dmg:225 + Str	+3 Bleed	+10 Corruption	

Elemental Attack: Blood Corruption			
Capacity Cost:11	Critical:18+	Critical Dam- age:	Ammo Cost:
T1 Dmg:165 + Soul	+1 Lacerate; +1 Fright	+5 Corrup- tion	If target suffers from laceration Bleed, or Fright, this attack gets +2 Fright and +25 damage.
T2 Dmg:195 + Soul	+2 Lacerate; +1 Fright	+5 Corrup- tion	
T3 Dmg:225 + Soul	+2 Lacerate; +2 Fright	+10 Corrup- tion	

Whip

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate	+5 Corruption	-1 Lacerate Vs Armor, and -25 Damage. +25 damage and +1 Bleed when dealing damage to Stamina.
T2 Dmg:195 + Str	+2 Lacerate	+5 Corruption	
T3 Dmg:225 + Str	+3 Lacerate	+10 Corruption	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Lacerate; +1 Bleed	+10 Corruption	-50 Damage against armor. +50 Damage against stamina. +2 Critical if Directly following a Dark Power.
T2 Dmg:295 + Str	+2 Lacerate; +2 Bleed	+10 Corruption	
T3 Dmg:335 + Str	+3 Lacerate; +2 Bleed	+15 Corruption	

Special Attack:Disarming Coil			
Capacity Cost:11	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate	+5 Corruption	On Lacerate or Bleed, Disarm.
T2 Dmg:195 + Str	+2 Lacerate	+5 Corruption	
T3 Dmg:225 + Str	+3 Lacerate	+10 Corruption	

Elemental Attack: Black Coil			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Puncture; +1 Fright	+5 Corruption	When Triggering Puncture or Fright, this attack grants +50 Damage to Dark Powers next action this turn. Whip attacks get +2 Fright next action this turn.
T2 Dmg:195 + Soul	+2 Puncture; +1 Fright	+5 Corruption	
T3 Dmg:225 + Soul	+2 Puncture; +2 Fright	+10 Corruption	

Maces

Light Maces

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Bruise	+5 Corruption	+50 damage to a bruised target -5 capacity cost to a frightened target.
Damage- T2:195 + str	+2 Bruise	+5 Corruption	
Damage- T3:225 + str	+3 Bruise	+10 Corruption	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:250 + str	+2 Bruise	+10 Corruption	If used directly following a Light Mace attack or a Dark Power, -6 capacity cost.
Damage- T2:295 + str	+3 Bruise	+10 Corruption	
Damage- T3:335 + str	+4 Bruise	+15 Corruption	

Special Attack: Savage Flurry			
Capacity Cost:11	Critical:20+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Bruise	+5 Corruption	Each time used in succession, costs +1 attack capacity and gains +25 damage, up to 3 strikes.
Damage- T2:195 + str	+2 Bruise	+5 Corruption	
Damage- T3:225 + str	+3 Bruise	+10 Corruption	

Elemental Attack: Void Strike			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + soul	+1 Bruise; +1 Fright	+5 Corruption	Directly following a Dark Power, +50 Damage. Next action this turn, Dark powers cost -5 capacity.
Damage- T2:195 + soul	+2 Fright; +1 Bruise	+5 Corruption	
Damage- T3:225 + soul	+2 Fright; +2 Bruise	+10 Corruption	

Heavy Maces

Light Attack			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Bruise	+5 Corruption	-2 Capacity cost if directly following another mace attack.
Damage- T2:220 + str	+2 Bruise	+5 Corruption	
Damage- T3:250 + str	+3 Bruise	+10 Corruption	

Heavy Attack			
Capacity Cost:18	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Bruise	+5 Corruption	Directly following a Heavy Mace attack or a Dark Power, +25 damage and +2 Fright.
Damage- T2:350 + str	+3 Bruise	+15 Corruption	
Damage- T3:400 + str	+4 Bruise	+15 Corruption	

Special Attack: Falling Sun			
Capacity Cost:18	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Stagger; +1 Bruise	+10 Corruption	If this attack inflicts a stagger or knockdown, Next action this turn, Heavy Mace attacks and Dark Powers cost -2 Capacity and get +2 Critical
Damage- T2:350 + str	+2 Stagger; +2 Bruise	+10 Corruption	
Damage- T3:400 + str	+3 Stagger; +2 Bruise	+15 Corruption	

Elemental Attack: Void Smash			
Capacity Cost:12	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Fright	+5 Corruption	Inflicts +1 Extra fright for every 2 fright resistance the target has remaining. Fright inflicted with this attack deals +25 damage.
Damage- T2:220 + soul	+2 Fright	+5 Corruption	
Damage- T3:250 + soul	+3 Fright	+10 Corruption	

Knife

Light Attack			
Capacity Cost:10	Critical:18+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate	+5 Corruption	+2 Poison if a Lacerate or Blood Loss status effect was inflicted this turn.
T2 Dmg:175 + Str	+2 Lacerate	+5 Corruption	
T3 Dmg:200 + Str	+3 Lacerate	+10 Corruption	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Lacerate; + 2 Puncture	+10 Corruption	This attack does +25 damage for each of poison, blood loss, fright, or lacerate afflicting the target.
T2 Dmg:250 + Str	+2 Lacerate; +2 Puncture	+10 Corruption	
T3 Dmg:285 + Str	+3 Lacerate; +2 Puncture	+15 Corruption	

Special Attack:Assassin's Fang			
Capacity Cost:10	Critical:20	Critical Effect:+1 Poison; 150 Dmg	Ammo Cost:N/A
T1 Dmg: 150 + Str	+1 Puncture; +1 Poison	+5 Corruption	If the first attack following a successful defense, +2 Critical.
T2 Dmg: 175 + Str	+2 Puncture; +1 Poison	+5 Corruption	
T3 Dmg: 200 + Str	+2 Puncture; +2 Poison	+10 Corruption	

Elemental Attack: Black Tooth			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Fright; +1 Lacerate	+5 Corruption	Target takes +25 damage from Dark Powers and status effects for 2 Actions directly following this attack.
T2 Dmg:175 + Soul	+2 Fright; +1 Lacerate	+5 Corruption	
T3 Dmg:200 + Soul	+2 Fright; +2 Lacerate	+10 Corruption	

Nunchaku

Light Attack			
Capacity Cost:10	Critical:17+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + Str	+1 Bruise	+5 Corruption	Directly following a Dark power or a counterattack, +50 damage and +2 Concuss.
Damage- T2:175 + Str	+2 Bruise	+5 Corruption	
Damage- T3:200 + Str	+3 Bruise	+10 Corruption	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:215 + Str	+2 Bruise; +1 Stagger	+10 Corruption	On Bruise or Stagger, +25 damage. Next action, Dark Powers and Nunchaku attacks get +2 Fright
Damage- T2:250 + Str	+2 Bruise; +2 Stagger	+10 Corruption	
Damage- T3:285 + Str	+3 Bruise; +2 Stagger	+10 Corruption	

Special Attack: Chain Grasp			
Capacity Cost:11	Critical:17+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Lacerate	+5 Corruption	Directly following a Dark Power, +2 Disarm on a target suffering Bruise or Stagger.
Damage- T2:195 + Str	+2 Lacerate	+5 Corruption	
Damage- T3:225 + Str	+3 Lacerate	+10 Corruption	

Elemental Attack: Shrouded Links			
Capacity Cost:11	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage- T1:150 + Soul	+1 Fright; +1 Bruise	+5 Corruption	Next action this turn, Dark powers and Nunchaku attacks get +5 x Dark Affinity Damage and +1 Fright.
Damage- T2:175 + Soul	+2 Fright; +1 Bruise	+5 Corruption	
Damage- T3:200 + Soul	+2 Fright; +2 Bruise	+10 Corruption	

Claws

Light Attack			
Capacity Cost:10	Critical:17+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate	+5 Corruption	If directly following a claws light attack, +1 bleed.
T2 Dmg:175 + Str	+2 Lacerate	+5 Corruption	
T3 Dmg:200 + Str	+3 Lacerate	+10 Corruption	

Heavy Attack			
Capacity Cost:16	Critical:18+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:190 + Str	+2 Lacerate	+10 Corruption	If directly following a claws special attack, +2 Poison.
T2 Dmg:220 + Str	+3 Lacerate	+10 Corruption	
T3 Dmg:250 + Str	+4 Lacerate	+15 Corruption	

Special Attack: Venemous Bite			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Poison; +1 Lacerate	+5 Corruption	If target is suffering from fright, -1 defense next action. If suffering from puncture, an additional -1.
T2 Dmg:175 + Str	+2 Poison; +1 Lacerate	+5 Corruption	
T3 Dmg:200 + Str	+2 Poison; +2 Lacerate	+10 Corruption	

Elemental Attack: Whispering Talons			
Capacity Cost:10	Critical:18+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Fright; +1 Lacerate	+5 Corruption	Frightened targets take +50 damage and this attack gets +2 Critical.
T2 Dmg:175 + Soul	+2 Fright; +1 Lacerate	+5 Corruption	
T3 Dmg:200 + Soul	+2 Fright; +2 Lacerate	+10 Corruption	

Arblade

Magazine Size:1 (This weapon requires loaded ammunition for its melee attacks)

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:0
T1 Dmg:190 + Str	+1 Lacerate; +1 Stagger	+5 Corruption	If directly following a reload, +25 damage and +2 Bleed.
T2 Dmg:220 + Str	+2 Lacerate; +1 Stagger	+5 Corruption	
T3 Dmg:250 + Str	+2 Lacerate; +2 Stagger	+10 Corruption	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:0
T1 Dmg:300 + Str	+1 Bleed	+10 Corruption	If directly following a Dark Power or Arblade light attack, +3 Concuss.
T2 Dmg:350 + Str	+2 Bleed	+10 Corruption	
T3 Dmg:400 + Str	+3 Bleed	+15 Corruption	

Special Attack: Arbalest Blade			
Capacity Cost:11	Critical:	Critical Dam- age:	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Punc- ture	+5 Corrup- tion	Shoot the end of your weapon's blade at your enemy. If directly following two other arblade attacks, +3 Spall.
T2 Dmg:220 + Agl	+2 Punc- ture	+5 Corrup- tion	
T3 Dmg:250 + Agl	+3 Punc- ture	+10 Corrup- tion	

Elemental Attack: Black Core			
Capacity Cost:12	Critical:20+	Critical Dam- age:+25	Ammo Cost:0
T1 Dmg: +25 + Soul	+1 Fright	+5 Corruption	Your next Arblade special attack this turn gets extra damage and elemental status.
T2 Dmg: +50 + Soul	+2 Fright	+5 Corruption	
T3 Dmg: +75 + Soul	+3 Fright	+10 Corruption	

Reload Capacity Cost: 5

Ranged Weapons

Bow

Magazine Size: 6

Standard Ammunition: Broadhead			
Capacity Cost:10	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate	+5 Corruption	If this attack triggers Lacerate, +2 Fright and +50 Damage. +1 Attack on Poisoned Targets.
T2 Dmg:195 + Agl	+2 Lacerate	+5 Corruption	
T3 Dmg:225 + Agl	+3 Lacerate	+10 Corruption	

Alternate Ammunition: Tungsten Head			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Puncture; +1 Spall	+10 Corruption	+25 Damage to Armor. Directly following a Dark Power, +2 Spall and +2 Fright.
T2 Dmg:295 + Agl	+2 Puncture +2 Spall	+10 Corruption	
T3 Dmg:335 + Agl	+3 Puncture;+2 Spall	+15 Corruption	

Special Attack: Poison Point			
Capacity Cost:10	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Poison	+5 Corruption	+2 Bleed and -1 Poison on Poisoned Targets. Directly following a Dark Power, +2 Fright.
T2 Dmg:195 + Agl	+2 Poison	+5 Corruption	
T3 Dmg:225 + Agl	+3 Poison	+10 Corruption	

Elemental Attack: Avenging Arrow			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Frightl; +1 Lacerate	+5 Corruption	+1 Fright on Poisoned Targets. +25 Damage on Punctured Targets. +2 Bleed on Lacerated Targets. Next action this turn, Bow Attacks get +25 Damage and +1 Fright.
T2 Dmg:195 + Soul	+2 Fright; +1 Lacerate	+5 Corruption	
T3 Dmg:225 + Soul	+2 Frightl; +2 Lacerate	+10 Corrup- tion	

Reload	Capacity Cost: 3
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Marksman Rifle

Magazine Size: 5

Standard Ammunition: Full Metal Jacket			
Capacity Cost:11	Critical:17+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Bruise; +1 Puncture	+5 Corruption	On the first action of every turn or directly following a reload, +3 Crit.
T2 Dmg:220 + Agl	+2 Bruise; +1 Puncture	+5 Corruption	
T3 Dmg:250 + Agl	+2 Bruise; +2 Puncture	+10 Corruption	

Alternate Ammunition:Armor Piercing Rounds			
Capacity Cost:16	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Punct; +1 Stagger	+10 Corruption	+25 Damage to Armor. If this attack triggers Stag- ger on the target, +50 Damage and +3 Concuss.
T2 Dmg:350 + Agl	+2 Punct; +2 Stagger	+10 Corruption	
T3 Dmg:400 + Agl	+3 Punct; +2 Stagger	+15 Corruption	

Special Attack: Overwatch			
Capacity Cost:10	Critical:19+	Critical Dam- age:+50	Ammo Cost:0
T1 Dmg:+50	+1 Spall	+5 Corruption	Next action this turn, Marksman Rifle Attacks Get extra damage and Status.
T2 Dmg:+75	+2 Spall	+5 Corruption	
T3 Dmg:+100	+3 Spall	+5 Corruption	

Elemental Attack: Doomed Target			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Fright;+1 Puncture	+5 Corruption	Next action, Dark Powers and Marksman Rifle Light attacks get +1 Attack and +25 Damage.
T2 Dmg:220 + Soul	+2 Fright; +1 Puncture	+5 Corruption	
T3 Dmg:250 + Soul	+2 Fright; +2 Puncture	+10 Corruption	

Reload	Capacity Cost: 3
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Lever Gun

Magazine Size: 6

Standard Ammunition: Full Metal Jacket			
Capacity Cost:10	Critical:17+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture	+5 Corruption	If this attack inflicts Puncture, next action this turn, Lever Gun attacks get +2 Crit.
T2 Dmg:195 + Agl	+2 Punc- ture	+5 Corruption	
T3 Dmg:225 + Agl	+3 Punc- ture	+10 Corruption	

Alternate Ammunition: Hollow Points			
Capacity Cost:14	Critical:16+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Lacerate; +1 Stagger	+10 Corrup- tion	-100 damage to Armor. +50 Damage to Stamina. Directly following a Lever Gun light attack or a Dark Power, +25 Damage and +2 Concuss.
T2 Dmg:295 + Agl	+2 Lacerate; +2 Stagger	+10 Corrup- tion	
T3 Dmg:335 + Agl	+2 Lacerate; +2 Stagger	+15 Corrup- tion	

Special Attack: Fast Action			
Capacity Cost:10	Critical:20	Critical Effect: -1 Capacity	Ammo Cost:0
T1: -1 Capacity Cost		+5 Corruption	For the next two actions this turn, Lever Gun at- tacks cost less capacity as you work fast.
T2: -2 Capaci- ty Cost		+5 Corruption	
T3: -3 Capaci- ty Cost		+5 Corruption	

Elemental Attack: Bleak Action			
Capacity Cost:10	Critical:20	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Fright	+5 Corruption	Directly following a Dark Power, +3 Crit. Next action this turn, +2 Fright and +25 damage to Lever Gun attacks.
T2 Dmg:195 + Soul	+2 Fright	+5 Corruption	
T3 Dmg:225 + Soul	+3 Fright	+10 Corruption	

Reload	Capacity Cost: 4
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Throwing Knife

Magazine Size: 8

Standard Ammunition:Kunai			
Capacity Cost:9	Critical:18+	Critical Damage:150	Ammo Cost:1
T1 Dmg:150 + Agl	+1 Puncture	+5 Corruption	Directly following a Dark power, +2 Poison
T2 Dmg:175 + Agl	+2 Puncture	+5 Corruption	
T3 Dmg:200 + Agl	+3 Puncture	+10 Corruption	

Alternate Ammunition:Shuriken			
Capacity Cost:10	Critical:15+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate	+5 Corruption	On critical, Next action this turn, Dark powers get +1 x Corruption extra damage. On a target suffering from Lacerate, +2 Poison.
T2 Dmg:195 + Agl	+2 Lacerate	+5 Corruption	
T3 Dmg:225 + Agl	+3 Lacerate	+10 Corruption	

Special Attack: Caltrop Daggers			
Capacity Cost:15	Critical:20+	Critical Damage:165	Ammo Cost:8
T1 Dmg:150 + Agl	+2 Puncture	+5 Corruption	For the next three actions this turn or target's, target with Attack or Defense roll lower than 13 take 50 damage and +1 Bleed.
T2 Dmg:175 + Agl	+3 Puncture	+5 Corruption	
T3 Dmg:200 + Agl	+4 Puncture	+10 Corruption	

Elemental Attack: Bleak Knives			
Capacity Cost:10	Critical:17+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Chill	+5 Corruption	Directly following Dark powers, this attack gets +2 Critical. On a Frightened target, this attack deals +50 Damage.
T2 Dmg:195 + Soul	+2 Chill	+5 Corruption	
T3 Dmg:225 + Soul	+3 Chill	+10 Corruption	

Reload	Capacity Cost: 3
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DMR

Magazine Size: 20

Standard Ammunition:FMJ			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate	+5 Corruption	If target is suffering from Puncture, this attack gets +25 damage.
T2 Dmg:195 + Agl	+2 Lacerate	+5 Corruption	
T3 Dmg:225 + Agl	+3 Lacerate	+10 Corruption	

Alternate Ammunition:Armor Piercing Rounds			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Punc- ture	+10 Corruption	+25 damage against armor. If target is afflicted with puncture by this attack +2 Spall.
T2 Dmg:295 + Agl	+3 Punc- ture	+10 Corruption	
T3 Dmg:335 + Agl	+4 Punc- ture	+15 Corruption	

Special Attack: Bell Ringer			
Capacity Cost:14	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Punc- ture	+5 Corruption	If target was inflicted with a status effect last action, this attack gets +3 Concuss and +1 Critical.
T2 Dmg:295 + Agl	+3 Punc- ture	+5 Corruption	
T3 Dmg:335 + Agl	+4 Punc- ture	+10 Corruption	

Elemental Attack: Bleak Round			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Fright	+5 Corruption	If this attack triggers Fright, it gets +5 x Dark Affinity damage. Next action this turn, double Corruption buildup.
T2 Dmg:195 + Soul	+2 Fright	+5 Corruption	
T3 Dmg:225 + Soul	+3 Fright	+10 Corruption	

Reload	Capacity Cost: 4
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Machine Gun

Magazine Size: 150

Standard Ammunition			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:10
T1 Dmg:190 + Agl	+1 Lacerate; +1 Bruise	+5 Corruption	Roll 5 str vs target def total on hit. +25dmg/success. Directly following a Dark power, 2 guaranteed hits.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Bruise	+5 Corruption	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Bruise	+10 Corruption	

Alternate Ammunition: Explosive Rounds			
Capacity Cost:16	Critical:20	Critical Dam- age:190	Ammo Cost:10
T1 Dmg:300 + Agl	+2 Bruise; +1 Stagger	+10 Corruption	5 str vs target def. Each success =+25 dmg. Next action this turn, Dark powers cost -5 capacity.
T2 Dmg:350 + Agl	+2 Bruise; +2 Stagger	+10 Corruption	
T3 Dmg:400 + Agl	+3 Bruise; +2 Stagger	+15 Corruption	

Special Attack: Suppressing Fire			
Capacity Cost: 11 + 1/ Action	Critical:20+	Critical Dam- age:190	Ammo Cost:25/Action
T1 Dmg:190 + Agl	+1 Punct; +1 Lacerate	+5 Corruption	May only be used with standard rounds. Target gets -1 atk/def. May be sustained for +1 capacity/ action. Allies may attack while target is suppressed.
T2 Dmg:220 + Agl	+2 Punct; +1 Lacerate	+5 Corruption	
T3 Dmg:250 + Agl	+2 Punct; +2 Lacerate	+10 Corruption	

Elemental Attack: Rolling Duskstorm			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:10
T1 Dmg:190 + Soul	+1 Burn	-5 Corruption	Directly following explosive rounds, +2 Fright. Directly following a Dark power, +25 dmg per Corruption lost.
T2 Dmg:220 + Soul	+2 Burn	-5 Corruption	
T3 Dmg:250 + Soul	+3 Burn	-5 Corruption	

Reload	Capacity Cost: 5
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Rifle With Blade

Magazine Size: 20

Standard Ammunition:FMJ			
Capacity Cost:10	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate; +1 Puncture	+5 Corruption	If this attack followed three or more rifle with blade attacks or Dark powers, It gets +1 Lacerate
T2 Dmg:195 + Agl	+2 Lacerate; +1 Puncture	+5 Corruption	
T3 Dmg:225 + Agl	+2 Lacerate; +2 Puncture	+10 Corruption	

Alternate Ammunition:Armor Piercing Rounds			
Capacity Cost:10	Critical:20	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture; +1 Stagger	+10 Corruption	+50 damage to armor. If a Puncture status effect is triggered by this attack, it gets +2 Stagger and +1 Bleed
T2 Dmg:195 + Agl	+2 Puncture;+1 Stagger	+10 Corruption	
T3 Dmg:225 + Agl	+2 Puncture;+2 Stagger	+15 Corruption	

Special Attack: Overhead Cleave			
Capacity Cost: 12	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Agl	+1 Punct; +1 Lacerate	+5 Corruption	For one action directly following this attack, Dark powers get +1 Attack and +1 Fright.
T2 Dmg:220 + Agl	+2 Punct; +1 Lacerate	+5 Corruption	
T3 Dmg:250 + Agl	+2 Punct; +2 Lacerate	+10 Corruption	

Elemental Attack: Black Hole			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Fright	-20 Corruption	Deals +10 damage for every 5 Corruption consumed by this attack. If this attack gets +40 damage or more, +3 Crit
T2 Dmg:220 + Soul	+2 Fright	-20 Corruption	
T3 Dmg:250 + Soul	+3 Fright	-20 Corruption	

Reload	Capacity Cost: 4
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Hand Cannon with Blade

Magazine Size: 6

Standard Ammunition			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Punc- ture	+5 Corruption	For one action following this attack, hand cannon with blade attacks and Dark powers get +3 x Agl damage, rounded to 5s.
T2 Dmg:195 + Agl	+2 Punc- ture	+5 Corruption	
T3 Dmg:225 + Agl	+3 Punc- ture	+10 Corruption	

Light Attack			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Agl	+1 Lacerate	+5 Corruption	If directly following a Dark power, +1 Bleed. If target is suffering from a Dark status effect, +25 damage.
T2 Dmg:195 + Agl	+2 Lacerate	+5 Corruption	
T3 Dmg:225 + Agl	+2 Lacerate	+10 Corruption	

Special Attack:Sharpshooter's Flurry			
Capacity Cost:5	Critical:18+	Critical Effect:+10 to Attack Total	Ammo Cost:1
T1:+5 to At- tack Total	+1 Bleed	+5 Corruption	Whirl your blade, distracting your enemy and giving you an opening. Next action, bonus attack to hand cannon with knife attacks or Dark powers.
T2:+15 to Attack Total	+2 Bleed	+5 Corruption	
T3:+25 to Attack Total	+3 Bleed	+5 Corruption	

Elemental Attack: Demon's Blade			
Capacity Cost:14	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Soul	+1 Fright; +1 Puncture	+5 Corruption	If directly following a Dark power, hand cannon with blade light attacks cost -5 capacity for one action directly following this attack.
T2 Dmg:295 + Soul	+2 Fright; +1 Puncture	+5 Corruption	
T3 Dmg:335 + Soul	+2 Fright; +2 Puncture	+5 Corruption	

Reload	Capacity Cost: 4
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Shotgun

Magazine Size: 5

Standard Ammunition:Shot			
Capacity Cost:11	Critical:18+	Critical Damage:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate; +1 Stagger	+5 Corruption	If directly following a standard shotgun attack, +25 Damage. For one action directly following this attack, -2 capacity cost to Dark powers.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Stagger	+5 Corruption	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Stagger	+10 Corruption	

Alternate Ammunition:Slug			
Capacity Cost:16	Critical:20+	Critical Damage:190	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Puncture	+10 Corruption	+2 Bleed if target is suffering from Fright or Puncture.
T2 Dmg:350 + Agl	+3 Puncture	+10 Corruption	
T3 Dmg:400 + Agl	+4 Puncture	+15 Corruption	

Special Attack:Kneecapper			
Capacity Cost:11	Critical:19+	Critical Damage:190	Ammo Cost:2
T1 Dmg:190 + Agl	+1 Lacerate; +1 Stagger	+5 Corruption	If shot is loaded, +2 Lacerate. If slugs are loaded, +2 Puncture.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Stagger	+5 Corruption	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Stagger	+10 Corruption	

Elemental Attack: Worldeater's Breath			
Capacity Cost:11	Critical:19+	Critical Damage:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Bleed; +1 Fright	+5 Corruption	+5 x Dark Affinity damage if target is suffering from a Dark status effect.
T2 Dmg:220 + Soul	+2 Bleed; +1 Fright	+5 Corruption	
T3 Dmg:250 + Soul	+2 Bleed; +2 Fright	+10 Corruption	

Reload	Capacity Cost: 5
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Martial Arts

Karate

Light Attack			
Capacity Cost:10	Critical:18+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Stagger; +1 Bruise	+5 Corruption	On the first action of a turn, +50 damage and +2 Concuss.
T2 Dmg:175 + Str	+2 Stagger; +1 Bruise	+5 Corruption	
T3 Dmg:200 + Str	+2 Stagger; +2 Bruise	+5 Corruption	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise	+10 Corruption	Next action this turn, Karate attacks get +2 con- cuss and +2 Frightl.
T2 Dmg:250 + Str	+3 Bruise	+10 Corruption	
T3 Dmg:285 + Str	+4 Bruise	+15 Corruption	

Special Attack: Wax On			
Capacity Cost:15	Critical:20+	Critical Effect: +25 Defense Total	Ammo Cost:N/A
T1:+1 De- fense		+5 Corruption	May only be used during your defense. If successful, Dark Powers get +2 Bleed for the first action of your next turn.
T2:+2 De- fense		+5 Corruption	
T3:+2 De- fense		+5 Corruption	

Elemental Attack: Black Fangs			
Capacity Cost:10	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Fright; +1 Bruise	+5 Corruption	+1 Fright and +1 Lacerate for each Dark Power preceding this attack this turn.
T2 Dmg:175 + Soul	+2 Fright; +1 Bruise	+5 Corruption	
T3 Dmg:200 + Soul	+2 Fright; +2 Bruise	+10 Corruption	

Krav Maga

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Stagger; +1 Bruise	+5 Corruption	If directly following a Dark power, target gets -2 defense for one action directly following this attack.
T2 Dmg:220 + Str	+2 Stagger; +1 Bruise	+5 Corruption	
T3 Dmg:250 + Str	+2 Stagger; +2 Bruise	+10 Corruption	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Stagger	+10 Corruption	If directly following a Krav Maga light attack, Dark powers get +3 Critical for two actions directly following this attack.
T2 Dmg:350 + Str	+3 Stagger	+10 Corruption	
T3 Dmg:400 + Str	+4 Stagger	+15 Corruption	

Special Attack: Bone Snap			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Stagger	+10 Corruption	If directly following two consecutive Dark powers, +2 Stagger. If a target is suffering from a stagger, +50 damage.
T2 Dmg:350 + Str	+3 Stagger	+10 Corruption	
T3 Dmg:400 + Str	+4 Stagger	+15 Corruption	

Elemental Attack: Dark Strike			
Capacity Cost:12	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Soul	+1 Fright; +1 Bruise	+5 Corruption	For one action directly following this attack, Krav Maga Attacks get +1 Critical and +1 Fright.
T2 Dmg:220 + Soul	+2 Fright; +1 Bruise	+5 Corruption	
T3 Dmg:250 + Soul	+2 Fright; +2 Bruise	+10 Corruption	

Dirty Boxing

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bruise; +1 Stagger	+5 Corruption	If the first action of an attack, or this attack trig- gers Stagger or Bruise, +2 Concuss.
T2 Dmg:195 + Str	+2 Bruise; +1 Stagger	+5 Corruption	
T3 Dmg:225 + Str	+2 Bruise; +2 Stagger	+10 Corruption	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Puncture; +1 Bleed	+10 Corruption	Directly following a Dark power or Dirty Box- ing attack, +25 to attack total.
T2 Dmg:295 + Str	+2 Puncture; +2 Bleed	+10 Corruption	
T3 Dmg:335 + Str	+3 Puncture +2 Bleed	+15 Corruption	

Special Attack: Cheap Tricks			
Capacity Cost:11	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bruise; +1 Lacerate	+5 Corrup- tion	If this attack inflicts a Bruise or Lacerate, next action this turn, +50 damage and +2 Poison to Dark Powers and Dirty Boxing attacks. Directly following a Dark Pow- er, this attack gets +2 poison.
T2 Dmg:195 + Str	+2 Bruise; +1 Lacerate	+5 Corrup- tion	
T3 Dmg:225 + Str	+2 Bruise; +2 Lacerate	+10 Corrup- tion	

Elemental Attack: Dire Impact			
Capacity Cost:11	Critical:18+	Critical Damage:	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Fright, +1 Bruise	+5 Corrup- tion	Directly following a Dark power, +50 Damage. Next action this turn, +2 Fright to Dark Powers and Dirty Boxing Attacks.
T2 Dmg:195 + Soul	+2 Fright; +1 Bruise	+5 Corrup- tion	
T3 Dmg:225 + Soul	+2 Fright; +2 Bruise	+10 Corrup- tion	

Systema

Light Attack			
Capacity Cost:10	Critical:17+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise; +1 Lacerate	+5 Corruption	Directly following a Systema light attack, +1 Stagger and +1 Lacerate.
T2 Dmg:175 + Str	+2 Bruise; +1 Lacerate	+5 Corruption	
T3 Dmg:200 + Str	+2 Bruise; +2 Lacerate	+10 Corruption	

Heavy Attack			
Capacity Cost:14	Critical:18+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise; +1 Stagger	+10 Corruption	Directly following a different Systema attack or a Dark Power, +1 Attack and +50 damage.
T2 Dmg:250 + Str	+2 Bruise; +2 Stagger	+10 Corruption	
T3 Dmg:285 + Str	+3 Bruise; +2 Stagger	+15 Corruption	

Special Attack: Storm of Talons			
Capacity Cost:10	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Puncture	+5 Corruption	If this attack inflicts Puncture, next action this turn, Dark Powers and Systema Attacks cost -5 Capacity and get +1 Attack.
T2 Dmg:175 + Str	+2 Puncture	+5 Corruption	
T3 Dmg:200 + Str	+3 Puncture	+10 Corruption	

Elemental Attack: Dark Sledge			
Capacity Cost:11	Critical:16+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Fright, +1 Bruise	+5 Corruption	Bruised or Frightened targets take +1 Stagger and +2 Concuss. Directly following Dark Powers, this attack costs 8 Capacity.
T2 Dmg:195 + Soul	+2 Fright; +1 Bruise	+5 Corruption	
T3 Dmg:225 + Soul	+2 Fright; +2 Bruise	+10 Corruption	

MMA

Light Attack			
Capacity Cost:10	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate; +1 Stagger	+5 Corruption	If this attack triggers a stagger status effect, +3 Concuss.
T2 Dmg:175 + Str	+2 Lacerate; +1 Stagger	+5 Corruption	
T3 Dmg:200 + Str	+2 Lacerate; +2 Stagger	+10 Corruption	

Heavy Attack			
Capacity Cost:14	Critical:20	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise; +1 Stagger	+10 Corruption	If the target is suffering from two or more status effects, +2 concuss and +1 Stagger.
T2 Dmg:250 + Str	+2 Bruise; +2 Stagger	+10 Corruption	
T3 Dmg:285 + Str	+3 Bruise; +2 Stagger	+15 Corruption	

Special Attack: Ground Game			
Capacity Cost:10	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise	+5 Corruption	For one action directly following this attack, MMA light attacks get +1 Attack and +2 Concuss. If this attack directly followed an MMA light attack, it gets +50 damage.
T2 Dmg:175 + Str	+2 Bruise	+5 Corruption	
T3 Dmg:200 + Str	+3 Bruise	+10 Corruption	

Elemental Attack: Unrelenting Storm			
Capacity Cost:10	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Fright	+5 Corruption	If this attack deals damage to stamina, It gets +1 Fright. For one action directly following this attack, Dark powers get +2 Critical.
T2 Dmg:175 + Soul	+2 Fright	+5 Corruption	
T3 Dmg:200 + Soul	+3 Fright	+10 Corruption	

Part 5: Water

Melee Weapons

Rapiers

Light Attack +1 Attack			
Capacity Cost:10	Critical:19+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + str	+1 Puncture	+1 Flood	-1 capacity cost each time used in succession, up to -2 capacity cost.
Damage- T2:175 + str	+2 Puncture	+1 Flood	
Damage- T3:200 + str	+3 Puncture	+1 Flood	

Heavy Attack			
Capacity Cost:14	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:215 + str	+2 Puncture	+2 Flood	+50 damage and +3 bleed if used directly following three or more other rapier attacks or Water Powers.
Damage- T2:250 + str	+3 Puncture	+2 Flood	
Damage- T3:285 + str	+4 Puncture	+2 Flood	

Special Attack: Armor Breaker			
Capacity Cost:10	Critical:19	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + str	+1 Spall	+1 Flood	This attack ignores armor if directly following any combination of two Water Powers or Rapier attacks.
Damage- T2:175 + str	+2 Spall	+1 Flood	
Damage- T3:200 + str	+3 Spall	+1 Flood	

Elemental Attack: Soaking Needle.			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + soul	+1 Drown; +1 Puncture	+1 Flood	-5 capacity cost if the target has been Drowned this turn, and +2 Flood
Damage- T2:175 + soul	+2 Drown; +1 Puncture	+1 Flood	
Damage- T3:200 + soul	+2 Drown; +2 Puncture	+1 Flood	

Polearms

Light Attack			
Capacity Cost:12	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Puncture	+1 Flood	Directly following this attack, if the first light attack in a chain, light attacks deal +25 damage.
Damage- T2:220 + str	+2 Punc- ture	+1 Flood	
Damage- T3:250 + str	+3 Punc- ture	+1 Flood	

Heavy Attack:			
Capacity Cost:20	Critical:20	Critical Dam- age:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Lacerate;+1 Puncture	+2 Flood	Deals +50 damage if directly following two light polearm attacks or if the target is suffering from Drown.
Damage- T2:350 + str	+2 Lacerate;+2 Puncture	+2 Flood	
Damage- T3:400 + str	+3 Lacerate;+2 Puncture	+2 Flood	

Special Attack:Whirlwind			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Lacerate	+1 Flood	-2 Capacity cost if used once in succession. Heavy polearm attacks directly following this one will get +25 damage and +5 Flood.
Damage- T2:220 + str	+2 Lacer- ate	+1 Flood	
Damage- T3:250 + str	+3 Lacer- ate	+1 Flood	

Elemental Attack:Dousing Crescent			
Capacity Cost:12	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Drown; +1 Puncture	+1 Flood	Directly following an Water power, for two actions directly following this attack, polearm weapon attacks get +1 Flood and +25 damage.
Damage- T2:220 + soul	+2 Drown; +1 Puncture	+1 Flood	
Damage- T3:250 + soul	+2 Drown; +2 Puncture	+1 Flood	

Lance

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Punc- ture	+1 Flood	-1 Attack if used the first action of your turn. +1 Attack per action for every action preceding this one, up to +3, since the last time it was used.
T2 Dmg:220 + Str	+2 Punc- ture	+1 Flood	
T3 Dmg:250 + Str	+3 Punc- ture	+1 Flood	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Punc- ture	+2 Flood	If this attack triggers a pierce status effect, +3 Spall and +25 damage.
T2 Dmg:350 + Str	+3 Punc- ture	+2 Flood	
T3 Dmg:400 + Str	+4 Punc- ture	+2 Flood	

Special Attack: Rallying Warcry			
Capacity Cost:15	Critical:20+	Critical Ef- fect:+15 to Attack total	Ammo Cost:N/A
T1:+1 Attack		+1 Flood	Slam your lance into the earth and let out a warcry. Extra Attack for the action directly following this one. Allies get +1 attack for the first action of their next turn.
T2:+1 Attack		+1 Flood	
T3:+2 Attack		+1 Flood	

Elemental Attack: Fierce Waves			
Capacity Cost:12	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Soul	+1 Puncture; +1 Drown	+1 Flood	If target still has armor, +25 damage and +1 Drown. If they don't, +2 Stagger.
T2 Dmg:220 + Soul	+2 Puncture; +1 Drown	+1 Flood	
T3 Dmg:250 + Soul	+2 Puncture; +2 Drown	+1 Flood	

Curved Swords

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Lacerate	+1 Flood	Following four or more other Water Powers or Curved Sword attacks this turn, +25 damage and +2 Bleed.
Damage- T2:195 + Str	+2 Lacerate	+1 Flood	
Damage- T3:225 + Str	+3 Lacerate	+1 Flood	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Lacerate	+2 Flood	For one action following this attack, Water Powers get +1 Attack and deal +25 damage, if applicable.
Damage- T2:295 + Str	+2 Lacerate; +2 Bleed	+2 Flood	
Damage- T3:335 + Str	+3 Lacerate; +2 Bleed	+2 Flood	

Special Attack:Ribbons of Blood			
Capacity Cost:5	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:75 + Str	+1 Lacerate; +1 Bleed	+1 Flood	Directly following a Curved Sword Attack, +25 to Attack total. Next action this turn, Curved sword attacks get +1 Attack.
Damage- T2:90 + Str	+1 Lacerate: +1 Bleed	+1 Flood	
Damage- T3:105 + Str	+2 Lacerate; +1 Bleed	+1 Flood	

Elemental Attack: Swallowing Serpent			
Capacity Cost:11	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bleed;+1 Drown	+1 Flood	Next action, double Bleed and Drown buildup. Blood Loss is twice as effective for this turn.
Damage- T2:195 + Str	+2 Bleed; +1 Drown	+1 Flood	
Damage- T3:225 + Str	+2 Bleed; +2 Drown	+1 Flood	

Flails

Light Attack			
Capacity Cost:11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bleed; +1 Bruise	+1 Flood	+2 Puncture if directly following a flail special attack.
Damage- T2:195 + Str	+2 Bruise; +1 Bleed	+1 Flood	
Damage- T3:225 + Str	+2 Bruise; + 2 Bleed	+1 Flood	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Bruise; +1 Bleed	+2 Flood	Ignores armor and deals 50 damage to it if directly following two other different Water Powers or flail attacks.
Damage- T2:295 + Str	+2 Bruise; +2 Bleed	+2 Flood	
Damage- T3:335 + Str	+3 Bruise; +2 Bleed	+2 Flood	

Special Attack:Whirl			
Capacity Cost:10	Critical:20	Critical Effect: +3 critical chance	Ammo Cost:N/A
T1:+1 At- tack		+1 Flood	Swing the flail over your head, increasing your chance to hit with flail attacks for the action following this attack. Does not stack.
T2:+2 Attack		+1 Flood	
T3:+2 Attack		+1 Flood	

Elemental Attack: Shackles of the Deep			
Capacity Cost: 11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Soul	+1 Bruise; +1 Drown	+1 Flood	Target gets -1 Attack and Defense next turn. +2 Drown if directly following a Water Power.
Damage- T2:195 + Soul	+2 Drown; +1 Bruise	+1 Flood	
Damage- T3:225 + Soul	+2 Drown; +2 Bruise	+1 Flood	

Tonfa

Light Attack			
Capacity Cost:10	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage-T1:150 + Str	+1 Puncture; +1 Bruise	+1 Flood	On triggering Puncture, +2 Poison. On Bruise, +2 Stagger. On Drown, +50 damage.
Damage-T2:175 + Str	+2 Puncture; +1 Bruise	+1 Flood	
Damage-T3:200 + Str	+2 Puncture; +2 Bruise	+1 Flood	

Heavy Attack			
Capacity Cost:14	Critical:20+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:215 + Str	+2 Stagger; + Bruise	+2 Flood	If 15 Flood or more accumulated, +50 damage and -4 Flood.
Damage- T2:250 + Str	+2 Stagger: +2 Bruise	+2 Flood	
Damage- T3:285 + Str	+3 Stagger: +2 Bruise	+2 Flood	

Special Attack:Whirling Barrage			
Capacity Cost:10	Critical:18+	Critical Damage:250	Ammo Cost:N/A
Damage-T1:150 + Str	+1 Bruise; +1 Bleed	+1 Flood	Directly following a Tonfa attack, +2 Stagger. On Bleed, +2 Concuss. On Drown, +2 Concuss.
Damage-T2:175 + Str	+2 Bruise: +1 Bleed	+1 Flood	
Damage-T3:200 + Str	+2 Bruise; +2 Bleed	+1 Flood	

Elemental Attack: Punishing Waves			
Capacity Cost:	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + Soul	+1 Drown; +1 Bleed	+1 Flood	Directly following a water attack, +25 Attack total. +2 Flood on Drown.
Damage- T2:220 + Soul	+2 Drown; +1 Bleed	+1 Flood	
Damage- T3:250 + Soul	+2 Drown; +2 Bleed	+1 Flood	

Staff

Light Attack			
Capacity Cost:11	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate; +1 Bruise	+1 Flood	+2 Stagger on Bruise. Directly following a Water Power, +1 Attack.
T2 Dmg:195 + Sgr	+2 Lacerate; +1 Bruise	+1 Flood	
T3 Dmg:225 + Str	+2 Lacerate; +2 Bruise	+1 Flood	

Heavy Attack			
Capacity Cost:16	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Stagger	+2 Flood	Directly following Staff Light Attacks, this attack gets -2 Capacity cost and +1 Critical.
T2 Dmg:295 + Str	+2 Bruise; +2 Stagger	+2 Flood	
T3 Dmg:335 + Str	+3 Bruise; +2 Stagger	+2 Flood	

Special Attack: Master's Step			
Capacity Cost:6	Critical:16+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:55 + Str	+1 Bruise	+1 Flood	Directly following a Staff attack, +1 Attack. Next action this turn, Staff Attacks +25 to Attack total. Directly following a Water Power, Next action this turn, +1 Attack to Water Powers.
T2 Dmg:80 + Str	+2 Bruise	+1 Flood	
T3 Dmg:105 + Str	+3 Bruise	+1 Flood	

Elemental Attack: Waterspout			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:
T1 Dmg:150 + Soul	+1 Lacerate; +1 Drown	+1 Flood	+1 Stagger for every Water Power preceding this attack this turn since its last use. On Stagger, +2 Drown.
T2 Dmg:175 + Soul	+2 Lacerate; +1 Drown	+1 Flood	
T3 Dmg:200 + Soul	+2 Lacerate; +2 Drown	+1 Flood	

Spear

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture	+1 Flood	If this attack triggers a puncture effect on the target, +3 Spall.
T2 Dmg:195 + Str	+2 Puncture	+1 Flood	
T3 Dmg:225 + Str	+3 Puncture	+1 Flood	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Puncture	+2 Flood	If directly following a spear elemental attack, +1 Spall.
T2 Dmg:295 + Str	+3 Puncture	+2 Flood	
T3 Dmg:335 + Str	+4 Puncture	+2 Flood	

Special Attack:Follow Through			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture	+1 Flood	If target has no Armor, and this attack directly follows a Water power, may thrust through the target to hit another, with +25 damage and +1 Puncture to each.
T2 Dmg:195 + Str	+2 Puncture	+1 Flood	
T3 Dmg:225 + Str	+3 Puncture	+1 Flood	

Elemental Attack: Poseidon's Spear			
Capacity Cost:11	Critical:19+	Critical Damage:	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Puncture; +1 Drown	+1 Flood	If target is suffering from Drown, deals 25 extra damage, and the target gets -1 defense for the action directly following this attack.
T2 Dmg:195 + Soul	+2 Puncture; +1 Drown	+1 Flood	
T3 Dmg:225 + Soul	+2 Puncture; +2 Drown	+1 Flood	

Curved Greatsword

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Lacerate	+1 Flood	If target was afflicted with Drown, Lacerate, or Bleed this turn, this attack gets +Agl x 5 Damage.
T2 Dmg:220 + Str	+2 Lacerate	+1 Flood	
T3 Dmg:250 + Str	+3 Lacerate	+1 Flood	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Lacerate; +1 Bleed	+2 Flood	If this attack follows two or more Curved Greatsword Light or Special attacks, or Water powers since its last use, it gets +3 Crit and +1 Drown.
T2 Dmg:350 + Str	+2 Lacerate; +2 Bleed	+2 Flood	
T3 Dmg:400 + Str	+3 Lacerate; +2 Bleed	+2 Flood	

Special Attack: Crescent Moon Dance			
Capacity Cost:10	Critical:18+	Critical Damage: 190	Ammo Cost:N/A
T1 Dmg: 150 + Str	+1 Lacerate; +1 Stagger	+1 Flood	Directly following a curved greatsword attack or Water power, this attack gets +1 Bleed and +15 to its attack total. For one action directly following this attack, other curved greatsword attacks and Water powers also get +15 to their attack totals.
T2 Dmg:175 + Str	+2 Lacerate; +1 Stagger	+1 Flood	
T3 Dmg:200 + Str	+2 Lacerate; +2 Stagger	+1 Flood	

Elemental Attack: Dancing Haze			
Capacity Cost:12	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Soul	+1 Puncture; +1 Drown	+1 Flood	Drowning, Bleeding, or Punctured targets get -1 defense against this attack. If it directly follows a Water power, +25 Damage.
T2 Dmg:220 + Soul	+1 Puncture; +1 Drown	+1 Flood	
T3 Dmg:250 + Soul	+2 Puncture; +1 Drown	+1 Flood	

War Rams

Light Attack			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Bruise	+1 Flood	+25 damage to targets suffering from stagger, chill, or bruise.
Damage- T2:220 + str	+2 Bruise	+1 Flood	
Damage- T3:250 + str	+3 Bruise	+1 Flood	

Heavy Attack			
Capacity Cost:20	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Bruise; +1 Stagger	+2 Flood	If target suffered Stagger, Knockdown, or Bruise this turn, +25 damage and +2 Concuss
Damage- T2:350 + str	+2 Bruise; +2 Stagger	+2 Flood	
Damage- T3:400 + str	+3 Bruise; +2 Stagger	+2 Flood	

Special Attack:Piston-Driven			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Stagger	+1 Flood	Directly following a Water Power, +1 Attack and +2 Stagger. Armored targets take +50 damage.
Damage- T2:220 + str	+2 Stagger	+1 Flood	
Damage- T3:250 + str	+3 Stagger	+1 Flood	

Elemental Attack:Tsunami Hammer			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Drown; +1 Bruise	+1 Flood	For two actions directly following this attack, Water powers get +2 Poison.
Damage- T2:220 + soul	+2 Drown; +1 Bruise	+1 Flood	
Damage- T3:250 + soul	+2 Drown; +2 Bruise	+1 Flood	

Nunchaku

Light Attack			
Capacity Cost:10	Critical:17+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:150 + Str	+1 Bruise	+1 Flood	Directly following a Water power or a counterat- tack, +50 damage and +2 Concuss.
Damage- T2:175 + Str	+2 Bruise	+1 Flood	
Damage- T3:200 + Str	+3 Bruise	+1 Flood	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:215 + Str	+2 Bruise; +1 Stagger	+2 Flood	On Bruise or Stagger, +25 damage. Next action, Water Powers and Nunchaku attacks get +2 Drown.
Damage- T2:250 + Str	+2 Bruise; +2 Stagger	+2 Flood	
Damage- T3:285 + Str	+3 Bruise; +2 Stagger	+2 Flood	

Special Attack: Chain Grasp			
Capacity Cost:11	Critical:17+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Lacerate	+1 Flood	Directly following a Water Power, +2 Disarm on a target suffering Bruise or Stagger.
Damage- T2:195 + Str	+2 Lacer- ate	+1 Flood	
Damage- T3:225 + Str	+3 Lacer- ate	+1 Flood	

Elemental Attack: Drowning Links			
Capacity Cost:11	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:150 + Soul	+1 Drown; +1 Bruise	+1 Flood	Next action this turn, Water powers and Nun- chaku attacks get +5 x Water Affinity Damage and +1 Drown.
Damage- T2:175 + Soul	+2 Drown; +1 Bruise	+1 Flood	
Damage- T3:200 + Soul	+2 Drown; +2 Bruise	+1 Flood	

Claws

Light Attack			
Capacity Cost:10	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate	+1 Flood	If directly following a claws light attack, +1 bleed.
T2 Dmg:175 + Str	+2 Lacerate	+1 Flood	
T3 Dmg:200 + Str	+3 Lacerate	+1 Flood	

Heavy Attack			
Capacity Cost:16	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:190 + Str	+2 Lacerate	+2 Flood	If directly following a claws special attack, +2 Poison.
T2 Dmg:220 + Str	+3 Lacerate	+2 Flood	
T3 Dmg:250 + Str	+4 Lacerate	+2 Flood	

Special Attack: Venemous Bite			
Capacity Cost:10	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Poison; +1 Lacerate	+1 Flood	If target is suffering from Drown, -1 defense next action. If suffering from puncture, an additional -1.
T2 Dmg:175 + Str	+2 Poison; +1 Lacerate	+1 Flood	
T3 Dmg:200 + Str	+2 Poison; +2 Lacerate	+1 Flood	

Elemental Attack: Sunken Talons			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Drown; +1 Lacerate	+1 Flood	Drowning targets take +50 damage and this attack gets +2 Critical.
T2 Dmg:175 + Soul	+2 Drown; +1 Lacerate	+1 Flood	
T3 Dmg:200 + Soul	+2 Drown; +2 Lacerate	+1 Flood	

Arblade

Magazine Size:1 (This weapon requires loaded ammunition for its melee attacks)

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:0
T1 Dmg:190 + Str	+1 Lacerate; +1 Stagger	+1 Flood	If directly following a reload, +25 damage and +2 Bleed.
T2 Dmg:220 + Str	+2 Lacerate; +1 Stagger	+1 Flood	
T3 Dmg:250 + Str	+2 Lacerate; +2 Stagger	+1 Flood	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:0
T1 Dmg:300 + Str	+1 Bleed	+2 Flood	If directly following a Water Power or Arblade light attack, +3 Concuss.
T2 Dmg:350 + Str	+2 Bleed	+2 Flood	
T3 Dmg:400 + Str	+3 Bleed	+2 Flood	

Special Attack: Arbalest Blade			
Capacity Cost:11	Critical:16+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Punc- ture	+1 Flood	Shoot the end of your weapon's blade at your enemy. If directly following two other arblade attacks, +3 Spall.
T2 Dmg:220 + Agl	+2 Punc- ture	+1 Flood	
T3 Dmg:250 + Agl	+3 Punc- ture	+1 Flood	

Elemental Attack: Rolling Core			
Capacity Cost:12	Critical:20+	Critical Dam- age:+25	Ammo Cost:0
T1 Dmg: +25 + Soul	+1 Drown	+1 Flood	Your next Arblade special attack this turn gets extra damage and elemental status.
T2 Dmg: +50 + Soul	+2 Drown	+1 Flood	
T3 Dmg: +75 + Soul	+3 Drown	+1 Flood	

Reload Capacity Cost: 5

Ranged Weapons

Bow

Magazine Size: 6

Standard Ammunition: Broadhead			
Capacity Cost:10	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate	+1 Flood	If this attack triggers Lacerate, +2 Drown and +50 Damage. +1 Attack on Poisoned Targets.
T2 Dmg:195 + Agl	+2 Lacerate	+1 Flood	
T3 Dmg:225 + Agl	+3 Lacerate	+1 Flood	

Alternate Ammunition: Tungsten Head			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Puncture; +1 Spall	+2 Flood	+25 Damage to Armor. Directly following a Water Power, +2 Spall and +2 Drown.
T2 Dmg:295 + Agl	+2 Puncture +2 Spall	+2 Flood	
T3 Dmg:335 + Agl	+3 Puncture;+2 Spall	+2 Flood	

Special Attack: Poison Point			
Capacity Cost:10	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Poison	+1 Flood	+2 Bleed and -1 Poison on Poisoned Targets. Directly following a Water Power, +2 Drown.
T2 Dmg:195 + Agl	+2 Poison	+1 Flood	
T3 Dmg:225 + Agl	+3 Poison	+1 Flood	

Elemental Attack: Avenging Arrow			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Drown; +1 Lacerate	+1 Flood	+1 Drown on Poisoned Targets. +25 Damage on Punctured Targets. +2 Bleed on Lacerated Targets. Next action this turn, Bow Attacks get +25 Damage and +1 Drown.
T2 Dmg:195 + Soul	+2 Drown; +1 Lacerate	+1 Flood	
T3 Dmg:225 + Soul	+2 Drown; +2 Lacerate	+1 Flood	

Reload	Capacity Cost: 3
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Battle Rifle

Magazine Size: 20

Standard Ammunition: Full Metal Jacket			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+1 Flood	If this attack triggers a Puncture status on the target, +2 Stagger.
T2 Dmg:220 + Agl	+2 Punc- ture	+1 Flood	
T3 Dmg:250 + Agl	+3 Punc- ture	+1 Flood	

Alternate Ammunition: Armor Piercing Rounds			
Capacity Cost:11	Critical:20+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture; +1 Stagger	+1 Flood	+50 Damage to armor. if directly following a Water power or a reload, +2 Drown.
T2 Dmg:220 + Agl	+2 Puncture; +1 Stagger	+1 Flood	
T3 Dmg:250 + Agl	+2 Puncture; +2 Stagger	+1 Flood	

Special Attack: Full Auto			
Capacity Cost:11	Critical:20+	Critical Dam- age:+190	Ammo Cost:4
T1 Dmg:190 + Agl	Ammo Depen- dent	+1 Flood	uses loaded ammo. On a successful hit, roll 3 strength vs one enemy defense roll. For each success, +25 Damage.
T2 Dmg:220 + Agl	Ammo Depen- dent	+1 Flood	
T3 Dmg:250 + Agl	Ammo Depen- dent	+1 Flood	

Elemental Attack: Typhoon Round			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Drown; +1 Puncture	+1 Flood	Directly following a battle rifle light attack, +50 damage. Next action this turn, Battle Rifle attacks get +25 damage and Water powers get +2 Drown
T2 Dmg:220 + Soul	+2 Drown; +1 Puncture	+1 Flood	
T3 Dmg:250 + Soul	+2 Drown; +2 Puncture	+1 Flood	

Reload	Capacity Cost: 5
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Assault Rifle

Magazine Size: 30

Standard Ammunition			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture; +1 Lacerate	+1 Flood	For one action directly following this attack, storm powers get 25 damage and +1 Electrocute.
T2 Dmg:195 + Agl	+2 Puncture;+1 Lacerate	+1 Flood	
T3 Dmg:225 + Agl	+2 Puncture;+2 Lacerate	+1 Flood	

Alternate Ammunition: Armor Piercing Rounds			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture;+1 Spall	+2 Flood	+50 Damage to Armor. If the previous two attacks were a reload and a Water power, +50 damage.
T2 Dmg:195+ Agl	+2 Puncture;+1 Spall	+2 Flood	
T3 Dmg:225 + Agl	+2 Puncture; +2 Spall	+2 Flood	

Special Attack: Full Auto			
Capacity Cost:10	Critical:20	Critical Dam- age:165	Ammo Cost:5
T1 Dmg:165 + Agl	ammo de- pendent	+1 Flood	uses loaded ammo. On a successful hit, roll 4 strength vs one enemy defense roll. For each success, +10 Damage.
T2 Dmg:195 + Agl	ammo de- pendent	+1 Flood	
T3 Dmg:225 + Agl	ammo de- pendent	+1 Flood	

Elemental Attack: Soaked Range			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Soul	+2 Drown;+1 Puncture	+1 Flood	Directly following a Water power, +50 damage. For the next two actions this turn,, assault rifle attacks get +2 Drown.
T2 Dmg:295 + Soul	+2 Drown; +2 Puncture	+1 Flood	
T3 Dmg:335 + Soul	+3 Drown; +2 Puncture	+1 Flood	

Reload	Capacity Cost: 4
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Throwing Knife

Magazine Size: 8

Standard Ammunition:Kunai			
Capacity Cost:9	Critical:18+	Critical Damage:150	Ammo Cost:1
T1 Dmg:150 + Agl	+1 Puncture	+1 Flood	Directly following a Water Power, +2 Poison
T2 Dmg:175 + Agl	+2 Puncture	+1 Flood	
T3 Dmg:200 + Agl	+3 Puncture	+1 Flood	

Alternate Ammunition:Shuriken			
Capacity Cost:10	Critical:15+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate	+2 Flood	If user has accumulated 25 Flood or more, +50 damage and -4 Flood. On a target suffering from Lacerate, +2 Poison.
T2 Dmg:195 + Agl	+2 Lacerate	+2 Flood	
T3 Dmg:225 + Agl	+3 Lacerate	+2 Flood	

Special Attack: Caltrop Daggers			
Capacity Cost:15	Critical:20+	Critical Damage:165	Ammo Cost:8
T1 Dmg:150 + Agl	+2 Puncture	+1 Flood	For the next three actions this turn or target's, target with Attack or Defense roll lower than 13 take 50 damage and +1 Bleed.
T2 Dmg:175 + Agl	+3 Puncture	+1 Flood	
T3 Dmg:200 + Agl	+4 Puncture	+1 Flood	

Elemental Attack: Abyssal Knives			
Capacity Cost:10	Critical:17+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Drown	+1 Flood	Directly following Water Powers, this attack gets +2 Critical. On a Drowning target, this attack deals +50 Damage.
T2 Dmg:195 + Soul	+2 Drown	+1 Flood	
T3 Dmg:225 + Soul	+3 Drown	+1 Flood	

Reload	Capacity Cost: 3
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Bolt-Action Rifle

Magazine Size: 5

Standard Ammunition			
Capacity Cost:11	Critical:17+	Critical Damage:165	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+1 Flood	Next action this turn, Drown and Puncture build-up are doubled.
T2 Dmg:220 + Agl	+2 Puncture	+1 Flood	
T3 Dmg:250 + Agl	+3 Puncture	+1 Flood	

Alternate Ammunition: Explosive Rounds			
Capacity Cost:14	Critical:18+	Critical Damage:165	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Stagger; +1 Bruise	+1 Flood	+25 Damage to Armor. If this attack triggers Stagger or Bruise, +25 damage and +3 Concuss.
T2 Dmg:350 + Agl	+2 Stagger; +2 Bruise	+1 Flood	
T3 Dmg:400 + Agl	+3 Stagger; +2 Bruise	+1 Flood	

Special Attack: Controlled Breathing			
Capacity Cost:10	Critical:20	Critical Damage:165	Ammo Cost:0
T1:+2 Crit	+1 Concuss	+1 Flood	Next action this turn, Bolt-Action Rifle attacks get Extra Critical and Status.
T2:+3 Crit	+2 Concuss	+1 Flood	
T3:+4 Crit	+3 Concuss	+1 Flood	

Elemental Attack: Sunken Action			
Capacity Cost:11	Critical:20	Critical Damage:165	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Drown	+1 Flood	Directly following a Water, Power, +100 damage if Flood is 35 or higher.
T2 Dmg:220 + Soul	+2 Drown	+1 Flood	
T3 Dmg:250 + Soul	+3 Drown	+1 Flood	

Reload	Capacity Cost: 5
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Machine Gun

Magazine Size: 150

Standard Ammunition			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:10
T1 Dmg:190 + Agl	+1 Lacerate; +1 Bruise	+1 Flood	Roll 5 str vs target def total on hit. +25 dmg per success. Directly following a Water Power, 2 guar- anteed hits.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Bruise	+1 Flood	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Bruise	+1 Flood	

Alternate Ammunition: Explosive Rounds			
Capacity Cost:16	Critical:20	Critical Dam- age:190	Ammo Cost:10
T1 Dmg:300 + Agl	+2 Bruise; +1 Stagger	+1 Flood	5 x Str vs target def. For each success, +25 dmg. Next action this turn, Water powers cost -5 capacity.
T2 Dmg:350 + Agl	+2 Bruise; +2 Stagger	+1 Flood	
T3 Dmg:400 + Agl	+3 Bruise; +2 Stagger	+1 Flood	

Special Attack: Suppressing Fire			
Capacity Cost: 11+1/ Act	Critical:20+	Critical Dam- age:190	Ammo Cost:25/Action
T1 Dmg:190 + Agl	+1 Punct; +1 Lacerate	+1 Flood	May only be used with standard rounds. Target gets -1 atk/def. May be sustained for +1 capacity/ action. Allies may attack while target is suppressed.
T2 Dmg:220 + Agl	+2 Punct; +1 Lacerate	+1 Flood	
T3 Dmg:250 + Agl	+2 Punct; +2 Lacerate	+1 Flood	

Elemental Attack: Rolling Rainstorm			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:10
T1 Dmg:190 + Soul	+1 Drown	-4 Flood	Directly following explosive rounds, +2 Drown. Di- rectly following a Water Power, +25 dmg per Flood lost.
T2 Dmg:220 + Soul	+2 Drown	-4 Flood	
T3 Dmg:250 + Soul	+3 Drown	-4 Flood	

Reload	Capacity Cost: 5
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Pistol With Blade

Magazine Size: 20

Standard Ammunition:FMJ			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate; +1 Puncture	+1 Flood	On Lacerate, +2 Flood. On Puncture, +2 Bleed. Directly following a Water Power, +2 Drown.
T2 Dmg:195 + Agl	+2 Lacerate; +1 Puncture	+1 Flood	
T3 Dmg:225 + Agl	+2 Lacerate; +2 Puncture	+1 Flood	

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate; +1 Stagger	+1 Flood	Directly following two other Pistol With Knife at- tacks or Water Powers, +1 Attack and +2 Critical.
T2 Dmg:195 + Str	+2 Lacerate;+1 Stagger	+1 Flood	
T3 Dmg:225 + Str	+2 Lacerate;+2 Stagger	+1 Flood	

Special Attack: Piercer			
Capacity Cost: 12	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Agl	+2 Punc- ture	+2 Flood	On Puncture, +25 damage and +2 Bleed. Directly following a Water Power, +2 Drown.
T2 Dmg:220 + Agl	+3 Punc- ture	+2 Flood	
T3 Dmg:250 + Agl	+4 Punc- ture	+2 Flood	

Elemental Attack: Whirlpool			
Capacity Cost:11	Critical:17+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Drown	+1 Flood	Directly following two alternating Pistol with Knife attacks and Water Powers, +25 Damage and +3 Flood.
T2 Dmg:220 + Soul	+2 Drown	+1 Flood	
T3 Dmg:250 + Soul	+3 Drown	+1 Flood	

Reload	Capacity Cost: 4
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Arbalest

Magazine Size:5

Standard Ammunition: Broadhead			
Capacity Cost:11	Critical:16+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate; +1 Bleed	+1 Flood	+25 Damage to Stamina. If this attack triggers Lac- erate, target takes 5 x Agility damage and +1 Bleed buildup.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Bleed	+1 Flood	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Bleed	+1 Flood	

Alternate Ammunition: Explosive Bolt			
Capacity Cost:16	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Spall; +1 Stagger	+2 Flood	+25 Damage to Armor. If this attack triggers Stagger, +2 Bleed buildup. If it triggers Spall, +2 Puncture Buildup.
T2 Dmg:350+ Agl	+2 Spall; +2 Stagger	+2 Flood	
T3 Dmg:400 + Agl	+3 Spall; +2 Stagger	+2 Flood	

Special Attack: Pinned Down			
Capacity Cost:11	Critical:20	Critical Dam- age:190	Ammo Cost:5
T1 Dmg:190 + Agl	ammo de- pendent	+1 Flood	uses loaded ammo. Target gets -2 Defense for the next 2 actions this turn. Arbalest Attacks on them get +2 Critical.
T2 Dmg:220 + Agl	ammo de- pendent	+1 Flood	
T3 Dmg:250 + Agl	ammo de- pendent	+1 Flood	

Elemental Attack: Heavy Water Bolt			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Soul	+2 Drown;+1 Puncture	+1 Flood	Next action, Water powers get +2 Bleed. Arbalest attacks get +2 Water.
T2 Dmg:220 + Soul	+2 Drown; +2 Puncture	+1 Flood	
T3 Dmg:250 + Soul	+3 Drown; +2 Puncture	+1 Flood	

Reload	Capacity Cost: 5
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Greatbow

Magazine Size: 3

Standard Ammunition: Broadhead			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate; +1 Bleed	+1 Flood	+25 Damage to Stamina. This attack gets +2 Bleed and +1 Drown directly following a Water Power.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Bleed	+1 Flood	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Bleed	+1 Flood	

Alternate Ammunition: Explosive Great Arrows			
Capacity Cost:16	Critical:17+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Agl	+2 Spall; +1 Stagger	+1 Flood	+25 Damage to Armor. This attack may hit a second target for half damage, rounded down to the nearest 5. If this attack triggers Spall, +2 Concuss.
T2 Dmg:350 + Agl	+2 Spall +2 Stagger	+1 Flood	
T3 Dmg:400 + Agl	+3 Spall; +2 Stagger	+1 Flood	

Special Attack: Falling Heaven			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:2
T1 Dmg: 190 + Agl	Ammo De- pendent	+1 Flood	Two actions after this attack this turn, target must roll a second defense against your attack. If attack is higher, they are hit by this attack a second time.
T2 Dmg: 220 + Agl	Ammo De- pendent	+1 Flood	
T3 Dmg; 250 + Agl	Ammo De- pendent	+1 Flood	

Elemental Attack: Surging Greatbow			
Capacity Cost:11	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Soul	+1 Drown; +1 Puncture	+1 Flood	Targets suffering from Drown or Puncture get -1 defense next action this turn.
T2 Dmg:295 + Soul	+2 Drown; +1 Puncture	+1 Flood	
T3 Dmg:335 + Soul	+2 Drown; +2 Puncture	+1 Flood	

Reload	Capacity Cost: 5
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Martial Arts

Judo

Light Attack			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Stagger; +1 Bruise	+1 Flood	If a Judo Heavy Attack is used next action this turn, it gets -2 Capacity cost and +2 Attack.
T2 Dmg:195 + Str	+2 Stagger; +1 Bruise	+1 Flood	
T3 Dmg:225 + Str	+2 Stagger; +2 Bruise	+1 Flood	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Stagger	+2 Flood	Directly following a Water Power, +2 Stagger.
T2 Dmg:290 + Str	+2 Bruise; +2 Stagger	+2 Flood	
T3 Dmg:335 + Str	+3 Bruise; +2 Stagger	+2 Flood	

Special Attack:Judo Counter			
Capacity Cost:15	Critical:20+	Critical Effect: +25 Defense Total	Ammo Cost:N/A
T1:+1 Defense;200dmg	+2 Stagger	+1 Flood	May only be used during your defense. On Failure, +150 damage to you.
T2:+2 Defense;250dmg	+3 Stagger	+1 Flood	
T3:+2 Defense;300dmg	+4 Stagger	+1 Flood	

Elemental Attack: Crashing Waterfall			
Capacity Cost:10	Critical:18+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Drown; +1 Bruise	+1 Flood	Directly following a Judo Light Attack, +2 Drown and +2 Crit.
T2 Dmg:175 + Soul	+2 Drown; +1 Bruise	+1 Flood	
T3 Dmg:200 + Soul	+2 Drown; +2 Bruise	+1 Flood	

Jiu Jitsu

Light Attack			
Capacity Cost:10	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise; +1 Puncture	+1 Flood	Directly following a Water power, this attack gets +2 Critical
T2 Dmg:175 + Str	+2 Bruise; +1 Puncture	+1 Flood	
T3 Dmg:200 + Str	+2 Bruise; +2 Puncture	+1 Flood	

Heavy Attack			
Capacity Cost:14	Critical:16+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise; +1 Stagger	+2 Flood	Directly following two or more consecutive Jiu Jitsu light attacks, +3 Bruise.
T2 Dmg:250 + Str	+2 Bruise; +2 Stagger	+2 Flood	
T3 Dmg:285 + Str	+3 Bruise; +2 Stagger	+2 Flood	

Special Attack: Flowing River			
Capacity Cost:11	Critical:15+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Stagger	+1 Flood	Directly following a different Jiu Jitsu attack, 5 capacity cost. Next action this turn,
T2 Dmg:195 + Str	+1 Stagger	+1 Flood	
T3 Dmg: 225 + Str	+1 Stagger	+1 Flood	

Elemental Attack: Ocean Current			
Capacity Cost:12	Critical:	Critical Damage:	Ammo Cost:
T1 Dmg:190 + Soul	+1 Drown	+1 Flood	If directly following a Water Power, +2 Bleed, and for the next two actions this turn, Water Powers and Jiu Jitsu attacks get +2 Bleed.
T2 Dmg:220 + Soul	+2 Drown	+1 Flood	
T3 Dmg:250 + Soul	+3 Drown	+1 Flood	

Boxing

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bruise; +1 Stagger	+1 Flood	If the first action of an attack, or this attack trig- gers Stagger or Bruise, +2 Concuss.
T2 Dmg:195 + Str	+2 Bruise; +1 Stagger	+1 Flood	
T3 Dmg:225 + Str	+2 Bruise; +2 Stagger	+1 Flood	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Lacerate	+2 Flood	Directly following Water Powers, +50 damage and on Critical, Disarm.
T2 Dmg:295 + Str	+2 Bruise; +2 Lacerate	+2 Flood	
T3 Dmg:335 + Str	+3 Bruise; +2 Lac- erate	+2 Flood	

Special Attack: Bob and Weave			
Capacity Cost:15	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
T1: +1 De- fense		+1 Flood	For a defense when this attack is used, it gives additional defense. If successful, +2 Critical to your first action next turn.
T2: +2 Defense		+1 Flood	
T3: +3 Defense		+1 Flood	

Elemental Attack: Fist of the North Sea			
Capacity Cost:11	Critical:18+	Critical Damage:	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Drown, +1 Bruise	+1 Flood	Directly following a successful defense with a Boxing special ability, +Critical. On Drown, +50 Damage.
T2 Dmg:195 + Soul	+2 Drown; +1 Bruise	+1 Flood	
T3 Dmg:225 + Soul	+2 Drown; +2 Bruise	+1 Flood	

Sumo

Light Attack			
Capacity Cost:12	Critical:17+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Bruise; +1 Stagger	+1 Flood	On Bruise or Stagger, +2 Lacerate.
T2 Dmg:220 + Str	+2 Bruise; +1 Stagger	+1 Flood	
T3 Dmg:250 + Str	+2 Bruise; +2 Stagger	+1 Flood	

Heavy Attack			
Capacity Cost:18	Critical:17+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Bruise; +1 Stagger	+1 Flood	Next action this turn, other Sumo Attacks get +2 Critical and +2 Drown
T2 Dmg:350 + Str	+2 Bruise; +2 Stagger	+1 Flood	
T3 Dmg:400 + Str	+3 Bruise +2 Stagger	+1 Flood	

Special Attack: Finishing Strike			
Capacity Cost:12	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Bruise	+1 Flood	Targets suffering stagger or Bruise take +50 damage from this attack. Next action this turn, Sumo Attacks get +2 Critical.
T2 Dmg:220 + Str	+2 Bruise	+1 Flood	
T3 Dmg:250 + Str	+3 Bruise	+1 Flood	

Elemental Attack: Ocean Hold			
Capacity Cost:11	Critical:16+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Drown, +1 Bruise	+1 Flood	+25 damage if more than 25 flood accumulated. +50 damage if more than 30 Flood accumulated
T2 Dmg:195 + Soul	+2 Drown; +1 Bruise	+1 Flood	
T3 Dmg:225 + Soul	+3 Drown; +2 Bruise	+1 Flood	

Tai Chi

Light Attack			
Capacity Cost:10	Critical:17+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate; +1 Bruise	+1 Flood	Directly following a Water Power, +50 damage.
T2 Dmg:175 + Str	+2 Lacerate; +1 Bruise	+1 Flood	
T3 Dmg:200 + Str	+2 Lacerate; +2 Bruise	+1 Flood	

Heavy Attack			
Capacity Cost:14	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise; +1 Stagger	+1 Flood	On Lacerated Targets, +50 damage and +1 Flood.
T2 Dmg:250 + Str	+2 Bruise; +2 Stagger	+1 Flood	
T3 Dmg:285 + Str	+3 Bruise; +2 Stagger	+1 Flood	

Special Attack: Crushing River			
Capacity Cost:10	Critical:17+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Puncture	+1 Flood	For one action directly following this attack, Tai Chi attacks cost -5 capacity.
T2 Dmg:175 + Str	+2 Punc- ture	+1 Flood	
T3 Dmg:200 + Str	+3 Punc- ture	+1 Flood	

Elemental Attack: Crushing Waves			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Drown; +1 Stagger	+1 Flood	Next action this turn, Water Powers and Tai Chi attacks get +2 Flood and +2 Drown
T2 Dmg:175 + Soul	+2 Drown; +1 Stagger	+1 Flood	
T3 Dmg:200 + Soul	+2 Drown; +2 Stagger	+1 Flood	

Part 6:Earth

Melee Weapons

Maces:

Light Maces

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Bruise	+5 Dust	+50 damage to a bruised target -5 capacity cost to a Petrified target.
Damage- T2:195 + str	+2 Bruise	+5 Dust	
Damage- T3:225 + str	+3 Bruise	+5 Dust	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + str	+2 Bruise	+10 Dust	If used directly following a Light Mace attack or a Dark Power, -6 capacity cost.
Damage- T2:295 + str	+3 Bruise	+10 Dust	
Damage- T3:335 + str	+4 Bruise	+10 Dust	

Special Attack: Savage Flurry			
Capacity Cost:11	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Bruise	+5 Dust	Each time used in succession, costs +1 attack capacity and gains +25 damage, up to 3 strikes.
Damage- T2:195 + str	+2 Bruise	+5 Dust	
Damage- T3:225 + str	+3 Bruise	+5 Dust	

Elemental Attack: Stone Strike			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + soul	+1 Bruise; +1 Petrify	+5 Dust	Directly following an Earth Power, +50 Dam- age. Next action this turn, Earth powers cost -5 capacity.
Damage- T2:195 + soul	+2 Petrify; +1 Bruise	+5 Dust	
Damage- T3:225 + soul	+2 Petrify; +2 Bruise	+5 Dust	

Heavy Maces

Light Attack			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Bruise	+5 Dust	-2 Capacity cost if directly following another mace attack.
Damage- T2:220 + str	+2 Bruise	+5 Dust	
Damage- T3:250 + str	+3 Bruise	+5 Dust	

Heavy Attack			
Capacity Cost:18	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Bruise	+10 Dust	Directly following a Heavy Mace attack or an Earth Power, +25 damage and +2 Fright.
Damage- T2:350 + str	+3 Bruise	+10 Dust	
Damage- T3:400 + str	+4 Bruise	+10 Dust	

Special Attack: Falling Sun			
Capacity Cost:18	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Stagger; +1 Bruise	+5 Dust	If this attack inflicts a stagger or knockdown, Next action this turn, Heavy Mace attacks and Earth Powers cost -2 Capacity and get +2 Critical
Damage- T2:350 + str	+2 Stagger; +2 Bruise	+5 Dust	
Damage- T3:400 + str	+3 Stagger; +2 Bruise	+5 Dust	

Elemental Attack: Earthen Smash			
Capacity Cost:12	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Petrify	+5 Dust	Inflicts +1 Extra Petrify for every 2 fright resistance the target has remaining. Fright inflicted with this attack deals +25 damage.
Damage- T2:220 + soul	+2 Petrify	+5 Dust	
Damage- T3:250 + soul	+3 Petrify	+5 Dust	

Gauntlet

Light Attack			
Capacity Cost: 11	Critical: 19+	Critical Damage: 165	Ammo Cost: N/A
Damage- T1: 165 + str	+1 Bruise	+5 Dust	+2 Stagger if directly following a successful defense.
Damage- T2: 195 + str	+2 Bruise	+5 Dust	
Damage- T3: 225 + str	+3 Bruise	+5 Dust	

Heavy Attack			
Capacity Cost: 16	Critical: 20+	Critical Damage:	Ammo Cost: N/A
Damage- T1: 250 + str	+2 Bruise	+10 Dust	Target gets -1 attack next turn. if directly following a light gauntlet attack or an Earth power, up to -2 attack.
Damage- T2: 295 + str	+3 Bruise	+10 Dust	
Damage- T3: 335 + str	+4 Bruise	+10 Dust	

Special Attack: Dazing Uppercut			
Capacity Cost: 11	Critical: 20	Critical Damage: 165	Ammo Cost: N/A
Damage- T1: 165 + str	+1 Stagger, +1 Bruise	+5 Dust	+2 Concuss if directly following no less than 3 different attacks this turn.
Damage- T2: 195 + str	+2 Stagger; +1 Bruise	+5 Dust	
Damage- T3: 225 + str	+2 Stagger; +2 Bruise	+5 Dust	

Elemental Attack: Asteroid Slam			
Capacity Cost: 11	Critical: 19+	Critical Damage: 165	Ammo Cost: N/A
Damage- T1: 165 + soul	+1 Petrify	+5 Dust	+1 Petrify; +10 Damage for each gauntlet attack or Ice power preceding this attack this turn before this attack's last use.
Damage- T2: 195 + soul	+2 Petrify	+5 Dust	
Damage- T3: 225 + soul	+3 Petrify	+5 Dust	

Caestus

Light Attack: +1 Attack			
Capacity Cost:10	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:150 + str	+1 Bruise	+5 Dust	+5 x Strength damage if directly following a heavy Caestus attack.
Damage- T2:175 + str	+2 Bruise	+5 Dust	
Damage- T3:200 + str	+3 Bruise	+5 Dust	

Heavy Attack			
Capacity Cost:14	Critical:20+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:215 + str	+2 Bruise; +1 Stagger	+10 Dust	Directly following an Earth Power, +3 Con- cuss and +2 Petrify.
Damage- T2:250 + str	+2 Bruise; +2 Stagger	+10 Dust	
Damage- T3:285 + str	+3 Bruise; +2 Stagger	+10 Dust	

Special Attack: Fair Fighter			
Capacity Cost:14	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
T1: -1 Def; 200 dmg	+2 Stag- ger	+5 Dust	use your covered hand to grab your enemy's weapon and wrench it from their grasp. Used during defense only. Disarm if successful +150 damage if failed.
T2:-1 Def;250 dmg	+3 Stagger	+5 Dust	
T3:- 2Def;300 dmg	+4 Stag- ger	+5 Dust	

Elemental Attack:Rock Boxer			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:150 + soul	+1 Petrify	+5 Dust	+3 Stagger if used after any combination of 3 other Caestus attacks or Earth Powers this turn.
Damage- T2:175 + soul	+2 Petrify	+5 Dust	
Damage- T3:200 + soul	+3 Petrify	+5 Dust	

Sword and Shield

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Lacerate	+5 Dust	+2 Heat; +2 Petrify if directly following an Earth power.
Damage- T2:195 + str	+2 Lacerate	+5 Dust	
Damage- T3:225 + str	+3 Lacerate	+5 Dust	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:250 + str	+2 Bruise; +1 Stagger	+10 Dust	+3 Stagger if directly following two consecutive sword + shield light attacks.
Damage- T2:295 + str	+2 Bruise; +2 Stagger	+10 Dust	
Damage- T3:335 + str	+3 Bruise; +2 Stagger	+10 Dust	

Special Attack: Raised Shield			
Capacity Cost:11	Critical:20	Crit Effect: +15 Defense Total	Ammo Cost:N/A
T1: +1 Defense		+5 Dust	May only be used during your defense. If successful, your first attack next turn gets +1 Attack and +25 damage.
T2: +2 Defense		+5 Dust	
T3: +2 Defense; +10 to defense total		+5 Dust	

Elemental Attack: Burning Crest			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + soul	+1 Petrify; +1 Lacerate	+5 Dust	For one action directly following this attack, +25 damage to sword + shield light weapon attacks and Earth Powers.
Damage- T2:195 + soul	+2 Petrify; +1 Lacerate	+5 Dust	
Damage- T3:225 + soul	+2 Petrify; +2 Lacerate	+5 Dust	

Gunblade

Magazine Size: 6

Light Attack			
Capacity Cost:11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Lacerate; +1 Punct	+5 Dust	If directly following an Earth Power, +2 Petrify and +1 Attack to gunblade heavy attacks.
Damage- T2:195 + Str	+2 Lacerate; +1 Punct	+5 Dust	
Damage- T3:225 + Str	+2 Lacerate; +2 Punct	+5 Dust	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Punct; +1 Lacerate	+10 Dust	If directly following a gunblade light attack, deals +50 damage and grants +1 Attack to Gunblade special attacks.
Damage- T2:295 + Str	+2 Punct; +2 Lacerate	+10 Dust	
Damage- T3:335 + Str	+3 Punct; +2 Lacerate	+10 Dust	

Special Attack:Gunblade Shot			
Capacity Cost: 9	Critical:19+	Critical Dam- age:165	Ammo Cost:1
Damage- T1:165 + Agl	+1 Punct	+5 Dust	If directly following a gunblade heavy attack, deals 50 extra damage and has +2 Critical hit chance as well as +2 Petrify
Damage- T2:195 + Agl	+2 Punct	+5 Dust	
Damage- T3:225 + Agl	+3 Punct	+5 Dust	

Elemental Attack: Core Chamber			
Capacity Cost:11	Critical:20+	Critical Dam- age:+25	Ammo Cost:N/A
Damage- T1: +25 + Sl	+1 Petrify	+5 Dust	Channel Earth into the chamber of your gunblade, giving it more damage and Status for the next action this turn.
Damage- T2: + 50 + Sl	+2 Petrify	+5 Dust	
Damage- T3: +75 + Sl	+3 Petrify	+5 Dust	

Reload	Capacity Cost: 4
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Tomahawk

Light Attack			
Capacity Cost:10	Critical:18+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate; +1 Bruise	+5 Dust	+2 Concuss if this attack triggered a bruise.
T2 Dmg:175 + Str	+2 Lacerate; +1 Bruise	+5 Dust	
T3 Dmg:200 + Str	+2 Lacerate; +2 Bruise	+5 Dust	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Lacerate; +1 Bruise	+10 Dust	Target gets -1 defense against this attack for each status affecting them and this attack gets +25 dam- age for each.
T2 Dmg:250 + Str	+2 Lacerate; +2 Bruise	+10 Dust	
T3 Dmg:285 + Str	+3 Lacerate; +2 Bruise	+10 Dust	

Special Attack:Dream Catcher			
Capacity Cost:10	Critical:20	Critical Ef- fect:+1 Def	Ammo Cost:N/A
T1:+1 Defense		+5 Dust	May only be used during your defense. Raises your defense if used against an opposing elemental power, and grants +2 Petrify to your tomahawk attacks during your next turn if successful.
T2:+2 Defense		+5 Dust	
T3:+2 Defense		+5 Dust	

Elemental Attack: Storm Chop			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Petrify; +1 Lacerate	+5 Dust	Target gets -1 defense next turn if this attack follows two or more attacks this turn.
T2 Dmg:175 + Soul	+2 Petrify; +1 Lacerate	+5 Dust	
T3 Dmg:200 + Soul	+2 Petrify; +2 Lacerate	+5 Dust	

Lance

Light Attack			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Puncture	+5 Dust	-1 Attack if used the first action of your turn. +1 Attack per action for every action preceding this one, up to +3, since the last time it was used.
T2 Dmg:220 + Str	+2 Puncture	+5 Dust	
T3 Dmg:250 + Str	+3 Puncture	+5 Dust	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Puncture	+10 Dust	If this attack triggers a pierce status effect, +3 Spall and +25 damage.
T2 Dmg:350 + Str	+3 Puncture	+10 Dust	
T3 Dmg:400 + Str	+4 Puncture	+10 Dust	

Special Attack: Rallying Warcry			
Capacity Cost:15	Critical:20+	Critical Effect:+15 to Attack total	Ammo Cost:N/A
T1:+1 Attack		+5 Dust	Slam your lance into the earth and let out a warcry. Extra Attack for the action directly following this one. Allies get +1 attack for the first action of their next turn.
T2:+1 Attack		+5 Dust	
T3:+2 Attack		+5 Dust	

Elemental Attack: Fierce Lightning			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:190 + Soul	+1 Puncture; +1 Petrify	+5 Dust	If target still has armor, +25 damage and +1 Petrify. If they don't, +1 Puncture.
T2 Dmg:220 + Soul	+1 Puncture; +1 Petrify	+5 Dust	
T3 Dmg:250 + Soul	+2 Puncture; +1 Petrify	+5 Dust	

Tonfa

Light Attack			
Capacity Cost:10	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage-T1:150 + Str	+1 Puncture; +1 Bruise	+5 Dust	On triggering Puncture, +2 Poison. On Bruise, +2 Stagger. On Petrify, +50 damage.
Damage-T2:175 + Str	+2 Puncture; +1 Bruise	+5 Dust	
Damage-T3:200 + Str	+2 Puncture; +2 Bruise	+5 Dust	

Heavy Attack			
Capacity Cost:14	Critical:20+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:215 + Str	+2 Stagger; + Bruise	+10 Dust	If 50 Dust or more accumulated, +50 damage and -10 Dust.
Damage- T2:250 + Str	+2 Stagger: +2 Bruise	+10 Dust	
Damage- T3:285 + Str	+3 Stagger: +2 Bruise	+10 Dust	

Special Attack:Whirling Barrage			
Capacity Cost:10	Critical:18+	Critical Damage:250	Ammo Cost:N/A
Damage-T1:150 + Str	+1 Bruise; +1 Bleed	+5 Dust	Directly following a Tonfa attack, +2 Stagger. On Bleed, +2 Concuss. On Petrify, +2 Concuss.
Damage-T2:175 + Str	+2 Bruise: +1 Bleed	+5 Dust	
Damage-T3:200 + Str	+2 Bruise; +2 Bleed	+5 Dust	

Elemental Attack: Punishing Waves			
Capacity Cost:	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + Soul	+1 Petrify; +1 Bleed	+5 Dust	Directly following an Earth Power, +25 Attack total. +5 Dust on Petrify.
Damage- T2:220 + Soul	+2 Petrify; +1 Bleed	+5 Dust	
Damage- T3:250 + Soul	+2 Petrify; +2 Bleed	+5 Dust	

Knife

Light Attack			
Capacity Cost:10	Critical:18+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate	+5 Dust	+2 Poison if a Lacerate or Blood Loss status effect was inflicted this turn.
T2 Dmg:175 + Str	+2 Lacerate	+5 Dust	
T3 Dmg:200 + Str	+3 Lacerate	+5 Dust	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Lacerate; + 2 Puncture	+10 Dust	This attack does +25 damage for each of poi- son, blood loss, Petrify, or lacerate afflicting the target.
T2 Dmg:250 + Str	+2 Lacerate; +2 Puncture	+10 Dust	
T3 Dmg:285 + Str	+3 Lacerate; +2 Puncture	+10 Dust	

Special Attack:Assassin's Fang			
Capacity Cost:10	Critical:20	Critical Effect:+1 Poi- son; 150 Dmg	Ammo Cost:N/A
T1 Dmg: 150 + Str	+1 Puncture; +1 Poison	+5 Dust	If the first attack following a successful defense, +2 Critical.
T2 Dmg: 175 + Str	+2 Puncture; +1 Poison	+5 Dust	
T3 Dmg: 200 + Str	+2 Puncture; +2 Poison	+5 Dust	

Elemental Attack: Black Tooth			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Petrify; +1 Lacerate	+5 Dust	Target takes +25 damage from Earth Powers and status effects for 2 Actions directly following this attack.
T2 Dmg:175 + Soul	+2 Petrify; +1 Lacerate	+5 Dust	
T3 Dmg:200 + Soul	+2 Petrify; +2 Lacerate	+5 Dust	

War Rams

Light Attack			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Bruise	+5 Dust	+25 damage to targets suffering from stagger, Petrify, or bruise.
Damage- T2:220 + str	+2 Bruise	+5 Dust	
Damage- T3:250 + str	+3 Bruise	+5 Dust	

Heavy Attack			
Capacity Cost:20	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Bruise; +1 Stagger	+10 Dust	If target suffered Stagger, Knockdown, or Bruise this turn, +25 damage and +2 Concuss
Damage- T2:350 + str	+2 Bruise; +2 Stagger	+10 Dust	
Damage- T3:400 + str	+3 Bruise; +2 Stagger	+10 Dust	

Special Attack:Piston-Driven			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Stagger	+5 Dust	Directly following an Earth Power, +1 Attack and +2 Stagger. Armored targets take +50 damage.
Damage- T2:220 + str	+2 Stagger	+5 Dust	
Damage- T3:250 + str	+3 Stagger	+5 Dust	

Elemental Attack:Landslide Hammer			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Petrify; +1 Bruise	+5 Dust	For two actions directly following this attack, Earth powers get +2 Concuss
Damage- T2:220 + soul	+2 Petrify; +1 Bruise	+5 Dust	
Damage- T3:250 + soul	+2 Petrify; +2 Bruise	+5 Dust	

Staff

Light Attack			
Capacity Cost:11	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate; +1 Bruise	+5 Dust	+2 Stagger on Bruise. Directly following an Earth Power, +1 Attack. Roll a second attack against your target. On success, +50 Damage and +2 Petrify.
T2 Dmg:195 + Sgr	+2 Lacerate; +1 Bruise	+5 Dust	
T3 Dmg:225 + Str	+2 Lacerate; +2 Bruise	+5 Dust	

Heavy Attack			
Capacity Cost:16	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Stagger	+10 Dust	Directly following Staff Light Attacks, this attack gets -2 Capacity cost and +1 Critical.
T2 Dmg:295 + Str	+2 Bruise; +2 Stagger	+10 Dust	
T3 Dmg:335 + Str	+3 Bruise; +2 Stagger	+10 Dust	

Special Attack: Master's Step			
Capacity Cost:6	Critical:16+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:55 + Str	+1 Bruise	+5 Dust	Directly following a Staff attack, +1 Attack. Next action this turn, Staff Attacks +25 to Attack total. Directly following an Earth Power, Next action this turn, +1 Attack to Earth Powers.
T2 Dmg:80 + Str	+2 Bruise	+5 Dust	
T3 Dmg:105 + Str	+3 Bruise	+5 Dust	

Elemental Attack: Dust Devil			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:
T1 Dmg:150 + Soul	+1 Lacerate; +1 Petrify	+5 Dust	+1 Stagger for every Earth Power preceding this attack this turn since its last use. On Stagger, +2 Petrify.
T2 Dmg:175 + Soul	+2 Lacerate; +1 Petrify	+5 Dust	
T3 Dmg:200 + Soul	+2 Lacerate; +2 Petrify	+5 Dust	

Curved Greatsword

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Lacerate	+5 Dust	If target was afflicted with Petrify, Lacerate, or Bleed this turn, this attack gets +Agl x 5 Damage.
T2 Dmg:220 + Str	+2 Lacerate	+5 Dust	
T3 Dmg:250 + Str	+3 Lacerate	+5 Dust	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Lacerate; +1 Bleed	+10 Dust	If this attack follows two or more Curved Greatsword Light or Special attacks, or Earth powers since its last use, it gets +3 Crit and +1 Petrify.
T2 Dmg:350 + Str	+2 Lacerate; +2 Bleed	+10 Dust	
T3 Dmg:400 + Str	+3 Lacerate; +2 Bleed	+10 Dust	

Special Attack: Crescent Moon Dance			
Capacity Cost:10	Critical:18+	Critical Damage: 190	Ammo Cost:N/A
T1 Dmg: 150 + Str	+1 Lacerate; +1 Stagger	+5 Dust	Directly following a curved greatsword attack or Earth power, this attack gets +1 Bleed and +15 to its attack total. For one action directly following this attack, other curved greatsword attacks and Earth powers also get +15 to their attack totals.
T2 Dmg:175 + Str	+2 Lacerate; +1 Stagger	+5 Dust	
T3 Dmg:200 + Str	+2 Lacerate; +2 Stagger	+5 Dust	

Elemental Attack: Dancing Sand			
Capacity Cost:12	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Soul	+1 Puncture; +1 Petrify	+5 Dust	Petrified, Bleeding, or Punctured targets get -1 defense against this attack. If it directly follows an Earth power, +25 Damage.
T2 Dmg:220 + Soul	+1 Puncture; +1 Petrify	+5 Dust	
T3 Dmg:250 + Soul	+2 Puncture; +1 Petrify	+5 Dust	

Shield

Light Attack			
Capacity Cost:11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bruise	+5 Dust	Bruised or Petrified targets take +25 damage to their armor from this attack.
Damage- T2:195 + Str	+2 Bruise	+5 Dust	
Damage- T3:225 + Str	+3 Bruise	+5 Dust	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Stagger	+10 Dust	Directly following a shield light attack, this attack gains +1 Stagger and +2 Crit.
Damage- T2:295 + Str	+3 Stagger	+10 Dust	
Damage- T3:335 + Str	+4 Stagger	+10 Dust	

Special Attack:Raised Shield			
Capacity Cost: 15	Critical:18+	Critical Effect: +25 Defense Total	Ammo Cost:N/A
T1:+15 De- fense Total		+5 Dust	Raise your shield to help deflect incoming damage for one action. May only be used during your defense.
T2:+30 De- fense Total		+5 Dust	
T3:+45 De- fense Total		+5 Dust	

Elemental Attack: Rocky Aegis			
Capacity Cost:11	Critical:17+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Soul	+1 Petrify	+5 Dust	Petrified enemies take +50 damage, +2 Bruise, and +2 Bleed from this attack.
Damage- T2:195 + Soul	+2 Petrify	+5 Dust	
Damage- T3:225 + Soul	+3 Petrify	+5 Dust	

Khopesh

Light Attack			
Capacity Cost:11	Critical:19+	Critical Dam- age:+165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Lacerate	+5 Dust	Triggering a Lacerate Status effect gives +50 damage and +2 Petrify to this attack.
Damage- T2:195 + str	+2 Lacerate	+5 Dust	
Damage- T3: 225 +str	+3 Lacerate	+5 Dust	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:250 + str	+1 Lacerate; +1 Bleed	+10 Dust	+1 Bleed for every Earth Power preceding this attack this turn.
Damage- T2:295 + str	+2 Lacerate; +1 Bleed	+10 Dust	
Damage- T3: 335 + str	+2 Lacerate; +2 Bleed	+10 Dust	

Special Attack: Set's Wrath			
Capacity Cost:11	Critical:20	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Puncture; +1 Poison	+5 Dust	If this attack triggers Poison or Puncture, +50 damage. Next action this turn, Earth Powers and Khopesh attacks get +2 Poison.
Damage- T2:195 + Str	+2 Puncture; +1 Poison	+5 Dust	
Damage- T3:225 + Str	+2 Puncture; +2 Poison	+5 Dust	

Elemental Attack: Slithering Sands			
Capacity Cost:11	Critical:18+	Critical Dam- age:175	Ammo Cost:N/A
Damage- T1:160 + soul	+1 Lacerate; +1 Petrify	+5 Dust	+1 Attack Directly following an Earth Power. If two or more other attacks precede this one this turn, +25 damage and +1 Petrify.
Damage- T2:190+ soul	+2 Lacerate; +1 Petrify	+5 Dust	
Damage- T3: 220 + soul	+2 Lacerate; +1 Petrify	+5 Dust	

Ranged Weapons

Hand Cannon

Magazine Size: 6

Standard Ammunition			
Capacity Cost:10	Critical:17+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Stagger; +1 Puncture	+5 Dust	For one action after this attack, storm powers and other Hand Cannon attacks get +2 x Agl damage, rounded to the nearest 5.
T2 Dmg:195 + Agl	+2 Stagger;+1 Puncture	+5 Dust	
T3 Dmg:225 + Agl	+2 Stagger;+2 Puncture	+5 Dust	

Alternate Fire Mode: Single Action			
Capacity Cost:14	Critical:16+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Stagger; +1 Bruise	+10 Dust	+1 Attack directly following an Earth power or other hand cannon attack.
T2 Dmg:295 + Agl	+2 Stagger; +2 Bruise	+10 Dust	
T3 Dmg:335 + Agl	+3 Stagger; +2 Bruise	+10 Dust	

Special Attack: Fan the Hammer			
Capacity Cost:10	Critical:20	Critical Dam- age:165	Ammo Cost:1+1 to 5
T1 Dmg:165 + Agl	+1 Bruise; +1 Stagger	+5 Dust	Each attack after the first gets -100 damage but costs -5 attack capacity.
T2 Dmg:195 + Agl	+2 Bruise; +1 Stagger	+5 Dust	
T3 Dmg:225 + Agl	+2 Bruise; +2 Stagger	+5 Dust	

Elemental Attack: Dust Cylinder			
Capacity Cost:10	Critical:20	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Petrify	+5 Dust	Above 75 dust, +100 damage directly following one Earth Power and either an Earth Power or a hand cannon attack, and -10 Dust.
T2 Dmg:195 + Soul	+2 Petrify	+5 Dust	
T3 Dmg:225 + Soul	+3 Petrify	+5 Dust	

Reload	Capacity Cost: 4
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Flak Pistol

Magazine Size: 4

Standard Ammunition:Shrapnel			
Capacity Cost:10	Critical:20+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165	+1 Lacerate	+5 Dust	+50 damage directly following an Earth power.
T2 Dmg:195	+2 Lacerate	+5 Dust	
T3 Dmg:225	+3 Lacerate	+5 Dust	

Alternate Ammunition:Slug			
Capacity Cost:14	Critical:19+	Critical Damage:165	Ammo Cost:1
T1 Dmg:250	+1 Puncture; +1 Stagger	+10 Dust	+1 Attack. For one action after this attack, Stagger and Petrify buildup are doubled.
T2 Dmg:295	+2 Puncture +1 Stagger	+10 Dust	
T3 Dmg:335	+2 Puncture;+2 Stagger	+10 Dust	

Special Attack: Point Blank			
Capacity Cost:14	Critical:20+	Critical Damage:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Bleed	+5 Dust	May only be used with shrapnel ammo. +50 damage; +2 Petrify if used directly following an Earth Power.
T2 Dmg:295 + Agl	+3 Bleed	+5 Dust	
T3 Dmg:335 + Agl	+4 Bleed	+5 Dust	

Elemental Attack: Diamond Shrapnel			
Capacity Cost:10	Critical:19+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Petrify; +1 Lacerate	+5 Dust	+25 Damage for each laceration buildup afflicting the target. Next action, Earth powers get +1 Attack
T2 Dmg:195 + Soul	+2 Petrify; +1 Lacerate	+5 Dust	
T3 Dmg:225 + Soul	+2 Petrify; +2 Lacerate	+5 Dust	

Reload	Capacity Cost: 4
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DMR

Magazine Size: 20

Standard Ammunition:FMJ			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate	+5 Dust	If target is suffering from Puncture, this attack gets +25 damage.
T2 Dmg:195 + Agl	+2 Lacerate	+5 Dust	
T3 Dmg:225 + Agl	+3 Lacerate	+5 Dust	

Alternate Ammunition:Armor Piercing Rounds			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Punc- ture	+10 Dust	+25 damage against armor. If target is afflicted with puncture by this attack +2 Spall.
T2 Dmg:295 + Agl	+3 Punc- ture	+10 Dust	
T3 Dmg:335 + Agl	+4 Punc- ture	+10 Dust	

Special Attack: Bell Ringer			
Capacity Cost:14	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Punc- ture	+5 Dust	If target was inflicted with a status effect last action, this attack gets +3 Concuss and +1 Critical.
T2 Dmg:295 + Agl	+3 Punc- ture	+5 Dust	
T3 Dmg:335 + Agl	+4 Punc- ture	+5 Dust	

Elemental Attack: Sandstorm Round			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Petrify	+5 Dust	On Petrify, +5 x Earth Affinity damage. Next action this turn, double Dust buildup.
T2 Dmg:195 + Soul	+2 Petrify	+5 Dust	
T3 Dmg:225 + Soul	+3 Petrify	+5 Dust	

Reload	Capacity Cost: 4
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Battle Rifle

Magazine Size: 20

Standard Ammunition: Full Metal Jacket			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+5 Dust	If this attack triggers a Puncture status on the target, +2 Stagger.
T2 Dmg:220 + Agl	+2 Punc- ture	+5 Dust	
T3 Dmg:250 + Agl	+3 Punc- ture	+5 Dust	

Alternate Ammunition: Armor Piercing Rounds			
Capacity Cost:11	Critical:20+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture; +1 Stagger	+5 Dust	+50 Damage to armor. Directly following an Earth Power or a reload, +2 Petrify and +5 Dust..
T2 Dmg:220 + Agl	+2 Puncture;+1 Stagger	+5 Dust	
T3 Dmg:250 + Agl	+2 Puncture;+2 Stagger	+5 Dust	

Special Attack: Full Auto			
Capacity Cost:11	Critical:20+	Critical Dam- age:+190	Ammo Cost:4
T1 Dmg:190 + Agl	Ammo Depen- dent	+5 Dust	uses loaded ammo. On a successful hit, roll 3 strength vs one enemy defense roll. For each suc- cess, +30 Damage.
T2 Dmg:220 + Agl	Ammo Depen- dent	+5 Dust	
T3 Dmg:250 + Agl	Ammo Depen- dent	+5 Dust	

Elemental Attack: Earthquake Round			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Petrify; +1 Puncture	+5 Dust	Directly following a battle rifle light attack, +50 dam- age. Next action this turn, Battle Rifle attacks get +25 damage and Earth powers get +2 Petrify
T2 Dmg:220 + Soul	+2 Petrify; +1 Puncture	+5 Dust	
T3 Dmg:250 + Soul	+2 Petrify; +2 Puncture	+5 Dust	

Reload	Capacity Cost: 5
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Charge Rifle

Magazine Size: 8

Standard Ammunition			
Capacity Cost:11	Critical:19+	Critical Damage:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+5 Dust	+2 Spall directly following an Earth Power.
T2 Dmg:220 + Agl	+2 Puncture	+5 Dust	
T3 Dmg:250 + Agl	+3 Puncture	+5 Dust	

Alternate Fire Mode: Charged Rifle Shot			
Capacity Cost:16	Critical:20+	Critical Damage:190	Ammo Cost:2
T1 Dmg:300 + Agl	+2 Bruise; +1 Stagger	+10 Dust	Directly following a Charge rifle standard attack, +2 Spall. Next action this turn, Earth powers get +3 Crit.
T2 Dmg:350 + Agl	+2 Bruise; +2 Stagger	+10 Dust	
T3 Dmg:400 + Agl	+3 Bruise; +2 Stagger	+10 Dust	

Special Attack: Overcharged Rifle			
Capacity Cost:10	Critical:20+	Critical Damage:+100	Ammo Cost:+2
T1 Dmg:+50	+1 Puncture	+5 Dust	Next action this turn,, Charge rifle alternate attacks get extra damage and status, but cost more.
T2 Dmg:+100	+2 Puncture	+5 Dust	
T3 Dmg:+100	+3 Puncture	+5 Dust	

Elemental Attack:Buried Slug			
Capacity Cost:11	Critical:19+	Critical Damage:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Petrify; +1 Puncture	+5 Dust	Directly following Earth powers, deals +50 damage and +2 Spall.
T2 Dmg:220 + Soul	+2 Petrify; +1 Puncture	+5 Dust	
T3 Dmg:250 + Soul	+2 Petrify; +2 Puncture	+5 Dust	

Reload	Capacity Cost: 5
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Lever Gun

Magazine Size: 6

Standard Ammunition: Full Metal Jacket			
Capacity Cost:10	Critical:17+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Puncture	+5 Dust	If this attack inflicts Puncture, next action this turn, Lever Gun attacks get +2 Crit.
T2 Dmg:195 + Agl	+2 Punc- ture	+5 Dust	
T3 Dmg:225 + Agl	+3 Punc- ture	+5 Dust	

Alternate Ammunition: Hollow Points			
Capacity Cost:14	Critical:16+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Lacerate; +1 Stagger	+5 Dust	-100 damage to Armor. +50 Damage to Stamina. Di- rectly following a Lever Gun light attack or an Earth Power, +25 Damage and +2 Concuss.
T2 Dmg:295 + Agl	+2 Lacerate; +2 Stagger	+5 Dust	
T3 Dmg:335 + Agl	+2 Lacerate; +2 Stagger	+5 Dust	

Special Attack: Fast Action			
Capacity Cost:10	Critical:20	Critical Effect: -1 Capacity	Ammo Cost:0
T1: -1 Capacity Cost		+5 Dust	For the next two actions this turn, Lever Gun attacks cost less capacity as you work fast.
T2: -2 Capaci- ty Cost		+5 Dust	
T3: -3 Capaci- ty Cost		+5 Dust	

Elemental Attack: Tectonic Action			
Capacity Cost:10	Critical:20	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Petrify	+5 Dust	Directly following an Earth Power, +3 Crit. Next action this turn, +2 Petrify and +25 damage to Lever Gun attacks.
T2 Dmg:195 + Soul	+2 Petrify	+5 Dust	
T3 Dmg:225 + Soul	+3 Petrify	+5 Dust	

Reload	Capacity Cost: 4
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Crossbow

Magazine Size:6

Standard Ammunition: Broadhead			
Capacity Cost:10	Critical:16+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate; +1 Bleed	+5 Dust	+50 Damage to Stamina. If this attack triggers Lac- erate, target takes 5 x Agility damage and +1 Bleed buildup.
T2 Dmg:195 + Agl	+2 Lacerate; +1 Bleed	+5 Dust	
T3 Dmg:225 + Agl	+2 Lacerate; +2 Bleed	+5 Dust	

Alternate Ammunition: Armor Piercing Bolt			
Capacity Cost:16	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Spall; +1 Puncture	+10 Dust	+50 Damage to Armor. If this attack triggers Stagger, +1 Bleed buildup. If it triggers Spall, +1 Puncture Buildup.
T2 Dmg:295+ Agl	+2 Spall; +2 Puncture	+10 Dust	
T3 Dmg:335 + Agl	+3 Spall; +2 Puncture	+10 Dust	

Special Attack: Shoulder Tackle			
Capacity Cost:11	Critical:20	Critical Dam- age:165	Ammo Cost:0
T1 Dmg:165 + Str	+1 Bruise; +1 Stagger	+5 Dust	Directly following an Earth Power, +2 Stag- ger and +5 Dust.
T2 Dmg:195 + Str	+2 Bruise; +1 Stagger	+5 Dust	
T3 Dmg:225 + Str	+2 Bruise; +2 Stagger	+5 Dust	

Elemental Attack: Earthen Bolt			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+2 Petrify;+1 Punc- ture	+5 Dust	On Petrify, +50 damage. On Puncture, +10 Dust.
T2 Dmg:195 + Soul	+2 Petrify; +2 Punc- ture	+5 Dust	
T3 Dmg:225 + Soul	+3 Petrify; +2 Punc- ture	+5 Dust	

Reload	Capacity Cost: 4
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Greatbow

Magazine Size: 3

Standard Ammunition: Broadhead			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate; +1 Bleed	+5 Dust	+25 Damage to Stamina. This attack gets +2 Bleed and +1 Petrify directly following an Earth Power.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Bleed	+5 Dust	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Bleed	+5 Dust	

Alternate Ammunition: Explosive Great Arrows			
Capacity Cost:16	Critical:17+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Agl	+2 Spall; +1 Stagger	+10 Dust	+25 Damage to Armor. This attack may hit a second target for half damage, rounded down to the nearest 5. If this attack triggers Spall, +2 Concuss.
T2 Dmg:350 + Agl	+2 Spall +2 Stagger	+10 Dust	
T3 Dmg:400 + Agl	+3 Spall; +2 Stagger	+10 Dust	

Special Attack: Falling Heaven			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:2
T1 Dmg: 190 + Agl	Ammo De- pendent	+5 Dust	Two actions after this attack this turn, target must roll a second defense against your attack. If attack is higher, they are hit by this attack a second time.
T2 Dmg: 220 + Agl	Ammo De- pendent	+5 Dust	
T3 Dmg; 250 + Agl	Ammo De- pendent	+5 Dust	

Elemental Attack: Stone Greatbow			
Capacity Cost:11	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Soul	+1 Petrify; +1 Puncture	+5 Dust	Targets suffering from Petrify or Puncture get -1 defense next action this turn.
T2 Dmg:295 + Soul	+2 Petrify; +1 Puncture	+5 Dust	
T3 Dmg:335 + Soul	+2 Petrify; +2 Puncture	+5 Dust	

Reload	Capacity Cost: 5
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Hand Cannon with Blade

Magazine Size: 6

Standard Ammunition			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Punc- ture	+5 Dust	For one action following this attack, hand cannon with blade attacks and Earth powers get +3 x Agl damage, rounded to 5s.
T2 Dmg:195 + Agl	+2 Punc- ture	+5 Dust	
T3 Dmg:225 + Agl	+3 Punc- ture	+5 Dust	

Light Attack			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Agl	+1 Lacerate	+5 Dust	If directly following a Earth power, +1 Bleed. +25 damage to Petrified Target.
T2 Dmg:195 + Agl	+2 Lacerate	+5 Dust	
T3 Dmg:225 + Agl	+2 Lacerate	+5 Dust	

Special Attack:Sharpshooter's Flurry			
Capacity Cost:5	Critical:18+	Critical Ef- fect:+10 to Attack Total	Ammo Cost:1
T1:+5 to At- tack Total	+1 Bleed	+5 Dust	Whirl your blade, distracting your enemy and giving you an opening. Next action, bonus attack to hand cannon with knife attacks or Earth powers.
T2:+15 to Attack Total	+2 Bleed	+5 Dust	
T3:+25 to Attack Total	+3 Bleed	+5 Dust	

Elemental Attack: Nephilim's Blade			
Capacity Cost:14	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Soul	+1 Petrify; +1 Puncture	+10 Dust	If directly following an Earth power, hand cannon with blade light attacks cost -5 capacity for one action directly following this attack.
T2 Dmg:295 + Soul	+2 Petrify; +1 Puncture	+10 Dust	
T3 Dmg:335 + Soul	+2 Petrify; +2 Puncture	+10 Dust	

Reload	Capacity Cost: 4
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Martial Arts

Wing Chun

Light Attack			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bruise; +1 Stagger	+5 Dust	If target is suffering from a stagger or knock-down, +25 damage.
T2 Dmg:195 + Str	+2 Bruise; +1 Stagger	+5 Dust	
T3 Dmg:225 + Str	+2 Bruise; +2 Stagger	+5 Dust	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Stagger	+10 Dust	If directly following two wing chun light attacks, +50 damage and +1 Stagger
T2 Dmg:295 + Str	+2 Bruise; +2 Stagger	+10 Dust	
T3 Dmg:335 + Str	+3 Bruise; +2 Stagger	+10 Dust	

Special Attack: Ground Barrage			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+1 Concuss	+5 Dust	If target is suffering stagger/knockdown, and ground barrage has not yet been used this turn, it may be used for no capacity the action directly after this one.
T2 Dmg:295 + Str	+2 Concuss	+5 Dust	
T3 Dmg:335 + Str	+3 Concuss	+5 Dust	

Elemental Attack: Earthquake Strike			
Capacity Cost:11	Critical:18+	Critical Damage:	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Petrify, +1 Bruise	+5 Dust	+25 damage for each Earth power that preceded this attack this turn since the last time this attack was used.
T2 Dmg:195 + Soul	+2 Petrify; +1 Bruise	+5 Dust	
T3 Dmg:225 + Soul	+2 Petrify; +2 Bruise	+5 Dust	

Judo

Light Attack			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Stagger; +1 Bruise	+5 Dust	If a Judo Heavy Attack is used next action this turn, it gets -2 Capacity cost and +2 Attack.
T2 Dmg:195 + Str	+2 Stagger; +1 Bruise	+5 Dust	
T3 Dmg:225 + Str	+2 Stagger; +2 Bruise	+5 Dust	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Stagger	+10 Dust	Directly following an Earth Power, +2 Stagger.
T2 Dmg:290 + Str	+2 Bruise; +2 Stagger	+10 Dust	
T3 Dmg:335 + Str	+3 Bruise; +2 Stagger	+10 Dust	

Special Attack:Judo Counter			
Capacity Cost:15	Critical:20+	Critical Effect: +25 Defense Total	Ammo Cost:N/A
T1:+1 Defense;200dmg	+2 Stagger	+5 Dust	May only be used during your defense. On Failure, +150 damage to you.
T2:+2 Defense;250dmg	+3 Stagger	+5 Dust	
T3:+2 Defense;300dmg	+4 Stagger	+5 Dust	

Elemental Attack: Crashing Landslide			
Capacity Cost:10	Critical:18+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Petrify; +1 Bruise	+5 Dust	Directly following a Judo Light Attack, +2 Petrify and +2 Crit.
T2 Dmg:175 + Soul	+2 Petrify; +1 Bruise	+5 Dust	
T3 Dmg:200 + Soul	+2 Petrify; +2 Bruise	+5 Dust	

Wrestling

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Stagger; +1 Bruise	+5 Dust	Directly following an Earth Power, +2 Stagger. On Petrified Target, +5 x Earth Affinity Damage.
T2 Dmg:195 + Str	+2 Stagger; +1 Bruise	+5 Dust	
T3 Dmg:225 + Str	+2 Stagger; +2 Bruise	+5 Dust	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Stagger	+5 Dust	Directly following a Wrestling Light Attack, +2 Stagger. Next action this turn, Earth Powers get +5 Dust and +2 Crit.
T2 Dmg:290 + Str	+2 Bruise; +2 Stagger	+5 Dust	
T3 Dmg:335 + Str	+3 Bruise; +2 Stagger	+5 Dust	

Special Attack:Pin Down			
Capacity Cost:11	Critical:20+	Critical Effect: +25 Defense Total	Ammo Cost:N/A
T1 Damage:165 + Str	+1 Bruise	+5 Dust	For two actions directly following this attack, +2 Attack to other Wrestling Attacks, but -1 Attack to other attacks.
T2 Damage:195 + Str	+2 Bruise	+5 Dust	
T3 Damage:225 + Str	+3 Bruise	+5 Dust	

Elemental Attack: Crushing Stones			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Petrify; +1 Stagger	+5 Dust	Directly following this attack, +25 Damage to Earth Powers for each Wrestling attack preceding this attack since its last use this turn.
T2 Dmg:195 + Soul	+2 Petrify; +1 Stagger	+5 Dust	
T3 Dmg:225 + Soul	+2 Petrify; +2 Stagger	+5 Dust	

Sumo

Light Attack			
Capacity Cost:12	Critical:17+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Bruise; +1 Stagger	+5 Dust	On Bruise or Stagger, +2 Lacerate.
T2 Dmg:220 + Str	+2 Bruise; +1 Stagger	+5 Dust	
T3 Dmg:250 + Str	+2 Bruise; +2 Stagger	+5 Dust	

Heavy Attack			
Capacity Cost:18	Critical:17+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Bruise; +1 Stagger	+10 Dust	Next action this turn, other Sumo Attacks get +2 Critical and +2 Petrify
T2 Dmg:350 + Str	+2 Bruise; +2 Stagger	+10 Dust	
T3 Dmg:400 + Str	+3 Bruise +2 Stagger	+10 Dust	

Special Attack: Finishing Strike			
Capacity Cost:12	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Bruise	+5 Dust	Targets suffering stagger or Bruise take +50 damage from that attack. Next action this turn, Sumo Attacks get +2 Critical.
T2 Dmg:220 + Str	+2 Bruise	+5 Dust	
T3 Dmg:250 + Str	+3 Bruise	+5 Dust	

Elemental Attack: Hold of Diamond			
Capacity Cost:11	Critical:16+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Petrify, +1 Bruise	+5 Dust	+25 damage if more than 25 Dust accumulated. +50 damage and -10 Dust if more than 60 Dust accumulated
T2 Dmg:195 + Soul	+2 Petrify; +1 Bruise	+5 Dust	
T3 Dmg:225 + Soul	+3 Petrify; +2 Bruise	+5 Dust	

Dirty Boxing

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bruise; +1 Stagger	+5 Dust	If the first action of an attack, or this attack triggers Stagger or Bruise, +2 Concuss.
T2 Dmg:195 + Str	+2 Bruise; +1 Stagger	+5 Dust	
T3 Dmg:225 + Str	+2 Bruise; +2 Stagger	+5 Dust	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Puncture; +1 Bleed	+10 Dust	Directly following an Earth power or Dirty Boxing attack, +25 to attack total.
T2 Dmg:295 + Str	+2 Puncture; +2 Bleed	+10 Dust	
T3 Dmg:335 + Str	+3 Puncture +2 Bleed	+10 Dust	

Special Attack: Cheap Tricks			
Capacity Cost:11	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bruise; +1 Lacerate	+5 Dust	If this attack inflicts a Bruise or Lacerate, next action this turn, +50 damage and +2 Poison to Earth Powers and Dirty Boxing attacks. Directly following an Earth Power, this attack gets +2 poison.
T2 Dmg:195 + Str	+2 Bruise; +1 Lacerate	+5 Dust	
T3 Dmg:225 + Str	+2 Bruise; +2 Lacerate	+5 Dust	

Elemental Attack: Crushing Impact			
Capacity Cost:11	Critical:18+	Critical Damage:	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Petrify, +1 Bruise	+5 Dust	Directly following a Dark power, +50 Damage. Next action this turn, +2 Fright to Dark Powers and Dirty Boxing Attacks.
T2 Dmg:195 + Soul	+2 Petrify; +1 Bruise	+5 Dust	
T3 Dmg:225 + Soul	+2 Petrify; +2 Bruise	+5 Dust	

Part 7: Wind

Melee Weapons

Rapiers

Light Attack +1 Attack			
Capacity Cost:10	Critical:19+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + str	+1 Puncture	+1 Pressure	-1 capacity cost each time used in succession, up to -2 capacity cost.
Damage- T2:175 + str	+2 Puncture	+1 Pressure	
Damage- T3:200 + str	+3 Puncture	+1 Pressure	

Heavy Attack			
Capacity Cost:14	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:215 + str	+2 Puncture	+2 Pressure	+50 damage and +3 bleed if used directly following three or more other rapier attacks or Wind Powers.
Damage- T2:250 + str	+3 Puncture	+2 Pressure	
Damage- T3:285 + str	+4 Puncture	+2 Pressure	

Special Attack: Armor Breaker			
Capacity Cost:10	Critical:19	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + str	+1 Spall	+1 Pressure	This attack ignores armor if directly following any combination of two Wind Powers or Rapier attacks.
Damage- T2:175 + str	+2 Spall	+1 Pressure	
Damage- T3:200 + str	+3 Spall	+1 Pressure	

Elemental Attack: Whirling Needle.			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + soul	+1 Bluster; +1 Puncture	+1 Pressure	-5 capacity cost if the target has been Blustered this turn, and +2 Flood
Damage- T2:175 + soul	+2 Bluster; +1 Puncture	+1 Pressure	
Damage- T3:200 + soul	+2 Bluster; +2 Puncture	+1 Pressure	

Curved Swords

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Lacerate	+1 Pressure	Following four or more other Wind Powers or Curved Sword attacks this turn, +25 damage and +2 Bleed.
Damage- T2:195 + Str	+2 Lacerate	+1 Pressure	
Damage- T3:225 + Str	+3 Lacerate	+1 Pressure	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Lacerate	+2 Pressure	For one action following this attack, Wind Powers get +1 Attack and deal +25 damage, if applicable.
Damage- T2:295 + Str	+2 Lacerate; +2 Bleed	+2 Pressure	
Damage- T3:335 + Str	+3 Lacerate; +2 Bleed	+2 Pressure	

Special Attack:Ribbons of Blood			
Capacity Cost:5	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:75 + Str	+1 Lacerate; +1 Bleed	+1 Pressure	Directly following a Curved Sword Attack, +25 to Attack total. Next action this turn, Curved sword attacks get +1 Attack.
Damage- T2:90 + Str	+1 Lacerate: +1 Bleed	+1 Pressure	
Damage- T3:105 + Str	+2 Lacerate; +1 Bleed	+1 Pressure	

Elemental Attack: Writhing Serpent			
Capacity Cost:11	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bleed;+1 Bluster	+1 Pressure	Next action, double Bleed and Bluster buildup. Blood Loss is twice as effective for this turn.
Damage- T2:195 + Str	+2 Bleed; +1 Bluster	+1 Pressure	
Damage- T3:225 + Str	+2 Bleed; +2 Bluster	+1 Pressure	

Chainblades

Light Attack			
Capacity Cost:11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Lacerate	+1 Pressure	-1 Capacity Cost and +2 Electrocute if directly following a Storm power.
Damage- T2:195 + Str	+2 Lacerate	+1 Pressure	
Damage- T3:225 + Str	+3 Lacerate	+1 Pressure	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Lacerate; +1 Punct	+2 Pressure	+1 Bleed for Every 2 Bluster Buildup on the target.
Damage- T2:295 + Str	+2 Lacerate; +2 Punct	+2 Pressure	
Damage- T3:335 + Str	+3 Lacerate; +2Punct	+2 Pressure	

Special Attack: Chain Whip			
Capacity Cost:11	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bleed	+1 Pressure	+50 Damage and -5 capacity cost directly following a heavy chainblade attack after a Wind Power.
Damage- T2:195 + Str	+2 Bleed	+1 Pressure	
Damage- T3:225 + Str	+3 Bleed	+1 Pressure	

Elemental Attack: Whistling Chains			
Capacity Cost:11	Critical:20	Critical Dam- age:165	Ammo Cost:N/A
Damage- T1:165 + Soul	+1 Bluster; +1 Bruise	+1 Pressure	+25 extra damage for every different Wind Power used before this attack this turn.
Damage- T2:195 + Soul	+2 Bluster; +1 Bruise	+1 Pressure	
Damage- T3:225 + Soul	+2 Bluster; +2 Bruise	+1 Pressure	

Tomahawk

Light Attack			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate; +1 Bruise	+1 Pressure	+2 Concuss if this attack triggered a bruise.
T2 Dmg:175 + Str	+2 Lacerate; +1 Bruise	+1 Pressure	
T3 Dmg:200 + Str	+2 Lacerate; +2 Bruise	+1 Pressure	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Lacerate; +1 Bruise	+2 Pressure	Target gets -1 defense against this attack for each status affecting them and this attack gets +25 damage for each.
T2 Dmg:250 + Str	+2 Lacerate; +2 Bruise	+2 Pressure	
T3 Dmg:285 + Str	+3 Lacerate; +2 Bruise	+2 Pressure	

Special Attack:Dream Catcher			
Capacity Cost:10	Critical:20	Critical Effect:+1 Def	Ammo Cost:N/A
T1:+1 Defense		+1 Pressure	May only be used during your defense. Raises your defense if used against an opposing elemental power, and grants +2 Bluster to your tomahawk attacks during your next turn if successful.
T2:+2 Defense		+1 Pressure	
T3:+2 Defense		+1 Pressure	

Elemental Attack: Howling Chop			
Capacity Cost:10	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Bluster; +1 Lacerate	+1 Pressure	Target gets -1 defense next turn if this attack follows two or more attacks this turn. Does not stack.
T2 Dmg:175 + Soul	+2 Bluster; +1 Lacerate	+1 Pressure	
T3 Dmg:200 + Soul	+2 Bluster; +2 Lacerate	+1 Pressure	

Claws

Light Attack			
Capacity Cost:10	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate	+1 Pressure	If directly following a claws light attack, +1 bleed.
T2 Dmg:175 + Str	+2 Lacerate	+1 Pressure	
T3 Dmg:200 + Str	+3 Lacerate	+1 Pressure	

Heavy Attack			
Capacity Cost:16	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:190 + Str	+2 Lacerate	+1 Pressure	If directly following a claws special attack, +2 Poison.
T2 Dmg:220 + Str	+3 Lacerate	+1 Pressure	
T3 Dmg:250 + Str	+4 Lacerate	+1 Pressure	

Special Attack: Venomous Bite			
Capacity Cost:10	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Poison; +1 Lacerate	+1 Pressure	On Blustered Target,-1 defense next action. If punctured, an additional -1.
T2 Dmg:175 + Str	+2 Poison; +1 Lacerate	+1 Pressure	
T3 Dmg:200 + Str	+2 Poison; +2 Lacerate	+1 Pressure	

Elemental Attack: Whistling Talons			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Bluster; +1 Lacerate	+1 Pressure	Blustered targets take +50 damage and this attack gets +2 Critical.
T2 Dmg:175 + Soul	+2 Bluster; +1 Lacerate	+1 Pressure	
T3 Dmg:200 + Soul	+2 Bluster; +2 Lacerate	+1 Pressure	

Tonfa

Light Attack			
Capacity Cost:10	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage-T1:150 + Str	+1 Puncture; +1 Bruise	+1 Pressure	On triggering Puncture, +2 Poison. On Bruise, +2 Stagger. On Bluster, +50 damage.
Damage-T2:175 + Str	+2 Puncture; +1 Bruise	+1 Pressure	
Damage-T3:200 + Str	+2 Puncture; +2 Bruise	+1 Pressure	

Heavy Attack			
Capacity Cost:14	Critical:20+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:215 + Str	+2 Stagger; + Bruise	+2 Pressure	If 25 Pressure or more accumulated, +50 damage and -4 Pressure.
Damage- T2:250 + Str	+2 Stagger: +2 Bruise	+2 Pressure	
Damage- T3:285 + Str	+3 Stagger: +2 Bruise	+2 Pressure	

Special Attack:Whirling Barrage			
Capacity Cost:10	Critical:18+	Critical Damage:250	Ammo Cost:N/A
Damage-T1:150 + Str	+1 Bruise; +1 Bleed	+1 Pressure	Directly following a Tonfa attack, +2 Stagger. On Bleed, +2 Concuss. On Bluster, +2 Concuss.
Damage-T2:175 + Str	+2 Bruise: +1 Bleed	+1 Pressure	
Damage-T3:200 + Str	+2 Bruise; +2 Bleed	+1 Pressure	

Elemental Attack: Punishing Gale			
Capacity Cost:	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + Soul	+1 Bluster; +1 Bleed	+1 Pressure	Directly following a Wind Power, +25 Attack total. +2 Pressure on Bluster.
Damage- T2:220 + Soul	+2 Bluster; +1 Bleed	+1 Pressure	
Damage- T3:250 + Soul	+2 Bluster; +2 Bleed	+1 Pressure	

Nunchaku

Light Attack			
Capacity Cost:10	Critical:17+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + Str	+1 Bruise	+1 Pressure	Directly following a Wind power or a counterattack, +50 damage and +2 Concuss.
Damage- T2:175 + Str	+2 Bruise	+1 Pressure	
Damage- T3:200 + Str	+3 Bruise	+1 Pressure	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:215 + Str	+2 Bruise; +1 Stagger	+2 Pressure	On Bruise or Stagger, +25 damage. Next action, Wind Powers and Nunchaku attacks get +2 Fright
Damage- T2:250 + Str	+2 Bruise; +2 Stagger	+2 Pressure	
Damage- T3:285 + Str	+3 Bruise; +2 Stagger	+2 Pressure	

Special Attack: Chain Grasp			
Capacity Cost:11	Critical:17+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Lacerate	+1 Pressure	Directly following a Wind Power, +2 Disarm on a target suffering Bruise or Stagger.
Damage- T2:195 + Str	+2 Lacerate	+1 Pressure	
Damage- T3:225 + Str	+3 Lacerate	+1 Pressure	

Elemental Attack: Whirling Links			
Capacity Cost:11	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage- T1:150 + Soul	+1 Bluster; +1 Bruise	+1 Pressure	Next action this turn, Wind powers and Nunchaku attacks get +5 x Wind Affinity Damage and +1 Bluster.
Damage- T2:175 + Soul	+2 Bluster; +1 Bruise	+1 Pressure	
Damage- T3:200 + Soul	+2 Bluster; +2 Bruise	+1 Pressure	

Staff

Light Attack			
Capacity Cost:11	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate; +1 Bruise	+1 Pressure	+2 Stagger on Bruise. Directly following a WInd Power, +1 Attack. Roll a second attack against your target. On success, +50 Damage and +2 Bluster.
T2 Dmg:195 + Sgr	+2 Lacerate; +1 Bruise	+1 Pressure	
T3 Dmg:225 + Str	+2 Lacerate; +2 Bruise	+1 Pressure	

Heavy Attack			
Capacity Cost:16	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Stagger	+2 Pressure	Directly following Staff Light Attacks, this attack gets -2 Capacity cost and +1 Critical.
T2 Dmg:295 + Str	+2 Bruise; +2 Stagger	+2 Pressure	
T3 Dmg:335 + Str	+3 Bruise; +2 Stagger	+2 Pressure	

Special Attack: Master's Step			
Capacity Cost:6	Critical:16+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:55 + Str	+1 Bruise	+1 Pressure	Directly following a Staff attack, +1 Attack. Next action this turn, Staff Attacks +25 to Attack total. Directly following a Wind Power, Next action this turn, +1 Attack to Wind Powers.
T2 Dmg:80 + Str	+2 Bruise	+1 Pressure	
T3 Dmg:105 + Str	+3 Bruise	+1 Pressure	

Elemental Attack: Tornado			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:
T1 Dmg:150 + Soul	+1 Lacerate; +1 Bluster	+1 Pressure	+1 Stagger for every Wind Power preceding this attack this turn since its last use. On Stagger, +2 Bluster.
T2 Dmg:175 + Soul	+2 Lacerate; +1 Bluster	+1 Pressure	
T3 Dmg:200 + Soul	+2 Lacerate; +2 Bluster	+1 Pressure	

Whip

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate	+1 Pressure	-1 Lacerate Vs Armor, and -25 Damage. +25 damage and +1 Bleed when dealing damage to Stamina.
T2 Dmg:195 + Str	+2 Lacerate	+1 Pressure	
T3 Dmg:225 + Str	+3 Lacerate	+1 Pressure	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Lacerate; +1 Bleed	+2 Pressure	-50 Damage against armor. +50 Damage against stamina. +2 Critical if Directly following a Wind Power.
T2 Dmg:295 + Str	+2 Lacerate; +2 Bleed	+2 Pressure	
T3 Dmg:335 + Str	+3 Lacerate; +2 Bleed	+2 Pressure	

Special Attack:Disarming Coil			
Capacity Cost:11	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate	+1 Pressure	On Lacerate or Bleed triggering, Disarm.
T2 Dmg:195 + Str	+2 Lacerate	+1 Pressure	
T3 Dmg:225 + Str	+3 Lacerate	+1 Pressure	

Elemental Attack: Wind Coil			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Puncture; +1 Bluster	+1 Pressure	When Triggering Puncture or Bluster, this attack grants +50 Damage to Wind Powers next action this turn. Whip attacks get +2 Bluster next action this turn.
T2 Dmg:195 + Soul	+2 Puncture; +1 Bluster	+1 Pressure	
T3 Dmg:225 + Soul	+2 Puncture; +2 Bluster	+1 Pressure	

Khopesh

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:+165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Lacerate	+1 Pressure	Triggering a Lacerate Status effect gives +50 damage and +2 Bluster to this attack.
Damage- T2:195 + str	+2 Lacerate	+1 Pressure	
Damage- T3: 225 +str	+3 Lacerate	+1 Pressure	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:250 + str	+1 Lacerate; +1 Bleed	+2 Pressure	+1 Bleed for every Earth Power preceding this attack this turn.
Damage- T2:295 + str	+2 Lacerate; +1 Bleed	+2 Pressure	
Damage- T3: 335 + str	+2 Lacerate; +2 Bleed	+2 Pressure	

Special Attack: Set's Wrath			
Capacity Cost:11	Critical:20	Critical Damage:100	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Puncture; +1 Poison	+1 Pressure	If this attack triggers Poison or Puncture, +50 damage. Next action this turn, Wind Powers and Khopesh attacks get +2 Poison.
Damage- T2:195 + Str	+2 Puncture; +1 Poison	+1 Pressure	
Damage- T3:225 + Str	+2 Puncture; +2 Poison	+1 Pressure	

Elemental Attack: Slithering Sands			
Capacity Cost:11	Critical:18+	Critical Damage:175	Ammo Cost:N/A
Damage- T1:160 + soul	+1 Lacerate; +1 Bluster	+1 Pressure	+1 Attack Directly following a Wind Power. If two or more other attacks precede this one this turn, +25 damage and +1 Bluster.
Damage- T2:190+ soul	+2 Lacerate; +1 Bluster	+1 Pressure	
Damage- T3: 220 + soul	+2 Lacerate; +1 Bluster	+1 Pressure	

Swords

Light Swords

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:+165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Lacerate	+1 Pressure	+25 damage, +1 lacerate if directly following another sword attack.
Damage- T2:195 + str	+2 Lacerate	+1 Pressure	
Damage- T3: 225 +str	+3 Lacerate	+1 Pressure	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:250 + str	+1 Lacerate; +1 Bleed	+2 Pressure	+2 x Accumulated Heat damage if directly following a sword attack and a Wind power.
Damage- T2:295 + str	+2 Lacerate; +1 Bleed	+2 Pressure	
Damage- T3: 335 + str	+2 Lacerate; +2 Bleed	+2 Pressure	

Special Attack: Swordsman's Riposte			
Capacity Cost:20	Critical:20	Critical Damage:100	Ammo Cost:N/A
Damage- T1:300	+1 Lacerate; +1 Puncture	+1 Pressure	Used only during your defense. If you fail, you take 150 damage and all damage ignores armor.
Damage- T2:350	+1 Lacerate; +2 Puncture	+1 Pressure	
Damage- T3: 400	+2 Lacerate; +2 Puncture	+1 Pressure	

Elemental Attack:Swirling Edge			
Capacity Cost:11	Critical:18+	Critical Damage:175	Ammo Cost:N/A
Damage- T1:160 + soul	+1 Lacerate; +1 Bluster	-5 Pressure	If used directly following a Wind Power, +10 damage per Pressure consumed by Voltaic Edge.
Damage- T2:190+ soul	+2 Lacerate; +1 Bluster	-5 Pressure	
Damage- T3: 220 + soul	+2 Lacerate; +1 Bluster	-5 Pressure	

Heavy Swords

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:190 + str	+1 Lacerate	+1 Pressure	+50 Damage if used directly following two Wind Powers or sword attacks.
Damage- T2:220 + str	+2 Lacerate	+1 Pressure	
Damage- T3: 250 + str	+3 Lacerate	+1 Pressure	

Heavy Attack:			
Capacity Cost:18	Critical:20	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:300 + str	+2 Lacerate: +1 Bruise	+2 Pressure	If used directly following another sword attack, add 2 x Attack attribute to your roll total.
Damage- T2:350 + str	+2 Lacerate; +2 Bruise	+2 Pressure	
Damage- T3: 400 + str	+3 Lacerate; +2 Bruise	+2 Pressure	

Special Attack:Blade Tackle			
Capacity Cost:14	Critical:20	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:215 + str	+2 Bruise; +1 Stagger	+1 Pressure	If used on a target suffering knockdown, +150 damage and +5 puncture.
Damage- T2:250 + str	+2 Bruise; +2 Stagger	+1 Pressure	
Damage- T3: 285 + str	+3 Bruise; +2 Stagger	+1 Pressure	

Elemental Attack: Swirling Cleave			
Capacity Cost:12	Critical:19+	Critical Dam- age:100	Ammo Cost:N/A
Damage- T1:195 + soul	+1 Lacerate; +1 Bluster	+1 Pressure	If this attack causes Bluster, follow up with a second hit with +2 Attack for only 6 capacity.
Damage- T2:225 + soul	+2 Lacerate; +1 Bluster	+1 Pressure	
Damage- T3: 255 + soul	+2 Lacerate; +2 Bluster	+1 Pressure	

Knife

Light Attack			
Capacity Cost:10	Critical:18+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate	+1 Pressure	+2 Poison if a Lacerate or Blood Loss status effect was inflicted this turn.
T2 Dmg:175 + Str	+2 Lacerate	+1 Pressure	
T3 Dmg:200 + Str	+3 Lacerate	+1 Pressure	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Lacerate; + 2 Puncture	+2 Pressure	This attack does +25 damage for each of Poison, Bleed, Bluster, or Lacerate afflicting the target.
T2 Dmg:250 + Str	+2 Lacerate; +2 Puncture	+2 Pressure	
T3 Dmg:285 + Str	+3 Lacerate; +2 Puncture	+2 Pressure	

Special Attack:Assassin's Fang			
Capacity Cost:10	Critical:20	Critical Effect:+1 Poi- son; 150 Dmg	Ammo Cost:N/A
T1 Dmg: 150 + Str	+1 Puncture; +1 Poison	+1 Pressure	If the first attack following a successful defense, +2 Critical.
T2 Dmg: 175 + Str	+2 Puncture; +1 Poison	+1 Pressure	
T3 Dmg: 200 + Str	+2 Puncture; +2 Poison	+1 Pressure	

Elemental Attack:Whistling Tooth			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Bluster; +1 Lacerate	+1 Pressure	Target takes +25 damage from Wind Powers and status effects for 2 Actions directly following this attack.
T2 Dmg:175 + Soul	+2 Bluster; +1 Lacerate	+1 Pressure	
T3 Dmg:200 + Soul	+2 Bluster; +2 Lacerate	+1 Pressure	

Curved Greatsword

Light Attack			
Capacity Cost:12	Critical:19+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Lacerate	+1 Pressure	If target was afflicted with Bluster, Lacerate, or Bleed this turn, this attack gets +Agl x 5 Damage.
T2 Dmg:220 + Str	+2 Lacerate	+1 Pressure	
T3 Dmg:250 + Str	+3 Lacerate	+1 Pressure	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Lacerate; +1 Bleed	+2 Pressure	If this attack follows two or more Curved Greatsword Light or Special attacks, or Wind powers since its last use, it gets +3 Crit and +1 Bluster.
T2 Dmg:350 + Str	+2 Lacerate; +2 Bleed	+2 Pressure	
T3 Dmg:400 + Str	+3 Lacerate; +2 Bleed	+2 Pressure	

Special Attack: Crescent Moon Dance			
Capacity Cost:10	Critical:18+	Critical Damage: 190	Ammo Cost:N/A
T1 Dmg: 150 + Str	+1 Lacerate; +1 Stagger	+1 Pres- sure	Directly following a curved greatsword attack or Wind power, this attack gets +1 Bleed and +15 to its attack total. For one action directly following this attack, other curved greatsword attacks and Wind powers also get +15 to their attack totals.
T2 Dmg:175 + Str	+2 Lacerate; +1 Stagger	+1 Pres- sure	
T3 Dmg:200 + Str	+2 Lacerate; +2 Stagger	+1 Pres- sure	

Elemental Attack: Dancing Whirlwind			
Capacity Cost:12	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:190 + Soul	+1 Puncture; +1 Bluster	+1 Pressure	Blustered, Bleeding, or Punctured targets get -1 defense against this attack. If it directly follows a Wind power, +25 Damage.
T2 Dmg:220 + Soul	+1 Puncture; +1 Bluster	+1 Pressure	
T3 Dmg:250 + Soul	+2 Puncture; +1 Bluster	+1 Pressure	

Ranged Weapons

Pistol

Magazine Size: 10

Standard Ammunition			
Capacity Cost:9	Critical:19+	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:150 + Agl	+1 Punc- ture	+1 Pressure	+2 Spall on every successful consecutive hit after the first. +2 Bluster directly following a Wind Power.
T2 Dmg:175 + Agl	+2 Punc- ture	+1 Pressure	
T3 Dmg:200 + Agl	+3 Punc- ture	+1 Pressure	

Alternate Ammunition:Hollow Points			
Capacity Cost:12	Critical:18+	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:215 + Agl	+1 Puncture;+1 Bleed	+2 Pressure	-50 damage to armor. +2 concuss if used di- rectly following a Wind power.
T2 Dmg:250 + Agl	+2 Puncture; +1 Bleed	+2 Pressure	
T3 Dmg:285 + Agl	+2 Puncture; +2 Bleed	+2 Pressure	

Special Attack: Magazine Dump			
Capacity Cost:9+	Critical:18+	Critical Dam- age:150	Ammo Cost: 1 +Mag
T1 Dmg:150 + Agl	+1 Puncture: +1 Bruise	+1 Pressure	For every round left in the magazine other than the first, roll Attack vs one set enemy defense roll. Add 25 damage per success.
T2 Dmg:175 + Agl	+2 Puncture; +1 Bruise	+1 Pressure	
T3 Dmg:200 + Agl	+2 Puncture: +2 Bruise	+1 Pressure	

Elemental Attack: Tornado Bore			
Capacity Cost:9	Critical:20	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:150 + Soul	+1 Bluster; +1 Puncture	+1 Pressure	Rounds get +1 Chill vs Armor. If directly fol- lowing a Wind power, +3 critical.
T2 Dmg:175 + Soul	+2 Bluster; +1 Puncture	+1 Pressure	
T3 Dmg:200 + Soul	+2 Bluster; +2 Puncture	+1 Pressure	

Reload	Capacity Cost: 3
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Bow

Magazine Size: 6

Standard Ammunition: Broadhead			
Capacity Cost:10	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate	+1 Pressure	If this attack triggers Lacerate, +2 Bluster and +50 Damage. +1 Attack on Poisoned Targets.
T2 Dmg:195 + Agl	+2 Lacerate	+1 Pressure	
T3 Dmg:225 + Agl	+3 Lacerate	+1 Pressure	

Alternate Ammunition: Tungsten Head			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Puncture; +1 Spall	+2 Pressure	+25 Damage to Armor. Directly following a Wind Power, +2 Spall and +2 Bluster.
T2 Dmg:295 + Agl	+2 Puncture +2 Spall	+2 Pressure	
T3 Dmg:335 + Agl	+3 Puncture;+2 Spall	+2 Pressure	

Special Attack: Poison Point			
Capacity Cost:10	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Poison	+1 Pressure	+2 Bleed and -1 Poison on Poisoned Targets. Directly following a Wind Power, +2 Bluster.
T2 Dmg:195 + Agl	+2 Poison	+1 Pressure	
T3 Dmg:225 + Agl	+3 Poison	+1 Pressure	

Elemental Attack: Hissing Arrow			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Bluster; +1 Lacerate	+1 Pressure	+1 Bluster on Poisoned Targets. +25 Damage on Punc- tured Targets. +2 Bleed on Lacerated Targets. Next action this turn, Bow Attacks get +25 Damage and +1 Bluster.
T2 Dmg:195 + Soul	+2 Bluster; +1 Lacerate	+1 Pressure	
T3 Dmg:225 + Soul	+2 Bluster; +2 Lacerate	+1 Pressure	

Reload	Capacity Cost: 3
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Throwing Knife

Magazine Size: 8

Standard Ammunition:Kunai			
Capacity Cost:9	Critical:18+	Critical Damage:150	Ammo Cost:1
T1 Dmg:150 + Agl	+1 Puncture	+1 Pressure	Directly following a Water Power, +2 Poison
T2 Dmg:175 + Agl	+2 Puncture	+1 Pressure	
T3 Dmg:200 + Agl	+3 Puncture	+1 Pressure	

Alternate Ammunition:Shuriken			
Capacity Cost:10	Critical:15+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate	+2 Pressure	If user has accumulated 25 Pressure or more, +50 damage and -4 Bluster. On a target suffering from Lacerate, +2 Poison.
T2 Dmg:195 + Agl	+2 Lacerate	+2 Pressure	
T3 Dmg:225 + Agl	+3 Lacerate	+2 Pressure	

Special Attack: Caltrop Daggers			
Capacity Cost:15	Critical:20+	Critical Damage:165	Ammo Cost:8
T1 Dmg:150 + Agl	+2 Puncture	+1 Pressure	For the next three actions this turn or target's, target with Attack or Defense roll lower than 13 take 50 damage and +1 Bleed.
T2 Dmg:175 + Agl	+3 Puncture	+1 Pressure	
T3 Dmg:200 + Agl	+4 Puncture	+1 Pressure	

Elemental Attack:Vortex Knives			
Capacity Cost:10	Critical:17+	Critical Damage:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Bluster	+1 Pressure	Directly following Wind Powers, this attack gets +2 Critical. On a Blustered target, this attack deals +50 Damage.
T2 Dmg:195 + Soul	+2 Bluster	+1 Pressure	
T3 Dmg:225 + Soul	+3 Bluster	+1 Pressure	

Reload	Capacity Cost: 3
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Marksman Rifle

Magazine Size: 5

Standard Ammunition: Full Metal Jacket			
Capacity Cost:11	Critical:17+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Bruise; +1 Puncture	+1 Pressure	On the first action of every turn or directly following a reload, +3 Crit.
T2 Dmg:220 + Agl	+2 Bruise; +1 Puncture	+1 Pressure	
T3 Dmg:250 + Agl	+2 Bruise; +2 Puncture	+1 Pressure	

Alternate Ammunition:Armor Piercing Rounds			
Capacity Cost:16	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Punct; +1 Stagger	+2 Pressure	+25 Damage to Armor. If this attack triggers Stag- ger on the target, +50 Damage and +3 Concuss.
T2 Dmg:350 + Agl	+2 Punct; +2 Stagger	+2 Pressure	
T3 Dmg:400 + Agl	+3 Punct; +2 Stagger	+2 Pressure	

Special Attack: Overwatch			
Capacity Cost:10	Critical:19+	Critical Dam- age:+50	Ammo Cost:0
T1 Dmg:+50	+1 Spall	+1 Pressure	Next action this turn, Marksman Rifle Attacks Get extra damage and Status.
T2 Dmg:+75	+2 Spall	+1 Pressure	
T3 Dmg:+100	+3 Spall	+1 Pressure	

Elemental Attack:Inbound Whistle			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Bluster;+1 Puncture	+1 Pressure	Next action, Wind Powers and Marksman Rifle Light attacks get +1 Attack and +25 Damage.
T2 Dmg:220 + Soul	+2 Bluster; +1 Puncture	+1 Pressure	
T3 Dmg:250 + Soul	+2 Bluster; +2 Puncture	+1 Pressure	

Reload	Capacity Cost: 3
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Battle Rifle

Magazine Size: 20

Standard Ammunition: Full Metal Jacket			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+1 Pressure	If this attack triggers a Puncture status on the target, +2 Stagger.
T2 Dmg:220 + Agl	+2 Punc- ture	+1 Pressure	
T3 Dmg:250 + Agl	+3 Punc- ture	+1 Pressure	

Alternate Ammunition: Armor Piercing Rounds			
Capacity Cost:11	Critical:20+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture; +1 Stagger	+1 Pressure	+50 Damage to armor. if directly following a Wind power or a reload, +2 Bluster.
T2 Dmg:220 + Agl	+2 Puncture; +1 Stagger	+1 Pressure	
T3 Dmg:250 + Agl	+2 Puncture; +2 Stagger	+1 Pressure	

Special Attack: Full Auto			
Capacity Cost:11	Critical:20+	Critical Dam- age:+190	Ammo Cost:4
T1 Dmg:190 + Agl	Ammo Depen- dent	+1 Pressure	uses loaded ammo. On a successful hit, roll 3 strength vs one enemy defense roll. For each success, +25 Damage.
T2 Dmg:220 + Agl	Ammo Depen- dent	+1 Pressure	
T3 Dmg:250 + Agl	Ammo Depen- dent	+1 Pressure	

Elemental Attack:Tornado Round			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Bluster; +1 Puncture	+1 Pressure	Directly following a battle rifle light attack, +50 damage. Next action this turn, Battle Rifle attacks get +25 damage and Wind powers get +2 Bluster
T2 Dmg:220 + Soul	+2 Bluster; +1 Puncture	+1 Pressure	
T3 Dmg:250 + Soul	+2 Bluster; +2 Puncture	+1 Pressure	

Reload	Capacity Cost: 5
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Bolt-Action Rifle

Magazine Size: 5

Standard Ammunition			
Capacity Cost:11	Critical:17+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+1 Pressure	Next action this turn, Bluster and Puncture build-up are doubled.
T2 Dmg:220 + Agl	+2 Punc- ture	+1 Pressure	
T3 Dmg:250 + Agl	+3 Punc- ture	+1 Pressure	

Alternate Ammunition: Explosive Rounds			
Capacity Cost:14	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Stagger; +1 Bruise	+2 Pressure	+25 Damage to Armor. If this attack triggers Stagger or Bruise, +25 damage and +3 Concuss.
T2 Dmg:350 + Agl	+2 Stagger; +2 Bruise	+2 Pressure	
T3 Dmg:400 + Agl	+3 Stagger; +2 Bruise	+2 Pressure	

Special Attack: Controlled Breathing			
Capacity Cost:10	Critical:20	Critical Dam- age:165	Ammo Cost:0
T1:+2 Crit	+1 Concuss	+1 Pressure	Next action this turn, Bolt-Action Rifle attacks get Extra Critical and Status.
T2:+3 Crit	+2 Con- cuss	+1 Pressure	
T3:+4 Crit	+3 Con- cuss	+1 Pressure	

Elemental Attack: Sunken Action			
Capacity Cost:11	Critical:20	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Bluster	+1 Pressure	Directly following a Wind, Power, +100 damage if Pressure is 35 or higher.
T2 Dmg:220 + Soul	+2 Bluster	+1 Pressure	
T3 Dmg:250 + Soul	+3 Bluster	+1 Pressure	

Reload	Capacity Cost: 5
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Javelin

Magazine Size: 3

Standard Ammunition: Broadhead			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate	+1 Pressure	+25 Damage to Stamina. If this attack triggers Lacerate, +3 Bleed.
T2 Dmg:220 + Agl	+2 Lacerate	+1 Pressure	
T3 Dmg:250 + Agl	+3 Lacerate	+1 Pressure	

Alternate Ammunition: Tungsten Head			
Capacity Cost:11	Critical:20+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+1 Pressure	+25 Damage to armor. If this attack triggers Puncture, +3 Poison.
T2 Dmg:220 + Agl	+2 Puncture; +1 Spall	+1 Pressure	
T3 Dmg:250 + Agl	+2 Puncture; +2 Spall	+1 Pressure	

Special Attack: Vaulting Strike			
Capacity Cost:16	Critical:20+	Critical Dam- age:+190	Ammo Cost:2
T1 Dmg:300 + Str	Ammo De- pendent	+2 Pressure	uses loaded ammo. Directly following a Wind power, +2 Concuss and +2 Stagger. If this attack triggers Stagger or Concuss, +1 Ammo.
T2 Dmg:350 + Str	Ammo De- pendent	+2 Pressure	
T3 Dmg:400 + Str	Ammo De- pendent	+2 Pressure	

Elemental Attack: Spear of Arkadia			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Bluster; +1 Puncture	+1 Pressure	Targets with no armor remaining take +25 damage. Directly following a Wind power, +3 Critical.
T2 Dmg:220 + Soul	+2 Bluster; +1 Puncture	+1 Pressure	
T3 Dmg:250 + Soul	+2 Bluster; +2 Puncture	+1 Pressure	

Reload	Capacity Cost: 5
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Pistol With Blade

Magazine Size: 20

Standard Ammunition:FMJ			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate; +1 Puncture	+1 Pressure	On Lacerate, +2 Pressure. On Puncture, +2 Bleed. Directly following a Wind Power, +2 Bluster.
T2 Dmg:195 + Agl	+2 Lacerate; +1 Puncture	+1 Pressure	
T3 Dmg:225 + Agl	+2 Lacerate; +2 Puncture	+1 Pressure	

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate; +1 Stagger	+1 Pressure	Directly following two other Pistol With Knife at- tacks or Wind Powers, +1 Attack and +2 Critical.
T2 Dmg:195 + Str	+2 Lacerate;+1 Stagger	+1 Pressure	
T3 Dmg:225 + Str	+2 Lacerate;+2 Stagger	+1 Pressure	

Special Attack: Piercer			
Capacity Cost: 12	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Agl	+2 Punc- ture	+2 Pressure	On Puncture, +25 damage and +2 Bleed. Directly following a Wind Power, +2 Bluster.
T2 Dmg:220 + Agl	+3 Punc- ture	+2 Pressure	
T3 Dmg:250 + Agl	+4 Punc- ture	+2 Pressure	

Elemental Attack: Hurricane			
Capacity Cost:11	Critical:17+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Bluster	+1 Pressure	Directly following two alternating Pistol with Knife at- tacks and Wind Powers, +25 Damage and +3 Pressure.
T2 Dmg:220 + Soul	+2 Bluster	+1 Pressure	
T3 Dmg:250 + Soul	+3 Bluster	+1 Pressure	

Reload	Capacity Cost: 4
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Crossbow

Magazine Size:6

Standard Ammunition: Broadhead			
Capacity Cost:10	Critical:16+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate; +1 Bleed	+1 Pressure	+50 Damage to Stamina. If this attack triggers Lac- erate, target takes 5 x Agility damage and +1 Bleed buildup.
T2 Dmg:195 + Agl	+2 Lacerate; +1 Bleed	+1 Pressure	
T3 Dmg:225 + Agl	+2 Lacerate; +2 Bleed	+1 Pressure	

Alternate Ammunition: Armor Piercing Bolt			
Capacity Cost:16	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Spall; +1 Puncture	+2 Pressure	+50 Damage to Armor. If this attack triggers Stagger, +1 Bleed buildup. If it triggers Spall, +1 Puncture Buildup.
T2 Dmg:295+ Agl	+2 Spall; +2 Puncture	+2 Pressure	
T3 Dmg:335 + Agl	+3 Spall; +2 Puncture	+2 Pressure	

Special Attack: Shoulder Tackle			
Capacity Cost:11	Critical:20	Critical Dam- age:165	Ammo Cost:0
T1 Dmg:165 + Str	+1 Bruise; +1 Stagger	+1 Pressure	Directly following a Wind Power, +2 Stagger and +5 Dust.
T2 Dmg:195 + Str	+2 Bruise; +1 Stagger	+1 Pressure	
T3 Dmg:225 + Str	+2 Bruise; +2 Stagger	+1 Pressure	

Elemental Attack: Whistling Bolt			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+2 Petrify; +1 Bluster	+1 Pressure	On Bluster, +50 damage. On Puncture, +2 Pressure.
T2 Dmg:195 + Soul	+2 Petrify; +2 Bluster	+1 Pressure	
T3 Dmg:225 + Soul	+3 Petrify; +2 Bluster	+1 Pressure	

Reload	Capacity Cost: 4
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Martial Arts

Jiu Jitsu

Light Attack			
Capacity Cost:10	Critical:17+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise; +1 Punc- ture	+1 Pressure	Directly following a Wind power, this at- tack gets +2 Critical
T2 Dmg:175 + Str	+2 Bruise; +1 Puncture	+1 Pressure	
T3 Dmg:200 + Str	+2 Bruise; +2 Puncture	+1 Pressure	

Heavy Attack			
Capacity Cost:14	Critical:16+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise; +1 Stagger	+2 Pressure	Directly following two or more consecutive Jiu Jitsu light attacks, +3 Bruise.
T2 Dmg:250 + Str	+2 Bruise; +2 Stagger	+2 Pressure	
T3 Dmg:285 + Str	+3 Bruise;+2 Stagger	+2 Pressure	

Special Attack: Flowing River			
Capacity Cost:11	Critical:15+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Stagger	+1 Pressure	Directly following a different Jiu Jitsu attack, 5 capacity cost. Next action this turn, other Jiu Jitsu attacks get +1 Attack.
T2 Dmg:195 + Str	+1 Stagger	+1 Pressure	
T3 Dmg: 225 + Str	+1 Stagger	+1 Pressure	

Elemental Attack: Jet Stream			
Capacity Cost:12	Critical:	Critical Damage:	Ammo Cost:
T1 Dmg:190 + Soul	+1 Blus- ter	+1 Pressure	If directly following a Wind Power, +2 Bleed, and for the next two actions this turn, Wind Powers and Jiu Jitsu attacks get +2 Bleed.
T2 Dmg:220 + Soul	+2 Blus- ter	+1 Pressure	
T3 Dmg:250 + Soul	+3 Blus- ter	+1 Pressure	

Tai Chi

Light Attack			
Capacity Cost:10	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate; +1 Bruise	+1 Pressure	Directly following a Wind Power, +50 damage.
T2 Dmg:175 + Str	+2 Lacerate; +1 Bruise	+1 Pressure	
T3 Dmg:200 + Str	+2 Lacerate; +2 Bruise	+1 Pressure	

Heavy Attack			
Capacity Cost:14	Critical:20	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise; +1 Stagger	+2 Pressure	On Lacerated Targets, +50 damage and +1 Pressure.
T2 Dmg:250 + Str	+2 Bruise; +2 Stagger	+2 Pressure	
T3 Dmg:285 + Str	+3 Bruise; +2 Stagger	+2 Pressure	

Special Attack: Crushing River			
Capacity Cost:10	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Puncture	+1 Pressure	For one action directly following this attack, Tai Chi attacks cost -5 capacity.
T2 Dmg:175 + Str	+2 Puncture	+1 Pressure	
T3 Dmg:200 + Str	+3 Puncture	+1 Pressure	

Elemental Attack: Crushing Gusts			
Capacity Cost:10	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Bluster; +1 Stagger	+1 Pressure	Next action this turn, Wind Powers and Tai Chi attacks get +2 Pressure and +2 Bluster
T2 Dmg:175 + Soul	+2 Bluster; +1 Stagger	+1 Pressure	
T3 Dmg:200 + Soul	+2 Bluster; +2 Stagger	+1 Pressure	

Wing Chun

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bruise; +1 Stagger	+1 Pressure	If target is suffering from a stagger or knock- down, +25 damage.
T2 Dmg:195 + Str	+2 Bruise; +1 Stagger	+1 Pressure	
T3 Dmg:225 + Str	+2 Bruise; +2 Stagger	+1 Pressure	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise;+1 Stagger	+2 Pressure	If directly following two wing chun light attacks, +50 damage and +1 Stagger
T2 Dmg:295 + Str	+2 Bruise;+2 Stagger	+2 Pressure	
T3 Dmg:335 + Str	+3 Bruise+2 Stagger	+2 Pressure	

Special Attack:Ground Barrage			
Capacity Cost:16	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+1 Concuss	+1 Pressure	If target is suffering stagger/knockdown, and ground bar- rage has not yet been used this turn, it may be used for no capacity the action directly after this one.
T2 Dmg:295 + Str	+2 Concuss	+1 Pressure	
T3 Dmg:335 + Str	+3 Concuss	+1 Pressure	

Elemental Attack: Cyclonic Strike			
Capacity Cost:11	Critical:18+	Critical Damage:	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Bluster, +1 Bruise	+1 Pressure	+25 damage for each Wind power that preceded this attack this turn since the last time this attack was used.
T2 Dmg:195 + Soul	+2 Bluster; +1 Bruise	+1 Pressure	
T3 Dmg:225 + Soul	+2 Bluster; +2 Bruise	+1 Pressure	

Jeet Kune Do

Light Attack			
Capacity Cost:10	Critical:17+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate; +1 Stagger	+1 Pressure	+50 damage if used at the very beginning of your turn or as a counterattack. +25 damage if directly following a Wind Power.
T2 Dmg:175 + Str	+2 Lacerate; +1 Stagger	+1 Pressure	
T3 Dmg:200 + Str	+2 Lacerate; +2 Stagger	+1 Pressure	

Heavy Attack			
Capacity Cost:14	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise; +1 Lac- erate	+2 Pressure	+25 Damage if following two or more attacks this turn.
T2 Dmg:250 + Str	+2 Bruise; +2 Lacerate	+2 Pressure	
T3 Dmg:285 + Str	+3 Bruise; +2 Lac- erate	+2 Pressure	

Special Attack: Lightspeed Punch			
Capacity Cost:10	Critical:17+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise	+1 Pressure	+1 Attack. +2 Attack and +50 Damage if directly fol- lowing two or more other fire powers or jeet kune do attacks.
T2 Dmg:175 + Str	+2 Bruise	+1 Pressure	
T3 Dmg:200 + Str	+3 Bruise	+1 Pressure	

Elemental Attack: Way of the Dragon			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Bluster	+1 Pressure	If directly following a jeet kune do light attack, +25 Damage and +1 Bluster. For two actions directly following this attack, Jeet Kune Do attacks and Wind powers get +25 damage.
T2 Dmg:175 + Soul	+2 Bluster	+1 Pressure	
T3 Dmg:200 + Soul	+2 Bluster; +2 Stagger	+1 Pressure	

Kung Fu

Light Attack			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Stagger; +1 Bruise	+1 Pressure	If directly following a Wind power, target gets -1 defense for one action directly following this attack.
T2 Dmg:175 + Str	+2 Stagger; +1 Bruise	+1 Pressure	
T3 Dmg:200 + Str	+2 Stagger; +2 Bruise	+1 Pressure	

Heavy Attack			
Capacity Cost:14	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise	+2 Pressure	If directly following two other Kung Fu attacks or Wind powers, +3 Concuss
T2 Dmg:250 + Str	+3 Bruise	+2 Pressure	
T3 Dmg:285 + Str	+4 Bruise	+2 Pressure	

Special Attack: Coiling Viper			
Capacity Cost:18	Critical:20+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:300 + Str	+1 Stagger	+1 Pressure	On Stagger, +4 Poison
T2 Dmg:350 + Str	+2 Stagger	+1 Pressure	
T3 Dmg:400 + Str	+3 Stagger	+1 Pressure	

Elemental Attack: Windfang			
Capacity Cost:12	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:190 + Soul	+1 Bluster; +1 Bruise	+1 Pressure	If three or more Wind powers were used this turn, +5 Crit and +2 Bluster.
T2 Dmg:220 + Soul	+2 Bluster; +1 Bruise	+1 Pressure	
T3 Dmg:250 + Soul	+2 Bluster; +2 Bruise	+1 Pressure	

Part 8: Light

Melee Weapons

Swords:

Light Swords

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:+165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Lacerate	+10 Corona	+25 damage, +1 lacerate if directly following another sword attack.
Damage- T2:195 + str	+2 Lacerate	+10 Corona	
Damage- T3: 225 +str	+3 Lacerate	+10 Corona	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:250 + str	+1 Lacerate; +1 Bleed	+15 Corona	+5 x Light Affinity damage directly following a different sword attack and a Light Power.
Damage- T2:295 + str	+2 Lacerate; +1 Bleed	+15 Corona	
Damage- T3: 335 + str	+2 Lacerate; +2 Bleed	+15 Corona	

Special Attack: Swordsman's Riposte			
Capacity Cost:20	Critical:20	Critical Damage:100	Ammo Cost:N/A
Damage- T1:300	+1 Lacerate; +1 Puncture	+10 Corona	Used only during your defense. If you fail, you take 150 damage and all damage ignores armor.
Damage- T2:350	+1 Lacerate; +2 Puncture	+10 Corona	
Damage- T3: 400	+2 Lacerate; +2 Puncture	+10 Corona	

Elemental Attack: Gleaming Edge			
Capacity Cost:11	Critical:18+	Critical Damage:175	Ammo Cost:N/A
Damage- T1:160 + soul	+1 Lacerate; +1 Blind	-10 Corona	If used directly following a fire attack, +10 damage per heat consumed by this attack.
Damage- T2:190+ soul	+2 Lacerate; +1 Blind	-10 Corona	
Damage- T3: 220 + soul	+2 Lacerate; +2 Blind	-10 Corona	

Heavy Swords

Light Attack			
Capacity Cost:12	Critical:19+	Critical Damage:100	Ammo Cost:N/A
Damage- T1:190 + str	+1 Lacerate	+10 Corona	+50 Damage if used directly following two fire affinity attacks.
Damage- T2:220 + str	+2 Lacerate	+10 Corona	
Damage- T3: 250 + str	+3 Lacerate	+10 Corona	

Heavy Attack			
Capacity Cost:18	Critical:20	Critical Damage:100	Ammo Cost:N/A
Damage- T1:300 + str	+2 Lacerate; +1 Bruise	+15 Corona	If used directly following another sword attack, add 2 x Attack attribute to your roll total.
Damage- T2:350 + str	+2 Lacerate; +2 Bruise	+15 Corona	
Damage- T3: 400 + str	+3 Lacerate; +2 Bruise	+15 Corona	

Special Attack:Blade Tackle			
Capacity Cost:14	Critical:20	Critical Damage:100	Ammo Cost:N/A
Damage- T1:215 + str	+2 Bruise; +1 Stagger	+10 Corona	If used on a target suffering knockdown, +50 damage and +3 puncture.
Damage- T2:250 + str	+2 Bruise; +2 Stagger	+10 Corona	
Damage- T3: 285 + str	+3 Bruise; +2 Stagger	+10 Corona	

Elemental Attack: Searing Cleave			
Capacity Cost:12	Critical:19+	Critical Damage:100	Ammo Cost:N/A
Damage- T1:195 + soul	-1 Lacerate; +1 Blind	+10 Corona	If this attack causes blindness, follow up with a second hit with +2 Attack for only 6 capacity .
Damage- T2:225 + soul	-2 Lacerate; +2 Blind	+10 Corona	
Damage- T3: 255 + soul	-2 Lacerate; +3 Blind	+10 Corona	

Maces:

Light Maces

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Bruise	+10 Corona	+2 x heat damage on a bruised target -5 capacity cost on a blind target.
Damage- T2:195 + str	+2 Bruise	+10 Corona	
Damage- T3:225 + str	+3 Bruise	+10 Corona	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:250 + str	+2 Bruise	+15 Corona	If used directly following a light mace attack or a Light Power, -6 capacity cost.
Damage- T2:295 + str	+3 Bruise	+15 Corona	
Damage- T3:335 + str	+4 Bruise	+15 Corona	

Special Attack: Savage Flurry			
Capacity Cost:11	Critical:20+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Bruise	+10 Corona	Each time used in succession, costs +1 attack capacity and gains +25 damage, up to 3 strikes.
Damage- T2:195 + str	+2 Bruise	+10 Corona	
Damage- T3:225 + str	+3 Bruise	+10 Corona	

Elemental Attack: Heaven's Wrath			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + soul	+1 Bruise; +1 Blind	+10 Corona	+50 damage if directly following a Light power. Next action this turn, Light Powers cost -5 capacity.
Damage- T2:195 + soul	+2 Blind; +1 Bruise	+10 Corona	
Damage- T3:225 + soul	+2 Blind; +2 Bruise	+10 Corona	

Heavy Maces

Light Attack			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Bruise	+10 Corona	-2 Capacity cost if directly following another mace attack.
Damage- T2:220 + str	+2 Bruise	+10 Corona	
Damage- T3:250 + str	+3 Bruise	+10 Corona	

Heavy Attack: -1 Attack			
Capacity Cost:18	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Bruise	+15 Corona	+2 Blind; +50 damage if used directly following a mace elemental attack or Light Power.
Damage- T2:350 + str	+3 Bruise	+15 Corona	
Damage- T3:400 + str	+4 Bruise	+15 Corona	

Special Attack: Falling Sun			
Capacity Cost:18	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Stagger; +1 Bruise	+15 Corona	If this attack inflicts a stagger or knockdown, Mace attacks and Light Powers get +50 damage and -5 capacity cost.
Damage- T2:350 + str	+2 Stagger; +2 Bruise	+15 Corona	
Damage- T3:400 + str	+3 Stagger; +2 Bruise	+15 Corona	

Elemental Attack: Heaven's Wrath			
Capacity Cost:12	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Blind	+10 Corona	Inflicts +1 Extra blind for every 2 blind resistance the target has remaining. Blindness inflicted with this attack deals 50 damage.
Damage- T2:220 + soul	+2 Blind	+10 Corona	
Damage- T3:250 + soul	+3 Blind	+10 Corona	

Caestus

Light Attack: +1 Attack			
Capacity Cost:10	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:150 + str	+1 Bruise	+10 Corona	+5 x Strength damage if directly following a heavy Caestus attack.
Damage- T2:175 + str	+2 Bruise	+10 Corona	
Damage- T3:200 + str	+3 Bruise	+10 Corona	

Heavy Attack			
Capacity Cost:14	Critical:20+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:215 + str	+2 Bruise; +1 Stagger	+15 Corona	Directly following a Light Power, +3 Con- cuss and +2 Blind.
Damage- T2:250 + str	+2 Bruise; +2 Stagger	+15 Corona	
Damage- T3:285 + str	+3 Bruise; +2 Stagger	+15 Corona	

Special Attack: Fair Fighter			
Capacity Cost:14	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
T1: -1 Def; 200 dmg	+2 Stag- ger	+10 Corona	use your covered hand to grab your enemy's weapon and wrench it from their grasp. Used during defense only. Disarm if successful +150 damage if failed.
T2:-1 Def;250 dmg	+3 Stagger	+10 Corona	
T3:- 2Def;300 dmg	+4 Stag- ger	+10 Corona	

Elemental Attack:Brilliant Boxer			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
Damage- T1:150 + soul	+1 Blind	+10 Corona	+3 Stagger if used after any combination of 3 other Caestus attacks or Earth Powers this turn.
Damage- T2:175 + soul	+2 Blind	+10 Corona	
Damage- T3:200 + soul	+3 Blind	+10 Corona	

Gunblade

Magazine Size: 6

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage-T1:165 + Str	+1 Lacerate; +1 Punct	+10 Corona	If directly following a Light Power, +2 Blind and +1 Attack to gunblade heavy attacks.
Damage-T2:195 + Str	+2 Lacerate; +1 Punct	+10 Corona	
Damage-T3:225 + Str	+2 Lacerate; +2 Punct	+10 Corona	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage-T1:250 + Str	+2 Punct; +1 Lacerate	+15 Corona	If directly following a gunblade light attack, deals +50 damage and grants +1 Attack to Gunblade special attacks.
Damage-T2:295 + Str	+2 Punct; +2 Lacerate	+15 Corona	
Damage-T3:335 + Str	+3 Punct; +2 Lacerate	+15 Corona	

Special Attack:Gunblade Shot			
Capacity Cost:9	Critical:19+	Critical Damage:165	Ammo Cost:1
Damage-T1:165 + Agl	+1 Punct	+10 Corona	If directly following a gunblade heavy attack, deals 50 extra damage and has +2 Critical hit chance as well as +2 Blind.
Damage-T2:195 + Agl	+2 Punct	+10 Corona	
Damage-T3:225 + Agl	+3 Punct	+10 Corona	

Elemental Attack: Shining Chamber			
Capacity Cost:11	Critical:20+	Critical Damage:+25	Ammo Cost:N/A
Damage- T1: +25 + Sl	+1 Blind	+10 Corona	Channel Light into the chamber of your gunblade, giving it more damage and Status for the next action this turn.
Damage- T2: + 50 + Sl	+2 Blind	+10 Corona	
Damage- T3: +75 + Sl	+3 Blind	+10 Corona	

Reload	Capacity Cost: 4
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Lance

Light Attack			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:190 + Str	+1 Puncture	+10 Corona	-1 Attack if used the first action of your turn. +1 Attack per action for every action preceding this one, up to +3, since the last time it was used.
T2 Dmg:220 + Str	+2 Puncture	+10 Corona	
T3 Dmg:250 + Str	+3 Puncture	+10 Corona	

Heavy Attack			
Capacity Cost:18	Critical:20+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:300 + Str	+2 Puncture	+15 Corona	On Puncture, status effect, +3 Spall and +25 damage.
T2 Dmg:350 + Str	+3 Puncture	+15 Corona	
T3 Dmg:400 + Str	+4 Puncture	+15 Corona	

Special Attack: Rallying Warcry			
Capacity Cost:15	Critical:20+	Critical Effect:+15 to Attack total	Ammo Cost:N/A
T1:+1 Attack		+10 Corona	Slam your lance into the earth and let out a warcry. Extra Attack for the action directly following this one. Allies get +1 attack for the first action of their next turn.
T2:+1 Attack		+10 Corona	
T3:+2 Attack		+10 Corona	

Elemental Attack: Blinding Light			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
T1 Dmg:190 + Soul	+1 Puncture; +1 Blind	+10 Corona	If target still has armor, +25 damage and +1 Blind. If they don't, +1 Puncture.
T2 Dmg:220 + Soul	+1 Puncture; +1 Blind	+10 Corona	
T3 Dmg:250 + Soul	+2 Puncture; +1 Blind	+10 Corona	

Staff

Light Attack			
Capacity Cost:11	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate; +1 Bruise	+10 Corona	+2 Stagger on Bruise. Directly following a Light Power, +1 Attack. Roll a second attack against your target. On success, +50 Damage and +2 Blind.
T2 Dmg:195 + Sgr	+2 Lacerate; +1 Bruise	+10 Corona	
T3 Dmg:225 + Str	+2 Lacerate; +2 Bruise	+10 Corona	

Heavy Attack			
Capacity Cost:16	Critical:18+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Stagger	+15 Corona	Directly following Staff Light Attacks, this attack gets -2 Capacity cost and +1 Critical.
T2 Dmg:295 + Str	+2 Bruise; +2 Stagger	+15 Corona	
T3 Dmg:335 + Str	+3 Bruise; +2 Stagger	+15 Corona	

Special Attack: Master's Step			
Capacity Cost:6	Critical:16+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:55 + Str	+1 Bruise	+10 Corona	Directly following a Staff attack, +1 Attack. Next action this turn, Staff Attacks +25 to Attack total. Directly following a Light Power, Next action this turn, +1 Attack to Earth Powers.
T2 Dmg:80 + Str	+2 Bruise	+10 Corona	
T3 Dmg:105 + Str	+3 Bruise	+10 Corona	

Elemental Attack: Sun Shrouded Vortex			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:
T1 Dmg:150 + Soul	+1 Lacerate; +1 Blind	+10 Corona	+1 Stagger for every Light Power preceding this attack this turn since its last use. On Stagger, +2 Blind.
T2 Dmg:175 + Soul	+2 Lacerate; +1 Blind	+10 Corona	
T3 Dmg:200 + Soul	+2 Lacerate; +2 Blind	+10 Corona	

Shield

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bruise	+10 Corona	Bruised or Blind targets take +25 damage to their armor from this attack.
Damage- T2:195 + Str	+2 Bruise	+10 Corona	
Damage- T3:225 + Str	+3 Bruise	+10 Corona	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Stagger	+15 Corona	Directly following a shield light attack, this attack gains +1 Stagger and +2 Crit.
Damage- T2:295 + Str	+3 Stagger	+15 Corona	
Damage- T3:335 + Str	+4 Stagger	+15 Corona	

Special Attack:Raised Shield			
Capacity Cost:15	Critical:18+	Critical Effect: +25 Defense Total	Ammo Cost:N/A
T1:+15 Defense Total		+10 Corona	Raise your shield to help deflect incoming damage for one action. May only be used during your defense.
T2:+30 Defense Total		+10 Corona	
T3:+45 Defense Total		+10 Corona	

Elemental Attack: Mirrored Aegis			
Capacity Cost:11	Critical:17+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Soul	+1 Blind	+10 Corona	Blind enemies take +50 damage, +2 Bruise, and +2 Bleed from this attack.
Damage- T2:195 + Soul	+2 Blind	+10 Corona	
Damage- T3:225 + Soul	+3 Blind	+10 Corona	

Khopesh

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:+165	Ammo Cost:N/A
Damage- T1:165 + str	+1 Lacerate	+10 Corona	Triggering a Lacerate Status effect gives +50 damage and +2 Blind to this attack.
Damage- T2:195 + str	+2 Lacerate	+10 Corona	
Damage- T3: 225 +str	+3 Lacerate	+10 Corona	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:250 + str	+1 Lacerate; +1 Bleed	+15 Corona	+1 Bleed for every Light Power preceding this attack this turn.
Damage- T2:295 + str	+2 Lacerate; +1 Bleed	+15 Corona	
Damage- T3: 335 + str	+2 Lacerate; +2 Bleed	+15 Corona	

Special Attack: Hikari's Wrath			
Capacity Cost:11	Critical:20	Critical Damage:100	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Puncture; +1 Poison	+10 Corona	If this attack triggers Poison or Puncture, +50 damage. Next action this turn, Light Powers and Khopesh attacks get +2 Poison.
Damage- T2:195 + Str	+2 Puncture; +1 Poison	+10 Corona	
Damage- T3:225 + Str	+2 Puncture; +2 Poison	+10 Corona	

Elemental Attack: Glimmering Sands			
Capacity Cost:11	Critical:18+	Critical Damage:175	Ammo Cost:N/A
Damage- T1:160 + soul	+1 Lacerate; +1 Blind	+10 Corona	+1 Attack Directly following a Light Power. If two or more other attacks precede this one this turn, +25 damage and +1 Blind.
Damage- T2:190+ soul	+2 Lacerate; +1 Blind	+10 Corona	
Damage- T3: 220 + soul	+2 Lacerate; +1 Blind	+10 Corona	

Rapiers

Light Attack +1 Attack			
Capacity Cost:10	Critical:19+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + str	+1 Puncture	+10 Corona	-1 capacity cost each time used in succession, up to -2 capacity cost.
Damage- T2:175 + str	+2 Puncture	+10 Corona	
Damage- T3:200 + str	+3 Puncture	+10 Corona	

Heavy Attack			
Capacity Cost:14	Critical:20	Critical Damage:150	Ammo Cost:N/A
Damage- T1:215 + str	+2 Puncture	+10 Corona	+50 damage and +3 bleed if used directly following three or more other rapier attacks or Light Powers.
Damage- T2:250 + str	+3 Puncture	+10 Corona	
Damage- T3:285 + str	+4 Puncture	+10 Corona	

Special Attack: Armor Breaker			
Capacity Cost:10	Critical:19	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + str	+1 Spall	+10 Corona	This attack ignores armor if directly following any combination of two Light Powers or Rapier attacks.
Damage- T2:175 + str	+2 Spall	+10 Corona	
Damage- T3:200 + str	+3 Spall	+10 Corona	

Elemental Attack: Soaking Needle.			
Capacity Cost:10	Critical:18+	Critical Damage:150	Ammo Cost:N/A
Damage- T1:150 + soul	+1 Blind; +1 Puncture	+10 Corona	-5 capacity cost if the target has been Blinded this turn, and +10 Corona.
Damage- T2:175 + soul	+2 Blind; +1 Puncture	+10 Corona	
Damage- T3:200 + soul	+2 Blind; +2 Puncture	+10 Corona	

Polearms

Light Attack			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Puncture	+10 Corona	Next action, Polearm light attacks get +25 Damage.
Damage- T2:220 + str	+2 Puncture	+10 Corona	
Damage- T3:250 + str	+3 Puncture	+10 Corona	

Heavy Attack:			
Capacity Cost:20	Critical:20	Critical Damage:190	Ammo Cost:N/A
Damage- T1:300 + str	+2 Lacerate; +1 Puncture	+15 Corona	Deals +50 damage if directly following two light polearm attacks or if the target is suffering from Blindness.
Damage- T2:350 + str	+2 Lacerate; +2 Puncture	+15 Corona	
Damage- T3:400 + str	+3 Lacerate; +2 Puncture	+15 Corona	

Special Attack: Whirlwind			
Capacity Cost:12	Critical:19+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + str	+1 Lacerate	+10 Corona	-2 Capacity cost if used once in succession. Heavy polearm attacks directly following this one will get +25 damage and +5 Blind.
Damage- T2:220 + str	+2 Lacerate	+10 Corona	
Damage- T3:250 + str	+3 Lacerate	+10 Corona	

Elemental Attack: Heavenly Crescent			
Capacity Cost:12	Critical:18+	Critical Damage:190	Ammo Cost:N/A
Damage- T1:190 + soul	+1 Blind; +1 Puncture	+10 Corona	Directly following a Light power, for two actions directly following this attack, polearm weapon attacks get +5 Corona and +25 damage.
Damage- T2:220 + soul	+2 Blind; +1 Puncture	+10 Corona	
Damage- T3:250 + soul	+2 Blind; +2 Puncture	+10 Corona	

Flails

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Str	+1 Bleed; +1 Bruise	+10 Corona	+2 Puncture if directly following a flail special attack.
Damage- T2:195 + Str	+2 Bruise; +1 Bleed	+10 Corona	
Damage- T3:225 + Str	+2 Bruise; + 2 Bleed	+10 Corona	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:165	Ammo Cost:N/A
Damage- T1:250 + Str	+2 Bruise; +1 Bleed	+15 Corona	Ignores armor and deals 50 damage to it directly following two other different Light Powers or flail attacks.
Damage- T2:295 + Str	+2 Bruise; +2 Bleed	+15 Corona	
Damage- T3:335 + Str	+3 Bruise; +2 Bleed	+15 Corona	

Special Attack:Whirl			
Capacity Cost:10	Critical:20	Critical Effect: +3 critical chance	Ammo Cost:N/A
T1:+1 Attack		+10 Corona	Swing the flail over your head, increasing your chance to hit with flail attacks for the action following this attack. Does not stack.
T2:+2 Attack		+10 Corona	
T3:+2 Attack		+10 Corona	

Elemental Attack: Shackles of the Sky			
Capacity Cost: 11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
Damage- T1:165 + Soul	+1 Bruise; +1 Blind	+10 Corona	Target gets -1 Attack and Defense next turn, up to -2.
Damage- T2:195 + Soul	+2 Blind; +1 Bruise	+10 Corona	Directly following a Light Power, +2 Blind and +5 Corona.
Damage- T3:225 + Soul	+2 Blind; +2 Bruise	+10 Corona	

Spear

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture	+10 Corona	If this attack triggers a puncture effect on the target, +3 Spall.
T2 Dmg:195 + Str	+2 Puncture	+10 Corona	
T3 Dmg:225 + Str	+3 Puncture	+10 Corona	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Puncture	+15 Corona	If directly following a spear elemental attack, +1 Spall.
T2 Dmg:295 + Str	+3 Puncture	+15 Corona	
T3 Dmg:335 + Str	+4 Puncture	+15 Corona	

Special Attack:Follow Through			
Capacity Cost:11	Critical:18+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture	+10 Corona	If target has no Armor, and this attack directly follows a Light power, may thrust through the target to hit another, with +25 damage and +1 Puncture to each.
T2 Dmg:195 + Str	+2 Puncture	+10 Corona	
T3 Dmg:225 + Str	+3 Puncture	+10 Corona	

Elemental Attack: Apollo's Spear			
Capacity Cost:11	Critical:19+	Critical Damage:	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Puncture; +1 Blind	+10 Corona	On Blind target, deals +25 damage, and until the beginning of their attack, target gets -1 defense, up to -2.
T2 Dmg:195 + Soul	+2 Puncture; +1 Blind	+10 Corona	
T3 Dmg:225 + Soul	+2 Puncture; +2 Blind	+10 Corona	

Warpick

Light Attack			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture; +1 Bruise	+10 Corona	If directly following another warpick attack or a Light power, -1 capacity cost and +25 damage.
T2 Dmg:195 + Str	+2 Puncture; +1 Bruise	+10 Corona	
T3 Dmg:225 + Str	+2 Puncture; +2 Bruise	+10 Corona	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Puncture; +1 Bruise	+15 Corona	If target is suffering from Bruise; +2 Concuss; If target is suffering from Puncture, +2 Critical.
T2 Dmg:295 + Str	+2 Puncture; +2 Bruise	+15 Corona	
T3 Dmg:335 + Str	+3 Puncture; +2 Bruise	+15 Corona	

Special Attack:Shield Piercer			
Capacity Cost:11	Critical:20+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Puncture	+10 Corona	If an enemy successfully stops this attack, they get -5 attack capacity and take 50 damage and +1 Puncture.
T2 Dmg:195 + Str	+2 Puncture	+10 Corona	
T3 Dmg:225 + Str	+3 Puncture	+10 Corona	

Elemental Attack:Skypiercer			
Capacity Cost:11	Critical:19+	Critical Damage:165	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Puncture; +1 Blind	+10 Corona	If following two other Warpick attacks or Light powers this turn since the last time this attack was used, +¼ Corona damage, rounded to the nearest 5.
T2 Dmg:195 + Soul	+2 Puncture; +1 Blind	+10 Corona	
T3 Dmg:225 + Soul	+2 Puncture; +2 Blind	+10 Corona	

Ranged Weapons:

Charge Rifle

Magazine Size: 8

Standard Ammunition			
Capacity Cost:11	Critical:19+	Critical Damage:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+10 Corona	+2 Spall directly following a Light Power.
T2 Dmg:220 + Agl	+2 Puncture	+10 Corona	
T3 Dmg:250 + Agl	+3 Puncture	+10 Corona	

Alternate Fire Mode: Charged Rifle Shot			
Capacity Cost:16	Critical:20+	Critical Damage:190	Ammo Cost:2
T1 Dmg:300 + Agl	+2 Bruise; +1 Stagger	+15 Corona	Directly following a Charge rifle standard attack, +2 Spall. Next action this turn, Light powers get +3 Crit.
T2 Dmg:350 + Agl	+2 Bruise; +2 Stagger	+15 Corona	
T3 Dmg:400 + Agl	+3 Bruise; +2 Stagger	+15 Corona	

Special Attack: Overcharged Rifle			
Capacity Cost:10	Critical:20+	Critical Damage:+100	Ammo Cost:+2
T1 Dmg:+50	+1 Puncture	+10 Corona	Next action this turn,, Charge rifle alternate attacks get extra damage and status, but cost more.
T2 Dmg:+100	+2 Puncture	+10 Corona	
T3 Dmg:+100	+3 Puncture	+10 Corona	

Elemental Attack:Glowing Slug			
Capacity Cost:11	Critical:19+	Critical Damage:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Blind; +1 Puncture	+10 Corona	Directly following Light powers, deals +50 damage and +2 Spall.
T2 Dmg:220 + Soul	+2 Blind; +1 Puncture	+10 Corona	
T3 Dmg:250 + Soul	+2 Blind; +2 Puncture	+10 Corona	

Reload	Capacity Cost: 5
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DMR

Magazine Size: 20

Standard Ammunition:FMJ			
Capacity Cost:10	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate	+10 Corona	If target is suffering from Puncture, this attack gets +25 damage.
T2 Dmg:195 + Agl	+2 Lacerate	+10 Corona	
T3 Dmg:225 + Agl	+3 Lacerate	+10 Corona	

Alternate Ammunition:Armor Piercing Rounds			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Puncture	+15 Corona	+25 damage against armor. On puncture, +2 Spall.
T2 Dmg:295 + Agl	+3 Puncture	+15 Corona	
T3 Dmg:335 + Agl	+4 Puncture	+15 Corona	

Special Attack: Bell Ringer			
Capacity Cost:14	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Punc- ture	+10 Corona	If target was inflicted with a status effect last action, this attack gets +3 Concuss and +1 Critical.
T2 Dmg:295 + Agl	+3 Punc- ture	+10 Corona	
T3 Dmg:335 + Agl	+4 Punc- ture	+10 Corona	

Elemental Attack: Blue Sky Round			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+1 Blind	+10 Corona	If this attack triggers Blind, it gets + 1/4 Corona damage, rounded to 5s. For one action directly following this attack, double Corona buildup.
T2 Dmg:195 + Soul	+2 Blind	+10 Corona	
T3 Dmg:225 + Soul	+3 Blind	+10 Corona	

Reload	Capacity Cost: 4
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Charge Pistol

Magazine Size: 6

Standard Ammunition			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165	+1 Bruise; +1 Puncture	+10 Corona	If used after a charged shot, +2 stagger. For one action following this attack, Light powers get +1 Attack.
T2 Dmg:195	+2 Bruise; +1 Puncture	+10 Corona	
T3 Dmg:225	+2 Bruise; +2 Puncture	+10 Corona	

Alternate Ammunition:Charged Shot			
Capacity Cost:14	Critical:20	Critical Dam- age:165	Ammo Cost:2
T1 Dmg:250	+2 Punct; +1 Stag- ger	+15 Corona	If used directly following a reload, +1 Stagger.
T2 Dmg:295	+2 Punct; +2 Stag- ger	+15 Corona	
T3 Dmg:335	+3 Punct; +2 Stag- ger	+15 Corona	

Special Attack: Overcharger			
Capacity Cost:10	Critical:19+	Critical Dam- age:+50	Ammo Cost:+2
T1 Dmg:+100	+1 Spall	+10 Corona	Next action, charge pistol heavy attack gets bonus damage, but consumes extra ammunition.
T2 Dmg:+150	+2 Spall	+10 Corona	
T3 Dmg:+200	+3 Spall	+10 Corona	

Elemental Attack: UV Bolt			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:100 + Soul	+1 Blind;+1 Poison	+10 Corona	Directly following a Light power, +50 damage, and next action, charge pistol attacks get +2 Blind.
T2 Dmg:150 + Soul	+2 Blind; +1 Poison	+10 Corona	
T3 Dmg:200 + Soul	+2 Blind; +2 Poison	+10 Corona	

Reload	Capacity Cost: 3
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Bolt-Action Rifle

Magazine Size: 5

Standard Ammunition			
Capacity Cost:11	Critical:17+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+10 Corona	Next action this turn, Blind and Puncture buildup are doubled.
T2 Dmg:220 + Agl	+2 Punc- ture	+10 Corona	
T3 Dmg:250 + Agl	+3 Punc- ture	+10 Corona	

Alternate Ammunition: Explosive Rounds			
Capacity Cost:16	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Stagger; +1 Bruise	+15 Corona	+25 Damage to Armor. If this attack triggers Stagger or Bruise, +25 damage and +3 Concuss.
T2 Dmg:350 + Agl	+2 Stagger; +2 Bruise	+15 Corona	
T3 Dmg:400 + Agl	+3 Stagger; +2 Bruise	+15 Corona	

Special Attack: Controlled Breathing			
Capacity Cost:10	Critical:20	Critical Dam- age:190	Ammo Cost:0
T1:+2 Crit	+1 Concuss	+10 Corona	Next action this turn, Bolt-Action Rifle attacks get Extra Critical and Status.
T2:+3 Crit	+2 Con- cuss	+10 Corona	
T3:+4 Crit	+3 Con- cuss	+10 Corona	

Elemental Attack: Ascended Action			
Capacity Cost:11	Critical:20	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Blind	+10 Corona	Directly following a Light Power, +100 damage and -20 Corona if Corona is 100 or higher.
T2 Dmg:220 + Soul	+2 Blind	+10 Corona	
T3 Dmg:250 + Soul	+3 Blind	+10 Corona	

Reload	Capacity Cost: 5
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Pistol With Blade

Magazine Size: 20

Standard Ammunition:FMJ			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate; +1 Puncture	+10 Corona	On Lacerate, +10 Corona. On Puncture, +2 Bleed. Directly following a Light Power, +2 Blind.
T2 Dmg:195 + Agl	+2 Lacerate; +1 Puncture	+10 Corona	
T3 Dmg:225 + Agl	+2 Lacerate; +2 Puncture	+10 Corona	

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate; +1 Stagger	+10 Corona	Directly following two other Pistol With Knife at- tacks or Light Powers, +1 Attack and +2 Critical.
T2 Dmg:195 + Str	+2 Lacerate;+1 Stagger	+10 Corona	
T3 Dmg:225 + Str	+2 Lacerate;+2 Stagger	+10 Corona	

Special Attack: Piercer			
Capacity Cost: 12	Critical:20+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Agl	+2 Punc- ture	+10 Corona	On Puncture, +25 damage and +2 Bleed. Directly following a Light Power, +2 Blind.
T2 Dmg:220 + Agl	+3 Punc- ture	+10 Corona	
T3 Dmg:250 + Agl	+4 Punc- ture	+10 Corona	

Elemental Attack: Skyfall			
Capacity Cost:11	Critical:17+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Blind; +1 Puncture	+10 Corona	Directly following two alternating Pistol with Knife attacks and Light Powers, +25 Damage and +15 Corona.
T2 Dmg:220 + Soul	+2 Blind; +1 Puncture	+10 Corona	
T3 Dmg:250 + Soul	+2 Blind; +2 Puncture	+10 Corona	

Reload	Capacity Cost: 4
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Arbalest

Magazine Size:5

Standard Ammunition: Broadhead			
Capacity Cost:11	Critical:16+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate; +1 Bleed	+10 Corona	+25 Damage to Stamina. If this attack triggers Lac- erate, target takes 5 x Agility damage and +1 Bleed buildup.
T2 Dmg:220 + Agl	+2 Lacerate; +1 Bleed	+10 Corona	
T3 Dmg:250 + Agl	+2 Lacerate; +2 Bleed	+10 Corona	

Alternate Ammunition: Explosive Bolt			
Capacity Cost:16	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Spall; +1 Stagger	+15 Corona	+25 Damage to Armor. If this attack triggers Stagger, +2 Bleed buildup. If it triggers Spall, +2 Puncture Buildup.
T2 Dmg:350+ Agl	+2 Spall; +2 Stagger	+15 Corona	
T3 Dmg:400 + Agl	+3 Spall; +2 Stagger	+15 Corona	

Special Attack: Pinned Down			
Capacity Cost:11	Critical:20	Critical Dam- age:190	Ammo Cost:5
T1 Dmg:190 + Agl	ammo de- pendent	+10 Corona	uses loaded ammo. Target gets -2 Defense for the next 2 actions this turn. Arbalest Attacks on them get +2 Critical.
T2 Dmg:220 + Agl	ammo de- pendent	+10 Corona	
T3 Dmg:250 + Agl	ammo de- pendent	+10 Corona	

Elemental Attack: Heavy Light Bolt			
Capacity Cost:14	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:190 + Soul	+2 Blind;+1 Puncture	+10 Corona	Next action, Light powers get +2 Bleed. Ar- balest attacks get +2 Blind..
T2 Dmg:220 + Soul	+2 Blind; +2 Puncture	+10 Corona	
T3 Dmg:250 + Soul	+3 Blind; +2 Puncture	+10 Corona	

Reload	Capacity Cost: 5
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Javelin

Magazine Size: 3

Standard Ammunition: Broadhead			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Lacerate	+10 Corona	+25 Damage to Stamina. If this attack triggers Lacerate, +3 Bleed.
T2 Dmg:220 + Agl	+2 Lacerate	+10 Corona	
T3 Dmg:250 + Agl	+3 Lacerate	+10 Corona	

Alternate Ammunition: Tungsten Head			
Capacity Cost:11	Critical:20+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Puncture	+15 Corona	+25 Damage to armor. If this attack triggers Puncture, +3 Poison.
T2 Dmg:220 + Agl	+2 Puncture; +1 Spall	+15 Corona	
T3 Dmg:250 + Agl	+2 Puncture; +2 Spall	+15 Corona	

Special Attack: Vaulting Strike			
Capacity Cost:16	Critical:20+	Critical Dam- age:+190	Ammo Cost:2
T1 Dmg:300 + Str	Ammo De- pendent	+15 Corona	uses loaded ammo. Directly following a Light power, +2 Concuss and +2 Stagger. If this attack triggers Stagger or Concuss, +1 Ammo.
T2 Dmg:350 + Str	Ammo De- pendent	+15 Corona	
T3 Dmg:400 + Str	Ammo De- pendent	+15 Corona	

Elemental Attack: Spear of Rhodes			
Capacity Cost:11	Critical:19+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Chill; +1 Puncture	+10 Corona	Targets with no armor remaining take +25 damage. Directly following a Light power, +3 Critical.
T2 Dmg:220 + Soul	+2 Chill; +1 Puncture	+10 Corona	
T3 Dmg:250 + Soul	+2 Chill; +2 Puncture	+10 Corona	

Reload	Capacity Cost: 5
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Marksman Rifle

Magazine Size: 5

Standard Ammunition: Full Metal Jacket			
Capacity Cost:11	Critical:17+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:190 + Agl	+1 Bruise; +1 Puncture	+10 Corona	On the first action of every turn or directly following a reload, +3 Crit.
T2 Dmg:220 + Agl	+2 Bruise; +1 Puncture	+10 Corona	
T3 Dmg:250 + Agl	+2 Bruise; +2 Puncture	+10 Corona	

Alternate Ammunition:Armor Piercing Rounds			
Capacity Cost:16	Critical:18+	Critical Dam- age:190	Ammo Cost:1
T1 Dmg:300 + Agl	+2 Punct; +1 Stagger	+15 Corona	+25 Damage to Armor. If this attack triggers Stag- ger on the target, +50 Damage and +3 Concuss.
T2 Dmg:350 + Agl	+2 Punct; +2 Stagger	+15 Corona	
T3 Dmg:400 + Agl	+3 Punct; +2 Stagger	+15 Corona	

Special Attack: Overwatch			
Capacity Cost:10	Critical:19+	Critical Dam- age:+50	Ammo Cost:0
T1 Dmg:+50	+1 Spall	+10 Corona	Next action this turn, Marksman Rifle Attacks Get extra damage and Status.
T2 Dmg:+75	+2 Spall	+10 Corona	
T3 Dmg:+100	+3 Spall	+10 Corona	

Elemental Attack: Doomed Target			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:1
T1 Dmg:190 + Soul	+1 Blind;+1 Puncture	+10 Corona	Next action, Light Powers and Marksman Rifle Light attacks get +1 Attack and +25 Damage.
T2 Dmg:220 + Soul	+2 Blind; +1 Puncture	+10 Corona	
T3 Dmg:250 + Soul	+2 Blind; +2 Puncture	+10 Corona	

Reload	Capacity Cost: 3
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Crossbow

Magazine Size:6

Standard Ammunition: Broadhead			
Capacity Cost:10	Critical:16+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Agl	+1 Lacerate; +1 Bleed	+10 Corona	+50 Damage to Stamina. If this attack triggers Lac- erate, target takes 5 x Agility damage and +1 Bleed buildup.
T2 Dmg:195 + Agl	+2 Lacerate; +1 Bleed	+10 Corona	
T3 Dmg:225 + Agl	+2 Lacerate; +2 Bleed	+10 Corona	

Alternate Ammunition: Armor Piercing Bolt			
Capacity Cost:14	Critical:18+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:250 + Agl	+2 Spall; +1 Puncture	+10 Corona	+50 Damage to Armor. If this attack triggers Stagger, +1 Bleed buildup. If it triggers Spall, +1 Puncture Buildup.
T2 Dmg:295+ Agl	+2 Spall; +2 Puncture	+10 Corona	
T3 Dmg:335 + Agl	+3 Spall; +2 Puncture	+10 Corona	

Special Attack: Shoulder Tackle			
Capacity Cost:11	Critical:20	Critical Dam- age:165	Ammo Cost:0
T1 Dmg:165 + Str	+1 Bruise; +1 Stagger	+10 Corona	Directly following a Light Power, +2 Stagger and +5 Corona.
T2 Dmg:195 + Str	+2 Bruise; +1 Stagger	+10 Corona	
T3 Dmg:225 + Str	+2 Bruise; +2 Stagger	+10 Corona	

Elemental Attack: Sky Bolt			
Capacity Cost:10	Critical:19+	Critical Dam- age:165	Ammo Cost:1
T1 Dmg:165 + Soul	+2 Blind;+1 Punc- ture	+10 Corona	On Blind, +50 damage. On Puncture, +10 Dust.
T2 Dmg:195 + Soul	+2 Blind; +2 Punc- ture	+10 Corona	
T3 Dmg:225 + Soul	+3 Blind; +2 Punc- ture	+10 Corona	

Reload	Capacity Cost: 4
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Martial Arts:

Jiu Jitsu

Light Attack			
Capacity Cost:10	Critical:17+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Bruise; +1 Punc- ture	+10 Corona	Directly following a Light power, this attack gets +2 Critical
T2 Dmg:175 + Str	+2 Bruise; +1 Puncture	+10 Corona	
T3 Dmg:200 + Str	+2 Bruise; +2 Puncture	+10 Corona	

Heavy Attack			
Capacity Cost:14	Critical:16+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise; +1 Stagger	+15 Corona	Directly following two or more consecutive Jiu Jitsu light attacks, +3 Bruise.
T2 Dmg:250 + Str	+2 Bruise; +2 Stagger	+15 Corona	
T3 Dmg:285 + Str	+3 Bruise;+2 Stagger	+15 Corona	

Special Attack: Flowing River			
Capacity Cost:11	Critical:15+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Stagger	+10 Corona	Directly following a different Jiu Jitsu attack, 5 capacity cost. Next action this turn, Jiu Jitsu attacks get +1 Attack.
T2 Dmg:195 + Str	+1 Stagger	+10 Corona	
T3 Dmg: 225 + Str	+1 Stagger	+10 Corona	

Elemental Attack:Light's Path			
Capacity Cost:12	Critical:	Critical Damage:	Ammo Cost:
T1 Dmg:190 + Soul	+1 Blind	+10 Corona	If directly following a Light Power, +2 Bleed, and for the next two actions this turn, Light Powers and Jiu Jitsu attacks get +2 Bleed.
T2 Dmg:220 + Soul	+2 Blind	+10 Corona	
T3 Dmg:250 + Soul	+3 Blind	+10 Corona	

Tai Chi

Light Attack			
Capacity Cost:10	Critical:17+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Lacerate; +1 Bruise	+10 Corona	Directly following a Light Power, +50 damage.
T2 Dmg:175 + Str	+2 Lacerate; +1 Bruise	+10 Corona	
T3 Dmg:200 + Str	+2 Lacerate; +2 Bruise	+10 Corona	

Heavy Attack			
Capacity Cost:14	Critical:20	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:215 + Str	+2 Bruise; +1 Stagger	+15 Corona	On Lacerated Targets, +50 damage and +1 Flood.
T2 Dmg:250 + Str	+2 Bruise; +2 Stagger	+15 Corona	
T3 Dmg:285 + Str	+3 Bruise; +2 Stagger	+15 Corona	

Special Attack: Crushing River			
Capacity Cost:10	Critical:17+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Str	+1 Puncture	+10 Corona	For one action directly following this attack, Tai Chi attacks cost -5 capacity.
T2 Dmg:175 + Str	+2 Punc- ture	+10 Corona	
T3 Dmg:200 + Str	+3 Punc- ture	+10 Corona	

Elemental Attack: Blinding Waves			
Capacity Cost:10	Critical:19+	Critical Dam- age:150	Ammo Cost:N/A
T1 Dmg:150 + Soul	+1 Blind; +1 Stagger	+10 Corona	Next action this turn, Light Powers and Tai Chi attacks get +5 Corona and +2 Blind.
T2 Dmg:175 + Soul	+2 Blind; +1 Stagger	+10 Corona	
T3 Dmg:200 + Soul	+2 Blind; +2 Stagger	+10 Corona	

Pankration

Light Attack			
Capacity Cost:11	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Lacerate; +1 Bruise	+10 Corona	If this attack triggers a Bruise, +3 Concuss.
T2 Dmg:195 + Str	+2 Lacerate; +1 Bruise	+10 Corona	
T3 Dmg:225 + Str	+2 Lacerate; +2 Bruise	+10 Corona	

Heavy Attack			
Capacity Cost:16	Critical:20	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Stagger	+15 Corona	Directly following a Light Power or a Pankration Light attack, +1 Attack. Next action this turn, target gets -1 Defense.
T2 Dmg:295 + Str	+2 Bruise; +2 Stagger	+15 Corona	
T3 Dmg:335 + Str	+3 Bruise; +2 Stagger	+15 Corona	

Special Attack: In Control			
Capacity Cost:11	Critical:17+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Stagger	+10 Corona	Directly following a Pankration heavy attack, +1 Attack. For this action, and next action this turn, Stagger and Blind status effects deal +25 damage.
T2 Dmg:195 + Str	+2 Stagger	+10 Corona	
T3 Dmg:225 + Str	+3 Stagger	+10 Corona	

Elemental Attack: Crawling Halo			
Capacity Cost:16	Critical:19+	Critical Damage:150	Ammo Cost:N/A
T1 Dmg:250 + Soul	+1 Blind	+10 Corona	+3 Crit and +2 Bleed if the target suffers from Blind, Stagger, or Bruise.
T2 Dmg:295 + Soul	+2 Blind	+10 Corona	
T3 Dmg:335 + Soul	+3 Blind	+10 Corona	

Boxing

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Bruise; +1 Stagger	+10 Corona	If the first action of an attack, or this attack trig- gers Stagger or Bruise, +2 Concuss.
T2 Dmg:195 + Str	+2 Bruise; +1 Stagger	+10 Corona	
T3 Dmg:225 + Str	+2 Bruise; +2 Stagger	+10 Corona	

Heavy Attack			
Capacity Cost:16	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Lacerate	+15 Corona	Directly following Light Powers, +50 damage and on Critical, Disarm.
T2 Dmg:295 + Str	+2 Bruise; +2 Lacerate	+15 Corona	
T3 Dmg:335 + Str	+3 Bruise; +2 Lacerate	+15 Corona	

Special Attack: Bob and Weave			
Capacity Cost:15	Critical:20+	Critical Dam- age:165	Ammo Cost:N/A
T1: +1 De- fense		+10 Corona	For a defense when this attack is used, it gives additional defense. If successful, +2 Critical to your first action next turn.
T2: +2 Defense		+10 Corona	
T3: +3 Defense		+10 Corona	

Elemental Attack: Fist of the North Sky			
Capacity Cost:11	Critical:18+	Critical Damage:	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Blind, +1 Bruise	+10 Corona	Directly following a successful defense with a Boxing special ability, +3 Critical. On Blind, +50 Damage.
T2 Dmg:195 + Soul	+2 Blind; +1 Bruise	+10 Corona	
T3 Dmg:225 + Soul	+2 Blind; +2 Bruise	+10 Corona	

Wrestling

Light Attack			
Capacity Cost:11	Critical:18+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:165 + Str	+1 Stagger; +1 Bruise	+10 Corona	Directly following an Light Power, +2 Stagger. On Blinded Target, +5 x Light Affinity Damage.
T2 Dmg:195 + Str	+2 Stagger; +1 Bruise	+10 Corona	
T3 Dmg:225 + Str	+2 Stagger; +2 Bruise	+10 Corona	

Heavy Attack			
Capacity Cost:16	Critical:19+	Critical Dam- age:165	Ammo Cost:N/A
T1 Dmg:250 + Str	+2 Bruise; +1 Stagger	+15 Corona	Directly following a Wrestling Light Attack, +2 Stagger. Next action this turn, Light Powers get +5 Corona and +2 Crit.
T2 Dmg:290 + Str	+2 Bruise; +2 Stagger	+15 Corona	
T3 Dmg:335 + Str	+3 Bruise; +2 Stagger	+15 Corona	

Special Attack:Pin Down			
Capacity Cost:11	Critical:20+	Critical Effect: +25 Defense Total	Ammo Cost:N/A
T1 Damage:165 + Str	+1 Bruise	+10 Corona	For two actions directly following this attack, +2 Attack to other Wrestling Attacks, but -1 Attack to other attacks.
T2 Damage:195 + Str	+2 Bruise	+10 Corona	
T3 Damage:225 + Str	+3 Bruise	+10 Corona	

Elemental Attack: Crushing Light			
Capacity Cost:11	Critical:18+	Critical Dam- age:190	Ammo Cost:N/A
T1 Dmg:165 + Soul	+1 Blind; +1 Stagger	+10 Corona	Directly following this attack, +25 Damage to Light Powers for each Wrestling attack preceding this attack since its last use this turn.
T2 Dmg:195 + Soul	+2 Blind; +1 Stagger	+10 Corona	
T3 Dmg:225 + Soul	+2 Blind; +2 Stagger	+10 Corona	

Part 2: Powers

Fire

Fire is an offensive element that is focused around dealing high damage and reducing your enemies' capacity to defend themselves against said damage. Fire abilities are designed to work quickly and well with other forms of damage to produce a high output.

Fire's mechanic is called Heat. Heat builds from some fire abilities and can be spent to improve their strength. Some Fire powers gain a direct damage boost from the amount of heat accumulated as well. Fire-Affinity weapons also generate it with their attacks, so you can keep the heat on with them as well.

Fire's Status Effect is Burned, which is upgraded to Scorched if inflicted with a critical hit. It's effects are detailed below. Burns are resisted with the Vitality Attribute.

Burned: When triggered, 10 x accumulated Heat in damage, then, +5 Heat.

Scorched: When triggered, 15 x accumulated Heat in damage, then, +5 Heat.

Powers:

Fireball: A swirling, raging ball of flames is hurled at your target.			
Capacity Cost:10	Critical: 18+	Critical Damage:150	Directly following a Fire-Affinity weapon attack, +50 damage and +2 Stagger.
T1 Dmg:150 + Fire	+2 Burn	+2 Heat	
T2 Dmg:175 + Fire	+2 Burn	+2 Heat	
T3 Dmg:200 + Fire	+2 Burn	+2 Heat	Next Action this turn, Fire-Affinity weapon attacks get +3 Critical if the target is burned or staggered.
(-10 Heat) This attack gets +5 Spall and +5 x Heat Damage.			

Flameblade: Conjure a stinging blade of flames and rake your target.			
Capacity Cost:12	Critical:	Critical Damage:190	Directly following a Fire-Affinity weapon attack, +5 x Heat damage.
T1 Dmg:190 + Fire	+3 Burn	+2 Heat	
T2 Dmg:220 + Fire	+3 Burn	+2 Heat	
T3 Dmg:250 + Fire	+3 Burn	+2 Heat	For the next two actions this turn, Fire-Affinity weapons attacks get +25 damage and +1 Burn.
(-15 Heat) Equipped Fire-Affinity weapon gets +50 Dmg and +2 Burn for this turn.			

Sun Glaive: A mighty glaive of blue fire swirls through the air, and your target.			
Capacity Cost:18	Critical: 18+	Critical Damage:190	Directly following two consecutive Fire-Affinity weapon attacks, next action this turn, wield the glaive as a weapon. Its damage and effects remain the same, but it has no capacity cost.
T1 Dmg:300 + Fire + 5x Heat	+3 Burn	+3 Heat	
T2 Dmg:350 + Fire + 5x Heat	+3 Burn	+3 Heat	
T3 Dmg:400 + Fire + 5x Heat	+3 Burn	+3 Heat	For the next two actions following this weapon, if its other effect was triggered, Fire Powers cost -5 capacity and get -50 damage, but +2 Critical.
(-20 Heat) The user may throw the glaive as a javelin to deal full damage to up to			
5 targets. This variant of the attack does not gain its other effects.			

Berzerker's Cloak: Enshroud your figure in a cloak of raging flames			3 Turn Duration
Capacity Cost:20	Critical: 16+	Critical: -2 Capacity	For the first 3 actions of each turn while this ability is active, Fire-Affinity weapon attacks cost -3 capacity.
T1:-200 Armor; -100 incoming damage	+2 Burn	+1 Heat	
T2:-300 Armor; -150 incoming damage			
T3:-400 Armor; -200 incoming damage			For the duration of this power, following two consecutive Fire-Affinity weapon attacks, one Fire Power may be cast for free each turn.
(-35 Heat) For duration, all Fire-Affinity weapon attacks get +50 damage and +1 Heat.			
In addition, each successive Fire-Affinity weapon attack this turn gets +5 more damage than the previous.			

Molten Fury: Magma surges forth at your command to bring the fury of nature down on your enemy.			
Capacity Cost:16	Critical: 17+	Critical Damage:165	Directly following a Fire-Affinity weapon attack, deals 25 + 5 x heat damage for three actions or until another attack lands on this target, and reduces their defense by 2 for this turn.
T1 Dmg:250 + Fire	+3 Burn	+3 Heat	
T2 Dmg:295 + Fire	+3 Burn	+3 Heat	
T3 Dmg:335 + Fire	+3 Burn	+3 Heat	Next action this turn, Fire Powers get +50 damage to the target of this attack. For the rest of this turn, Fire-Affinity weapons and Fire Powers get +25 dmg.
(-35 Heat) This attack instead gets +5 Burn. Fire-Affinity weapon attacks get +2 Bleed for			
the remainder of this turn.			

Storm

Storm is the second of the offensive elements, using lightning and thunder to direct the course of battle in your favor.

Storm's mechanic, charge, is much like the heat mechanic of fire in that storm powers can generate a charge which is spent to strengthen storm attacks or enable an alternative effect. However, accumulated Charge can also be spent to cast Storm powers rather than attack capacity. The rate is 2x the capacity cost of the power.

Storm affinity weapons also generate Charge on a successful hit.

Storm's status effect is Electrocutation, upgraded to Overload if it is inflicted once while in effect. Electrocutation and Overload are detailed below, and they are resisted with the Strength Attribute.

Electrocutation: When triggered, -1 Attack and Defense next action. Target loses 2 electrocutation resistance and takes 5x charge damage if they fail to defend next action.

Overload: When triggered, -2 Attack and Defense next action. Target loses 2 electrocutation resistance and takes 5x charge damage if they fail to defend next action. The last other target that failed a roll loses 2 Electrocutation resistance.

Powers:

Bolt: A mighty bolt of electricity arcs forth to fry the target.			
Capacity Cost: 10	Critical: 16+	Critical Damage:150	Directly following a storm Affinity weapon attack, +50 damage and +10 Charge. Directly following bolt, +25 damage per action this turn.
T1 Dmg: 150 + Storm	+2 Electrocute	+20 Charge	
T2 Dmg: 175 + Storm	+2 Electrocute	+20 Charge	
T3 Dmg: 200 + Storm	+2 Electrocute	+20 Charge	Next action this turn, Storm-Affinity weapons get +25 damage and +2 Spall.
(-50 Charge) +100 damage. Next action this turn, Storm-Affinity weapons get +50 dmg.			

Crackling Lash: Strike out furiously with a blade conjured of crackling lightning			
Capacity Cost: 14	Critical: 16+	Critical Damage:150	Directly following two consecutive Storm-Affinity weapon attacks, +75 damage and +6 Crit.
T1 Dmg:215 + Storm	+3 Electrocute	+10 Charge	
T2 Dmg:250 + Storm	+3 Electrocute	+10 Charge	On electrocute, 2 x Charge damage and -10 to defensive proficiencies until a successful defense.
T3 Dmg:290 + Storm	+3 Electrocute	+10 Charge	
(-50 Charge) +100 Dmg. Next action this turn, Storm-Affinity weapon attacks get +75			Next action this turn, Storm-Affinity weapon attacks get +50 damage, -5 Capacity Cost, and +2 Electrocute.
dmg and cost 0 attack capacity.			

Quaking Blast: Summon the strength of Thunder and direct it at your enemy			
Capacity Cost: 16	Critical: 17+	Critical Damage:165	+50 damage to Armor.
T1 Dmg:250 + Storm	+4 Stagger	+10 Charge	Directly following a Storm-Affinity weapon attack, +50 damage and +3 Electrocute. On electrocute, -15 defensive Proficiencies this turn and +25 damage from all sources.
T2 Dmg:295 + Storm	+4 Stagger	+10 Charge	
T3 Dmg:335 + Storm	+4 Stagger	+10 Charge	
(-55 Charge): Alternate ability: Thunderclap: Slam your fists into the earth and release a deafening explosion of thunder. +5 stagger per target, but no extra armor damage. May hit up to 5 Targets.			Directly following Crackling Lash, +50 damage, +10 Charge, and -6 capacity cost. Next action this turn, Storm Powers get +1 Attack and +50 damage.

Thundershroud Cloak: Lightning swirls and dances around the caster as they embrace the storm within.			Lasts until End of Turn.
Capacity Cost: 20	Critical: 18+	Critical Damage:	Extra damage, status, and charge to Storm Powers and Storm-Affinity weapons for duration. Directly following two consecutive Storm-Affinity weapon attacks, +5 Electrocute to the last target hit.
T1:+25 + Storm dmg	+1 Electrocute/ Hit	+10 Charge/Hit	
T2:+50 + Storm dmg	+1 Electrocute/ Hit	+10 Charge/Hit	
T3:+50 + Storm Dmg	+1 Electrocute/ Hit	+10 Charge/Hit	Next action this turn, Storm-Affinity weapons get +75 dmg, +5 Electrocute, and +2 Stagger to Electrocutted targets.
(-75 Charge): Overloaded Cloak: +25 additional damage and -5 capacity cost to Storm-Affinity weapons and Storm Powers. Receive 200 damage to self when the duration expires.			

Rolling Thunder: Brilliant, Stinging lightning engulfs your target, acting with its own will. This attack may be concentrated for up to 3 actions.			
Capacity Cost: 18 + 5/ action	Critical: 18+	Critical Damage:190	Directly following a Storm-Affinity weapon attack, +100 damage and -5 capacity on initial cast.
T1 Dmg:200 + Storm + 50/Action	+2 Electrocute/Hit	+10 Charge/Action	
T2 Dmg:250 + Storm + 50/Action	+2 Electrocute/Hit	+10 Charge/Action	
T3 Dmg:300 + Storm + 50/Action	+2 Electrocute/Hit	+10 Charge/Action	Directly following this attack, if two consecutive Storm-Affinity weapons are used, the second gets +6 Electrocute and +50 damage to Electrocutted targets.
(-80 Charge) : As you release rolling thunder, you channel the remaining energy into your weapon. Storm-Affinity weapons get +50 Dmg x this ability's duration and + 2 Spall until the end of this turn.			

Ice

Ice is the third of the offensive elements. Ice is the art of harnessing razor sharp ice crystals and flurries of sub-zero cold to dismantle your opponent. Ice has its own cabal of weaponry that work with it to strengthen its powers and make sure that you get the most of your ability to freeze the world.

Ice's mechanic is called Frost. 10% of the damage done by ice attacks is converted into frost, rounded to the nearest 5, which will make Ice Powers stronger if enough has been accumulated. Each Ice power has at least one threshold for frost, which when passed, will make the power even stronger. Ice affinity weapon attacks will also generate 15 Frost per hit.

Ice's debuff is Chill. When a Chilled enemy is afflicted again, it is upgraded to Freezing. The effects of Chill and Freezing are detailed below.

Chill: When triggered, -1 Attack and Defense next action and Ice damage is boosted by the amount of frost accumulated.

Freezing: When triggered, -2 Attack and Defense next action and Ice damage is boosted by the amount of frost accumulated.

Powers:

Rime Strike: With a layer of hard, sharpened ice, the target is struck mercilessly.			
Capacity Cost:14	Critical: 17+	Critical Damage:165	Directly following an Ice-Affinity weapon attack, +50 damage and +2 Stagger.
T1 Dmg:215 + Ice	+2 Chill; +1 Bleed	+20 Frost	
T2 Dmg:250 + Ice	+2 Chill; +1 Bleed	+25 Frost	
T3 Dmg:290 + Ice	+2 Chill; +1 Bleed	+30 Frost	Next action this turn, Ice-Affinity weapon attacks cost -5 capacity and get +25 damage. +10 Frost on Crit.
(50+ Frost)Rime Strike costs -8 Capacity and gets +75 damage and +3 Chill.			

Bullet Hail: Ice crystals like a barrage of spikes fly at the target.			
Capacity Cost:10	Critical: 16+	Critical Damage:150	Directly following two consecutive Ice-Affinity Weapon attacks, +75 dmg.
T1 Dmg:150 + Ice	+2 Chill	+15 Frost	
T2 Dmg:175 + Ice	+2 Chill	+15 Frost	Directly following Bullet Hail, +50 damage and +2 Bleed.
T3 Dmg:200 + Ice	+2 Chill	+20 Frost	Directly following two or more Bullet Hail Powers, +75 damage but +5 capacity cost. On bleed, +25 damage/action for 2 turns. Applies next action this turn as well. Next action this turn, Ice-Affinity weapons get +50 damage and +3 Bleed.
(100+ Frost): +5 Capacity Cost, but +50 damage whenever extra damage is applied.			

Arctic Fury: The power of primordial frost engulfs the caster's weapon			Lasts Until End Of Turn
Capacity Cost:15	Critical: 20+	Critical Effect:+25 Damage	For duration, Ice-Affinity weapons get extra damage, elemental status, and Frost. Directly following an Ice-Affinity weapon attack, this power also grants +2 stagger to Ice-Affinity weapon attacks next action. On Chilled targets, +2 Bleed and +3 Chill.
T1:+25dmg + Ice + 1/2 Frost	+2 Chill	+15 Frost	
T2:+25dmg + Ice + 1/2 Frost	+2 Chill	+15 Frost	
T3:+25dmg + Ice + 1/2 Frost	+2 Chill	+15 Frost	
(60+ Frost)+1 Action Duration, or spend 60 Frost to fire spears of ice as projectiles, dealing 300 damage and +3 Spall.			

Glacial Spire: A thorny spear of ice pierces the target.			
Capacity Cost:18	Critical: 18+	Critical Damage:190	Directly following two consecutive Ice-Affinity weapon attacks, -5 capacity cost and target gets -2 defense next action. Directly following Arctic Fury, +50 dmg,+3 Chill, +3 Spall, and +4 Stagger.
T1 Dmg:300 + Ice	+2 Chill	+30 Frost	
T2 Dmg:350 + Ice	+2 Chill	+35 Frost	
T3 Dmg:400 + Ice	+2 Chill	+40 Frost	Next action this turn, Ice-Affinity weapons get +50 damage and +2 Bleed.
(100+ Frost)Enemies get -1 Defense for the remainder of the turn. Chilled enemies take 100 damage and get +3 critical against them with Ice-Affinity weapons and Ice Powers until your next turn.			

Frostbrand: Freeze the target to the core, branding them with white mist and making them easier targets.			Lasts Until End of Turn
Capacity Cost: 20	Critical: 18+	Critical Damage:+25	While Arctic Fury is active, Ice-Affinity Weapons get +3 Critical. Chilled targets take +50 damage and +2 Stagger
T1 Dmg:25 + Ice per action.	+1 Chill	+5 Frost	
T2 Dmg:25 + Ice per action.	+1 Chill	+5 Frost	
T3 Dmg:25 + Ice per action.	+1 Chill	+5 Frost	Directly following an Ice-Affinity Weapon attack, This attack instead deals 250/295/335 + Ice damage and loses its duration.
(100+ Frost) On Chill, Ice Powers and Ice-Affinity weapons freeze targets in place, granting -3 Defense and -10 Defense proficiencies for the remaining duration of this power.			

Dark

Dark is the fourth and final of the offensive elements, representing not only literal darkness, but also nonexistence. Dark powers play with the fabric of being, and some deal damage not only to the body, but also the mind.

Dark's Mechanic is called Corruption. While you accumulate corruption, your Dark Powers will become stronger, but when you spend the energy you've built up, you will also impart a debuff to the last target you attacked.

Dark's status effect is Fright, which is resisted by the Mind Attribute. Fright is upgraded to Terror if it is already applied to a target when it is triggered. It's effects are detailed below.

Fright: When triggered, target gets -1 defense next action. Resets every time the target is hit this turn with -5 to defense proficiencies.

Terror: When triggered, target gets -2 defense next action. Resets every time the target is hit this turn with + Corruption Damage and -5 to defense proficiencies.

Powers:

Shadowspike: Conjure a spine of shadow, driven like a lance at the target.			
Capacity Cost:11	Critical: 17+	Critical Damage:165	Directly following a Dark-Affinity weapon attack, +50 dmg and +2 Poison.
T1 Dmg:165 + Dark	+3 Fright	+20 Corruption	
T2 Dmg:195 + Dark	+3 Fright	+20 Corruption	Next action this turn, Dark-Affinity weapon attacks get +50 damage, or +100 to a poisoned target.
T3 Dmg:225 + Dark	+3 Fright	+20 Corruption	
(-50 Corruption) Attacks cost 0 capacity for 3 actions after this Power is cast. The last target hit gets 2x capacity cost until your next turn.			

Graveblade: Conjure a blade of swirling dusty blackness to cleave at the target.			
Capacity Cost:14	Critical: 16+	Critical Damage:165	Directly following Shadowspike, +2 Poison and 2 x Corruption dmg.
T1 Dmg:165 + Dark	+4 Fright	+10 Corruption	
T2 Dmg:195 + Dark	+4 Fright	+10 Corruption	Next action this turn, Dark-Affinity weapons get +50 damage and +4 Fright. On Frightened target, +2 Bleed and +2 Poison instead.
T3 Dmg:225 + Dark	+4 Fright	+10 Corruption	
(-75 Corruption) Graveblade saps half of the damage it deals to stamina to restore the caster.			

Shadowblink: Enwreathed in shadows, step through the darkness and emerge from any shadow.			
Capacity Cost: 16 during attack, 25 during defense.	Critical: 20+	Critical Effect:+2 Attack	Next action this turn, Dark-Affinity weapons get Extra status and attack, as well as lower costs.
T1:-5 Capacity Cost; +1 Atk	+2 Poison; +2 Fright	+20 Corruption	
T2:-5 Capacity Cost; +1 Atk	+2 Poison; +2 Fright	+20 Corruption	Next action this turn, Dark powers cost -5 capacity and their damage is boosted by 1/2 x Corruption. Status build-up from these Powers are doubled.
T3:-5 Capacity Cost; +2 Atk	+2 Poison; +2 Fright	+20 Corruption	
(-50 Corruption):Shadowblink may be cast for free. If used during the caster's turn, next action this turn, targets hit by Dark-Affinity weapon attacks or Dark Powers take 20 damage to their Attack Capacity.			This attack may be used during the caster's defense for +2 Defense, but +150 damage on failure.

Paradox Shroud: Engulfed in darkness, the caster's weapon phases in and out of reality.			Lasts Until End of Turn
Capacity Cost:15	Critical: 20	Critical Damage:+25	For duration, Dark-Affinity weapons get extra damage and status.
T1 Dmg:+25 + Dark	+2 Madness	+10 Corruption	
T2 Dmg:+50 + Dark	+2 Madness;+2 Fright	+10 Corruption	Next action this turn, Dark-Affinity weapons get +3 Madness and +10 corruption.
T3 Dmg:+75 + Dark	+3 Madness; +3 Fright	+10 Corruption	
(-80 Corruption)Shroud the caster completely in darkness, granting +3 Defense but -500 stamina for duration.			Directly following a Dark-Affinity weapon attack, -5 capacity cost, and next action this turn, Dark-Affinity weapons get +50 dmg.

Black Hole Bomb: A massive amalgam of dark power is unleashed on the target. Must be charged for 5 actions before use.			
Capacity Cost:20 + 5 Per turn spent charging.	Critical: 20+	Critical Damage:190	Black Hole Bomb's Charge time may be reduced by 1 action for each different action taken during your turn before its use. Each one will grant it a different effect.
T1 Dmg:300 + Dark	+4 Fright	+50 Corruption	
T2 Dmg:400 + Dark	+4 Fright	+75 Corruption	Shadowspike reduces charge time by 1. +4 Poison.
T3 Dmg:500 + Dark	+4 Fright	+100 Corruption	Shadowblink reduces charge time by 1. -5 Capacity cost and +1 Attack.
(-200 Corruption) The caster absorbs half of the target's attributes until the end of the turn. Their stats are halved for this duration. If they die as a result of this attack, the caster absorbs half of the health they had remaining before its cast.			Graveblade reduces charge time by 1. +1/2 corruption dmg Dark-Affinity Weapon attacks reduce charge time by 1. +2 Bleed.

Water

Water is the first of the four defense-focused elements, focused on allowing the user to maintain their own health and combat effectiveness while keeping the pressure on.

Water's mechanic is called Flood, which focuses on the creation and use of ambient water to bolster the powers and defenses of its user. Flood represents how much water is present on the battlefield. Sometimes, ambient water will lead to a bonus to flood stacks at the beginning of a fight. For example, if the player is by an ocean, they will start with 15 Flood stacks built up. If a lake or stream is nearby, they start with 10.

Water has a special relationship with the weapons classed as water weapons. If the user of a Water Affinity Weapon, that is, any of those listed above, wishes, they may spend three Flood Stacks whenever they attack with that weapon to get 50 bonus damage on that hit. If the attack misses, those stacks are spent.

Water's status effect is Drown. Its effects are detailed below. On a critical hit, a target is inflicted with Riptide.

Drown: Target will consume 5 additional attack capacity for every move they make and will take 50 damage for every attack or defense action they perform this turn.

Riptide: Target loses 25% of their attack capacity at the beginning of their next turn and will take damage equal to Flood x 5 every action for this turn.

Powers:

Waveshot: Fire a fierce blast of water at the enemy like a lead cannonball.			
Capacity Cost:14	Critical: 18+	Critical Damage:150	Directly following a Water-Affinity weapon attack, +50 dmg and +2 Flood.
T1 Dmg:215 + Water	+2 Drown	+2 Flood	
T2 Dmg:250 + Water	+2 Drown	+2 Flood	Directly following Waveshot, +15 to defense proficiencies this turn. Stacks 2x.
T3 Dmg:295 + Water	+2 Drown	+2 Flood	
(-6 Flood)Waveshot gains +5 Critical and +50 critical damage. On critical, +5 +15 x Flood armor.			

Shifting Tides: Use the target's energy to thwart them with a barrier of water, which lashes out at them.			
Capacity Cost:18	Critical: 20+	Critical Effect:+1 Defense	May only be used during a defense. On failure, +150 damage.
T1:+1 Def; +10 x Flood dmg	+2 Drown	+2 Flood	
T2:+1 Def; +10 x Flood dmg	+3 Drown	+2 Flood	Add the damage of the opponent's attack to this Power.
T3:+2 Def; +10 x Flood dmg	+4 Drown	+3 Flood	
(-10 Flood):Recover 13 Attack capacity at the beginning of the caster's next turn out of the 18 consumed by this power. If this power is used successfully to defend against an incoming attack, it grants the user +300 armor until their next turn.			For the first action of the caster's next turn, Water-Affinity weapon attacks get +3 Drown and the caster gets +15 defensive Proficiencies that turn.

Relentless Torrent: An unyielding torrent of water is summoned to wash the target away. This attack may be maintained for up to 3 actions.			Up to 3 Action Duration
Capacity Cost:20 + 10 per action	Critical: 20+	Critical Damage:200	Directly following Waveshot, +1 Drown and +1 Flood.
T1 Dmg:	+3 Drown	+3 Flood	
T2 Dmg:	+3 Drown	+3 Flood	Next action this turn, Water-Affinity weapon attacks get +50 dmg and +3 bleed. On bleed, target's attacks deal -25 damage for their next turn.
T3 Dmg:	+3 Drown	+3 Flood	
(-15 Flood):This attack inflicts 5 drown on the first hit, and all remaining hits get 5 x flood extra damage.			For the first two actions of the target's turn, the target gets -25 damage to their attacks, and all their attacks cost +5 capacity. Defending also costs them 5 attack capacity, but they may defend without any.

Neptune's Barrier: A wall of water rises like a loyal knight to protect the caster.			Lasts Until End of Turn.
Capacity Cost:16	Critical: 18+	Critical Effect:+1 Attack	While this power is active, the caster's Water-Affinity weapon attacks get +2 Critical and +1 Bleed.
T1:-15 Enemy Attack Prof	+2 Drown to Powers	+2 Flood	
T2:-20 Enemy Attack Prof	+2 Drown to Powers	+2 Flood	If two consecutive Water-Affinity weapon attacks are used while this power is active, the second gives -2 attack and -2 defense to the target this turn. Does not stack.
T3:-3 Enemy Attack	+2 Drown to Powers	+2 Flood	
(-20 Flood): Neptune's Aegis: Conjure a shield of solidified water in the caster's hand instead, which may be maintained for up to 5 turns for 5 Flood or 15 capacity per turn. It grants +15 to all of the caster's defense proficiencies for its duration, but if the caster is hit by an attack while it is active, it becomes a mighty trident, which retaliates, dealing 400 damage with +3 Drown and +4 Flood.			Enemies attacks cost +5 attack capacity against the caster of this Power until its duration ends.

Storm Surge Cloak: Like a suit of glimmering armor, the tides rush to surround the caster. Using the waters, defenses and mobility are enhanced.			Lasts Until End of Turn
Capacity Cost:18	Critical: 18+	Critical Damage:+1 Attack	Directly after two consecutive Water-Affinity weapon attacks, +15 to all the caster's attack proficiencies for duration.
T1:+2 Def;+200 Armor	+2 Drown	+2 Flood	
T2:+2 Def;+300 ArmoF	+2 Drown	+2 Flood	If Shifting Tides is cast while Storm Surge Cloak is active, it loses its defense bonus, but half of the damage it deals will be absorbed into the caster's armor.
T3:+2 Def;+400 Armor, +1 Attack	+2 Drown; +1 Bleed	+2 Flood	
(-15 Flood):End the duration of Storm Surge Cloak immediately, but all remaining extra armor is converted into extra damage for your next Water-Affinity weapon attack or Water Power next action this turn.			If Neptune's Aegis is cast while this power is active, it immediately enters trident form, and remains this way as a weapon for this power's duration.

Earth

Earth is the second of the defensive elements, focusing on strong defenses against your enemies attacks and heavy retaliation to go with them.

Earth's Mechanic is called Dust. Dust empowers your attacks as a reward for successfully defending against your enemy.

Earth Affinity Weapon attacks generate dust on hits as well.

Earth's status effect is Petrify, which is upgraded to Entomb if it is inflicted on a target already petrified. Petrify's effects are detailed below:

Petrify: When triggered, target gets -1 attack and their attacks cost 5 extra stamina for their next turn. Deals Damage equal to the amount of Dust accumulated x 5.

Entomb: When triggered, target gets -2 attack and their attacks cost double stamina for their next turn. Deals damage equal to the amount of Dust Accumulated x 10.

Powers:

Strikestone Buckler: Conjure a shield of the hardest stone that dampens blows and absorbs energy.			Lasts Until Next Turn
Capacity Cost:20	Critical: 17+	Critical Effect: +1 Defense	Successful Defenses While Strikestone Buckler is active generate +10 Dust and store 75 damage. Unsuccessful defenses Store 50 damage. At the end of this power's duration, all damage stored is converted into extra damage dealt with the caster's next Earth Power or Earth-Affinity Weapon attack.
T1:+10 Block	+25 Dmg to Earth Affinity Attacks	+5 Dust	
T2:+15 Block	+25 Dmg to Earth Affinity Attacks	+5 Dust	
T3:+20 Block	+25 Dmg to Earth Affinity Attacks	+5 Dust	
(50+ Dust)For its duration, this power grants the caster +250 armor.			If this power is cast during your defense, +2 defense this turn, but 25 capacity cost.

Diamond Edge: The caster's weapon is lined with razor sharp blood diamonds.			Lasts Until End of Turn
Capacity Cost:15	Critical: 19+	Critical Damage:+25	For this Power's duration, the caster's Earth-Affinity Weapons get additional damage and Status.
T1 Dmg: +50 + Earth	+2 Petrify; +1 Bleed	+10 Dust	
T2 Dmg: +50 + Earth	+2 Petrify; +2 Bleed	+10 Dust	
T3 Dmg: +75 + Earth	+2 Petrify; +2 Bleed	+10 Dust	Directly following an Earth-Affinity weapon attack, the caster gets +1 defense this turn and gets -100 damage on an unsuccessful defense.
(65+ Dust):+2 Additional Bleed for this Power's Duration.			If used while Strikestone Buckler's duration, the shield is also lined with diamonds, inflicting +1 bleed with each successful defense.

Granite Burst: In the blink of an eye, a conjured stone flies like a bullet at the target.			
Capacity Cost:10	Critical: 16+	Critical Damage:150	Directly following an Earth-Affinity weapon attack, +100 damage.
T1 Dmg:150 + Earth	+2 Petrify	+20 Dust	
T2 Dmg:175 + Earth	+2 Petrify	+20 Dust	Directly following Granite Gunfire, +1 Attack, but +5 capacity cost. If cast while Diamond Edge is active, +2 Bleed.
T3 Dmg:200 + Earth	+2 Petrify	+20 Dust	
(100+ Dust): Shoot a second bullet for full damage. This costs no capacity, but only works once per turn.			If cast on the first action following the caster's successful defense, +50 damage, +3 Petrify, and -5 capacity cost.

Shell of Earth:			
			Lasts Until End of Turn
Stamina Cost: 20	Critical: 20	Critical Damage:+250 Armor	Cast Directly following an Earth-Affinity weapon attack, next action this turn, Earth Powers and Earth-Affinity weapon attacks get +50 damage, +25 Dust, and -10 Capacity cost.
T1:+500 Armor; +10 Stamina cost		+10 Dust	
T2:+600 Armor +10 Stamina Cost		+10 Dust	Cast Directly following Strikestone Buckler, 300 damage, +2 Petrify, and +2 Stagger. Generates 25 Dust.
T3:+750 Armor; +10 Stamina Cost		+10 Dust	
(-150 Dust):End this ability's duration early, separating from the armor, which carries on as a golem that has stamina equal to the armor it had remaining. Its stats are equal to the caster's - 2, and its proficiencies are all equal to 20. Deals 150 damage as it topples on the enemy that kills it.			

Seismic Shift: The earth beneath the target's feet shifts, before spines of stone come forth to impale them.			
Capacity Cost:16	Critical: 18+	Critical Damage:165	This attack may hit up to three targets.
T1 Dmg:250 + Earth	+2 Bleed; +2 Petrify	+25 Dust	
T2 Dmg:295 + Earth	+2 Bleed; +2 Petrify	+25 Dust	Directly following two consecutive Earth-Affinity weapon attacks, +4 Spall and -15 to target's defensive proficiencies for this action.
T3 Dmg:335 + Earth	+2 Bleed; +2 Petrify	+25 Dust	
(-200 Dust): Seismic Rupture:The Earth bubbles and quakes, and a pillar of searing magma engulfs the target. 450 damage, +4 Petrify. On Petrified Target, -20 Defensive Proficiencies for the turn, and Earth Powers and Earth-Affinity weapons deal +50 damage to that target for duration. May hit up to 4 Targets.			Next action this turn, if Diamond Edge is cast, it gives +1 Bleed and +1 Petrify for its duration.

Wind

Wind is the third of the defensive elements, featuring a unique mechanic among them. Wind's mechanic is called Pressure.

Wind's status effect is Bluster. If a Blustered opponent is afflicted again, it is upgraded to Guard Break. It is resisted by the Agility Attribute. Bluster's effects are detailed below.

Bluster: When triggered, target suffers -1 to attack and defense next action. They take 5x Pressure damage.

Guard Break: When triggered, next action's attack will be a critical hit. Target's attack and defense are reduced by 2 next action and they take 5x pressure damage.

Alternatively, if a wind user has accumulated 10 pressure or more, they may follow any wind power with a Shieldbreaker weapon attack, provided they have a Wind Affinity Weapon equipped. This will expend 5 pressure regardless of its effectiveness, but if the attack lands, then the enemy will suffer a guard break.

Powers:

Swirling Barrier: Furious swirling winds curl and writhe, redirecting attacks away from the caster.			Lasts Until Next Turn.
Capacity Cost:16	Critical: 18+	Critical Damage:+1 Defense	For Duration, Defenses and Armor are increased and Wind Powers and Wind-Affinity weapon attacks get extra status. If cast during your turn, -4 Capacity cost.
T1:+1 Defense;+200 Armor	+2 Bluster	+2 Pressure	
T2:+1 Defense;+250 Armor	+2 Bluster	+2 Pressure	
T3:+2 Defense;+300 Armor	+2 Bluster	+2 Pressure	
(-10 Pressure):For duration, this power boosts all of the caster's damage with Wind Powers or Wind-Affinity weapons by +25 for its duration and they get +2 Bleed. Attacks successfully blocked by the caster while this power is active will deal 50 damage to the attacker.			Next action this turn, Wind-Affinity weapons get +50 damage and +2 Bleed

Southern Gale: Razor winds fly in low to bring the target to their knees.			
Capacity Cost:14	Critical: 17+	Critical Damage:150	Directly following a Wind-Affinity weapon attack, +50 damage and +5 Stagger. On Bleeding target, +50 damage and grants the caster +25 Armor
T1 Dmg:215 + Wind	+2 Bluster	+3 Pressure	
T2 Dmg:250 + Wind	+3 Bluster	+3 Pressure	
T3 Dmg:285 + Wind	+3 Bluster	+3 Pressure	
(-15 Pressure): Every attack this turn inflicts +1 blood loss per action since this power was cast. On Bleed or Bluster this turn, +5 x Pressure extra armor this turn.			

Eastern Calm: The winds aid the caster, dampening sound for enemies, and carrying it for the caster.			Lasts Until Next Turn.
Stamina Cost: 14	Critical: 18+	Critical Effect:+2 Defense	While this power is active, +1 Pressure whenever Pressure is generated. For this power's duration, Wind-Affinity weapon attacks get +2 Bluster and +2 Critical.
T1:+1 Atk; +1 Def		+2 Pressure	
T2:+2 Atk; +2 Def		+2 Pressure	
T3:+2 Atk; +2 Def		+2 Pressure	
(-15 Pressure)Every enemy that has been affected by this power this turn is deafened, reducing their defense by 1 until combat ends. Stacks 3x.			

Western Fury: The caster lashes out, and so too do the winds, echoing their moves with furious wind blades.

Capacity Cost:12	Critical: 17+	Critical Damage:+50	This power lasts for the remainder of the turn it was cast. Each time the caster successfully attacks, wind blades will echo for 50 + Wind damage. While this power is active, Wind-Affinity weapon attacks deal 5 x Pressure extra damage. If Southern Gale is cast while this power is active, it gets +100 dmg, +3 Bleed, and any armor gained is doubled. If Swirling Barrier is cast while this power is active, it also raises attack by 1 for its duration.
T1 Dmg:165 + Wind	+2 Bluster;+1 Bleed	+1 Pressure	
T2 Dmg:195 + Wind	+2 Bluster;+1 Bleed	+1 Pressure	
T3 Dmg:225 + Wind	+2 Bluster;+1 Bleed	+1 Pressure	
(-25 Pressure): Western Fury lasts 3 turns and gets +25 damage and +1 Bleed.			

Northern Wrath: The wind reaches out with fury like a fist to smash a target's resolve.

Stamina Cost:16	Critical: 16+	Critical Damage: 190	Directly following Southern Gale, +2 Bleed and + 5 x Bluster Damage.
T1 Dmg:250 + Wind	+2 Bluster; +1 Stagger	+2 Pressure	
T2 Dmg:295 + Wind	+2 Bluster; +2 Stagger	+2 Pressure	Next Action this turn, Wind-Affinity Weapon attacks get +2 Critical Chance.
T3 Dmg:335 + Wind	+3 Bluster; +2 Stagger	+3 Pressure	
(-30 Pressure): Each hit this turn following Northern Wrath generates +25 Armor that lasts until the end of your next turn.			Next Action this turn, Swirling Barrier Deals Damage equal to the amount of armor it would have generated. The defense bonus is still granted.

Light

Light is the last of the defensive elements, and is the only element featuring the ability to directly heal yourself and allies on demand.

Light's mechanic is Corona. When fighting with light abilities, the user will generate an aura of light around themselves. This ambient light is represented as a solid value, and will be utilized to either strengthen attacks or activate light's defensive properties.

Light's status effect is Blind, which is upgraded to Penance if it is triggered by a critical hit. Its effects are detailed below.

Blind: Target gets -3 to attack and defense, slowly recovering by 1 every action after it is inflicted.

Penance: Target is bound by chains of light for this turn. They suffer -1 attack and defense for this duration. Every time they attempt to block one of your attacks, the chains dig in, causing 50 damage and raising their stat penalty by 1. If their stat penalty reaches -4, they will be immobilized for one action and take 100 damage.

Powers:

Sunbolt: A spear of golden light is sent to strike down the target.			
Capacity Cost:14	Critical:	Critical Damage:	Next action this turn, Light-Affinity weapons deal +50 damage and +3 bleed.
T1 Dmg:215 + Light	+3 Blind	+50 Corona	
T2 Dmg:250 + Light	+3 Blind	+50 Corona	If cast during the caster's defense, costs 25 capacity, but gains +4 Spall.
T3 Dmg:290 + Light	+3 Blind	+50 Corona	
(-100 Corona):Plant a spear of light into the earth, which radiates warmth to the caster and allies. It grants +1 attack to allies and -1 to enemies until the caster's next turn. Stacks up to 3x.			

Deadly Reflection: Raise a mirror of impenetrable light crystals to stop the target's attack.			
Capacity Cost:25	Critical: 17+	Critical Effect:+1 Defense	If a Light-Affinity weapon attack is used the first action of the caster's next turn after a successful defense with this attack, it gets +1/2 corona extra damage and +3 Blind.
T1+1 Defense	+3 Blind	+10% damage reflected to corona, rounded to 5	
T2:+2 Defense	+3 Blind	+15% damage reflected to corona, rounded to 5	
T3:+3 Defense	+3 Blind	+20% damage reflected to corona, rounded to 5	
(-150 Corona):This power may be cast during the user's attack. If it is, it becomes a copy of the last ability or attack it deflected, and has all its effects.			

Punishing Blaze: A beam of light like a solar flare reaches out and touches your unfortunate foe, scorching them to the core.			Up to 5 Action Duration
Capacity Cost:15 +2 per action.	Critical:20+	Critical Damage:165	On blinded target, on the first action of the attack, +100 damage, +5 spall, +2 blind
T1 Dmg: 250 + Light + 25 per action	+2 Blind	+50 Corona + 10 per action	
T2 Dmg:295 + Light + 25 per action	+2 Blind	+50 Corona + 10 per action	
T3 Dmg:335 + Light + 25 per action	+2 Blind	+50 Corona + 15 per action	If cast directly after stopping an attack with deadly reflection, + 1 x corona damage based on the amount of corona generated by this power for the next two actions this turn.
(-150 Corona):Split the beam to hit multiple targets. They must all roll independently to avoid this attack, and each beam does only a fraction of the original damage, rounded to the nearest 5. Each beam gains damage as normal, and each beam that hits its target generates 25 corona.			
			For 20 capacity cost, this attack may be cast on an ally and used as normal, but rather than harm them, it subtracts from the caster's available corona to heal them at a rate of 100 per turn.

Light Speed: The essence of light fills the caster with power, and they move at breakneck speeds.			Lasts Until End of Turn
Capacity Cost:10	Critical:18+	Critical Effect:+50 dmg.	Cast directly following a Light-Affinity weapon attack, next action this turn, that same attack gets +2 attack.
T1:+1 Atk; +1 Def; -5 Capacity cost	+1 Blind	+25 Corona per turn	
T2:+1 Atk; +1 Def; -6 Capacity cost	+1 Blind	+25 Corona per turn	If sunbolt is cast during this power's duration, it gets +50 damage and +2 Blind.
T3:+2 Atk; +2 Def; Half capacity cost	+1 Blind	+25 Corona per turn	
(-150 Corona): This power grants the caster 1 Free attack at the beginning of every turn. If this attack is a Light-Affinity weapon attack, it gets +25 damage and +2 Blind.			Cast directly following a successful defense with Deadly Reflection, 10% of damage dealt over its duration will be stored. At the end of its duration, generate a glowing light crystal that can restore stamina equal to the amount of damage stored. It disappears after 2 turns.

Eye of the Beholder: Distorts the caster in the eyes of enemies, making it appear as though they are phasing in and out of existence.			Lasts Until Next Turn
Capacity Cost:25	Critical:17+	Critical Damage:+1 Critical	Cast directly following a Light-Affinity weapon attack, next action this turn, that same attack gets +8 Critical and +25 Corona.
T1 Dmg:+2 Critical	+2 Blind	+25 Corona	
T2 Dmg:+4 Critical	+2 Blind	+25 Corona	While this power is active, when an enemy is afflicted with penance, +50 damage per turn for its duration.
T3 Dmg:+4 Critical	+2 Blind	+25 Corona	
(-200 Corona):Eyes of the world: Targets afflicted with penance take 400 damage as they are blasted with beams of light from points all around them. If this attack kills them, summon a light crystal in their place that has as much stamina as they had before their death. This crystal may heal allies for its stamina or deal damage to enemies equal to it.			

Chapter 2: Gameplay and Mechanics

Part One: Combat

Combat Flow

Combat in soul is similar in some ways and different in others to other TTRPGs. It is turn based, using a d20 alongside your stats to determine whether hits land. Each character has Stamina, however, and this is the main difference from other games. Every attack and power you use in soul has a stamina cost. This is listed on the attack in question. During your turn, you can attack an opponent until you either:

1. Run out of Stamina to perform any more attacks.
2. Your opponent successfully avoids your attack.

When either of these conditions are met, the turn passes to the next in the line. To make fighting large groups more fair and to simulate a hectic battlefield, the turn order always alternates between players and enemies. If there are three players and two enemies, it goes:

Player 1> Enemy 1> Player 2> Enemy 2> Player 3> Enemy 1> etc.

Players and enemies can attack any other combatant during their turn, but the order will always follow like it is mentioned above until it repeats or combat ends.

Combatants are defeated when their HP reaches 0. This represents the fighter losing consciousness due to their injuries. Depending on the context, they may die immediately or simply be knocked unconscious and require immediate medical attention.

When a combatant is defeated, they are removed from the turn rotation. Enemies may also flee if their composure reaches 0 during a combat encounter. This will also remove them from the rotation.

Attacking and Defending

Every power or weapon attack in soul is one action. During your turn, you can chain different attacks together over multiple consecutive actions to create a combo. Attacks may become stronger based on what came immediately before and can make the things that come directly after stronger as well.

There are three types of Actions: Instant, Attack, and Defense. These both take up 1 action during your turn.

Instant type actions can be used at any time- even during your defense. Instant actions still cost stamina, but you do not need to roll to hit, only to determine whether or not it will be a critical hit.

Attack type actions can only be used during your turn, and effect your enemy directly. They may deal damage, debuff them, or inflict status effects. When you perform an attack, your enemy will roll a defense to counter it.

Defense type actions can only be used during your defense. These actions are counterattacks or preventative measures to keep you alive longer than your enemy. Defense actions usually cost a large amount of stamina, and this will not regenerate at the beginning of your next turn. It is applied as though you used it during your upcoming turn. The benefit to defense type actions are a variety of effects like counter attacks, weakening your opponent's offense, or even bolstering your defense for a set duration.

During your turn, you choose an action to perform. For attacks, you roll the attack type that matches your weapon's type. Melee weapons use the melee weapons skill, ranged weapons that skill, powers soul arts, etc. That skill is your base value for your attack roll. Then, you roll a d20 and multiply the result of that roll by your attack attribute. This number is then added to your base value for your total value. If any instant actions or other bonuses you have grant buffs to this total, you add them now.

If your enemy is being attacked, they roll block, dodge, counter, or soul block, depending on which defense they

are performing. This means taking that skill as a base value, rolling a d20, and multiplying it by their defense attribute. Then, they add any buffs to the total. Compare your attack total to their defense. If attack is higher, then the attack lands. If defense is higher, then the attack fails, and the turn passes.

Dealing Damage and Applying Effects

When an attack lands, damage is dealt to the target, any status effects are inflicted, and if the attack has other effects, they are also put into effect. Each power's effects are listed on the power itself, so if you're confused at all, you can simply consult the text for the power or weapon attack you used. Damage is first applied to armor, then, if armor is gone or ignored by an effect, to hp. When HP reaches 0, a target dies.

Status effects are applied as a buildup. They are each resisted by an attribute. Blood loss, for example, is resisted by the Vitality attribute. If an attack deals 2 blood loss, and the target has 4 vitality, then they also have 4 blood loss resistance. When an attack lands, that bar is filled. And when it is filled all the way up, the blood loss effect is triggered. Any additional buildup is then put toward the next status effect.

Experience and Leveling Up

Every time you kill an enemy, finish a quest, finish a session, clear a dungeon, complete an encounter, and finish a story arc, you get experience. How much is largely based on your storyteller and the strength and difficulty of enemies and encounters. From levels 0-25, it takes 1000 experience points to level up. After that, it takes 1500. When you level up, you get 3 attribute points to distribute across all of your attributes, combat and exploration. Your talents will increase by 5 POINTS each, and you will receive 3 skill points to put into your other skills. Each skill point is worth 5 points in that skill.

If a talent has reached its maximum value, you get an extra skill point to distribute. Skill points cannot be spent on talents.

When you level up, remember to re-calculate things like HP and Persuasiveness. Each time you level up your Vitality, your HP will go up!

The Charisma System: Persuasiveness and Composure

Persuasiveness and composure act as the charisma system for Soul. Persuasiveness is your damage stat and Composure is your health. When you want to persuade someone, you take your personality skill as a base, plus the roll of a d20 multiplied by your Soul Attribute. This is compared to the roll of a d20 multiplied by the soul stat and added to the resolve skill. Whichever total is higher wins. If the (attacker) is victorious, then their persuasiveness is subtracted from the defender's composure. When composure reaches zero, that character succeeds in persuading their target. However, the defending party gets a retort. They will attack back after every attempt at persuasion, and whichever party's composure reaches zero first is the loser.

This system works the same way when intimidating foes, but uses the intimidation skill instead.

Non-Combat Rolls

When you want to do something outside of combat, it works the same way it does in combat, more or less, but rather than fighting your enemy's defense, you're fighting a set difficulty. For example, a locked container may have a lock with a difficulty of 100. This means that your dexterity total would have to exceed 100 in order to unlock it successfully. To find the total for any skill, the formula is $(\text{skill} + (\text{d20} \times \text{attribute}))$. When you do this, you always multiply the roll by the governing attribute of the skill you are rolling. For example, dexterity is the agility attribute, muscle is strength, health is vitality, etc. Governing attributes are listed on the box that the skills are in.

Obtaining and Upgrading Gear, Powers, and Martial Arts

You can loot new gear from your enemies. Searching is performed with the perception skill.