

Beltaine

By Tim Dedeaux

Beltaine is a game about the Faeries and creatures of Celtic myth living in the modern world. It's being put together quickly as a part of the 24 hour RPG project, and will hopefully serve as a springboard for a cyberpunk-and-Fae game I hope to write later.

The faerie courts are dangerous places, socially and physically, and it is easy to fall from favor. The safest thing to do when one does so is to go into exile on Earth. Some, like the Fomorians, live in permanent exile on Earth, either in hiding or disguised as humans. Fae on Earth often interbreed with humans, and their half-faerie children typically remain behind.

The Races of Myth:

The Tuatha de Danann – The Children of Daana are the race of warrior-magicians who conquered Ireland long before humans arrived. They appear as strong, beautiful humans and consider themselves above the petty politics of the courts. Tuatha de Danann often have magical powers, but are not themselves as inherently magical as the high Sidhe of the Seelie and Unseelie courts. On Earth, they tend toward challenging

jobs with a degree of authority, such as doctors, FBI agents, lawyers, and occasionally engineers.

The Fomorians – a fierce race of sea monsters who conquered Ireland but were defeated by the Tuatha de Danann. Their natural forms are twisted, monstrous amphibious creatures armed with claws and teeth and even magical powers, but Formorians have developed the ability to take human form for indefinite periods. This is a big advantage in the modern world, but the human forms are inevitably less powerful than the original forms. Most Formorians are ugly even in their human forms (consider this a common Weakness). On Earth, they tend toward low-status jobs and simple, relatively conventional, lives.

The Wild Fae: mostly tricksters and nature spirits, they don't have a court per se, though they do have a king and a queen – Oberon and Titania – who are more famous for their arguments than their grand plans or sweeping authority. Many of the 'lower ranked' fae fall into this category: brownies, pixies, sprites, and so on. They tend to be rebels on Earth, living nonconformist lifestyles and doing what they love (whether it pays or not). Since they can effortlessly live off the land, Wild Fae have little motivation to work.

The Seelie Court: The High Sidhe are the nobility of the Faerie race, and they don't like to let anyone else forget it. They have fair, but human looking skin, blonde hair, and green eyes in their human forms, though things are somewhat less predictable in their natural forms. They are generally good, if somewhat arrogant, and they tend to have a high view of their own chivalry. On Earth, they tend to run in wealthy, high-status circles, and will use beauty, brains, and even magic to get there. Shining, proud, noble, beautiful.

The Unseelie Court: The Dark Sidhe are the *other* noble court. They are beautiful but cold, with icy blue eyes, black hair, and skin so light it's almost translucent. The Unseelie Court is a dangerous place, near to the Celtic Underworld, and those who live there must be strong, cunning, and at least a little ruthless to survive. On Earth, they tend to find positions of power, wealth, and ruthlessness, positions that put them above mortal law. Machiavellian, dark, creepy, sexy.

The Half-Fae: these are the children of Faeries and mortals. They are typically more human than their parents, and both their powers and weaknesses are less intense. Most of the time they were raised by their human parent, and many do not learn their true nature for many years.

The Milesians: Iron-using humans from the Iberian Peninsula who conquered the Tuatha de Danann and settled Britain and Ireland – in other words, the ancient Celts. The word “Milesian” or “Son of Mile” is often used by Fae to refer to any human.

The Fell: Subnatural, evil creatures of the Celtic underworld. While some contain the souls of the wicked dead, most are cunning but not truly sapient, possessing no souls at all. These are not available as player characters.

All Fae are immortal and vulnerable to iron, which disrupts their magic and can even kill them. All Fae appear human, but some have forms that do *not* look human. For example, most Fomorians will have “Second Form” as one of their Abilities. The Second Form is the sea monster form, and can survive underwater (including high pressure and low temperature) for extended periods. It will also have Natural Weapons (claws, teeth, etc), and Natural Armor (scales, thick skin, etc). Fomorians can’t wear normal clothes or armor and don’t have fully functional hands in their second forms. A few Fomorians have been in human form so long they don’t remember their original form, and so won’t have this Ability.

Most Fae are unusually beautiful, except the Fomorians, who are at best average-looking, and often outright ugly, even in their human forms (that's a common Weakness among Fomorians). Most humans find Fae very attractive, on some level – there's an aura of the supernatural that draws a lot of attention, and partly for this reason the Fae try to keep their existence a secret. There is so much iron in the world right now that the Fae can hardly have free reign to attack humans – Faerie magic on a post-industrial earth just isn't what it used to be.

Character creation:

First, come up with a Concept for your character. This should be based around both the character's species and her profession (or whatever she does that defines her – a surfer girl might work part time at McDonalds, but Surfer is her Concept, not fast food worker).

You should also decide on your character's Strong Suit and Weak Suit. This is used for task resolution (see Rules and Systems). The four suits represent different traits:

Spades: Skill, dedication, excellence (especially in the realm of martial arts).

Clubs: Strength, power, control

Diamonds: Wealth, cunning, business sense, ruthlessness.

Hearts: Courage, compassion, love.

Choose 8 Abilities

Abilities should be fairly broad, but not all-inclusive. Typically they can be divided into

3-5 different sub-areas, but it varies. Examples are given below.

At least 4 of the Abilities must be related to your Concept.

Wealth is an Ability. If you want to be wealthy, choose Wealth at Good. If you want to be rich, choose Wealth at Very Good. If you want to be poor, take Poverty as a Weakness.

Two of your Abilities are rated Very Good (5). The others are rated Good (4).

You may forfeit 1 Ability in order to raise one other Ability by 1 rank

(From Good to Very Good, or from Very Good to Outstanding)

You may take a Weakness to either gain one extra Ability or to raise one Ability by

1 rank (to a maximum of Outstanding). You may only take one Weakness (Iron

Weakness does not count toward this total).

You should have at least 7 Abilities when you finish character creation.

For any 4 of your Abilities, choose one Trump. The Trump is a narrow aspect of an

Ability, and it represents an area in which your character really shines.

Examples of Abilities that are suitably Broad:

Fighting (Unarmed combat, melee weapons, throwing things)

Awareness (Perceiving things, sneaking and hiding, dodging, quick reactions)

Strength (hurting people, toughness/taking punishment, lifting things, wrestling)

Athletics (running, climbing, jumping, swimming, endurance, etc)

Presence (command, performance, making a good impression, charm)

Rogue (lying, "reading people" - seeing through their lies, acting, fast-talking, seduction)

Medicine (First aid, surgery, general medicine)

Guns (shooting in any situation, basic maintenance)

Mechanical (driving cars, fixing cars, and so on)

Subterfuge (sleight of hands, picking locks, picking pockets, misdirection)

Sniper (Marksmanship, sneaking and hiding, camouflage, gunsmithing, extreme patience)

Survival (wilderness knowledge, foraging, first aid, navigation, tracking)

Martial Artist (Unarmed Combat, reading other combatants, Toughness, contacts)

Gourmet Chef (specialized training in cooking, preparation, knowledge and contacts)

Trumps that are suitably specialized:

Unarmed combat

Acrobatics

Sneaking and Hiding

Driving a particular type of car

First Aid

Shooting a particular type of gun

Fencing

Performing, particularly a specific type like singing or storytelling

Reading people's intentions and seeing through lies.

Weaknesses:

A weakness can either be an Ability that you have at the “Bad” level, or something more unique or specific.

For example:

Fomorians often have the weakness “Ugly, even in human form,” which represents an inability to create a pleasant-looking human form. They may have some physical deformity, or they may just be very ugly.

Unseelie Fae often have the weakness “Unnerving Presence,” which means they give mortals the creeps. This doesn’t mean people run from them or won’t develop friendships, working relationships, or romances, just that the average person finds them creepy and feels uncomfortable around them.

There are a lot of physical defects a human can possess (things that don’t often affect the Fae), such as bad vision, overall bad health, and so on. Some defects are universal: lost arms or legs, living under a curse, and so on.

Faerie Magic:

All Fae possess the power of Immortality, and the Weakness against Iron that goes with it; it’s part of their nature. Magical strengths and Weaknesses are rated on the

same scale, so a Very Good Weakness is more powerful (and worse for the character) than a Good Weakness. I know that's a little counter-intuitive, but consider the Weakness to be like the Ability of someone who's attacking you.

Half-Fae tend to have Immortality and Iron Weakness at either the Average or Good level. Full Fae tend to have Immortality and Iron Weakness at either the Good or Very Good level. A character who spends more time on Earth among mortals will have lower levels of Immortality and Iron Weakness than one who spends a more time among the courts, with other Fae on Earth, or in magical pursuits. *All characters must have Iron Weakness and Immortality at the same rank. The two go together.*

Immortality

Average: The character does not age, has excellent health, takes twice as long to “bleed

out” from non-iron wounds, and Heals at a rate of –1 per day, not –1 per week.

Good: The character does not age, never gets sick, has +1 to resist poisons, will not

“bleed out” from non-iron wounds (and “instant kill” result still stands), and

Heals at a rate of –1 per hour.

Very Good: The character does not age, never gets sick, is immune to all non-magical

poisons, won't die from wounds caused by non-iron attacks, and Heals at a rate of -1 per minute.

Iron Weakness

Average: The character's powers do not work against someone protected by pure iron (wearing a large charm or horseshoe, or wearing iron armor or carrying an iron shield). The character does not regenerate wound delivered by a pure iron weapon. This does not apply to steel, and just touching iron has no ill effects.

Good: The character's powers do not work against someone protected by pure iron or steel (wearing a large charm or horseshoe, or wearing iron or steel armor or carrying an iron or steel shield). The character does not regenerate wound delivered by an iron or steel weapon. It is uncomfortable to touch pure iron, and someone who knows the right rituals can form a circle of holding with enough pure iron. A household protected by an iron charm – usually a horseshoe hung over the entrance – is protected from your magic. If you're ordered to leave a "protected" household, you must obey. If you somehow swallow pure iron, it acts as a deadly poison.

Very Good: As "Good," but pure iron actually burns you (causing a Wound of -1 per full

Minute of direct contact), and steel is uncomfortable to touch. Pure iron can be used ritually in a circle of holding, and to compel the Fae to tell the truth. In some rare circumstances, a circle of iron can be used to compel obedience from the Fae (but only while she remains within the circle). Iron weapons do +1 damage, in addition to their normal damage. If you somehow swallow iron or steel, it acts as a deadly poison, doing damage based on the amount swallowed.

Other Powers:

Element Shaping:

Faeries are creatures of nature, and many have powers relating to the elements:

Light (Seelie Fae),

Shadow (Unseelie Fae),

Plants (Wild Fae),

Earth (Wild Fae),

Metal (extremely rare, but generally Wild Fae or Half Fae),

Fire (Tuatha de Danann),

Water (Wild Fae or occasionally Fomorians)

Air (Wild Fae or Tuatha de Danann).

The power is generally called _____ Shaping. It includes the ability to manipulate the element to form weapons and to help with other actions. It does not include major powers like generating lasers, causing earthquakes, and so on – at least not at any power level available to player characters.

The bonuses provided by a power rated at Good are generally +1. The bonuses provided by a power rated at Very Good are generally +2.

For Example,

Bleodedda O'Carolan, an Unseelie Fae, has Shadow Shaping at the Good level. She can use it to draw weapons from the shadows (she usually just sheathes her hands in dark energy and uses an unarmed style), giving her +1 Damage. She can also use it to meld into the shadows, giving her +1 to Sneaking and Hiding while in or near shadows. She can also use it to darken a room or see in the dark.

For Example,

Gwyddch Jones, a Wild Fae, has Plant Shaping at the Very Good level. She can quickly make wooden weapons that do +2 Damage, and she can call vines down to entangle people. She also knows immediately what plants are good to eat, if a tree is diseased, and so on.

Second Forms:

A second form is basically an Ability that can only be used in the Fae's "natural," or inhuman form. This is most common among the Fomorians (The Fomorian Second Form is an Ability that includes Natural Weapons, Natural Armor, and Aquatic Adaptions, including the ability to breathe underwater and withstand the ocean's great cold and pressure. It also gives bonuses to any attempt to Intimidate mortals), but it's not unknown among other Fae (the Wild Fae often have second forms, but the others usually don't).

Because the powers within a Second Form can only be used in that form (a form that doesn't look human and which will freak out mortals and/or let them know that faeries really exist), the "cost" for "buying" them is halved. In other words, you either get two Abilities in the Second Form for the cost of one Ability, or you get one Very Good Ability for the "cost" of a Good ability.

Natural Weapons and Armor:

These have come up in the Shaping and Second Forms sections. Basically, these add to the Damage of an attack you make against an opponent (Natural Weapons) or to your Strength/Toughness when resisting Damage from an attack that hits you (Natural

Armor). Natural Weapons and Armor cannot be combined with other Weapons and Armor. You either get the bonus from your Natural Weapons *or* the bonus from the club, sword, etc. – not both.

If you have the Ability at Good, you get a +1 Damage Bonus from your Natural Weapons or a +1 Strength/Toughness Bonus from your Natural Armor. If your ability is Very Good, the bonuses are +2, instead.

Two Sample Characters follow below:

Name: Bloededda O'Carolan Type: Unseelie Fae

Description: Shoulder length straight black hair, blue eyes that always seem to be glancing at the exits, translucent white skin, trim body, agile, rapid movements that are hard to follow or even see sometimes. She typically wears a cold or emotionless expression. She dresses in stylish, form-fitting black clothes that she can fight in. She never carries weapons, but people know she's a killer anyway.

Strong Suit: Spades Weak Suit: Hearts

Concept: Unseelie Fae assassin in exile on Earth. She isn't hunted by the courts, but she knows not to go back home.

Fighting: Very Good (Trump: Martial Arts)

Awareness: Very Good (Trump: Perception)

Apothecary: Good (Trump: Poisons)

Shadow Shaping: Good

Immortality (Very Good)

Iron Weakness (Very Good)

Rogue: Good

Presence: Good

Wealth: Good

Athleticism: Very Good (Trump: Acrobatics)

Weakness: Unnerving Presence (mortals find her extremely creepy, and often avoid her).

Gear: Nice clothes, fast cars, wine, and food. She carries poisons, but rarely carries weapons – she can shape her own from shadows. She always carries cash.

Name: Dugan Carloch Type: Fomorian

Description: a big (6'4", 300+ pound), craggy, dark-haired, barrel-chested, ugly man.

He typically has a kind expression on his face, but he still scares small children.

Strong Suit: Clubs

Weak Suit: Diamonds

Concept: Craggy old foot soldier turned bouncer and bartender

Strong: Outstanding (Trump: Toughness, especially holding his liquor)

Fighting: Good (Trump: Brawling)

Rogue: Good (Trump: Read People)

Fomorian Second Form: Very Good

(natural weapons, armor, bonuses to intimidate, and aquatic adaptations)

Immortality: Good

Iron Weakness: Good

Survival: Good

Presence: Good (Trump: Performing, especially Storytelling)

Athletics: Good

Weakness: Ugly, even in human form.

Gear: Dugan has a well-kept little apartment above the pub where he works. He has little money and few needs. He lives simply, gets his drinks for free, tells stories, and even gets to fight a little. Life is good, if unambitious.

Rules and Systems

Difficulties and Result Ranges:

The randomizer “averages” +0 and generates both positive and negative results.

This means the range of results and of difficulties is the same as the range of the Abilities. If a character attempts something that doesn't fall under one of his specific Abilities, his Ability rating is considered to be *Average*.

Terrible = Trivial = 0

Very Bad = Very Easy = 1

Bad = Easy = 2

Average = Average = 3

Good = Hard = 4

Very Good = Very Hard = 5

Outstanding = Ridiculous = 6

Legendary = Legendary = 7

Supernatural = Supernatural = 8 or more.

Most Characters' abilities will only range from Bad (for Weaknesses) to Very Good, with a few reaching the Outstanding level. Difficulties can range much higher or lower. A Weakness or Ability will have its Level listed next to it.

Randomness Factor:

Each task has a Randomness Factor, depending upon how variable the outcome is.

Routine, low risk: 1 Card (repairing a car in an auto shop).

Chancy, medium to high risk: 2 Cards (throwing a punch in a fight)

Desperate, high risk: 3 Cards (trying a risky maneuver to get past someone's defenses).

Basic Task Resolution

The player describes the action his character is going to take, and the GM sets a difficulty and a Randomness Factor. The player can affect the Randomness Factor by having his character take a riskier or less risky action. The player draws a number of cards equal to the Randomness Factor of the task.

Each card that you draw that matches your Strong Suit gives +1 to your total.

Each card that you draw that matches your Weak Suit gives -1 to your total.

Cards drawn from the other two suits give +0.

Add the total from the cards to your Ability rating. If this equals or exceeds the Difficulty, you Succeed. If your total is less than the difficulty, you fail.

For example, Rhianna, a half-fae, is trying to race her car through a hairpin curve to escape a pursuer. Driving is not one of her Trumps – in fact, it’s not even one of her Abilities – so we’ll use normal task resolution. Rhianna’s taking a huge risk driving like this, and the GM decides that the task is Very High-Risk. This means Rhianna’s player will have to draw 3 cards. The GM also decides that the difficulty to keep control of the car is Good.

Rhianna’s Strong Suit is Hearts and her Weak Suit is Clubs. The player draws the 6 of Hearts, the 4 of Clubs, and the Queen of Hearts. It’s her lucky day! She gets +1 for each of the Hearts, for a total of +2, and –1 for the Club, for a total of +1. Adding that to her “Average (3)” rating (remember, if you try something in which you don’t have an Ability, your rating is considered to be Average [3]), you get Good (4).

That’s just barely enough to get her through.

Levels of Success:

Sometimes you need to know not only *if* you succeeded, but how well you succeeded. In these cases, your Margin of Success is the difference between your final result and the Difficulty. A Margin of Success of 1 is a solid success, 2 is a resounding success, and 3 is simply outstanding.

Opposed Tests:

While an “Unopposed Test” has the difficulty set by the GM based on the situation, an “Opposed Test” pits one character’s Ability against another’s. In this case, the base difficulty is the opposing character’s Ability Rating.

Sometimes the circumstances will favor one character over another, and the GM will give a bonus to one character (this bonus should almost never be above +2).

For Opposed Tests, a tie is considered to be a stalemate or a basic success for the acting character.

Trumps:

If the action is using one of your Trumps, you may ignore one card from your Weak Suit, and, if you draw a face card from your Strong Suit, it gives you +2, not +1.

Opposed Trumps:

If both characters are using Trumps, then use the standard resolution, as if neither character were using a Trump.

If only one character is using a Trump, that character's player (or the GM, if it's an NPC), should draw the cards. Use the standard Trump resolution (ignore one card from your Weak Suit, face cards from your Strong Suit count as +2).

Note to Players and GMs:

Fae are supposed to move strangely, and defy gravity somewhat. To this end, when a Faerie character attempts something, judge the difficulty of the action by the end result, not by the explanation of how you get there.

For example, if a Fae wants to climb onto a table and from there up into the rafters, this might be an Average task (or maybe a Hard task if the rafters are really high or the table is unsteady). The difficulty should remain Average whether the player announces the character is going to climb onto the table and into the rafters, jump onto the table and climb into the rafters, or back flip onto the table and leap into the rafters.

Combat:

Combat breaks down into a few basic questions: Who goes first? How do I attack of Defend? How do you tell if a hit actually hurt its target?

Initiative, or Who Goes First?

Each character declares what Ability he or she is most likely using – people planning on fighting should declare Fighting, people planning on running away should declare Athletics, and people planning on shooting should declare Marksmanship. Each character acts on the Initiative total equal to his or her Ability's Rating. Start with the *Highest* Ability Rating and work your way down.

Any character with the Awareness Ability can use its rating as his or her Initiative Rating, regardless of what action he or she takes.

Each player may choose to draw 1, 2, or 3 cards to modify his or her Initiative total. If a character's Initiative Total is reduced below 1, however, he does not get to act.

Attacking, or “Did I Hit?”

An attack is resolved as a standard opposed test between the Attacker's Fighting (or Guns, if he's shooting, or magical Ability for magical attacks) against the Defender's Fighting (for defending against hand to hand attacks), Athletics (for diving out of the

way), or Awareness (for basic Dodging). The Attacker wins ties, hitting the Defender.

The Attacker's Margin of Success is added to his Damage Roll.

In hand to hand combat (including swords, fists, and so on), if the Defender defends with "Fighting" and gets a Margin of Success of 2 or more (that is, the Attacker fails by 2 or more), the Defender can immediately Riposte, getting a "free" attack against her Attacker. This doesn't apply to mental or distance attacks, though some rare individuals have the Ability to catch and return thrown weapons.

Damage, or "How Hurt is Hurt?"

A Damage Roll is a standard Opposed Roll between the Damage of the attack (which is usually based on the Attacker's Strength, though not always) and the Defender's Strength (which can be modified by armor). If the Attack had a Margin of Success, this is added to the Attack's Damage Rating.

If the Defender wins the damage test, or if there is a tie, the character is unhurt. If the Attacker generates a Margin of Success, however, the Defender is hurt. The Margin of Success of the Damage Roll is applied as a Wound Penalty. This is subtracted from all actions the wounded character takes.

Additionally, if the Defender has a Wound Penalty of -2 or greater, and was hit by a Lethal Weapon (knife, sword, etc), he is Bleeding Out. A character who's Bleeding

Out will gain an additional -1 penalty each five minutes until he reaches -5, at which point he will die.

If a Damage Roll generates a Margin of Success of 5 or greater, the Defender is killed outright. A character with a Wound Penalty of -5 is dead, and a character with a Wound Penalty of -3 is Knocked Unconscious (whether he gets it in one hit or bleeds down to it).

Wounds do not “stack” – use only the WORST wound the character has. Each additional Wound of -2 or greater cuts the Bleeding by one minute per -1. In other words, if you’re bleeding out from one wound, you gain an additional -1 penalty every 5 minutes. If you’ve got two wounds of -2 or worse, you gain an additional -1 penalty every 4 minutes. If you end up with 5 wounds of -2 or worse, which would mean you get an additional -1 penalty every Zero minutes, consider the character dead.

Healing and First Aid, or “How Do I Stop This Bleeding?”

Stopping bleeding from a wound is an Easy Task, but it is modified by the Wound Penalty of the character whose bleeding you are trying to stop. So if the character is bleeding out from a -2 Wound, the difficulty goes from Easy to Hard (Easy to Average to Hard). If the character is bleeding out from a -4 Wound, the difficulty goes from Easy to

Ridiculous (Easy to Average to Hard to Very Hard to Ridiculous). Needless to say, it's hard to save someone who's that close to death.

Characters usually heal -1 level of penalty per week, so a character with a -4 wound would take a month to recover, and would be at -3 after the first week of rest, -2 after the second, and so on. Most Fae regenerate much more quickly, though not from wounds caused by Iron.

Appendix:

Gear and Equipment:

A character should start with the minimum necessary equipment to use all of the abilities he or she has. Characters with the Poverty weakness will start with almost nothing, and characters with the Wealth Ability will have access to a lot more gear.

For the most part, you get a penalty (usually -1) for having insufficient gear to complete a task (for example, trying to pick a lock with a paper clip) and a bonus (usually +1) for having exceptionally good gear (like a police or professional grade locksmithing setup).

Weapons and Armor will be covered below.

Armor: Armor adds to your Strength/Toughness rating for resisting Damage when you've been hit.

Leather Armor +1 Toughness

Chain Armor +2 Toughness, -1 to Athletics or any fast movement.

Breastplate +2 Toughness

Full Plate Armor: +3 Toughness, -2 to Athletics or any fast movement.

Type 2A Ballistic Vest: +1 Toughness, can wear under normal clothing

Type 2 Ballistic Vest: +2 Toughness

Type 3A Ballistic Vest: +3 Toughness, -1 to Athletics or any fast movement.

Weapons:

Note: Certain weapons (mostly guns) are listed as “Location Dependent.” They start with lower damage ratings, but they get DOUBLE the bonus from the Margin of Success of your hit. So if you get a Margin of Success of 2, you’ll add 4 to the Weapons’

Damage rating.

Guns ignore medieval type armor. Only “Ballistic” armor stops them.

Firearms (all are “Location Dependent” except Shotguns)

Tiny Pistol (tiny .32 autos and revolvers)

Damage: Average, Range: Point-Blank (10 yards), Fits in a pocket, 6 shots.

Pistol (Glock 23, Beretta 92, etc)

Damage: Good, Range: Short (30 yards), Fits under a loose shirt or jacket, 15 shots.

Deer Rifle (Remington 700, Savage 11)

Damage: Very Good, Range: Long (300 yards), can’t be hidden, 5 shots.

Assault Rifle (AK-47, AR-15, FAL)

Damage: Very Good, Range: Medium (100 yards), can’t be hidden, 30 shots

Pump Shotgun (Mossberg 500)

Damage: Outstanding, Range: Point-Blank (10 yards), can’t be hidden, 7 shots

Sawed-Off Shotgun (illegally modified)

Damage: Outstanding, Range: Point-Blank (10 yards), fits under a trenchcoat, 2 shots.

Bow or crossbow:

Damage: Good, Range: Medium (100 yards, can't be hidden), 1 shot at a time.

Melee Weapons

Fist: +0 Damage, does not cause "bleed out" (non-lethal).

Small Knife: +0 Damage, causes "bleed out" (all weapons other than fists are Lethal).

Dagger/Short Sword/Club/Hatchet/Mace: +1 Damage

Large Sword, Axe, Spear, Pole Weapon: +2 Damage