

## Base Weapon Damage 2010

**Purpose:**

To help balance the utility of different weapon types.

**Description:**

Base damage types have been altered to the following:

<b>Weapon</b>	<b>Base Damage</b>
Small Weapon	1
One-Handed Swords, Staff, One-Handed Blunts with no head	2
One-Handed Blunt/Axes	3
Two-Handed Sword, Polearm	4
Two-Handed Blunt	6