

## PERCENTILE SYSTEM FOR WEAPON QUALITY

A first level fighter buys a sword... 6 levels and 4 years later, he is still using that same sword. Doesn't it ever get old? Doesn't constant combat wear out a weapon? Presented here is the Percentile System for Weapon Quality.

### PRICE OF WEAPONRY

With these new rules, a quality rating is assigned to weaponry. Of course, a difference in quality reflects in the price. So, Table A provides a price multiplier based on quality. Simply multiply the price multiplier times the normal market value of an item and this will give the price of the quality item.

TABLE A: Quality

Quality	Price Multiplier
Terrible	.01
Very Poor	.1
Poor	.5
Normal	1
Good	10
Very Good	50
Excellent	100

### WEAPONS AND QUALITY POINTS

All weapons have quality points assigned to them based on quality. DMs should use Table B to get the quality points of the weapon. A range is given for the quality to provide slight variety. Depreciation will be discussed later.

TABLE B: Quality Points & Depreciation

Quality	Points	Depreciation
Terrible	-20 to 05	20
Very Poor	06 to 15	10
Poor	16 to 35	5
Normal	36 to 65	4
Good	66 to 85	3
Very Good	86 to 95	2
Excellent	96 to 120	1

Table C: Strength Multiplier

Score	Multiplier
01-03	.33
04-06	.5
07-12	1
13-15	2
16-18	3

During combat, if a player rolls a natural 1 on any to hit roll, the weapon he was using is damaged in some way. The player rolls standard percentage dice (1d100) and

if he rolls greater than the quality points of the weapon then the weapon breaks. If the player rolls the quality points or less then the weapon doesn't break but does depreciate in quality. The Depreciation given in Table B should be multiplied by the Strength modifier in Table C and the total should be subtracted from the weapon's quality points.

#### REPAIR

Items can be repaired to recover lost depreciation points. Table D gives the repair multiplier based on quality. The formula for cost of repair is:

$$\text{Repair Cost} = \text{Original Value} * \text{Lost Quality Points} * \text{Repair Multiplier}$$

TABLE D: Quality Points & Depreciation

Quality	Repair Multiplier
Terrible	.25
Very Poor	.10
Poor	.05
Normal	.01
Good	.05
Very Good	.10
Excellent	.25

#### MAGIC ITEMS

Most magical weapons are above excellent quality (i.e. will have quality points greater than 120). Depreciation is typically -1. The Repair Multiplier of .25 should be increased if the repair involves magic. Of course, magical weapons are special and a DM may manipulate numbers as he wishes to foil players.