

Arms Law in TFT

ST x 5 = HP

DX x 5 = Attack percentage

Armor: Plate (20) or Half Plate (19) / Chain (14) / Leather (10) / Cloth (6) / None (1)

Some weapons have bonuses or penalties to hit certain armor classes, using the same 5 categories.

Swords

Weapon	Table	ST	Notes
Dagger	2.6	8	May use HTH
Dirk	2.6	8	+5/+5/-/-5/-5, may use HTH
Main Gauche	2.16	8	See Adv. Melee
Rapier/Foil	2.20	9	+5 all if used w/main gauche
Shortsword	2.23	9	
Scimitar	2.21	10	
Sabre	2.21	10	+5/+5/-/-5/-5
Broadsword	2.3	10	
Longsword	2.3	11	+10 all
Cutlass	2.7	11	-10 all
Falchion	2.7	12	
Bastard sword 1H	2.7	13	+10 all
Bastard sword 2H	2.26	13	-10 all
Two-handed sword 2H	2.26	14	
Claymore 2H	2.26	14	-5/-5/-/+5/+5
Greatsword 2H	2.26	15	+10 all

Axes/Hammers/Maces

Weapon	Table	ST	Notes
Blackjack	2.4	8	-10 all, use subdual crit, may use HTH
Club	2.4	9	
Mace	2.15	10	
Handaxe	2.9	11	
War Hammer	2.27	11	
Cudgel 2H	2.17	11	
Military Pick	2.9	12	+10 all, use puncture for krush
Morning Star	2.17	12	
Flail 2H	2.8	13	
War Mattock 2H	2.28	14	
Battle Axe 2H	2.1	14	

Pole weapons

Weapon	Table	ST	Notes
Javelin	2.11	10	+2 hex range
Trident	2.25	11	-10/-5/0/+5/+10
Spear	2.25	11	
Pilum	2.25	12	+2 hex range
Halberd 2H	2.18	13	
Pike Axe 2H	2.18	14	+10 all
Lance 2H	2.12	16	Double point damage with charge

Thrown weapons

Weapon	Table	ST	Notes
Dart	2.6	9	-10 all,+2 hex range
Blowgun 2H	2.24	9	-10/-5/0/+5/+10, use puncture
Bola	2.2	10	+4 hex range
Sling	2.24	10	
Tomahawk / Hatchet	2.9	11	-10 all, +2 hex range

Missile weapons

Weapon	Table	ST	Notes
Shortbow 2H	2.22	9	2 shots/turn w/DX 15+
Light Crossbow 2H	2.13	10	1 shot/turn w/DX 14+, +2 Mhex range
Boomerang	2.4	11	Treat as missile weapon
Composite Bow 2H	2.5	11	2 shots/turn w/DX 16+
Long Bow 2H	2.14	11	2 shots/turn w/DX 18+, +2 Mhex range
Heavy Crossbow 2H	2.10	12	1 shot/turn w/DX 16+, +2 Mhex range

Special weapons

Weapon	Table	ST	Notes
Whip	2.29	9	See Adv. Melee
Cat-o-Nine Tails	2.29	9	-10/-5/0/+5/+10
Lasso	3.6	9	Max large attack
Quarterstaff (Bo)	2.19	12	See Adv. Melee
Pike	2.25	12	Double point damage with charge

Eastern weapons

Weapon	Table	ST	Notes
Kris	2.6	8	-5/-5/0/+5/+5, may use HTH
Sai	2.16	8	See Main Gauche
Tonfa	2.4	8	Min 12 DX, may use HTH
Nunchaku	2.15	9	Min 12 DX, may use HTH w/grapple crit
Shuriken	2.6	9	-10 all, +2 hex range
Hankyu 2H (bow)	2.22	9	+ 1 to hit; 1 shot/rnd
Wakizashi	2.23	10	+10 all
Naginata 2H	2.9	10	
Daikyu 2H (bow)	2.14	11	+1 to hit; 1 shot/rnd, +2 Mhex range
Jo 1H	2.15	11	+10 all
Jo 2H	2.19	11	-10 all
Yari	2.25	12	+10 all
Katana	2.7	12	-5/-5/0/+5/+5
Jin Tachi 1H	2.7	13	+5/+5/+10/+15/+15
Jin Tachi 2H	2.26	13	-15/-15/-10/-5/-5
No-dachi 2H	2.26	14	-5/-5/0/+5/+5

- 2.1 Battleaxe
- 2.2 Bola
- 2.3 Broadsword
- 2.4 Club
- 2.5 Composite Bow
- 2.6 Dagger
- 2.7 Falchion
- 2.8 Flail
- 2.9 Handaxe
- 2.10 Heavy Crossbow
- 2.11 Javelin
- 2.12 Lance
- 2.13 Light Crossbow
- 2.14 Longbow
- 2.15 Mace
- 2.16 Main Gauche
- 2.17 Morningstar
- 2.18 Polearm
- 2.19 Quarterstaff
- 2.20 Rapier
- 2.21 Scimitar
- 2.22 Short Bow
- 2.23 Short Sword
- 2.24 Sling
- 2.25 Spear
- 2.26 Two-Handed Sword
- 2.27 War Hammer
- 2.28 War Mattock
- 2.29 Whip

- 3.6 Grapple
- 3.8 Martial arts strikes
- 3.9 Martial art sweeps

Spell Law in TFT

A quick and dirty conversion of ICE's Spell law for use with TFT.

A,B,C & D spell pick cost 2 IQ points.

E Spell picks cost 1 IQ point.

Elemental attacks are missile attacks.

A spellcaster has access to the spells if he takes a given pick, but may still only cast them with the necessary IQ.

The table below demonstrates the IQ and fST required to cast a spell

AC picks	BDE picks	Spell Level	IQ required	fST required	
A		1	8	1	
		2	8	1	
		3	9	1	
		4	9	1	
C	B	5	10	2	
		6	10	2	
		7	11	2	
		8	11	2	
		9	12	3	
		10	12	3	
n/a	D	11	13	3	
		12	13	3	
		13	14	4	
		14	14	4	
		15	15	4	
		16	15	4	
		17	16	5	
		18	16	5	
		19	17	5	
		20	17	5	
		E	25	18	6
		E	30	19	7
E	50	20	8		

A semi-spell user (A&C picks) may choose to be a regular TFT wizard in order to cast spells, or for 2 IQ points (Treat as an IQ 8 talent – Semi-spell user), the character is both a hero and a wizard, choosing the better of the two point options for acquiring talents or spells. A full spellcaster (B, D & E picks) may not choose Semi-spell user.