

Weapon Types



Weapon Type	BP Base	Hit Rate	Evade	Other
Sabre	100%	95		
Dirk	75%	200		Elemental
Blade	90%	215	10	
Katana	133%	85	-20	
Spear	110%, -5 BP	75	-10	Increases Physical Damage
Claw	85%	230		Elemental
Rod	75%	95		Elemental, randomly casts a spell on attack
Diamond	75%	150		

BP Base is how much damage a weapon does compared to another. (Mithril Blade vs. Flail, for example)  
Hit % = Hit Rate \* (1-[Evade/128])

Basic Weapons in the World of Balance



Bp	Sabre	Dirk	Lance	Blade	Katana	Claw	Rod	Diamond
10		Dirk						
15								
19								Flail
20						Cestus		
22			Harpoon					
25	MithrilBlade	ThugDirk						
30								
38		Skyhunter					MithrilRod	FullMoon
43						Tessen		
45				Imperial				
50	Cutlass		Atlantis					
56		ShockKnife						MorningStar
57						Suwaiya	Fire Rod	
65								
66					Ashura			
68				Kodachi				
75	Epee	Firebrand					Ice Rod	
77			StoutSpear					
80								
85								
90				Blossom				
95								
99					Kotetsu			
100	Falchion							
105			Partisan					
110								
115						RancorFist		
120								
125								
133				Forged				



Basic Weapons in the World of Ruin

Bp	Sabre	Dirk	Lance	Blade	Katana	Claw	Rod	Diamond
94								Jupiter
98							Thunder Rod	
113		Tidal Blade						
124								Render
128							Poison Rod	
131				Striker				
135								
140								
143		ThiefKnife						
149						TekkoKagi		
154								Sniper
155	DiamondSword							
158							Pearl Rod	
167				Hardened				
170								
173		Gladius						
176			EmpireLance					
183						Katara		
186					Murasame			
190								
195	Xiphos							
203				Masamune				
205								
210								
215								
220			Gold Lance					
225								
230								
235	Centurion							
239					Muramasa			
245								
250								
255			Longinus		Strato			



