

Weapons Overhaul Mod

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Version 1.0

Overview:

The way weapons work in this game has never made sense to me. This mod will change the values of the weapons and armor of the game to allow you more tactical choices when using weapons

Installation:

Unzip the file in your game director and run the installer.

Compatibility:

Design to work with Infinity Engines games such as Baldur's Gate I and II Enhanced Editions. I did not test it with Icewind Dale. I designed this mod using no other mods, so I do not know how compatible it is with other mods. Using mods that will affect anything this mod effects, I assume there will be issues.

Content:

- Piercing Weapons – Useful for piercing through armor, has a wide range in the damage dealt. The idea is if you hit an organ, you will do high damage but if you miss you will do low damage.

Piercing Weapons Original Game:

Weapon	Damage	Speed	Weight	Str-Requirement	Cost	Hands Used
Dagger	1d4	2	1	3	2	1
Short Sword	1d6	3	3	5	10	1
Wakizashi	1d8	3	3	5	50	1
Spear	1d6	6	5	5	1	2
Halberd*	1d10	9	15	13	10	2

Halberd Is Piercing/Slashing

Mod:

Weapon	Damage	Speed	Weight	Str-requirement	Cost	Hands Used	APR
Dagger*	1d3	3	1	3	5	1	1.5
Short sword*	1d4	4	3	5	25	1	1.5
Wakizashi*	1d5	4	3	7	100	1	1.5
Axe	1d8	6	6	10	30	1	1
Spear	1d10	8	7	13	50	2	1
Halberd	1d12	10	15	18	150	2	1

*Daggers, Short Swords, and Wakizashi get a bonus .5 APR

- Slashing Weapons - They will do the highest range of damage out of all the weapons. Uses more hit dices than the other weapon types. However will cost more and most armor will protect against slashing.

Slashing Weapons in the original game:

Name	Damage	Speed	Weight	Str-Requirement	Cost
Battle Axe	1d8	7	7	10	5
Long Sword	1d8	5	4	6	15
Scimitar	1d8	5	4	10	55
Ninja-to	1d8	4		5	12
Bastard Sword	2d4		10	11	25
Katana	1d10	4	6	6	500
Throwing Axe (melee)	1d6+1	4	5	4	55
Two Handed Sword	1d10	10	15	14	50

Slashing Weapons in the Mod:

Name	Damage	Speed	Weight	Str-Requirement	Cost	Hands Required	APR
Ninja-to *	2d3	4		7	100	1	1.5
Long Sword	2d4	5		9	50	1	1
Scimitar	4d2	7		11	75	1	1
Bastard Sword	2d5	9		13	100	1	1
Katana	5d2	5		15	500	1	1
Two-Handed Sword	6d2	10	15	18	250	2	1

- Ninja-To gets an extra .5 APR
- Crushing Weapons – They do the least amount of damage, so you need strength to compensate. The damage they deal is more balanced. They are ok against armored opponents, but they are great against shields.

Crushing Weapons in the original game:

Name	Damage	Speed	Weight	Str-Requirement	Cost	Hands Required
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War Hammer	1d4+1	4	6	9	2	1
Club	1d6	4	3	5	0	1
Flail	1d6+1	7	15	13	15	1
Mace	1d6+1	7	8	10	8	1
Morning Star	2d4	7	12	11	10	1
Quarter Staff	1d6	4	4	5	0	2

Crushing Weapons in the Mod:

Name	Damage	Speed	Weight	Str-Requirement	Cost	Hands Required	Apr
Club *	1d2	3	3	7	1	1	1.5
War Hammer	2d2+1	6	6	10	10	1	1
Mace	2d2+2	7	8	12	20	1	1
Morning Star	2d2+3	8	12	14	30	1	1
Flail	2d2+4	9	15	16	50	1	1
Quarter Staff *	1d2+1	4	4	9	1	2	1.5

Club and Quarter Staffs get a .5 bonus to APR

- Missile – Will be similar but the values will be different.

Missile weapons in the original game:

Name	Damage	Speed	weight	Str-Requirement	Cost	APR
Darts	1d3	2	0	0	0	3
Throwing Daggers	1d4	2	0	3	1	2
Throwing Axes	1d6+1	4	1	4	1	1
Short Bow	1d6	6	2	3	30	2
Longbow	1d6+1	7	3	6	75	2
Composite Longbow	1d6+2	7	10	18	100	2
Light Crossbow	1d8	5	7	8	35	1
Heavy Crossbow	1d8+2	10	14	12	50	1
Sling	1d4+1	6	0	1	0	1

Missiles in the mod:

Name	Damage	Speed	weight	Str-requirement	cost	Apr	Damage Type
Darts	1d3			3		3	Missile
Throwing Daggers	1d3 *			5		2	Piercing
Throwing Axes	1d6 *			10		1	Piercing
Sling	2d2 *			3		1	Crushing
Short bow	1d6			3		2	Missile
Long Bow	1d6+1			9		2	Missile
Composite Bow	1d6+2			18		2	Missile
Light Cross Bow	1d8			14		1	Piercing
Heavy Cross Bow	1d8+2			18		1	Piercing

Throwing daggers/axes and slings get str bonus to damage.

Armor Table:

In the Base Game

Name	Base	Crushing	Slashing	Piercing	Missile	Cost	Weight
Leather	8	8	8	10	10	5	15
Studded Leather	7	7	5	6	6	20	25
Hide Armor	6	6	6	8	8	7	40
Chainmail	5	7	3	5	5	75	40
Splint Mail	4	2	4	3	3	80	40
Plate Mail	3	3	0	3	3	600	50
Full Plate	1	1	-3	-2	-2	6000	70

In the mod:

Name	Base	Crushing	Slashing	Piercing	Missile	Cost	Resistance	Weight
Leather	8	8	6	10	8	25	5%	15
Studded	7	7	5	9	7	50	10%	25
Hide*	6	6	4	8	6	100	15%	30
Chainmail*	5	5	3	7	5	500	20%	35
SplintMail	3	3	1	5	3	1000	25%	40
Plate Mail	1	1	-1	3	1	2500	30%	50
Full Plate	-1	-1	-3	1	-1	7500	35%	70

Thief can use Hide and Chainmail but with a penalty to their skills

Shields:

Shield in the original game

Name	Bouns to AC	Missile Bonus	Penalty	Weight	Cost
Buckler **	1	0	No Missile or Piercing Bonus	1	2
Small Shield*	1	0	No Missile Bonus	3	3
Medium Shield	1	0	No penalty	8	7
Large Shield	1	+1	No penalty	15	10

- Thefts and bards can use
- Mages can use

Shields in the mod

Name	Bouns to AC	Missile bonus	Penalty	Weight	Cost
Buckler	1	0	No Crushing Bonus	3	5
Small Shield	2	1	No Crushing Bonus	5	20
Medium Sheild	3	2	-2 to Crushing	10	50
Large Shield	4	3	-2 to Crushing	15	100