

Weapon Check Supplemental

Version 1.2

This document is a supplement to the standing Weapon Check Guidelines version 1.3 and needs incorporating into the main guidelines. All of these were previously agreed by Matt and Juliet.

Latex Firearms

Latex Firearms are not permitted and all firearms must be of metal or wood/metal construction.

Realistic Throwing bricks

Realistic-looking throwing bricks are not permitted. The reason for this is that on-lookers might think that people are throwing real bricks.

Thrusting Spears

Thrusting with spears, etc is not permitted. This is irrespective of whether or not the weapon has a thrust-safe tip.

Armour Edges

Armour does not require checking per se. However, if the armour appears to have protrusions or sharp edges, the player needs to be advised of this. This is on the grounds of both player safety and the likelihood of causing damage to other players' weapons.

Throwing weapons

Cored throwing weapons are allowed but only if you can't feel the core.

If a dagger fails as thrown, it doesn't mean it will fail totally, e.g. many people use crappy little cored daggers for coup de grace.

Hand Damage

~~Hitting someone with your open hand is acceptable if you have a relevant skill. If someone is wearing claws, it is acceptable to hit with their open hand (hand damage). This requires no minimum claw length, just a phy rep of claws. Hand damage can only be done with claws that allow you to have a flat open hand. (Not claws that make a fist – these still have a minimum length of 4 inches above the hand)~~