Char Speed Used per Attack:		**8 - x/3**	**x= weapon speed 1 through 18**	**2 speed used from weapon speeds 18-24, only at 25+ is 1 speed used per attack.**		
Hand to Hand is always 5 Char Speed per Attack. Hand to Hand max dmg is 2x max, max is 5+gauntlet bonus. 24 str mach gaunt is 29-40						
Explosives thrown is always 4 Char Speed per Attack						
All other weapons gain 5 speed from training (bows, boomerangs, guns, melee)						
Basically the slowest wep needs to do 6x more avg dmg than fastest wep (6speed/atk at 1spd trained, 1speed/atk at high speeds)						
Assume melee weapons always do their damage limit (3x max dmg value) because of str bonus						
Because of this, lowest melee wep dps is 3, and variation is in multiples of 3						
A lot of this points to a desirable average damage per speed of 6. That would mean even hand to hand and explosives are pretty balanced. Still means 180 damage/turn at 30 speed.						
Rifles and 2 handed guns cannot be used with shields, perhaps compensate their damage.						
Followers will not be able to match this damage output because of no training and they will not force an attack with few speed points remaining in turn based.						
Recommended Weapons	**Avg Dmg**	**Weapon Speed**	**Character Speed Used per Attack**	**Weapon Speed After Training**	**Char. Speed Used on Attack With Training**	**Damage Per Char. Speed**
Sniper Rifles, Super Guns	36	1	8	6	6	6
	36	2	8	7	6	6
Claymore, Flamberge	36	3	7	8	6	6
Rifles	30	4	7	9	5	6
Hammer	30	5	7	10	5	6
Axe, Broadsword	30	6	6	11	5	6
Revolvers, Compound Bow	24	7	6	12	4	6
Mace, Chakram	24	8	6	13	4	6
Longswords, Katana	24	9	5	14	4	6
Pistols, Long Bows	18	10	5	15	3	6
Boomerang	18	11	5	16	3	6
Scimitars, Short swords	18	12	4	17	3	6
	12	13	4	18	2	6
Falchion	12	14	4	19	2	6
Short Bow	12	15	3	20	2	6
Staff	12	16	3	21	2	6
Rapiers	12	17	3	22	2	6
Machine Guns	12	18	2	23	2	6
	12	19	2	24	2	6
	6	20	2	25	1	6
Dagger	6	21	2	26	1	6
Best Machine Guns	6	22	2	27	1	6
	6	23	2	28	1	6
	6	24	2	29	1	6
	6	25	1	30	1	6