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	$n(2) = 3 \times B$ $(3) = 6 \times BL$	SL	-							
1 -	y (4) = $10 \times$	BL				╛╽				
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HAND WEAPONS Weapon	Damage	Reach	Parry	Notes	Cost	Weight

RANGED WEAPONS]	
Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
										l ———	

Item

ARMOR & POSSESSIONS

Weight

Location

Cost

SPEED/RANGE TABLE For complete table, see p. 550.								
Speed/ Range Modifier								
Close	0-5 yds	0*						
Short	6-20 yds	-3						
Medium	21-100 yds	-7						
Long	101-500 yds	-11						
Extreme	501+ yds	-15						
* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon								

HIT LOCATION							
Modifier	Location						
0	Torso						
-2	Arm/Leg						
-3	Groin						
-4	Hand						
-5	Face						
-7	Skull						
, D'	1						

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY



a penalty equal to Bulk of the weapon		l ———	
CHARACTER NOTES			
	Totals:	\$	Lbs.