



HAND WEAPONS Weapon	Damage	Reach	Parry	Notes	Cost	Weight

RANGED WEAPONS												
Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
SPEED/RANGE TABLE	HI	Γ LOCATIO!	N I	ARN	IOR & I	POSS	ESSIO	NS				
For complete table, see p.	- 11			Item					L	ocation	Cost	Weight

SPEED/RANGE TABLE For complete table, see p. 550.						
Speed/ Range Modifier	Linear Measuren (range/spe	nent				
Close	0-5 yds	0*				
Short	6-20 yds	-3				
Medium	21-100 yds	-7				
Long	101-500 yds	-11				
Extreme	501+ yds	-15				
	nbat, ranged attacks il to Bulk of the wea					

HIT LOCA	ΓΙΟΝ
Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull
Imp or Pi	attacks can

target vitals at -3 or eyes at -9.

COINS



a penalty equal to Balk of the weapon		
CHARACTER NOTES		
	Totals:	\$ Lbs.



HAND WEAPONS Weapon	Damage	Reach	Parry	Notes	Cost	Weight

DUNGEON	NIMI	SY												
CHARACT	ER SHEI	et -												
RANGED WEA	APONS	Damag	ge Acc	Range	RoF	Shots	ST	Bulk	Rel	LC	Notes	Cost		Weight
SPEED/RANG			HIT LOCAT	TION	SPE									
For complete ta Speed/ Range Modifier	Linear Measuren (range/spe	r nent	Modifier 0 -2 -3 -4	Location Torso Arm/Leg Groin Hand	Nam	e				Leve	1 _[] _[] _[]	Time	Dur.	Cost
	9-5 yds 9-20 yds	0*	-4 -5 -7 <i>Imp</i> or <i>Pi</i> :	Face Skull							_[] _[] _[]			
	1-100 yds	-7	target vitals eyes at -9.								_[] _[] _[]			
	01-500 yds 01+ yds	-11 -15	,	E							_[] _[] _[]			
* in melee combai a penalty equal to	t, ranged attacks Bulk of the wea	s suffer upon									_[] _[]. _[].			
CHARACTER	NOTES										_L]. _[]. _[].			
											_[]. _[]. _[].			
											_[]. _[]. _[].			
					POSS Item	SESSIO	ONS					Cost		Weight
Spella 9 or less - be	oth l													

Spells 15+ - words or gestures, move 1 hex.

Totals:	\$ Lbs.