

ST

DX

IQ

		Ht	Wt		Size Modifier	Age _	Point Total Unspent Pts
]	HP	CUI	RRENT]	MOVE		
]	Will		[]			
]	Per	CUI	RRENT]	DR		
]	FP		[]			
		E Thr				REA	CTION MODIFIERS
CE	BAS	IC MOVE ACTI	VE DEF	_	ES	1 ^ ^	

HT FP [][
BASIC LIFT (ST × ST)/5 DAMAGE Thr Sw BASIC SPEED [] BASIC MOVE ENCUMBRANCE ACTIVE DEF	REACTION MODIFIERS Appearance Status	
None (0) = BL		Reputation
ADVANTAGES & PERKS] [SKILLS Name Level
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DISADVANTAGES & QUIRKS]	
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HAND W Weapon	EAPONS	Damage	Reach	Parry	Notes	Cost	Weight
age Ac	c Range	RoF Shot	s Bulk	Rcl	Notes	Cost	Weight

Location

Cost

Weight

RANGED WEA	APONS									
Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
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SPEED/RANG	E TABLE HI	T LOCA	TIONS	POS	SSESS	IONS				4 1

Item

SPEED/RANGE TABLE For complete table, see p. 550. Speed/ Linear Range Measurement Modifier (range/speed)						
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					

Modifier	Location					
0	Torso					
-2	Arm/Leg					
-3	Groin					
-4	Hand					
-5	Face					
-7	Skull					
Imp or Pi attacks can target vitals at -3 (x3 dmg)						

-7	Skull
Imp or I	Pi attacks can
	at -3 (x3 dmg)
or eyes a	t -9 (x4 dmg)

CASH



a penalty equal to Bulk of the weapon		
CHARACTER NOTES		
	Totals:	¢ 11.
	lotais:	\$ Lbs.