



HAND WEAPONS					Cost	Weight
Weapon	Damage	Reach	Parry	Notes		

RANGED WEAPONS								Cost	Weight
Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes		

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (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

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

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) or eyes at -9 (x4 dmg)

SKINS

POSSESSIONS		Cost	Weight
Item	Location		
Totals:		\$	Lbs.

CHARACTER NOTES
Note that stone weapons are cheap and break easily. Any DR is doubled against stone weapons.