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<b>←</b>	NCUMBRANC€		ACT	IVE DEFEN	<b>V</b> > </td <td></td> <td></td> <td></td> <td></td> <td>_ </td>					_
None (	0) = BL 1) = 2 × BL	Do	odge	Parry	] Г	Block				-
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1 .	$(3) = 6 \times BL$ $(4) = 10 \times BL$									-
A-Heav		<u></u> _						SKILLS		릑
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HAND WEAPONS Weapon	Damage	Reach	Parry	Notes	Cost	Weight

RANGED WEAP	ONS										
Weapon	Damage	Acc	Range	RoF	<b>Shots</b>	ST	Bulk	Rcl	Notes	Cost	Weight
										_	

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							

HIT LOCATION							
Modifier	Location						
0	Torso						
-2	Arm/Leg						
-3	Groin						
-4	Hand						
-5	Face						
-7	Skull						
<i>Imp</i> or <i>Pi</i> attacks can							

Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

## MONEY



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