


HAND WEAPONS						Cost	Weight
Weapon	Damage	Reach	Parry	Notes			

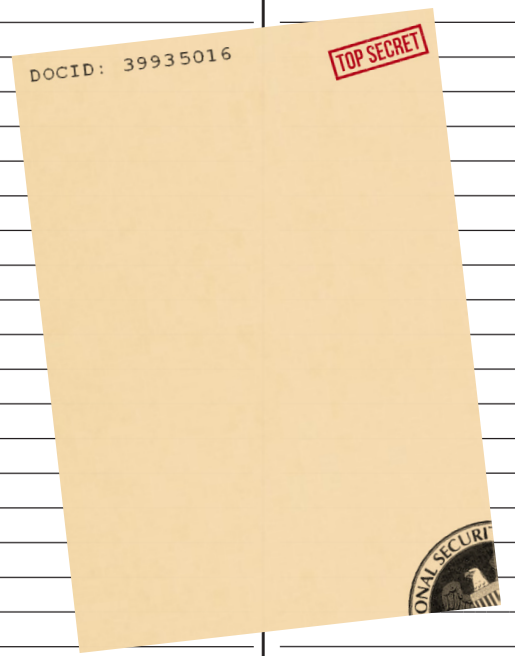
RANGED WEAPONS										Cost	Weight
Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes			

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)	
CASH	
	

POSSESSIONS		Cost	Weight
Item	Location		

CHARACTER NOTES



Totals:	\$	Lbs.
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