

]]]



HAND WEAPONS Weapon	Damage	Reach	Parry	Notes	Cost	Weight

Weight

Location

Cost

RANGED WEAPONS Weapon	Damage	Acc	Range	RoF S	Shots	Bulk	Rcl	Notes	Cost	Weight
									<u> </u>	

POSSESSIONS

Item

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			
	nbat, ranged attacks ll to Bulk of the wea				

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

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

WEALTH



* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon		
CHARACTER NOTES		
	Totals:	\$ Lbs.