



		Weapon	Damage Reach Parry No	otes Cost Weigh
Zanzed l Weapon	Deapons Dama	age Acc Range	RoF Shots Bulk Rcl Note	es Cost Weigh
Speed/Range Modifier Close Short Medium Long Extreme * in melee co	Linear Measurement (range/speed) 0-5 yds 0* 6-20 yds -3 21-100 yds -7 101-500 yds -11 501+ yds -15 combat, ranged attacks attacks of the standard of the	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) Coins	Possessions Item	Location Cost Weigh
Charactes	he weapon			
			Totals:	\$ Lbs