

Sheet1

Weapon	Short	Medium	Long	Range	Ammo	Dmg Bonus
Knife	5	0	-5	10"	1	1
Main Gauche	-	-	-	-	-	1
Blackjack	-	-	-	-	-	1
Whip	-5	-	-	5"	-	1
Brass Knuckles	-	-	-	-	-	1
Blowgun	0	5	-10	12"	1	1
Throwing Star	5	0	-5	10"	1	1
Machete	-	-	-	-	-	2
Revolver	5	-5	-10	15"	6	2
Pistol (9m)	5	0	-10	20"	9	2
Handaxe	0	-5	-10	8"	1	2
Club	-	-	-	-	-	2
Flail	-	-	-	-	-	2
Rapier	-	-	-	-	-	2
Staff	-	-	-	-	-	2
Hand Crossbow	-5	0	-5	15"	1	2
Claw	-	-	-	-	-	2
Shortsword	-	-	-	-	-	2
Shortbow	-5	0	-5	20"	1	2
Longsword	-	-	-	-	-	3
Mace	-	-	-	-	-	3
Javelin	0	-5	-10	10"	1	3
Longbow	-10	0	5	30"	1	3
Zweihander	-	-	-	-	-	4
Battle Axe	-	-	-	-	-	4
Spear	0	-	-	5"	-	4
Halberd	-5	-	-	5"	-	4
Warhammer	-	-	-	-	-	4
Musket	-10	0	-5	25"	1	4
Rifle (Black Pow)	-10	-5	-10	35"	1	5
Rifle (AK-47)	-10	0	5	40"	20	5
Shotgun	5	-5	-10	20"	2	5
Grenade	0	-5	-10	10"	1	5

RPG  
Anti-Tank Rifle  
Harpoon

Abilities

Time Period

Initiative – 2  
 Melee Defense Draws + 2  
 Dmg + 5 vs. Unaware Target  
 Specialty(Disarm) + 2  
 Adds to Unarmed attacks  
 Dart may carry **Poison**  
 Half value of armor on target  
 Dmg + 5 vs. Limbs  
**Gun Fever Advantage** + 1  
 Half value of armor on target  
 Dmg + 5 vs. Large target  
 Dmg + 5 vs. Unaware Target  
 Ignores target's Shield  
 Initiative – 1  
 Melee Defense Draws + 2  
 Silent  
**Savage Advantage** + 1  
 Melee Defense Draws + 2  
**Spreadshot Advantage** + 1. 0 Act reload.  
 Melee Defense Draws + 1  
 Can't be parried by weapons with < dmg  
 Initiative – 1.  
**Spreadshot Advantage** + 1. 0 Act reload.  
**Wide Swing Advantage** + 1.  
 Dmg + 5 vs. Large target  
 Specialty(Lunge) + 2  
 Specialty(Trip) + 2  
 Half value of armor on target  
 Half value of armor on target. 2 Act reload.  
**Spreadshot Advantage** + 1. 2 Act reload.  
 Half value of armor on target  
 Damage – 2 at medium range, - 4 at long. Targets all in range.  
**Splash Damage(3)** to all in range.