

# Sheet1

Weapon	Short	Medium	Long	Range	Ammo	Dmg	Bonus
Knife	5	0	-5	15"	-		1
Main Gauche	-	-	-	-	-		1
Blackjack	-	-	-	-	-		1
Whip	0	-	-	5"	-		1
Brass Knuckles	-	-	-	-	-		1
Blowgun							
Throwing Star							
Kukri							
Revolver							
Pistol (9m)							
Handaxe							
Club							
Flail							
Rapier							
Staff							
Hand Crossbow							
Claws							
Shortsword							
Shortbow							
Longsword							
Mace							
Javelin							
Longbow							
Zweihander							
Battle Axe							
Spear							
Halberd							
Warhammer							
Musket							
Rifle (Black Pow)							
Rifle (AK-47)							
Shotgun							
Grenade							
RPG							
Anti-Tank Rifle							
Harpoon							

## Sheet1

### Abilities

Initiative – 2

Melee Defense Draws + 2

Dmg + 5 vs. Unaware Target

Specialty(Disarm) + 5

Adds to Unarmed attacks