



WEAPONS

Weapon	Ammo	Damage	Range	Notes
Assult Rifle		16	rifle	Can fire bursts
Hunting Rifle		20	rifle	
Pistol		12	pistol	
Shotgun		20	pistol	
Tranquilizer Gun		1	rifle	Knockout effect

COMBAT MANEUVERS

Maneuver	Roll Bonus	Base Damage	Notes
Aiming: Gun Fu	7	none	Adds success levels to shooting roll
Brain Shot	cm-4	varies	Bash damage x2, slash/stab damage x3,
Dodge: Kung Fu	8	none	
Gunshot	8	varies	Ranged attack modifiers apply
Kick	7	8	
Punch	8	6	

SPELLS

Spell Name	Level	QC	Book	Page	EC	Spell Name	Level	QC	Book	Page	EC

ARMOR

Type	Bash	Slash/Stab	Bullet	Type	Bash	Slash/Stab	Bullet