







**WEAPONS**

Weapon	Ammo	Damage	Range	Notes
Baton		12		
Knife		8		
Pistol		12	pistol	
Shotgun		20	pistol	
Taser Rifle		5		Knockout effect

**COMBAT MANEUVERS**

Maneuver	Roll Bonus	Base Damage	Notes
Aiming: Gun Fu	10	none	Adds success levels to shooting roll
Dodge: Kung Fu	8	none	
Gunshot	10	varies	Ranged attack modifiers apply
Kick	7	10	
Melee Weapon	6	varies	
Punch	8	8	

**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
Bulletproof Vest	10	5	10				