

Rock (-2)

Str/2 + Dex / 2

RoF = 1 3'

Range Damage

Bludgeon

Long	30'	2d4
Medium	25'	2d4
Short	15'	d6/d4
Point blank	10'	d6/d4



Pebble (0)

Dex

RoF = 3 3'

Range Damage

Bludgeon

Long	100'	d1
Medium	60'	d1
Short	30'	d2
Point blank	15'	d3



Flask (-2)

Dex

RoF = 1 3'

Range Damage

Fire / Acid

Long	40'	-
Medium	20'	-
Short	15'	-
Point blank	10"	-



Sling (-2)

Dex

RoF = 1/2 5'

Range Damage

Bludgeon

Long	80 yds	d1
Medium	50 yds	d2
Short	50'	d3
Point blank	30'	d4



Dart (0)

Dex

RoF = 3 3'

Range Damage

Pierce

Long	100'	d1
Medium	75'	d1
Short	40'	d2
Point blank	15'	d3



Net (-2)

Dex

RoF = 1 7'

Range Damage

Entangling

Long	20'	-
Medium	15'	-
Short	10'	-
Point blank	5'	-



Staff-sling (-2)

Dex

RoF = 1/2 4'

Range Damage

Bludgeon

Long	80 yds	2d4
Medium	50 yds	2d4
Short	40 yds	d6/d4
Minimum	30 yds	d6/d4



Battle Axe (-3)

Str/2 + Dex/2

3'

Range Damage

Chop

Long	20'	d8/d4
Medium	15'	d8/d4
Short	10'	d8/d6
Point blank	5'	d8/d6



Blowgun (+3)

Dex

RoF = 1 7'

Range Damage

Poison

Long	20'	-
Medium	15'	-
Short	10'	-
Point blank	5'	-

