

[illegible]

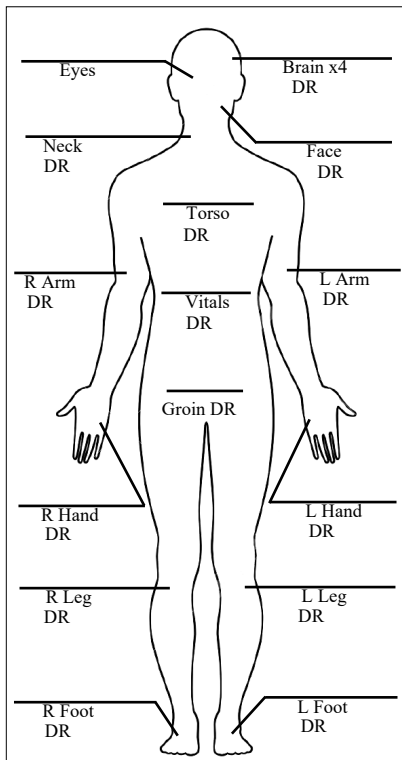
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Cost	Weight

[illegible]

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SPEED/RANGE	TABLE
Complete table, see p. 550.	
Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd



HIT LOCATION	
Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

Less than 1/3 HP - Half move and dodge.
0 or less HP - Roll at the start of each turn at -1 per full multiple of HP below 0, or do nothing.
Shock - Up to -4 to DX and IQ for next turn only.
Major wound - Single injury more than the threshold of a body part. Also counts as a major wound:
arm, leg, wing, striker, or prehensile tail - 1/2 HP
hand, foot, tail, fin, or extraneous head - 1/3 HP
eyes - 1/10 HP
For more information on injuries and death - B418-424

POINTS SUMMARY		
Attributes/Secondary Characteristics	[	]
Advantages/Perks/TL/Languages	[	]
Disadvantages/Quirks	[	]
Skills/Techniques	[	]

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POSSESSIONS		Cost	Weight
Qty	Item		
Currency	On Hand \$ Total \$		lbs