



Arkstore the Boss

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Brawling						
	Punch	1d-3 cr	C	10 (8)			
	Bite	1d-3 cr	C	10 (No)			
	Kick	1d-2 cr	C,1	8 (No)			
1	Small Knife					1.5	.5
	Swing	1d-3 cut	C,1	6 (5) 5			
	Thrust	1d-3 imp	C	6 (5) 5	[1]		

RANGED WEAPONS											Cost	Weight		
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl			LC	No
1	Small Knife	1d-3 imp	0	5 / 10	1	T(1)	6	5	-1				1.5	.5

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-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
-5	Neck
-7	Skull

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

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Clockwork Pocket-Watch		2.5	.25
1	Ordinary Clothes (Status +0)		6	2
1	Personal Organiser (Dis-Organiser)		20	2
1	Scribe's Kit		2.5	2

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[25]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[20]
Disadvantages/Quirks	[-22]
Skills/Standardised Spells	[27]
Other	[]