

WEAPONS & ARMOR

GENERIC RANGED WEAPONS

Archaic Ranged Weapons	Range (m/y)	DC	ROF
Bow	20 per pt. STR, up to 140	4	1
Longbow	20 per pt. STR, up to 200	7	1
Crossbow	200	4	1/2
Historic & Modern Ranged Weapons	Range (m/y)	DC	ROF
Colt Revolver	50	4	1
Light Pistol (.22)	50	2	2
Medium Pistol (9mm)	50	3	2
Heavy Pistol (.357, 10mm)	50	4	2
Magnum Pistol (.44)	50	5	2
Bolt Action Rifle	100	6	1
Shotgun (12-gauge shot)	40	5	2
Shotgun (10-gauge shot)	40	6	2
Magnum Hunting Rifle (.458)	700	10	2
Submachine Gun (9mm)	200	3	20
Assault Rifle (5.56mm)	300	6	25
Battle Rifle (7.62mm)	400	9	20
Machine Gun (.50 cal)	800	10	10
Autocannon	400	14	22
Recoilless Rifle	400	15	1
Light Cannon	400	16	1
Tank Cannon (120mm)	1000	17	1
Future Ranged Weapons	Range (m/y)	DC	ROF
Infantry Laser Cannon	400	12	1
Man-Portable Railgun	400	14	1
Energy Pistol	60	5	2
Energy Rifle	400	7	2

GENERIC ARMOR LIST

Fantasy/Archaic Armors	PKD	EKD	Description
Heavy Cloth, Soft Leather, Fur	2	NA	Thief gear
Heavy Leather, Padded Cloth	4	NA	Animal hides, scales
Boiled Leather, Heavy Hide	6	NA	Barbarian armor
Brigandine, Ring Mail	8	NA	Bardic chain
Scale Mail, Bezainted	10	NA	Dragon scales
Chain Mail, Laminated	12	NA	Samurai armor
Plate & Chain, Plate Mail	14	NA	
Field Plate	16	NA	Typical knight
Modern Armors	PKD	EKD	Description
Light Kevlar	6	NA	Armored clothes
Skin Weave	12	NA	Subdermal armor
Kevlar	14	2	Light armorjacket
Medium Kevlar	16	5	Medium armorjacket
Flack	18	5	w/ inserts, cable weave
Metalgear™ Composite	25	10	Plastic/kevlar plate
Futuristic Armors	PKD	EKD	Description
Space Suit	5	5	Light skinsuit
Industrial Space Suit	8	5	Heavy metalized fabric
Military Space Suit	10	10	Metal fabric w/ plates
Body Armor	18	25	"Stormtrooper" plate
Personal Force Screen	10	25	Against Stun damage
Advanced Force Screen	14	30	Against all damage

GENERIC MELEE WEAPONS

Archaic/Fantasy Melee Weapons	DC	WA	Min STR	Notes
Hand Axe	3	+0	3	
Battle Axe	6	-1	5	2h
Quarterstaff	3	+1	3	2h, Stun
Spear	4	+0	3	
Polearm	6	-1	4	2h
Club	3	+0	2	Stun
Mace	4	+0	3	
Great Club	6	+0	5	Stun
Knife	2	0	1	
Dagger	2	0	2	
Short Sword	3	+1	3	
Rapier	3	+2	2	
Saber	3	+1	3	
Broadsword	4	+0	5	
Bastard Sword	5	+0	4	1h/2h
Katana	5	+2	4	1h/2h
Whip	2	-1	3	
Javelin	3	+1	3	
High Tech Melee Weapons	DC	WA	Min STR	Notes
Cyber Hand Blades	3	+1	1	AP
Energy Saber	5	+1	2	2h
Monoblade	3	+1	2	AP