

MELEE ATTACKS						
Name	Skill	Parry	Damage	Reach	ST	Notes
Bite	12	-	2d cut	C,1-2	-	
Kick	10	-	2d+1 cut/imp	C,1-3	-	
Punch	12	9	2d cut/imp	C,1-2	-	

RANGED ATTACKS										
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	-11	1 in	-5	+5	15 yd
0	-10	1.5 in	-6	+6	20 yd
0	-9	2 in	-7	+7	30 yd
0	-8	3 in	-8	+8	50 yd
0	-7	5 in	-9	+9	70 yd
0	-6	8 in	-10	+10	100 yd
0	-5	1 ft	-11	+11	150 yd
0	-4	1.5 ft	-12	+12	200 yd
0	-3	2 ft	-13	+13	300 yd
0	-2	1 yd	-14	+14	500 yd
0	-1	1.5 yd	-15	+15	700 yd
0	0	2 yd	-16	+16	1000 yd
-1	+1	3 yd	-17	+17	1500 yd
-2	+2	5 yd	-18	+18	1.14 mi
-3	+3	7 yd	-19	+19	1.7 mi
-4	+4	10 yd	-20	+20	2.84 mi

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals ^[2]	-3
5	Face	-5(f)/-7(b)	-	Eye ^[3]	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest ^[1]	-	-	Jaw	-6
11	Abdomen ^[1]	-1	-	Spine ^[4]	-8
12	Left Arm	-2	-	Limb Vein/Artery ^[5]	-5
13-14	Left Leg	-2	-	Neck Vein/Artery ^[5]	-8
15	Hand	-4	-	Arm/Leg Joint ^[6]	-5
16	Foot	-4	-	Hand/Foot Joint ^[6]	-7
17-18	Neck	-5	-	Groin	-3

[1] If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 [2] Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 [3] Only targetable by impaling, piercing, and tight-beam burning attacks
 [4] Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 [5] Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 [6] Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit ^[1]	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

[1] Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.