

MELEE ATTACKS								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	16	11	1d-4 cut/imp	C	–	–	–	
Brawling: Bite	16	–	1d-4 pi+	C	–	–	–	
Brawling: Kick	14	–	1d-3 cut/imp	C,1	–	–	–	
Striker (Crushing)	16	11	1d-3 cr	C	–	–	–	

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

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7	13–14	Left Leg	-2
5	Face	-5	15	Hand	-4
6–7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17–18	Neck	-5
9–10	Torso	–	–	Vitals ^[1]	-3
11	Groin	-3	–	Eye ^[1]	-9
12	Left Arm	-2			

[1] Only targetable by impaling, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

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.